

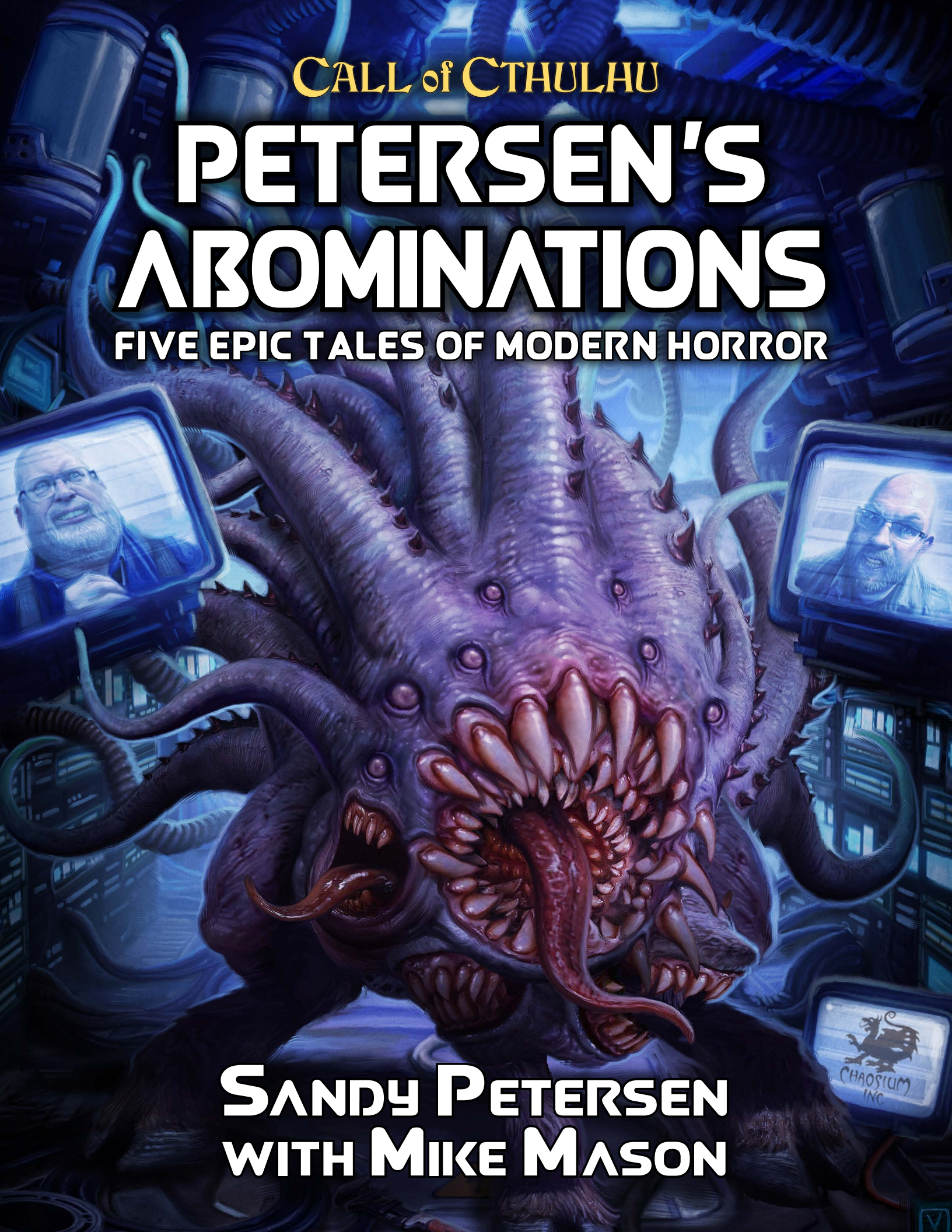
CALL of CTHULHU

PETERSEN'S ABOMINATIONS

FIVE EPIC TALES OF MODERN HORROR



SANDY PETERSEN
WITH MIKE MASON



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This supplement is best used with the Call of Cthulhu (7th Edition) roleplaying game, and optionally the Pulp Cthulhu sourcebook, both available separately.

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INTRODUCTION

I designed the *Call of Cthulhu* roleplaying game in 1980, and it changed my life. Though I have designed games with immensely greater sales (*Age of Empires*, for instance, sold tens of millions of copies), none generated the same degree of affection as did my little homage to Lovecraft.

Though I had worked on fabulously successful computer games, when I was invited to gaming conventions as a guest, it was always on the strength of my tabletop Lovecraftian games. That's where the love came from. Naturally, when I was invited to a convention, whether it was in Oregon, Finland, Italy, or even my hometown, I was always asked to run a game of *Call of Cthulhu*.

I am in a peculiar position with regards to *Call of Cthulhu*. You see, though I designed many scenarios and game supplements, when I run a game at a convention, it is always expected that I run something new, something *unpublished*. And of course, since I often attend the same convention several years in a row, I have to switch out the adventures I run.

As a result, I write 1 to 2 adventures a year, expressly for running at the conventions I attend. I'll repeat an adventure for several conventions in a row and then switch to my next one. Over time, I've designed a large number of "convention adventures." A year ago, I was talking with the Chaosium team and I mentioned I had all these adventures, most of which I couldn't run anymore (because they'd made the convention rounds), and they got excited about publishing them.

These adventures, since they were designed for conventions, share common features. First, they frequently include pre-made characters, as I couldn't depend on players having their own. Second, they are all one-shot adventures, since they had to play out in a single evening. Third, they are usually horrendously violent, because people seem to expect and look forward to "being killed by Sandy Petersen in *Call of Cthulhu*." But, because they are one-shots, I was able to set them in all kinds of odd times and places, which gave me great creative freedom.

They share another feature. They were only intended for my own use and not, originally, for publication; thus, their notes were extremely sketchy and often unclear. Usually, the major part of the adventure was inside my skull and not actually written down. Here is where Mike Mason came in. He took my wooly notes and turned them into tightly-plotted masterpieces. Thanks, Mike! We worked together on this, talking for hours to work out details and ensure everything went well. Then Mike would write up the adventure from my outline (and sometimes more detailed material), and I would edit it. Most of the adventures in this book went through several revisions before we were both satisfied.

I hope you like them!

Sandy Petersen
2017

A BLASPHEMOUS ALLIANCE

Working with Sandy on putting this collection of scenarios together has been a blast! Seeing the scenarios come to life has been an unusual process, as normally either I'm writing up my own scenario ideas or editing another author's work. This time, the process involved video chats between Texas, USA, and Nottingham, UK, where Sandy would walk me through how he would run these scenarios, describing key scenes, plot points, and the players' usual reactions. While Sandy talked, I would frantically write copious notes in freehand and then throw questions at Sandy to check details ("*what happens if the players do...*"), allowing me to build a full picture of the scenarios, as well as understanding how they ran. Often we'd get sidetracked and end up discussing varied horror themes and the vagaries of the Cthulhu Mythos.

Along with these video chats, Sandy sent over his own notes and, by combing my notes with his, I was able to form a skeleton for each scenario, which I would then use to write up the ideas, plot points, and scenes, and knit them into coherent scenarios ready for publication. During the process, I was able to build upon Sandy's original ideas and experience of running the scenarios, inserting red herrings, expanding on the drama, and sometimes developing the scope of the adventures. In some cases, I provided advice for Keepers on how to expand the scenarios beyond one-shot games. Certainly, some of the scenarios, like *Panacea* and *Voice on the Phone*, could easily expand outwards and could form the basis of a campaign, while *The Derelict* and *Mohole* are epic one-shots where all bets are off. What you'll find in this collection are dramatic scenarios, with plenty of chaos and mayhem. Perfect for spending an evening with your friends playing *Call of Cthulhu*!

I hope you enjoy scaring and challenging your players with these glimpses into the minds of Sandy Petersen and Mike Mason!

Mike Mason
2017

A Note on the Scenarios

Each of the scenarios comes with a set of pre-generated investigators. Advice is provided for Keepers who prefer to have their players create new investigators and, if appropriate, for using existing player characters. If creating new investigators, bear in mind the importance of constructing relationships between them—the more intertwined with one another and the scenario's plot, the better. Each of the pre-generated characters is also provided as a download from www.chaosium.com on writeable PDF *Call of Cthulhu* investigator sheets, allowing the Keeper to both print them out as needed and to tinker with skill and characteristic values as they see fit.

Player handouts are presented in each scenario for the Keeper's reference; player versions of these are collected together at the back of this book for ease of copying for personal use in your games. Again, a download of the various handouts can be found at the Chaosium website.



HOTEL HELL

An inheritance conceals a hideous secret that may spell the end of the world.

This scenario is set in the modern-day in the remote wilderness of British Columbia, Canada. Accommodating three to six players, it can be played over one to two sessions. One or more of the investigators have inherited an old hotel and plan to renovate and reopen it for tourists seeking the scenery and wildlife of the region. In the process of restoring the long abandoned building, secrets are revealed that point to an awful discovery—all while the world outside is coming undone.

FOREWORD

This scenario had its appearance as a result of the Tentacles convention in June 2006. During the convention, I had been assailed by family and friends to run a *Call of Cthulhu* adventure for them. So, I spent the day after the convention putting this one together. I noticed, in so doing, that the date was June 6, 2006, which of course meant it was 6/6/6 so I felt compelled to do an adventure about the apocalypse.

I also based the scenario in fair part on Lucio Fulci's film *The Beyond*, which also is about the end of the world. I kept making it clear that the adventure had started just before the current actual date, and then during the course of the adventure, the players gradually started to realize what was going on. When the climax of the adventure was reached, it was on that day's actual date, and they finally made the connection with the numerical meaning of 6/6/6. Along with the events reported from all around the world, they realized that it was, indeed Armageddon, and they were at ground zero.

It was a fantastic run. One of the participants had never played *Call of Cthulhu* before, and she was pretty impressed. Unfortunately, you won't be able to run it on June 6, 2006, but we all have our crosses to bear. I think one of the aspects

to "Hotel Hell" which I most enjoy is that at first, players assume it is a re-hash of the old "The Haunted House" scenario, found in every copy of *Call of Cthulhu*. (That was the first CoC scenario I ever wrote!) But of course, "Hotel Hell" has somewhere quite different as its destination. This is a very fluid and free form scenario in which you must react to the players' decisions—if you are the type of Keeper who prefers everything cut and dried, you may wish to try another adventure first.

Sandy Petersen
2017

BACKGROUND

In 1924 an obscure and ill-regarded painter from Europe, named Johan Schiegl, came to the Seven Stars Hotel in British Columbia. Seeking solitude far away from hustle and bustle of the Roaring Twenties, Schiegl came to capture the remote and rugged wilderness of the Canadian landscape in his paintings.

Some years earlier, in the late 18th century, gold fever had struck the region and since those times, a small number of settlers had come to area and made it their home. Some semblance of civilization followed in the prospectors' wake. A hotel, the Seven Stars Hotel, was built (by a man named Barnabas Levee), beneath the looming presence of the nearby Hoodoo Mountain. It is here that Schiegl took a room for a prolonged stay so that he could explore the area and paint his curious paintings.

It wasn't long before guests in the hotel, its management, and other settlers in the area began to talk about Schiegl and his "evil" paintings. Schiegl's canvases were dark and

unwelcoming affairs, portraying the landscape of the region in dismal and depressing colors, and featuring “unhealthy” subject matter. He often disappeared for days on end, or would be found in odd places around the hotel with a shifty look in his eyes and wet paint on his hands. When local wildlife was found butchered and hanging from trees, and strange graffiti was found painted around the hotel (notably a mural painted without permission in the hotel’s basement), the locals began to whisper accusations about Schiegl. Some even talked of witchcraft. When strange paintings were found in his room, along with vials and paintbrushes dried with blood, it was clear something had to be done before this “warlock” could work his evil on the community. Being far from the police and branches of authority, the settler community decided to take matters into their own hands.

On the evening of April 2nd 1925 a mob seized Schiegl and dragged him outside the hotel to a large red-cedar tree, where his hands were nailed to the tree’s trunk and quicklime thrown over him. A local man said prayers while Schiegl died a painful, bloody, and nasty death. Eventually, Schiegl’s body was buried at the foot of the tree.

Schiegl’s room was left as the mob had found it and was locked and boarded up, as all feared to meddle with the warlock’s paintings and possessions. Over the coming months, an ill wind seemed to blow though the area. The Seven Stars Hotel went broke and its owners left for happier climes. Plans were drawn up to turn the hotel building into a Catholic church, but following the mysterious death of the priest sent to establish the church, the plan was abandoned. Some years later in 1932, the structure was repaired and re-opened under new management as the Seven Stars Trading Post and Hotel—although, Schiegl’s room was left undisturbed, hidden behind a false wall. In this guise, the building continued to function until the early 1970s when it closed down and was once again abandoned. It has been empty and uncared for since that time.

Revelations

Schiegl was simply a painter whose works were outlandish and horrific to his contemporaries. During his stay in the hotel, his morbid curiosity and temperament became susceptible to the subtle emanations of a gate to Hell that sits beneath the hotel, twisting his already outré work into something even more malign (see **Gates of Hell**, following). The influence of the gate caused Schiegl to suffer horrifying nightmares of the destruction of the Earth, which also plagued his waking moments. He became drawn to the gate, often sneaking down into the basement to be near to it. While down there he began to paint a mural on the basement wall, depicting his nightmares; such activities and his dark demeanor where what brought him the attention of the hotel’s management, the other guests, and nearby locals.

The gate has always influenced those in its proximity, although most discounted such things as simple nightmares and thought little on it. In fact, the hotel’s builder, Barnabas Levee, strongly felt the presence of the gate and was, unconsciously, compelled to establish a building on the site. Levee would, some time later, commit suicide in the hotel by slitting his own throat with a cutthroat razor; the hotel was passed on to his son. For the most part, the power of the gate remained minimal, only at certain times (such as in 1925) does its influence increase, manifesting in a few individuals in strange and sinister ways. At the start of the scenario, the gate’s power is again rising, heralding dark times ahead and the possibility of the end of the world. Visions of “Hell” and also of the horrifying figure of Schiegl will haunt the investigators. Indeed, one investigator may well become the key focus of the gate’s effects (see **Events**, page 29).

The gate to Hell beneath the hotel is one of seven gates spread across the world (see **The Pacific Ring of Fire**, page 24). During the scenario, all of these gates begin to open, causing volcanoes to erupt and other calamities to ensue. If the gates are allowed to all fully open then the bottom of the Pacific Ocean unscrews, bringing about the end of the world. Yet, if the investigators can close the gate beneath the hotel, then they can literally save the world, as all seven gates must open to bring about the apocalypse.

Allowing all the gates to open brings cataclysm to the Earth, devastating humankind and opening the way for the return of the Great Old Ones and the other terrors of the Cthulhu Mythos.

Keeper note: April 2nd 1925—the date of Schiegl’s death is significant, as it coincides with the date when R’lyeh, having risen from the ocean’s depths, sank back into the sea, as described in H. P. Lovecraft’s *The Call of Cthulhu*. Thus, the fluctuating power of the gates can be seen to somehow connect to the concept of the “stars coming right” and the freeing of the gods of the Mythos.

Gates of Hell

The Seven Stars Hotel stands upon one of the seven gates to Hell, the locations of the other gates are as follows. Each gate features a different dire event, with the dead rising at the Seven Stars Hotel, an unexplained plague hitting the population of the Kermadec Islands, and so on. While the investigators won’t be able to get the full picture of what is happening in each of the gate locations, various news reports hint at more than just earthquakes and volcanoes. The following list of the gates includes the ensuing disastrous events wrought about by their opening (these are mirrored in the news reports (see **Breaking News**, page 30); however, feel free to change and adapt these as you see fit. Note that the events may or may not happen, depending on the actions of the investigators.

HOTEL HELL

The Seven Gates of Hell

Seven Stars Hotel, British Columbia

- The dead rise. Hoodoo Mountain erupts.

Commerce, Los Angeles County, California

- City falls into a massive sinkhole, and Mythos monsters emerge to feed.

Petropavlovsk-Kamchatsky, Kamchatka, Russia

- Everyone in a 20-mile radius suddenly and inexplicably dies. Avachinsky volcano erupts.

Jayapura City, capital of Papua, New Guinea

- Volcano erupts; star-spawn and other watery monsters emerge to feed.

Kermadec Islands, New Zealand

- A plague-like disease rapidly spreads, provoking mass exit from the island. Nearby Curtis Island is destroyed by volcanic explosion.

Saipan, Marianas Islands

- Earthquakes and mass panic. Volcano erupts.

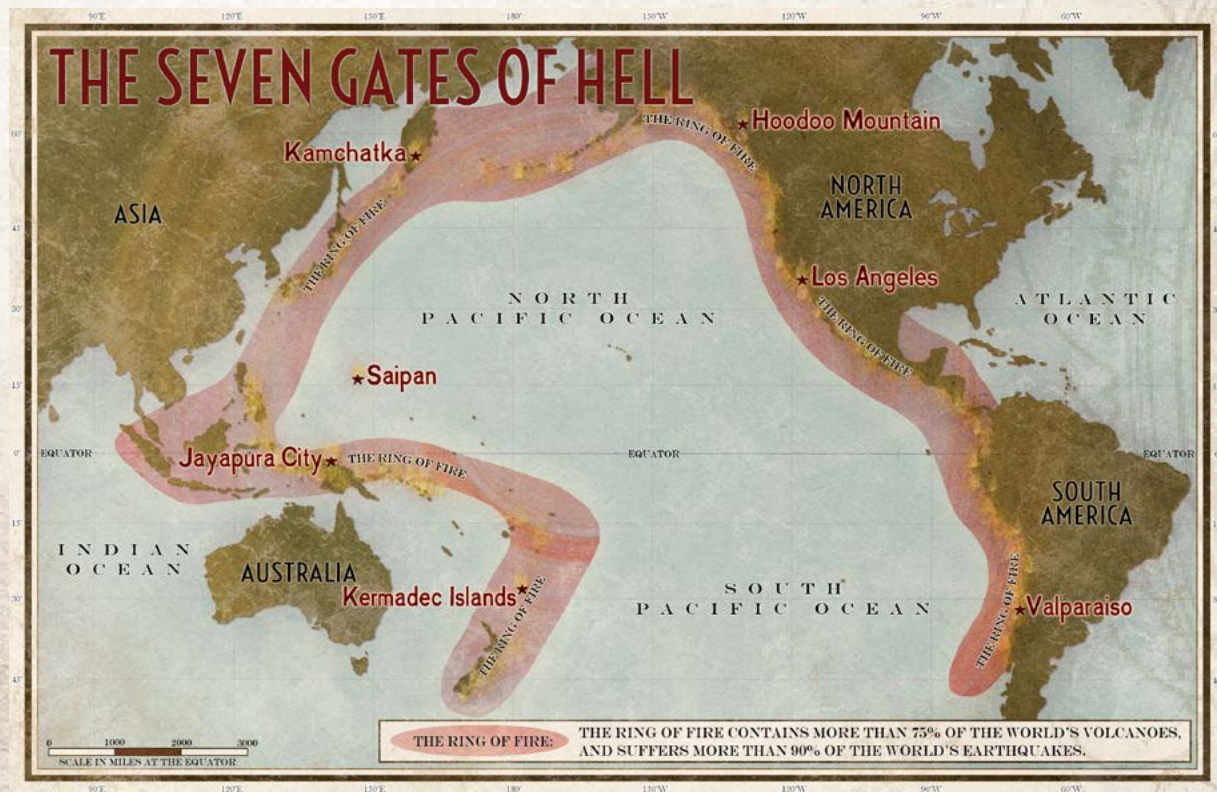
Valparaíso, Chile

- Earthquake. Ghouls emerge to feed.

CONCEPTS OF HELL

The notion of Hell, a place of damnation and suffering, is common across many cultures around the world. While each culture calls Hell by a different name, the similarities are often thought provoking. Abrahamic tradition sees Hell as a punishment. The Kabbalah describes Hell as a waiting room or entryway for all souls. While in Islam, Jahannam is a place of blazing fire, boiling water, and torments. Some other traditions, where the concept of an afterlife as a place of punishment or reward is unknown, describe Hell as the abode of the dead.

In regard to the Cthulhu Mythos, Hell might be regarded as a dire dimension, a manifestation of utter desolation so alien to humanity as to be beyond our ability to conceive. Visions, encounters, and lore arising from centuries of human history are viewed through common perceptions as a malign place where no good exists, and a place where the wicked are sent for eternity. Such conceptions are humanity's way of dealing with the truth of the cosmic reality of existence and the universe in which we believe we exist.



THE INVESTIGATORS

Hotel Hell is a very focused scenario, requiring one of the investigators to have recently inherited the building; although, it is possible that more than one investigator has a share in the inheritance, with other player characters being family members. Other investigators should be assumed to be close friends or could be people hired and brought out to assist with the refit work. As such, the investigators can come from any modern-day occupations.

In deciding upon roles and jobs, remind the players that their characters have a vested interest in getting the Seven Stars Hotel back up and running, and that they have already made contact with the Tlingit, a people native to the local area, who have agreed to supply workers to assist in refitting the hotel. Thus, the investigators do not necessarily need to be construction experts, just regular folk who have inherited the hotel and have an ambition to see it reopened as a successful business.

If you do not wish to create new investigators or use existing ones, six pre-generated characters are provided:

- Jared Kelly, *artist / hotel proprietor*
- Debra Kelly, *store manager / hotel proprietor*
- Elsa Lemann, *cook*
- Rob Hardy, *carpenter*
- Dan Hardy, *drifter (ex. convict)*
- Christy Johnson, *fitness instructor*

Profiles for each of the pre-generated investigators can be found on page 34.

Investigator Equipment and Supplies

The scenario begins with the investigators arriving at the hotel in British Columbia. This is the first time they have set foot here. In preparation for their trip and the work to be carried out, it is assumed that they have previously arranged for tools and equipment to be delivered to the hotel. Anything subsequently needed, and not already delivered, can be sent for and picked up by the Tlingit workers in due course.

The investigators have the deed to the hotel with them—previously sent to them by the legal firm that arranged the inheritance (see **Research**, page 27).

The investigators can be assumed to have brought one or two satellite phones with them (determine which characters have a phone). A satellite phone is capable of making and receiving calls, sending and receiving email, and comes with limited access to the Internet. In time, once the initial structural and refitting work is carried out on the hotel, a permanent hook-up for broadband Internet access is planned; however, for now, the investigators are limited to making calls, sending and receiving emails, and viewing web pages.

Keeper note: during the course of the scenario, it is likely that the investigators will want to reach the outside world, even if it's just to call someone for help. The Keeper should feel free to let the investigators call and email whoever they want. No one will be able to arrive in time to provide any useful support or help. Distance is not the only barrier, as bad weather and other environmental factors can all play their part in preventing help from reaching the people at the hotel. Satellite phones have notoriously poor reception indoors (if warranted, call for a **Luck** roll), as a direct line of sight to the sky is usually required. Don't forget though, that the satellite phones provide an additional method for the investigators to receive the various news flashes that punctuate and deepen the horror of the situation (see **Breaking News**, page 30). If the investigators seem to be relying too much on the phones, remember that large spikes in call volumes caused by widespread emergencies (such as those occurring during the scenario) often overload the systems, meaning that the phones may suddenly drop calls or fail to make them altogether.

Equipment delivered to the hotel includes:

- Generator and fuel
- Power lines and sockets
- Tools (inc. power tools, wood axes, *etc.*)
- Building supplied (wood, concrete, plaster, *etc.*)
- Work lanterns
- Flashlights
- Clothing and bedding
- Food supplies
- First aid kit

The investigators have hired one vehicle, a Chevrolet Traverse, accommodating up to eight people. The vehicle is carrying two canoes on its roof rack.

Specific items that don't fall easily into the list above are at the discretion of the Keeper (who may call for a **Luck** roll to see if the investigator remembered to pack it). In terms of weapons, most investigators can be expected to have packed some form of knife (from penknife to sheath knife), depending on their skill set and character concept. Likewise, it would be perfectly reasonable to assume one or more of the characters have brought a hunting rifle, although it makes less sense for them all to be packing handguns in the wilderness. Discuss equipment with the players and veer them towards "what would be reasonable and expected" rather than what a typical *Call of Cthulhu* investigator might have packed in their trunk!

LOCATION

Information about British Columbia, the local area, and a detailed overview of the Seven Stars Hotel follows, as well as information concerning the native people of the area and a visiting preacher. Where relevant, events linked to key locations are given and should be utilized in conjunction with the range of possible events described in the section entitled **Running the Scenario** (page 26). The scenario is sandbox in nature, allowing the players to explore, with the Keeper reacting to their actions.

Hotel Hell takes place in the extremely isolated and remote wilderness of the northwest corner of British Columbia, Canada. The hotel is situated on the Iskut River and falls under the shadow of Hoodoo Mountain, and is approximately 620 miles (997 km) from Vancouver, 389 miles (626 km) from Prince George to the south, and 19 miles east from its junction with the Stikine River.

Telegraph Creek (over 100 miles to the north, at the edge of the Mount Edziza Park) is the nearest town where supplies, fuel, and other essentials can be found. About 70 miles (112 km) northeast of Telegraph Creek and over 1,000 miles from Vancouver, is the tiny community of Dease Lake and the nearest airport. No road exists along the southern run of the Iskut River.

BRITISH COLUMBIA

British Columbia is Canada's westernmost province. Vancouver lies at its southern border, while Alaska and the Yukon Territory border to the north. Vast, sparsely populated, and dominated by mountain ranges and glaciers, the region boasts magnificent scenery and is a destination during the summer months for those seeking the wilderness thrills of hiking, camping, and skiing.

For the most part, there is a distinct lack of roads as most of the region is inaccessible by automobile. What with sprawling and dense forests, mountain ranges, and the lack of developed trails, the best means of travel is by boat or by airplane. Cell phone service is all but non-existent (visitors are recommended to take a satellite phone). Consequently, huge areas of the region are uninhabited.

Dense fogs are common. The temperature can vary significantly; during summer, the temperature can fall below 50°F (10°C). What with the wild terrain, getting lost in the wilderness is easy. Just going for a hike means taking into account the prevailing weather conditions, as well as other environmental factors, such as black bears.

Keeper note: a subspecies of the American black bear, the Kermode bear (also known as the "spirit bear") stalks the region; around one in ten have a white coat (like a polar bear) due to a unique recessive gene. These white bears hold an important place in the oral traditions of the indigenous peoples of the region.



Incorporating what looks like a polar bear into the scenario might cause all manner of consternation for the players.

Iskut River

The Iskut River, the largest tributary of the Stikine River, runs through the northwestern area of the province. The river is home to five species of salmon, arctic grayling, and rainbow trout, among other varieties of fish. The water is icy cold and swimming is not recommended—swimmers risk hypothermia if suitable clothing is not worn.

THE TLINGIT AND THE PRIEST

While the location of the Seven Stars Hotel is remote, the investigators are aware of the Tlingit people, who are providing workmen to help refit the hotel building. The following information may be useful should the investigators wish to visit the local community or speak more in depth with some of the men hired to work on the hotel.

The priest, an evangelical preacher from Texas, called Rebnesh, is currently living with the Tlingit. The investigators are not initially aware of his presence until they either visit the Tlingit settlement or the preacher comes to call at the hotel.

THE TLINGIT PEOPLE

The Tlingit (“People of the Tides”) are an indigenous people of the Pacific Northwest coast. A Tlingit community exists along the northern bank of the Iskut River, approximately 10 miles from the Seven Stars Hotel.

While their ancestral language is Lingít, the Tlingit speak English and so communication should not be an issue for the investigators.

Historically, the Tlingit have occupied the region along its major rivers. From the late 1880s, many of the Tlingit converted to Christianity. Although, in more recent times, a tendency to look back towards more traditional tribal beliefs has been seen in the younger generation. Most, including many elders, reconcile a Christian belief with their traditional cultural worldview.

A strong relation between arts and spirituality can be seen in much of the craft life of the Tlingit people. Those visiting the community will see totem poles, canoes, pots, and jewelry, all executed with great skill.

The community is not particularly large, housing some fifty tribes people, as well as Reverend Rebnesh, the evangelical preacher, who has been living in the settlement some six months. Indeed, some of the Tlingit are helping Rebnesh to build a church near to the community. Otherwise, the people of the community hunt and cultivate food, travel for work around the region, or work as guides for the tourists and scientists who visit the area.



The Environs of the Seven Stars Hotel Map

Tlingit Reactions to the Investigators

The Tlingit are helpful and accommodating to the investigators, as the work required to renovate the hotel promises to provide much needed employment and income. By the start of the scenario, the investigators have already made contact with the community and approximately ten Tlingit men have been employed to commence restoration work, as well as collect and boat in building supplies. Throughout the scenario the Tlingit should be portrayed as regular folk, eager to help and welcoming.

As events build, the workers will grow more wary but do not identify the investigators as “troublemakers.” Once all hell does break loose, any workers remaining may attempt to flee back to their community some ten miles away up the river. The Keeper should determine whether passage is blocked by the dead (see **Events**, page 29).

Tlingit Information

The Tlingit workers can confirm that a settler, named Levee, originally built the hotel during the mid 1860s during the Stikine gold rush, and that it was closed down but later rebuilt as a trading post and hotel. Over the years, travelers lessened and the business was closed in the 1970s and the building abandoned. No one has used the building since.

While the workers at the hotel won’t remember any particular details, the tribe’s elders, if approached, can relate that the settlers murdered one of their own kind at the hotel during the 1920s, just before the hotel closed. The details are sketchy. The elders are only able to say that a man was accused of witchcraft and burned alive. The elders also remember that a priest once came to the area to build a church on the site of the old hotel, but when the priest was found with his head twisted around, the plan for a church was abandoned.

In discussing Hoodoo Mountain, the local people are reticent to say a great deal but if pushed, most will say that it is a common belief that the mountain is cursed. A successful **Fast Talk, Persuade, or Intimidate** roll may get one of the workers to declare that the mountain is place of restless spirits and those who dwell too long there suffer from bad dreams.

If asked about legends, particularly ones concerning the end of the world, gates to hell, and such like, the tribal elders are as likely to quote gospel as readily as tribal folklore. If convinced with a successful **Charm** or **Persuade** roll, the investigators can be told the story of the **Theft of Daylight** (see **Handout: Hotel 2**). The story concerns Raven, who allows boxes containing the stars, the moon, and the sun to be opened, releasing them into the sky.

A successful **Occult** roll may deduce that the tale is a fable concerning the creation of the heavens, while a successful **Cthulhu Mythos** roll positions the Old Man as Azathoth and Raven as Nyarlathotep creating the solar system—inferring




HANDOUT: HOTEL 2 THE THEFT OF DAYLIGHT

Raven stole the stars, the moon, and the sun.

Old Man was very rich and owned the three boxes that contained the stars, the moon, and the sun. But Raven wanted these for himself and so he transformed himself into a hemlock needle and dropped into the water cup of the Old Man’s daughter as she was out picking berries. After drinking from the water cup, the Old Man’s daughter became pregnant and gave birth to Raven as a baby boy.

The Old Man doted over his grandson, although the baby cried incessantly until the Old Man gave him the Box of Stars as a pacifier. The baby (Raven) opened the box’s lid and let the stars escape through the chimney into the sky. Later, the baby cried for the Box of the Moon and, after much fuss, the Old Man gave it to him but not before stopping up the chimney. The baby played with the box, allowing it to roll out of the door, where the Moon escaped into the sky. Despite this, the baby continued to cry, begging for the Box of the Sun. The Old Man resisted, but eventually he caved in and gave the box to the baby, although he now kept a close watch upon the baby. As he was being watched, the baby waited until everyone was asleep and then changed into his bird form, grasping the Sun in his beak and flew up and out of the chimney. Raven took the box to prove to those who would not believe him that he had the Sun and, in so doing, opened the box, allowing the Sun to fly into the sky where it has been ever since.



that the Sun, Moon, and the Stars could be “put back in their boxes” and so bring about a new darkness to the world, *i.e.* an end to the Earth and its inhabitants.

REVEREND REBNESH

The reverend is a Pentecostal evangelist heralding from Texas. He has been living with the Tlingit people for around six months, ministering to the community and organizing the construction of a new church building.

Rebnesh is something of a hell and brimstone preacher, often loud and energetic despite his advancing years. Thus, he may come across as slightly crazed to the investigators. While the investigators may meet him if they visit the Tlingit settlement early in the scenario, it is more likely that he



BIBLE QUOTES

Reverend Rebnesch can voice the following quotes from the Bible when he comes into contact with the investigators. Try to pepper the quotes into his speech; remembering that as the scenario progresses he grows more and more wild and crazy in his protestations.

Daniel (9: 26-27)

After the sixty-two weeks an anointed shall be cut down when he does not possess the city; And the people of a leader who will come shall destroy the sanctuary. Then the end shall come like a torrent; until the end there shall be war, the desolation that is decreed.

For one week he shall make a firm compact with the many; Half the week he shall abolish sacrifice and oblation; On the temple wing shall be the horrible abomination until the ruin that is decreed is poured out upon the horror.

Daniel (12: 2)

And many of those who sleep in the dust of the earth shall awake, Some to everlasting life, Some to shame and everlasting contempt.

Ezekiel (12: 20)

And the cities that are inhabited shall be laid waste, and the land shall be desolate.

Matthew (24: 15-16)

When ye therefore shall see the abomination of desolation, spoken of by Daniel the prophet, stand in the holy place, (whoso readeth, let him understand:) Then let them ... flee into the mountains.

Revelation (13: 7)

And it was given unto the beast to make war with the saints, and to overcome them: and power was given him over all kindreds, and tongues, and nations.

Revelation (18: 22-23)

And the voice of harpers, and musicians, and of pipers, and trumpeters, shall be heard no more at all in thee; and no craftsman, of whatsoever craft he be, shall be found any more in thee; and the sound of a millstone shall be heard no more at all in thee;

And the light of a candle shall shine no more at all in thee; and the voice of the bridegroom and of the bride shall be heard no more at all in thee:

will visit them at the hotel early on to introduce himself and say hello.

At first, Rebnesch is curious about what the investigators are doing and what they have planned for the hotel, advising that the Tlingit people are friendly and that the work offered by the hotel's repairs is welcome. As the scenario progresses, Rebnesch dreams the investigators are meddling with danger. Somehow, he perceives that the strange events surrounding the hotel, as well as those now taking place around the world, are a warning from God, and so will do all he can to pester the investigators to make them see the error of their ways and leave the hotel well alone.

Rebnesch is a device for the Keeper to relay important information from the outside world. He has a working satellite phone and will be eager to share momentous news with the investigators once volcanoes start erupting around the world (see **Breaking News**, page 30). As the situation grows worse, Rebnesch heads to the hotel to inform the investigators that Judgment Day is at hand, as evidenced by the growing number of natural disasters (and the fact that the dead have returned to life—if he's seen evidence or witnessed the dead wandering about).

With events building, Rebnesch grows more crazed, quoting passages from the Bible (see **Bible Quotes** box nearby), and telling the investigators (and any Tlingit listening) to return with him to the settlement to pray for their souls.

How this plays out is left to the Keeper, based upon the actions of the investigators. Possible outcomes include Rebnesch leaving the hotel in time to reach the church, being delayed somehow and then being prevented from reaching the church by the dead, meaning he returns to the hotel—if so, he likely becomes a victim of the dead as the climax approaches, falling beneath the murderous horde while yelling out quotes from the Bible. Alternatively, the possessed investigator (see **Possession**, page 27) may attempt to murder the priest.



Reverend Rebnesch

THE SEVEN STARS HOTEL

The building has seen better days; long abandoned, the elements have caused severe damage to the structure and façade. Clearly there is much work to be done before the doors can be opened for paying guests. Detailed descriptions of the grounds and internal rooms follow.

OUTSIDE

The hotel is close to the southern bank of the Iskut River. A rotted but useable wooden deck provides mooring for boats. While vegetation is sparse, what exists is overgrown and unkempt; straggly and thorny bushes surround the hotel, while ancient and tall trees pierce the sky. In the distance, Hoodoo Mountain dominates the skyline.

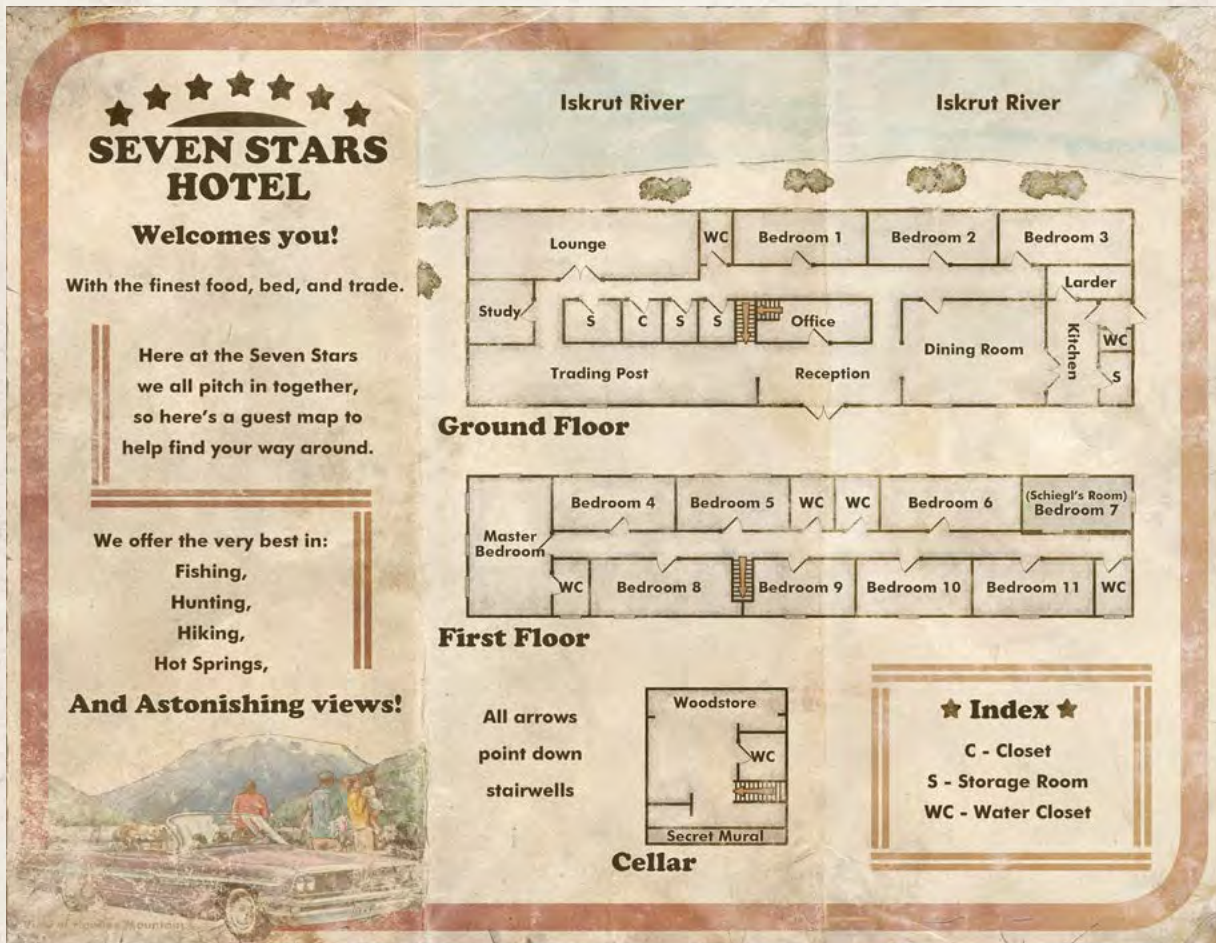
At the western end of the hotel is an outhouse where the investigators have stored their tools and supplies, as well as the generator and fuel. On the eastern side, a decaying set of doors set into the ground lead to a chute connected to the hotel's basement, allowing wood and other supplies to be dropped down. A rusted iron chain and padlock prevent access (Hard **Locksmith** or **STR** roll—grant a bonus die if a lever or tool is used).

Also at the northeastern end of the hotel is the oldest and largest tree in the vicinity. A Western red-cedar, this tree is nearly 200 feet tall and wide at its base. This is the spot where the lynch mob killed Schiegl, nailing his hands to the tree and covering him in quicklime, and where they buried his body (his bones can be found if the investigators dig down six feet—see **Ending the Scenario**, page 31). Those inclined to examine the tree should attempt a **Spot Hidden** roll to notice two old iron nails deeply embedded in the trunk—years of the tree's growth mean that only the very ends of the nails are visible. The Tlingit workers tend to shun the tree, although this is barely perceptible (Hard **Psychology** roll, if the stated intention is watching the workers outside the hotel). If questioned on their attitude, the workers say that the tree is very old and carries bad “vibrations” as it has witnessed evil deeds. Solitary investigators who spend time near the tree risk seeing a vision of Schiegl nailed and burning in agony from the quicklime (**Sanity** roll, 1/1D3 loss).

Crossing the Iskut River and heading west, leads to the Tlingit settlement (see **The Tlingit People**, page 12), while heading north brings the investigators to Hoodoo Mountain



The Forests of British Columbia



★ ★ ★ ★ ★ ★ ★ ★ ★ ★
SEVEN STARS HOTEL

Welcomes you!

With the finest food, bed, and trade.

Here at the Seven Stars we all pitch in together, so here's a guest map to help find your way around.

We offer the very best in:

- Fishing,
- Hunting,
- Hiking,
- Hot Springs,

And Astonishing views!



(see **Hoodoo Mountain**, page 25). Staying on the southern bank of the river and heading east brings the investigators to a series of ruined and long abandoned wooden cabins (see **Old Prospector Cabins**, page 25). Note that while the river's banks are more or less free of vegetation, just a few yards beyond the water are trees leading into dense forest. A simple walk in the woods doesn't necessarily call for a skill roll to find the way back to the hotel, but if chased or otherwise in a dramatic situation where one's bearings could get confused, a **Navigate** roll might be applicable.

HOTEL INTERIOR

A two-story structure, with a basement below, the hotel's insides are in relatively good condition as opposed to its external features. The décor is old and fading; wallpaper is ripped and lighting fixtures (to hold candles) are either missing or broken. In places where boarding across windows is missing, the glass is long smashed, allowing the elements to take their toll in some of the rooms. Floorboards are, on the whole, sound, however investigators and workers run the risk of putting their

feet through rotten and decayed boards, as determined by the Keeper. Dust, dirt, and cobwebs festoon the place.

Ground Floor

At the front, a reception lobby opens into the public areas of the hotel (dining room, lounge, and study), which back onto offices, stores, and a closet. In the back are three bedrooms. At the eastern end is a kitchen and food store. Most rooms have either a fireplace or stove. Key room descriptions follow.

Old trading post: beneath moldering dustsheets are the remains of the old trading post, mostly long since cleared out. A few clues to its original purpose remain, such as empty buckets, an old service counter, a coil of rope, some discarded and broken brooms, the head of a shovel, and various hooks set into the walls. Amongst the clutter, the body of a dead raccoon is an unpleasant find. An old photograph, taken in the 1960s, pinned to a wall shows the building's owners outside at the front of the building.

SCHIEGL'S ART

Looking at the paintings on the walls or through the stack of canvases in Room 7 reveals a wide range of subject matter. In total, there are some thirty painting (seven hung about the room, the rest in stacks leaning against the walls). Landscapes feature predominantly, but there are also some character pieces, and some that present ghostly and nightmarish visions in an almost Surrealist style.

Of the landscapes, each is well executed and all appear to be representations of the local area. Some are quite picturesque and wouldn't look out of place in most homes; however, most are less wholesome, macabre pieces: gloomy skies filled with black birds, Hoodoo Mountain dark and foreboding, the hotel itself shown under a black sky filled with eyes. A sense of disquiet abounds, as though something evil is lurking just beyond the viewer's sight.

The character paintings are smaller in number. One shows an elderly man, dressed in Victorian garb, in the midst of slicing his own throat with a cutthroat razor; a look of terror consumes the suicide's face. While another depicts a youthful-looking male, with pale and

sinewy flesh, mouth open as if in a scream, and whose eyes are completely white. If anyone viewing this painting has already seen a ghostly visage of Schiegl around the hotel, then call for a **Sanity** roll (0/1 loss) as this is a self-portrait.

The more bizarre paintings (seven in all, hidden from view amongst the stack of canvases) show a series of strange fever dream visions. Those with any knowledge of fine art might liken the pieces to a hellish cross between Surrealism and the frightening works of Hieronymus Bosch. Most seem to be set upon a barren and gray landscape, in which eye and mouths are melded into the terrain or sky. Across these scenes, the differing paintings depict complex geometrical shapes and horrific beast-like demons cavorting and performing horrendous torture upon human-like figures. Star-headed devils saw men's heads open, while mermaid-like folk flay skin from lines of terrified people. In every one of these paintings a pair of monsters are holding aloft a scroll, on which strange words are written in an unknown language. Looking through all of the painting calls for a **Sanity** roll (1/1D3 loss).

Keeper note: as an option, the Keeper might wish to have depictions of the investigators in these paintings (possibly a **Spot Hidden** roll notices the resemblances). Details for the majority of paintings are left purposefully blank, allowing the Keeper to conjure their own descriptions of the subject matter as they see fit.

Importantly, the writing seen across the seven nightmare-scapes forms part of a ritual—see **Handout: Hotel 4**). If the phrases are pieced together in the correct order, saying the words aloud is one element of closing the gate to Hell below the hotel (the correct order of the phrases is given in **The Correct Order of the Ritual Phrases**, page 31). The second element is copying the strange geometrical pattern painted on the reverse side of the canvas that covers the message on the wall of Schiegl's room. The symbol is a ward and must be drawn as close to the gate as possible. Thus, drawing the symbol and saying the words closes the gate (for further details on this see **Ending the Scenario**, page 31).

as all things contain the essence of the Great Spirit; however, that particular tree holds no greater significance than any of the other trees in the area.

On a wall in the larger office is a series of tiny bells connected to wires running up through the ceiling. This was once a bell call system, allowing guests to pull a cord that would cause that room's bell to ring twice. The system still works (cord pulls can be found in all of the bedrooms).

Keeper note: the bell for room 7 should ring at strange times throughout the scenario (especially when room 7 has been “found”

and is empty of people). The unexplained ringing should grow in occurrence towards the scenario's climax, perhaps provoking kampanaphobia (fear of bells) for an insane investigator.

Closet and store: mostly empty except for some old linen, towels, boxes of candles, and aging mops and brooms.

Bedrooms (1–3): each bedroom is more or less the same, with a fireplace or stove, bed frame, chair, and dressing table. Most have been covered in dustsheets, although in rooms 1 and 3 broken windows have allowed the elements inside;

HOTEL HELL

Schiegl's Art



years of leaves, detritus, and rain have taken their toll on the furnishings and decoration.

Water closets: a mix of Victorian era and mid-twentieth century fittings; flushing reveals blockages in the pipes, causing the bowls to fill to the brim with murky brown-colored water. Bathtubs are water-stained with age.

First Floor

Hallway: the stairs from the reception lobby lead up to a central hallway. Some light filters in at the eastern end through a partially shuttered window.

Keeper note: looking down the hallway towards the eastern end, allow a **Spot Hidden** roll to notice that the wall sticks out a couple of inches (this is due to the false wall that was fitted back in 1925 when Schiegl's room was locked and covered over). When viewing the northeastern corner from the hotel's exterior, it's clear that there is a "hidden" room (two dark and curtained windows can actually be seen). It is likely to become apparent to the players, fairly early in the scenario, that there's a hidden room here (the fact that the bell call for room 7 keeps ringing might help things along). If they do not notice it, have a Tlingit worker make the discovery (at a suitable point), who then comes to the investigators to ask if

they'd like the wall tearing down to get to the room beyond. This should be enough to garner their interest.

Bedrooms 4–6 and 8–11: all doors are unlocked except for rooms 4, 6, and 10 (with no keys available, the doors must either be forced open (**STR** roll) or picked (**Locksmith**). Much like the guestrooms on the ground floor, each room has a fireplace or stove, bed frame, dresser, and chair. Some rooms have a wardrobe. Astute investigators may wonder what happened to room 7.

Water closets: like the ground floor, the water closets are blocked.

Bedroom 7: hidden behind a false, wooden wall—the false wall can be torn down or broken through in a relatively short time. Beyond the false wall is the original wall and door, with the number 7 on it. A crude cross has been painted in white on the door (clearly done decades ago). The door is locked, requiring a successful **Locksmith** roll or a Hard **STR** roll to gain access inside. As an option, the Keeper could have the door remain closed and unmoving, as if some invisible force is keeping it closed. Only by chopping through the door with an axe, or breaking through the wall, allows entry. Perhaps when this is done, and just before the investigators step through, the door mysteriously swings open by its own accord).

Within, the room is a mess. Unlike the other rooms in the hotel, this room appears never to have been cleared out, although aging dustsheets have been thrown over the furniture. Two windows are covered in dusty and dark drapes.

Moving aside the dustsheets reveals artist's brushes, old paint tubes, and easels. In one corner a number of painted canvases are stacked, while around the walls paintings are hung with nails and twine. The dresser contains a man's clothing (circa 1920s), well-made and quite formal, unlike that of a prospector or wilderness traveler. A trunk, monogrammed with the initials "J.S.," contains some more items of clothing and a well-thumbed Bible (which falls open at the Book of Revelation).

Looking through the art supplies, an investigator may notice a small glass jar without a lid. A film of dark brown, almost black, residue lies within. A successful **Know** roll, or other analysis, suggests this is dried blood.



QUICKLIME

Commonly known as quicklime, calcium oxide (CaO) is an odorless, grayish-white powder. It can cause severe irritation if inhaled or when in contact with moist skin or eyes.

- Inhalation causes coughing, sneezing, and labored breathing, as well as burning the nasal septum and causing abdominal pain, and nausea and vomiting.
- With skin contact, it causes painful burns. If enough were poured over a person, it would cause severe burns and possibly death.
- Importantly, quicklime reacts with water, generating enough heat to ignite nearby combustible materials.

In game terms, inhalation causes 1D6 damage, or 1D4 damage for a small amount on wet skin. If covered in the powder, the unfortunate person suffers 1D4 per round until death or the substance is removed. When in contact with a moist or wet environment, the Keeper may declare the heat is substantial enough to automatically set fire to clothing or nearby combustibles; otherwise, use a Luck roll to determine if clothing and the like catches fire. Burning investigators suffer 1D4 additional damage per round until death or the fire is put out.



If looking at the paintings hung around the walls, call for a **Spot Hidden** roll (note that this is not possible until the dust sheets are removed). If successful, marks can be seen behind one of the canvases. Looking closer, the marks are words, mostly hidden behind the canvas. Moving the painting, reveals the words as: "And many of those who sleep in the dust of the earth shall awake, Some to everlasting life, Some to shame and everlasting contempt." A successful **Know** roll places this phrase as coming from the Bible (a Hard success means the investigator can place it as coming from the Book of Daniel in the Old Testament).

What's more, when moving the painting aside, the investigator may notice that another piece of art has been painted on the reverse side of the canvas. This is not a finished piece and looks more like a sketch or early compositional work. It shows a volcano (Hoodoo Mountain) erupting, pouring burning flames upon a mass of people. What's uncanny is that the people are all still, as if unaware of the calamity falling upon them. In the center of the piece is an unusual geometric pattern: a circle within a circle, in which bisecting lines form strange angles. Viewing this piece calls for a **Sanity** roll (0/1 loss).

If the investigators take time to look properly through the rest of the paintings stacked or hung in this room, go to the box titled **Schiegl's Art**, nearby).

Keeper note: this was Johan Schiegl's room, where he stayed in 1924–1925 until he was killed by the mob of fearful settlers. Investigators and workmen alone in this room are likely to see a vision of Schiegl on a wall, in the dressing mirror, or in a painting. The silent vision is momentary and depicts a pale European male, mouth screaming, with completely white eyes. The man's flesh is burning, as if covered in acid. A terrible unease fills the viewer, who suddenly feels very cold. Call for a **Sanity** roll (1/1D4 loss).

Bedroom 12: a large master bedroom with its own water closet. Dustsheets have been moved and gathered together in one corner upon the bed's mattress (an old thing, with springs poking through), almost like a nest. It's clear that someone slept in the room, using the dustsheets for bedding. Indeed, the fireplace has the remains of a fire (whereas the others in the hotel all seem to have been cleaned out when the hotel was closed down years before). The unknown guest must have used the hotel for shelter some time ago while it was abandoned. Searching through the nest of dustsheets (**Spot Hidden**) reveals a battered and old penny whistle (the whistle plays no role in the scenario, but may perplex the players).

Basement

A large basement lies beneath the hotel. The brick and cement walls and wooden room partitions are all decaying. Various old and moldering advertising posters have been stuck to the walls, perhaps to add touch of color and cheer to what are otherwise quite gloomy surroundings. There are no lights. As the investigators descend, it quickly becomes apparent that the whole area is flooded to a depth of 3 feet and smells bad (dead rats, mice, *etc.* float about).

