

No Safety From The Sand v2

A scenario for Lovecraftesque by Jaye Foster

Theme

Being trapped and near helpless between vastly powerful hostile forces.

Witness

Taderfit, a fourteen year old Berber girl. She has lived her entire life in the town, the youngest of many siblings. Her days are filled with a little schooling, some chores and helping at her father's market stall. She has a talent for languages and speaks limited French and Italian, picked up for foreigners passing through the bazaar. Her strength is her *faith* and her personality trait is *curious*.

Other Characters

Valiant Therriault is a Lieutenant in the French Army. Desperate to avoid the slaughter back home, he used bribery to make sure of an African posting. His orders are to secure and protect the oasis at Murzuk. His objective of survival is compromised by his fantasies of heroism.

Chasseur *René Berthiaume* is young, probably too young to be legally serving. From Lens, his enthusiasm and large size have made him the mule of the garrison. He nervously fusses over his machine gun, trying to keep sand out of the workings. Everyone he knew growing up is dead.

Kella is the matriarch of a berber caravan that arrived in town two days ago. An old woman, she knows much of the cruelty of both man and desert. She is greatly distrustful of outsiders and would greatly prefer it they would all leave the desert.

The French Garrison are not good soldiers. They mix poorly with the locals and show no respect for tradition or local culture. They rarely leave the fort except for patrols and begrudge having to pay for goods.

The Ottoman Army is intent on retaking territory that was its before the war. Rumours of their imminent arrival in large numbers have been circulating for months.

Location and Era

Dawn on the 23rd of July 1915, Murzuk, southern Libya. Population approx 5000. The town is quiet save for the call to prayer. Already it is hot and dusty. High stone walls line narrow streets and everything is a pale shade of brown. It has been months since anyone saw a cloud.

Other Locations

Fort

Four square walls dating back to the 18th century, located at the western edge of town. Most of the thick walls are crumbling at the edges. Inside the fort the French garrison of thirty men are housed in squat stone building at the centre. Occasionally the quiet is broken by soldiers venturing out on patrol.

Oasis Square

The town centre is a series of wells. Once this was a palm surrounded oasis, but as the town grew it became a paved square. As the primary source of water for the town's population the small square is always busy. Few people actually stop to talk here, making it a place of passing conversations.

Bazaar

Around Oasis Square the streets are filled with market stalls and shops. The merchants make their living buying and selling locally and earn their wealth selling to the infrequent travellers. The air is filled with the smell of food, spices and sweat.

Sand and Rock

The land around Murzuk is sand and rock, with the occasional patch of farmed soil. The town sits on the southern edge of large low rock plateau. To the south there is nothing but sand dunes. Notionally there are roads to other towns carved in the rock.



Cards

A Hostile Group

Inhuman Creature

Victims

Specimen

A Strange Location

Sample Clues

1. A highly deformed camel's skeleton.
2. A deep and ringing gurgle from one of the wells.
3. A sandstorm in the distance, moving against the wind direction.
4. Which of the wells produces water seems to change over time.
5. Strange scripts scratched into the base of one of the wells.
6. The dessicated corpse of an Italian soldier that is missing its hands.
7. Come the morning, the dunes have greatly shifted.
8. The faint sound of brief gunfire carried on the wind.
9. A Berber caravan is spotted on the horizon, but stays at a great distance as it avoids the town.
10. A red cloud hanging in front of the moon.
11. The remains of a dog stretched out across a rock.
12. A messenger who ends his manic run into town with garbled phrases and death from dehydration.
13. A strange quiet that descends on the market, as when prey sense a nearby predator.