At the northern end is an old fuel store; much of the wood now floats in the water. The partitioned water closet is not working (pipes blocked). Otherwise, the basement contains empty shelving and an assortment of water damaged and moldering junk. It's a big mess.

A sealed and rusting metal barrel, hidden behind assorted junk, has a near unreadable label stating it contains quicklime (see box nearby), a hazardous and potentially deadly powder. The barrel has been down here for years and moving it while the basement is flooded carries the chance that it will leak, allowing the quicklime to react with the water to cause nearby combustible materials to ignite (such as clothing).

The reason all the water closets are blocked throughout the hotel is due to a blockage in the main pipes leading into and out of the cesspit adjacent to the basement. Once access to the cesspit is made (by tearing down certain cellar walls) the blockages can be cleared.

On the southern wall are large posters advertising Hershey's chocolate, and Boris Karloff in *The Mummy*—both are peeling away from the wall.

For those spending longer than 10 or so minutes in the basement, call for a **POW** roll: if successful, faint moans and wailing can be heard. The location of the wailing comes from all around. Hearing this disembodied noise calls for a **Sanity** roll (1/1D4 loss).

Keeper note: it is presumed that the investigators ask one or two of the local workmen to work down in the basement, run a power line down there and set up some lights, allowing them to identify and repair the water leak. The workmen should eventually find the leak coming from the southern wall—ideally, about an hour into the scenario—and then commence to tear down the brick wall to get to the leak so they may seal it up. Once the workmen begin to tear down this wall, and if a light is shone through a gap, some sort of large mural can be discerned painted on another wall behind the wall being dismantled. Schiegl painted the mural on the original basement wall (see **The Mural**, following), which was later hidden behind a second wall (see **Opening the Gate to Hell**, page 27).



HANDOUT: HOTEL 4 RITUAL PHRASES

Ngh'aaaaa, ngh'aaaa.

Azathoth! Ia!


Finn-ai, Ygag-roll, n'grkd'l'h.

Ygnaiih, ygnaiih, thothkh'ngaha! Yog-Sothoth!

Y'bthnk, h'ehye—n'grkd'l'h.

Eh-yahaah, e'yayayayaaaa.

Khin-laggarr, yesta, yesta.



It's important to delay the investigators (and workmen) from starting to tear down the false wall and finding the mural too early in the scenario. Initially, one workman in the basement (perhaps running a power line and lights) should see a vision of Schiegl, sending him running in fright and refusing to go back down. After a little time, the worker is calm enough to return (or perhaps doesn't and a different worker replaces him). At a suitable point in the scenario, one workman should identify the leak and begin removing the brick wall at the southern end of the basement. If an investigator is nearby at this time, allow him or her to make a **Spot Hidden** roll to notice the mural behind the wall—otherwise, the workman finds it and calls the investigators to see it. The Keeper can complicate things by having the workmen killed by one of the dead, who has emerged from the gate to Hell—thus, until the investigators think to go and check on the workmen, they won't discover the mural and false wall; this also means that at least one of the dead leaves the basement and begins to roam around the hotel. Encountering the first of the dead in another part of the hotel helps to draw attention away from the basement.

After the mural is discovered, the Keeper determines how long it takes to tear down the wall, so that events can be timed in order to build to the climax. Once the mural is discovered, the investigators should be able to begin to piece things together and understand that the events around the world are somehow illustrated in the mural. Note that the gate to Hell is already beginning to open, allowing the dead to appear in the hotel, as well as beyond the building in the surrounding area.





The Mural

The mural covers an area approximately 6 feet long by 5 feet high (see pages 22-23). The colors are muted, mostly gray tones, black, and white, although some features painted in reds, oranges, and yellow are quite vivid. The painting shows a diorama of the world, with seven scenes depicting certain locales in some detail. All of the scenes show disaster, calamity, and horror—a grand apocalypse, the end of the world.

Amongst the scenes of devastation are seven icons spread in a rough circle. Each icon sits by its own horrific scene, suggesting some form of localized calamity. The icons and scenes can be identified as follows—while most investigators can ascertain the rough area housing each of the icons, the Keeper may wish to call for a **Know** roll to identify the specific regions/cities of the more obscure areas.

Los Angeles, North America

- A city collapsing into a gigantic hole in the ground, tentacles reach from the hole to grab fleeing people.

Kamchatka, Russia

- Piles of dead bodies are strewn around the land. Larva from a volcano burns and consumes these mounds of the dead.

Kermadec Islands, New Zealand

- A group of people is depicted, all apparently suffering from some plague-like disease. In the background a volcano is erupting.

Jayapura City, Papua, New Guinea

- Highlighted in vivid reds from a nearby volcano, immense creatures are emerging from the boiling ocean. The creatures are hideous, with heads seemingly comprised of a mass of tentacles. They are consuming the fleeing people and destroying everything in their wake.

Saipan, Marianas Islands

- At the foot of an erupting volcano, scenes show people fighting one another as others look on dumbly or flee in panic.

Valparaíso, Chile

- The ground is rent and torn as an earthquake tears through a city. From the rents in the ground, crouching human-like figures pick over and eat the bodies of the dead.

THE PACIFIC RING OF FIRE

Hoodoo Mountain and the wider region is part of the Pacific Ring of Fire, a seismically active region encircling the Pacific Ocean that contains some of the Earth's most active and potentially most destructive volcanoes—452 volcanoes in total. The ring touches the coast of North America down to the tip of South America, then out to Japan, New Zealand, and Antarctica, and extends across the Bering Strait.

In this scenario, the end of the world is nigh. Volcanoes, earthquakes, and other calamities around the Pacific Ring of Fire serve to “unscrew” the floor of the Pacific Ocean, causing the seas to boil, disaster to strike, and the gates of Hell to open, heralding the return of the Old Ones.

Hoodoo Mountain, British Columbia

- A flat-topped mountain is exploding; falling rocks destroy trees. At the base of the mountain, hundreds of expressionless people stand looking at the viewer. Looking closer, their faces are skull-like; it looks a legion of the dead.

Viewing the mural is unnerving and the longer one looks at the various details surrounding the icons, the more horrific the whole piece becomes. Those staring at the art should make a **POW** roll: if successful, awful moans and wails can be heard. Call for a **Sanity** roll (1/1D4 loss; +2 Sanity points loss if hearing the moans of the dead). As the scenario progresses, the sounds of the dead wailing and moaning grows louder and more apparent.

Keeper note: the mural was painted by Schiegl; the hotel's owners, unhappy with this impromptu and disquieting art in their basement, originally tried to scrub it from the wall, but no matter what was done, the mural kept returning. Eventually, a wall was built to hide the painting. In time, its existence was forgotten.

OTHER FEATURES OF INTEREST

HOODOO MOUNTAIN

Hoodoo Mountain is a flat-topped Tuya (“table mountain”) and a potentially active composite (conical) volcano. Experts believe the volcano last erupted some 9,000 years ago.

The mountain gets its name from the needle-like lava spines (“hoodoos”) that reach nearly up to the height of 500 feet (150m). The ice cap covers a flat rock summit, beneath which is an ice-filled volcanic crater. The mountain rises over 6,000 feet, dominating the skyline. Two valley glaciers, known as the Hoodoo and Twin glaciers, cover the western, eastern, and northern flanks of the mountain.

Visiting Hoodoo Mountain

A long arduous trek brings the investigators to the foot of the mountain. The smell of sulfur is strong here. On arrival, the investigators should make a **Listen** roll: if successful, terrifying wails, moans, and shrieks can be heard, like the cries of damned and lost souls. There are no clear indications of where the sounds are emanating from and, what’s more, the sounds are eerily familiar to those who have already heard the wailing inside the hotel’s basement (and vice versa)—**Sanity** roll (1/1D4 loss). If progress is made up the side of the mountain, no roll is required to hear the unearthly screams as they grow in intensity.

Those wishing to ascend to the top of the mountain will need to make a **Climb** roll every 1,000 feet (six rolls). The climb is not particularly hard, but rather strenuous and tiring. Those succeeding with a **Navigate** or **Track** roll may be able to find an easier route (only calling for three **Climb** rolls).

As the scenario progresses, deep grumbling sounds can be heard by those near to the mountain, suggesting seismic movement and a possible indicator that the volcano is becoming active. Such sounds eventually grow loud enough that those in the hotel can hear them.

OLD PROSPECTOR CABINS

Walking through the forest near to the Iskut River, the investigators are likely to come across one or more old prospector cabins, which are dotted about the river. The nearest ones to the hotel are on the southern bank of the river. These are long abandoned and little more than piles of decaying logs; although, if the Keeper wishes, it’s possible for one or more of the cabins to be more or less whole and still standing. Such constructions could in theory be used for shelter and to hide out.

The cabins were built back around the 1860s, following the discovery of gold in the Stikine River. The majority of gold hunters focused their efforts along the Stikine, but a few determined types headed inland to the Stikine’s tributary, the Iskut River. The cabins are all that remains of these settler’s hopes and dreams. In one cabin, if searched, a successful **Spot Hidden** roll uncovers an old journal wrapped in a decaying leather cloth. An unnamed settler wrote the journal in the 1920s. Time and the elements have taken their toll, most of the pages are illegible, although a couple of short passages are just about readable—see **Handout: Hotel 5**.

Keeper note: if needed, this journal could instead be found amongst the junk in one of the hotel’s rooms.

As things heat up in the scenario, the Keeper may wish to have some of the dead appear dressed in the tattered rags of old prospectors.

STARTING THE SCENARIO

At least one of the investigators is the beneficiary of an inheritance from a distant relation. The unknown relation bequeathed the Seven Stars Hotel to the investigator(s), of which they are now the full owner(s). The decision has been made to turn the inheritance into a lifestyle. The plan is to refit the hotel and get it back up and running. The investigators believe this sudden and unexpected gift could turn their lives around, providing them with the chance to make it big.

The investigators have arrived in British Columbia, having flown into Dease Lake and then driven through the wilderness to the hotel. Assume they arrived one day ago, have settled in, met with the foreman of the Tlingit workers, and are now ready to commence the refit work. They have not yet taken a good look around the hotel, other than a cursory inspection yesterday.

All of their supplies have been placed in the hotel’s outhouse for now. Last night, the investigators put up some tents and slept in those (later, the possibility exists for the investigators to move into some of the rooms in the hotel, if they so wish).

Use the set up to explain that this is the investigators’ chance to make it big. If they can get the hotel up and running and attract a flow of tourists, then the money will flow.

Provide **Handout: Hotel 1** (page 186), which gives the hotel’s layout. Allow the players to discuss the work ahead. Encourage this by asking which jobs are they tackling first, and which jobs do they want the Tlingit workers to start—the men will be arriving soon, so getting this worked out in advance will save the embarrassment of the workers standing idly by while the investigators think what to do.

*Handout: Hotel 5*October 29th, 1923

Helped out at the hotel yesterday. Water leaking from the river into the basement. Managed to repair the wall and seal off the leak. Money will be useful as more supplies needed. Bad dreams again though. Every time I'm forced to step foot inside I have the dreams of the damned. They say Levee built the hotel on cursed land and that it'll never prosper. Old Levee certainly didn't – sliced through his own throat one morning with his razor and was found by his son. Whatever brought me to this forsaken place?

April 2nd, 1925

We took him from his room and brought him to the big tree. He cursed and hollered, but we held him tight, fearful of his black magic. Put two nails through his hands to prevent him from casting hexes and then I threw quicklime on him. His screams filled the night and made some uneasy about had to be done. God forgive me but we had to put an end to it. I hope the nightmares stop now...

Here's a list of possible jobs (see **Hotel Interior**, page 16):

- Fixing the leak in the basement and draining out the water.
- Roll out power lines and lights to the hotel's interior, including into the basement.
- Clearing out furniture and junk.
- Fixing up dustsheets.
- Measuring windows to order replacement glass.
- Stripping and replacing exterior and internal wooden walls.
- Cutting back the vegetation outside.

Fixing the leak in the basement (which has caused water to pool down there) is a priority and something to get a couple of the local workers on as soon as possible, while the rest carry out other tasks as the investigators see fit. Most likely, the investigators set the workers on their assigned jobs, while they take time to have a proper look around the property.

RUNNING THE SCENARIO

The trick in running *Hotel Hell* is to ensure a steady stream of events and clues to the players, allowing them to piece the information together to form the bigger picture—much like Thurston, the narrator in Lovecraft's story *The Call of Cthulhu*. Making sure that the clues to solving the mystery and closing

the gate to Hell are spread out so as not to provide all of the answers in one lump.

The scenario should build slowly, with small events growing into larger ones as things progress. Given that this scenario could reach a climax with the end of the world, there's a lot of latitude for the Keeper to roll things out in a fairly brisk fashion. Should the players be focusing in on certain clues or locations too early, then throw in events and encounters to distract or confuse matters.

The various things that could happen are listed in the **Events** section (page 29), allowing the Keeper to pick and choose dependent on the current situation, as well as where things stand in regards to running time. The events should be married with the items listed in the **Breaking News** section (page 30), with the Keeper alternating at they see fit between these "resources."

The scenario is sandbox in nature. Locations (and events keyed to those locations), as well as a small number of non-player characters (NPCs), provide scenario's "dressing," while the various events and news items provide the "meat."

Look for the moment in the game when the "penny drops" and the players realize that the events happening are tied into the wider world, and that their actions have meaning in that they could prevent the end of humanity. This will help to drive the players and their investigators into attempting to close the gate. If the game is moving on and the players haven't

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grasped the bigger picture, then Reverend Rebness provides an alternative means to relay the information.

Complications, such as having one of the investigators influenced by the insidious power of the gate (see **Possession**, following), as well as the dead roaming about the hotel (see **Opening the Gate to Hell**), provide problems and difficulties for the investigators. They must negotiate and defend themselves while also solving the mystery.

Research

Initial research into the deceased relative who bequeathed the hotel has not been a priority up until now, as the investigators have been caught up in the unexpected good news and making plans for the hotel (and the riches that will follow). Thus, they really haven't had the time to conduct any proper inquiries. Once at the hotel, they may wish to access the Internet to see what they can find out about the distant relation.

Initial research: (probably conducted prior to arrival at the hotel)

No skill roll required.

- The inheritance was administrated by the legal firm of Goodman, Winfield, and Watts, based out of Louisiana.
- The name of the deceased relation is Jethro Alice Munden, of Leesville, Louisiana, who left no immediate relations.
- There were no other beneficiaries named in Munden's will.

Secondary research: (conducted at the hotel)

A successful Library Use can find the following information.

- There is no listing or record of a Jethro Alice Munden of ever having lived in Leesville, Louisiana.
- Using genealogy sites to determine ancestry, the investigator cannot find any mention of the Munden name in relation to their family line.
- The legal firm of Goodman, Winfield, and Watts appears to have ceased trading three days ago. Contact numbers for the firm ring out, and no further information can be found about the firm or the firm's partners.

Keeper note: the inheritance was a set up. There is no Jethro Alice Munden, and the legal firm was a front, a contrivance to get the investigators to the hotel so that they can unwittingly open the gate to Hell. It is left to the Keeper to decide if these fictional people were really a cult in disguise or some unexplainable force of darkness (perhaps the gate itself) drawing the pieces together, with the investigators as pawns in some malign and cosmic scheme.

Possession

While staying in the hotel, Schiegl began to fall under the malign influence of the Hell gate, making him act out of character and perform evil deeds, which eventually caused him to be killed by folk who feared he was some sort of witch. Prior to that, his mind was in turmoil as he tried to resist the gate's pull—leading him to paint clues onto his canvases that could bring about the closing of the gate.

As an option, the Keeper might wish to consider having one of the investigators fall under the spell of the gate. Deciding which character is ultimately the Keeper's call, but perhaps the one with the lowest POW might be a good choice. The Keeper doesn't actually need to tell the player that their character is possessed, as evil deeds and acts to prevent the other investigators' progress can happen unconsciously, perhaps when the character is asleep. Such deeds need not be catastrophic. Indeed, the more subtle the better. Moving items, locking another character in a room, causing distractions, and so on, can all help to not only confuse progress towards closing the gate but also sow seeds of mistrust and ramp up a sense of paranoia. Importantly, a possessed investigator might start to break through the wall of the basement, allowing the gate to begin opening.

An equally valid approach would be to pick the player who would most enjoy acting as the saboteur in the scenario—in this situation the player could secretly be informed that they are possessed by the evil will of the gate and that they should start acting against the interests of the other investigators and work to ensure the gate opens and remains open—all while leading the other investigators away from possible solutions. This may be trickier to pull off, but with the right player and good direction from the Keeper, it can really add a new dimension to the experience.

If necessary and at the Keeper's discretion, a possessed investigator might, if confronted with their evil actions, be able to shake-off the possession by succeeding in a Hard POW roll. As the climax draws near, this roll might grow more difficult, becoming an Extreme roll.

Another option to consider is for the gate to temporarily possess investigators who go insane. Thus, when suffering a bout of madness the investigator's actions should be concerned with protecting and/or hiding the gate.

OPENING THE GATE TO HELL

The Keeper determines the rate that the gate to Hell opens, once the workmen (or an investigator) breaks through the wall in the basement. At first, it is only a tiny crack, which then proceeds (over the course of the scenario) to widen until it's a hole some 10 feet or more in diameter.

With the gate opening, the dead can appear in and around the hotel at any time the Keeper wishes—they don't actually



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need to “walk through” the gate; although, having some do this would be advisable. Initially, the dead should appear in ones or twos, then small groups of three to four, then more and more. At the climax, the whole hotel and surrounding area should be swarming with the dead.

As noted, the investigators should not find the mural or gate too early in the scenario. Try to distract those likely to make the discoveries by having something strange happen in the hotel (see **Events**, below), or by having the investigators drawn away by the appearance of one or more of the dead in another part of the hotel. If all fails, have a group of the dead block progress to the false wall—their inexplicable appearance and their attacks should be enough to keep the investigators out of the basement while they figure on what to do next. The dead can either move on or simply disappear later on when the Keeper feels the time is right for the investigators to make the discoveries in the basement—the dead can then suddenly begin to appear to drive the investigators back from the gate. For more information about the dead, see the entry at the end of the scenario.

One option, towards the climax of the scenario, is to allow the investigators to cross through the gate to Hell, perhaps thinking that more answers are to be found there. Traveling through the gate to the “other side” costs 1 magic point and 1 Sanity point. On arrival, all that can be seen is a dead wasteland. Smoke and mist rolls across a barren and gray landscape. Bodies of the dead hang from blackened and twisted trees, their torsos impaled on branches like macabre decorations. Distant wails, moans, and other less wholesome noises can be heard. The air is icy cold. Through the clouds of mist, dark forms loiter and begin to head towards the investigators—the jealous dead called by the life force of the investigators (and perhaps other Mythos horrors at the Keeper’s discretion). If the investigators turn back now they can escape back to the hotel’s basement. Otherwise, if they venture on, they risk both death and becoming lost in this “Hell” dimension. How this plays out is left to the Keeper; one option (for kindly Keepers) is to have the investigators keep walking in circles, so they keep returning to the exit back to the hotel. Thus, an escape is provided for investigators who realize their error in coming here. Of course, one possible ending is for any surviving investigators to travel through the gate only to find that they are now trapped in this dark dimension (see the **Conclusion**, page 32, for ideas on extending the scenario and having the investigators trapped in “Hell”).

EVENTS

As noted in **Running the Scenario** (page 26), the following events should be used to add drama, build the horror and tension, and generally trouble the investigators. The events start small in scale and as the scenario advances they should

grow in size and difficulty, with the Keeper deciding the order in which they occur.

Not all of the events listed *must* be used—they are suggestions and inspiration—pick and choose, as well as invent your own designed to best suit how your game is being run. Of course, breaking through the wall in the basement is necessary for the gate to Hell to begin to open—either done by the workmen or by the investigators.

Small-scale events:

- Birds fly into windows and fall dead.
- Insects swarm in the corner of a room.
- A foul smell, with no discernable origin.
- Momentary ghostly apparition of Schiegl’s face appears in a mirror, window, or on a wall.
- The bell call for room 7 rings in the office.
- Moans and wails of the dead heard—**Sanity** roll (0/1 loss).
- Without cause, doors and windows open and close.
- Accident* (wood splinter, something falls, etc.)—**DEX** roll to avoid 1 damage.

Medium-scale events:

- The bell call for room 7 intermittently rings in the office.
- A vision* of Schiegl’s corpse nailed to a bedroom wall.
- Large number of crows congregates around the hotel.
- Black widow spider bite*—causing 1 damage, as well as pain, vomiting, and muscle spasms for 1D4 hours (not fatal, but uncomfortable; Keeper may impose penalty die for appropriate rolls).
- Accident* (power tool acts as if possessed, fall from a ladder, or similar)—**Dodge/DEX** roll to avoid 1D6 damage.
- An old-fashioned six inch nail is suddenly “thrown” at someone*—**Dodge** roll to avoid 1D4 damage. (The nail is exactly like the ones in the red-cedar tree outside the hotel.)
- One of the dead shambles around the upper floors of the hotel and attacks anyone who comes too close—see **The Dead**, page 33.
- Strange men seen on the horizon, seemingly walking slowly towards the hotel—small numbers of the dead, drawn to the gate. They will attack anyone who comes too close—see **The Dead**, page 33.

Large-scale events:

- A ghostly vision is seen of Schiegl being taken from the hotel by a mob, nailed to the red-cedar and quick-lime thrown over him, while thunder sounds and lightning flares in the dark sky. The vision carries the sounds, smells, and horror of the artist’s death—**Sanity** roll (1/1D4 loss).
- A workman’s body is found floating in the water in the basement; his eyes have melted—**Sanity** roll (1/1D3 loss).

- Blood pours from a wall in the hotel—**Sanity** roll (0/1D3 loss).
- Local wildlife attacks those who try to leave the hotel.
- The shambling corpses of the dead grow in number, appearing in the basement and around the hotel, as well as outside—see **The Dead**, page 33.
- The dead block escape; they crowd around trails, roam the forest and mountains. They savagely attack anyone trying to leave. Some even stand in the river.

*Accidents and some other events may affect the Tlingit worker instead of the investigators. The workers will bring the event to the investigator’s attention.

BREAKING NEWS

The Keeper should relay the following news broadcasts concerning the catastrophes, using them as punctuation marks in the game, to help the players understand and realize that they are directly caught up in world shattering events. Initially, such reports should be fragmentary and “background noise,” perhaps heard on a transistor radio playing nearby, overheard when listening to the workmen chatting, in an email received on a satellite phone, or when viewing a news web page. Later, the news should have more detail and be told directly to the investigators by Rebresh, incoming calls or emails from friends commenting on the flurry

of mounting disasters around the world, or when they state they are listening to radio news. Let the reports build in importance and visibility, and allow the players to piece the clues together. Note that reports of strange occurrences and monsters should be vague, inconclusive, and bizarre.

While the order of the following news items can be relayed in any order, a suggested order is presented as follows. Note that the earlier news is presented as sound bites, things perhaps overheard or caught in the background hubbub, while later reports contain more detail—representing the notion that, by then, the investigators will be all ears for this news from the outside world. There are no set moments when these pieces of information should be delivered to the investigators. The Keeper should insert them as they see fit, while remembering to increase their frequency and intensity as the scenario builds to a climax.

News reports:

- “A sinkhole has brought chaos to traffic in Commerce, California.”
- “Volcano Erupts on Saipan! Thousands die!”
- “Russian scientists have warned of seismic activity in the east of Russia.”
- “Riots in Commerce, California, as buildings fall into sinkhole.”
- “Volcanologists are warning of significant activity along the Pacific and Indo-Australian tectonic plates.”



- “Mass exodus from South Island, New Zealand. Disease outbreak blamed on ancient curse!”
- “The entirety of downtown Commerce is falling into the pit. Unsubstantiated reports from witnesses claiming to have seen squid-like monsters emerging from the sinkhole.”
- “In growing and concerning news, Saipan, the largest island of the Northern Mariana Islands, is reporting mass panic as a series of earthquakes cause damage to buildings and roads throughout the island.”
- “Kamchatka, Russia, is in a state of emergency following the eruption of the Avachinsky volcano. The Avachinsky volcano is part of the so-called ‘Pacific Ring of Fire,’ an area lying between the American and Asian continents.”
- “We go live to our correspondent in Saipan, James Redburn. (Pause.) James, can you hear me? (Wailing sounds.) Well, it looks like we are having some issues with the connection...”
- “Dire reports coming in from Papua, New Guinea where a volcanic eruption has claimed the lives of over 100,000 people living in Jayapura City.”
- “A video clip, taken on a cell phone by one of the survivors, seems to show giant creatures rising from the ocean and walking through lava flows on the island of New Guinea.”
- “We are getting word that Curtis Island has been destroyed in a volcanic eruption. Taken with the reports coming in from Kamchatka in Russia, some scientists are claiming that the seismic activity is linked to the Pacific Ring of Fire and that worse is yet to come.”
- “Unconfirmed reports coming in off the wire of people eating the injured and dead following the earthquake in Chile. We understand that one witness has posted an account online, which reads ‘werewolf-like men rising from below and consuming the flesh of the dead, while the police run in terror.’”
- “The Commerce sinkhole appears to have been just the start. A major earthquake, 9 points on the Richter scale, has been felt throughout California.”

Keeper note: use the following if the investigators haven’t clued into the fact the various eruptions and earthquakes are acting to unscrew the Pacific basin—the entire ocean will erupt in a frenzy of tsunamis of cataclysmic proportions. It’s the end of the world!

- “We have Professor Mark Wells, of Yale University on the line. Professor Wells, what you tell us about this spate of volcanic activity and earthquakes?” (Pause.) “Well, Sarah, all of the activity seems to be centered on what is known as the Pacific Ring of Fire. What we’re seeing appears to be a domino effect, with seismic shifts and eruptions growing in intensity. We’re detecting huge movements, beyond anything we have historically recorded. It’s as if the entire Pacific plate is unscrewing, like some ginormous sink plug. If this happens it would be a major extinction event...”



THE CORRECT ORDER OF THE RITUAL PHRASES

Azathoth! Ia!

Ygnaiih, ygnaiih, thothkk'ngba! Yog-Sothoth!


Y'btbnk, h'ehye—n'grkd'l'b.

Ngh'aaaa, ngh'aaaa.

Khin-laggarr, yesta, yesta.

Eh-yabaah, e'yayayayaaaa.

Finn-ai, Ygag-roll, n'grkd'l'b.



Also, from time to time as the scenario draws to a climax, the investigators attempting to make a phone call may hear the following message:

- “*This is an automated message. Seek shelter and remain calm. The authorities are aware of your situation. Assistance will be forthcoming.*”

Of course, this message is purely meant to pacify. No help is coming. It is the end of the world.

ENDING THE SCENARIO

Two possible ways of solving the scenario are as follows; both focus on closing the gate to Hell before Hoodoo Mountain erupts, killing all in the vicinity. Once the volcanic mountain erupts, the last piece of the world-ending jigsaw is in place and the bottom of the Pacific Ocean unscrews, bringing death and devastation to the world and heralding the rising of R'lyeh and the freeing of the Great Old Ones.

Note that the dead will try to stop anyone attempting to close the gate, and wise investigators will have to work quickly. Having some of the investigator run interference and defend against the dead while others work to close the gate may be the best option.

Once the gate is closed, the dead fall to the ground and are no longer a threat.

Solution One

The investigators piece together the clues found in Schiegl's nightmare paintings. They must collect and correctly order the words of the ritual, speaking this over the symbol copied from the reverse of the painting hung on the wall in room 7.

The writing seen in the seven nightmare-scapes forms the ritual (see **Handout: Hotel 4**, and **Schiegl's Art**, page 18 and 21). Piecing the phrases together is pretty much down to a **Luck** roll; although, a successful **Cthulhu Mythos** roll, or a Hard **Occult** roll will also do the trick. This allows the ritual's words to be placed in the correct order (see **The Correct Order of the Ritual Phrases**, nearby). Of course, the investigators can attempt to say the ritual multiple times in different orders until they get it right. Once they have figured out what needs to be done, giving the players **Handout: Hotel 4** (cutting out the seven phrases so they can order them how they wish) should help.

Solution Two

Digging at the base of the red-cedar tree outside the hotel and unearthing Schiegl's bones allows the investigators to toss them through the gate into the hell dimension, closing the portal. The bones are buried six feet down on the southwestern side of the tree.

Other Solutions

Other solutions may be feasible and the Keeper is recommended to keep an open mind to novel suggestions made by the players—if it sounds reasonable and fits with your vision for the scenario then go with it.

One possible ending sees any surviving investigators escaping the horrors of the hotel and traveling through the gate to the hell dimension. While not a victory, they have (at least for a time) saved themselves. Whether they are forever trapped, or must seek another way out is left to the Keeper to decide. If they should eventually find their way out, the world they return to could be one now ruled by the Great Old Ones.

CONCLUSION

Either the world as we know it has come to an end or the investigators saved the day. In both cases, hopefully, the climax was suitably climatic!

If the investigators do manage to close the gate, possibilities exist for the Keeper to expand the scope of the scenario by having the investigators travel to the other gates to permanently close them. Depending on how far events around the world have gone, they will arrive in each of the gate locations to face differing challenges and may well need to discover unique solutions for closing each of the remaining six gates.

Likewise, if trapped in the hell dimension, the investigators may need to make their way through this strange and deadly realm, encountering Mythos entities and unusual threats along the way. Maybe they find an exit to take them to one of the other six gate locations around the world. Perhaps there are other gates leading to different times and places too. What mysteries must they solve and what traps and encounters must they negotiate in this mind-shattering place is left to the febrile mind of the Keeper.

Of course, if the players are unable to prevent the end of the world, then next gaming session you might like to play through a game of *Cthulhu Wars* from Petersen Games!

Rewards

If you are using *Hotel Hell* in an ongoing campaign, the investigators may receive the following rewards:

- Closing the gate to Hell +1D8 Sanity points.
- Saving (or attempting to save) the lives of Reverend Rebnesh and members of the Tlingit community +1D6 Sanity points.
- Sacrificing NPCs to save their own necks -1D6 Sanity points.

APPENDIX: HOTEL HELL

NON-PLAYER CHARACTERS AND MONSTERS

Tlingit Worker, *helpful local*

STR 65	CON 60	SIZ 55	DEX 60	INT 75
APP 55	POW 50	EDU 65	SAN 50	HP 11
DB: 0	Build: 0	Move: 9	MP: 10	

Combat

Brawl	45% (22/9), damage 1D3, or knife 1D6
Dodge	40% (20/8)

Skills

Climb 65%, Drive Auto 55%, First Aid 45%, Electrical Repair 45%, Intimidate 40%, Jump 45%, Language (English) 50%, Language (Lingit) 70%, Listen 40%, Locksmith 20%, Mechanical Repair 60%, Natural World 65%, Navigate 80%, Operate Heavy Machinery 50%, Persuade 40%, Pilot (Boat) 80%, Psychology 25%, Spot Hidden 40%, Stealth 60%, Swim 70%, Throw 70%, Track 50%.

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Reverend Rebresh, 63, hellfire preacher

STR 40 CON 80 SIZ 60 DEX 60 INT 80
APP 45 POW 60 EDU 80 SAN 60 HP 14
DB: 0 Build: 0 Move: 5 MP: 12

Combat

Brawl 30% (15/6), damage 1D3
Dodge 30% (15/6)

Skills

Charm 25%, Climb 25%, Fast Talk 50%, First Aid 70%,
History 50%, Intimidate 60%, Language (English) 80%,
Language (Lingít) 20%, Library Use 40%, Listen 60%,
Medicine 25%, Natural World 40%, Navigate 30%, Occult
45%, Pilot (Boat) 55%, Psychology 65%, Spot Hidden 65%,
Stealth 50%, Swim 35%, Throw 30%.

Kermode bear

STR 110 CON 65 SIZ 110 DEX 70 INT —
APP — POW 50 EDU — SAN — HP 17
DB: +2D6 Build: 3 Move: 12 MP: —

Combat

Attacks per round: 2 (bite and/or claw)

Fighting 40% (20/8), damage 1D6+2D6
Dodge 35% (17/7)

Skills

Climb 40%, Listen 75%, Scent Prey 70%.

Armor: 3-point fur and gristle.

Sanity loss: n/a.

The Dead, of the Million Favored Ones

The dead are servants of the Outer God Nyarlathotep, and are counted among those named as the “Million Favored Ones.” The dead come in all shapes and sizes, they might be the decaying remains of old prospectors and settlers, or could come from anywhere in the world—the Hell dimension gathers many to its waiting arms. Likewise, any investigator who dies during the scenario will join their ranks.

Note that while the dead are not like the zombies of popular media (*i.e.* they do not eat brains or feed upon the living), they will attack and kill the living if approached. They will attack those trying to close the gate. Otherwise, they gather around the Hell gate, as if waiting for a call—who knows, perhaps when the moment is right, Nyarlathotep will issue a command and they will act...

STR 80 CON 90 SIZ 60 DEX 55 INT 05
APP — POW 10 EDU — SAN — HP 15
DB: +1D4 Build: 1 Move: 5 (shambling) MP: 2

Combat

Attacks per round: 1 (bite, crush, tear)

*Note that gathering numbers of the dead may mean that they outnumber the investigators—refer to **Outnumbered**, page 108, *Call of Cthulhu Rulebook*.*

Fighting 40% (20/8), damage 1D4
Crush* (mnvr) 40% (20/8), held, crush on
following round, damage 1D6
Dodge N/A

*Crush: investigator may attempt a STR or DEX roll opposed by the dead’s STR to break or wriggle free once per round.

Armor: none; major wounds indicate a limb or head has fallen off (which continue to “live” unless completely destroyed).

Spells: none.

Sanity loss: 0/1D6 Sanity points to see the dead.



The Dead

JARED KELLY**Age:** 33 **Occupation:** Artist / Hotel Proprietor

STR 40 **CON** 45 **SIZ** 60 **DEX** 60 **INT** 50
APP 75 **POW** 60 **EDU** 60 **SAN** 60 **HP** 10
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12 **Luck:** 70

Combat

Brawl 25% (12/15), damage 1D3
Dodge 40% (20/8)

Skills

Archaeology 20% (10/4)
Art/Craft (Painting) 60% (30/12)
Climb 35% (17/7)
Credit Rating 40% (20/8)
Fast Talk 50% (25/10)
Firearms (Handgun) 35% (17/7)
Firearms (Rifle/Shotgun) 25% (12/5)
First Aid 30% (15/6)
History 30% (15/6)
Jump 20% (10/4)
Language (German) 15% (7/3)
Language (English) 60% (30/12)
Library Use 45% (22/9)
Listen 30% (15/6)
Mechanical Repair 15% (7/3)
Occult 30% (15/6)
Psychology 30% (15/6)
Spot Hidden 40% (20/8)
Stealth 35% (17/7)
Throw 35% (17/7)

Bonus: allocate 30 points to any skills of the player's choice.**Backstory**

You go to college to study art, meet a pretty girl, and the two of you set out to find your fortune. Sure, things haven't turned out like you expected. You've only sold a few paintings but you do get to meet all sorts of interesting people working as a barista.

Then, from out of nowhere, a letter arrives from a law office saying an uncle you never knew you had died and left you a hotel in British Columbia. You cashed out your savings and announced that you and Debra were going to start a new life and take up residence in the hotel. You have gathered some friends to go with you to repair and refurbish the property and get things set up.



- **Description:** average height, a bit on the skinny side, messed-up hair.
- **Traits:** optimistic, trusting.
- **Ideology/Belief:** when life hands you an opportunity, seize it with both arms.

About your companions:

- **Debra Kelly:** your wife. Things have been strained lately as she has been worried about this new hotel venture.
- **Elsa Lemann:** Debra's twin sister. You try to get along but it is clear she doesn't really like you. She is a good cook and that will be good for the hotel.
- **Rob Hardy:** a great guy and a carpenter (useful to have him for the hotel's refit) who has offered to help.
- **Dan Hardy:** Rob's brother. You don't really know him but Dan says he's a great handyman, so he should be useful during the refit.
- **Christy Johnson:** an old friend who jumped in with both feet when you explained your plan to refit and run the hotel as a business. She says she's here to help.

DEBRA KELLY**Age:** 33 **Occupation:** Store Manager / Hotel Proprietor

STR 60 **CON** 40 **SIZ** 50 **DEX** 70 **INT** 70
APP 65 **POW** 55 **EDU** 55 **SAN** 55 **HP** 9
DB: 0 **Build:** 0 **Move:** 9 **MP:** 11 **Luck:** 55

Combat

Brawl 35% (17/7), damage 1D3
.32 revolver 35% (17/7), damage 1D8
Dodge 35% (17/7)

Skills:

Accounting 35% (17/7)
Charm 40% (20/8)
Climb 20% (10/4)
Credit Rating 40% (20/8)
Drive Auto 40% (20/8)
Electrical Repair 35% (17/7)
Firearms (Handgun) 35% (17/7)
Firearms (Rifle/Shotgun) 25% (12/5)
First Aid 30% (15/6)
Jump 20% (10/4)
Language (German) 35% (17/7)
Language (English) 55% (27/11)
Law 15% (7/3)
Listen 45% (22/9)
Navigate 25% (12/5)
Persuade 55% (27/11)
Psychology 50% (25/10)
Occult 15% (7/3)
Spot Hidden 60% (30/12)
Stealth 35% (17/7)
Throw 40% (20/8)

Bonus: allocate 30 points to any skills of the player's choice.**Backstory**

A few weeks' ago you led an ordinary life: assistant manager of a small clothing store and thinking about starting a family with your husband Jared. Then, from out of nowhere, Jared has inherited an old hotel in the middle of British Columbia. Just like that.

Somehow, you have been persuaded to leave your job and start a new life remodeling and running the hotel. You've said you'll give a year and if it's terrible, then Jared will sell the hotel and you can get back to civilization. Your twin sister and some of Jared's friends have joined you to help refit the hotel. But is this what you really want?



- **Description:** average height, rosy cheeks, shoulder length blonde hair.
- **Traits:** pragmatic, curious, questioning.
- **Ideology/Belief:** this hotel could be a money pit, when are you going to get the chance to start a family?!

About your companions:

- **Jared Kelly:** your husband. He is excited about the hotel—you're starting to grow tired of his enthusiasm.
- **Elsa Lemann:** your twin sister. You love her but nothing you ever do is good enough for her. She is a professional cook, so hopefully you can turn her attention to the hotel's kitchen.
- **Rob Hardy:** seems nice enough and Jared says he's an excellent carpenter (useful to have for the hotel's refit) but, if he's so good, how can he just drop everything to go to British Columbia? Maybe his business wasn't so successful after all.
- **Dan Hardy:** Rob's brother. You don't know him but Dan says he's a great handyman, so he should be useful during the refit. On the flight over he seemed to be flirting with you.
- **Christy Johnson:** one of Jared's old friends (maybe an old sweetheart?). She's agreed to help out getting the hotel straight. You don't trust her.

ELSA LEMANN

Age: 33 Occupation: Cook

STR 50 CON 65 SIZ 50 DEX 60 INT 60
 APP 60 POW 55 EDU 60 SAN 55 HP 11
 DB: 0 Build: 0 Move: 8 MP: 11 Luck: 55

Combat

Brawl 45% (22/9), damage 1D3
 Kitchen knife 45% (22/9), damage 1D4+2
 Dodge 30% (15/6)

Skills

Accounting 20% (10/4)
 Art/Craft (Cook) 60% (30/12)
 Climb 20% (10/4)
 Credit Rating 40% (20/8)
 Firearms (Handgun) 35% (17/7)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 50% (25/10)
 Intimidate 35% (17/7)
 Jump 20% (10/4)
 Language (German) 30% (15/6)
 Language (English) 60% (30/12)
 Library Use 60% (30/12)
 Listen 25% (12/5)
 Mechanical Repair 25% (12/5)
 Natural World 30% (15/6)
 Navigate 30% (15/6)
 Occult 30% (15/6)
 Psychology 40% (20/8)
 Spot Hidden 45% (22/9)
 Stealth 30% (15/6)
 Throw 30% (15/6)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

Family comes first, that's what your mother always said. You had a successful job working at a restaurant when, out of the blue, your twin sister announced she and her husband were moving to British Columbia to run a hotel. Well, they needed you and so you gave up your job and have gone with them. You'll run the hotel's kitchen. After all, your sister needs you; she's already made a mess of her life and it's your Christian duty to keep her on the right track.



- **Description:** average height, pale complexion, long blonde hair.
- **Traits:** mothering, confident in own abilities and opinions.
- **Ideology/Belief:** you always know what's best, even if other people don't see it at first.

About your companions

- **Debra Kelly:** your twin sister. You only want the best for her. If you need to move Heaven and Earth to make this crazy hotel idea a success, you will!
- **Jared Kelly:** Debra's lazy husband. He always talks a good game but, so far, he is yet to deliver. Supposedly he's an artist but all you have ever seen him do is serve coffee.
- **Rob Hardy:** Jared says he's an excellent carpenter (useful to have for the hotel's refit) but, if he's so good, how can he just drop everything to go to British Columbia? Did Jared ask for references? You doubt it.
- **Dan Hardy:** Rob's brother. Rob says he's a great handyman but all he's done while traveling is look broody. The only time when he "woke up" was to flirt with your sister. You'll have to watch him.
- **Christy Johnson:** one of Jared's old sweethearts, why she's coming is anyone's guess. Debra thinks she aims to get her hooks back in Jared—perhaps that wouldn't be a bad thing?

ROB HARDY

Age: 36

Occupation: Carpenter

STR 70 CON 65 SIZ 60 DEX 70 INT 60
 APP 50 POW 45 EDU 60 SAN 45 HP 12
 DB: +1D4 Build: 1 Move: 9 MP: 9 Luck: 50

Combat

Brawl 60% (30/12), damage 1D3+DB
 Dodge 35% (17/7)

Skills

Art/Craft (Carpentry) 60% (30/12)
 Charm 30% (15/6)
 Climb 30% (15/6)
 Credit Rating 25% (12/5)
 Drive Auto 30% (15/6)
 Electrical Repair 30% (15/6)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 35% (17/7)
 First Aid 30% (15/6)
 Jump 20% (10/4)
 Language (English) 60% (30/12)
 Listen 30% (15/6)
 Locksmith 20% (10/4)
 Mechanical Repair 40% (20/8)
 Natural World 30% (15/6)
 Navigate 40% (20/8)
 Persuade 30% (15/6)
 Psychology 20% (10/4)
 Spot Hidden 30% (15/6)
 Stealth 30% (15/6)
 Track 40% (20/8)
 Throw 30% (15/6)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

Your friend Jared recently inherited an old hotel in British Columbia and has a plan to remodel it and run it as a business with Debra, his wife. Business has been bad for you recently, so you offered your services to help refit the hotel. Hopefully, the money will be good enough to put you (and your brother) back on your feet.

You've brought your brother, Dan, with you. Dan has never had any luck and has struggled in life. He just got out of jail, so this is a chance to put him back on the straight and narrow and help him make something of himself. You've told Jared that Dan is a great handyman—it's a lie but you're sure it'll all work out.



- **Description:** stocky build, unshaven, casual, needs a haircut.
- **Traits:** hard working, amiable.
- **Ideology/Belief:** we all have our crosses to bear.

About your companions:

- **Dan Hardy:** your brother. Keeping him with you on this trip means you can keep an eye on him and ensure he doesn't slip back into bad habits. Hopefully jail has been a lesson he won't want to repeat. He seems to be making an effort to be friendly with Debra and Elsa.
- **Debra Kelly:** Jared's wife. You're not sure she is absolutely onboard with this fixing up the hotel scheme. There seems to be tension between her and her sister, Elsa.
- **Jared Kelly:** seems a good guy. He is all fired up to make this project work but is somewhat naive—he has never laid eyes on the hotel. Who knows what'll it'll be like, but you have to admire his courage.
- **Elsa Lemann:** Debra's twin sister. She's a cook and is going to sort out the hotel's kitchen. From what you've seen so far, she is a hardheaded woman who doesn't suffer fools gladly; no wonder she doesn't seem to like Jared.
- **Christy Johnson:** one of Jared's old friends. She seems sweet. Apparently, she is something of an outdoors expert. Must be some bad blood there, given the way Debra and Elsa look at her when she speaks to Jared.

DAN HARDY**Age:** 34 **Occupation:** Drifter (ex. Convict)

STR 65 **CON** 60 **SIZ** 60 **DEX** 80 **INT** 55
APP 55 **POW** 60 **EDU** 40 **SAN** 60 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 9 **MP:** 12 **Luck:** 55

Combat

Brawl 40% (20/8), damage 1D3+DB
.32 revolver 45% (22/9), damage 1D8
Dodge 40% (20/8)

Skills

Art/Craft (Acting) 25% (12/5)	Listen 40% (20/8)
Charm 40% (20/8)	Locksmith 50% (25/10)
Climb 20% (10/4)	Mechanical Repair 40% (20/8)
Credit Rating 10% (5/2)	Navigate 30% (15/6)
Electrical Repair 20% (10/4)	Natural World 20% (10/4)
Firearms (Handgun) 45% (22/9)	Operate Heavy Machinery 10% (5/2)
Firearms (Rifle/Shotgun) 35% (17/7)	Psychology 50% (25/10)
First Aid 30% (15/6)	Sleight of Hand 40% (20/8)
Intimidate 50% (25/10)	Spot Hidden 30% (15/6)
Jump 20% (10/4)	Stealth 40% (20/8)
Language (English) 40% (20/8)	Swim 30% (15/6)
	Track 35% (17/7)
	Throw 30% (15/6)

Bonus: allocate 30 points to any skills of the player's choice.**Backstory**

Working nine to five has never been your gig. There's too much fun to be had; that's why you've always found it hard to stick to one thing. A series of dead end jobs led you to make ends meet through drug dealing and petty crime, which landed you in jail. You're out now and your brother Rob is determined to keep you straight. That's why you are being dragged to the middle of freaking nowhere to help fix up some old hotel. You owe it to your brother to give it a shot. While you are a clean of the drugs now, a part of you wishes you could go back to the old life; things were easier then.

- **Description:** stocky build, bushy beard, and a shaven head. Some tattoos.
- **Traits:** opportunistic, cunning, patient.
- **Ideology/Belief:** there are two kinds of people: those who won't cross the line and those that will. You have never been afraid of crossing the line.

**About your companions**

- **Rob Hardy:** your brother. He keeps saying about how this trip will be just like the old days when you used to go hunting with your dad—but you hated all that. Hopefully, out in the wilderness, he'll relax and you won't feel watched all the time.
- **Jared Kelly:** the hotel's new owner. He's a sap. Man, it would be easy to take this guy for a ride but with your brother watching it is probably not worth the risk. Maybe an opportunity will present itself to feather your nest at his expense.
- **Debra Kelly:** Jared's wife. She seems pretty angry with her fool husband. Can't blame her, you hear she had a pretty sweet job she had to jack in on account of her husband's mad scheme. You have made an effort to get to know her and her sister, sharing drinks and laughs on the flight over. A little flirting might lead to something profitable—or, at least some fun.
- **Elsa Lemann:** Debra's twin sister and a cook. While she appears straight laced, she seems to taken a shine to you. She told you her concerns about this whole mad scheme and how she thinks Jared is not good enough for her sister. You nodded and smiled.
- **Christy Johnson:** one of Jared's old friends. Apparently, she is something of an outdoors expert. It makes you chuckle to think about the two sisters being worried that Christy has her sights set on Jared, it's pretty clear to you that men aren't her scene.

CHRISTY JOHNSON

Age: 32 Occupation: Fitness Instructor

STR 80 CON 80 SIZ 50 DEX 70 INT 55
 APP 65 POW 50 EDU 65 SAN 50 HP 13
 DB: +1D4 Build: 1 Move: 9 MP: 10 Luck: 50

Combat

Brawl 70% (35/14), damage 1D3+DB
 Dodge 40% (20/8)

Skills

Charm 25% (12/5)
 Climb 60% (30/12)
 Credit Rating 35% (17/7)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 70% (35/14)
 Intimidate 30% (15/6)
 Jump 40% (20/8)
 Language (English) 65% (32/13)
 Library Use 40% (20/8)
 Listen 25% (12/5)
 Natural World 40% (20/8)
 Navigate 35% (17/7)
 Occult 20% (10/4)
 Psychology 15% (7/3)
 Spot Hidden 25% (12/5)
 Stealth 25% (12/5)
 Swim 35% (17/7)
 Throw 40% (20/8)
 Track 30% (15/6)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

This change of scenery is just what you needed. Your old friend Jared has inherited a hotel in British Columbia and plans to fix it up. He has invited you to help him and his wife get it off the ground, saying he will need your expertise to work as an outdoor pursuits instructor. Given your recent break up with Samantha, you definitely want a fresh start. Helping to get the hotel set up and ready should be great fun.

- **Description:** slim and athletic physique, smart but casual dress, hair tied in a ponytail.
- **Traits:** open minded, independent, cautious.
- **Ideology/Belief:** a change is as good as a rest; life's too short—make things happen!

**About your companions:**

- **Jared Kelly:** you are old friends; he's a real a sweetie—always optimistic and up for fun. He has been a real a lifesaver, offering you this opportunity.
- **Debra Kelly:** Jared's wife. She's clearly not totally onboard with the hotel, but her anger seems to be directed at you, which makes no sense. Maybe things are not good between them.
- **Elsa Lemann:** Debra's twin sister and a cook. Nice enough, coming all this way just to help her sister and Jared start their new business. She is a bit standoffish, like she has problem with you or something.
- **Rob Hardy:** Jared's friend and a carpenter. He seems okay but acts very seriously all the time. He could do with lightening up.
- **Dan Hardy:** Rob's brother. A nice guy, you spent time on the flight getting to know him. You wouldn't be surprised if he'd done jail time; he seems to have drifted from job to job and you get the impression he likes an easy life.



GROENLAND TROPISCH

MWM

THE DERELICT

A final journey brings a remarkable discovery and a hidden terror.

This scenario is set in the modern-day in the icy waters of the North Atlantic. Accommodating two to six players, it can be played in a single session. The adventure concerns a missing reefer ship, the *Groenland Tropisch*, which has been stranded on an iceberg. The thought of a substantial salvage reward drives the investigators to attempt to rescue the ship, but in doing so they attract the attention of a strange and deadly monster.

FOREWORD

I came up with this scenario while reading an old book about Viking explorations of the New World. In one of the tales, the Vikings encountered what they called a “sciapod” (this encounter is described in the scenario). What struck me is that the rest of the saga was all perfectly normal, earthly activity. There were storms, they caught fish, they sighted land, avoided icebergs, *etc.* Then, out of nowhere, comes this sciapod, and the Vikings treat it as matter-of-factly as a walrus. The only reason I would have to discount the sciapod is that no one since then seems to have spotted them (and lived?). But it is a perfectly straightforward sighting.

It makes me wonder how many odd supernatural events we reject from ancient times because “we know better.” But we are willing to believe their non-miraculous accounts, of course. I wonder what we are blinding ourselves to by failing to dig deeper. There are French courtroom cases in which werewolves were put on trial, and these are right alongside other court cases in which no one disputes the validity of the events, for instance. Or 19th century accounts of lights glowing brightly on the dark half of the moon. Things go on beyond our purview.

Sandy Petersen
2017

THE INVESTIGATORS

There are two possible ways to involve the investigators:

Firstly, one character could be the owner of a luxury yacht who, along with his or her friends, is enjoying one final journey before handing their yacht over to its new owner. In this situation, one of the investigators is the yacht’s owner, who has fallen on hard times—perhaps as a result of the 2007–2008 economic crisis (or Crash of 1929, if adjusting the scenario to the Classic era). Despite best efforts over the preceding years, the investigator’s savings have dwindled and their investments have dried up, and they have been forced to sell their yacht, the *Delilah*. This could even be the consequence of too much time spent jaunting around the world combating the Mythos and not paying attention to their income! The *Delilah* has been sold to a person in England, providing the investigator with one last opportunity to sail the yacht from the USA to its new owner. Deciding to make this trip as pleasant as possible, the investigator has invited some friends (the other investigators) along for a final grand party. Plans and details for the luxury yacht are provided, refer to ***Delilah, Luxury Yacht***, page 44.

Alternatively, the investigators are a salvage team sent to investigate the *Groenland Tropisch*’s situation and return the ship to port. The reefer has been reported missing, its last transmission put it somewhere southwest of Greenland. The crew must locate the ship, search for and rescue any survivors, and get the vessel back to port either under its own power or by towing. For background on the missing reefer, refer to ***Groenland Tropisch, Reefer Ship***, page 48–49. Note that, with this option, no plan has been provided for the salvage crew’s ship—assume something similar in terms of a “working” boat, but more down end of the *Delilah*.

The scenario as presented assumes the first option: a luxury yacht owner and his or her friends on a journey across the North Atlantic, who come across the *Groenland Tropisch* stranded on an iceberg.

Six pre-generated characters are provided for option one (see page 62); three are wearing silver jewelry, noted (S)

- **Jason Kernicky**, stock broker / boat's owner
- **Isaac Klein**, architect
- **Siren**, musician / singer (S)
- **Janice White**, celebrity athlete (S)
- **Eric Huston**, social network mogul
- **Ellen Gray**, celebrity actress (S)

If creating new investigators, the following occupations are suggested:

- **Option one, luxury yacht owner and friends:** accountant, actor (film star), architect, athlete, author, designer, dilettante, doctor, engineer, gambler, lawyer, and white-collar worker (successful business owner). Having one player character with an engineering background is recommended, but not essential.

In addition, there should be one or two non-player characters (NPCs) who could play the roles of the yacht's captain and mate (both employed by the yacht's owner) or who could be other friends of the owner if players wish to take those roles (for convenience, two NPCs are provided, see **Non-Player Characters and Monster**, page 60).

- **Option two, salvage crew:** diver, engineer, mechanic, sailor, soldier/marine (ex-military). Again, ensure one or two NPCs are members of the crew.

Important note: throughout this scenario, the Keeper must keep a track of which investigators have skin in contact with silver. The monster in this scenario is normally invisible and only those who have flesh in contact with silver are able to see the creature for what it is (see **The Sciapod**, page 60). Try to avoid making the players aware of this fact until they work it out for themselves. Use subtle questioning during character creation or when establishing the opening scene to determine who might be wearing jewelry, or simply make an educated guess as to which characters have a sterling silver ring, chain, or earrings. If in doubt, determine the wearing of silver with a Luck roll—remember to note down successes for later reference when the characters come face to face with the monster.



STARTING THE SCENARIO

The investigators are enjoying the facilities onboard the luxury yacht, *Delilah*, traveling from Boston, USA, to Liverpool, UK. Allow the players' time to introduce their characters and establish relationships. Explain that this is a party and their last chance to have fun on the *Delilah* before it is handed over to its new owner on arrival in Liverpool—a time to forget their personal worries and financial hardships and make the most of the situation.

At a suitable point, probably around mid-afternoon, they spy a reefer ship seemingly stranded on an iceberg. The reefer can be spotted by any of the guests or the yacht's two crewmembers as necessary (no roll necessary).

The discovery may prompt a debate as to whether to use the radio to contract the reefer or call for help, or whether to just head towards the iceberg to see if help is required. Additionally, the Keeper should plant the idea of salvage; if none of the players think of it, then one of the NPC characters can suggest that a hefty salvage fee would be rewarded if they could tow the ship to port (appealing to the financially strapped yacht owner). In any event, the investigators should draw the conclusion that they should at the very least try to ascertain if anyone is alive and needs rescuing, as stated in the **Geneva Convention on the High Seas** (see box nearby).

Thus, the investigators are drawn towards the reefer ship through a sense of duty and responsibility, as well as perhaps dollar signs in the eyes.

SEQUENCE OF EVENTS

From this point onwards, the scenario is somewhat freeform in design, allowing the Keeper to react to the investigators' decisions and actions. The likely sequence of events follows and the Keeper should feel free to build and adapt as necessary.

The scenario tends to have two halves: the search for clues on the *Groenland Tropisch* and the realization that there is "something" on the ship, followed by a game of cat and mouse with the sciapod, leading to a climax where the success of the investigators' plan for dealing with the monster comes to a head.

Use the following sequence to drive the action and play, omitting and replacing with events of your own design as you see fit:

- The investigators spot the iceberg and the stranded reefer and are obliged to see if there are any crew needing to be rescued, as well as provoking the notion that if they can get the reefer ship to port then they could receive a handsome salvage reward—enough to perhaps end the yacht's owner's financial woes. See **Salvage Rights**, page 45.
- Getting to the reefer and iceberg is relatively easy; although, the Keeper may call for a **Pilot (Boat)** roll (if an investigator

GENEVA CONVENTION OF THE HIGH SEAS

Signed in 1958, the Convention includes Article 98: the duty to render assistance. The Article requires a ship and crew (if able, without risking serious endangerment to ship, crew, or passengers) to:

- Render assistance to any person found at sea in danger of being lost.
- Proceed with all possible speed to the rescue of persons in distress, if informed of their need of assistance, in so far as such action may reasonably be expected.
- After a collision, to render assistance to the other ship, its crew and its passengers.

Keeper note: the yacht's owner and its crewmembers would be aware of the Convention and its implications (morally and legally) if they fail to render assistance.

is piloting the yacht) to determine how well this is managed. A fumble or failed pushed roll means the yacht is somehow damaged coming alongside the reefer and iceberg (perhaps scraping the hull) and repairs will need to be made before they can cast off again.

- Searching the *Groenland Tropisch* for clues as to its fate and/or working out how they might get the ship moving for salvage. There are no signs of life on deck, so a search of the reefer is required to determine if anyone needs rescuing.
- **Option:** while searching the reefer's cargo holds, the investigators walk right past the sleeping sciapod (hidden under a tarpaulin)—later, build the sense of unease when they return to find the tarpaulin flat on the floor.
- The sciapod wakes up, sizes up the situation, and boards the *Delilah* to destroy its controls and radio, so as to prevent this newly arrived food source from departing. Damage to the *Delilah*'s controls might be repairable, given the time and necessary skills.
- As the reefer is searched, clues are found (growing in importance and horror). The investigators realize they are not alone and possibly one or more of them return to the yacht to find its been attacked and that the controls and radio are broken.

- **Option:** one of the investigators catches a brief glimpse of the sciapod (a huge white thing moving past a porthole or a doorway). Make sure that whoever spots the monster is in contact with silver (perhaps a ring or other piece of jewelry they are wearing, or one of the silver items noted in the description of the *Groenland Tropisch*).
- The sciapod begins to hunt the investigators. Any NPCs are killed first; perhaps one is suddenly harpooned by the sciapod's crystal bow, causing panic when there is no sign of who or what shot the deadly bolt. Another NPC might be found dead, savage bite marks in their flesh. Alternatively, all that the investigators hear is a terrifying scream; when they go to see what has happened, all they find is a bloody trail leading down into the cargo holds.
- The mysterious attacks and strange sightings of a huge white "thing" (as well as the possibility of an outright attack) drive the investigators to hide (probably on the reefer, as it is bigger and has more places for concealment). Build on the confusion—to some of the investigators the monster is invisible, to others (in contact with silver) its awful visage can be seen (provoking **Sanity** rolls).
- The sciapod finds one of the hiding places but is perhaps initially driven back; it departs to rest up, but will return. The investigators have a bit of time to work out how to deal with the invisible monster.

At this point, encourage the investigators to come up with a plan of action. There are a number of ways they might proceed, some of which are explored in **Combating the Sciapod**, page 57. Allow the players time to think over their options and formulate a plan; although, if they take too long, have the sciapod return to nose about only to depart again. Ultimately, the investigators should be forced out of hiding to enact their plan—probably requiring them to split up in order to gather what they require and so face running into the monster. Build tension as individual investigator actions risk bringing the monster's attention. The scenario's climax should concern whether the investigators' plan works or not. Try to reward ingenuity and risk, but success should be hard won.

The following sections detail particular courses of action, as well as provide a walkthrough of the *Groenland Tropisch* that can be used when the investigators explore the ship.

Salvage Rights

The following information can be found in the captain's office onboard the *Groenland Tropisch* (see **Superstructure: Level One, Kitchen**, page 47). Alternatively, one of the investigators with a suitable occupation or experience (or a crewmember NPC) could relay the gist of the detail with a successful **Law** or Hard **Know** roll.



DELILAH, LUXURY YACHT

Delilah is a 95-foot (29 meter) motor yacht, accommodating up to ten people in luxury. The vessel comprises three levels: a fly (open top) bridge, the main deck, and lower deck. Secondary wheelhouse controls are on the fly deck, along with a lounge area (with large comfy cushions for sunbathing), and an awning for shade. The main deck contains the galley, dining table, social areas, and wheelhouse, while the lower deck has four spacious cabins (two doubles and two twins), plus two fore cabins with Pullman berths. The yacht is air-conditioned and the communal areas include flat screen televisions, DVD players, and a surround sound music system. For the adventurous, the yacht carries a sea kayak, snorkeling gear, water skis, and a Wakeboard. A dinghy is stored on the fly deck.

- **Cruise speed:** 20 knots
- **Max speed:** 22 knots
- **Engine:** 2 x MTU 2942 kw

See the *Delilah's* deck plan, nearby. A handout is provided for the players (see **Handout: Derelict 2**).



The Law of Salvage provides that a person recovering another person's ship or cargo after peril or loss at sea is entitled to a reward commensurate with the value of the property so saved. The Law of Finds may be applied if the wreck has been abandoned (the vessel's owner has not actively tried to retrieve the vessel or its contents). Thus, the owner is considered to have relinquished the title voluntarily.

A discoverer who finds a shipwreck is entitled to the full value of all of the goods recovered. Since the owner of the vessel has given up trying to recover the shipwreck, the discoverer is deemed to have full rights to the content; although, abandonment of the vessel must be proven.

Where the Law of Finds does not apply, a successful salvor is not entitled to keep the salvaged vessel but is entitled to an award. The amount of the award is based on the vessel's value, its contents/cargo, how successful the salvage was, the salvor's skill in minimizing damage to the environment, and the level of peril to which the salvaged vessel was subject. In addition, factors such as the rescue of human lives, the salvor's labor and expenses, and the level of risk encountered also play a role in determining the award.

Using the Radio

On seeing the *Groenland Tropisch*, investigators may want to radio the stranded ship or communicate with the authorities (probably the US Coast Guard). Calling the *Groenland Tropisch* elicits no response whatsoever. Contacting the maritime authorities can be done and the investigators can relay a message; however, help will be a long time coming—certainly long after the investigators have come face-to-face with the sciapod. In addition, remind the investigators that bringing in another party to undertake the search and rescue likely means that any salvage claim by the investigators would be neutralized and lost.

If the investigators don't think to use the radio early on, then have the sciapod destroy the radio and the yacht's engine controls while everyone is searching the *Groenland Tropisch*. Should a pesky investigator decide to remain with the yacht, have them distracted away from the yacht—here are two possibilities:

- They hear a sound or see something strange on the *Groenland Tropisch*; fearing something bad is happening, they leave the yacht to warn the others.
- They see something jump into the water from the *Groenland Tropisch* or iceberg (the sciapod making a big splash) and can see something driving through the water towards the yacht.

Even if an investigator stays aboard the *Delilah*, the sciapod is invisible (presuming the investigator has no silver jewelry) and so can come aboard and begin wrecking the ship's radio and controls. Witnessing this attack by an unseen force calls for a **Sanity** roll (1D3/1D6). If an NPC is left alone onboard the yacht, then the investigators find their dead body on their return; a 6-foot long crystal harpoon embedded in their chest (0/1D4 Sanity loss).

GROENLAND TROPISCH, REEFER SHIP

The *Groenland Tropisch* is a refrigerated cargo ship (reefer) used to transport perishable commodities, including fruit, meat, fish, vegetables, and dairy products. Operated by the firm of Simmons and Calvert, the vessel is currently adrift in the North Atlantic upon an iceberg.

The *Groenland Tropisch* is some forty years' old and is equipped with three cranes (only two of which are operational, the other is damaged but repair may be possible), and three, top opening hatches on the main deck through which cargo is lowered to the various holds below. Two of the cargo hatches are currently open to the elements.

The vessel's navigation bridge is at the top of the main superstructure, which rises above the cargo decks. The superstructure comprises five levels: kitchen and dining rooms on level one, crew quarters, a crew lounge, galley, and a laundry on level two; officers' quarters and lounge on level three; captain's quarters and dayroom, plus recreation room on level four; wheelhouse and the radio room on level five (navigation bridge).

- Built: Harland and Wolff, Belfast
- Registry: Dutch
- Operated by: Simmons and Calvert
- Type: Refrigerated Cargo Liner
- Length: 331 feet (117 meters)
- Gross Tonnage: 6,600
- Propulsion: 6,660 BHP
- Compliment: 16 crew

EXPLORING THE REEFER

Effectively, the *Groenland Tropisch* is a ghost ship, seemingly abandoned and melded to the side of an iceberg. Apparently, the ship hit the iceberg, causing damage to the hull; the ship is still seaworthy if it can be detached from the iceberg. The ship's power is off; there is no lighting, no heating, and a layer of ice clings grimly to all exposed surfaces. Initial inspection suggests no signs of life.

A dark and unwholesome atmosphere pervades. Sound echoes through the ship as the icy ocean lashes against both ship and iceberg. Emphasize the cold, the darkness, and the silence. The whole experience should be eerie and foreboding, especially when the investigators venture inside the superstructure and the cargo holds.

The following sections include one or more discoveries the Keeper can plant, depending on the action and focus on the investigators. Such discoveries can occur whenever the Keeper deems most appropriate; however, it is suggested to build the frequency of such finds as the scenario progresses, so as to build the horror (*i.e.* don't throw all of this at the players in the first thirty minutes).

Refer to the deck plan of the *Groenland Tropisch*, nearby.

Main Deck

The hull has been partially crushed by impact with the ice, although it does not appear to be letting in water. If somehow detached from the ice, the vessel could be seaworthy enough to be towed to land—and quite possibly a salvage reward.

Three large cranes reside over large deck hatches. Only one of the hatches is secured, the other two are open (one fully, one partially) allowing egress to the cargo holds below. Two large winches and the ship's anchor mechanism (which has not been deployed) can be found at the bow of the ship.

THE DERELICT

Close examination of the partially open hatch reveals the metal hatch cover has been torn from some of its mountings and the cover is uneven due to several large dents in its surface, near to the where it has been torn from the mountings. Finding these indents is more difficult if the investigators have not thought to bring a light source with them, meaning that a **Spot Hidden** roll is required to identify them.

Cranes: two of the cranes appear to be in order from a cursory inspection (if the ship's power can be turned on), while the third (furthest from the superstructure) appears damaged—wires are torn from fittings and mountings twisted, as if a large object had knocked into the crane, causing it to bend and twist. Repairing the damaged crane requires the proper tools (stored in the superstructure), six hours, and a successful **Science (Engineering), Operate Heavy Machinery**, or **Hard Mechanical Repair** roll.

One lifeboat is suspended from the outer deck of the third level of the superstructure (viewable from the main deck) on the starboard side. A lowering mechanism for a portside lifeboat is visible, yet there is no sign of the lifeboat.

Possible discoveries:

- Drag marks through ice on the deck's floor, as if something large had been dragged along the deck.
- Frozen drops of blood on the deck floor near the stern (behind the superstructure).
- **Spot Hidden:** a severed and frozen hand. A successful **Medicine** roll confirms the hand has been bitten off, as if a shark had attacked the hand's owner.

Superstructure: Level One, Kitchen

From the main deck, doors to the interior of the superstructure can be found on the port and starboard sides. It's hard not to notice that both doors have been ripped from their fittings. One door (port side) lies buckled and twisted on the deck, while the other is missing entirely. Examination of the port side door reveals no scratches or claw marks but rather indentations, as if something large and heavy was used to batter down the door from outside. The locking mechanism is bent and twisted, requiring substantial force. This damage is replicated around the doorframe. From the doorframe appearance, the starboard door looks to have been battered from the inside and torn from its mountings altogether.

Other access doors on the starboard side lead into the cook's meat, vegetable, dairy, and dry provisions stores (all locked). While on the port side, access doors lead into a crew cargo hold (7), the cargo office (9) (locked), the CO₂ bottle room (10) (locked), and ship's store (11). With no lighting

or heating on, the interior is dark and frosty. Along the main corridor (port to starboard) can be found the officers' dining room (1), the galley kitchen (2), the crew's dining room (3), off-duty mess (13), and the captain's (5) and chief engineer's (4) offices.

Food stores: getting inside requires either a successful **Locksmith** roll or brute force (**STR** roll and a crowbar or similar). All seems in good order, with no apparent damage to the doors or interiors. Foodstuff is packed neatly on shelving in refrigerated rooms (the refrigeration system is not working). There is some possible spoiling, although due to the cold of the sea and the iceberg it's still pretty chilly.

CO₂ room (10): carbon dioxide is used in a ship wide system to fight fires (especially in the engine room, kitchen, and cargo holds), as well as provide refrigeration to the holds. Each bottle is just over 5-feet (1.5 m) in height and weighs 290lbs when full (190lbs empty). Getting inside requires either a successful **Locksmith** roll or brute force (Hard **STR** roll; reduce to Regular difficulty if a crowbar or similar is used as a lever). Investigators may think to jury-rig CO₂ bottles in their fight against the sciapod (see **Combating the Sciapod**, page 57).

Cargo office (9): shelves and filing cabinets line the walls and contain a great assortment of cargo manifests, legal documents, and customs forms. A cluttered desk and a chair are the only furniture within. Should the investigators wish to find documents pertaining to the ship's current cargo a successful **Spot Hidden** finds the manifest, which details a cargo of meat (beef, pork, etc.), fresh fruit and vegetables, fish, and dairy products.

Captain's office (5): a well ordered room, with a desk and swivel chair, and a bookcase holding a series of books on maritime law (in English). The captain's logbook is on the desk, along with a half empty mug of frozen coffee. Behind the desk is a small cast iron safe (open).

The captain's log is written in Norwegian. If anyone can read Norwegian, the log states that the *Groenland Tropicisch* departed Bergen, Norway, on February 13th 2016, carrying a cargo of vegetable and meat produce headed for Sukkertoppen in Greenland. The most recent entries, dated February 16th, describe a rogue iceberg hitting the *Groenland Tropicisch*. The ship suffered damage from the impact and chief engineer Gunnar Ulfsson was instructed to inspect and ascertain the level of damage to hull. The captain remarks that he has been unable to communicate with land due to the radio operator, Thorolf Löfgren, acting crazily and damaging the equipment. Löfgren was overpowered and was confined to his cabin pending investigation of the incident by the captain.

MV GRØENLAND TROPISCH

VOLUMASS ALPHA™ REFRIGERATED CARGO LINER

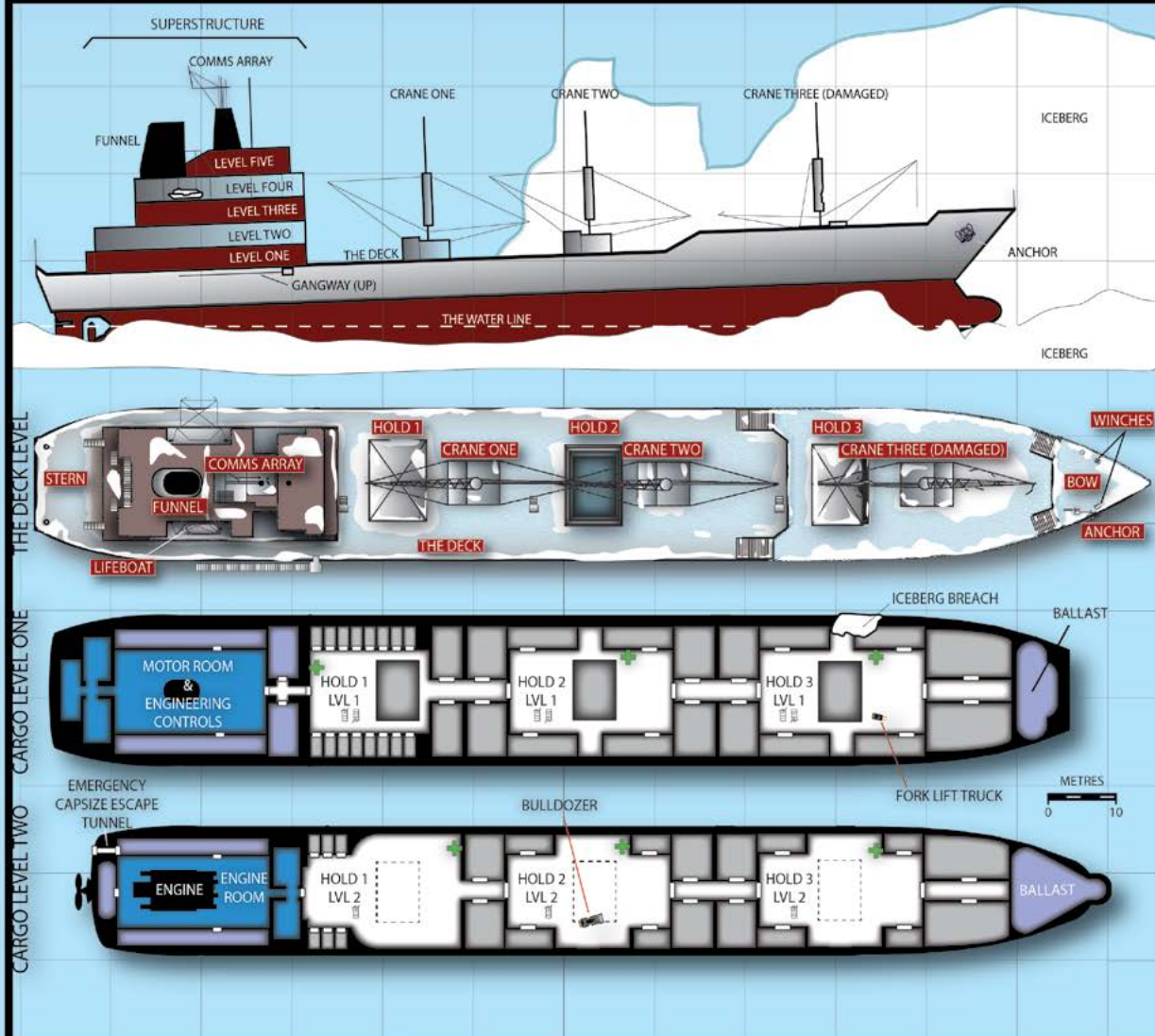
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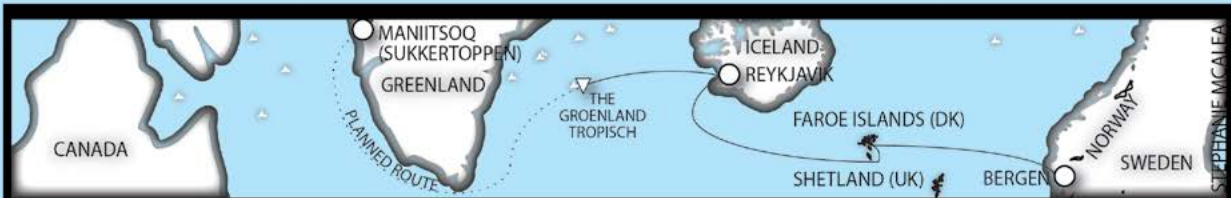


VESSEL TYPE CLASS
REGISTRY NETHERLANDS
NOMENCLATURE GROENLAND TROPISCH
DESIGN DATE 04-23-1976
DATE LAID DOWN 01-21-1978
DATE FINISHED 10-11-1980
LENGTH OVERALL 117 METRES
WIDTH OVERALL 21 METRES
VESSEL CREW 16
ACCOMMODATIONS 26
PROPULSION 6,660 BHP

DISPLACEMENT OPERATOR
CARGO BAYS CARGO BAYS
DECK EQUIPMENT DECK EQUIPMENT
LIFEBOATS LIFEBOATS
INSPECTION INSPECTION
REMARKS

6,600 TONNES
SIMMONS & CALVERT
3 SEALED DECK PATTERN
THREE MT CRANES.
TWO (1x PORTSIDE, 1x STARBOARD)
BY TRANSAT SHIPPING
2011: EXTENSIVE OVERHAUL
2013: SPECIAL SURVEY PASSED
2013: DRYDOCKING EXAM PASSED
2013: TRADING CERTIFICATES REISSUED
2014: ACTIVE ON BERGEN, NORWAY, TO SUKKERTOPPEN, GREENLAND ROUTE

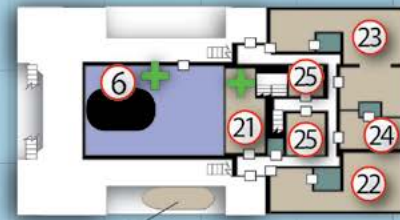
THE DERELICT



LEVEL ONE



LEVEL FOUR



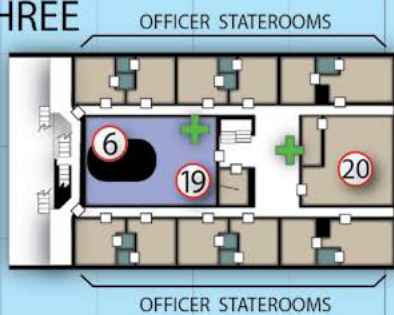
LEVEL TWO



LEVEL FIVE



LEVEL THREE



**SIMMONS
& CALVERT
SHIPPING**



- | | | | |
|--|---|--|--|
| <ul style="list-style-type: none"> ■ CORRIDORS & OPEN AREAS ■ STORES & SUPPLIES ■ ENGINEERING & MAINTENANCE ■ SUPPORT & CREW AREAS ■ HEAD/BATHROOM ■ CARGO & HOLD AREAS ■ STATEROOMS ■ SHIP OPERATIONS ■ HULL & VOID AREAS ■ FUNNEL CASING | <ul style="list-style-type: none"> □ DOORS ⊕ MEDICAL KIT POINTS 1 OFFICER DINING ROOM 2 KITCHEN 3 CREW DINING ROOM 4 CHIEF ENGINEER'S OFFICE 5 CAPTAIN'S OFFICE 6 MOTOR CASING 7 CREW CARGO 8 CHANGING ROOM | <ul style="list-style-type: none"> 9 CARGO OFFICE 10 CO₂ BOTTLE ROOM 11 SHIP'S STORE 12 HOLD CLIMATE OPS. 13 OFF DUTY MESS 14 COOK'S ROOM 15 BOSUN'S ROOM 16 LAUNDRY 17 HOSPITAL 18 ELECTRONICS | <ul style="list-style-type: none"> 19 OFFICER'S LAUNDRY 20 OFFICER'S LOUNGE 21 HOBBY ROOM 22 CHIEF ENGINEER'S QUARTERS 23 CAPTAIN'S QUARTERS 24 RADIO OPERATOR'S ROOM 25 PILOT'S ROOMS 26 WHEEL HOUSE 27 RADIO ROOM 28 DECK AWNING |
|--|---|--|--|



Inside the safe is a (locked) cash box holding 7,000 Danish krone (\$1,000), as well as the ship's papers and other insurance information.

If the books of maritime law are studied, details concerning salvage rights can be found. See **Salvage Rights**, page 45.

Chief engineer's office (4): the door is locked (**Locksmith** or Hard **STR** roll to open; reduce to Regular if lever is used). Inside are metal filing cabinets, a desk, and a swivel chair. The room appears untouched, apart from two cabinet drawers that are open, with various documents half-pulled out (as if someone had been searching for something). One of the drawers holds documents pertaining to the deck cranes, while the other has various safety check forms, inventories, and bills of purchase for bottles of CO₂.

Officers' dining room (1): rows of chairs and tables. Half-eaten meals sit cold on white plates, and cutlery lies scattered about.

Galley kitchen (2): the large kitchen contains a large assortment of pots and pans and other cooking paraphernalia. Cold food sits in large pots on the unlit stoves. A pot of stew has been overturned, its contents frozen in a pool on the floor. All manner of kitchen knives and implements can be found here.

Crew's dining room (3): a mirror of the officers' dining room, although a number of tables have been set on their sides, as if to form a barricade. It appears to have done no good, as the tables are bent and twisted and are covered in blood. Frozen tracks of blood stretch across the floor.

Possible discoveries:

- Blood tracks and splatters on floors and walls.
- A flare gun (empty).
- A large kitchen knife, its blade crusted with a white substance, almost like milk.
- Bottles and rags for making Molotov Cocktails.

Superstructure: Level Two, Crew Quarters

The dark stairways lead up to level two and also continue up to the higher levels. The corridors are silent and open into the various crew cabins, as well as a crew lounge and bar, a laundry room (16), and a medical room (17). All internal doors are unlocked and most are ajar, swinging idly; occasionally a door will swing shut, sending a metallic echo running through the ship.

THE DERELICT

Crew cabins: are much alike, each houses a bed and a small locker for personal belongings, as well as clothing and other personal touches like taped-up saucy posters and calendars. Some cabins are apparently vacant. The doors to a number of cabins have been bashed in (requiring great force and strength beyond that of a human).

Crew lounge: consists of cheap, comfy chairs and coffee tables, along with a bar (liquor can be found behind a draw-down, locked, metal blind). It looks as though someone has tried unsuccessfully to open the metal blind with an iron crowbar, which lies on the floor nearby. A deck of playing cards is strewn across the floor (close examination shows some of the cards are marked with spots of dried blood). Otherwise, the lounge contains a DVD player rigged to a projector, a screen on the wall, and some shelves holding a library of popular movies.

Medical room (17): contains an examination area, a sink, and good supply of first aid materials, including dressings, antiseptics, and so on. Medical tools for more serious injuries can also be found, including resuscitation equipment, medical instruments, intravenous kits, disinfectant, and a defibrillator. Two working flashlights can be found with one of the cupboards. A wall cabinet has been broken open, revealing bottles of drugs within (antibiotics, penicillin, *etc.*); some broken vials of morphine lie on the floor. An investigator with medical training would be aware that operations and routine medical procedures could be performed here.

Possible discoveries:

- Bloodstains.
- A discarded hand axe.
- Empty vial of morphine and a used syringe.
- A tarnished and bloodstained knife.
- A crew cabin painted with frozen blood splatter.

Superstructure: Level Three, Officer Quarters

Similar in layout to the level below, the officers' cabins are a little larger than those of the crew. Apart from another laundry room (19), the only other area is the officers' lounge (20), also fitted with a bar (locked) and slightly better quality comfy chairs and tables. A number of empty whiskey bottles (presumably removed from the bar) lie on the floor, some are broken and so jagged glass presents a danger to anyone falling onto the floor or getting on their hands and knees to search.

Possible discoveries:

- A 6-foot long cylindrical piece of glass embedded in a bulkhead (from a distance, a flashlight would highlight

it glinting). When examined, the glass looks more like crystal and is shaped like a harpoon. If pulled from the wall (requiring a Hard STR roll), the crystal shaft is icy cold to the touch and reveals a sharp barbed head. It looks like nothing the investigators have ever seen before: the material bears most resemblance to armored glass and is very strong (see **The Sciapod**, page 60).

- At least one cabin door torn from its hinges and now partially blocking the corridor.
- A dead crewmember, found in the laundry room. The body has been eviscerated and partially eaten (Sanity loss 1/1D4).
- A loaded flare gun (1D10+3+burn).

Keeper note: the following clue should, ideally, be introduced later in the game, once the investigators have done an initial inspection of the vessel. The location of the clue should be a crew or officer cabin, perhaps overlooked or passed by when they first venture through the superstructure.

In one cabin, books have been scattered about. The books range from the classics to various books on mythology and folk tales. One book, a volume of Norse sagas, lies open. The spine has been broken, with the pages open at a section of *Erik the Red's Saga*: on the left-hand page is the Old Norse text, while on the facing page is the English translation—see **Handout: Derelict 3**. The books belong to one of the crew who had an interest in history, who on seeing the sciapod with its crystal bow remembered the passage in the saga. The highlighted passage provides the only clue to monster stalking the *Groenland Tropisch*. A successful **Spot Hidden** roll notices something shiny beneath the littered books: a silver fountain pen.

Superstructure: Level Four, Senior Officer Quarters

Comprising less room than the levels below due to the position of the two external lifeboats, level four contains the captain's cabin (23), bathroom, and dayroom, as well as a recreation room (21) and cabins for the radio officer (24) and chief engineer (22).

Only one lifeboat is here (starboard side), the other lifeboat is missing—examination shows that the missing boat must have been previously lowered (see **Searching the Iceberg**, page 56, for the lifeboat's remains). See possible discoveries (following) for what's in the remaining lifeboat.

The recreation room contains a pinball machine, green baize card table, a selection of board games, a television and DVD player, plus a selection of movies.

Radio operator's cabin (24): the cabin door is locked (**Locksmith** or Hard STR roll to open; reduce to Regular if lever is used). On entering, the investigators are blocked by a mattress that has been

upended and is blocking access inside. The mattress can easily be pushed out of the way. Inside, it's a mess: clothing and personal possessions have been flung about with abandon. Some clothes are bloodstained; suggesting that whoever ransacked this cabin was injured at the time. Beneath the bed, visible through the frame, is the body of Thorolf Löfgren the radio operator lying in a pool of frozen blood. The man's eyes are wide open, a look of terror carved on his face (Sanity loss 0/1D3). Examination reveals his throat has been cut, although there are lacerations to his torso and lower arms, suggestive of knife wounds. Hidden beneath his body is an old, silver-handled cutthroat razor (which he used to commit suicide). Searching through personal effects reveals the man's name.

Captain's cabin (23): the door is ajar and leads into to a small lobby from which the bedroom, dayroom, and bathroom are accessed. Everything seems in order. Compared to the radio operator's cabin, it is tidy and there are no signs of distress or vandalism. In the dayroom are three comfortable chairs, plus a desk and upright chair. The desk holds the captain's log, a silver letter opener, and writing paper and pens. An occasional table, set against a wall, holds a ship's decanter, half-filled with fine rum. The cut-glass decanter has a silver label on a short chain around its stem.

Chief engineer's cabin (22): a suite of rooms mirroring those of the captain at the opposite end of the corridor. While the bedroom is tidy, there are bloodstained towels in the bathroom and the dayroom is a mess. Ship's systems' diagrams, deck plans, crane diagrams, and other engineering papers are strewn about a large desk. A handwritten note saying, "CO₂ bottles or crane?" rests topmost on the scattered papers. The investigators can find a deck plan of the *Groenland Tropisch* here (see **Handout: Derelict 1**).

Possible discoveries:

- Papers revealing the captain's name to be Helmar Engström.
- The captain's private rum store.
- The mangled and bloody corpse of an officer in the remaining lifeboat, hidden beneath the boat's tarpaulin. Possibly, a successful **Spot Hidden** roll notices the tarpaulin is untied and loose at one end of the boat, as well as bloodstained.

Superstructure: Level Five, Wheelhouse

A bloodstained internal stairway leads up to a corridor accessing the rear of the wheelhouse. The radio room (27) is accessed from the wheelhouse (26). Doors at the port and starboard sides of the wheelhouse lead out to an upper deck, on which two external stairways (facing the stern) descend

ERIK THE RED'S SAGA

Time taken to read through the whole saga (taking approximately 30 to 45 minutes) reveals the following information. An investigator with a classical education or one growing up in Iceland or Greenland might recall the tale with a **Know** roll.

Composed in 1265, Erik the Red's Saga tells of Thorfinn Karlsefni and his wife Gudrid, and the discovery and colonization of Greenland. The expedition, led by Thorfinn Karlsefni and Gudrid, explores north, meeting and killing natives on their way. In one instance, they come upon a sciapod ("uniped" or "one-footer") who shoots an arrow and kills Erik's son, Thorvald, and then disappears. The survivors' return home and then set sail again for Greenland in the following spring.

The sciapod is mentioned only once and there is little to describe the creature other than its name, which essentially means it is a one-legged beast that carries and shoots a large bow.

to the lifeboat deck.

The wheelhouse (26) is somewhat brighter than the other areas of ship, due to the large viewing window; it quickly becomes apparent that the wheelhouse has been seriously damaged. Controls and dials are smashed, levers bent, twisted or pulled out of their mountings, and great dents mar the controls' metal housing. The viewing window has a large crack running through it (frost also obscures the view). Papers and charts lie scattered about. Clearly, this scene of destruction suggests that one or more people were hell-bent on preventing the ship's operation, although the damage to the metal casing and the twisted lever rods would require tremendous strength beyond that of a normal man.

The radio room (27) is a similar story. On entering, it is apparent that someone has caused serious damage to the radio system. Rents in the metal casing reveal wires that have been pulled and severed, while the microphone has been dashed to pieces. Examination of the damage reveals it is different to the way the wheelhouse was damaged; in so much as the damage here could easily have been accomplished by a single determined person using an axe. Indeed, a few moments spent looking over the debris reveals an axe partially hidden on the floor. Both the ship's controls and the radio are beyond repair.

THE DERELICT

Keeper note: the sciapod caused the damage in the wheelhouse. Prior to that, Thorolf Löfgren saw the monster and went insane; in a bout of madness he grabbed a wall-mounted axe and attacked the radio, causing significant and irreparable damage before the crew subdued him.

Those with **Pilot (Boat)**, **Science (Engineering)**, **Operate Heavy Machinery** (no roll required), or a **Hard Mechanical Repair** roll may estimate that although the ship's controls cannot be used, it would be possible to tow the vessel to a port, provided it could be extracted from the iceberg. Investigators with these skills can also determine that the best way to get the ship's lighting working would be to go to the engine room below decks.

Possible discoveries:

- **Spot Hidden:** traces of blood amongst the damage in the radio room.
- **Spot Hidden:** no traces of blood amongst the damage in the wheelhouse.
- The empty mounts for a fire axe on a wall on the external upper deck.

Cargo Holds

There are three cargo holds, all accessible via the main deck and below deck. Each hold is self-contained. Below deck, corridors are lined with various pipes (carrying refrigeration gas) leading to the holds and banks of compressors. Each hold has its own refrigeration controls, although the various systems are not currently functioning. The holds are not all full: some are empty and others are only partially full. Packing boxes, crates, tarpaulins, chains, ropes, pallets, and so on are strewn around the holds. A small forklift truck, a bulldozer, and winches can be found: operation of the vehicles requires refueling (diesel must be found) and a successful **Operate Heavy Machinery** roll, or **Hard Mechanical Repair** or **Drive** roll.

These places are dark, cold, and uninviting. Slipping on ice or a tool on the floor is possible (as appropriate, call for a **DEX** roll to avoid stumbling and tripping); of course, those with a light source may avoid such hazards.

- **Hold 1:** meat products and the remains of the crew.
- **Hold 2:** vegetable and fruit products.
- **Hold 3:** dairy products.

Keeper note: when the investigators board the *Groenland Tropicsh*, the sciapod is resting beneath its giant foot in Hold 1 beneath a tarpaulin. Just remark that, along with pallets of meat products and hanging beef carcasses, are some empty crates, some of which are covered with tarpaulins. Remember



Það var einn morgun er þeir Karlsefni sáu fyrir ofan rjóðrið flekk nokkurn sem glitraði við þeim og æptu þeir á það. Það hrærðist og var það einfætingur og skaust ofan á þann árbakkann sem þeir lágu við. Þorvaldur Eiríksson rauða sat við stýri. Þá mælti Þorvaldur: “Gott land höfum vér fengið.” Þá hleypur einfætingurinn á brott og norður aftur og skaut áður í smáþarma á Þorvald. Hann dró út örina. Þá mælti Þorvaldur: “Feitt er um ístruna.” Þeir hljópu eftir einfætingi og sáu hann stundum og þótti sem hann leitaði undan. Hljóp hann út á vog einn. Þá hurfu þeir aftur. Þá kvað einn maður kviðling þenna:

Eltu seggir,
 allsatt var það,
 einn einfæting
 ofan til strandar
 en kynlegr maðr
 kostaði rásar
 hart of stopir,
 heyrðu, Karlsefni.

Þeir fóru þá í brott og norður aftur og þóttust sjá Einfætingaland. Vildu þeir þá eigi lengur hætta liði sínu. Þeir ætluðu öll ein fjöll, þau er í Hópi voru og þessi er nú fundu þeir, og það stæðist mjög svo á og væri jafnlangt úr Straumsfirði beggja vegna.

It happened one morning that Karlsefni and his men noticed up above the clearing a kind of speck as it were glittering back at them, and they shouted at it. It moved - it was a sciapod - and hopped down to the riverbank off which they were lying. Thorvald Eirik the Red's son was sitting by the rudder, and the sciapod shot an arrow into his guts. He drew out the arrow. "There is fat round my belly!" he said. "We have won a fine and fruitful country, but will hardly be allowed to enjoy it." Thorvald died of this wound a little later. The sciapod skipped away and back north, and Karlsefni and his men gave chase, catching sight of him every now and again. The last glimpse they had of him, he was leaping for some creek or other. Karlsefni and his men then turned back. Then one of the men sang this ditty:

Men went chasing,
I tell you no lie,
A one-legger racing
The seashore by:
But this man-wonder,
Curst son of a trollop,
Karlsefni, pray ponder,
Escaped at a gallop.

They concluded that those mountains which were at Hóp and those they had now discovered were one and the same range, that they therefore stood directly in line with each other, and extended the same distance on both sides of Straumfjord.

that the sciapod is invisible unless the investigator's skin is in contact with silver, so should anyone inspect what's beneath the large tarpaulin, they see nothing. If they are in contact with silver, the sciapod just looks like a pile of rocks (admittedly a little strange to find in a meat storage hold). Those getting far too interested in the tarpaulin/pile of rocks might have their attention drawn away by a strange sound elsewhere on the ship, a sudden lurch of the iceberg, or (even more likely) the discovery of the crews' remains by another investigator (see following). Of course, determined and forcible prodding of the tarpaulin or "rocks" may awaken the sciapod, who will rise up beneath the tarpaulin and probably cause the inquisitive investigator a shock (**Sanity** roll, 1/1D4 loss; 1D4/1D8 if able to see the creature).

Possible discoveries:

- Bits of clothing snagged on metal or on the floor.
- Chunk of bloody hair frozen to a pipe.
- Crowbars and other potentially useful tools.
- Wooden pallets for barricading rooms.
- Fuel Jerrycans for the forklift and bulldozer.
- Flashlights (some smashed up, some working).
- Various lengths of netting for holding down cargo.
- Trolley carts with CO₂ canisters.
- Steel cable, winches, and ropes for tying down cargo.

A grisly discovery: in one of Hold 1's lower levels the remains of the ship's crew can be found. The sciapod has carried the remains to this hold, piling up the corpses in some foul mockery of the meat cargo elsewhere. Without a light source, investigators face walking and tripping into this death pile unless they succeed in a **DEX** roll. Those falling face first into the corpses may not initially realize their predicament, believing that they have come upon more agricultural meat; as realization takes hold, call for a **Sanity** roll (1D3/1D6 loss). Examination of the bodies reveals up to thirteen crewmembers. All have various injuries, ranging from bite marks to crushing damage, while some have been partially eaten. Searching the bodies is not a pleasant task, and the best the investigators can hope to find are sets of keys to open various doors and locks on the ship. The sciapod will return here from time to time to feed—although, living prey is far more to its taste.

Engine Room

The engine room lies silent and dark. The access doors have been bashed open and the smell of fuel is strong. There is a dizzying array of controls, valves, switches, and dials—all the more dizzying as much has been smashed and damaged, as if someone took a

sledgehammer to the room. Broken plastic, chipped metal, burst pipes, and wiring litter the floor, walls, and ceiling.

Keeper note: the sciapod, not wanting its new found food supply to leave, entered the engine room and tore the place apart.

Getting to grips with the systems is near impossible for an untrained person. Isolating the electrical system in the hope of getting the ship's lights on is no easy task, requiring a successful **Hard Electrical Repair** or **Science (Engineering)** roll, or an Extreme **Know** roll (lower the difficulty to Regular for someone experienced with ship's systems). With success, the investigator has managed to get the lights working; although, there are obviously loose connections around the ship, as parts of the vessel remain in darkness. Lights may stay on and then suddenly go dead for a time before coming back on. In which parts of the ship the lights work and how intermittently they stay on is determined by the Keeper, who is encouraged to use light and darkness to build atmosphere and tension as the scenario draws to a climax.

A competent mechanic or engineer may determine that the ship's main drive shaft has been broken and is irreparable. Getting the ship's engines working is impossible. The ship must be towed to port for effective repairs to be made. If one of the investigators is a skilled engineer, the Keeper may reward effort with momentary sounds of the engines coming to life, only to suddenly fail to the disappointment of all concerned. It is left to the Keeper's discretion what other of the ship's systems can be brought online.

Possible discoveries:

- Mechanic's tools.
- Access to the ship's fuel supply.
- Onboard intercom system (requiring an **Electrical Repair** roll and a couple of hours to repair).

SEARCHING THE ICEBERG

Determined investigators may wish to explore the iceberg, risking life and limb on the slippery floating island. Firstly, it is very cold and warm clothing is required. Secondly, it's dangerous and the Keeper should call for a **DEX** roll to cross the ice: failure means the investigator is in a precarious position; they can either choose to withdraw and retrace their steps, or push the roll (**DEX** or **Jump**). If pushed and failed, the investigator might injure themselves, fall and land hard on the ice, or potentially fall into the sea. Any such damage will be around 1D4 points, although falling into the sea calls for quick action (and probably



help from those nearby) otherwise drowning is possible (apply the drowning rules, page 124, *Call of Cthulhu Rulebook*). Note Hard **CON** rolls are required to stave off drowning in the icy cold waters of the Northern Atlantic.

If on the iceberg without suitably warm clothing, hyperthermia sets in after 30–60 minutes: call for a **CON** roll: if unsuccessful, the investigator is suffering from hypothermia. Hypothermia provokes mental confusion (one penalty die to all skill rolls) and causes 1D4 damage. If exposure continues, call for a **CON** roll each hour until the investigator is rescued and warmed up or dies. For each **CON** roll failed, the investigator suffers a further 1D4 damage. Each time a **CON** roll is failed, raise the difficulty of the next **CON** (thus, after one failure the next roll will be Hard, followed by all **CON** rolls being Extreme). Once the investigator has been warmed through and rested, they regain 1D3 hit points and recover the rest at the normal rate.

The only thing of interest on the iceberg is the remains of the *Groenland Tropisch's* missing lifeboat. When two of the crew tried to escape, the sciapod jumped in the water and dragged the lifeboat back to the iceberg, whereupon it killed the men and tossed the boat onto the ice. The boat's remains are battered, torn apart, and frosted with blood.

COMBATING THE SCIAPOD

Inventive players hopefully are able to concoct suitable plans to deal with the invisible monster. Some possibilities follow—try to encourage the players to make use of what is around them rather than merely thinking to tackle the sciapod head on. Ingenious concepts should be rewarded.

Most plans probably will involve a number of “moving parts,” requiring each of the investigators to play a role in luring, trapping, or hurting the monster. Some investigators may need to act as bait (perhaps calling for a **Sanity** roll to remain cool under pressure), another might need to ensure a door opens or closes at the right time, so as to channel the sciapod in a certain direction (maybe a **Mechanical Repair** or **DEX** roll is needed), and then there's using the cranes or bulldozer to injure or force the creature from the ship (requiring the ability to drive or operate the equipment). Think through the players' plan and agree what the skill rolls could be for the differing elements and avoid calling for repeat rolls (this only diminishes the chances of success); one roll per action is appropriate (*e.g.* if an investigator must lure the monster by running ahead of it, only call for one **DEX** roll, and allow for pushed rolls). Once you have agreed on the plan



THE DERELICT

and which investigators are required to make which rolls, then everything is set and everyone has the same expectations. Of course, the sciapod might not act in the way predicted by the investigators and provoke last second changes where a single investigator must think and react quickly—although, try not scupper the players' plan completely; add tension and drama, but try to refrain from causing an anti-climax, which tends to be unsatisfactory for all concerned.

Using flour or ice: throwing flour (or some other foodstuff) or shoveling ice onto a deck could create a way to track the invisible monster. An area prepared in such a manner could provide a means to detect the creature's approach (visually or hearing the crunch of the ice), especially if the investigators haven't caught onto using silver to spy the sciapod.

Using a trap: acting as bait, an investigator lures the creature to a trap. Traps could come in many variations: a concealed pit filled with spiky metal and sharp-ended pipes, a room filled with fuel that can be quickly set on fire; imprisoning the monster in a cargo hold (how long it takes to break out is left to the Keeper); and so on.

Using the bulldozer/forklift: lure the sciapod to an area of the ship and then distract it while investigators driving the vehicles suddenly ram it overboard or hopefully cause enough damage to severely injure it. Perhaps the bulldozer could be used to drive the monster to a trap, or the forklift could pin it to a wall, enabling others to join the attack.

Using the reefer's cranes: while the cranes cannot be moved, they can still pack a punch if the monster can be lured nearby. Perhaps the investigators could use netting and steel cable (found in the cargo holds) connected to two of the cranes to fashion a trap and hold the monster.

Using CO₂: getting access to the CO₂ room could allow the investigators to jury-rig bottles so that the compressed gas is used to shoot projectiles at the monster (much like an air gun). Note that compressed CO₂ may explode if heated. Likewise, if enough of the gas is released and directed at the sciapod in an enclosed space, it can displace the oxygen enough to asphyxiate the monster. Appropriate skill rolls like **Science (Engineering)** and **Mechanical Repair** are required (at a push, a Hard **Know** roll might suffice if none of the investigators have applicable occupations or backgrounds). They will also need to get the monster into an appropriate space, perhaps by using one of them as bait. Assume concentrated exposure in an enclosed room rigged to fill with CO₂ causes the monster to become

agitated and at risk of suffocation: it starts to take damage after 1D6+1 rounds (being agitated, it quickly overexerts itself), suffering 1D6 damage (ignoring armor) per round until it falls unconscious (reduced to half hit points), death, or the creature is able to break free and breath clean air. Just spraying a single bottle of CO₂ at the monster won't cause it any damage, but it might make it back away for a moment at the Keeper's discretion.

Fighting the sciapod: remember, unless an investigator is in contact with silver, the monster is invisible, making fighting a difficult prospect; apply a penalty die to all attempts to hit the sciapod. Before an investigator makes a **Fighting** or **Firearms** roll, ask for a **Listen** roll (or **Spot Hidden**, if appropriate): if successful, the investigator senses where the monster could be, allowing the penalty die to be negated. Of course, these mechanics reward players who set up alarms or a means to "track" the monster. Depending on the circumstances (general chaos, invisibility, darkness, madness, etc.), the Keeper is well within their rights to impose two penalty dice during combat (with the possibility of one penalty being negated).

Injured?

At which point the sciapod gives up is left to the Keeper. It may decide to fight to the death (it's not particularly intelligent) or, if severely wounded, it may slink off to lick its wounds—at least buying the investigators some time to devise a new plan, repair their yacht, escape in a lifeboat, and so on. Certainly, if the monster suffers the loss of half of its hit points, it will back off and regroup. If badly injured and cornered, the sciapod is likely to become enraged and desperate, lashing out with its full force to escape.

CONCLUSION

There is no prescribed outcome for the scenario. Perhaps the investigators kill the sciapod and then have time to repair the yacht. Maybe they trap it, even though it is likely to break free at some point, perhaps giving them enough time to escape the iceberg using the lifeboat from the reefer, or set themselves adrift on the *Delilah*. Of course, despite inventive planning and heroic actions, the monster might win the day and the investigators become its next meal. If a radio message was sent out early on, then a passing ship or even a rescue team could appear (once the sciapod has been dealt with in some way) to help the investigators depart to safety.

CHAPTER TWO

It is suggested, if the investigators survive and depart on lifeboats or are rescued, that the Keeper describes the end scene along the lines of the following:

You push off into the dark waters of the North Atlantic. Hopefully, a passing ship will find you soon, although you know in your heart that the chances are slim. Perhaps you can fight off the hunger and thirst and cold, and live to tell the tale. At least, better this than the awful fate of the crew of the Groenland Tropisch and your friends who didn't make it.

As you huddle together, desperate for warmth, you look back towards the iceberg and the old reefer. The scene is almost picturesque. Even the wind seems to have calmed down. Then, suddenly, something white moves and shifts, falling from the iceberg into the dark waters with a large splash. You are very tired; your eyes must be playing tricks on you; surely the thing isn't following you...

Rewards

If you are using *The Derelict* in an ongoing campaign, the investigators may receive the following rewards:

- Surviving the Derelict +1D6 Sanity points.
- Killing or otherwise defeating the sciapod +1D8 Sanity points.
- Fleeing by trapping or distracting the sciapod (i.e. it remains at large) +1D4 Sanity points.

APPENDIX: THE DERELICT

NON-PLAYER CHARACTERS AND MONSTER

John Calhoun, yacht captain

STR 60 CON 60 SIZ 65 DEX 60 INT 70
APP 55 POW 40 EDU 65 SAN 60 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 8

Combat

Brawl 30% (15/6), damage 1D3+1D4,
or club 1D4+1D4
Dodge 30% (15/6)

Skills

Climb 40%, Diving 45%, Electrical Repair 35%, First Aid 70%, Intimidate 45%, Law 30%, Listen 40%, Mechanical Repair 65%, Natural World 55%, Navigate 75%, Operate Heavy Machinery 25%, Pilot (Boat) 80%, Psychology 40%, Science (Engineering) 20%, Spot Hidden 50%, Swim 65%, Throw 40%.

Jørgen Hansen, captain's mate

STR 50 CON 70 SIZ 55 DEX 70 INT 70
APP 60 POW 45 EDU 60 SAN 45 HP 12
DB: 0 Build: 0 Move: 8 MP: 9

Combat

Brawl 30% (15/6), damage 1D3+1D4,
or knife 1D4+1D4
Dodge 35% (17/7)

Skills

Charm 45%, Climb 45%, First Aid 45%, Electrical Repair 70%, Mechanical Repair 55%, Natural World 35%, Navigate 60%, Operate Heavy Machinery 65%, Pilot (Boat) 70%, Science (Engineering) 40%, Spot Hidden 40%, Swim 50%, Throw 50%.

THE SCIAPOD

What first appeared to be a large and irregular, pale stone-like mass, raised its bulk to reveal its form beneath. It's rocky, umbrella-like exterior was in fact its huge prehensile foot, splayed out and angled to cover its body like that of some hellish mollusk. Pulling back its foot beneath it, so as to stand upon the fleshy mass, it raised itself up and lurched forward. A monstrous thing comprised of a white muscle mass, which twisted and contorted to form a seemingly upper humanoid shape, with two arms extending into webbed hands and fingers. Atop, rising from its central mass, was a deformed head comprising a gaping maw filled with razor-like teeth and a single luminous green eye.

The sciapod has one huge prehensile webbed foot, which it can use to clutch enemies and crush them. Its upper body is humanoid in appearance, with two arms and webbed hands, and an oddly shaped head containing a single eye, set above a large mouth. Its flesh is pale white, while the underside of its great foot is a stony gray color, acting as a sort of camouflage when its body is hidden beneath the foot, making it look like a large organic lump or a rock.

The monster is normally invisible. Somehow, silver seems to negate its invisibility, rendering it visible to humans who are in contact with silver, be it jewelry or otherwise. Whether any other metals have the same effect is unknown. When it can be seen in light (as well as artificial light and moonlight) its white bulk appears to glitter.

The creature can swim with its foot, propelling itself quite quickly with pulsing kicks in the same manner as a frog. Its prehensile foot provides a means to jump and leap—it is certainly able to leap from water to the deck of boat. When submerged, it must surface for air regularly. On land, it seems to slide along—somewhat in the manner a slug's motion, but

THE DERELICT

much quicker. The sciapod tends to operate in short bursts of energy, after which it needs rests. Usually, when not seeking prey, it prefers to remain stationary, hidden beneath its giant foot.

Not having vocal chords, the sciapod cannot speak. It attempts no communication with humans, who it views as prey and a food source. It is an intelligence opponent, able to understand human technology as a threat (hence, destroying the communications and ship controls in this scenario), as well as use cunning to hunt its prey. It has experience of dealing with humans, gained from centuries of observation, but when enraged it tends to be driven by instinct; thus, clever humans can outwit it.

The sciapod carries and uses a crystal bow. It is unclear how the bow and its harpoon-like arrows are created or fashioned; perhaps they are a remnant of its race's technology, or the creature has an inherent ability to fashion the items from their surroundings, using bodily excretions much like an oyster creates a pearl. Obviously, it must be able to create arrows relatively easily, as the sciapod appears to have no problem in leaving spent arrows behind. The bow and arrows are akin to armored glass and are very strong, able to pierce metal. If the bow is examined closely, the bowstring appears to be made of animal sinew (possibly from a deep sea creature or even human sinews). The use of a bow doesn't mean the sciapod is primitive but rather that it is a resourceful and clever—the crystal bow is a useful weapon for a thing that sometimes travels underwater.

Such creatures have been reported across human history. Pliny the Elder wrote in *Historia Naturalis* (77 CE) about one-legged creatures living in Ethiopia, while the Mappa Mundi (1290 CE) shows a sciapod on one side of the world. In fact, many medieval bestiaries contain creatures with a humanoid upper torso above a single leg and large foot. In some, the creature is sheltering from rain or protecting itself by raising its foot above its prone body. Its name derives from Greek *skia* (shadow) and *pod* (foot).

The monster's origin is unknown. Perhaps it is a creature of the Mythos (perhaps some strange spawn of Yog-Sothoth), a survivor of an alien race now long since departed, or a single creature fallen to Earth in times past. Some might regard it as relic of a pre-human race, or could it be a mutation or ill-advised elder thing experiment from the dawn of life on Earth?

Sciapod, great footed and hungering thing

STR 280 CON 240 SIZ 210 DEX 70 INT 50
APP — POW 40 EDU — SAN — HP 45

DB: +5D6 Build: 6 Move: 7/9* MP 8

*Swimming.

Combat

Attacks per round: 1 (bite, stomp, clutch and crush, or weapon)

Fighting attacks: the sciapod may suddenly lurch forward to bite, use its foot to stomp an opponent, or use its crystalline bow to shoot a harpoon-like arrow for a ranged attack.

Fighting	60% (30/12), damage 5D6
Clutch & Crush (mnvr)	60% (30/12), held, crush on following round, damage 5D6
Crystalline bow	50% (25/10), damage 1D8+2D6
Dodge	35% (17/7)

Clutch and Crush (mnvr): the prehensile foot can grasp a victim, preventing movement. The victim may only break free as the result of a successful opposed STR roll. When captured by the foot, the sciapod may crush the victim for 5D6 damage.

Crystalline bow (ranged attack): using its strange bow, the sciapod can shoot a 6-foot long harpoon-like arrow at an opponent. The base range is 40 yards. When hit, the arrow causes 1D8+2D6 damage; if surviving, the victim also feels an intense cold—a further 1 damage is suffered each round thereafter if the crystalline arrow is not removed.

Invisibility: invisibility is negated when the viewer is in contact with silver (jewelry, letter opener, bowl, etc.). Apply at least one penalty die to those attempting to hit the invisible monster (see **Fighting the sciapod**, page 59).

Armor: 5-point skin. Note that silver weapons ignore armor.

Spells: none.

Sanity loss: 1D4/1D8
Sanity points to see the sciapod.



JASON KERNICKY

Age: 29 Occupation: Stockbroker / Boat Owner

STR 50 CON 70 SIZ 50 DEX 50 INT 80
 APP 40 POW 60 EDU 60 SAN 60 HP 12
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 50

Combat

Brawl 55% (27/11), damage 1D3
 Dodge 25% (12/5)

Skills

Accounting 50% (25/10)
 Climb 40% (20/8)
 Credit Rating 60% (22/9)
 Electrical Repair 10% (5/2)
 Firearms (Handgun) 40% (20/8)
 Firearms (Rifle/Shotgun) 45% (22/9)
 First Aid 30% (15/6)
 Intimidate 60% (30/12)
 Jump 20% (10/4)
 Language (English) 60% (30/12)
 Law 40% (20/8)
 Library Use 60% (30/12)
 Listen 40% (20/8)
 Mechanical Repair 20% (10/4)
 Pilot (Boat) 40% (20/8)
 Psychology 50% (25/10)
 Spot Hidden 40% (20/8)
 Stealth 40% (20/8)
 Swim 40% (20/8)
 Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the owner of a luxury yacht called the *Delilah*, enjoying a final journey across the Atlantic with your friends. Unfortunately, the economic climate hasn't been kind to you or your investments, and you have been forced to sell the yacht to a buyer in England. So you are making the most of things by inviting some friends to join you on this last excursion.

- **Description:** thin, angular features, blond hair, and devilish-looking eyes.
- **Traits:** avaricious, self-centered.
- **Ideology/Belief:** losers are never winners. Don't be a loser. You have to know how to protect yourself.
- **Treasured Possession:** gold Rolex watch.

**Your friends:**

- **Isaac Klein:** a successful architect. He seems to have forgiven you—despite the losses he suffered on the investments that you advised him on.
- **Siren:** a singer songwriter whose star is in the ascendance. She's a real party animal.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She has seen her sponsorship start to fall off and hopes you can introduce her to new investors.
- **Eric Huston:** the social network mogul. You made a couple of investments for him some years ago, they didn't pay well but weren't complete disasters either. He could bail out your financial woes without breaking a sweat but he plays things close to his chest. He can be an odd fish at times.
- **Ellen Gray:** actress and star of that hit TV series. She plays in straight in public but you've seen what a crazy and hedonistic lady she is when there are no cameras about.

ISAAC KLEIN

Age: 32 Occupation: Architect

STR 40 CON 60 SIZ 50 DEX 50 INT 70
 APP 60 POW 60 EDU 80 SAN 60 HP 11
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 50

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 35% (17/7)

Skills

Art/Craft (Architect) 60% (30/12)
 Climb 20% (10/4)
 Credit Rating 55% (27/11)
 Electrical Repair 60% (30/12)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 30% (15/6)
 History 40% (20/8)
 Jump 30% (15/6)
 Language (English) 80% (40/16)
 Law 50% (25/10)
 Library Use 20% (10/4)
 Listen 25% (12/5)
 Locksmith 20% (10/4)
 Natural World 40% (20/8)
 Operate Heavy Machinery 40% (20/8)
 Persuade 40% (20/8)
 Psychology 20% (10/4)
 Science (Engineering) 70% (30/12)
 Sleight of Hand 20% (10/4)
 Spot Hidden 50% (25/10)
 Stealth 40% (20/8)
 Swim 20% (10/4)
 Throw 40% (20/8)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.



- **Description:** preppy clothing, light brown hair, cultivated stubble.
- **Traits:** cautious, calm under pressure.
- **Ideology/Belief:** take stock before rushing in.

Your Friends:

- **Jason Kernicky:** you haven't forgiven him for the losses you suffered on the investments that he advised him on. You are going to relish the moment when he is forced to hand over the boat (it has been his pride and joy)—what goes around comes around, you'll enjoy seeing him suffer.
- **Siren:** a singer songwriter whose star is in the ascendance. She's a real party animal.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish. You're not quite sure why he's here, as he hasn't really engaged with anyone or anything. You are hoping to sell him on commissioning your firm to design one of his new buildings but, so far, he's played hard to get.
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and wild! Man, the paparazzi would kill themselves to get photos of her on this boat.

SIREN (A.K.A. LORI WASHINGTON)

Age: 24 Occupation: Musician / Singer

STR 60 CON 50 SIZ 60 DEX 70 INT 70
 APP 80 POW 50 EDU 50 SAN 50 HP 11
 DB: 0 Build: 0 Move: 8 MP: 10 Luck: 50

Combat

Brawl 45% (22/9), damage 1D3
 .22 auto 30% (15/6), damage 1D6
 Dodge 35% (17/7)

Skills

Art/Craft (Singer/Rap) 60% (30/12)
 Charm 60% (30/12)
 Climb 20% (10/4)
 Computer Use 20% (10/4)
 Credit Rating 60% (30/12)
 Fast Talk 70% (35/14)
 Firearms (Handgun) 30% (15/6)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 30% (15/6)
 Intimidate 25% (12/5)
 Jump 30% (15/6)
 Language (English) 50% (25/10)
 Library Use 20% (10/4)
 Listen 40% (20/8)
 Locksmith 30% (15/6)
 Occult 10% (5/2)
 Psychology 40% (20/8)
 Sleight of Hand 30% (15/6)
 Spot Hidden 50% (25/10)
 Stealth 40% (20/8)
 Swim 40% (20/8)
 Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.



- **Description:** tall and attractive, fashionable and glossy.
- **Traits:** risk taker, extrovert, loud.
- **Ideology/Belief:** show me the money.
- **Treasured Possession:** silver cross on chain around neck.

Your friends

- **Jason Kernicky:** yes, he did lose you some money in bad investments but you can recover; your latest album has hit the number spot, so you are riding high. Would be nice to see him squirm a little though, it's only fair given his mishandling of your money. Perhaps this trip is his way of saying sorry?
- **Isaac Klein:** an architect. Perhaps Kernicky lost him money too? Perhaps you should find out.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your business associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money—if you could cozy up to him who knows what you could get out of it!
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and good fun to be with. You bet the paparazzi would kill themselves to get photos of her acting wild on this boat.

JANICE WHITE

Age: 24 Occupation: Celebrity Athlete

STR 65 CON 60 SIZ 45 DEX 80 INT 60
 APP 70 POW 45 EDU 50 SAN 45 HP 10
 DB: 0 Build: 0 Move: 9 MP: 9 Luck: 50

Combat

Brawl 60% (30/12), damage 1D3
 Dodge 40% (20/8)

Skills

Charm 40% (20/8)
 Climb 50% (25/10)
 Credit Rating 65% (32/13)
 Diving 10% (5/2)
 Fast Talk 20% (10/4)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 40% (20/8)
 Jump 60% (30/12)
 Language (English) 50% (25/10)
 Library Use 20% (10/4)
 Listen 40% (20/8)
 Mechanical Repair 40% (20/8)
 Natural World 30% (15/6)
 Psychology 30% (15/6)
 Spot Hidden 45% (22/9)
 Stealth 50% (25/10)
 Swim 60% (30/12)
 Throw 60% (30/12)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** athletic, thin, and muscular.
- **Traits:** loud and brash, very confident in own abilities.
- **Ideology/Belief:** supremely self-confident; you have to push yourself hard to attain success.
- **Treasured Possession:** silver Saint Christopher pendant on chain around neck.



Your friends:

- **Jason Kernicky:** you love him but he thinks you are just a girl after a fun time. You've tried to ask his advice about getting some new sponsors but he keeps giving you the cold shoulder.
- **Isaac Klein:** an architect. You want to meet his business associates, as they'd make great sponsors. You need to convince him that you are worth investing in.
- **Siren:** a singer songwriter whose new album has gone to number one. She's a real party animal and doesn't look after herself. You need to be her friend—that's the only way she will introduce you to her entertainment industry contacts—you do need new sponsors!
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money—if you could cozy up to him who knows what you could get out of it!
- **Ellen Gray:** actress and star of that new TV series. She's a crazy lady and definitely the life of the party. You bet the paparazzi would kill themselves to get photos of her acting wild on this boat.

ERIC HUSTON

Age: 31 Occupation: Social Network Mogul

STR 50 CON 70 SIZ 50 DEX 50 INT 85
 APP 40 POW 50 EDU 65 SAN 50 HP 12
 DB: 0 Build: 0 Move: 8 MP: 10 Luck: 50

Combat

Brawl 35% (17/7), damage 1D3+DB
 Dodge 35% (17/7)

Skills

Climb 25% (12/5)	Language (Norwegian) 15% (7/3)
Computer Use 80% (40/16)	Law 10% (5/2)
Credit Rating 80% (40/16)	Library Use 50% (25/10)
Electrical Repair 40% (20/8)	Listen 45% (22/9)
Electronics 20% (10/4)	Mechanical Repair 20% (10/4)
Firearms (Handgun) 20% (10/4)	Persuade 30% (15/6)
Firearms (Rifle/Shotgun) 45% (22/9)	Psychology 20% (10/4)
First Aid 30% (15/6)	Science (Mathematics) 70% (35/14)
Intimidate 45% (22/9)	Science (Engineering) 30% (15/6)
Jump 20% (10/4)	Spot Hidden 35% (17/7)
Language (English) 85% (42/17)	Stealth 30% (15/6)
Language (Japanese) 20% (10/4)	Swim 30% (15/6)
	Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** pock-marked skin, lanky, pale complexion.
- **Traits:** controlling, laughs at own jokes.
- **Ideology/Belief:** to lose control risks losing everything.



Your friends:

- **Jason Kernicky:** he made one to two (bad) investment deals for you back in the day but you are hardly old friends. You are not sure why you accepted his invitation, perhaps you just needed to get away for a few days and it was a convenient distraction. He keeps pestering you about money (like a lot of people do) but there's no way you'd give him the chance to waste your money again.
- **Isaac Klein:** an architect. Seems nice enough but he's ruining your "vacation" by wanting you to let him design one your new office sites.
- **Siren:** a singer songwriter whose new album has gone to number one. She's parties too hard and doesn't look after her health. She keeps offering you booze despite telling her you've been clean for over five years.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your business associates—she's looking for new sponsors.
- **Ellen Gray:** actress and star of that new TV series. She's the life of the party and headed for a big fall one day. You've seen it before with these "celebrities," they are all fun until they overdose or wash up on skid row.

ELLEN GRAY

Age: 28 Occupation: Celebrity Actress

STR 40 CON 50 SIZ 50 DEX 70 INT 60
 APP 80 POW 60 EDU 50 SAN 60 HP 10
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 50

Combat

Brawl 50% (25/10), damage 1D3
 .32 auto 40% (20/8), damage 1D8
 Dodge 40% (20/8)

Skills

Art/Craft (Acting) 60% (30/12)
 Charm 60% (30/12)
 Climb 40% (20/8)
 Credit Rating 65% (32/13)
 Disguise 40% (20/8)
 Fast Talk 40% (20/8)
 Firearms (Handgun) 40% (20/8)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 30% (15/6)
 History 20% (10/4)
 Jump 20% (10/4)
 Language (English) 50% (25/10)
 Library Use 20% (10/4)
 Listen 35% (17/7)
 Occult 20% (10/4)
 Persuade 25% (12/5)
 Psychology 50% (25/10)
 Sleight of Hand 30% (15/6)
 Spot Hidden 40% (20/8)
 Stealth 40% (20/8)
 Swim 30% (15/6)
 Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

You are the friend or acquaintance of Jason Kernicky, a stockbroker who has occasionally advised you on some investments. The economic downturn has affected him badly, and he has been forced to sell his luxury yacht. Never one to let things get him down, he has invited you (and some other well-heeled types) to join him on the yacht for its last voyage before he hands the keys over to its new owner in England.

- **Description:** natural beauty, straight teeth, glowing complexion, cropped blonde hair.



- **Traits:** inquisitive, cocky, wise cracking.
- **Ideology/Belief:** beneath a clean cut appearance hides a raunchy and wicked personality.
- **Treasured Possession:** your mother's silver ring, a family heirloom.

Your friends

- **Jason Kernicky:** you love him but he thinks you are just a girl after a fun time. You've tried to get close to him but he keeps giving you the cold shoulder.
- **Isaac Klein:** an architect. If Kernicky isn't interested, you could do worse than Klein. Perhaps you need to devote some time to him?
- **Siren:** a singer songwriter whose new album has gone to number one. She's a party animal and you enjoy being around her. You seem to be trying to out one another to see who is the wildest.
- **Janice White:** an athlete who lost out on gold at the last Olympics. She keeps pestering you about whether you can introduce her to your entertainment associates—she's looking for new sponsors.
- **Eric Huston:** the social network mogul. He's an odd fish and certainly not the life of the party. Man, he should just relax! He's worth a ton of money, though.

TERTIARY BIO

CYTE STORAGE



PANACEA

Behind a miraculous cure for many ills hides a loathsome truth.

P*anacea* is set in the modern-day and accommodates two to six investigators. Set in North America, the location is unspecified, allowing the Keeper to pick a city they are familiar with and use their own local knowledge to add depth and color. When running *Panacea*, Sandy places ZyMedBio in North Dallas. There's no reason at all why things can't be moved to another country (although some of the U.S. references will need to be changed).

Six pre-generated investigators are provided for use with *Panacea* (see page 100). The Keeper is advised to use these characters as they have strong links to the opening events of the scenarios. The option for bringing in existing player characters is possible but will require additional work adapting them to the scenario's premise.

FOREWORD

Several tales in the Cthulhu Mythos mention the existence of "Satyrs." But what the heck is a satyr in Lovecraftian terms? Surely not a capriform sprite, leaning on a tree with a flute! Many games and sources treat satyrs as somehow connected with Shub-Niggurath, which makes sense if they are somehow fertility entities. I conceived of *Panacea* as an attempt to better define the term and to make it terrifying and Lovecraftian.

In several tales, Lovecraft makes it clear that the human genotype is subject to degeneration or mutation under the influence of the Outside. Sometimes this is purposeful, as with ghouls (who come from humans, and whose children at least, can sometimes return), the deep ones (who can interbreed with humanity), or Yog-Sothoth (whose hybrid spawn are the direct result of such interactions).

But there are other ways for humanity to become animalistic and vile—we have the monstrous remains of quadruped degenerate humans in the "Rats in the Walls," the horrible Martense family from "The Lurking Fear," and the genetic taint of the "Facts Concerning the Late Arthur Jermyn and His Family." Ramsey Campbell added to this concept in his own stories, particularly *The Moon Lens*, in which a person is engulfed by an entity from Outside (possibly Shub-Niggurath), and then spat out as a terrifying monster, plus the "Horror Under Warrendown," in which the animalistic horrors renew their numbers by feeding their god's "fruit" to others, causing mutation.

Basically, my theory is that these deteriorated, genetic abominations might have a thousand different origins and a thousand different forms, but—in all their variety, they are the satyrs from Mythos lore—humans whose minds and bodies have been warped almost beyond recognition by the Outside. So in *Panacea*, I present these hobbling, chuckling, mowing, enthusiastic, but perhaps also pathetic creatures as my analysis of the Lovecraftian satyr.

Sandy Petersen
2017

BACKGROUND

ZyMedBio Corp is a pharmaceutical development company. The company is relatively new, having been incorporated just three years ago. In the last five months, the company has begun drug trials on human subjects for a range of clinical issues. Currently, ZyMedBio is undertaking a Phase 2 study where human subjects are being given doses of a new drug called “Zylactis.”

On paper, the Phase 2 clinical trial looks to be legitimate but in actuality, ZyMedBio has presented the FDA with a string of false information. ZyMedBio has obfuscated results and lied to hide the truth behind what is in Zylactis.

ZyMedBio is a front for a cult of Shub-Niggurath, whose goal is nothing more complicated than unleashing the “fruit” of She With A Thousand Young upon the world. At the head of the cult are Ulysses and Jefferson Anak, brothers who may not be entirely human. While some at ZyMedBio are cultists under the thrall of the Anaks, many employees are witless innocents unaware of the dark secrets at the heart of the company. Whenever an employee learns too much and becomes a potential risk, they are dealt with (possibly becoming a meal for the cannibalistic cult members). In a few cases, such bothersome employees are cajoled and become indoctrinated into the cult. Over time, the cult has become reasonably efficient in spotting potential troublemakers and simply terminates their employment before they can begin to put the pieces together. Sometimes, just to be safe, ex-employees are watched and, should the situation warrant it, quietly brought back to ZyMedBio for “further questioning,” which is code for experimental testing or sacrifice in one of the cults debased rituals.

The Truth About Zylactis

Zylactis, simply put, is the processed milk of Shub-Niggurath. ZyMedBio cools the milk, which reduces its strength and, consequently, decreases the speed of its effects—the milk, so treated, is branded as Zylactis.

Ingesting Zylactis brings about numerous health benefits, even to the extent of re-growing lost limbs, if a regime of doses is taken. But, given its source, the processed milk will eventually begin to change the patient, mutating them into something different—a lesser satyr (see **The Satyrs**, page 77, for further details).

The company also has a different process for the milk, where instead of being cooled it is heated, which becomes what ZyMedBio calls the “Tertiary Biocyte.” The Tertiary Biocyte contains “amoebozoans,” which become semi-sentient if left alone to gestate for a length of time. Amoebozoans seek to enter a host, thereby mutating the host into a greater satyr.




THE MILK OF SHUB-NIGGURATH

Primary Biocyte: Shub-Niggurath, the All-Mother, a gigantic being that spawns strange life.

Secondary Biocyte: dark young, which bud off from Shub-Niggurath.

Tertiary Biocyte: formed from Shub-Niggurath’s milk when heated, these are amoebozoans, which are sentient life forms that seek a living host. Once infected by amoebozoans, the host mutates into a greater satyr (see **The Satyrs**, page 77).

Zylactis: if the milk is cooled rather than heated, it may be consumed or injected to trigger fantastic health benefits, but these are soon followed by physical mutation and mental collapse as the recipient begins to change into a lesser satyr (see **The Satyrs**, page 77).



In its raw unprocessed form, the milk of Shub-Niggurath triggers rapid spontaneous mutation and a general corruption of the flesh into a greater satyr or some other foul “child of the Mother.”

The Anak Brothers

Jefferson and Ulysses Anak are brothers who established ZyMedBio. In their blood, they carry the taint of the tcho-tcho. Heralding from Asia, the Anak clan migrated to southern Europe in the 1800s. Around ten years ago, the two brothers made their way to America, changing their first names and becoming citizens, where they established their wealth through scientific endeavor and Mythos knowledge.

It is unlikely the investigators meet the Anak brothers as both are away “on business” during the course of the scenario. In terms of the brothers’ goals and backstory, details are left purposefully vague to give Keepers some creative freedom in positioning the Anaks within their campaign. Here are some ideas:

- The Anak brothers are Mythos agents devoted to Shub-Niggurath. They exist solely to spread Her taint upon humanity. In the U.S., their plans concern pharmaceuticals

while in other parts of the world their wealth has been put to other uses, such as a soft-drinks plant in Asia and a luxury resort in the Caribbean. In all of their enterprises, their goal is simple: let the blessings of the Mother spread. In this respect, they are full-blooded tcho-tcho, aware of their Mythos-tainted heritage and eager to spread chaos.

- Like so many others, the brothers sought to master the antithetical forces of the Mythos but have, in turn, become its slaves. The brothers believe what they do is for the greater good of humanity. In conjoining science and the lore of the Mythos, the brothers have become insane and no longer can tell the difference between right and wrong. They have been touched by Shub-Niggurath and their once noble ideals have been terribly corrupted. Uncovering evidence of their tcho-tcho bloodline might be a strand in future investigations, perhaps linking the brothers to other relations who (knowingly or unwittingly) have also become embroiled in schemes to further the Mythos around the globe.

Ulysses Anak, *appears 65 years old,*
CEO of ZyMedBio

Ulysses is the younger of the Anak brothers and a high priest of Shub-Niggurath. While the investigators are unlikely to meet him face-to-face, his portrait hangs the administration offices at ZyMedBio. The painting portrays an elderly man of Mediterranean and Asiatic descent, short of stature yet significantly rotund, with a mouth that seems just a fraction too wide.

Jefferson Anak, *appears 70 years old,*
head of research at ZyMedBio

Jefferson is the older brother and also a high priest of Shub-Niggurath. He is a small, wizened man, whose arms and legs are stick-like, reminiscent of a praying mantis. His features are weathered and he has a wide mouth.

THE INVESTIGATORS

There are two options in establishing investigators to play through *Panacea*:

- **Option A:** a range of six pre-generated investigators are provided, each with a backstory relating in some fashion to the company known as ZyMedBio (see following).
- **Option B:** using existing player characters, the investigators are somehow aware of ZyMedBio, possibly through clues gained in an earlier mystery, and plan to gatecrash Chuck Ogle's party to see what more they can discover.



CONCERNING TCHO-TCHO

A wealth of misinformation concerns the tcho-tcho, with conflicting reports debating their origin, homeland, and physical being. Alleged to have originated near the Cold Wastes of Kadath or the Plateau of Leng (or Sung) or the Dreamlands or even on Earth in such geographies as Burma, China, and the Pyrenees, the tcho-tcho are variously described as dwarfish humans, degenerate humans, or a hybrid creation of human and monster. Perhaps some of these stories share a grain of truth. Consensus builds that the tcho-tcho are humans tainted by the Mythos to varying degrees—in some, the taint of the Outer Gods grows strong while in others it is diminished or somehow buried or lost. Perhaps this factor alone helps to determine the nature of certain tcho-tcho communities: whether they work to foster the return of the Great Old Ones or settle into society with little awareness of their strange heritage.

What can be certain is that the tcho-tcho are not bound by any particular locale as they may be encountered almost anywhere in the world. It is also clear that the tcho-tcho are not easily described by ethnicity, as over the decades they have traveled far and their bloodline has mixed with numerous peoples around the world. Whether in the 1920s or modern era, the tcho-tcho have become a fragmented people whose only tangible connection to one another lies in their unsavory beliefs, cannibalistic customs, and folklore passed down the generations. Thus, the tcho-tcho may come in all shapes, sizes, and ethnicities. Those tcho-tcho who maintain and promote the Old Ways of cannibalism and sacrifice to such beings as Shub-Niggurath, Hastur, Zhar, and Atlach-Nacha are like a cancer to society, sometimes hidden in plain view, working in secret to hasten the glory of alien gods inimical to humanity.

In this scenario, the tcho-tcho appear more Mediterranean than Asian, their line having moved to southern Europe during the 1800s. They bear little resemblance to the stereotype often depicting the tcho-tcho as Asiatic-looking. Embracing the diversity of the tcho-tcho frees the Keeper from clichéd portrayals and keeps the players guessing.



The scenario presumes Option A is being used. If the Keeper is looking to build *Panacea* into an ongoing campaign, more preparatory work is required. In this case, the Keeper should consider inserting the name of ZyMedBio into earlier scenarios, establishing that the company has some kind of link to a Mythos cult and therefore is worthy of closer scrutiny. The Keeper may have to adapt or entirely replace the opening scene at Chuck Ogle's house.

Panacea starts with the investigators having just arrived at Chuck Ogle's house for a party. In this respect, the pre-generated investigators are largely unknown to one another (although some do have existing connections) and the opening scene of the party is designed for the players to introduce their characters and build allegiances.

Six pre-generated investigators:

Wade Boteler: security consultant, hired by ZyMedBio three weeks ago to keep an eye on Marina Kolga, who is believed to be "a dangerous disgruntled ex-employee." He has been ordered to bring Kolga to ZyMedBio's facility for "further questioning." Boteler intends to crash Chuck Ogle's party to watch Kolga and, if an opportunity arises, persuade her to accompany him to ZyMedBio's offices.

Marina Kolga: a lawyer who worked for ZyMedBio until a month ago when she was fired for refusing to take part in the company's "test programs." Kolga feels ill-treated by ZyMedBio and has mounting suspicions. Chuck Ogle is a neighbor and Kolga knows he was a participant in one of the company's drug trials (she processed his paperwork while at ZyMedBio). Kolga intends to invite herself to the party to see what she can learn about the drug trial.

Mary Fuller: a registered nurse and cousin to Chuck Ogle. Fuller is aware that Ogle has been seriously ill with adult-onset diabetes. Despite some experimental treatment from ZyMedBio, Fuller believes the party is Chuck's way of saying goodbye to friends and family before he dies. Fuller is taking a date with her, Gus Phillips, who is her best friend's brother. It's their first date together.

Gus Phillips: police officer and brother of Mary Fuller's best friend. Phillips had recently been investigating an assault that had taken in the ZyMedBio car park until his boss, Chief Dawson, closed the case down. Chief Dawson has only just returned to work after a miraculous recovery from Stage IV pancreatic cancer. Phillips has suspicions concerning ZyMedBio and has taken the opportunity to accompany Mary Fuller on a date to her cousin's party—a cousin who has also undergone treatment by ZyMedBio.

Belinda Norwich: a doctor involved in research for sickle-cell disease (SCD). One of her SCD patients was accepted for a free treatment protocol with ZyMedBio and returned two months later claiming he was cured, which is impossible. Having tried and failed to discuss the matter with ZyMedBio directly, Norwich is intrigued and wants to know more about the treatment. She has learned of Chuck Ogle's treatment and party through a co-worker, Mary Fuller, and has decided to show up to the party see if she can gather any more facts about ZyMedBio and Ogle's treatment.

Elliott Clawson: a journalist investigating ZyMedBio. His editor, Anthony Callison, was interested in the word of mouth ZyMedBio was picking up. Callison, who had been HIV positive for some years, announced that his condition had progressed to AIDS and decided to contact ZyMedBio regarding their drug trials. When he was accepted, Callison told Clawson he would nose around to see what he could dig up while undergoing treatment. Three weeks later, Callison returned saying his condition was in complete remission and that ZyMedBio was completely legit. Clawson was told in no uncertain terms to drop the investigation and move on. Highly suspicious, Clawson smells that something isn't right. During his initial research, Clawson became acquainted with Chuck Ogle and has received an invitation to the man's party. Clawson intends to go to see what Ogle can tell him about ZyMedBio.

If using Option B, here are some possible clues to point the investigators to ZyMedBio:

- Word of mouth concerning sick people receiving miraculous cures after treatment with ZyMedBio.
- Due to earlier exploits, an investigator (or associate) suffers the loss of a limb only to reappear later with the limb regrown after an experimental treatment at ZyMedBio.
- Current investigations about a cult worshipping Shub-Niggurath reveals correspondence with Ulysses or Jefferson Anak of ZyMedBio.
- Bizarre reports of talking animals or werewolves reach the investigators. The reports all come from the area local to the offices of ZyMedBio or nearby those of patients undergoing drug trials with the company.

DRAMATIS PERSONAE

Here are the key non-player characters (NPCs) likely to be met by the investigators. While other NPCs—or more correctly, monsters—may be encountered, the investigators are likely to catch up to the NPCs described here while they are still "human."

For some NPCs, a “mutated description” is provided; use this only if the investigators should encounter the person after they have undergone mutation into a satyr. Note that NPC statistics are provided at the end of the scenario.

Chuck Ogle, 46, party host

Ogle has been seriously ill with adult-onset diabetes and things looked grim until he was accepted by ZyMedBio to undertake an experimental drug trial of Zylactis. He’s only recently finished the treatment and has gathered friends and neighbors to celebrate. While everyone assumes the party is Ogle’s way of saying goodbye, he actually intends to reveal that he’s been cured.

Ogle has been wheelchair bound for some time due to an infection that required both of his legs from the knee down to be amputated. He’s not handled the disease well and most fear he hasn’t got long to live. Since taking Zylactis, his condition has been fully cured and his legs have even begun to grow back; however, the drug is mutating him, which is seen by the partygoers when he reveals his “new” feet during the party. In addition, his mind is becoming more bestial.

During the party, Ogle will begin hitting on the females in attendance—including, one of the female investigators (Marina Kolga or Mary Fuller). If his advances are brushed off, he eventually disappears into his bedroom with another female partygoer and assaults her, motivating the investigators to intervene and rescue the woman from Ogle’s unsavory advances (see **The Party**, page 76).

- **Description:** obese, with thinning hair and a scraggy beard. Wheelchair bound. His left hand is wrapped in bandages and a blanket covers his legs and feet.
- **Mutated description:** beneath the blanket, his legs are re-growing into hoof-like stumps. The bandages covering his hand hide an inhuman claw, with stringy and dense hair growing on the back of it. His back and chest are covered with fur. Lastly, Ogle’s tongue can extend out of his mouth much like a frog’s tongue.
- **Traits:** initially jovial and welcoming, he soon grows predatory towards any females at the party.
- **Roleplaying Hooks:** Mary Fuller’s cousin. Marina Kolga is his neighbor and Elliott Clawson talked to him over the telephone while researching his story on ZyMedBio.



Chuck Ogle

Ted Dawson, 57, police chief

Despite his recent announcement concerning his retirement due to terminal Stage IV pancreatic cancer, Dawson is back at work running the local police department. His police colleagues can’t explain anything, other than to say Dawson is a very lucky man. Some say, since his treatment, that he seems almost ten years younger.



Ted Dawson

Dawson doesn’t hide the fact that he underwent experimental treatment with ZyMedBio and puts his recovery squarely down to the care he received. If asked, he’s vague about the details, simply saying that he had to go in every other day for a shot.

Dawson is now under ZyMedBio’s spell. While undergoing treatment, he was conditioned through hypnosis to protect ZyMedBio and its owners. The conditioning is built upon the very real feelings Dawson has for the company; he owes his life to ZyMedBio and believes they are doing great work. Consequently, Dawson has closed a recent case investigating an assault that took place in the parking lot of ZyMedBio, transferring one of the officers concerned to the gangs unit and putting the other (**Gus Phillips**) on desk duty despite their protests. In doing so, he aims to keep suspicious eyes away from the company.

Should ZyMedBio require it, Dawson can be called to put a stop to any investigations concerning his officers. In addition, if warnings don’t work, Dawson might attempt to kill a “wayward” police officer, such as the pre-generated investigator Gus Phillips—luring him into a trap at Dawson’s home or even following Phillips to ZyMedBio’s building.

Note: if an investigator wished to use **Psychology** to determine Dawson’s state of mind, Dawson is difficult to read (Dawson’s Psychology is 80%, requiring a Hard success). Dawson’s conditioning is well hidden and will not be revealed unless he is caught in an extreme situation, such as having suffered a major wound or having lost a significant amount of Sanity, whereupon the conditioning takes hold and he loses all pretense, effectively becoming an automaton solely intent on protecting ZyMedBio through whatever means are necessary. At the Keeper’s discretion, a successful Hard **Psychoanalysis** or **Hypnosis** roll may be enough to break Dawson’s conditioning, returning him to normality.

- **Description:** looks ten years younger, steely blue eyes and thick blond hair.
- **Mutated description:** half-man-half-bulldog; an unnaturally wide mouth constantly slobbers, has stunted arms and legs, and is covered in fur.
- **Traits:** stern and straight talking.
- **Roleplaying Hooks:** Gus Phillips' boss. Attempts to steer interest away from ZyMedBio.

Anthony Callison, 48, editor

Callison is the editor of the *Morning News*, a local newspaper on which the pre-generated investigator Elliott Clawson works. Callison has always been open about having HIV and took an interest in Clawson's investigation of ZyMedBio when his condition turned into full-blown AIDS. Callison felt he had nothing to lose and so signed up for the experimental drug trials.

Having been accepted by ZyMedBio, Callison told Clawson that he'd take the opportunity to nose around the building. Three weeks later, Callison returned to the newspaper stating that he was in complete remission. An incredulous Clawson was told to drop the investigation as Callison could confirm that the firm and its drug trials were completely legitimate—he'd seen the evidence for himself and there was no story here.

Callison, like Ted Dawson, has been conditioned through hypnosis to protect ZyMedBio and its owners. Should ZyMedBio require it, Callison can be called to put a stop to any journalistic investigations. In an escalating situation, Callison might team up with Dawson and attempt to silence their unruly employees (Clawson and Phillips) once and for all.



Anthony Callison

Note: Callison conditioning is well hidden and will not be revealed unless he is caught in an extreme situation, such as having suffered a major wound or having lost a significant amount of Sanity, whereupon the conditioning takes hold and he loses all pretense, effectively becoming an automaton solely intent on protecting ZyMedBio by whatever means necessary. At the Keeper's discretion, a successful **Hard Psychoanalysis** or **Hypnosis** roll may be enough to break Master's conditioning.

THE DARK YOUNG CHILD OF SHUB-NIGGURATH

The Anak brothers have been blessed by the arrival of a dark young, which exists to aid in the summoning of the Shub-Niggurath. The dark young has wired itself into the main server banks in the East Wing Basement in an unholy combination of Mythos flesh and technology. Using the integrated systems of ZyMedBio, the dark young is able to summon a portion of Shub-Niggurath to the facility, allowing her unsavory milk to be harvested. Dark young come from the Mother and cannot reproduce themselves. Here, the dark young is much like a midwife, fostering the development and reproduction of the amoebozoans.

Although connected to the servers by wires and tentacles, the dark young can move around a little in the basement. If attacked, it may tear free of the connections, knocking the machinery down and tearing the servers apart to get at pesky investigators.

The dark young is linked to the building's systems, able to monitor the progress of the investigators who break into the building through the closed circuit security cameras. The investigators first encounter the creature via the intercom system—of course, they won't know it's a dark young speaking to them. See **Cold Words**, page 90, for further details.

- **Description:** an enormous writhing mass of black ropy tentacles atop a slimy, tree-like stump filled with gaping maws from which stout legs sprout that end in evil-looking hoofs. The tentacles intertwine with electrical and service cables leading to the building's servers like some Gigeresque nightmare.

- **Description:** healthy looking (looks early forties), with unruly brown hair and beard, and wide, plastic "tortoiseshell" spectacles.
- **Mutated description:** half-man half-owl; unnaturally large eyes, rudimentary beak, feathers, and the ability to twist his head around nearly 360 degrees.
- **Traits:** usually lively and easy-going; when talking about ZyMedBio he is serious and reticent.
- **Roleplaying Hooks:** Elliott Clawson's boss. Attempts to steer interest away from ZyMedBio.

Sissy Richards, 37, sister and best friend

After fifteen years of marriage, Sissy got divorced and ended up with a packet in the settlement, so she is sitting pretty. She owns a small florist shop in town and tends to be there most of her time. Sissy is Gus Phillips' sister and also Mary Fuller's best friend.

Sissy plays no key role in the scenario, other than setting Phillips and Fuller up on a date to attend Chuck Ogle's party. She can be used by the Keeper to plant ideas and get the investigators on track if they go awry—perhaps by calling her brother or Mary to ask about the date and thereby get involved to some degree. Sissy is also provided as she makes a great replacement investigator should there be an early death or some other incident knocks one of the player characters out of the scenario.

- **Description:** curly hair, broad smile, wears lots of jewelry.
- **Traits:** likes to know everyone's business and is a terrible gossip.
- **Roleplaying Hooks:** acts to drive the investigators on; possible replacement investigator.

Andrew Lucio, 24, IT technician and assault victim

Lucio was assaulted in the ZyMedBio parking lot and the incident has been reported to the police. Pre-generated investigator Gus Phillips and his partner had been assigned to the case until their boss, Chief Dawson, closed down the investigation.

Seeing Lucio in the hospital, Phillips found a man badly mauled, with severe injuries more akin to a savage animal attack (dog or coyote) rather than a human one. Preliminary medical reports state the injuries were not self-inflicted and consist of bite and parallel slashing wounds. Lucio was delirious and unable to communicate.



Andrew Lucio

Note: Phillips and his partner were called off the case before they could return to the hospital to speak to Lucio. Phillips did have an initial meeting with ZyMedBio's Head of Security, Wesley Rice, who confirmed that one of his security guards found Lucio in the car park around 10.30 p.m. and called for an ambulance. The guard did not see the

incident and only found Lucio while walking the perimeter of the grounds. The incident took place in a camera blind spot, so there is no security footage.

The truth of the incident is that Lucio was in the wrong place at the wrong time. Getting a flat tire, he pulled into the nearest car park (which happened to be ZyMedBio Corp.) to change the wheel, whereupon, he was attacked by a mutated laboratory dog that had escaped from the building.

Lucio's appearance in the scenario is determined by the Keeper and by Gus Phillips' player's decision whether to disobey his chief's orders and go speak to Lucio again. Lucio is wild card character whose role can be tuned to the needs of the Keeper, acting as a source of information, a potential device to push the investigators in a certain direction, or as a replacement investigator. One further option, if the investigators decide to visit him, is to have Lucio now under ZyMedBio's control—perhaps on leaving the hospital, a representative of ZyMedBio visited Lucio and gave him a heavy dose of Zylactis—by the time the investigators arrive, Lucio has mutated into a lesser satyr.

- **Description:** short dark hair, thin and tall. If Zylactis has been administered to him, he shows no signs of injury but probably exhibits signs of mutation.
- **Mutated description:** Keeper's choice.
- **Traits:** open to telling his side of the story (possibly turning to animal behavior if Zylactis has been taken).
- **Roleplaying Hooks:** an aid or a threat to the investigators.

Jim Conaty, 51, vice president of ZyMedBio

Conaty is vice president in charge of all non-scientific company needs and the ex-boss of pre-generated investigator Marina Kolga. Conaty is obsessed with keeping fit and enjoying a healthy lifestyle, often boring his staff about his daily 2-mile runs. He constantly boasts of his cycling vacations to the Ozarks and elsewhere. From Marina Kolga's perspective, he didn't seem to have that much work on his plate.

Should the investigators manage to gain access to ZyMedBio during the daytime and if Conaty spots Marina Kolga, he notifies security to remove her from the premises. In dealing with other investigators, Conaty is happy to talk health and fitness and the benefits of Zylactis. He's purposefully vague on the makeup of Zylactis, citing non-disclosure agreements and that the drug is a company secret. He's happy to arrange an appointment for an investigator with a medical condition to see a company doctor to judge their eligibility for a trial of Zylactis.

Outside of work and if threatened by the investigators, Conaty may reveal that he has no understanding of what's in Zylactis and prefers not to know—it should be clear that he's afraid of the Anak brothers and fears retribution if he speaks.

All he can say is that he was once shown the “Milking Room” and doesn’t ever want to go there again. Conaty is a cultist of Shub-Niggurath, indoctrinated into the cult by the Anak brothers. He is kept in line through fear rather than devotion.

During **Part Three** of the scenario, Conaty may be encountered as a lesser satyr in the research wing of ZyMedBio (see **Tertiary Biocyte Storage**, page 94).

- **Description:** wiry and toned, blond hair and gleaming teeth.
- **Mutated description:** half-man half-deer, arms and legs ending in hooves, antlers growing from his forehead.
- **Traits:** fitness fanatic, avaricious, and willfully ignorant of what goes on at ZyMedBio.
- **Roleplaying Hooks:** Marina Kolga’s ex-boss. Can arrange for an investigator to be vetted for a trial of Zylactis. Likely to be encountered as a lesser satyr when the investigators break into ZyMedBio.



Jim Conaty

Blanche Yurka, 44, personal assistant to Jim Conaty

Blanche is Jim Conaty’s personal assistant, acting to keep unwanted traffic from his desk. Her behavior is polite and professional at all times. Blanche is a devoted cultist of Shub-Niggurath, indoctrinated by the Anak brothers into the cult. She is tasked with ensuring Jim Conaty remains compliant to the cult. The investigators probably encounter Blanche after she has mutated into a human-bird hybrid creature. See **Satyrs**, page 77, for further details.

- **Description:** a little dumpy, with shoulder length brunette hair and dark green eyes.
- **Mutated description:** half-woman half-bird; quick moving, rudimentary beak, hair has turned into white feathers.
- **Traits:** very organized and precise, watchful of Jim Conaty, cautious.
- **Roleplaying Hooks:** guards the entrance to Jim Conaty’s office.



Blanche Yurka

Other ZyMedBio Employees

The various personnel working at ZyMedBio play little to no role in the scenario. Most will never be encountered unless the investigators attempt to visit the company during the day (see **Visiting ZyMedBio During Working Hours**, page 84). Notable employees are listed below.

- Brad Mestler, Head of Accounts—encountered as mutated bat-frog thing in **Part Three**.
- Beatrice April, research assistant—encountered as mutated skull-headed girl in **Part Three**.
- Esme Richards, Client Services—possibly encountered if an investigator attempts to join the Zylactis trial.
- Tiana Freeman, Personnel Manager
- IT Team (made up of Alan Goss, Sanjit Pingle, Anish Rama, Jess White)
- Ethan Brock, Personal Assistant to Wesley Rice
- Wesley Rice, Head of Security
- Anne Jones, Personal Assistant to Lewis Pitts
- Lewis Pitts, Head of Sales
- Alyssa Dean, Personal Assistant to Brad Mestler
- Elina Goul, Personal Assistant to Ulysses Anak

Note: no statistics are provided for these characters. Use the lesser satyr profile (page 98) at the end of the scenario for Brad Mestler and Beatrice April (or any other personnel) in their mutated forms.

PART ONE

The scenario begins with the investigators attending Chuck Ogle’s party. Initially, this provides an opportunity for the investigators to become acquainted and mingle. Once the scene has been set, Ogle appears from his bedroom to rapturous applause. Events at the party are designed to motivate the investigators to pursue ZyMedBio and uncover what is taking place in the company’s research building, as well as uncover the “magical” ingredient in Zylactis.

THE PARTY

Chuck Ogle’s party is being held in his house. Bunting and other celebratory trimming have been hung around the walls and there is plenty of alcohol to go around. In fact, bottles of beer and spirits, as well as plastic cups cover most of the surfaces. Drugs are also being openly consumed, be it marijuana or harder drugs like Ecstasy (MDMA) and cocaine. By the time all of the investigators have arrived, a crowd of sixty or more is enjoying the scene. At present, Chuck Ogle is nowhere to be seen. See the nearby plan of Ogle’s house;



THE SATYRS, HUMAN-ANIMAL MUTANTS

When the milk of Shub-Niggurath enters the bloodstream of humans it provokes changes at the cellular level, triggering mutation and changing the person into a half-human-half-monstrous thing called a satyr. These come in two varieties: greater and lesser satyrs.

When exposed to the Dark Mother's raw milk (or when the milk is heated—forming amoebozoans) the host mutates into a greater satyr, a more hideous and bizarre creature. Such beasts are one of the Dark Mother's one thousand young.


Lesser satyrs also come in a wide variety of forms. When Shub-Niggurath's milk is cooled it becomes a panacea, a cure for virtually all human ills. Despite its curative effects, the milk (Zylactis) also slowly twists and mutates those that consume it. The unconscious mind influences the reformation of the body and mind. Thus, the physical mutation is partially based upon the subject's

mind, causing wide variations in the transformations. Most often, as the physical mutation takes hold, the person gains a certain animalistic feature, such as that of a goat, bird, pig, dog, or another animal. Such hybrids of humanity and animal may account for the folklore concerning creatures like werewolves, the Jersey Devil, Skunk Ape, and the like.

As the mutation continues, the mind loses its grip on reality as consciousness is twisted, eventually sinking into madness. Instead of a coherent human/beast hybrid, body parts (such as mouths and reproductive organs) begin to sprout willy-nilly. Eventually, even this level of organization fails and they turn into masses of riotous flesh. At this point they are no longer recognizable as human or animal in any way, being utterly insane and devoid of purpose other than to consume and reproduce.

The lesser satyrs seen in Panacea are, in the main, in the early stage of mutation and are more recognizably human-animal hybrids. The scope is huge, allowing the Keeper to design whatever crazy amalgamations they desire. The satyrs have animal-like mannerisms, presenting curious and horrific traits while still seeming human-like. As the mutation continues, the traits become more profound as the human consciousness disintegrates into total bestiality.

The transformation of human into "other" is a common strand to be found many of Lovecraft's tales. Consider Arthur Jermyn, the devolution seen in "The Rats in the Walls," as well as Pickman and the ghouls. While not necessarily directly linked to Shub-Niggurath, such creatures demonstrate the propensity for staggering changes in humanity through contact with the bizarre forces of the Mythos.



the party is happening both on the ground and upper floor, with people gathering in groups and generally milling about. Only Ogle's bedroom door is closed, with a "do not disturb" sign tacked to the door.

Have the players introduce their investigators while the party gets into full swing. Should any of the investigators, like Gus Phillips, be concerned about the drug use going on all around them, remind the player that this is nothing he hasn't seen before—these are well-to-do people letting their hair down—and causing a scene over what (these people) believe to be acceptable could easily backfire. If the player is adamant and approaches any of the drug users in a reproachful or accusatory manner, the partygoers apologize and put the offending drugs away (only to carry on once the investigator has moved on).

Before too long, a murmur carries through the crowd. Chuck Ogle opens his bedroom door and wheels himself

into the center of the party. Dressed in a Hawaiian shirt, his legs and feet covered in a blanket festooned with images of saucy ladies, he has a big smile on his face and his skin glows with health. The only sign of something amiss is his heavily bandaged left hand.

All attention naturally falls upon Ogle as he welcomes everyone and thanks all for coming. He goes on to talk about his condition, how he lost his feet to the disease and how diabetes has severely affected his life. "But no more! I've been cured," he says. "I owe it all to Zylactis and the great folk at ZyMedBio!" The room erupts with thunderous applause and cheers as Ogle says, "tah-dah!" and whips away the blanket covering his legs and proceeds to stand up. "It's a miracle," he says. Depending on where the investigators are standing, they may not see Ogle's "new" feet at first due to the crowd but they certainly hear the collective gasp and momentary pause before more loud cheers resound.

Getting closer to Ogle provides a clear view. The flesh on his right leg (below the knee) is bright pink with some red blotches, like raw, new skin, and ends in half a foot, the other leg ends in a stump where his heel would be. It's not hard to see that his "feet" are actually rudimentary, goat-like hooves.

After a brief tottering wander, Ogle sits back in his wheelchair, talks to his guests, and drinks heavily. He seems particularly happy to speak at length to any women at the party, more or less brushing off the questions of any of the males at the party. Investigators wishing to converse with Ogle are treated likewise; thus, only the approach of Mary Fuller, Marina Kolga, or Belinda Norwich does the trick, whereupon Ogle is delighted to describe his treatment with ZyMedBio:

"I was dying, there are no two ways about it. I heard about the Zylactis drug trial and, figuring I only had a few months to live, thought what the hell, and signed up. I had an interview and they did some tests and said I could take the experimental treatment. Thought I was a great candidate. I had to go to ZyMedBio every other day to have the drug administered. Straight away I was feeling it working inside me, making me feel strong and alive. And then... my feet starting growing back! A miracle! They said Zylactis was a wonder drug and I'm the living proof!"

At this point, Ogle winks and whispers, "come back to my room and I'll show you some more." If the female investigator refuses his lecherous advances, he quickly appears bored and excuses himself. He then mingles some more, continues to drink heavily, and proceeds to buttonhole another female guest.

By this point, everyone is drunk, high, or both. Whether the investigators heavily partake of the liquor or drugs on offer is down to them; however, it's assumed that most of the investigators have either abstained or consumed moderately.

Ogle begins to drag the woman he's been speaking with into his bedroom. The woman screams and resists, causing noise but everyone else at the party seems too drunk or high to be aware of the situation. It's up to the investigators to act to save the woman from Ogle's unsavory advances as he bundles her into his bedroom and shuts the door.

Note: the rest of this scene presumes Ogle is accosting a female NPC—if one of the female investigators decides to accept Ogle's offer, then what follows should be modified accordingly, with the female investigator being the person that Ogle is attempting to drag into his bedroom.

As the investigators rush through the door into Ogle's bedroom they find the woman screaming in a corner as Ogle advances, his short torn off, revealing his torso covered in dense fur. The bandages have fallen from his hand exposing an inhuman claw from which stringy hair grows. Call for a **Sanity** roll (1/1D3 loss).

On hearing the investigators, Ogle turns, utters some animalistic and guttural moans, and then his tongue shoots, frog-like, out of his mouth and attempts to strangle whoever is in the front. See Ogle's statistics at the end of the scenario. There are three possible outcomes:

- The investigators manage to subdue Ogle. What they do with him after this is their choice. Calling the police is probably the best option, with Ogle arrested and taken away pending charges.
- Ogle is killed. In this case, his body starts rapidly dissolving. Only malformed bones and a disgusting smell are left. As everyone else at the party is drunk or high, the event doesn't register with anyone. Even the poor woman Ogle dragged to his bedroom is hazy on the details due to being inebriated; by the next morning, she can't remember much at all. If necessary, Gus Phillips can take a statement and arrange help for the woman.
- Despite their best efforts, Ogle is badly wounded but escapes, crashing through the bedroom window into the night. Whether the investigators pursue him or contact the police is up to them. Ogle plays no further role in the scenario unless the Keeper wishes for him to reappear later, fully mutated into a half-man-half-goat creature, to pounce on the investigators at an inopportune moment.

Next Steps

How thing progress from here is largely dependent on the investigators. They all have reason to be suspicious of ZyMedBio. Having seen the results of the Zylactis trial in Chuck Ogle, they hopefully want to find out more about the company and treatment. Clearly something is badly wrong.

The investigators have three possible routes:

1. Search Ogle's house for information.
2. Conduct further research into ZyMedBio.
3. Head to the source of the problem and go to ZyMedBio's premises.

Each of these routes is discussed in the following sections. Note that the scenario presumes the investigators eventually make their way inside ZyMedBio one night to finally uncover what has been going on, bringing things to a climax (see **Part Three**, page 88).

If playing Panacea as a one-shot game, Keepers are advised to move swiftly through any research phase (**Part Two**, following)—some of the investigators have already undertaken research on the company before the scenario starts, so much of what can be learned in the section called **Researching ZyMedBio** (page 83) can be assumed to be already (or at least partially) known. Move



FOR SALE



More Space | More Living | More You



Hey, Chuck, seriously, I think this one will be perfect for you. We have to see it!

Square Footage:

3,400

Bedrooms: 4

Bathrooms: 4

Powder Rooms: 2

I know 4 bedrooms sounds a bit much, but it leaves lots of space for visitors, carers and help. Oh, and parties!

Total Sq. Ft. 3,400 | Finished Sq. Ft. 2130

Main Floor

It even has a ground-floor bedroom for you. Perfect!



Upper Floor



And don't worry about the stairs, we'll fit a chair-lift so you can enjoy the terrace!

* All renderings are artist impressions and may vary from the actual build. All dimensions are approximate, and subject to field variation and change without notice.

things on so that the investigators have a clear path to get their hands dirty and enter the company's building.

If playing a longer, multi-session game, the research phase can be fully played through. Some suggestions—Expansion Options—for this are included in the appropriate following sections.

In either case, the players, from this point onward, should decide the scenario's direction as much as possible. There is scope to greatly extend the scenario by having ZyMedBio be a much larger company with facilities at a number of sites, but this is firmly in the hands of the Keeper and their desire to extrapolate upon the information provided.

PART TWO

This is the research phase of the scenario, allowing the investigators to uncover some information about ZyMedBio, its owners, and the Zylactis drug trial. This phase can run long or short depending on whether *Panacea* is run as a one-shot or multi-session game.

SEARCHING OGLE'S HOUSE

Quick-thinking investigators have the opportunity to search Ogle's house once they have dealt with Ogle; otherwise, they may wish to return at a later stage. In truth, there is little to be found here. There are no secrets concerning ZyMedBio other than documentation from the company, addressed to Ogle, detailing his application and acceptance for an experimental drug trial. The information can be found stuffed into a bedside drawer in Ogle's bedroom on the ground floor.

Particular information includes:

- A letter from Marina Kolga of ZyMedBio confirming receipt of Ogle's application to be considered for a trial of Zylactis and asking for him to attend a preliminary consultation.
- A letter confirming Ogle's eligibility for the trial and welcoming him into the program; it details appointment times (every other day for two weeks) when Ogle was expected to go to ZyMedBio's facility for the administration of Zylactis.
- A booklet entitled *Welcome to ZyMedBio*, which provides a simple overview of the company and Zylactis—see **Handout: Panacea 1**.



NEW DRUG APPLICATIONS

In the U.S., a New Drug Application (NDA) is made to the Food and Drug Administration (FDA) seeking approval for a trial to determine a new drug's effectiveness. Various phases must be followed, with results checked and verified before the FDA will approve a new drug for market. ZyMedBio is undertaking a Phase 2 study.

- **Phase 0:** the FDA is shown results of preclinical testing in laboratory animals, along with a proposal for human testing. The FDA decides whether it is reasonably safe for the drug to go forward for human testing.
- **Phase 1:** the drug is tested in a few healthy volunteers to determine if it is acutely toxic and what may be the most frequent side effects from use. The number of subjects tends to range from 20 to 80.
- **Phase 2:** determines effectiveness. Here, the goal is to obtain data on whether the drug works in those who have a certain disease or condition. The number of subjects ranges from 12 to 300.

The Anak brothers, with the assistance of ZyMedBio staff indoctrinated into the Shub-Niggurath cult, have falsified records and reports, getting Zylactis through the NDA's checks and monitoring and enabling the company to move forward with a Phase 2 clinical trial. The cult hasn't looked far beyond Phase 2 but aims to doctor reports as necessary (resorting to blackmail and other aggressive tactics) to ensure the FDA accepts their findings on Zylactis, allowing the drug to go to market. The cult's end goal is to spread the milk of the Mother as far and wide as they can.



EXPANSION OPTION: OGLE ESCAPES

If the investigators didn't deal with Ogle at the party and he escaped, the mutated Ogle could return home when the investigators come back to search for clues. A confrontation is likely as, by now, Ogle is more beast than human.



ZYMEDBIO

Welcome to ZyMedBio

At ZyMedBio your health and wellbeing are our first priority. We use the miracles of modern pharmaceutical engineering to bring you the benefits of our research to treat a wide range of debilitating and life-threatening conditions. With ZyMedBio you are in safe hands.

Our scientific research is at the cutting edge of modern medicine and your participation in the Zylactis Phase 2 clinical trial is the next step on our journey to bring the healing properties of Zylactis to the wider world. You have been accepted to take part in our study and we hope that you feel the benefits in just a few days of beginning the two-week program. Our health technicians will guide you through the process in a series of regular consultations held at ZyMedBio's state of the art facility.



3

RESEARCHING ZYMEDBIO

Researching ZyMedBio Corp may involve Internet searches, telephoning the FDA, local newspapers, contacting the company directly, as well as anything else the investigators can think up. The information presented below can be obtained relatively easily as ZyMedBio is a young company and there isn't a deep well of hidden information in the public domain. The pertinent facts are outlined below but the Keeper should feel free to elaborate and expand as necessary. In most cases a successful **Library Use** roll delivers the goods (be it newspapers, the Internet, or an actual library) but should the Keeper wish to introduce NPCs (former employees, current low-level employees, and perhaps people who are undergoing treatment (or have been rejected a place on the drug trial) then use social skill rolls like **Charm, Persuade**, and so forth. Computer savvy investigators may want to break into ZyMedBio's servers to dig into secret information—see **Hacking ZyMedBio**, following.

Initial research on ZyMedBio:


- Established three years ago as a pharmaceutical development company.
- The company owns one property, which houses administration, patient consulting, and research and development. The building lies out of town* on a light industrial estate just off a two-lane freeway.
- The company is privately owned by Jefferson and Ulysses Anak, brothers who originate from Europe but now hold full U.S. citizenship.
- The company's website is pretty but basic, describing in general details ZyMedBio's pharmaceutical research. A section is devoted to the current Zylactis trial and provides an online application form, allowing people to apply to be considered for the study. A vacancies page lists no current employee recruitment.
- The company holds no government contracts.
- At last count, the company employed around eighty people. Local newspapers over the last three years have carried advertisements for jobs, mainly for secretarial and administrative staff, as well as security personnel. Judging by the frequency, there appears to be a steady need for new employees.
- Five months ago, the company began advertising for people to come forward for clinical trials. Adverts begin to appear more frequently in local newspapers and on billboards some two months ago. It seems ZyMedBio is now constantly seeking people for research studies and experimental procedures.

**The exact location of ZyMedBio is for the Keeper to determine. We suggest the Keeper picks a familiar city.*



EXPANSION OPTION: FDA INVOLVEMENT

If the investigators pick up on the FDA angle, they may wish to dig more deeply. One possibility is to present Ted Dean, an ex-FDA employee as a potential lead. In this case, Dean was a relatively high-up scientist whose job was to scrutinize clinical trials. Dean can confirm that all the paperwork checked out but that there was something bothering him about Zylactis. The results and reports seem just too good to be true. He raised a concern and had arranged to visit ZyMedBio but at the last minute the visit was canceled and he found himself being accused of financial irregularities (fraudulent expenses claims) and was subsequently fired from the FDA. While he cannot prove ZyMedBio has anything to do with it, he can't shake the feeling that somehow they were involved. He was certainly falsely accused and feels embittered by the whole situation.



Deeper research:

- A successful **Accounting** roll suggests that ZyMedBio has no obvious source of income (they have no products for sale), despite owning an entire building and employing nearly 100 staff. Presumably, its owners are bankrolling the business.
- Contacting the FDA confirms that ZyMedBio is currently engaged in Phase 2 testing of a drug branded as Zylactis. All filing and paperwork are in place.
- A supplier of laboratory animals may be persuaded to confirm that they have sold rabbits, rats, mice, and even dogs to ZyMedBio. The sales of animals for testing have been steady since ZyMedBio came into being, although orders have fallen in the last six months.

Hacking ZyMedBio

Investigators with the necessary skill and knowledge may attempt to hack into ZyMedBio's servers—it's also feasible that an investigator uses a contact with the necessary skill, or attempts to seek out a hacker and purchase their time (possibly leading to all manner of shady encounters).

Hacking into the servers is not an easy task and requires a Hard **Computer Use** success; partly due to the robust safeguards ZyMedBio has in place but also because a dark young is monitoring and securing the company's IT infrastructure; if successful, the investigator finds the following

information—note that the dark young detects the intrusion and instigates countermeasures (when the Keeper deems necessary). The nature of the countermeasures is open to the Keeper, some possibilities include:

- The hack is simply cut. The investigator's access is lost and cannot be reinstated.
- A message appears for the investigator saying: **YOUR BREACH HAS BEEN DETECTED. YOUR LOCATION IS BEING DETERMINED.**
- The dark young casts a spell through the connection. Possible spells include: Cloud Memory, Implant Fear, Mental Suggestion, Mindblast, or Wrack (ignore the normal conditions for the spell). If an NPC is the one performing the hack, the spell could be even more serious, such as Cause Blindness.
- Call for an opposed POW roll with the dark young: if the dark young wins, the investigator receives a vision of the Mythos, calling for a **Sanity** roll (1D4/1D8 loss). Do not show the investigator the dark young in the ZyMedBio's basement—keep its whereabouts secret until the investigators actually go there (although the Keeper could use the vision to hint at terrible “things” below the ground).
- As the result of any of the above, the hacker is unable to print or save any data from ZyMedBio. If necessary, the dark young causes the hacker's computer to overheat and burst into flames.

Information possibly obtained: (choose one or two)

- Personal diaries of Jefferson and Ulysses Anak, showing that they are currently out of the country on business (details left to the Keeper) and are not scheduled to return for another month.
- Evidence of falsified reporting: reports prepared for the FDA show information being altered or removed. Unless the investigator is a scientist, the details are difficult to understand—a scientist can deduce that Zylactis has some very unusual properties, triggering cell mutation in test subjects.
- A report describing tests on laboratory rats. The rats are described as having “Tertiary Biocyte” administered. At 6 minutes, the rats are acting aggressively and attempting to mate. At 9 minutes, the report states, “spontaneous and rapid mutation of form, each subject changing in a unique manner.” At 14 minutes, “the subjects can no longer be called rats but continue to interact aggressively, using newly grown organs in what can only be presumed to be unusual mating practices.” The report closes by stating the subjects had ceased to interact with one another and, instead, began to attack the cage, whereupon the subjects were terminated and the experiment concluded.
- Client report where the following names are included: Chuck

Ogle, Ted Dawson, Anthony Callison, plus anyone else the Keeper wishes to include as undergoing the Zylactis trial. No personal details, other than their name and whether the person is “active,” “in consultation,” or “declined” is shown.

- A short and somewhat vague report describing the “Secondary Biocyte” as “installed to its satisfaction” and “ready to begin to collection protocols from the Primary Biocyte.”

Note: if the investigators do not hack into ZyMedBio's servers, the Keeper should feel free to present the investigators with elements of the information above through other means (if applicable), such as if the investigators break into the company's facilities and attempt to access information on site, or if they manage to corner one of the ZyMedBio cultists and pump him or her for information.

CONTACTING PEOPLE ON THE ZYLACTIS TRIAL

The investigators already know at least three people who have undergone the Zylactis trial: Chuck Ogle, Ted Dawson, and Anthony Callison. In respect of Dawson and Callison, refer to their descriptions in the **Dramatis Personae** (page 72)—due to their positions as press editor and police chief, both have been conditioned through hypnosis by the cultists to protect ZyMedBio. Thus, unless the conditioning is broken, they will do all they can to steer the investigators away from the company. As things progress, Dawson and Callison will mutate, possibly attacking the investigators or at least causing the further headaches.

If the investigators pursue this line of inquiry and are able to track down others who have taken the Zylactis trial (at the Keeper's discretion), such people will be happy to talk about the benefits of their treatment while talking about the “miracle cure.” Again, depending on the Keeper, some individuals may be displaying initial signs of mutation while others have descended into half-human-half-animal beasts. The investigators might arrive at an address only to find it smashed up and deserted, its occupant having fully mutated and run off into the surrounding countryside or city.

No statistics are provided for additional clients of ZyMedBio; the Keeper should use the entries (at the end of the scenario) for Chuck Ogle or the lesser satyrs and adapt them as necessary.

VISITING ZYMEDBIO DURING WORKING HOURS

The investigators may wish to visit ZyMedBio during office hours, perhaps using the cover of interested business people or as someone wishing to take the drug trial. On a normal

day, ZyMedBio appears to be a relatively busy office and nothing out of the ordinary can be seen. Those walking into the building arrive at the front security desk and are asked the purpose of their visit. Unless an appointment has been made, investigators are (politely) turned away. Those wishing to apply for the Zylactis trial are directed to the company's website where an application form can be found. Requests for a site tour are declined.

The building is comprised of two wings, connected by an entrance block that houses the front security desk. Where the west wing (administration) is steel and glass (mirrored windows prevent onlookers from seeing inside), the east wing (research) is more solidly built from brick and concrete, although it too has large mirrored windows running along its front side. Two large glass doors open into the entrance lobby. Inside, the offices, meeting and consultation rooms, and public areas are clean, modern, and spacious. The buildings are by no means full to capacity in terms of workers; many rooms and cubicles are empty, with a small workforce conducting the day-to-day business of the firm. The vast majority of office workers are unaware they actually work for a cult of Shub-Niggurath, with only the senior management, perhaps their direct reports, the security guards, and the research team being inducted into the worship of the Dark Mother. It is left to the Keeper, which other staff might be cultists or innocent office workers unaware they are helping to unleash the foul milk of Shub-Niggurath.

Getting an Appointment

Posing as business suppliers, pharmaceutical brokers, or other business contacts might get one or two investigators through the door and into the administration wing of ZyMedBio. Some possibilities are outlined below (the Keeper should extrapolate from these). Note that using a cover to get a business appointment requires the investigator to act convincingly—call for **Art/Craft (Acting)** and **Charm, Fast Talk, or Persuade** rolls as necessary. The Keeper may also call for an opposed **Psychology** roll (versus a general NPC skill of 50%) if the situation and investigator's actions or speech warrant it. Failure means the cover is seen through and the investigator is asked to leave and not return, with security called to remove him or her from the premises if the investigator won't leave quietly. Most likely, the investigator is considered to be an industrial spy sent by a competing pharmaceutical firm and may be targeted for surveillance.

Ultimately, the investigators can learn little from such meetings. The people they meet are business-like and do not reveal company secrets. Such employees will not brook conversations trailing into matters outside of the meeting's remit. Confrontations and accusations concerning mutations



EXPANSION OPTION: SOMETHING IN THE WATER

If the Keeper wishes to expand the scope of the scenario, one possibility includes a small number of amoebozoans getting into the local water supply. In this event, faulty pipes or human error have meant the amoebozoans have escaped the ZyMedBio research building and gone into the water supply, causing all manner of trouble for houses in the vicinity. The Keeper could wait and have this event occur towards the end of the scenario—perhaps the dark young instigates the release.

The investigators may have to search the area for households with mutated occupants. Whether the investigators can contain the outbreak or just have to deal with its repercussions is in the hands of the Keeper.



and secret agendas are laughed out of the room while security is called. Otherwise, the Keeper is free to share the information found in **Researching ZyMedBio** (page 83).

Possible business meetings:

- Tiana Freeman, Personnel Manager: will meet with recruitment firms and stationery suppliers.
- IT Team: will meet with IT equipment suppliers.
- Lewis Pitts, Head of Sales: will meet with possible investors and pharmaceutical interests outside of the U.S.
- Wesley Rice, Head of Security: 40% chance of meeting with potential security staff.
- Jim Conaty, Vice President: busy, has a three-month waiting time for any meetings.
- Ulysses Anak (CEO) and Jefferson Anak (Head of Research): are away on business and no appointments can be arranged to meet with them.

Note: wise investigators may attempt to trail NPCs like Jim Conaty when they leave the office and head for home. Such out of work encounters won't garner much additional information, although confronting Jim Conaty outside of work may get him to reveal his fear of the Anak brothers and the "Milking Room" before he attempts to run away and escape from the investigators' questions (see **Jim Conaty**, page 75).

Applying for the Zylactis Trial

Investigators can apply to be considered for entry onto the Zylactis trial via the company's website. A section of which is devoted to promoting the trial and encouraging people with certain medical conditions to apply. The site also states that patient referrals will be considered.

A number of medical conditions are highlighted as being most eligible although the text includes an ambiguous line stating, "Non-eligible pre-existing medical conditions may be considered." The listed conditions are many and varied and include: Cancer, Adult Onset Diabetes, HIV, Pancreatitis, Hansen's Disease (Leprosy), Mitochondrial Disease, plus others.

The lengthy application form can be completed online, it asks for personal and medical details, which when completed can be submitted, whereupon a dialogue box pops up stating that the application will be considered and, if successful, a ZyMedBio consultant will be in touch. A unique application number is then emailed to the applicant.

Assuming the investigator has piqued the interest of ZyMedBio (at the Keeper's discretion), in 1D4 days the applicant is telephoned by a friendly sounding ZyMedBio employee and asked to come in for an initial consultation. At the agreed time, the investigator is met at the ZyMedBio security desk by Esme Richards, who takes the investigator to a treatment room in the Research (East) Wing of the building. Richards, in her early thirties and wearing a white lab coat, proceeds to review the investigator's application, discussing their medical history and condition. Should an investigator be feigning a medical condition, call for a Hard **Fast Talk** or **Persuade** roll (reduce the difficulty to Regular for those who have done their homework researching the condition or who have 40% or more in **Medicine**). If Richard believes she is being lied to, she doesn't confront the investigator but closes down the meeting, saying she has all she needs for now and will be in touch.

Depending on how the meeting goes, either the investigator never hears from ZyMedBio again or, if the investigator gives good cause for real suspicion, a freelance security contractor is hired to look into the investigator—which may lead to complications if the investigator is then discovered to have been contacting others undergoing Zylactis trials or generally poking their noses into ZyMedBio's business. If such activities are brought to light, the investigator could be warned to stop their inquiries with subtle (or worse) threats or, if the situation warrants, even kidnapped for questioning, depending on how serious the Keeper wants to make things.

Should the investigator fool Richards, they are accepted on to the Zylactis program and told to return the following day for their first treatment. Investigators going through with the trial are met again by Richards and taken to the patient's

lounge in the Research Wing to wait for their treatment. After a few minutes, the investigator is taken to a treatment room where a "doctor" proceeds to take a blood sample and then injects Zylactis into their arm. Once done, the investigator is told to come back at the same time in a couple of days.

Consequences of Treatment

It is assumed that most investigators draw shy of actually following up and receiving the Zylactis drug; however, should an investigator go through with the treatment, here is an outline for how it affects them.

The course of Zylactis normally takes place over two weeks, with the drug administered every other day for a total of six doses.

- **Doses 1 to 3:** if there is a pre-existing medical condition, its effects are noticeably lessened. The investigator feels good and energetic. Any recent wounds or scar tissue begin to heal over, so by the end of the week they are completely gone. If the investigator has a major wound, this is cured (i.e. remove the tick from the character sheet) and any lost hit points are regained.
- **Doses 4 to 6:** pre-existing conditions go into remission. Any long-term pain or other effects are now gone. Lost limbs being to regrow—the actual regrowth may take another week or more to be fully completed.

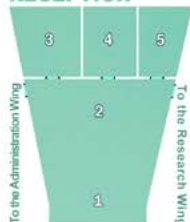
In addition, the investigator begins to unconsciously exhibit behaviors that mimic a particular animal (be it a cat, bird, insect, and so on). By the end of the treatment, physical similarities to the animal are also developing (such as webbed fingers, hoofs, feathers). Beyond the end of the treatment, the investigator loses 1 point of Sanity per day, and the physical mutation becomes more pronounced and their behavior more bestial. Two weeks later, the Sanity loss increases to 5 points per day as they mutate fully into a satyr. Higher strength or increased frequency of doses accelerates the mutations and Sanity loss at the Keeper's discretion.

If the investigator stops the treatment after one or two doses then they may attempt a Hard **CON** roll to negate the drug's effects: success, they suffer a single minor mutation and lose 1D4 Sanity points; failure, they suffer a single major mutation and lose 1D8 Sanity points. In both cases, the effects of the drug are limited and do not continue past the initial mutation. The nature of the mutation and its long-term effects should be determined by the Keeper and written into the investigator's backstory. Should the mutated investigator suffer temporary or indefinite insanity in the future, it is entirely possible for bouts of madness to focus on the mutation (physically and mentally).

ZYMEDBIO

For Your Health And Well Being

RECEPTION



WELCOME TO ZYMEDBIO

Here at ZyMedBio, your health is our passion. Whether you are a patient or a carer, our staff are here to help. Simply report to reception (location 2 on this map), and we'll make you comfortable. Because you, and your well being, matter.



RECEPTION

1	Lobby	4	Security IT Systems and Cameras
2	Reception	5	Building Systems
3	Security Staff Room		

ADMINISTRATION WING

TOP FLOOR

6	Kitchen	8	Rooftop Garden
7	Staff Restaurant		

GROUND FLOOR

9	Staff Kitchen and Lounge	22	Brad Mestler , <i>Head of Accounts</i>
10	Personnel Team Staff Room	23	Blanche Yurka <i>Personal Assistant to Jim Conaty</i>
11	IT Team Staff Room	24	Jim Conaty , <i>Vice President</i>
12	Open Offices	25	Ethan Brock <i>Personal Assistant to Wesley Rice</i>
13-17	Meeting Rooms 1-5	26	Wesley Rice , <i>Head of Security</i>
18	Tiana Freeman , <i>Personnel Manager</i>	27	Elina Goul <i>Personal Assistant to Ulysses Anak</i>
19	Anne Jones <i>Personal Assistant to Lewis Pitts</i>	28	ULYSSES ANAK , <i>CEO</i>
20	Lewis Pitts , <i>Head of Sales</i>		
21	Alyssa Dean <i>Personal Assistant to Brad Mestler</i>		

BASEMENT

29	Storage
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RESEARCH WING

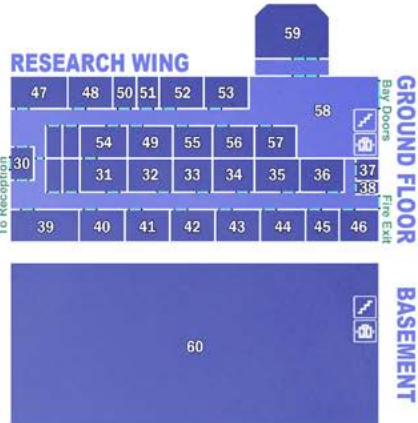
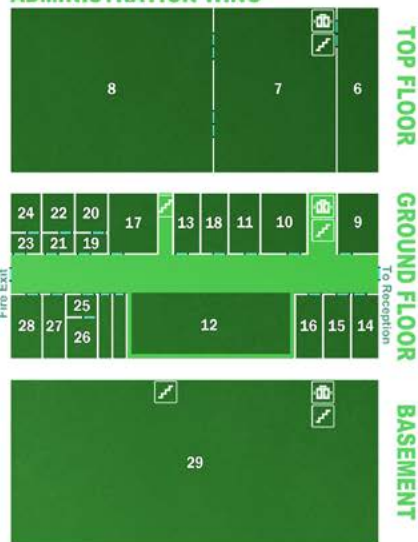
GROUND FLOOR

30	Research Reception	50	Electrical Closet
31	Staff Lounge	51	Flammable Storage
32-36	Empty Offices	52	Refrigeration Unit
37	Storage	53	Tertiary Biocyte Storage
38	Medical Storage	54	Staff Lounge
39	Patient Lounge	55	Animal Supplies & Storage
40-44	Treatment Rooms	56	Rabbit and Rat Containment
45-46	Offices	57	Dog Containment
47	Jeffersen Anak, <i>Head of Research</i>	58	Delivery Area and Storage
48-49	Laboratories	59	Primary Biocyte Collection

BASEMENT

60	Server Room
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ADMINISTRATION WING



The Miracle of Modern Medicine for You and Your Family

Elevator
Stairs



ZyMedBio Offices

PART THREE

The scenario draws to a conclusion when the investigators decide to break into ZyMedBio. The optimal time for a break in is during the night when the employees have left and there are just a couple of security guards on duty. What the investigators don't know is that some of the employee cultists have been self-administering Zylactis and have turned into satyrs. When the investigators begin sneaking around the building, they will encounter and have to contend with some of these folk.

Part three focuses on the inevitable destruction of ZyMedBio. With or without the investigators, the cultist operating the company propel themselves towards a downward spiral of chaos—akin to the chaotic and ever-changing nature of their goddess. By the time the investigators arrive, the structured order of the cult is fragmenting and its members, dosed on Zylactis, are mutating.

The rest of this section assumes an evening or nighttime break in.

BREAKING INTO ZYMEDBIO

On arrival, the investigators find a handful of vehicles present in the company's car park; otherwise, things are quiet. The majority of the building is dark except for the entrance lobby; there are no signs of any security guards being present.



Investigators getting up close to the mirrored windows can see little inside and no movement to suggest anyone is inside working. Observant investigators may notice security cameras posted to the sides of the building (one at each corner). While the cameras look down on the building, they appear fixed and do not track movement. Investigators believing they have been caught on camera may be surprised to find no one comes to confront them.

Refer to the plans of the ZyMedBio building on page 87.

Gaining Entrance

The investigators have three options:

- Entry through the doors into the front lobby: the doors are unlocked (see following).
- Entry through either of the fire escape doors (one at the sides of both wings): these doors are locked, requiring a successful **Hard Locksmith** or **Hard Mechanical Repair** roll to break them open. Both can be easily opened from inside the building.
- Entry through the delivery bay doors at the far end of the East Wing: these doors are stoutly locked from the inside; thus, the only way through is through brute strength (doors are STR 300). As the doors are set above ground level (allowing easy unloading of trucks and the like) it is impossible to drive a car through the doors. Otherwise, axes and other tools could be used but these would make serious noise.

Obviously, the easiest way inside is through the unlocked doors into the entrance lobby. If necessary, to tempt the investigators inside, have one of the front doors ajar slightly. Investigators succeeding in a **Spot Hidden** roll can see a man's shoe is preventing the front door from closing.

Entrance Lobby

Once through the doors, it's clear that there are no security guards nearby. Behind the front desk, one of the chairs has a small blood splatter running down the backrest. A few spots of blood also fleck the surface of the desk. The blood marks are recent.

Behind the desk, three unlocked doors open into a break room, a room containing controls for the building's systems (air conditioning, sprinkler, etc.), and a security monitoring station with a bank of screens displaying the feeds from the security cameras inside and outside the building. Most of the screens show static although a couple of the internal feeds are live and show the dimly lit main corridors of the East and West Wings. As the investigators watch, someone appears in the feed from the West Wing corridor. The figure edges towards the center of the screen and then suddenly leaps at the camera. The last thing the investigators see is a woman with bird-like features grabbing the camera as the screen goes to static.

Hanging on the walls, on either side of the reception desk, are two portraits. Beneath each portrait, small signs read: Ulysses Anak, Chief Executive Officer and Founder (on the left) and Jefferson Anak, Head of Research and Founder (on the right). Both men look to be in the mid-50s, slight of stature, clean-shaven, and portray traits both of Mediterranean and Asiatic descent. The family resemblance is clear; both are elderly, with thinning hair, weathered features, and mouths that seem just a fraction too wide.

On either side of the front desk are the doors leading to the building's wings. The door to the West Wing (administration) is unlocked while the East Wing (research) door is locked. There are no keys to be found in the entrance lobby.

Once all of the investigators are inside, a computer sounding voice is heard over the building's intercom saying, "Alert! Unauthorized Entry!"—*Honk! Honk! Honk!*—"Please stand away from all exterior doors and windows while protective seals activate. Please stand away from all exterior doors and windows while protective seals activate." With this, steel blinds scroll down over the outside windows and doors of the entire building, preventing escape. The voice then says, "Please follow all emergency protocols. Please follow all emergency protocols. Security personnel must report to their managers for instructions."

The investigators have no time to react and are trapped inside. Those attempting to make telephone calls find there is no signal—the dark young is jamming all communications.

Building Layout

Despite having access to the building's systems and security, the investigators are unable to deactivate the steel shutters. Should an investigator be particularly savvy with IT systems and the like, make it clear to them that whatever they are doing "should" work but that something is countermanding their instructions and locking them out—within a minute of the investigator attempting to disable the security, they find they have been totally locked out of the system.

Note: the Keeper should ensure that Marina Kolga's player is aware that, as a former employee, she is familiar with the layout of the building (although she never saw inside the research areas) and would know that her former boss, Jim Conaty, had access keys for the East Wing in his office—firstly, getting these keys would allow the investigators to look into the secrets behind Zylactis and, secondly, perhaps there's a way to escape the building in there.

Attempts to break into or pick the lock of the door to the East Wing have no success. Those with any engineering, mechanical, or security expertise can presume the door is a multi-point secure door—only the proper key will open it.

The investigators have little choice but to go through the unlocked West Wing door and hope they can find Jim Conaty's keys.

ADMINISTRATION WING (WEST WING)

Going through the door from the entrance lobby, the offices beyond are dark, with just safety lights dimly illuminating the main corridor. At the end of the corridor, light is coming from two of the offices on the right-hand side—Marina Kolga recognizes these as Jim Conaty's (Vice President) and Brad Mestler's (Head of Accounts) offices.

If the investigators want to poke around rather than going straight to Conaty's or Mestler's offices, refer to the plans of the building, which detail the various offices. Note that there is little to be found in the paperwork or computer systems in the empty offices; attempting to access confidential data (Hard **Computer Use** roll) may uncover some information but also brings the attention of the dark young, see **Researching ZyMedBio**, page 83, and **Cold Words**, page 90 for details. Otherwise, the investigators might come upon documents showing the purchase of laboratory animals, as well as animal feed, and also regular bills and records of payments for stationery, scientific equipment, and so on. The Keeper should feel free to improvise and build potential plot hooks as desired—perhaps clues to the whereabouts of the Anak brothers, their other businesses, and possibly clues (names, addresses) leading to people who have undergone the Zylactis trial.

Once the investigators are in the West Wing, they hear a shrieking ululation emanating from down the corridor (where the lit offices are). Moving towards the sound, they come to Alyssa Dean's office and are able to see inside through the glass window, beyond which is the open door into Mestler's office. Mestler's office is more or less dark, with only the light from Dean's room spilling in. A figure can be seen erratically moving about the office but seems not to notice the investigators. This is Mestler, the Head of Accounts, mutated into a bat-frog thing. He has glistening, green-tinted skin, his hair is dark and furry, and his eyes are unnaturally large saucer-like discs. He dances around the room and makes an unearthly sound like a cross between a croak and a high-pitched wine. Getting a full look at the Mestler satyr provokes a **Sanity** roll (1/1D3 loss).

If the investigators successfully use **Stealth** to pass by Mestler's office, he remains unaware of their presence; otherwise, if go out of their way to attract his attention or approach him, he moves towards them with quick and disconcerting movements but does not attack. Instead, he begins to talk (with a human voice) about paychecks, "Have

COLD WORDS

In the event of the investigators breaking into ZyMedBio, the dark young in the East Wing Basement watches their progress through the facility's closed circuit video system and, from time to time, speaks to them through the intercom.

The voice of the dark young sounds human enough, albeit somewhat husky and oddly pitched (perhaps the intercom actually makes it sound somewhat mechanical). Think of the dark young's words as if coming from an evil motivational speaker, making promises and propounding on the nature of reality and life in general. In its speech, the creature refers to itself in first person plural, as "we, ourselves, us," and so forth. Think of its alien intelligence and how it views the inconsequential humans, scrambling around the buildings like so many ants. Therefore, it doesn't mislead the investigators or attempt to lure them into the basement (which it would prefer to avoid); instead, it celebrates the majesty of the Mother's gifts and appeals to human desire, saying that only through "we" (i.e. the dark young and Shub-Niggurath) can the frailties of humanity be overcome—accept the Mother and you will become better. The dark young is not beyond appealing to human concerns since the blessings of the Mother can help humanity to cast away disease, pain, and even death.

The creature talks in non-sequiturs and bold statements, which should unnerve the investigators, making them question their ability to affect anything in a real and meaningful way. The dark young's speech acts as an unwholesome narrative to the investigators actions as they make their way around ZyMedBio.

Some example statements:

- "As a human, one day you are certain to die. Endless oblivion and nothingness. We can change that. You can continue on forever.»
- "Feel your limitations. Faster, stronger, smarter, wiser, any or ALL are possible with our help."
- "Cure for cancer? We have it. Join us in bringing our amazing discoveries to the world. Millions of lives will be saved. Pain and suffering will end forever."
- "Look upon the world. We can make it better. Free from uncertainty and the failures of humanity."
- "Your tiny existence is but a mote of dust. Exceed your reality and become one with us."

Additionally, the dark young can comment on specific individuals, addressing particular investigators to drive home its message. Possible statements include:

- "Mr. Boteler, remember how your mother has been suffering for almost a decade from her stroke? She is paralyzed, mute, and needs to be fed by a nurse. We can CURE that. Your mother can be restored to vitality and strength."
- "Ms. Kolga, our evaluation indicates that you are a prime candidate for early-onset dementia. Soon, the memory loss will begin. You'll start getting lost, even in your home. By the age of 75, the essential YOU will be long gone. Remember how this affected your grandmother? You see

it starting in your mother, don't you? That's your fate unless we prevent it. Together."

- Officer Phillips, you fear that you will grow old and die without love. Your urge to reproduce is admirable but there will be no progeny. You will end your own life in misery and despair. This can be CHANGED if you join with us. You need never be alone again and you will be blessed with numerous offspring.
- Doctor Norwich, our records show that you work tirelessly to help your patients. It is a shame that all your work comes to naught. Your accomplishments will crumble to ashes like that of humanity. We can reveal such revelations to you. With our knowledge, you can conquer disease and bring aid to millions. Go beyond the limits of your existence. Embrace a new world."
- Mr. Clawson, your father suffers from cancer. His will be a terrible death. We can change his destiny. We can CURE him and restore him to full vitality."
- Nurse Fuller, there is no need to tell you of the suffering. You see it every day of your existence as you try to halt the ravages of disease, injury, and death. It is a war. Do YOU feel like you are winning the war? We can help. Think of a world without disease. It is within your reach."

you been paid? Where's your tax form?" He seems oblivious to his condition and appears more worried and obsessed with tax forms, credit payments, and bills. While his interaction is strange, it is not threatening.

If the investigators talk to Mestler about him being a monster, he says "nothing wrong with me" but then starts to shake and tremble. Suddenly, he rips open his shirt as a giant mouth tears open the skin across his stomach, and he starts croaking so loudly that the investigators must attempt **CON** rolls or be take 1 damage per turn while in his presence. Call for another **Sanity** roll (1/1D4 loss). In addition, he leaps to attack, biting with his newly formed stomach-mouth. He fights in this manner until subdued or killed, or if he suffers a major wound, which causes him to run out into the larger office and hide under one of the open plan desks.

Jim Conaty's Office

Next to Brad Mestler's office is Blanche Yurka's office, behind which is Jim Conaty's office. The investigators must go through Blanche's smaller outer office to get into Conaty's room. The light is on inside allowing the investigators to see Blanche as she is now—a bird-woman satyr—call for a **Sanity** roll (1/1D3 loss).

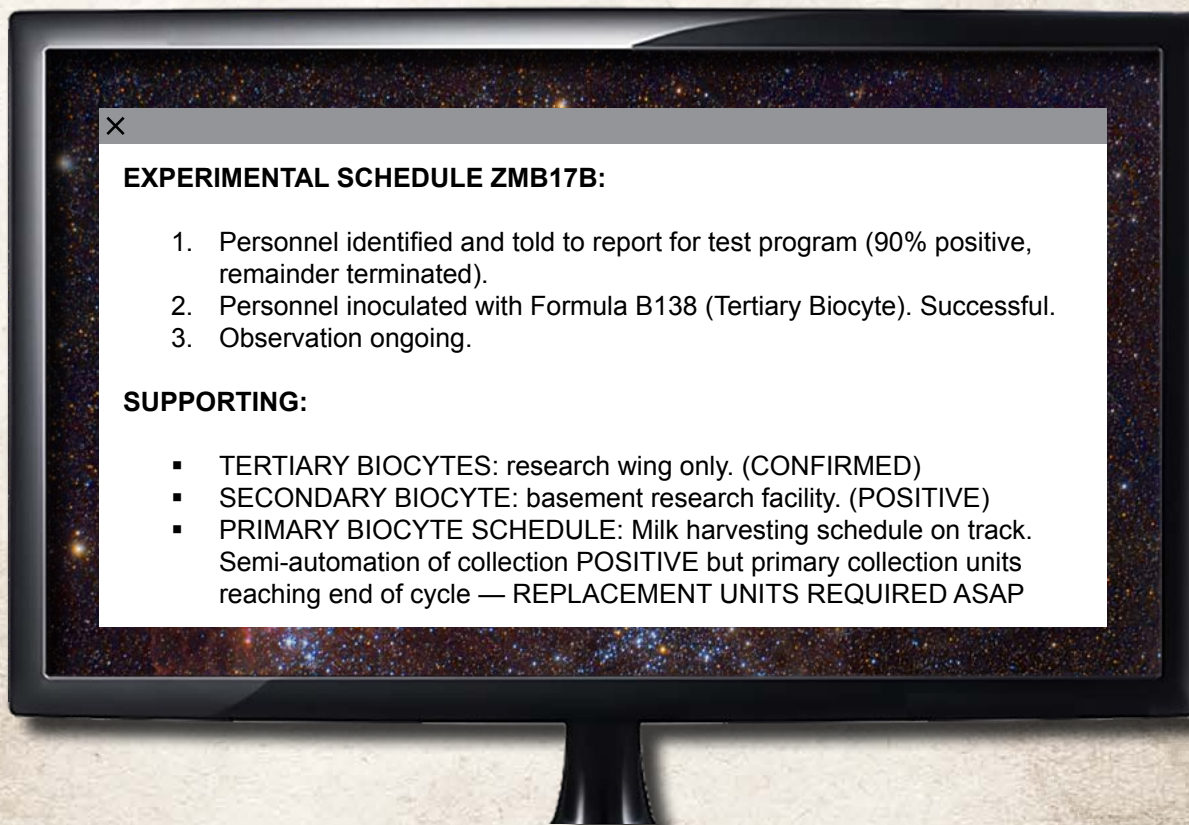
Blanche's lips have formed into a rudimentary beak; her hair has turned into white feathers, and her fingers into long,

bird-like claws. She acts like a bird: her eyes fix upon people as her head darts about, her claws latch onto objects, and she is quick moving.

Blanche is currently surfing the Internet and singing to herself. When she sees the investigators, she starts whistling about "Unauthorized access" in a singsong voice. If the investigators attempt to go past her to get to Conaty's office, she rises up and charges them (call for a **Dodge** roll to avoid Blanche). If the investigators are successful in dodging, Blanche leaps past them and hits her head loudly against the wall and knocks herself out. Otherwise, her initial assault causes 1D4 damage and the investigators must subdue or kill her to stop her attacks. Should the investigators manage to talk to Blanche (after she comes round after knocking herself out or if she is subdued) she talks about "the Mother" in vague terms but is more specific when describing the "amoebozoans," referring to Secondary and Primary Biocytes, milking the mother (and how birds don't produce milk), and so on—refer to **The Milk of Shub-Niggurath**, page 70, for information to relay.

Jim Conaty's spare keys are actually in the drawer of Blanche's desk, which otherwise has little else of interest. Inside Conaty's office, the room is empty although his computer is turned on and its screen displays a window with a message—see **Handout: Panacea 2**.

Handout: Panacea 2



WHERE NEXT?

The investigators' primary objective is to obtain the keys (in Blanche Yurka's desk drawer) to allow them to enter the East Wing of the building; however, it is likely they will want to explore the West Wing, as well as the West Basement. Note that access to the rooftop garden and staff restaurant is barred by the security shutters and so are out of bounds for the investigators. While there are no important clues in these areas, the Keeper may decide to inject further encounters and information as they see fit. Rather than a detailed, room-by-room, description of these areas, here following are some possible clues and encounters that the Keeper can use or draw upon for inspiration. Remember, the objective is to get the investigators into the East Wing to face the horrors therein, so try to avoid overlong searches of the building and skip to the action and points of interest.

Option: if any of the investigators have knowingly or unwittingly ingested or been injected with Zylactis, amoebozoans, or (somehow) the raw milk of Shub-Niggurath, then they are likely to begin exhibiting its effects (minor or greater mutations); thus, instilling the idea that a potential "cure" might be found in the East Wing will focus their attention on getting inside. The Keeper might insert clues to plant this (incorrect) notion earlier in the scenario, should the investigations have the opportunity to become exposed to the drug.

Possible encounters and clues:

- A computer terminal showing an email to a member of staff. The email states the staff member's new contract is attached. When the file is opened, there is a section stating the employee agrees to take part in any "test programs" organized by ZyMedBio.
- In Wesley Rice's office (Head of Security), a report from a private security consultant named Wade Boteler (pre-generated investigator) stating he has Marina Kolga under surveillance and awaits further directions.
- An opened vial of Zylactis; a partially filled and used syringe nearby.
- In Ulysses Anak's office, a desk diary with appointments showing the Anak brothers' visits to their other businesses and so on (the Keeper should devise the details according to how they might wish to expand the scenario).
- A satyr, intent on injecting the investigators with a massive dose of Zylactis (accelerated mutation if an Extreme **CON** roll is failed). The satyr has a massive 100ML syringe full of Zylactis.
- A half-man half-pig is tearing open food containers and refrigerators in the staff kitchen and lounge so that he can gorge on the food. Perhaps living flesh is more to his or her taste?

- In the West Wing Basement, a spider-like satyr has made its web, waiting for unwary food to approach. Call for a **Hard Spot Hidden** roll to notice the sticky web-like strands in the darkness of the basement (the satyr has broken the lights down here). Freeing oneself from the web calls for a **STR** roll.

RESEARCH WING (EAST WING)

From the entrance lobby, the investigators arrive at a second reception area containing a desk, with doors on either side. Both doors are unlocked. The door on the right leads to a front corridor containing treatment rooms, offices, and a patient's lounge while the door to the left leads to a rear corridor where laboratories, lab animals, and storage facilities can be found.

Sitting at reception is Beatrice April, a satyr whose head is skull-like (**Sanity** roll, 1/1D3 loss). She raises her skeletal hands at the intruding investigators, shouting, "You can't stop us!" Beatrice is fully initiated into the cult and resists attempts to access the doors (particularly the door to the private corridor in the rear of the building). She will have to be subdued or killed if the investigators are to pass—once reduced to half or fewer hit points, Beatrice attempts to flee through the door to the rear corridor (intent on releasing the satyrs in the **Milking Room**, see page 95). Investigators looking for a handy weapon may note the two wall-mounted fire extinguishers in the reception area (use as clubs, dealing 1D6 damage).

Following are brief overviews of the rooms in the East Wing. Specific encounters are described in the subsequent sections as noted; otherwise, the rooms are free of clues or encounters—unless the Keeper wishes to insert their own. The East Wing is split into a front (public) corridor, where patients undergoing the drug trial come for their appointments, and a rear (private) corridor containing laboratories, stores of Zylactis, and the Milking Room.

FRONT CORRIDOR

This area is quiet, dark, and currently free of satyrs. The rooms at the front of the building comprise a patient's lounge (comfy chairs, low tables, drink and snack vending machines) and a row of treatment rooms (containing a hospital bed, sink, and basic medical supplies). All of these rooms smell of antiseptic cleaner and are free of clutter.

A staff lounge is marked "Private: Staff Only." Inside, it's more or less a mirror of the patient lounge but with a row of vending machines offering a variety of hot and cold drinks, confectionery and snacks. A door at the rear of the room

is locked (STR 150), which leads directly into another staff lounge in the rear corridor. Jim Conaty's keys may be used to open this door.

Opposite to the treatment rooms are a line of empty offices. Each has desk and chair (but no computer) and looks unused. At the far end of the corridor are a couple of storage rooms, one contains regular janitorial supplies (cleaning equipment, buckets, and vacuum cleaner) while the other is locked (STR 100) and holds various medical supplies (syringes, gauze, bandages, plus a basic pharmacy collection of pain killers and the like).

REAR CORRIDOR

Safety lighting provides an atmosphere of dim twilight here. As the investigators enter, voices can be heard shouting (coming from the far end of the corridor, see **Lab Animals: The Dogs**, nearby). Looking down the corridor, a successful **Spot Hidden** roll detects movement (Jim Conaty, who is loitering nearby, see **Tertiary Biocyte Storage**, page 94).

Staff Lounge

The staff lounge mirrors the one in the front corridor although it is messy and chairs are half-turned over. A successful **Spot Hidden** roll notices organic matter on the floor—greasy portions of skin, blood, and thick gloopy saliva.

Jefferson Anak's Office

The (locked, STR 150) door to Jefferson Anak's office can be found opposite the door from the reception. A smart office, with a polished wood desk, high-backed executive chair, and a whiteboard showing various strange chemical formulae. The formulae will mean little to most people but those making a successful **Science (Pharmacy, Chemistry, or Biology)** roll can deduce it's a complex series of DNA structures. If a Hard or Extreme level of success is achieved, the viewer notes that the formulae concern the combining of a specific (unidentifiable) DNA into human and animal DNA. The result being that the unknown DNA provokes mutation in the cells where it is introduced. While the investigators may not be able to decipher these clues, they may wish to photograph the whiteboard and show the formulae to experts—allowing this information to be used should the Keeper wish to expand the scope of the scenario.

Laboratories

The laboratories are well equipped and modern. Microscopes, computers, Petri dishes, flasks, ultracentrifuges, electrophoresis apparatus, and more can be found here. Those without medical or scientific training will be at a loss at what do with most of the devices.

Electrical Closet and Flammable Storage

Both of these closet spaces are locked (STR 100) but can be opened with Jim Conaty's keys. The electrical closet houses power junctions and supplies; a successful **Electrical Repair** roll can either disable or turn on the electrical supply as desired. Note that switching off the electricity turns off all lighting and all systems requiring power; if this should be done, the servers connected to the dark young in the basement below also go down but, as it controls the master supply, the dark young can turn things back on.

The flammable storage closet holds two large metal cabinets, each containing highly flammable substances and dangerous chemicals, such as Triethylamine (volatile, has a strong fishy odor), Diethylamine (corrosive chemical, contact with skin causes irritation or burns), Ethylenediamine (reacts with moisture to produce a corrosive, toxic, and irritating mist), and Ethanol (volatile, flammable, colorless liquid with a chemical odor) to name but a few. This assortment of deadly chemicals might be brought to bear against the dark young if the investigators think to carry the heavy canisters down to the basement. Attempting to use such chemicals carries risk: they must be carried and handled safely. Investigators lobbing canisters at satyrs (and the like) must get relatively close and also risk exposure.

Cold Store

This room is actually an industrial refrigerator; the metal door is unlike those elsewhere in the corridor, with an inbuilt lever lock system. Getting inside requires Conaty's keys, smashing the lock on the lever (STR 100), or a successful **Locksmith** or **Hard Mechanical Repair** roll. Once inside, it's clear that it's a giant fridge—the air is cold. A series of shelves hold patient blood samples, flasks and vials containing Zylactis, as well as other experiments in here for safekeeping. Inventive investigators might be able to use this relatively secure room to confine captured and subdued satyrs.

Lab Animals: The Dogs

The shouting heard upon entering the East Wing comes from within this room at the end of the corridor. Opening the unlocked door, the investigators are greeted by a cacophony of noise, as seemingly a dozen men and women are in heated discussion. Going inside, the investigators quickly realize there are no people in here but, instead, twelve cages, each containing a dog that speaks with a human voice. Some of the dogs have physical mutations, such as human hands instead of paws, human-like skin instead of fur, and one actually has a human-like head. Call for a **Sanity** roll (1D3/1D6 loss).

Listening to what the dogs are actually saying is somewhat difficult given that all are talking at the same time and at high volume. A successful **Listen** roll manages to pick out some sense: "Let us out!" "Water please!" "I'd like some more milk please!" And

so on. If an investigator actually speaks to the dogs, they fall quiet and listen, and something of a conversation can be held (although some dogs can't contain themselves and randomly shout out requests). The dogs claim to know nothing other than that they enjoy being fed, particularly with that "delicious milk," and that they wish to be released (some dogs have made a good effort at biting through the wire mesh of their cages). The dogs just want to be let out and promise not to hurt anyone.

If the dogs are released, they rush out in a pack and begin to seek a way out of the building (the ones with human hands can open doors). While they won't attack the investigators (unless provoked), they might cause a nuisance and a distraction. It's down to the Keeper to decide if this pack of mutated dogs does break free of the building, running off into the night to cause mayhem elsewhere—in time, madness takes hold and the dogs become hungry and fearsome hunters, endangering those who cross their path.

Next to the room holding the dogs is another holding smaller lab animals, like rabbits, mice, and rats. Most of these appear normal but one or two are clearly showing signs of mutation.

Tertiary Biocyte Storage

Plate glass windows allow the investigators to see inside this room; the door is signed "Tertiary Biocyte Storage." Inside, rows of shelves hold flasks of a gloopy, blob-like white liquid. The liquid is moving, as if alive, and in some cases the liquid appears to have pushed out the stoppers of the flasks, allowing the creepy-looking white slime to escape. Indeed, globs of the viscous liquid are crawling up the windows of the room.

As the investigators look on, Jim Conaty appears nearby and barks out, "Stop there! You are in big trouble!" If Marina Kolga is there, Conaty addresses her by name. He runs towards them, yelling, "Get away from the amoebozoans!"

Conaty is emaciated and skinny. He is now part deer; his arms and legs now end in hooves, his face is elongated, and antlers grow from his forehead (**Sanity** roll, 1/1D3 loss). He doesn't immediately attack as he still clings to some shreds of

sanity (he will soon fall completely insane). Thus, depending on the investigator's response, he can briefly converse and explain a little about what is going on. His speech is somewhat slurred as he says, "the Secondary Biocyte is the key. It brings forth an organ of the Primary Biocyte, which produces the milk. The gatherers collect the milk and then we process it. When warmed sufficiently it becomes the Tertiary Biocytes. But if kept cool, it proves a powerful cure for all diseases. It's truly wondrous! But the balance is hard to get right. It's really really hard. So hard..." With this, he appears to break down and tries to run away towards the Milking Room—if the door to the Milking Room is yet unopened, he tries to open it.

If attacked, Conaty defends himself but doesn't resort to violence. He attempts to scurry away and hide, whimpering in a corner. Eventually, his remaining humanity will be lost, whereupon he becomes bestial and aggressive.

Investigators electing to open the door to the amoebozoans put themselves in danger. The amoebozoans can attack, dropping down from the ceiling or suddenly leaping at nearby humans or animals. The milky blobs attach to flesh or try to enter via the mouth, ears, or eyes. Quickly (1D3+1 rounds) the amoebozoan enters the body, triggering rapid changes as it coalesces with the host, provoking mutation into a more bizarre and less-human seeming satyr—one of Shub-Niggurath's one thousand young (see **Greater Satyr** statistics, page 99).

Delivery Area

Beyond the rear corridor, the building opens up into a delivery area. Large bay doors allow for deliveries of equipment and supplies. Nearby, two, ten foot tall metal canisters stand next to what looks like a control panel mounted next to a pair of reinforced metal doors marked as "Primary Biocyte Collection" (these open into the Milking Room, see following). To the right-hand side of the area is a door with the words "Basement. No Unauthorized Access" written on it (see **East Wing Basement**, page 95). Trolleys and boxes of medical supplies are randomly littered about. A pair of fire hoses, coiled and mounted to one of the walls, can be found near to some fire extinguishers.

Inspecting the control panel next to the reinforced doors, the investigators see a series of controls—a successful **Mechanical Repair** or **Science (Engineering)**, or **Hard Know** roll deduces that the controls operate a system of pipes that come out of the room behind the reinforced doors and feed into the two large canisters. In addition, the panel has controls for heating and cooling units (sitting beneath the canisters), which regulate the temperature of the canisters. Both canisters have faucets with screw-end feeds near their bottoms, allowing whatever is inside to be poured out. Investigators who decide to open a faucet find that it unleashes a flow of amoebozoans (see **Tertiary Biocyte Storage** for details).



Hanging from hooks on the far side of the reinforced doors are three metal rods. Each rod has a plastic handle and ends in two electrodes. These are cattle prods, used by ZyMedBio cultists to control the greater satyrs inside the Milking Room.

Milking Room

“Primary Biocyte Collection” is written across the reinforced metal doors. The doors can be unlocked using a wheel locking mechanism, much like a ship’s watertight door. If opened, the room beyond is dark but noises can be heard.

This reinforced structure is huge and was built to hold a partially materialized portion of Shub-Niggurath. The dark young in the building’s basement uses otherworldly magic to summon one of the Dark Mother’s gigantic tentacles, allowing the sixth greater satyrs inside the room to suckle and consume the Outer God’s milk. Once they had had their fill, the satyrs have been trained to regurgitate the milk into a trough, which then feeds the milk through pipes to the two canisters outside the room. The process completed, the spell is ended and Shub-Niggurath departs.

The satyrs are horrific things; once human, they have swollen and mutated into foul creatures devoid of any resemblance to man or woman due to feeding directly upon the Mother’s milk. Call for a **Sanity** roll (1D3/1D6 loss). When the doors open, the satyrs think it is the ZyMedBio cultists come to hurt them with the cattle prods, and so are initially scared of the investigators and hide in the darkness of the room. They steer clear of the investigators unless cornered or threatened, whereupon they attack.

EAST WING BASEMENT

The door to the basement is locked (STR 100) requiring brute force, a successful **Locksmith** roll, or Jim Conaty’s keys to open. The door leads to a flight of stairs descending below the building, which end at another (unlocked) door. Inside, the basement is dark although a myriad of green, red, and yellow flashing server lights cast some illumination. Upon entering, an unwholesome smell, like that of an open grave, greets the investigators.

Here the “Secondary Biocyte” resides; a dark young of Shub-Niggurath that has entwined itself into the many servers and building systems. Brought here by the Anak brothers to periodically summon a portion of Shub-Niggurath so that the Outer God’s milk may be gathered.

The dark young will be aware of the investigators and their approach (see **Cold Words**, page 90) and would prefer to use guile and cunning to turn the investigators into faithful (or unwitting) servants so that they further contaminate the world with the Mother’s milk. It will appeal to their sense of humanity, asking if they wish to rid the world of disease, pain, and the anguish of sickness. The Mother’s milk brings hope to millions, who are they to deny it? Seeing the dark young



CATTLE PRODS

Cattle prods discharge an electric current (anywhere from 50,000–5-million volts), enough to incapacitate a human. Applied continuously to the skin, a cattle prod causes burning and scarring.

Use the Fighting (Brawl) skill when wielding a cattle prod as a weapon. Damage depends on length of exposure: a single prod causes 1D3 damage and the target must succeed in a Hard CON roll or be stunned for 1D6 rounds; prolonged and sustained contact inflicts an additional 1D3 damage per round after the first (inclusive of burning damage), the target must succeed in an Extreme CON roll each round or be stunned for 1D6 rounds. Sustained damage may cause a major wound.

Note: dark young are immune to attacks dependent on electrical charge, as well as heat, blast, corrosion, or poisoning.



provokes a **Sanity** roll (1D3/1D10 loss); those investigators succumbing to insanity might be drawn to heed the dark young’s words and believe that running back upstairs to break open the Tertiary Biocyte Storage room or open the faucets of the canisters containing the milk to release the amoebozoans is the “right” thing to do—perhaps they feel the need to drink up the milk and escape the building.

If the dark young’s words are ignored or denied, and the investigators move to attack, the monster attempts to unleash spells to harry or incapacitate (rather than kill)—see **Confrontation with the Dark Young**, following.

Confrontation with the Dark Young

The dark young would prefer to draw the investigators to its side rather than kill them outright. If all fails, it attempts to incapacitate the investigators so that they might be of future use to the cult—perhaps as replacements to gather the Mother’s milk directly from her teats, or as test subjects for further trials of Zylactis and/or hosts for amoebozoans. The dark young has a variety of spells at its disposal—favoring the use of Cause Blindness, Cloud Memory, Clutch Of Nyogtha, Mental Suggestion, and Wrack to achieve its ends. Such spells appear as glowing and strange glyphs in the air before unleashing their effect. Despite its best efforts, should the investigators gain the upper hand, it will attempt to use the Gate spell to depart—providing the investigators, at least, a pyrrhic victory.



The investigators have a few options to deal with the dark young. Some possibilities follow although be prepared for the players to come up with out-of-the-box thinking!

- Using the canisters found in the Electrical Closet and Flammable Storage room won't really cause any harm to the dark young but will cause an electrical fire, destroying the servers and building system controls. With the infrastructure gone, the dark young can no longer control the building (the steel blinds locking the investigators inside are released, allowing escape) and it may elect to depart.
- A head-on attack is likely to result in investigator deaths but, should a successful concerted effort be made, the dark young might be wounded enough to make it want to leave rather than risk further injury. Remember, hand-to-hand weapons inflict normal damage while bullets cause only 1 (2 with an impale) damage. Quick-thinking investigators might seek out fire axes.
- The investigators agree to the arguments of the dark young. Perhaps group insanity means the investigators comply with the monster's wishes and they readily consume Zylactis in great quantities or allow amoebozoans to crawl down their throats so they can become more than human so as to spread the good word of Shub-Niggurath.

CONCLUSION

Possibly, the investigators win the day and kill or cause the dark young to depart. Perhaps they turn the ZyMedBio building into a blazing inferno, stopping the cult's Zylactis trial and its tentacles from spreading further. If the investigators escape the building without causing its destruction, do they call the authorities and risk exposing innocent people to the horrors within ZyMedBio?

Perhaps some investigators are turned and become the slaves of the cult. Do their colleagues now attempt a rescue? And what of the Anak brothers? Do the investigators seek them out to mete justice?

The Keeper can either draw a veil across the proceedings or use the scenario's outcome to lead into further adventures against the Anak's cult of Shub-Niggurath. The choice is yours.

Rewards

If you are using *Panacea* in an ongoing campaign, the investigators may receive the following rewards:

- Killing the dark young +1D8 Sanity points.
- Causing the dark young to flee +1D6 Sanity points.
- Destroying ZyMedBio's ability to continue its foul work +1D6 Sanity points.
- Knowingly sending the police and other innocents into ZyMedBio -1D6 Sanity points.

APPENDIX: PANACEA

NON-PLAYER CHARACTERS AND MONSTERS

Sissy Richards, 37, sister and best friend

STR 50 **CON** 70 **SIZ** 60 **DEX** 70 **INT** 75
APP 55 **POW** 45 **EDU** 70 **SAN** 45 **HP** 13
DB: 0 **Build:** 0 **Move:** 8 **MP:** 9

Combat

Brawl 35% (17/7), damage 1D3
Dodge 40% (20/8)

Skills

First Aid 45%, Listen 60%, Persuade 40%, Psychology 45%, Spot Hidden 35%, Stealth 40%, Throw 40%.

Andrew Lucio, 24, IT technician and assault victim

If presenting Lucio as having been dosed on Zylactis, use the lesser satyr profile instead.

STR 50 **CON** 60 **SIZ** 50 **DEX** 70 **INT** 80
APP 55 **POW** 55 **EDU** 80 **SAN** 52 **HP** 11
DB: 0 **Build:** 0 **Move:** 8 **MP:** 11

Combat

Brawl 35% (17/7), damage 1D3
Dodge 35% (17/7)

Skills

Computer Use 75%, Electrical Repair 40%, Fast Talk 45%, Persuade 30%, Psychology 30%, Sleight of Hand 40%, Spot Hidden 55%, Stealth 50%, Throw 60%.

Chuck Ogle, 46, mutated party host

Ogle is on his way to becoming a lesser satyr.

STR 60 **CON** 90 **SIZ** 90 **DEX** 45 **INT** 70
APP 50* **POW** 40 **EDU** 70 **SAN** 09 **HP** 18
DB: +1D4 **Build:** 1 **Move:** 5 **MP:** 8

**Pre-mutation.*

Combat

Attacks per round: 1 (bite, claw, tongue strangle)

Fighting 65% (32/13), damage 1D4+1D4
Tongue (mnvr) 65% (32/13), strangle damage
 1D3 per round**
Dodge 20% (10/4)

Opposite: The Milking Room

CHAPTER THREE

****Tongue strangle:** target suffers penalty die to all actions while held; target may attempt to break free with opposed STR roll (not subject to penalty).

Skills

Fast Talk 60%, Intimidate 55%, Psychology 30%, Spot Hidden 45%.

Sanity loss: 1/1D3 loss for seeing Ogle's mutations.

Ted Dawson, 57, police chief

Dawson is on his way to becoming a lesser satyr (statistics show the partial effects of Zylactis); if encountered later in the scenario, the Keeper should use the lesser satyr profile.

STR 70 **CON** 90 **SIZ** 65 **DEX** 60 **INT** 75
APP 40* **POW** 60 **EDU** 70 **SAN** 38 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12

*Pre-mutation.

Combat

Attacks per round: 1 (bite, claw)

Fighting 50% (25/10), damage 1D4+1D4
Dodge 40% (20/8)

Skills

Fast Talk 50%, First Aid 45%, Intimidate 80%, Jump 50%, Law 50%, Listen 60%, Psychology 55%, Spot Hidden 40%, Stealth 35%, Throw 50%.

Sanity loss: 1/1D3 loss for seeing Dawson's mutations.



Anthony Callison, 48, editor

Callison is on his way to becoming a lesser satyr (statistics show the partial effects of Zylactis); if encountered later in the scenario, the Keeper should use the lesser satyr profile.

STR 40 **CON** 90 **SIZ** 45 **DEX** 75 **INT** 85
APP 55* **POW** 60 **EDU** 80 **SAN** 38 **HP** 13
DB: 0 **Build:** 0 **Move:** 8 **MP:** 9

*Pre-mutation.

Combat

Attacks per round: 1 (bite, claw)

Fighting 45% (22/9), damage 1D4
Dodge 45% (22/9)

Skills

Art/Craft (Journalism) 80%, Charm 40%, Fast Talk 60%, Listen 45%, Psychology 30%, Spot Hidden 80%, Stealth 70%, Throw 30%.

Sanity loss: 1/1D3 loss for seeing Master's mutations.

Satyr, Lesser

Use this profile for Jim Conaty, Blanche Yurka, Brad Mestler, and Beatrice April.

char.	average	roll
STR	60	3D6 × 5
CON	90	(5D6) × 5
SIZ	65	(2D6+6) × 5
DEX	80	(3D6+6) × 5
INT	60	(3D6) × 5
POW	50	3D6 × 5

Average Hit points: 15

Average Build: 0

Average Damage Bonus: 0

Average Move: 8

Average Magic Points: 10

Combat

Attacks per round: 1 (dependent on mutation; claw, bite, tail, tongue, etc.)

Fighting 50% (25/10), damage 1D6+DB
Dodge 40% (20/8)

Skills

Climb 40%, Jump 40%, Listen 40%, Stealth 50%, Throw 45%.

PANACEA

Armor: none.

Spell: none.

Sanity loss: 1/1D3 loss to see a lesser satyr (increase to 1/1D4 or 1/1D6 for particularly horrific mutations).

Satyr, Greater

<i>char.</i>	<i>average</i>	<i>roll</i>
STR	80	(3D6+6) × 5
CON	100	(4D6+6) × 5
SIZ	90	(5D6) × 5
DEX	80	(3D6+6) × 5
INT	40	(3D6) × 5
POW	50	3D6 × 5

Average Hit points: 19

Average Build: 2

Average Damage Bonus: +1D6

Average Move: 7

Average Magic Points: 10

Combat

Attacks per round: 2 (bite, claw, other)

Greater satyrs may bite and claw attacks, as well as specific attacks based on a mutation (e.g. using a tail to grab or strangle; use combat maneuvers as appropriate).

Fighting	60% (30/12), damage 1D3+DB
Dodge	30% (15/6)

Skills

Climb 45%, Jump 50%, Listen 40%, Stealth 40%, Throw 40%.

Armor: none—some mutations may confer 1 or 2 points of armor.

Spell: none.

Sanity loss: 1D3/1D6 loss to see a greater satyr.

Mutated Dogs (twelve)

STR 40	CON 70	SIZ 35	DEX 70	INT 30
APP —	POW 35	EDU —	SAN —	HP 10
DB: -1	Build: -1	Move: 12	MP: 7	

Combat

Fighting	55% (27/11), damage 1D6-1
Dodge	45% (22/9)

Skills

Jump 60%, Listen 45%, Stealth 40%.

Armor: none—some mutations may confer 1 or 2 points of armor.

Spell: none.

Sanity loss: 1D3/1D6 loss to see the mutant dogs.

Dark Young, child of Shub-Niggurath

STR 220	CON 80	SIZ 220	DEX 80	INT 80
APP —	POW 90	EDU —	SAN —	HP 30
DB: +4D6	Build: 5	Move: 8	MP: 18	

Combat

Attacks per round: 5 (tentacle, kick, crush, trample)

Grab (mnvr): may use its tentacles to grab and capture up to four victims. If grabbed, the target is held to one of the horrible sucking mouths and drained of 1D10+5 STR per round. This STR loss cannot be restored. While being drained, a victim is capable only of ineffectual writhing and screaming.

Trample: once per round, may trample with its massive hooves, typically hooting and bellowing as it rears up and attempts to trample as many opponents as it can (up to 1D4 humans if they are situated close together).

Fighting	80% (40/16), damage 4D6
Grab (mnvr)	80% (40/16), grabbed and held for 1D10+5 STR drain per round
Trample	40% (20/8), damage 2D6+4D6
Dodge	40% (20/8)

Skills

Interface with Computer 90%, Stealth 30%.

Armor: dark young are of non-Earthly material and make-up, any successful hit with a firearm attack does only 1 point of damage per bullet (2 points for an impale). Hand-to-hand weapons inflict normal damage. Attacks dependent on heat, blast, corrosion, electrical charge, or poisoning have no effect.

Spells: Call/Dismiss Shub-Niggurath, Cause Blindness, Cloud Memory, Clutch of Nyogtha, Gate, Mental Suggestion, Wrack.

Sanity loss: 1D3/1D10 loss to see a dark young.

WADE BOTELER**Age:** 54 **Occupation:** Security Consultant

STR 80 **CON** 65 **SIZ** 55 **DEX** 70 **INT** 85
APP 75 **POW** 70 **EDU** 80 **SAN** 70 **HP** 12
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 14 **Luck:** 45

Combat

Brawl 50% (25/10), damage 1D3+1D4
.38 auto 60% (30/12), damage 1D10
.30-06 rifle 50% (35/14), damage 2D6+4
Dodge 40% (20/8)

Skills

Climb 60% (30/12)	Locksmith 40% (20/8)
Computer Use 50% (25/10)	Mechanical Repair 35% (17/7)
Credit Rating 25% (12/5)	Psychology 45% (22/9)
Fast Talk 40% (20/8)	Spot Hidden 45% (22/9)
First Aid 45% (22/9)	Stealth 40% (20/8)
Intimidate 45% (22/9)	Swim 50% (25/10)
Jump 50% (25/10)	Throw 40% (20/8)
Library Use 45% (22/9)	
Listen 40% (20/8)	

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

You served a total of thirty years in the Army as a Non-Commissioned Officer. Following retirement, you gradually moved into the private investigation field, billing yourself as a "Security Consultant" as you never got around to obtaining a P.I. license. Your mother had a stroke a few years ago and now lives in a nursing home, where you make regular visits.

Three weeks ago, a pharmaceutical company called ZyMedBio hired you with the offer of \$23,000 to keep an eye on a "dangerous disgruntled ex-employee" named Marina Kolga. Putting Kolga under surveillance, you quickly saw that she lives a quiet life. Hacking into her computer (she had no security), all you found is that she likes romantic comedies, doesn't watch porn, and is actively looking for a job. You sent your findings to ZyMedBio and a few days ago they asked you to "bring her in for questioning at night." What the heck? That's not what a security consultant does. They said you would only get the rest of the money if you brought her into ZyMedBio—you've been paid \$2750 so far. You are suspicious of ZyMedBio's intentions. Illegal violence is one line you are not yet prepared to cross.



From your investigation, you discovered that Kolga is attending a party being held by her cousin, Chuck Ogle. Your plan is to crash the party, observe Kolga and, ultimately, decide whether to convince her to accompany you to the ZyMedBio offices. If you can talk Kolga into going along with you, you could demand your paycheck when you arrive at ZyMedBio, as well as guarantee her safety by staying with her during the questioning.

Key People:

- **Marina Kolga (PC):** a young lawyer that ZyMedBio assigned you to keep tabs on. She reminds you of your daughter (now grown up and moved far away).
- **Gus Phillips (PC):** a desk cop you've seen a few times when you had to visit the police station. He's at the party with a woman. You are barely an acquaintance, but you do know his name. Not sure he knows yours.
- **Chuck Ogle (NPC):** the guy throwing the party.
- **Jim Conaty (NPC):** your ZyMedBio contact. He's a skinny guy in his 50s, He's the kind of guy that when you first shook hands, he tried to crush you with his manly grip like it was some kind of testosterone thing. What a loser.
- **Blanche Yurka (NPC):** Conaty's personal assistant. Most of your e-mails and phone calls were from her. You never met her face-to-face.

MARY FULLER

Age: 44 Occupation: Nurse

STR 55 CON 75 SIZ 50 DEX 75 INT 80
 APP 55 POW 60 EDU 75 SAN 60 HP 12
 DB: 0 Build: 0 Move: 8 MP: 12 Luck: 45

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 35% (17/7)

Skills

Charm 45% (22/9)
 Climb 25% (12/5)
 Computer Use 70% (35/14)
 Credit Rating 22% (11/4)
 First Aid 80% (40/16)
 Jump 30% (15/6)
 Library Use 25% (12/5)
 Listen 40% (20/8)
 Medicine 35% (17/7)
 Psychoanalysis 30% (15/6)
 Psychology 40% (20/8)
 Science (Biology) 50% (25/10)
 Science (Pharmacy) 40% (20/8)
 Spot Hidden 30% (15/6)
 Stealth 30% (15/6)
 Throw 30% (15/6)

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

You are a hard-working nurse at a hospital downtown. You were married, twice, but have been divorced for about three years. Your best friend is Sissy Richards, also divorced.

You have a cousin called Chuck Ogle, who has been seriously ill with adult-onset diabetes. Chuck's eyesight had been getting worse and, eight months ago, he had to have both of his legs amputated below the knee. A few weeks ago, he vanished. Your aunt said he was "undergoing treatment" with a pharmaceutical company named ZyMedBio.

Last week, out of the blue, Chuck telephoned and invited you to a party he is throwing. He didn't give much information—you fear the party is Chuck's way of saying goodbye to friends and family before he dies. Nevertheless, you decided to go. Gus Phillips, your best friend's brother and a police officer, was interested in the party for some reason (or maybe he's just interested in you?) and so he is going as your date.



Key People:

- **Gus Phillips (PC):** – Sissy Richard's brother and a cop. When he heard you were going to a party, he asked if he could come along.
- **Dr. Belinda Norwich (PC):** one of the doctors at your hospital, who is also attending the party. You don't often work directly with her (you are an E.R. nurse and she works with chronic cases).
- **Chuck Ogle (NPC):** your cousin. He was badly sick and has undergone treatment with ZyMedBio. Now he's holding a party and you hope it's not to announce his death.
- **Sissy Richards (NPC):** your best friend. After fifteen years of marriage, she got divorced and ended up with a packet in the settlement, so she is sitting pretty. She owns a small florist shop to keep busy.

ELLIOT CLAWSON

Age: 32 Occupation: Journalist

STR 60 CON 75 SIZ 80 DEX 55 INT 65
 APP 70 POW 70 EDU 85 SAN 70 HP 15
 DB: +1D4 Build: 1 Move: 7 MP: 14 Luck: 45

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 35% (17/7)

Skills:

Art/Craft (Photography) 60% (30/12) Listen 30% (15/6)
 Locksmith 20% (10/4)
 Computer Use 60% (30/12) Persuade 65% (32/13)
 Credit Rating 26% (13/5) Psychology 50% (25/10)
 Electronics 45% (22/9) Spot Hidden 40% (20/8)
 Fast Talk 65% (32/13) Stealth 35% (17/7)
 Jump 40% (20/8) Throw 35% (17/7)
 Library Use 55% (27/11)

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

You are an investigative reporter for a newspaper. You have been investigating ZyMedBio, a secretive medical research firm that just opened up its doors a few years ago. You started checking them out pretty much just to see if there even was a story to be had—you found out that they:

- Have no government contracts and are privately held.
- They have no products for sale and no obvious source of income, despite having an entire building in your city and over 100 employees.
- They are constantly seeking people for their research studies and experimental procedures.

All of this seemed pretty odd to you, and you were keenly interested in following it up – finding out more information on this weird corporation. But you were stopped cold.

Your editor, Anthony Callison, has been HIV+ for some years and recently his condition progressed to AIDS. Based on your research on ZyMedBio, Callison decided to go to ZyMedBio and sign up for one of their treatments. He said he would do some scouting around while he was there. He was gone about three weeks. When he returned, he announced he was in complete remission and that his latest tests couldn't even identify HIV antibodies in his blood. How is that even possible? He also told you, in no uncertain terms, that ZyMedBio had



no secrets and made it clear that you were to stop your investigation of the firm. What the heck!

Puzzled, worried, and now highly suspicious, last week you got an invitation to a party from Chuck Ogle—one of the ZyMedBio patients you had previously interviewed over the telephone. Chuck was seriously diabetic and had both his feet amputated several months ago. You know he underwent treatment at ZyMedBio, so going to the party might be a good chance to pump Chuck again about ZyMedBio without violating Callison's orders to stop your investigation.

Key People:

- **Gus Phillips (PC):** you're a little surprised to see him at the party. Phillips is a cop; not a friend but an acquaintance you've met via the job. Maybe there is more to this ZyMedBio thing than you thought if the police are interested.
- **Chuck Ogle (NPC):** he was badly sick when you conducted a telephone interview with him, just before he undertook treatment with ZyMedBio.
- **Anthony Callison (NPC):** your editor. Once dying from AIDS, he is now in remission. He was treated at ZyMedBio and now won't let you investigate the company further.

BELINDA NORWICH

Age: 42 Occupation: Doctor

STR 45 CON 40 SIZ 55 DEX 70 INT 70
 APP 75 POW 70 EDU 90 SAN 70 HP 9
 DB: 0 Build: 0 Move: 7 MP: 14 Luck: 45

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills

Charm 40% (20/8)
 Credit Rating 36% (18/7)
 First Aid 65% (32/13)
 Law 25% (12/5)
 Library Use 35% (17/7)
 Listen 35% (17/7)
 Medicine 75% (37/15)
 Persuade 40% (20/8)
 Psychology 40% (20/8)
 Science (Biology) 45% (22/9)
 Science (Chemistry) 55% (27/11)
 Science (Pharmacy) 50% (25/10)
 Spot Hidden 45% (22/9)
 Stealth 30% (15/6)
 Throw 30% (15/6)

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

You are a doctor who works in a large hospital. You are idealistic but flatter yourself that you have a realistic view of the world. You are involved in research for sickle-cell disease (SCD). You want to improve lives and provide medical care.

Recently, one of your sickle-cell patients told you he was going to ZyMedBio for a free treatment protocol. SCD is permanent and not particularly treatable; thus, you were intrigued. Your patient came back after the treatment, saying he was "cured." You asked him to come in for a checkup but he never did. You had your secretary call him a couple of times, and apparently he was doing fine. Didn't even have an ongoing drug regimen or anything, which is amazing and, to your mind, impossible.



Having tried and failed to discuss the matter with ZyMedBio directly, you are puzzled and want to know more about the treatment. A nurse at your hospital, Mary Fuller, mentioned that her cousin (Chuck Ogle) had undergone a similar treatment with ZyMedBio. Apparently, Ogle is having a party, which you have decided to attend in the hope that you can gather some details about ZyMedBio and its treatments.

Key People:

- **Mary Fuller (PC):** a nurse at your hospital. She is also, usefully, a cousin of this Chuck Ogle guy who is throwing the party.
- **Chuck Ogle (NPC):** you have been told he was critically ill and went to ZyMedBio for treatment. Now he's holding a party, which you have crashed. You want to pump him for information about his treatment and ZyMedBio.

MARINA KOLGA

Age: 29 Occupation: Lawyer

STR 45 CON 90 SIZ 60 DEX 55 INT 65
 APP 65 POW 65 EDU 65 SAN 65 HP 15
 DB: 0 Build: 0 Move: 7 MP: 13 Luck: 45

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills

Credit Rating 28% (14/5)	Psychology 40% (20/8)
Fast Talk 50% (25/10)	Science (Biology) 40% (20/8)
History 35% (17/7)	Spot Hidden 45% (22/9)
Law 85% (42/17)	Stealth 40% (20/8)
Library Use 40% (20/8)	Swim 55% (27/11)
Listen 35% (17/7)	Throw 45% (22/9)
Persuade 60% (30/12)	

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

Your grandmother has dementia and you think your mother is beginning to show signs of dementia too. You have nightmares about losing your memory and fear that you will suffer from early-onset dementia.

Six months ago, you were fresh out of law school and unemployed. Out of the blue, a medical research company called ZyMedBio made contact and offered you a well-paying job, with standard corporate benefits. You couldn't refuse. You assumed you would be the company's liaison with an outside law firm but you were amazed to learn that you were expected to take care of all the company's legal operations. In reality, it turned out that all you did was shuffle papers in a small side office. It was trivial legal work and so dull you thought of leaving, despite the nice pay. You rarely had a chance to meet with or talk to other company personnel and didn't make any friends.

A month ago, the company sent you memo stating that you would be required to "voluntarily participate" in test programs. When you asked the Vice President, Mr. Conaty, how you could be required to volunteer he responded that the voluntary part was picking *which* test program. You couldn't believe it and so refused to sign up for any of the "voluntary" medical experiments.

The next day, when you came into work, your keycard didn't work and your things were in a box by the door. A security person met you, handed you a check for three months' pay and asked you to leave. You were out.



The guy who lives down the street, Charles Ogle, was a patient at ZyMedBio—you know this because you processed his forms. Tonight, you see lights and music coming from his house and a lot of cars in the street. He must be having a party. This is your chance to crash the party. You have an excuse—you are his neighbor, plus you worked for ZyMedBio when he was being treated. This could be your chance to find out what was going on; maybe Ogle can give you some info?

Key People:

- **Jim Conaty (NPC):** your former boss at ZyMedBio and Vice President in charge of all non-scientific company matters. He was one of those annoying fit older men, obsessed with taking a 2-mile run every. He constantly boasted of his cycling vacations. If only you had had the opportunity to snoop around his office and the research wing of the building, you might have discovered just what these test programs were about.
- **Blanche Yurka (NPC):** your boss's personal assistant. Mostly you interacted with her. She was a bird-like, quick-moving, middle-aged woman.
- **Chuck Ogle (NPC):** lives down your street, and underwent experimental treatment at ZyMedBio. You intend to crash his party to find out just what is going on at ZyMedBio.

GUS PHILLIPS

Age: 42 Occupation: Police Officer

STR 70 CON 60 SIZ 65 DEX 55 INT 70
 APP 45 POW 70 EDU 70 SAN 70 HP 12
 DB: +1D4 Build: 1 Move: 7 MP: 14 Luck: 45

Combat

Brawl 45% (22/9), damage 1D3+1D4
 .38 auto 50% (30/12), damage 1D10
 Dodge 35% (17/7)

Skills

Credit Rating 32% (16/6)	Navigate 40% (20/8)
Drive Auto 50% (25/10)	Persuade 40% (20/8)
Fast Talk 40% (20/8)	Psychology 40% (20/8)
First Aid 30% (15/6)	Spot Hidden 30% (15/6)
Intimidate 45% (22/9)	Stealth 40% (20/8)
Law 40% (20/8)	Swim 30% (15/6)
Listen 45% (22/9)	Throw 40% (20/8)
Mechanical Repair 40% (20/8)	

Bonus: allocate 40 points to any skills of the player's choice.

Backstory

You've been a cop for twenty years. Your commander, Chief Dawson, isn't your favorite guy but he recently announced his retirement due to terminal cancer, and you wouldn't wish that on anyone. He took medical leave and an interim chief was appointed.

Recently, you were investigating a case of assault that occurred in the parking lot of ZyMedBio, a medical research company. A man (Andrew Lucio) had been badly mauled; his wounds indicated that dogs or coyotes had bitten him, but he also had suffered deep slash wounds, like from a knife. The guy was delirious and the hospital said no one could talk to him. You went to ZyMedBio and talked to the Head of Security, Wesley Rice, who confirmed that a security guard found Lucio at around 10.30 p.m. and called for an ambulance. The guard did not see the incident, which took place in a camera blind spot. You put the investigation on a back burner, waiting for Lucio to recover, so he could explain what had happened.

Last week, Chief Dawson unexpectedly returned. He said his cancer was cured and he was back in the saddle. You never heard of anyone getting better from Stage IV pancreatic cancer! You spoke with him and he said he'd been treated at ZyMedBio but wouldn't go into specifics. Then, he transferred your partner to the gang unit and moved you to a desk job. He completely closed down the ZyMedBio investigation. Something is up.

While visiting your sister, her best friend, Mary Fuller,



mentioned that she was going to a party for her cousin, Chuck, who had been on some treatment program at ZyMedBio. Thinking this might be a chance to find out a little more about the company (without alerting Chief Dawson), you asked if you could escort Mary to the party. She said yes, so you are going as her date.

Key People:

- **Mary Fuller (PC):** your sister's friend and a trained nurse. She is also Chuck Ogle's cousin. You don't know if she sees you romantically but she did agree to let you escort her to Chuck's party.
- **Elliott Clawson (PC):** a newspaper reporter you've had run-ins with in the past. He's good at his job and not dangerously anti-cop.
- **Wade Boteler (PC):** an unlicensed investigator. You know him because he has shown up at the station a few times to wriggle out of being an investigator without a license. What's he doing here?
- **Sissy Richards (NPC):** your sister. She's divorced and owns a small florist shop.
- **Chuck Ogle (NPC):** Mary Fuller's cousin. He was critically ill and went to ZyMedBio for treatment. Now he's holding a party. You want to pump him for information about ZyMedBio.
- **Chief Dawson (NPC):** your boss. He had terminal pancreatic cancer and went to ZyMedBio for treatment. Now he claims to be cured. He is acting suspiciously and you dare not take official action.



MOHOLE

An experimental drilling project delves too deep and brings the attention of an ancient unspeakable horror.

Set in the modern-day on a North Sea drilling rig, *Mohole* accommodates up to six players and can be played in one or multiple sessions. A team of investigators is transported to Devil's Hole Platform to undertake an impartial audit of an experimental drilling project. Despite initial appearances, nothing is what it seems and the visiting team must cut through the fog of unease that pervades the isolated and inhospitable platform that stands all alone in a restless sea.

FOREWORD

The thing that hath been, it is that which shall be; and that which is done is that which shall be done: and there is no new thing under the sun.

—Ecclesiastes 1:9, King James Bible

When I create an adventure it is almost never from whole cloth. I always steal bits and pieces from stories I read, movies I saw, and other adventures I've played or read. In one sense, many of my writings are sort of Frankenstein monsters, cobbled together (I hope elegantly).

Mohole is no exception. For this scenario, I took elements from both the film *Quatermass and the Pit*, as well as from the *Doctor Who* episode *Inferno* (Pertwee). From *Quatermass* I took the idea of a malign underground presence that was

subverting the minds of the people but also transforming them, as well as the final image of a horrific entity towering over the scene (in my case it is Tsathoggua). From *Inferno*, I took the concept of a nuclear-powered drill, an erupting volcano, and an underground force that was subverting the bodies of the people, plus a crazed geophysicist driving the project to ruin.

Thus, the scenario features some characters being driven insane by their contact with "what lies beneath," and others being physically transformed into what I've termed Primordials. What I've added is an active intelligence, in the form of Tsathoggua, driving the process forward.

What I have *not* done is try to explain Tsathoggua's motives. In this scenario at least, they are possibly unthinkable. I mean look at what we have here. Tsathoggua is not human and "his" thought processes are not human. In human terms, he is vastly intelligent in some ways but also driven by deep animal hungers. What he gets out of Dr. Roylott's *Mohole* going wrong is probably unguessable, so I didn't even try to calculate a motive. I just made it clear that everything Tsathoggua does is to the detriment of the players. I was content with this. If you want to figure out a motive however, please do so with my blessing.

Sandy Petersen
2017

BACKGROUND

The investigators comprise a team of external observers called in to conduct an audit and report on an experimental drilling project designed to penetrate the Earth's crust and release a previously untapped source of energy, named "Rolot" gas after its discoverer Dr. Simon Roylott. The project, being conducted on a repurposed North Sea oil platform, falls under the auspices of the United Kingdom government and is classified top secret.

Piers Goldman, the Executive Manager responsible for the project, manages Devil's Hole Platform. Goldman, a timid and cowardly pencil-pushing bureaucrat, is directly accountable to Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. In charge of the day-to-day technical operations at Devil's Hole rig is Dr. Roylott, a somewhat domineering and fiery personality at the best of times. Thus, Goldman is caught in the middle of differing agendas and, consequently, under a great deal of pressure to ensure the success of the project. Goldman wants nothing more than to leave the project and return to the relative obscurity and safety of Whitehall and the British Civil Service; however, to voluntarily leave the project would ruin his career and, being a coward, Goldman is also fearful to speak out about concerns regarding safety on the platform. Winestep is applying pressure to get results at all costs and, consequently, Dr. Roylott has been dismissing the concerns of Goldman and exceeding all safety margins in order to expedite the work. Such matters are not helped by the fact that Winestep has contracted with a company named Fortudo to supply a team of "consultants" to provide security on the rig under the direction of David Stahl, a thuggish and brutal man with an unsavory past.

Goldman needs a way out. To this end, he hopes that the planned external audit of the project will provide him with a way to exit the rig and leave the North Sea far behind him. The audit will bring in knowledgeable outsiders—the investigators—to conduct a review of the project and thereby assess the viability of the work. While Winestep is confident the audit is just a rubber-stamping exercise, Goldman secretly hopes the external team will find something amiss; something bad enough for the project to be closed down and for him to be sent home.

PROJECT NERGAL

Named by Dr. Roylott after the Mesopotamian god of the underworld, Project Nergal began life in 2014 as an underfunded, left field research project focused on experimental drilling to the Earth's crust using a decommissioned oilrig. Despite early minor setbacks, Roylott's drilling discovered a new form of naturally occurring gas, named Rolot.

Compared to natural gas, Rolot carries fewer impurities and can be processed at a reduced cost, making it a highly attractive energy source. Dr. Roylott believes Rolot, just like standard natural gas, is derived from layers of decomposing animal and plant matter but, due to far greater geological pressure, the gas is purer and more concentrated.

With promising initial results, Dr. Roylott campaigned the U.K. government for increased funding and an extended lease of the oilrig. Able to demonstrate Rolot's enormous potential, Roylott's requests were accepted, the money flowed, and the rig was repositioned in Devil's Hole in the North Sea, over what Roylott believes to be an enormous pocket of Rolot gas. In addition, Roylott managed to get the government to agree to the installation of a nuclear reactor, taken from a decommissioned submarine, enabling faster and more powerful drilling, allowing Roylott to plumb incredible depths below the seafloor.

Deep Down

Apart from the politicking and day-to-day human concerns on Devil's Hole Platform, down below, at the Earth's mantle, concerns of an inhuman nature are coming to the fore. Drilling into the Earth's crust, some five miles below the sea's floor, has broken open a hole into a realm of nightmare.

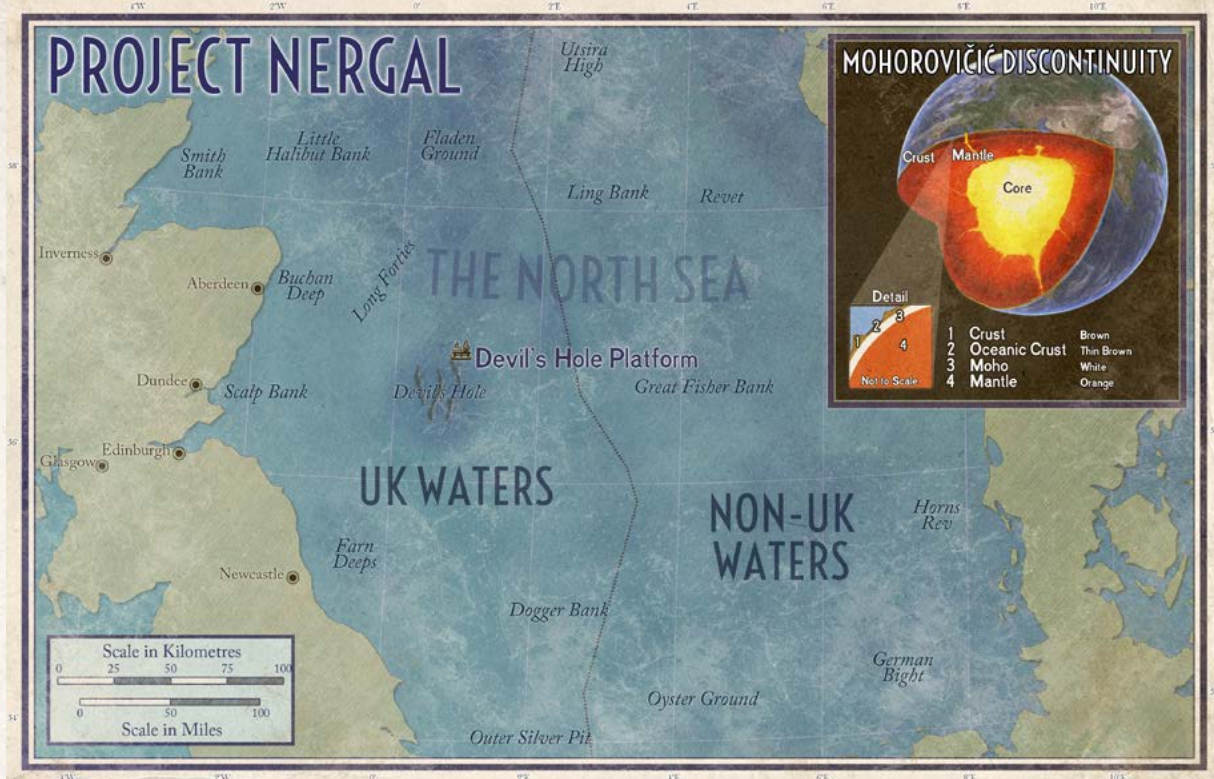
Whether by foolish mischance or inhuman direction, the Devil's Hole drill has tapped into the black gulf of terrible N'Kai, where dwells the monstrous thing that is known to some as Tsathoggua. As the drill digs deeper, a repellant green slime begins to seep up the drill to the platform, affecting those it touches and transforming their flesh—turning them into horrific slime monsters. These "primordials" are inhuman creatures with no thought other than to serve the will of Tsathoggua. This corrosion of humanity is just the start.

As the drilling continues, there is a growing risk that the creeping horrors that are the Great Old One's attendants and servants, the formless spawn of Tsathoggua, will begin to seep from the drill hole and up to the rig, preparing the way for their hideous master to psychically manifest. If the drilling is not stopped, the minions of Tsathoggua will be freed, able to carry far and wide and bring death to thousands of people in both the U.K. and Continental Europe.

THE INVESTIGATORS

The investigators are members of the external auditing team, commissioned by the Infrastructure and Projects Authority (a division of Her Majesty's Treasury Department) to look at the project as a whole and determine whether it has a viable degree of success in meeting its stated goals. As such, the

MOHOLE



Project Nerval and the Mohorovicic Discontinuity

investigators may come from a range of occupations including, accountant, business/project management, medical professional (including psychiatrist), elected official (in this case, a Member of Parliament), lawyer, military officer, engineer, or scientist (geologist, chemist, oceanographer, nuclear physicist). At least one investigator should be a scientist with specialism in geology, chemistry, nuclear physics, or engineering.

While players may create new investigators for the scenario, it is possible for existing modern-day characters to be used. The Keeper should ensure that any existing investigators have the appropriate credentials to be appointed to the team. Otherwise, six pre-generated investigators are provided for those wishing to make a quick start:

- Jessica Anderson, *scientist (geo-chemistry) and team leader*
- Phillip Swann, *scientist (nuclear physicist)*
- Terry Douglas, *oceanographer*
- Victor Mann, *systems and processing engineer*
- Trisha Hickey, *personnel consultant*
- Clarice Williams, *Member of Parliament*

Profiles for the pre-generated investigators can be found starting on page 142.

NORTH SEA ENERGY

Oil and gas have long been produced from reservoirs beneath the North Sea. By 2016, the North Sea is home to the world's most active offshore drilling operations, with 173 rigs actively drilling.

The North Sea lies on the European Continental Shelf and has an average depth of 300 feet (90 meters), although some sections are much deeper, such as Devil's Hole, which lies 200 miles east of Dundee, Scotland. Devil's Hole is a series of asymmetrical trenches between 12 and 19 miles long, and up to 750 feet (230 meters) deep. Fishermen, who managed to lose their nets on the trenches' steep sides, gave the region its hellish name.

In the U.K., the Department for Business, Energy, and Industrial Strategy (BEIS) manages the supply of energy, as well as nuclear fuel, in terms of supply, infrastructure, and decommissioning (prior to July 2016, the Department of Energy and Climate Change fulfilled this role).

PROJECT MOHOLE

While the Space Race received the greater level of attention during the 1960s, an attempt to drill through the Earth's crust into the Mohorovičić discontinuity (see following) was also taking place. The project was led by the American Miscellaneous Society and funded by the National Science Foundation.

Phase One of Project Mohole began in 1961, with five holes being drilled off the coast of Mexico. The deepest hole, some 601 feet (183 meters) below the sea floor (thus, a total depth of 12,301 feet (3,783 meters) proved that the technology was in place to drill into the Earth's mantle.

Unfortunately for those involved, drilling ceased and no greater depths were reached. A change of operational control to the National Science Foundation didn't work out and, soon after, the American Miscellaneous Society dissolved itself. With a series of

failures, mounting costs, and a somewhat less “sexy” profile in comparison to the Space Race, the U.S. Congress discontinued Project Mohole in 1966.

Was the project's discontinuation due to poor business practices or were there other factors at play? Perhaps, as imagined in this scenario, the original drilling also tapped into hidden realms? In a desire to plumb the depths of knowledge, maybe the project cracked open a hole in sunless N'kai and suffered the consequences of meddling with things beyond humanity's understanding.

The Moho

The “Moho” is the boundary between the Earth's crust and the mantle, named after pioneering Croatian seismologist Andrija Mohorovičić, who discovered it in 1919. The Moho separates the Earth's crust from the underlying mantle. The Mohorovičić discontinuity is 3–6 miles (5–10 kilometers) below

the ocean floor, and an average of 22 miles (35 kilometers) beneath most land continents.

Recently, with the discovery of Rolut gas, the U.K. government has given its blessing to Dr. Roylott to pursue his research and continue drilling deeper to the Moho, with the expectation that a supply of Rolut gas can be secured as a new and sustainable energy source.

The Earth's Mantle

The Earth's mantle is a layer between the crust and the outer core, and consists of a silicate rocky shell with an average thickness of 1,793 miles (2,886 kilometers). The mantle makes up about 84% of the Earth's volume.

In the mantle, temperatures range from 500 to 900°C (932 to 1,652°F) at the upper boundary with the crust, to over 4,000°C (7,230°F) at the boundary with the Earth's core.

DRAMATIS PERSONAE

Key non-player characters (NPCs) are described in the following section, with their statistics gathered at the end of the scenario for ease of reference (see page 137 onwards). Apart from Gerald Winestep, all other NPCs are divided by role: Platform Crew, Drill Crew, and Security Team.

In total, there are forty-one people working and living on Devil's Hole Platform; many of these are given a brief profile in the following section—meaning that there are a lot of NPCs in this scenario. As Keeper, don't worry about introducing all of these characters to the investigators (there's too many for the players to really get a handle on); instead, focus on the main characters (Piers Goldman, Dr. Roylott, Jerry Scrivens, Dr. Kent, and David Stahl) and simply refer

to the other NPCs as needed—the scenario is something of a sandbox, allowing the investigators to go where they will, so the NPC write ups are provided to help the Keeper out when the investigators suddenly decide to pay a visit to the drilling team, and so on. Many of the NPCs may also be used as replacement investigators. A handy organization chart of all of the personnel on the rig can be found nearby, use this to navigate your way around the NPCs—the investigators can get a copy of this chart from either Angie Yousef or Mich Tennyson.

Note that some NPCs have already fallen under the dread influence of Tsathoggua—others will join their ranks as the scenario progresses—as mentioned in the scenario's events.



Infrastructure and Projects Authority

Devil's Hole Organisational Chart
Prepared for the external auditing team

Alistair Edwards
Interim Head of Infrastructure Delivery

The Secretary of State
for Business, Energy, and Industrial Strategy
The Rt Hon Gerald Winestep MP

Project Lead
Dr. Simon Roylott

Project Manager
Piers Goldman

Offshore Operations Engineer
Jerry Scrivens

Nuclear Operations Engineer
Dr. Rachel Kent

Head of Security
David Stahl

Operations Team Leader
Angie Yousef

Control Room Operators
Jeff Smalls
Lucille Sharkey
Fiona MacCraig
Finbar Drummond

Reactor Control
Denise Latch
Cerys Jones
Mea MacDougal

Section Leaders
Jack Denes
Cal Fuchs

Operations Coordinator
Michel Tennyson

Helicopter Pilot
Boris Cooke

Production Technicians
Lewis Duffy
Bill Greer
Mich Logan
Steve Cressey

Coolant Technicians
Vijay Reza
Tom Martin

Security
Nigel Gorden
Greg Bennings
Vance Norris
Lem Strode
Teddy Doyle
Gay Hunt
Ken Loomis
Budd Alves

Automation Systems Specialist
Harry Dawson

Sonar and Radio Operator
Gabe Macready

Drill Crew
Driller
Bob MacCrum
Mud Engineer
Pete Shead
Derrickhands
Roy Bates
Yan Anderson
Barbara Cunk

Roughnecks
Flora Macrae
Angus McNab
Jim Reid
Donald Stewart
Tyrone Cleaver
Lionel Scott

Maintenance Crew
Harry Slocum
Billy Waters

Paramedic
Tony Pearson

Crane Operator
Richard Copper

Stores Keeper
Tegan Fielding

Catering Crew
Patrick Murphy
Seamus O'Clare

Home of the Project Delivery Function

Devil's Hole Organisational Chart

Gerald Winestep, 54, Secretary of State

Winestep is the recently appointed Secretary of State for Business, Energy, and Industrial Strategy. A relatively little-known politician, Winestep is keen to change his colleagues' perceptions and position himself as a "player" in both government and his political party. Winestep has jumped into the project with both feet and now expects results.

While Winestep does not physically appear in the scenario, the Keeper may wish to have him place a call to the investigators early on to demonstrate his need for the project to be a success and to ensure the investigators are aware that he expects their audit to be no more than a "rubber stamp exercise." His generally unpleasant demeanor and veiled threats should put the investigators on edge—as it does Piers Goldman, the civil servant in charge of the platform.

Once things begin to go wrong, the investigators should be unable to contact Winestep, although if they do somehow manage to speak to him, he grows more belligerent and expects them to handle the situation. As far as he is concerned, anything other than a successful supply of Rolut gas is totally unacceptable.

- **Description:** broad shoulders, thickset, and overweight. A pearly-white smile and warm handshake masks an avaricious personality.
- **Traits:** mean spirited and a bully to those who work for him; known to be a tyrant amongst his department's staff.
- **Roleplaying Hooks:** an off-camera role during the scenario, bullying Goldman and the investigators should they give him the impression that things are not good on the platform. Does not wish to listen to excuses or problems, preferring to have plausible deniable should anything really bad happen.

Note: statistics are not provided for Winestep, as he takes no physical role in the scenario.

PLATFORM CREW

Those NPCs involved the management, oversight, and day-to-day operations of Devil's Hole Platform.

Piers Goldman, 48, Company Man

Directly accountable to Gerald Winestep, Goldman is fearful for his job and terrified of Dr. Roylott. Despite a career built on mediocre performance and an ability to hide beneath gray layers of the civil service, Goldman has, somewhat unexpectedly, found himself elevated to a senior role and is accountable for not only the wellbeing of the people working on Devil's Hole Platform but also responsible for delivering results. Both of these things give Goldman sleepless nights, indigestion, and a stomach ulcer.

Caught between his bullying boss and the manic aggression of Dr. Roylott, Goldman wishes he could be anywhere but isolated in the middle of the North Sea with no escape plan. The upcoming external audit of the project is, he sincerely hopes, a means to get the project closed down. In recent weeks, differing people have come to him expressing concerns over

safety due, in the main, to Dr. Roylott pushing the staff and equipment beyond acceptable parameters. Any attempts Goldman has made to confront the situation with Roylott have been shouted down, with Roylott going so far as to complain about Goldman to Gerald Winestep, who seems to delight in backing up Roylott while turning the screws on Goldman. Consequently, Goldman is a hollow man, out of his depth, and unable to take charge, reduced to sitting in his office and letting Roylott actually manage things day-to-day.

- **Description:** a thin and undernourished look about him, and graying hair from constant stress.
- **Traits:** vigorously cleans his spectacles when nervous.
- **Roleplaying Hooks:** sees the investigators as the only way to close down the project and will defer to them as soon as possible. While he hopes he can hide in his office and let the investigators discover the various issues for themselves, if necessary, he will attempt to steer their attention to the workers who have expressed safety concerns.

Dr. Simon Roylott, 53, Project Lead, Under the influence of Tsathoggua

Project Nergal is the brainchild of Dr. Roylott. Once an all but unknown scientist, Roylott's discovery of Rolut gas has elevated his position and credentials within the scientific and political communities, and given him access to significant funding which, if Rolut gas can provide a sustainable energy source, could change the world.

Like so many great minds that have gone before him, Roylott has always been something of a crazed genius: highly temperamental, volatile, and passionately driven. His is just the "right" kind of impressionable mind to be susceptible to the otherworldly emanations of the entities of the Cthulhu Mythos. Indeed, for some considerable time, Roylott has been receiving psychic messages from the Great Old One Tsathoggua. Unaware of the truth, Roylott's febrile mind



Piers Goldman

Dr. Simon Roylott



believes these implanted thoughts are his own and have driven him to pursue schemes to drill into the heart of the planet. Consequently, by the time the investigators meet him, Roylott's mind has been damaged beyond repair and he is a high functioning, utterly insane, psychopath: egotistical, antisocial, and without remorse. Roylott's overriding mission is to

crack open the Mohole; it matters not if people are injured or die in the process.

Roylott's madness has, for the last few weeks, become externalized. He uses a broken-down computer in his office to communicate with what he calls the "Greater Mind." Tapping away on the keyboard for hours at a time, everyone believes Roylott is hard at work constructing and testing computer drilling models; in fact, he is receiving mental commands from Tsathoggua.

Keeper note: when speaking or observing Roylott in his office, the investigators should always be in front of his desk so that they are unable to actually see the doctor's computer screen. In conversation, Roylott answers questions while typing away, appearing to be a busy and driven professional. At a suitable point, later in the scenario, let the investigators have access to his office to find his computer is a dusty and unusable thing and the monitor screen broken and cracked—the power cable doesn't even have a plug, it's just a severed lead. The realization that Dr. Roylott has been tapping away on a dead keyboard for hours at a time should give the investigators (and players) pause for thought and, ideally, a sense of mounting dead!

If the elusive Roylott is confronted with accusations of unsafe working practices or similar concerns, he initially dismisses such matters but soon grows angry, blaming Goldman (and anyone else he can think of) of shortsightedness and of trying to discredit his work. He calls anyone who complains a "child" and retorts that limited minds cannot conceive of the great work he is undertaking. He will change the world by bringing new energy to millions. Those who cannot see this goal are small-minded and should get out of his way. If pressed, Roylott unleashes a torrent of abuse and accusations back at his "persecutors" and storms off—locking himself in his office or running to Stahl for help. Tsathoggua has gifted Roylott the ability to wipe recent memories from people—a trick he has already begun to use (see **Brain Wipe**, page 127).

- **Description:** average height, balding with white and unkempt hair; thick bottle-lensed glasses hide sharp and perceptive eyes (increase the difficulty of Psychology or apply a penalty die for rolls to fathom Roylott's mind).
- **Traits:** quick to anger, volatile, remorseless, and exceedingly cunning.
- **Roleplaying Hooks:** totally focused on expediting the drilling work and accessing the Mohole. Blames others for wanting to sabotage his life's work. Takes action to prevent anyone from stopping the drilling, using Stahl and his security team to ensure "saboteurs" are dealt with.

Jerry Scrivens, 49, Offshore Operations Engineer (OOE)

Scrivens is the senior technical authority concerning drilling matters on the platform. Over the last few weeks he has become worried about the pace of the work. In his view, Dr. Roylott has been pushing safety margins to expedite the drilling; his men are working around the clock and are tired, and an accident leading to injury or death is likely. After a heated exchange with Roylott (with no resolution), Scrivens took his concerns to Piers Goldman, who said he would look into the matter. Scrivens knows that Goldman's hands are tied and that nothing will change until someone actually gets severely injured or dies on the job—fearful of stepping forward himself, he hopes the investigators' audit will identify the safety issues and bring changes before an accident occurs.

Scrivens is stressed, not only by the work regimen imposed by Dr. Roylott but also from a series of terrifying nightmares he has been experiencing over the last six months. He puts the nightmares down to the mounting stress of the project's delivery. During a fourteen-day vacation off the rig, the nightmares ceased only to return with renewed vigor on his return to Devil's Hole. In reality, the nightmares are caused by psychic emanations from the subterranean realm of N'Kai, amplified in part by the stirrings of Tsathoggua.

At the Keeper's discretion, Scrivens may succumb to the psychic assault and fall under the influence of Tsathoggua at any time.

- **Description:** thickset build and below average height, with a thick mane of dark brown hair and a bushy moustache.
- **Traits:** generally friendly but distrusting of strangers and those in



Jerry Scrivens

authority (i.e. the investigators). Currently despondent and stressed.

- **Roleplaying Hooks:** waits to see what the investigators do and whether he can trust them. May go to the investigators with his safety concerns but shies away from blaming any individual, as he is fearful of losing his and his team's jobs. May suddenly fall under the control of Tsathoggua.

Dr. Rachel Kent, 49, Nuclear Operations Engineer (NOE)

Dr. Kent is responsible for the maintenance and operation of the nuclear reactor being used to power the rig's drill. Known as something of a maverick in the field of nuclear physics, she was directly appointed by Royslott and feels a strong sense of loyalty to the man. Dr. Kent has been given a reactor from a decommissioned submarine and is honored to have the chance to be the first scientist to reconfigure and repurpose a reactor for use in deep sea drilling. When the project is an overall success (she doesn't see it as having any possibility of failing), she looks forward to the acclaim and wealth it will bring her.

Over the last six months, she had grown concerned regarding the pace of the project, fearful of putting too much strain on the old reactor, this in addition to the log reports she has been receiving from the Reactor Control Systems Team; however, in bringing up these concerns, she had her mind put at ease by Dr. Royslott (who, channeling the will of Tsathoggua, made her forget her worries). Thus, now Dr. Kent is more committed than ever, eager to push on with the work and secure the Rolot gas, seemingly ignorant of the safety issues she and her team have previously raised.

Inquisitive investigators, who may be concerned about Dr. Kent's somewhat blasé attitude, may discover the doctor's notes, buried in her office, outlining her concerns—specifically that the reactor pile needs replacements parts and a maintenance shut down, without which, the continued strain on the reactor is liable to become critical. If confronted with her own notes, a successful **Psychology** roll by an investigator gets Dr. Kent to “remember” her concerns, although she cannot seem to remember why she forgot all about them.

- **Description:** almost painfully thin, with long blonde hair usually tied in a bun, angular features, and spectacles for reading.



Dr. Rachel Kent

- **Traits:** business-like and quite matter of fact; defers to Dr. Royslott.
- **Roleplaying Hooks:** refuses to say anything to discredit Dr. Royslott but will openly criticize Piers Goldman for his lack of “vision.” Says the reactor is working just fine and doesn't like anyone else interfering in her work (i.e. snooping around the Reactor Control Systems). If confronted with her own notes, may recall her original concerns but not why she forgot all about them, causing her to begin questioning her mental state. May eventually fall under the control of Tsathoggua.

Angie Yousef, 53, Operations Team Leader (OTL)

Yousef is member of the management team and is responsible for operational rather than technical matters. Her key role is to ensure the work is carried out to required standards and meets maximum productivity. Within her remit are: support systems, maintenance, and crane operation, as well as the platform's control room, sickbay, stores, kitchen, and Boris Cooke the helicopter pilot.

Caught between the power struggles of Goldman and Dr. Royslott, Yousef tries to keep her head down. She's no stranger to rumors of safety concerns from the technical and maintenance staff and has raised these concerns with both of her bosses but little good has come from it. She considers Royslott a bully and Goldman ineffective but fears to get too involved in their battles so as not to lose her job. As her primary role is to support the project's successful delivery, she leaves the technical stuff to the experts—trusting that Royslott knows what he's doing.

Of all those on the management team, Yousef is the most likely to befriend the investigators and act as a guide and host. While she cannot give them hard facts about safety concerns, she can point the investigators in the right direction. She dislikes David Stahl (page 118) but understands the necessity for having armed security due to the sensitive nature of the project.

- **Description:** shoulder length strawberry-blond hair, business suit that has seen better days, she permanently looks tired.
- **Traits:** a jolly and chatty demeanor hides a depressed soul; tends to make jokes at inappropriate times.
- **Roleplaying Hooks:** befriends the investigators and acts a guide around the platform. When the bad weather sets in, she can be found in the Control Room monitoring weather conditions.



Angie Yousef

Michel “Mich” Tennyson, 42,
Operations Coordinator

Tennyson manages personnel and shift changeovers, as well as anything else required by Angie Yousef and the other managers. He recently had a run in with Vance Norris, one of the security guards, over a perceived slight, which led to a brief bout of fisticuffs. Tennyson dislikes the attitude of the security team and does what he can to avoid them.

- **Description:** taller than average, small build, with a black eye (from the fight with Norris).
- **Traits:** calm under pressure and generally friendly, despises those he considers to be thugs.
- **Roleplaying Hooks:** may assist the investigators when the situation descends in to chaos; wants revenge on Vance Norris for beating him up.

OTHER PLATFORM CREW

Brief descriptions are provided for the following staff. The Keeper should expand these characters as necessary based upon whether the investigators significantly interact with them; otherwise, these people provide a backdrop, monster fodder, and possible replacement investigators for the events of the scenario.

Finbar Drummond, 46, Jeff Smalls, 36,
Lucille Sharkey, 32, and Fiona McCraig, 38,
Control Room and Power Control Systems Operators

Working in shifts, this team controls and monitors the platform’s systems, drilling work, and power supplies. They are a close team who cover for one another when needed. Usually, Jerry Scrivens oversees their work but, at times, Dr. Roylott generates unease by loitering over their shoulders to observe how things are going. None of the team dare speak out about Dr. Roylott or show concerns over lax safety procedures; however, if questioned alone (and with a successful social skill roll at Hard difficulty) one or more might describe the arguments between Dr. Roylott and others in the management team regarding safety concerns and pushing the systems too hard.

- **Description:** Drummond is stocky, Smalls is overweight, Sharkey is slim, and McCraig is buxom. All wear gray overalls with yellow piping.
- **Traits:** all are quite matter of fact and conscientious, used to spending long hours looking at computer screens, dials, and readouts.
- **Roleplaying Hooks:** if Dr. Roylott thinks the investigators (or anyone) is about to stop the drilling work, he holds the Control Room team hostage to ensure no one can prevent the drill descending deeper into the Mohole and thereby opening a way for the “Greater Mind” to come through.

Gabe Macready, 31, radio operator (Control Room Team) Under the influence of Tsathoggua.

Spends his work shifts in the Control Room monitoring weather patterns, the sonar, and general systems on the platform. He’s also responsible for communications with the mainland. Macready is falling under the influence of Tsathoggua, causing him to have a vacant expression and seem distracted. As the Great Old One’s influence takes hold, Macready begins to act more strangely: turning off the radio, not mentioning that a big storm is headed towards the platform, and eventually locking himself in the Radio Room as he destroys the communication system while singing songs from the Pixies* back catalogue (e.g. *Wave of Mutilation*).

**Or a rock group of the Keeper’s choice.*

- **Description:** something of a geek, wears a Star Wars tee shirt and an R2D2 beanie hat, slim build.
- **Traits:** gets distracted easily, dreams of ways to make his fortune.
- **Roleplaying Hooks:** as the influence of Tsathoggua grows stronger, Macready grows erratic and he will eventually sabotage the communication system. If needed, he assists Dr. Roylott to keep the drill working or runs interference to draw people away from Roylott.

Lewis Duffy, 35, Bill Greer, 47, Mitch Logan, 42, and Steve Cressey, 54, Processing Technicians

This team operates and maintains the processing systems, effectively capturing Rolot gas, filtering out impurities, and then channeling the gas into storage tanks, which are later transported to the mainland. If the project is successful, pipes will be laid to convey the gas directly from the rig to facilities on the mainland.

So far, the team’s work has been a waiting game, waiting for the drill to dig down into the Earth’s crust to access the gas. By the time the investigators arrive, the team has begun to harvest upper pockets of gas. If the investigators visit, the team (in two man shifts) is busy with filtering systems and checking pipe seals. Their work is really only just beginning and the team has little to offer the investigators. Closed away in the processing rooms they are unaware of safety concerns—as long as they have power and the gas is flowing, they are pretty much self-contained.

- **Description:** dressed in the project’s gray overalls and hard hats; Duffy and Logan are currently competing against one another in a moustache growing competition, while Greer seems to be winning the prize for the longest beard. Cressey is clean-shaven and is the smallest of the bunch.
- **Traits:** hard working, thick as thieves; dislike outsiders poking their noses into their business.

- **Roleplaying Hooks:** if they can be won over, the processing team may come to the investigators' aid if the security team declares "martial law" on the platform.

Denise Latch, 28, Cerys Jones, 33, and Mea MacDougal, 36, Reactor Control

Self-contained within the Reactor Control Systems Room, this team monitors, regulates, and operates the nuclear reactor, generating power to drive the drill. Conscientious to a fault, the team takes their work very seriously and conduct themselves in a regimented and precise fashion. Sequestered away behind security doors (guarded by security team personnel), the reactor team keep themselves to themselves, aloof from the rest of the platform. Even at meal times, the team sits apart from everyone else. Of all of the people on the rig, these ladies have the most contact with Stahl and the security team, who (for whatever reason) always seem to be on their best behavior when nearby.

If questioned, the team will be polite but non-committal, preferring to defer and point the investigators to their boss, Dr. Rachel Kent. If pressed (successful social skill roll), they simply point the investigators to a nearby computer to look through their daily log reports, saying that anything the auditors wish to know will be in the reports—this is true, if the investigator concerned spends time (1D4+1 hours) or makes a successful combined **Library Use and Science (Physics or Engineering)** roll, they find logs detailing findings that show the reactor is straining and has the potential to grow critical if significant maintenance is not carried out soon. A series of reports can be found requesting that the reactor be shut down to allow replacement parts to be fitted to the pile and for general maintenance to be carried out. In addition, reports from one week ago show that the reactor's coolant system registered a fault and a backup system had to be brought online to keep the reactor running. These reports are all for the attention of Dr. Kent.

- **Description:** the team refuses to wear the project's gray overalls, preferring white laboratory coats. Latch and MacDougal wear spectacles, and tend to fashion their hair in buns, while Jones tends to be the "messy" one, with straggly curly hair and a comparatively austere and old-fashioned dress sense.
- **Traits:** business like, meticulous, rigidly loyal to Dr. Kent (although with their concerns being ignored, they have begun arguing amongst themselves whether to confront their boss).
- **Roleplaying Hooks:** Dr. Roylott may wipe the memories of the team if they publicly raise safety concerns—the investigators may be surprised to find the team forgets who they are on a return visit.

Vijay Reza, 31, and Tom Martin, 38, Coolant Technicians

Reza and Martin work in the Coolant Plant to monitor and regulate the reactor's three coolant systems. Most of the time, their work is simply watching out for warning signals; however, a week ago, the main coolant system showed signs of an electrical fault, so one of the backup systems was brought online. It's been a busy few days what with transferring to the backup and then beginning the process of checking wiring and circuit boards to identify where the fault resides. As such, the team has little time for the investigators and their audit—it's critical they find the fault and repair it.

Note: investigators who learn about the failure of the coolant system may be surprised that Dr. Kent knows nothing about it (having had her memory wiped by Roylott), although the reactor control team have noted it in their reports and may mention it to the investigators if questioned.

- **Description:** Reza is a tiny petite man, who needs a haircut. Martin shaves his head each day and appears like some kind of giant when stood next to his colleague.
- **Traits:** Conscientious, the pair tend to bicker like an old married couple.

Harry Dawson, 35, automation systems specialist

Dawson configures, maintains, and troubleshoots the processing control systems, power control systems, safety systems, and emergency support systems on the platform, as well as the desalination system. Something of a jack-of-all-trades, he can usually be found in the depths of the rig conducting repairs.

- **Description:** slightly overweight, a bulbous nose and dark hair. Wears greased-stained overalls and a hard hat.
- **Traits:** a hard-working man with a pessimistic outlook on life.
- **Roleplaying Hooks:** comes to help when Harry Slocum is discovered covered in the green slime (see **Where's Harry Slocum?** page 128). Might be heard complaining about the maintenance workers being somewhat lazy.

Harry Slocum, 43, and Billy Waters, 24, Maintenance Crew

Slocum and Waters go where needed to fix and maintain the fabric of the platform. They are never seen without a toolbox in hand. They keep themselves "busy" by playing cards in out of the way areas of the platform; of all the staff, these two know the platform like the backs of their hands.

- **Description:** messy and dirty overalls, with unkempt hair sprouting from beneath hard hats.

- **Traits:** cynical of authority, somewhat lazy.
- **Roleplaying Hooks:** Slocum is the first person to encounter the green slime (see **Where's Harry Slocum?** page 128).

Tony Pearson, 36, paramedic

Pearson provides medical care for the rig's crew and can usually be found reading a book in sickbay. Note that a number of the crewmembers are trained in first aid and emergency response, able to support Pearson in times of crisis. He has taken a shine to Tegan Fielding but is not aware of her troubles with the security detail (see **Tegan Fielding**, following).

- **Description:** athletic, average height, with a shaven head.
- **Traits:** no nonsense approach to life, quiet and reserved.
- **Roleplaying Hooks:** treats the workers contaminated by the green slime but the situation is over his head and he looks to any medical investigators to help. Begins to lose his mind when the affected men transform into primordials. When attacked by those in sickbay or the gym, he panics and runs off to hide—the Keeper may have the investigators later discover an insane Pearson hiding somewhere on the rig.

Tegan Fielding, 36, stores keeper

Responsible for stocking and maintaining supplies and provisions, Fielding also runs a small shop selling magazines, confectionary, and general supplies. In addition, she is a hairdresser. She gets on well with everyone on the rig except for the security team, who make her nervous—while she can give as good as she gets, she dislikes the attitude of the security men, finding them rude and sexist, and dislikes their leery stares.

- **Description:** frizzy black hair, toned physique from her daily runs around the platform, brown eyes.
- **Traits:** chatty, fiery temper.
- **Roleplaying Hooks:** when things go bad, she looks to the investigators for help.

Richard Copper, 42, crane operator

Responsible for the operation of platform's crane, Copper also supports the work of Harry Slocum and Billy Waters in carrying out general maintenance work (and joining their card games). May be found in his room listening to music or in the Control Room chatting with Gabe Macready.

- **Description:** a broken nose suggests an early career as a boxer; a once athletic physique past its prime.
- **Traits:** wishes for some excitement (he regrets taking this job).
- **Roleplaying Hooks:** liable to pull a stupid and risky stunt just to break the monotony, possibly causing the investigators a headache or, at least, getting in their way when least expected. If he begins to notice Macready's

strange behavior, he might be overheard expressing his concern about Macready to Billy Waters.

Boris "the bird" Cooke, 38, helicopter pilot

Responsible for transporting crew on and off the rig, Boris tends to spend most of his time on the mainland and is based out of Aberdeen. Boris delivers the investigators to the rig and then heads back to the mainland—he and his helicopter are away from the platform when things start to go bad.

- **Description:** big round face, wide-set eyes, and a broad physique.
- **Traits:** friendly and wisecracking.

Note: statistics are not provided for Cooke.

Patrick Murphy, 34, and Seamus O'Clare, 26, Catering Crew

These two Irishmen run the kitchen and provide regular meals for all staff on the platform. They are something of a comedy duo but can turn nasty if anyone gets out of hand in their domain. They jealously guard their kitchen equipment and woe betides anyone who "borrows" a knife or "messes around" in their territory.

- **Description:** Murphy is short, fat, and rotund, with a bushy beard, while O'Clare is tall, thin, and clumsy.
- **Traits:** quick to take offense if anyone dislikes their food.
- **Roleplaying Hooks:** liable to attempt to barricade themselves in the kitchen when primordials begin to stalk the rig.

DRILL CREW

The Drill Crew, comprising a team of eleven people, works on the Drilling Floor in the depths of the rig. Once the green slime begins to pour out (after Harry Slocum has been affected by the slime), Bob MacCrum calls Pete Shead the Mud Engineer, and those off duty to come down to help address the situation. Thus, MacCrum and the rest of his team are covered in the green goo (see **The Green Slime**, page 131), which later transforms them into primordials (see **Primordials**, page 133).

- **Driller:** (team leader) Bob MacCrum.
- **Mud engineer:** (manages the drilling fluid) Pete Shead.
- **Derrickhands:** (guide the drill) Roy Bates, Yan Andersson, and Barbara Cunk.
- **Roughnecks:** (laborers) Flora Macrae, Angus McNab, Jim Reid, Donald Stewart, Tyrone Cleaver, and Lionel Scott.
- **Description:** tough, hardworking types with muscles to prove it.
- **Traits:** a close team, distrustful of outsiders.
- **Roleplaying Hooks:** when they become infected by the green slime they are taken to the gym (made up as a temporary sickbay) but soon turn into monstrous primordials.

SECURITY TEAM

The security team is employed by Fortudo, a private contractor, hired by Gerald Winestep to provide security on the rig. David Stahl, a brutish thug, leads the team of ten, who work in shifts patrolling the rig or guarding key areas like the Reactor Control Room.

Initially, the security team keep out of the investigators' way, only serving to look moody and threatening rather than being an actual threat. Nigel Gordon is assigned to provide security for the investigators (and be a possible replacement player character or a handy NPC to kill off to demonstrate danger). As the scenario progresses, Stahl (and some of his team) fall under the influence of Tsathoggua and, consequently, completely under Royslott's command. Should the investigators (or anyone else) begin making trouble, Royslott uses Stahl's team to impose "martial law" on the rig; things may come to a head if the investigators oppose Stahl, who then attempts to capture the investigators and murder them in a firing squad lineup (see **The Madness of Stahl**, page 134).

David Stahl, 38, Head of Security

At the best of times, Stahl is a pompous jerk, sexist and arrogant, he thinks he is God's gift to the human race. In a previous life, Stahl was a dirty cop in the Los Angeles Police Department, who left before his crimes could be discovered. Now employed by Fortudo, he has a second chance to make the lives of those around him miserable.

At a suitable point in the scenario, Stahl's mind cracks due to the influence of Tsathoggua and, in his insanity, he sees enemies everywhere—likely to accuse the investigators of being spies or even terrorists who must be locked up or put down. Such events play into the schemes of Royslott, who may also have had enough of the pesky investigators and wish them gone.

Note that Stahl has a powerful cell phone jammer in his room, which he uses to prevent calls for help. If Gabe Macready has not already sabotaged the radio, Stahl puts a security detail in the Control Room to stop anyone using the communication system. Additionally, he sends some of his men to guard the lifeboats to prevent "saboteurs" from departing the rig.

- **Description:** shaven head, black mustache, and beady eyes.
- **Traits:** arrogant, sexist, and a bully.
- **Roleplaying Hooks:** accuses the investigators of spying, sides with Royslott, and eventually becomes a dangerous psychopath intent on hunting down his enemies.



David Stahl

STAHL'S GUNS AND CELL PHONE JAMMER

The gun cabinet in Stahl's office holds the following (numbers will vary as on duty security will have some of these weapons):

- 15 x HK416 assault rifles
- 15 x Glock 17 handguns
- Plenty of ammunition

While cell phone reception in the middle of the North Sea is patchy at best, Stahl takes no chances and will activate his jammer once he descends into madness or at Royslott's command.

The jammer prevents cell phones from receiving and sending signals, effectively disabling such devices. Stahl's jammer is a powerful American model, capable of blocking communications within 1 mile (1.6 km), which he keeps in his office.

Weapon	Damage	Base Range	Uses per Round	Magazine	Malfunction
Heckler & Koch HK416	2D8	80 yards	1 (2) or full auto	30	99
Glock 17	1D10	15 yards	1 (3)	17	99

Stahl's Men

Stahl's men comprise a mixture of ex-cops and ex-military types. At the start of the scenario, all are loyal to Stahl but this may change as events progress, with one or more of the team having doubts about their boss's mental state—the investigators may be able to convince one or two to side with them, which could prove very handy if Stahl orders the investigators be shot.

Up until the investigators arrive and the horrifying events that then begin to take place, the security team has had little to do. It's been a dull, if easy, assignment so far.

Note that one person from the security team is permanently on guard duty at the door to the Reactor Control Systems. Whereas the rest of team will normally be patrolling or standing idle around the decks of the rig. The team uses their own two-way radios to keep in communication; the units have earpieces and are extremely robust and waterproof.

- **Section Leaders:** Jack Denes and Cal Fuchs.
- **Security:** Nigel Gordon*, Greg Bennings, Vance Norris, Lem Strode, Teddy Doyle, Gary Hunt, Ken Loomis, Budd Alves.

**Assigned to safeguard the investigators.*

DEVIL'S HOLE RIG

Offshore platforms (including oil and gas rigs) are large structures designed to extract and process oil and natural gas. While platforms come in various designs, Devil's Hole, Platform is a deep-water tension-leg platform (TLP): a moored floating platform well suited for water depths between 590 and 4,000 feet (180-1,300 meters).

The platform is moored by means of tethers coupled to the platform's corners (a group of tethers is called a tension leg). TLPs are designed to have relatively low elasticity; thus, vertical motion is eliminated, allowing the wellhead to be positioned on deck rather than on the seafloor, providing greater control over production and easier access for operational and maintenance workers.

Devil's Hole Platform is self-sufficient in terms of energy and water, with water desalination, electrical generation via conventional diesel engines, as well as a repurposed nuclear reactor, and the equipment necessary to extract and process Rolo gas.

Operating the drilling and extraction, as well as the day-to-day maintenance of the platform, the crewmembers typically work seven days of 12-hour day shifts, then seven days of 12-hour night shifts, followed by seven days off. See the **Devil's Hole Organization Chart** (page 111) for an overview

of the crew on the rig. Typically, all of the crew wear gray overalls but the dress code is somewhat lax. Those involved in manual operations and maintenance wear hard hats (providing 1 point of armor to the head), safety boots, and glasses—as should anyone visiting such areas.

The rig is fitted with large diesel engines, which power electrical generators that, in turn, provide power for everything on the rig except for the drilling operations. In addition, the rig has water desalination processing, which provides fresh drinking water for the crew. Anything else has to be transported by boat or helicopter.

LOCATIONS ON THE RIG

Following is a brief overview of the key areas on Devil's Hole Rig; see the plan of the rig (page 121). The Keeper should feel free to expand upon these, adding further detail (sights, sounds, smells) to build atmosphere as needed.

ACCOMMODATION BLOCK

The Accommodation Block (see plan on page 122) is divided over five levels, each accessible by stairwells at either end of a block. Each level has an exterior door facing into the rig. Contained inside are the living quarters, Tegan Fielding's shop and stores, the kitchen and restaurant area, a gym, and sickbay.

Sickbay (Level 1)

Situated at the top of the block, near to the helipad, sickbay comprises a consultation room, a six-bed convalescence room, surgery room, and a small office for Tony Pearson, as well as medicine/equipment store. While all of the rooms are lockable, Pearson only keeps his office, the surgery room, and the medicine and equipment locked up when he's off duty.

The consultation room is equipped with a resuscitation couch, with suction, oxygen, and medical equipment (easily accessible in cupboards), as well as a sink with running water. The beds in the convalescence room are primarily for short-stay in-patient treatment as those with longer term and more serious conditions are airlifted to the nearest hospital on land. Should a mass casualty situation occur, the accommodation block's gym could be repurposed into a temporary field hospital.

In terms of medicine and drugs, a full complement is on hand (including drugs for gastrointestinal, cardiovascular, respiratory, central nervous system conditions, as well as antibiotics and anesthesia). Dressings, bandages, gauze, resuscitation kits, oxygen cylinders (2), masks, hypodermic needles, surgical equipment, scalpels, and so on, can be found.

Offices (Level 2)

Offices for the managerial staff. Each is lockable (Piers Goldman and Dr. Roylott have master keys). Spare space is given over to storage.

The following people have their own office:

- Piers Goldman.
- Dr. Simon Roylott.
- Dr. Rachel Kent.
- Angie Yousef.
- David Stahl.
- An office room will be provided for the investigators' use.

Other than the notes regarding Dr. Roylott's computer and Dr. Kent's notes buried within her paperwork (see **Dramatis Personae** entries for details, pages 112 and 114 respectively), there is nothing unusual in the other offices—except for David Stahl's office, in which are two charging stations for two-way radios (walkie talkies), some spare handsets and ear pieces (the rest being used by the on duty security team), and a locked strong box cabinet (Stahl has the only key) for the security team's guns (see box nearby). Without the key, investigators wishing to get inside the strong box must succeed on a **Hard Locksmith** roll or be inventive (i.e. getting a cutting tool from engineering or the drill floor).

Kitchen and Restaurant (Level 3)

Patrick Murphy and Seamus O'Clare can be found in the kitchen, either cleaning up or getting meals ready. The kitchen has all the modern conveniences of a modern catering unit and houses a lockable cold store and dry goods store. The cooks do not take kindly to anyone messing up their clean floors or using their gear.

A serving hatch with hot plates opens out on to the restaurant area, which comprises rows of tables and chairs (enough to seat up to 80 people at a sitting). Off duty crew can sometimes be found in here shooting the breeze or losing money playing cards with Murphy and/or O'Clare.

Stores and Shop (Level 3)

Tegan Fielding runs a small shop offering magazines, books, confectionery, tobacco, drinks and snacks, toiletries, and other sundry items. Usually, she opens for an hour each morning, a couple of hours around lunchtime, and for three or so hours in the evening. Fielding also attends to the rig's stores, which includes processing requests and placing orders for the kitchen staff, maintenance team, as well as the other teams on the rig as necessary.

Gym (Level 3)

A fully equipped gymnasium boasts all manner of fitness machines and free weights, as well as a shower block, a sauna, and changing rooms.

Living Quarters (Levels 4–6)

The Accommodation Block can accommodate up to 80 people in four-person cabins, many of which are empty as the rig is operating with a half crew of just over 40 people. As there are plenty of rooms and beds to go around, most prefer to have a cabin all to themselves. The living quarters offer lounges with satellite television, and other recreation facilities. Meals and drinks are available 24 hours a day from vending machines, the kitchen (when open), and shop (when open).

CONTROL ROOM

The nerve center of the rig, the Control Room is a series of small rooms and offices in which the monitoring of weather systems, the rig's sonar, and security cameras can be carried out. In addition, the platform's various systems—including drilling, processing, and power (from the diesel engines)—can be controlled and monitored. The radio room is also housed here.

An internal telephone system allows communication between the various teams on the rig, supplemented by two-way radios, which individual teams (including the maintenance team, processing technicians, and control room team) use to keep in touch with one another when roaming about the rig.

Depending on their roster, Jeff Smalls and Lucille Sharkey or Fiona McCraig and Finbar Drummond will be on duty, as well as Gabe Macready the radio operator. Jerry Scrivens and Michel Tennyson have offices within the Control Room structure.

POWER CONTROL SYSTEMS

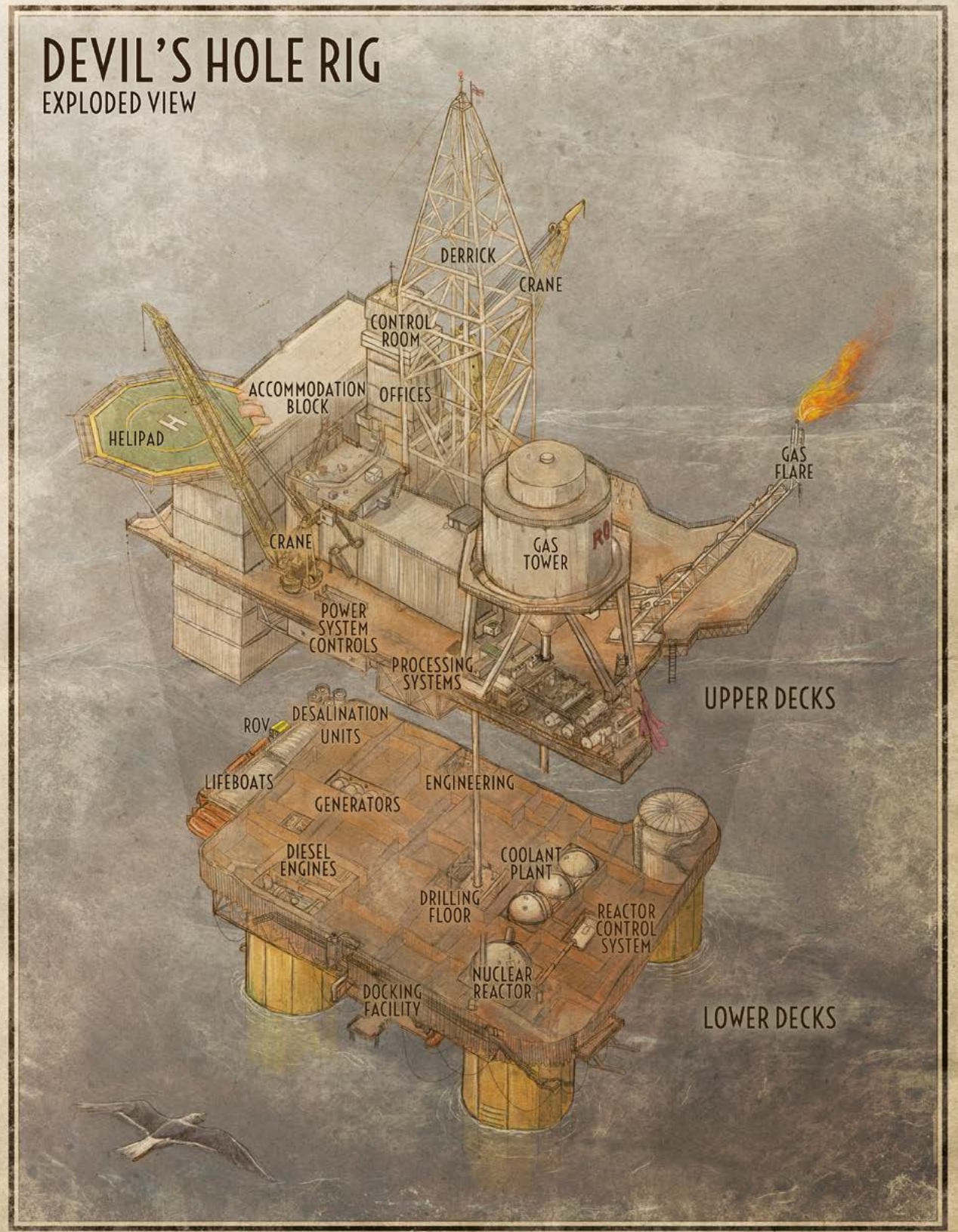
The power control systems primarily regulate and monitor the output of the rig's diesel engines and generators, with the key information automatically relayed to the Control Room. Harry Dawson and, possibly, a member of the Control Room team may be encountered here, checking up on the equipment and monitoring power flows.

GENERATORS AND DIESEL ENGINES

Noisy with the hum of electrical generators and diesel engines, this is a hot, dirty, and greasy environment. On the floor above the engines, Harry Slocum and Billy Waters have a room housing their tools and equipment—they may be discovered here (sometimes with Richard Copper), slacking off and playing cards when not attending to the generators or refueling or repairing the engines.

DEVIL'S HOLE RIG

EXPLODED VIEW



Devil's Hole Rig



Department for
Business, Energy
& Industrial Strategy

DEVIL'S HOLE

Accommodation Block Plan

Building our
#EnergyStrategy

<p>FLOOR 1 SICKBAY</p> <p>4 Medical Rooms Office, 3 Toilets 3 Storerooms</p>		<ol style="list-style-type: none"> 1 Convalescence 2 Waiting Room 3 Consultation 4 Dr. Pearson's Office 5 Surgery
<p>FLOOR 2 OFFICES</p> <p>6 Offices 4 Storerooms 2 Toilets</p>		<ol style="list-style-type: none"> 1 Mr. Goldman's Office 2 Dr. Roylott's Office 3 Dr. Kent's Office 4 Miss. Yousef's Office 5 Mr. Stahl's Office 6 Empty Office
<p>FLOOR 3 AMENITIES</p> <p>Restaurant, Gym Stores, Shop Toilet</p>		<ol style="list-style-type: none"> 1 Restaurant 2 Gym 3 Sauna 4 Changing Rooms 5 Kitchen 6 Shop
<p>FLOOR 4 LIVING QUARTERS</p> <p>1 Storeroom 10 Cabins 12 Beds</p>		<p><i>Regulations demand we have this notice displayed at all times. I will issue an official warning if it goes missing again. Stop pissing about!</i> Goldman</p>
<p>FLOOR 5 LIVING QUARTERS</p> <p>1 Storeroom 10 Cabins 28 Beds</p>		
<p>FLOOR 6 LIVING QUARTERS</p> <p>1 Storeroom 10 Cabins 40 Beds</p>		<p>In case of emergency, immediately move to the closest unblocked EXIT.</p>

AB1 Building, 48 Huntly St, Aberdeen AB10 1SH

PROCESSING SYSTEMS

Lewis Duffy, Bill Greer, Mitch Logan, and Steve Cressey maintain the processing systems for refining the gas brought up by the drill. For the most part, they have had little to do other than run tests while they wait for the drill to do its work. By the time the investigators arrive, the team is hard at work, as the drill has broken into an upper pocket of Rotot gas.

Dr. Roylott may, from time-to-time, be found here checking on the filtration systems and levels of gas harvested. Harry Dawson might also be here to lend a hand or troubleshoot should a problem occur.

DRILLING FLOOR

A hot, noisy, and dirty environment, the drilling floor is where the hard manual labor of maneuvering and maintaining the drill takes place. Apart from the drill line, mud tanks, pipes, all manner of tools, and cables can be found. Dr. Roylott, due to his position, is tolerated on his occasional visits but Bob MacCrum doesn't take kindly to outsiders as they liable to "get in the way" and cause an accident.

See the Drill Crew's entry in the **Dramatis Personae**, page 117.

COOLANT PLANT

Vijay Reza and Tom Martin look after the reactor's three coolant systems. The primary coolant is a liquid metal, which is regulated and carefully monitored by the team—the Reactor Control Systems team provides oversight to the entire process. A coolant leak would be a cause for serious concern.

NUCLEAR REACTOR

The reactor powering the drill has been repurposed from a decommissioned submarine (a Rolls Royce pressurized water reactor), brought to the platform and installed. The drill system, the brainchild of Dr. Roylott, uses the power of the nuclear pile (processed through a steam generator and turbine) to forge speeds and depths far beyond any previous borehole. It's a cutting-edge venture that is top secret as far as the U.K. government is concerned. The nuclear plant is self-contained and, theoretically, requires minimal maintenance; however, the extraction of volatile substances from the earth, sometimes under extreme pressure, means risk. Accidents occur regularly on normal oilrigs and so the crew of Devil's Hole is careful to monitor the situation as the last thing anyone wants is a serious fault or accident to occur that would threaten the safety of the reactor.

REACTOR CONTROL SYSTEMS

Unauthorized people are barred from entering by the armed security team personnel guarding the door to this area. The door is reinforced (STR 200, 50 HP) and is fitted with an electronic locking mechanism requiring a key code (requiring a Hard **Electronics** roll)—the code is known by Dr. Roylott, Dr. Kent, Denise Latch, Cerys Jones, and Mea MacDougal, as well as David Stahl.

Inside, the team monitors the nuclear reactor and its attendant coolant systems. The room is clean and new looking in comparison to the rest of the rig, kept well maintained by Denise Latch, Cerys Jones, and Mea MacDougal. Dr. Kent, if not in her office, may also be found here.

LIFEBOATS AND ROV

The rig is fitted with three "free-fall" lifeboats, which are enclosed capsules able to accommodate up to 40 people each. The orange capsules are molded from fiberglass and are designed to be dropped into the sea below the platform and self-right (assuming that those onboard are not seamen but rather regular people with little knowledge of boats). Use of the craft is not without danger; in extremely rough conditions a capsule could be thrown against the rig platform and suffer damage.

Each capsule is fitted with an Emergency Position Indicating Radio Beacon (EPIRB), distress rockets, hand-held flares, a radio, first aid kit, oxygen bottles, food and water, lifejackets, and a pair of oars.

Housed nearby the lifeboat capsules is the rig's remotely operated underwater vehicle (ROV), which is used to inspect the rig's structure beneath the sea and the drill line. Connected by an umbilical link, the ROV sends images from its single camera back to the operator.

HELICOPTER

Boris "the bird" Cooke flies a H225 Airbus Helicopter, a twin-engine aircraft able to carry up to 24 passengers. Boris makes a trip to the platform from the mainland once a week to ferry crew back and forth, as well as bring in sundry and late-notice supplies.

For the main part, once he drops the investigators off, he and his helicopter play no role in the scenario—unless he receives a message from the rig telling him to come post haste. Thus, the helicopter may provide a means of escape even if Boris is somehow incapacitated or killed on arrival. Of course, if formless spawn are attacking the platform, they may make short work of the helicopter or, perhaps, one might hide aboard and wait to reveal itself as the investigators fly off, believing they are now safe!

STARTING THE SCENARIO

On an overcast and rainy day, the investigators are flown to Devil's Hole Platform by Boris "the bird" Cooke. As they approach, they see a lonely bastion of metal girders and corrugated blocks standing isolated in the rough waters of the North Sea. "Welcome to Devil's Hole," says Boris their pilot, as they touch down on the rig. As they exit the helicopter, Boris wishes them "Good luck."

On arrival, Angie Yousef, dressed in a gray jumpsuit and hardhat, greets the investigators. Yousef shakes hands and introduces herself, saying that they had better get inside. As she waves off Boris as he departs to return to the mainland, she confides that the weather is only going to get worse as a storm front is moving in. It's cold, wet, and very windy.

Yousef first takes the investigators to the Accommodation Block and to the rooms allocated to them, pointing out that her office and those of Dr. Roylott and Piers Goldman, the platform's managers, are located on level 2, and that a spare office on the same level has been prepared for the teams use. She explains that she can give the investigators a guided tour of the facility but expects they will want to have some time to unpack and, after showing them to their accommodation, she tells them to come and find her in her office when they are ready for the tour.

RUNNING THE SCENARIO

The scenario is loosely divided into three parts, which are outlined as follows.

Part One

The investigators arrive, are given a brief tour of the platform, and then meet with Piers Goldman followed by Dr. Roylott. Thereafter, it's down to the investigators to decide where they want to go and whom they wish to interview. Angie Yousef acts as guide and host but the investigators may want to ditch her so they work privately (she seems to take a lot of notes if allowed to sit in on any of the interviews), plus she won't be allowed to sit in on meetings with Goldman or Dr. Roylott (see **Part One: Events**, following).

Part one allows the investigators to get to know the basics of the platform and the operation, meet some of the NPCs, and (possibly) discover some of the fears of the crew regarding health and safety, as well as begin to see some of the strange behaviors of certain people. The Keeper should refer to the write up in the **Dramatis Personae** section (page 110 onwards) for key individuals and their motivations or plot points. Dr. Roylott keeps close tabs on the investigators and probably uses his ability to brain wipe (see **Brain Wipe**, page 127) to ensure nothing and no one prevents

the ongoing drilling. Roylott brain wipes any NPCs as the Keeper desires—you may be tempted to brain wipe one or more of the investigators but remember that Roylott will not overplay his hand, preferring to use Stahl to harry and distract the investigators (see **The Madness of Stahl**, page 134). Roylott only brain wipes an investigator if they are alone and if he or she has given Roylott good reason to take this dramatic action. Thus, avoid a big confrontation with Roylott until part two or three—if the players seem likely to move to serious (i.e. nonverbal) confrontation, then Roylott simply hides away or sends Stahl to deal with them (see **Dr. Roylott's Madness**, page 127).

During part one, one or more malfunctions should take place, diverting attention and posing degrees of risk to the platform and its inhabitants (see **Malfunctions**, page 128).

Part one is about investigation, the Keeper should be guided by the players and allow them to progress around the platform and NPCs as they see fit. While most of the NPCs will make time to talk with the investigators, follow-up conversations or interviews that take up too much of their time can be curtailed or prevented by the NPC in question stating that they must return to their duties, or by having another NPC call for their help somewhere else on the platform.

When the Keeper feels appropriate, move on to part two. Depending on whether you are running this scenario as a single session game or over multiple sessions, the length of part one is intentionally variable. Try to avoid giving over too much time to part one and drive into part two suddenly, allowing the green slime to appear and begin to cause trouble for the crew and investigators. The scenario then changes from pure investigation into more dramatic scenes, requiring the players to react and make decisions.

Part Two

Harry Slocum is discovered covered in the green slime (see **Where's Harry Slocum?** page 128). Slocum is taken to sickbay, allowing Tony Pearson (and the investigators) to study the poor man's condition (see **A Medical Emergency**, page 128). While this takes place, the drill crew is also infected by the slime and the gym is turned into a temporary medical facility (see **Drilling for Slime**, page 133). At this point, the storm front has moved in and the platform is assaulted with strong winds, a raging sea, and torrential rain.

During part two, the investigators get the opportunity to examine those affected by the green slime and, if they wish, visit the areas where the slime appeared. Some investigators may wish to perform tests on the casualties or the green slime—the situation is beyond Pearson's training and knowledge and so he turns to the investigators for help if they display any medical or scientific capacity to understand and deal with the situation.

During part two it should become clear to the investigators that more and more green slime is appearing on the platform, and that those affected by it are changing somehow. If the Keeper wishes, one of the investigators might become infected by the green slime—rather than being covered in it, they get a dab of it on their arm or leg, allowing the Keeper to build additional tension as the investigator realizes the slime is growing on them and will, at some point, cover them entirely. Use this device if you want to rapidly drive the action forward.

Park Three

The primordial begin to spread across the rig (see **The Primordials Attack**, page 134), with many of them making their way to the heat source of the reactor, David Stahl's paranoia increases and madness takes hold (see **The Madness of Stahl**, page 134). Meanwhile, lava starts rising up through the drill, threatening the collapse of the entire platform (see **Lava Danger**, page 136). If all of this wasn't enough to give the investigators a headache, then the formless spawn of Tsathoggua released from N'kai swim up to the platform to herald the way for their god (see **Elastic Horror**, page 136).

Chaos should reign as primordial wander in search of heat, crewmembers fall foul of the green slime and transform into more primordial, and the rig's systems begin to fail—repairs are not helped by the primordial preventing access to key areas. Attempting to damage and stop the drilling is high risk as some of the primordial block access and seem intent on keeping the drill working, even as the rising lava bursts on to the drill floor and starts to flow across the lower levels, damaging equipment and the rig's structural integrity as it does so.

If Dr. Roylott hasn't already taken the Reactor Control Room and its team hostage, he does so now, preventing anyone from switching off the reactor. If Dr. Kent is with him, the Keeper must decide if she has fallen insane or whether enough of her tattered sanity remains to provide a potential help to the investigators (see **Dr. Kent's Assistance**, page 134).

PART ONE: EVENTS

The following events set the scene and introduces key NPCs to the investigators.

TOUR OF THE PLATFORM

Unless the investigators wish to take the driving seat, Angie Yousef's tour of the platform covers the following areas: Control Room, Power Control Systems, Reactor Control Systems, Coolant Plant, Processing Systems, the Drilling Floor, and the lifeboats (inc. the platform's ROV). She will avoid traipsing around the generators and diesel engines unless



TECHNICAL JARGON

Keepers may find it helpful to refer to some technical jargon while describing the operation and processing, as well as the rig's various mechanical systems. Here are a few terms to throw in when the investigators are questioning the personnel on the rig.

- **Steam turbine:** nuclear reactor produces steam to drive turbines to produce energy.
- **Coolant system:** the reactor has three coolant systems, the temperature reaches 320°C (600°F), at a pressure of about 32,000 kg per square cm (2,250 psi). It becomes steam at one point, with a temperature of about 260–290°C (510–550°F) and a pressure of 14,000 kg per square cm (1,000 psi).
- **Wellhead:** structural and pressure-containing interface for drilling and production equipment.
- **Blowout preventer:** (BOP) controls pressure to prevent a blowout of gas.
- **Production separator:** a pressure vessel used for separating the extracted materials (gaseous and/or liquid)—natural gas usually comes out of the ground mixed with water vapor and other gases. These various components must be separated before production quality oil and natural gas can be sent to market.
- **Gas compressors:** somewhat like a pump, these adjust pressure to transport fluids through a pipe.
- **Gas export metering system:** measures levels of gas produced.



the investigators specifically ask to see these areas. She ends the tour by dropping the investigators off at Piers Goldman's office for an initial meeting.

The tour is cursory—it is up to the investigators to press for more time in an area or indeed get enough time to briefly speak to any of the differing teams. While Yousef will be accommodating, she has planned the tour with a timescale in mind, allowing everyone to return in time for dinner that evening, so she will attempt to keep the investigators moving, which may (wrongly) be viewed as suspicious.

If the Keeper wishes to ramp up the situation straight out of the gate, a malfunction could happen while the investigators are on the tour (see **Malfunctions**, page 128).



INTERVIEW WITH PIERS GOLDMAN

Goldman will be waiting for the investigators in his office. He greets them with a firm handshake and a warm smile. He can explain the background to the operation and will hint that there have been some concerns from some of the teams about the operation moving too fast but will not elaborate in great detail. If pressed, he says that Jerry Scriven did come to him with some concerns regarding safety issues and that the matter was referred to Dr. Roylott.

Throughout the conversation, Goldman tries to appear somewhat incompetent and if asked difficult questions he says things like, “Well, I’m not a technical expert, you’d be better off talking to…” and “Really, I’m not much use. You’ll get better answers from Jerry Scrivens and Dr. Kent.” Goldman wants to appear out of touch and out of his depth, and hopes the investigators report will mention such things so that he can be removed from his position to return to obscurity in a middle tier of the civil service. Shrewd investigators succeeding with a **Psychology** roll may be able to ascertain that Goldman is playing dumb and is really far more intelligent and knowledgeable than he appears.

If he begins to feel uncomfortable with the line of questioning, he looks at his watch and says they’ll all miss dinner. “Perhaps we can pick this up tomorrow? It’s been

a long day.” Of course, the following day (or whenever the investigators try to pin him down), Goldman is missing from his office. He hides in his cabin room and only emerges when the green slime begins to rise up through the platform—suspicious investigators could, potentially, discover Goldman lying in his cabin covered in the green slime.

Refer to Goldman’s write up in the **Dramatis Personae** (page 110) for further details.

INTERVIEW WITH DR. ROYLOTT

When the investigators first encounter Dr. Roylott he will be sitting behind his desk, tapping away on his computer keyboard (remember to not allow the investigators to see the screen). He appears harried and says he can only spare a short time for questions.

If asked, he’ll provide enthusiastic details and his personal history of the project, frequently repeating that his discoveries are the salvation of mankind and put an end to questions about worldwide energy depletion. His enthusiasm for the project appears undeniable and he is able to reel off massive amounts of technical detail, all while simultaneously tapping away on his keyboard; “I’m very good at multitasking.” Throughout, despite his enthusiastic demeanor, Roylott clearly wants the

conversation to end as, from time-to-time, he is somewhat antisocial—for example, he might pour himself a coffee or grab a can of soda and not offer the investigators a drink.

A successful **Psychology** roll notes that Roylott is egotistical, antisocial, and utterly obsessed with the project. Something about his manner also hints that there is something he is not revealing. If the investigators appear enthusiastic and positive, rather than nit picking and annoying, Roylott may be pressed, whereupon he becomes even more impassioned and, in so doing, may let slip something along the lines of, “the Greater Mind shall prevail and all will enjoy the benefits to come.” At this stage, the investigators should only get a hint of Roylott’s madness and anything he says is ambiguous—the Greater Mind could be his, or the collective minds of the platform’s crew—leaving the investigators to question what they heard and if it is significant.

If confronted with accusations of unsafe working practices or similar concerns, he dismisses such things with anger and blames his coworkers of shortsightedness. If pressed further, Roylott grows abusive towards the investigators and ends the meeting.

The Keeper should end the interview before the investigators can proceed too far. If they do attempt to look at what the doctor is typing, tell them that his screen is difficult to see (even with a Spot Hidden). If they try to physically move to view the screen, Roylott suddenly gets up and tells them that he must end the meeting as he must go down to the drill floor. He sharply prods any slow-moving investigators out of the office and locks the door. Of course, if the investigators later manage to break inside the office, they find the doctor’s broken computer and screen.

Thereafter, Roylott will be hard to track down; there will be no sign of him in his office, and asking for his whereabouts elicits responses like, “I think I saw him headed to the drill floor, or was it to the reactor control room?”

If the investigators have tipped their hand and accused Roylott of unsafe work practices, he now has them marked and uses Stahl to contain the meddlesome outsiders. If necessary, Roylott brain wipes the investigator who he found most annoying (see **Brain Wipe**, nearby).

Refer to Roylott’s write up in the **Dramatis Personae** (page 112) for further details.

DR. ROYLOTT’S MADNESS

During part one, Dr. Roylott should be portrayed with subtlety so as not to raise the investigators’ concerns too early in the scenario. They will surely have suspicions but try to avoid giving them anything concrete. Of course, once the investigators discover his broken computer, the game may well be up and Roylott’s madness can become more pronounced.



BRAIN WIPE

Dr. Roylott has the ability to brain wipe individuals, effectively giving them short-term memory loss much like the Cloud Memory spell. When used successfully, the target is unable to recall their last 24 or 36 hours, depending on magic points invested by Roylott.

This spell-like ability costs Roylott 6 magic points to wipe 24 hours worth of memory, or 10 points for 36 hours. Roylott must be speaking to the target and be in close proximity. The target may resist with an opposed POW roll but, even if successful, doesn’t recall the attempt and believes they were having a normal conversation with Roylott. The process takes 2 rounds to complete and if Roylott is interrupted he must make a successful POW roll to maintain concentration, otherwise the attempt fails.



As the scenario progresses, Roylott is consumed with ensuring the drilling continues at all costs. He tries to stay one step ahead of the investigators, moving about the platform and using Stahl and his security team to harry any opposition. If warranted during Part 2 or 3, Roylott takes a gun from Stahl and takes the Reactor Control team hostage to make sure the power to the drill cannot be turned off—if he can lure and capture Dr. Kent as well, then so much the better.

If the investigators manage to contain and restrain Roylott, he attempts escape but may try to also use guile to convince his captors to release him, using either his Persuade skill (70%) or brain wipe ability if alone with an investigator.

If Roylott is killed, the events of the scenario proceed as directed; the drill has already broken through into N’kai and the minions of Tsathoggua will still come. Perhaps the Great Old One’s influence will create a replacement to ensure the drill keeps opening up a deeper and larger hole in the Mohole.

INTERVIEWS WITH OTHER PERSONNEL

Presumably, the investigators will want to speak with Goldman and Roylott first but, thereafter, it is down to the players to decide whom they then wish to interview. Refer to the various NPC sections in the **Dramatis Personae** for particular details.

As a reminder, the following NPCs have (or have had) concerns over safety:

- **Jerry Scrivens (page 113):** worried that the pace of the work is exceeding safety margins.
- **Control Room Team (page 115):** may express concerns over lax safety procedures, in addition to describing the arguments between Dr. Roylott and others in the management team regarding safety concerns and pushing the systems too hard.
- **Dr. Kent (page 114):** despite having been brain wiped, Kent has left evidence of her concerns regarding the pace of the project (fearful of putting too much strain on the reactor) in her notes in her office. If confronted with these, she (truthfully) cannot remember writing the notes.
- **Reactor Control Systems Team (page 116):** whose daily log reports show that the reactor is straining and has the potential to grow critical if significant maintenance is not carried out soon.

A clever investigator might think to ask about crewmembers who spend their time working all around the platform, as they might see a lot more of what is going on than those people who sit in one room all day long. Angie Yousef can point the investigators to Harry Slocum and Billy Waters, the maintenance workers on the rig, who can usually be found near the diesel generators. Getting the investigators to look for Slocum and Waters means that the Keeper can have the investigators discover Slocum covered in the green slime in part two (see **Where's Harry Slocum?** nearby).

MALFUNCTIONS

As and when the Keeper wishes, the following two equipment malfunctions may occur while the investigators are touring the platform or conducting interviews—such malfunctions can also take place during parts two and three at the Keeper's discretion. The Keeper is at liberty to invent other malfunctions or greater or lesser risk.

- The main computer system breaks down due to either rainwater getting into circuits or overheating.
- An emergency is caused by a leak in one of the drill head output pipes.
- A valve malfunction in the coolant plant risks a coolant leak.

If Dr. Roylott is nearby the investigators while a malfunction elsewhere on the platform occurs, he may respond himself, saying that he'll go down to wherever the malfunction is happening. In this case, Roylott doesn't come back and is missing to all intents and purposes—later, when he does return he has transformed into a primordial (see **Primordials**, page 133).

If the investigators attempt to assist or fix any problems themselves (apply suitable skill rolls, like Electronics, Mechanic Repair, Electrical Repair, Operate Heavy Machinery, etc.), such actions may be witnessed by one of the security team, who reports the incident back to Stahl. Such information provides fuel to Stahl's growing madness and he begins to see the auditors as saboteurs (which may come to a head later on when Stahl orders the investigators to be taken captive and face a firing squad—see **The Madness of Stahl**, page 134).

PART TWO: EVENTS

The horror of the investigator's situation begins to manifest, as the green slime makes its appearance.

WHERE'S HARRY SLOCUM?

While alone with the diesel engines, Harry Slocum discovers a large pool of green slime on the floor. Believing it to be an oil leak, he touches it and finds that, to his horror, the sticky goo begins to cover his hand. A while later, Billy Waters comes down to check on Slocum (there's no response on his radio) and finds him covered in the foul smelling substance. Waters calls for help and soon Slocum is stretchered to sickbay.

The incident is quickly relayed around the crew through their personal radios and the telephone system and comes to the attention of the investigators, who learn that Slocum has been taken to sickbay.

The Keeper may prefer for the investigators to discover Slocum covered in slime; this can be accomplished if the investigators are already looking for Slocum and Waters to interview them, or if one or more investigators have decided to take their own tour of the platform and see the areas that Angie Yousef's tour didn't cover. How they handle the grisly discovery is up to them, but a nearby telephone may remind them to call for help.

A MEDICAL EMERGENCY

When Harry Slocum is discovered covered in the green slime an attempt is made to move him to sickbay—either the investigators think to do this or the attending crewmembers recommend this course of action. Touching Slocum means touching the green slime unless precautions are taken—resourceful investigators can find latex covered gloves and thick leather rigger gloves around the engineering areas, as well as in other working areas of the platform (see box **The Green Slime**, page 131). If the investigators are not present while Slocum is stretchered to sickbay, the Keeper decides whether any of the crew dealing with Slocum are infected; however, one assumes most NPCs are intelligent enough to



put on some gloves to avoid touching the slime that is clearly affecting the writhing maintenance worker.

Once in sickbay, Tony Pearson does his best to deal with the situation but a successful **Psychology** roll confirms the man is clearly out of his depth and at a loss on how to treat Slocum. Pearson first uses water, saline, and then a spatula to try and scrape the slime from Slocum's skin, all to no avail.

Pearson is thankful for any help he can get, allowing the investigators to experiment to their heart's delight as long as they don't appear to be making things worse—in this event, Pearson stops whatever an investigator is doing and removes them from sickbay. First Aid and Medicine rolls come to naught unless the investigator thinks to expose the slime to heat or cold, whereupon, the slime noticeably reacts. Otherwise, the investigators can attempt to take a sample and analyze the slime (see box **The Green Slime**, on page 131).

While all of this is happening in sickbay, disastrous events are taking place on the drill floor (see **Drilling for Slime**, page 133) and Gabe Macready is destroying the rig's communication system for contacting the mainland (see **Macready's Sabotage**, following). Thus, multiple calamities begin to take place and the investigators are caught in the middle. Note that the events happening on the drill floor are likely to be relayed to the investigators by word of mouth or snatches of radio conversation—the investigators hear that something bad is occurring on the drill floor but don't really

get the full picture. In all likelihood, the investigators won't fully comprehend the situation until they actually see members of the drill crew being brought up to the gym on stretchers.

During all of these events, Dr. Roylott is missing, suspiciously absent.

MACREADY'S SABOTAGE

Gabe Macready the radio operator, under the influence of Tsathoggua, begins to present erratic behavior (possibly noticed by his friend Richard Copper, the crane operator). While everyone's attention is taken up with the plight of Harry Slocum and the explosion of green slime on the drilling floor, Macready sabotages the radio communication system in the Control Room.

While his colleagues in the Control Room (any two of Jeff Smalls, Lucille Sharkey, Fiona McCraig, and Finbar Drummond) are distracted, Macready enters the radio room, closes and locks the door, and proceeds to wreck the radio with a large wrench. His colleagues hear the commotion and attempt to break down the door (STR 60, 15 hit points) while also calling out for help—Jeff Smalls or another member of the team may suddenly appear near to sickbay or elsewhere (if the investigators are not too far away) to call for help. Ideally, an investigator is nearby to lend assistance; otherwise, once the team breaks through the door, a fight ensues as they attempt to overpower the crazed Macready.





THE GREEN SLIME

The green slime has been brought up to the platform by the drilling. A semi-sentient thing, the slime has crept up the drill rod and swam up through the water. Now it has begun making its way up the platform's supports and into the lower decks. It appears first near to the diesel engines but may also be discovered in small pockets across the lower platform levels. Soon it bursts in a massive gush up into the drilling floor, covering the drill team (see **Drilling for Slime**, page 133).

The slime is bright green in color and sticky; it clings to clothing if touched or brushed against. Left to its devices, the slime corrodes clothing and also expands, eventually entirely covering anyone unfortunate enough to come into contact with it in about an hour (adjust the time dependent on the initial amount of exposure to the slime). Quick thinking and removing one's clothes prevents the slime from coming into contact with the skin.

It moves by rolling itself along or by sending out pseudopods that enable it to grab on to nearby surfaces. Witnessing a patch of the slime moving provokes a **Sanity** roll (0/1 loss).

If required, a **Luck** roll may be used to determine if an investigator gets any slime on their clothes while passing through an infected area. If the slime touches skin it quickly begins to expand, rolling along arms and covering the body in a green film. Unless somehow removed, the slime causes 1 point of damage per five minutes; thus, a host with 12 hit points would survive for 60 minutes (the timing can be slowed or speeded up as the Keeper desires). Eventually, the slime covers the entire body. Witnesses can see that the skin

below the slime is being eaten away; the slime effectively forming a new skin, like some horrendous life-sized jelly man. At zero hit points death occurs and the slime transforms its host (within 1D10+10 minutes) into a primordial—a walking slime beast in the service of Tsathoggua (see **Primordials**, page 133).

The slime loves heat and seeks it out—whether it be the warmth of the human body or the heat of the reactor core and diesel engines. Heat can accelerate the slime's progress (rapidly increasing the damage to 1 point per minute or even round if sufficiently hot) while cold slows it down and can even kill the slime. The North Sea has a minimum temperature of 6°C (42°F), which means the slime is lethargic on arrival at the platform but soon warms up and becomes active.

The only effective way of stopping or slowing the slime's progress is to expose it and its host to cold. Temperatures below 30°C (86°F) slow the rate of transition (effectively doubling the amount of time it takes to entirely cover its host), while at 0°C (32°F) and below the slime begins to die (taking about 20 minutes to an hour)—if the slime is exposed to heat during this time it revives and begins its assault on the host anew. Putting the affected person in a freezer or an ice bath are possible ways to kill off the green slime.

The scientific equipment on the platform only allows for a rudimentary analysis of the slime. An attempt to assay its chemical composition indicates that it contains both organic and silicon compounds, but its weight is unusual: it is heavier than it ought to be, as though it contains heavy metal elements (which do not, for some reason, turn up in the analysis).

Note: the issue is that the slime is not fully terrene—some of it is from “Outside.”

Another problem, making it difficult to analyze, is that the slime is alive, and though not sentient, is able to react to stimuli. Thus, it can physically attack the equipment being used to centrifuge or titrate it, damaging such equipment, and possibly dripping through onto the floor or otherwise contaminating the area.

Sufficient application of reagents or heat may possibly turn the slime black—at this point, it becomes embryonic formless spawn, with a mind of its own, and all bets are off as to how it might react!

In summary, under analysis with a successful **Science (Biology or Chemistry)** roll, the slime displays the following properties:

- It is animate and able to move by its own volition.
- It has a temperature of 50°C (122°F).
- Exposed to cooler temperatures (below 30°C (86°F)) its movement slows.
- The slime seems to be repelled by cold, retracting if exposed to frozen metal (or even something, like a chicken leg, taken from the kitchen's freezer).
- Exposed to heat, the slime becomes noticeably more active and moves closer to the heat source.
- Its weight is unusual: it is heavier than it ought to be.
- Contains both organic and silicon compounds.



HOT, HOT, HOT!

While not the main enemy in the scenario, heat may be an unexpected factor for the investigators, especially for those affected by the green slime. The following information may be of use.

37°C (98.6 °F): average human body temperature.

38°C (100.4 °F): onset of hyperthermia (see below); uncomfortable, profuse sweating, and a desire to drink fluids.

39°C (102.2 °F): sweating, flesh becomes flushed and red; heart rate increases and breathlessness, coupled with exhaustion.


40°C (104.0 °F): profuse sweating, with fainting, general weakness, vomiting, headaches, and dizziness possible.

41°C (105.8 °F): fainting, vomiting, severe headache, dizziness, confusion, hallucinations, delirium, and drowsiness are all likely.


42°C (107.6 °F): skin turns pale or becomes flushed and red. Severe delirium, vomiting, and convulsions can occur; the subject may become comatose. Heart rate becomes very fast.

43°C (109.4 °F): continuous convulsions and shock, serious brain damage and cardio-respiratory collapse possible. Death is likely.

Hyperthermia occurs when the body produces or absorbs more heat than it can dissipate. The body becomes overwhelmed and is unable to deal with the heat, causing body temperature to rise uncontrollably. Hyperthermia at or above 40 °C (104 °F) is life threatening and requires immediate treatment (a shaded environment, drinking water, removing clothing, bathing in tepid or cool water) to bring body temperature down. The Keeper may desire to inflict an increased difficulty level and/or penalty die to those suffering hyperthermia.



If Macready can be captured, he is locked in one of the nearby empty offices in the Accommodation Block while others try to find Piers Goldman (who is probably hiding in his room) or anyone else in authority. Otherwise, if Macready can escape, he descends into the lower levels of the platform and seeks out the green slime to become one with his new




TSATHOGGUA'S INFLUENCE

The Great Old One's influence affects a number of the platform's crew. The Keeper has full control of deciding which NPCs succumb to the malign psychic emanations and when it happens. It is unlikely the investigators will be on the platform long enough for the influence to really affect them but, optionally, the Keeper may decide to test this by having the investigators make an opposed POW roll versus Tsathoggua's POW of 175. Those succeeding are immune to the influence for now. Those failing the roll, begin to have nightmares of dark caverns far beneath the earth and an immense toad-like thing wallowing in muddy lakes of green slime—more like some huge presence that they cannot fully see but feel enclosing upon them (**Sanity** roll, 1/1D4 loss). In addition, the person affected hears strange names during their sleep—the Sleeper, Zhothaqqua, Sadagowah, or Tsathoggua (all different interpretations of Tsathoggua's name).

Each night the nightmares continue and each morning the investigator makes another opposed POW roll: once one roll is failed, the investigator has succumbed to Tsathoggua's influence and begins to work with Dr. Roylott to ensure the drilling continues. Those under full influence are able to recognize others in the same predicament.

If the influence is discovered, the affected investigator's colleagues may attempt to break the connection by using either blunt force (a severe whack to the head, causing 3 or more damage is sufficient) or a successful Hard **Psychoanalysis** roll. Of course, the influence may return if the affected investigator remains on the platform and fails an opposed POW the following morning.



master, Tsathoggua. The investigators may meet him later, transformed into a primordial.

If Macready is contained in a room, the investigators may want to question him; however, his responses are those of a madman. Unless bound, Macready begins to mimic a frog, bending his knees and hopping about, occasionally using his tongue to lick at the corners of the room with an insane look in eyes. A successfully **Psychology** roll confirms the man's mind is broken. While Macready won't directly respond to questioning, he does make exclamations concerning his master, "The Sleeper of N'kai awakens!" and "Sadagowah be his name!" "Up from below his servants come and He shall have mastery of the seas and land!" And other enlightening statements as the

THE PRIMORDIALS

Humans affected by the green slime are transformed into inhuman monsters, with no thought other than to serve the will of Tsathoggua. They present a tangible danger to the investigators and crew of the Devil's Hole Platform, as they wander the rig in search of heat sources and perform Tsathoggua's bidding. Creatures of heat, they need warmth to function, otherwise they grow lethargic and could even die.

There is no set number of these monsters, as any of the platform's crew could be transformed—the Keeper is advised to have as many primordialials as needed to present an appropriate challenge. Initially, once the drill crew is transformed, there will be 12 of the monsters on the rig. Assume one primordial per 2 or 3 investigators is an adequate challenge, allowing the investigators the opportunity to understand how dangerous the monsters are (running away is a good option and

allows the investigators time to work out how to combat the creatures).

In combating the primordialials the following solutions might be attempted:

- Bullets and piercing weapons: inflict minimum damage.
- Blunt damage weapons: inflict half damage.
- Co2 fire extinguishers: (found all around the platform*) a single 2kg extinguisher sprayed point-blank at a primordial causes 1D6+1 damage per round for 3 rounds (a 5kg extinguisher causes 1D6+1 per round for 7 rounds—probably enough to kill an individual).
- Cold: a frozen leg of lamb used as a club inflicts 1D3+2 damage, while trapping a primordial in a freezer will kill it after 1D6+1 rounds.
- Sea: pushing a primordial into the sea solves the problem for now but the monster will eventually make its way

back to the rig (the sea's temperature does make them lethargic but does not kill the creatures).

Hand-to-hand combat with the monster is risky, as touching the green slime that forms their skin brings with it the danger of getting the slime on to one's skin. At the end of each round of melee combat, an investigator should attempt a **Luck** roll (unless they have taken adequate precautions) to see if any of the slime has latched on to their skin. In addition, the monster's touch is burning; causing skin to blister and inflicting 1D6 burn damage.

**Extinguishers: only Co2 extinguishers are effective. Other types (foam, dry powder) are available on the platform—unless an investigator is specifically stating they are looking for a Co2 type, call for a Luck roll to determine if they grab the correct extinguisher.*

Keeper desires. If possible, Macready will attempt to escape, which may lead to a chase scene as the investigators try to apprehend him before he can disappear to the lower levels.

DRILLING FOR SLIME

In tandem with the discovery of Harry Slocum and Gabe Macready's sabotage, the drilling crew find themselves covered in green slime as it begins to pour out from the drill pipe in gushing torrents. In the chaos, Bob MacCrum radios for Pete Shead, the Mud Engineer, and any of his crew off duty to come down to help address the situation. Thus, MacCrum and the rest of his team are covered in the green goo and collapse.

The commotion may draw the investigators' attention. On arrival at the drill floor, the drill crew is all covered in the slime, their bodies twitching spasmodically. It's a scary and unnatural sight, provoking a **Sanity** roll (1/1D6 loss). Note

that by the time any investigators arrive, the rest of the green slime has moved to other areas of the platform, all that is left is what is covering the drill crew.

There are too many casualties for sickbay to hold, so the gym in the Accommodation Block is swiftly turned into a makeshift hospital. Tony Pearson takes charge of the refit—a successful **Psychology** roll detects he is relieved to be doing something he can actually manage rather than dealing with the green slime and his patients, which is beyond his capacity and knowledge to deal with.

Once the drill crew has been moved to the gym, the process of turning the men into monstrous primordialials is rapid (due to the total exposure they suffered). The timing is at the Keeper's discretion to maximize chaos and tension. Once the primordialials “wake up” *en masse*, they make their way to the reactor core (for the heat) and resist any obstructions or people with force (see **The Primordialials**, above).

PART THREE: EVENTS

The investigators must navigate a path through panic, madness, and death. Will they attempt to save the day or try to flee in order to save their own necks?

THE PRIMORDIALS ATTACK

Ideally, have a group of primordials perform a surprise attack on the investigators; this might be in the investigators' office in the Accommodation Block when they are regrouping and sharing information, but could happen anywhere that's opportune. Such a scene begins with a **Listen** roll; if successful, the sounds of something moving against the walls can be heard, quickly followed by the smell of burning. Without further notice, the walls of the room crash in as the hands and arms of primordials lunge forward and reach to grasp the investigators.

Meanwhile, around the platform, other primordials begin to roam, seeking out heat sources and attacking anyone they come across. The monsters are relatively slow moving (MOV 5) but relentless if they in pursuit.

See box **The Primordials**, nearby, for details on these walking jelly horrors—profiles for the monsters can be found on page 133.

DR. KENT'S ASSISTANCE

If Dr. Roylott has taken the Reactor Control Room and its team, including Dr. Kent, hostage, the investigators may wish to appeal to Dr. Kent and her team to help subdue Roylott. If the investigators can somehow communicate with Dr. Kent (e.g. surreptitiously, like stealthy hand gestures through the reinforced glass windows facing into the room) then they can persuade her and her team to cause a distraction (allowing the investigators to storm inside—if they know the key code) or attempt to overpower Roylott while the investigators run in to help. Of course, at the Keeper's discretion, Dr. Kent or one of her team may, by now, have fallen under Tsathoggua's influence; thus, whatever is agreed is in fact a trap for the investigators to walk into.

Perhaps even though she is not under the Great Old One's influence, Dr. Kent is already insane from the sights and events that have unfolded so far. Does her madness help or hinder the investigators? In any respect, play this scene out as befits the situation so far in respect to the investigators' interactions with Dr. Kent, her team, and, of course, Dr. Roylott.

THE MADNESS OF STAHL

Assaulted by the influence of Tsathoggua, Stahl's mind cracks and, in his insanity, he sees enemies everywhere. His paranoia is extreme and he views any who question his authority as enemies, while the outsiders—the investigators—are accused of being spies or terrorists who must be put down.

If Dr. Roylott has not already ordered Stahl to impose "martial law" on the rig, then Stahl does this now. He positions his men at the lifeboats, at the entrances to the Control Room, and at Reactor Control. He also sends a search party to look for the investigators and, if successful, the investigators are brought to Stahl, who then orders them to be shot by firing squad.

The Keeper should determine how many of Stahl's men are also influenced by Tsathoggua; no more than half should be. Those unaffected may act as seems appropriate; the investigators may use their social skills to convince the men that Stahl is mad and to help them put an end to Stahl's rule. If any investigators made a point of getting to know any of the security team before Part 3, a kindly Keeper might grant a bonus die to a **Persuade**, **Fast Talk**, or **Charm** roll to get that individual on side. Such an appeal might be the investigators' last resort if facing a firing squad (see following).

The Firing Squad

If captured, the investigators may be held in a secure room until Stahl decides to convene a firing squad, providing an opportunity to escape. Otherwise, the investigators are hauled out and lined up on the helicopter pad as a line of Stahl's men take aim.

Present this moment with suitable tension but allow the players a bit of time to think up a last second strategy. Possibilities include using a social skill roll to appeal to the security men's humanity and to point out Stahl's madness, or a sudden break and dash for freedom by running and jumping off the deck to the sea below (calling for a **DEX** roll to make it to relative safety—perhaps they manage to grab hold of a support beam, allowing them to climb to another part of the rig, rather than fall into the sea). Possibly a deal could be made if an investigator can think up a scheme to convince Stahl they are worth keeping alive (use the investigator's **Fast Talk** or **Persuade** opposed by Stahl's POW). If the investigators seem doomed, at a last resort, Lewis Duffy and the rest of the processing technicians come to their rescue (or perhaps a different team led by Angie Yousef) and provide enough of a distraction for the investigators to escape.





LAVA DANGER

As things build towards the climax, lava shoots up the drill, flooding the drilling floor in burning molten rock. Alarms go off around the platform—if the investigators can get to the Control Room, they can see what's happening on the various read outs. Otherwise, the lava flows throughout the lower deck and the members of the platform's crew soon bring word of the disaster to the investigators.

Those with **Science (Geology)** can deduce that there is a very real risk of a volcanic eruption and that nothing can be done to prevent this taking place. The best option is to abandon the rig and get as far away as possible—if only there wasn't a huge storm front currently preventing rescue by helicopter.

When a volcanic eruption occurs is determined by the Keeper and, ideally, makes for an epic climax to end the scenario (see **Ending the Scenario**, nearby).

ELASTIC HORROR

The formless spawn of Tsathoggua swim up to the platform to herald the coming of their master, arriving by climbing up the platform's support legs. They seep onboard and pose serious threats to anyone going near to the lifeboats or trying to kill Dr. Roylott (if he is still alive by this point).

As they begin to emerge, the storm clouds above the platform seem to combine and change shape. Those outside or able to see the sky are filled with a sense of dread as a vast psychic image of Tsathoggua forms in the sky overhead. Those witnessing this terrifying image must make a **Sanity** roll (0/1D10 loss).

ENDING THE SCENARIO

It is highly likely the investigators die or go insane as the scenario comes to a close, so the Keeper should aim to finish things with a big bang with the drilling of the Mohole resulting in an epic volcanic explosion, taking out the rig, killing everyone and everything thing onboard, and essentially closing the hole into N'kai and preventing Tsathoggua's arrival. Of course, the investigators might have a different conclusion in mind and so here are some possible solutions (and hindrances), should the players wish to attempt them.

CHAPTER FOUR

Angie Yousef, *operations team leader*

STR 55 CON 70 SIZ 50 DEX 45 INT 55
 APP 50 POW 80 EDU 60 SAN 45 HP 12
 DB: 0 Build: 0 Move: 6 MP: 16

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 40% (20/8)

Skills

Accounting 45%, Charm 60%, Climb 35%, Fast Talk 45%,
 First Aid 55%, Listen 65%, Natural World 35%, Persuade
 50%, Psychology 65%, Spot Hidden 35%, Stealth 40%, Swim
 50%, Throw 30%.

Piers Goldman, *company man*

STR 40 CON 50 SIZ 45 DEX 50 INT 75
 APP 45 POW 65 EDU 65 SAN 65 HP 9
 DB: 0 Build: 0 Move: 7 MP: 13

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 30% (15/6)

Skills

Accounting 80%, Charm 45%, Climb 25%, Fast Talk 50%,
 First Aid 35%, Jump 40%, Law 40%, Listen 60%, Persuade
 30%, Psychology 30%, Spot Hidden 30%, Stealth 50%, Swim
 30%, Throw 30%.

Jerry Scrivens, *offshore operations engineer*

STR 85 CON 75 SIZ 55 DEX 60 INT 80
 APP 60 POW 60 EDU 80 SAN 60 HP 13
 DB: +1D4 Build: 1 Move: 8 MP: 9

Combat

Brawl 60% (30/13), damage 1D3+1D4
 Dodge 40% (20/8)

Skills

Charm 40%, Climb 45%, Computer Use 35%, Demolitions
 30%, Electrical Repair 60%, First Aid 35%, Jump 40%,
 Law 25%, Listen 35%, Locksmith 40%, Persuade 40%,
 Psychology 45%, Science (Engineering) 70%, (Geology) 50%,
 (Mathematics) 60%, Mechanical Repair 50%, Spot Hidden
 50%, Stealth 30%, Swim 40%, Throw 45%.

Dr. Rachel Kent, *nuclear operations engineer*

STR 50 CON 80 SIZ 35 DEX 70 INT 85
 APP 40 POW 70 EDU 90 SAN 70 HP 11
 DB: 0 Build: 0 Move: 8 MP: 14

Combat

Brawl 35% (17/7), damage 1D3
 Dodge 35% (17/7)

Skills

Climb 25%, Electronics 55%, Intimidate 40%, Jump 45%, Law
 40%, Listen 60%, Mechanical Repair 60%, Persuade 50%,
 Psychology 30%, Science (Chemistry) 70%, (Engineering) 60%,
 (Physics) 80%, Spot Hidden 40%, Stealth 40%, Swim 40%.

Michel "Mich" Tennyson, *operations coordinator*

STR 65 CON 70 SIZ 50 DEX 55 INT 80
 APP 50 POW 45 EDU 60 SAN 45 HP 12
 DB: 0 Build: 0 Move: 8 MP: 9

Combat

Brawl 45% (22/9), damage 1D3
 Dodge 30% (15/6)

Skills

Accounting 50%, Charm 60%, Climb 40%, Computer Use
 25%, Diving 30%, Fast Talk 30%, First Aid 50%, Jump 40%,
 Law 20%, Listen 50%, Persuade 50%, Pilot (Boat) 25%,
 Psychology 40%, Spot Hidden 30%, Stealth 30%, Swim 60%,
 Throw 45%.

Tony Pearson, *paramedic*

STR 80 CON 60 SIZ 50 DEX 80 INT 60
 APP 55 POW 55 EDU 75 SAN 55 HP 11
 DB: +1D4 Build: 1 Move: 9 MP: 11

Combat

Brawl 50% (25/10), damage 1D3
 Dodge 60% (30/12)

Skills

Charm 70%, Climb 60%, Fast Talk 60%, First Aid 80%,
 Intimidate 45%, Jump 45%, Listen 40%, Medicine 45%,
 Persuade 40%, Psychology 50%, Spot Hidden 50%, Science
 (Biology) 40%, Stealth 60%, Swim 55%, Throw 60%.

Tegan Fielding, *stores keeper*

STR 45 CON 55 SIZ 60 DEX 65 INT 60
 APP 80 POW 45 EDU 55 SAN 45 HP 12
 DB: 0 Build: 0 Move: 8 MP: 9

Combat

Brawl 35% (17/7), damage 1D3
Dodge 40% (20/8)

Skills

Accounting 55%, Art/Craft (Hairdresser) 65%, Charm 50%, Climb 30%, Fast Talk 60%, Jump 30%, Listen 50%, Occult 30%, Psychology 35%, Read Lips 30%, Spot Hidden 45%, Stealth 50%, Throw 25%.

Control Room/Power Control Systems Operators, and Radio Operator

- **Control Room:** Jeff Smalls, Lucille Sharkey, Fiona McCraig, Finbar Drummond.
- **Radio:** Gabe Macready.

STR 45 CON 55 SIZ 60 DEX 50 INT 75
APP 50 POW 40 EDU 70 SAN 40 HP 13
DB: 0 Build: 0 Move: 7 MP: 8

Combat

Brawl 35% (17/7), damage 1D3
Dodge 25% (12/5)

Skills

Climb 30%, Computer Use 50%, Fast Talk 35%, First Aid 45%, Jump 40%, Library Use 30%, Listen 40%, Natural World 50%, Persuade 35%, Psychology 35%, Science (Mathematics) 45%, (Meteorology) 40%, (Physics) 40%, Spot Hidden 60%, Stealth 35%, Swim 30%, Throw 30%.

Processing Technicians

- Lewis Duffy, Bill Greer, Mitch Logan, Steve Cressey.

STR 55 CON 80 SIZ 65 DEX 70 INT 70
APP 45 POW 50 EDU 75 SAN 50 HP 14
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 55% (27/11), damage 1D3
Dodge 40% (20/8)

Skills

Charm 45%, Climb 40%, Computer Use 60%, Electrical Repair 50%, Electronics 45%, First Aid 30%, Listen 30%, Persuade 40%, Psychology 30%, Science (Chemistry) 60%, (Engineering) 70%, (Physics) 60%, Spot Hidden 45%, Stealth 35%, Swim 35%, Throw 45%.

Reactor Control and Coolant Technicians

- **Reactor:** Denise Latch, Cerys Jones, Mea MacDougal.
- **Coolant:** Vijay Reza, Tom Martin.

STR 35 CON 50 SIZ 50 DEX 70 INT 90
APP 65 POW 50 EDU 85 SAN 50 HP 10
DB: 0 Build: 0 Move: 8 MP: 10

Combat

Brawl 35% (17/7), damage 1D3
Dodge 35% (17/7)

Skills

Climb 30%, Computer Use 60%, Listen 35%, Persuade 30%, Psychology 20%, Science (Chemistry) 60%, (Mathematics) 60%, (Physics) 70%, Spot Hidden 60%, Stealth 40%, Swim 25%, Throw 25%.

Automation Systems Specialist, Maintenance Workers, and Crane Operator

- **Automation Systems:** Harry Dawson.
- **Maintenance:** Harry Slocum, Billy Waters.
- **Crane:** Richard Copper.

STR 65 CON 80 SIZ 60 DEX 60 INT 65
APP 40 POW 60 EDU 60 SAN 60 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 12

Combat

Brawl 60% (30/12), damage 1D3
Dodge 40% (20/8)

Skills

Charm 50%, Electrical Repair 80%, Fast Talk 60%, First Aid 25%, Listen 45%, Mechanical Repair 80%, Locksmith 60%, Operate Heavy Machinery 70%, Psychology 30%, Science (Engineering) 50%, Sleight of Hand 60%, Spot Hidden 50%, Stealth 50%, Swim 30%, Throw 55%.

Catering Crew

- Patrick Murphy and Seamus O'Clare

STR 45 CON 40 SIZ 60 DEX 75 INT 70
APP 50 POW 70 EDU 60 SAN 70 HP 10
DB: 0 Build: 0 Move: 8 MP: 14

Combat

Brawl 45% (22/9), damage 1D3
Dodge 45% (22/9)

Skills

Accounting 40%, Art/Craft (Cooking) 80%, Charm 70%, Climb 40%, Electrical Repair 25%, Fast Talk 50%, First Aid 35%, Listen 25%, Occult 30%, Psychology 40%, Sleight of Hand 45%, Spot Hidden 30%, Stealth 30%, Swim 40%, Throw 50%.

Drill Crew

- **Team Leader:** Bob MacCrum.
- **Mud engineer:** Pete Shead.
- **Derrickhands:** Roy Bates, Yan Andersson, Barbara Cunk.
- **Roughnecks:** Flora Macrae, Angus McNab, Jim Reid, Donald Stewart, Tyrone Cleaver, Lionel Scott.

STR 90 **CON** 70 **SIZ** 80 **DEX** 70 **INT** 65
APP 35 **POW** 50 **EDU** 55 **SAN** 50 **HP** 15
DB: +1D6 **Build:** 2 **Move:** 8 **MP:** 10

Combat

Brawl 70% (35/14), damage 1D3+1D6
Dodge 35% (17/7)

Skills

Climb 60%, Diving 30%, First Aid 40%, Intimidate 60%, Jump 40%, Mechanical Repair 55%, Natural World 50%, Operate Heavy Machinery 80%, Psychology 40%, Spot Hidden 50%, Stealth 30%, Swim 50%, Throw 60%.



SECURITY TEAM

David Stahl, head of security

STR 75 **CON** 60 **SIZ** 80 **DEX** 70 **INT** 90
APP 60 **POW** 45 **EDU** 55 **SAN** 36* **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 9

**Tzathoggua's influence causes Stahl to go insane during the scenario.*

Combat

Brawl 85% (42/17), damage 1D3+1D4
HK416 rifle 65% (32/13), damage 2D8
Glock 17 pistol 55% (27/11), damage 1D10
Dodge 60% (30/12)

Skills

Climb 65%, Demolitions 40%, Diving 35%, First Aid 60%, Intimidate 80%, Jump 50%, Law 40%, Listen 50%, Medicine 20%, Psychology 40%, Spot Hidden 55%, Stealth 65%, Survival 45%, Swim 50%, Throw 60%.

Stahl's Men

- **Section Leaders:** Jack Denes and Cal Fuchs.
- **Security:** Nigel Gordon, Greg Bennings, Vance Norris, Lem Strode, Teddy Doyle, Gary Hunt, Ken Loomis, Budd Alves.

STR 70 **CON** 70 **SIZ** 80 **DEX** 65 **INT** 60
APP 50 **POW** 50 **EDU** 60 **SAN** 50 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 10

Combat

Brawl 70% (35/14), damage 1D3+1D4
HK416 rifle 60% (30/12), damage 2D8
Glock 17 pistol 55% (27/11), damage 1D10
Dodge 40% (20/8)

Skills

Climb 50%, Demolitions 30%, Diving 40%, First Aid 50%, Intimidate 60%, Jump 50%, Law 30%, Listen 50%, Mechanical Repair 30%, Operate Heavy Machinery 40%, Psychology 45%, Spot Hidden 50%, Stealth 60%, Survival 40%, Swim 50%, Throw 60%.

MONSTERS

Primordials, *shambling jelly monsters*

Transformed by the green slime of N'kai, primordials are humans turned into horrific shambling jelly monstrosities. Their luminous green rippling and wobbling skin is translucent; their once-human innards and organs visible. While serving the will of Tsathoggua, primordials will seek out heat sources and avoid cold, which makes them lethargic and can kill them at very low temperatures.

STR 80 CON 50 SIZ 70 DEX 40 INT 20
 APP — POW 40 EDU — SAN — HP 12
 DB: +1D4 Build: 1 Move: 5 MP: 8

Combat

Attacks per round: 1 (bash or grab)

Burning touch: causes skin to blister and inflicts 1D6 burn damage.

Green slime: hand-to-hand combat with primordials is risky, as exposure to the green slime that forms their skin is likely. At the end of each round of melee combat opponents in melee should attempt a Luck roll (unless they have taken adequate precautions) to see if any of the slime has latched on to their skin.

Grab (mnvr): grabs one victim; automatic damage per round thereafter. Victim may attempt opposed STR or DEX roll to break or wriggle free; Luck roll to determine if green slime has latched onto victim's skin.

Fighting	40% (20/8), damage 1D6+burn
Grab (mnvr)	40% (20/8), automatic 1D6 burn damage on subsequent rounds
Dodge	n/a

Skills

Climb 50%, Listen 40%, Shamble 80%, Spot Hidden 20%, Relentless Pursuit 80%.

Armor: bullets and impaling weapons inflict minimum damage; blunt weapons inflict half damage; prolonged exposure to temperatures below 00°C (32°F) can injure and kill:

- **CO₂ fire extinguishers:** (found all around the platform*) a single 2kg extinguisher sprayed point-blank at a primordial causes 1D6+1 damage per round for 3 rounds (a 5kg extinguisher causes 1D6+1 per round for 7

rounds—probably enough to kill an individual).

- **Cold:** a frozen leg of lamb used as a club inflicts 1D3+2 damage, while trapping a primordial in a freezer will kill it after 1D6+1 rounds.
- Temperatures below 30°C (86°F) make primordials lethargic (MOV 3).

Armor: none.

Spells: none.

Sanity loss: 1/1D6 Sanity points to see a primordial.

Formless Spawn

Black, protean beings able to change shape in an instant, from toad-like lumps to elongated things with hundreds of rudimentary legs. Able to ooze through small cracks and enlarge their appendages at will.

STR 90 CON 50 SIZ 120 DEX 95 INT 65
 APP — POW 50 EDU — SAN — HP 17
 DB: +2D6 Build: 3 Move: 12 MP: 10

Combat

Attacks per round: 2 (limited to 1 Bite per round)

Due to their extreme fluidity, able to attack in a wide variety of ways, forming whips, tentacles, and other appendages with which to bludgeon and strike their opponents.

Bite: victim is instantly swallowed. Each round thereafter the victim suffers 1 damage from constriction—the damage increasing by 1 point per round (*e.g.*, on the second round 2 damage, and so forth). While swallowed, the victim may take no action whatsoever, though friends may attempt to slay the monster to free him or her. May attempt one Bite attack per round and can continue to swallow prey until having swallowed its own SIZ in prey. While digesting a victim, a spawn may continue to fight but may not shift location without disgorging what it has swallowed.

Grab (mnvr): grabs an opponent using one of its whip like appendages; range is always one-fifth of the monster's SIZ in yards.

Fighting	60% (30/12), damage 2D6+DB
Grab (mnvr)	60% (30/12), damage 1D6+DB
Dodge	47% (23/9)

Armor: immune to all physical weapons—wounds simply snap closed after being opened. Fire, chemicals, and other forces deal standard damage. Spells may affect them.

Spells: formless spawn have a 25% chance of knowing 1 spell.

Sanity loss: 1/1D10 Sanity points to see a formless spawn.

JESSICA ANDERSON

Age: 48 **Occupation:** Scientist (Geo-Chemistry) and Team Leader

STR 55 **CON** 45 **SIZ** 65 **DEX** 60 **INT** 80
APP 60 **POW** 75 **EDU** 90 **SAN** 75 **HP** 11
DB: 0 **Build:** 0 **Move:** 6 **MP:** 15 **Luck:** 45

Combat

Brawl 25% (12/15), damage 1D3
Dodge 30% (15/6)

Skills

Climb 20% (10/4)
Credit Rating 44% (22/9)
Firearms (Handgun) 20% (10/4)
Firearms (Rifle/Shotgun) 25% (12/5)
First Aid 30% (15/6)
Intimidate 65% (32/13)
Jump 20% (10/4)
Language (Latin) 30% (15/6)
Language (English) 90% (45/18)
Library Use 70% (35/14)
Listen 20% (10/4)
Mechanical Repair 10% (5/2)
Natural World 70% (35/14)
Persuade 40% (20/8)
Psychology 20% (10/4)
Science (Chemistry) 70% (35/14)
Science (Geology) 80% (40/16)
Science (Mathematics) 60% (30/12)
Spot Hidden 65% (32/13)
Stealth 20% (10/4)
Swim 20% (10/4)
Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rilot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director



is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** slim, graying hair, angular face, with a stern countenance.
- **Traits:** inquisitive, bossy.
- **Ideology/Belief:** science heralds a limitless future but must be kept free of political interference.

External Auditors

- **You**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, scientist (nuclear physicist)
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament

PHILLIP SWANN

Age: 52 Occupation: Scientist (Nuclear Physicist)

STR 50 CON 70 SIZ 65 DEX 65 INT 75
 APP 55 POW 60 EDU 85 SAN 60 HP 13
 DB: 0 Build: 0 Move: 6 MP: 12 Luck: 50

Combat

Brawl 25% (12/15), damage 1D3
 Dodge 32% (16/6)

Skills

Charm 45 (22/9)
 Climb 30% (15/6)
 Computer Use 45% (22/9)
 Credit Rating 40% (20/8)
 Electrical Repair 30% (15/6)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 30% (15/6)
 Jump 20% (10/4)
 Language (Latin) 20% (10/4)
 Language (English) 85% (42/17)
 Library Use 40% (20/8)
 Listen 25% (12/5)
 Mechanical Repair 30% (15/6)
 Natural World 30% (15/6)
 Persuade 40% (20/8)
 Psychology 15% (7/3)
 Science (Engineering) 50% (25/10)
 Science (Mathematics) 60% (30/12)
 Science (Physics) 70% (35/14)
 Spot Hidden 60% (30/12)
 Stealth 40% (20/8)
 Swim 20% (10/4)
 Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear



reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** slim muscular physique, graying hair, and spectacles.
- **Traits:** adventurous, gregarious.
- **Ideology/Belief:** science has the answers to all of mankind's problems.

External Auditors

- **You**, nuclear physicist
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament

TERRY DOUGLAS

Age: 45 Occupation: Oceanographer

STR 65 CON 60 SIZ 70 DEX 60 INT 70
 APP 50 POW 60 EDU 80 SAN 60 HP 13
 DB: +1D4 Build: 1 Move: 6 MP: 12 Luck: 55

Combat

Brawl 25% (12/15), damage 1D3+DB
 Dodge 32% (16/6)

Skills

Climb 40% (20/8)
 Computer Use 15% (7/3)
 Credit Rating 35% (17/7)
 Diving 40% (20/8)
 Fast Talk 35% (17/7)
 Firearms (Handgun) 20% (10/4)
 Firearms (Rifle/Shotgun) 25% (12/5)
 First Aid 30% (15/6)
 Jump 20% (10/4)
 Language (English) 80% (40/16)
 Library Use 30% (16/6)
 Listen 25% (12/5)
 Natural World 70% (35/14)
 Psychology 15% (7/3)
 Science (Biology) 70% (35/14)
 Science (Botany) 60% (30/12)
 Science (Chemistry) 60% (30/12)
 Spot Hidden 45% (22/9)
 Stealth 40% (20/8)
 Swim 50% (25/10)
 Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.



You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** stocky and broad chested, short cut hair, round face.
- **Traits:** risk taker, cheerful.
- **Ideology/Belief:** mankind has been nothing but bad news for the planet.

External Auditors:

- **You**, *oceanographer*
- **Jessica Anderson**, *scientist (geo-chemistry) and team leader*
- **Phillip Swann**, *nuclear physicist*
- **Trisha Hickey**, *personnel consultant*
- **Victor Mann**, *systems and processing engineer*
- **Clarice Williams**, *Member of Parliament*

TRISHA HICKEY**Age:** 42 **Occupation:** Personnel Consultant

STR 65 **CON** 70 **SIZ** 55 **DEX** 60 **INT** 80
APP 65 **POW** 50 **EDU** 70 **SAN** 50 **HP** 12
DB: 0 **Build:** 0 **Move:** 7 **MP:** 10 **Luck:** 60

Brawl 45% (22/9), damage 1D3
Dodge 30% (15/6)

Skills

Accounting 25% (12/5)
Charm 50% (25/10)
Climb 30% (15/6)
Credit Rating 45% (22/9)
Fast Talk 40% (20/8)
Firearms (Handgun) 20% (10/4)
Firearms (Rifle/Shotgun) 25% (12/5)
First Aid 50% (25/10)
Intimidate 50% (25/10)
Jump 30% (15/6)
Language (English) 70% (35/14)
Language (Dutch) 20% (10/4)
Law 35% (17/7)
Library Use 40% (20/8)
Listen 50% (25/10)
Psychology 60% (30/12)
Spot Hidden 60% (30/12)
Stealth 50% (25/10)
Swim 30% (15/6)
Throw 30% (15/6)

Bonus: allocate 30 points to any skills of the player's choice.**Backstory**

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

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value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** average height, smart business suit, and dark hair in a bob.
- **Traits:** domineering, tunnel vision.
- **Ideology/Belief:** everyone has secrets that can be used to get what you want.

External Auditors:

- **You**, personnel consultant
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Terry Douglas**, oceanographer
- **Victor Mann**, systems and processing engineer
- **Clarice Williams**, Member of Parliament

VICTOR MANN

Age: 49 **Occupation:** Systems and Processing Engineer

STR 80 **CON** 70 **SIZ** 65 **DEX** 50 **INT** 70
APP 55 **POW** 55 **EDU** 85 **SAN** 55 **HP** 13
DB: +1D4 **Build:** 1 **Move:** 6 **MP:** 11 **Luck:** 55

Combat

Brawl 55% (27/11), damage 1D3+DB
Dodge 35% (17/7)

Skills

Charm 15% (7/3)
Climb 20% (10/4)
Credit Rating 40% (20/8)
Electrical Repair 65% (32/13)
Electronics 40% (20/8)
Firearms (Handgun) 45% (22/9)
Firearms (Rifle/Shotgun) 45% (22/9)
First Aid 30% (15/6)
Intimidate 15% (7/3)
Jump 20% (10/4)
Language (English) 85% (42/17)
Law 30% (15/6)
Library Use 40% (20/8)
Listen 20% (10/4)
Mechanical Repair 75% (37/15)
Operate Heavy Machinery 40% (20/8)
Persuade 25% (12/5)
Psychology 10% (5/2)
Science (Engineering) 70% (35/14)
Science (Mathematics) 55% (27/11)
Spot Hidden 25% (12/5)
Stealth 20% (10/4)
Swim 30% (15/6)
Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.

Backstory

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previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.

You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** short and a little overweight, broad shoulders, hair in a crew cut.
- **Traits:** easy going, bit of a comedian.
- **Ideology/Belief:** hates injustice and bullies.

External Auditors:

- **You**, systems and processing engineer
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant
- **Clarice Williams**, Member of Parliament

CLARICE WILLIAMS**Age:** 36 **Occupation:** Member of Parliament

STR 80 **CON** 65 **SIZ** 45 **DEX** 80 **INT** 65
APP 70 **POW** 50 **EDU** 60 **SAN** 50 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 10 **Luck:** 60

Combat

Brawl 35% (17/7), damage 1D3+DB
Dodge 40% (20/8)

Skills

Charm 55% (27/11)
Climb 40% (20/8)
Credit Rating 40% (20/8)
Fast Talk 50% (25/10)
Firearms (Handgun) 20% (10/4)
Firearms (Rifle/Shotgun) 25% (12/5)
First Aid 40% (20/8)
History 25% (12/5)
Intimidate 40% (20/8)
Jump 40% (20/8)
Language (English) 60% (30/12)
Law 15% (7/3)
Library Use 40% (20/8)
Listen 40% (20/8)
Persuade 30% (15/6)
Psychology 45% (22/9)
Sleight of Hand 40% (20/8)
Spot Hidden 40% (20/8)
Stealth 40% (20/8)
Swim 30% (15/6)
Throw 20% (10/4)

Bonus: allocate 30 points to any skills of the player's choice.**Backstory**

Project Nergal is an experimental drill, designed to penetrate the Earth's crust, based on a former oil platform in the North Sea. The scope of the project includes the collection and refinement of a new energy source, named "Rolot gas" after its discoverer Dr. Simon Roylott, who also happens to be the project's leader. The project has expanded astronomically. It now boasts extensive government funding and backing from Gerald Winestep, Secretary of State for Business, Energy, and Industrial Strategy. Dr. Roylott has installed a nuclear reactor to power the drill to previously-unknown depths. The project's executive director is Piers Goldman, a civil servant, who handles logistics and non-scientific concerns.



You and a team of experts have been sent to the Devil's Hole Platform to audit the project and determine if it is: value for money, safe, and likely to succeed in its mission. Your report is expected to either close down the project or essentially green light further investment. You are to be given access to all parts of the platform without question.

- **Description:** diminutive yet athletic, prominent nose, long blonde hair.
- **Traits:** pretends to understand things even when she doesn't, cunning.
- **Ideology/Belief:** find the angle to improve your position and standing.

External Auditors Team:

- **You**, Member of Parliament
- **Jessica Anderson**, scientist (geo-chemistry) and team leader
- **Phillip Swann**, nuclear physicist
- **Victor Mann**, systems and processing engineer
- **Terry Douglas**, oceanographer
- **Trisha Hickey**, personnel consultant



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VOICE OVER THE PHONE

A tale of two brothers set in the violent world of gang culture.

Voice on the Phone is a modern day scenario accommodating two to six players and can be played in a single evening or across two to three sessions. The “investigators” are members of a street gang intent on fighting off the advances of a ruthless rival fraternity. The police seem at a loss to combat the escalating violence and it is up to the investigators to put an end to the upstart gang and end their reign of terror.

FOREWORD

Gangs and organized crime have been part of American urban culture since the mid-19th century. Its continued existence today is no surprise. Dallas is not particularly a hotbed of gang trouble, compared to other large cities in America; it does exist, just to a lesser extent.

Of course, if gang violence was powered and directed by the force of the alien horrors that dwell behind the veil, it would be far worse. This is what I’ve posited in this adventure.

Please note that while the scenario is set in Dallas in the 21st century, almost every aspect of this adventure (except I suppose the cell phones) could be adapted to another city, another country, and another time. There were powerful gangs operating in the 1920s, and such organizations are not unique to the Western world. Asia, in particular, is subject to this kind of crime.

The underlying idea is not just about gangs; I am interested in applying the ancient legend of Baphomet and to a scientific/cult purpose. The old tales said that Baphomet was the severed head of the Grand Templar, who gave wisdom and instruction to his knights. In C. S. Lewis’s tale *That Hideous Strength*, a severed, reanimated head rules a secret cabal of scientists. This is another riff on that concept and something of an homage if you will.

Sandy Petersen
2017

ABOUT THE SETTING

Sandy usually sets this scenario in Dallas, an area familiar to him, nominally in the southeastern portion of the city known as Pleasant Grove. Keepers are advised to relocate *Voice on the Phone* to a large city of their own acquaintance—changing aspects of the scenario’s NPCs and locations as necessary—as this will bring verisimilitude to their portrayal of the setting. New York City, Los Angeles, London, Paris, Moscow—any big city where gang culture can be found.

The locations described in *Voice on the Phone* are fictional, allowing the Keeper to locate buildings and events as they see fit. The focus of the scenario is on the people and events; direct the flow of the scenario in response to the players and don’t worry about precisely describing geographical distances or details. Present the scenario as a sequence of events, rather than a minute-by-minute account of each step the investigators take.

Representation of Gangs

As the Keeper may set this scenario in any city of their choice, the gangs described are fictional, with fictional names. Feel free to rename and model the gangs on real-life fraternities, if so desired. Of course, using fictionalized versions means that the players will not be able to bring prior knowledge to bear, and ensures a sense of mystery.

The gangs in *Voice on the Phone* are mainly Latino and Hispanic. Neither term refers to race, as a person of Latino/Hispanic ethnicity can be of any race. The Keeper should bear this in mind in their portrayal of the various gangs and their members, and should, obviously, change the portrayal when moving the scenario to another location. It should be noted that “Latino” and “Hispanic” are not always favored terms, with many people preferring to be identified by their country of origin rather than by a label designated by the US government. No offense is intended by the authors.

BACKGROUND


As youngsters, Diego Lopez and his younger brother Juan were close. While Diego had the street smarts, Juan was more academically minded and his parents pushed him to make something of his life away from the streets and gangs of Dallas. Of course, Juan just wanted to be like his brother. Both boys seemed destined for a gang lifestyle; however, Juan's life was to take a different turn.

Diego had recently left school for good, welcomed into the arms of a local gang called SE13 (much to his parent's disgust). Juan wanted to follow his brother but an unexpected conversation during a school careers fair made Juan reconsider his life. During the event, a well-dressed man named Cochin S. Waghalter approached Juan. Something about Waghalter's eyes and voice made the impressionable youth take note. Waghalter talked with eloquence about the marvels of medicine and technology and how a boy, with a bright head on his shoulders could make something of his life if he pursued a career as a doctor and that Juan was exactly the type of person that the foundation Waghalter represented was looking for. If Juan agreed, Waghalter would enroll him in an exclusive scholarship program that would pay for him to become a doctor.

Sure enough, a few days later, to his parent's delight, Juan received a letter saying the Waghalter Foundation had accepted him into their special "Minds of the Future" program. While Diego's involvement with SE13 deepened, Juan studied and he eventually took a place at the Miskatonic University Medical School in Arkham—helpfully arranged and paid for by the Waghalter Foundation. On attaining his qualifications, Juan returned home to Dallas to work in emergency care.

By the time Juan returned to Dallas, Diego was a high-ranking member of SE13. Despite the distance of both geography and lifestyles, the brothers had remained close. Diego told his gang comrades that his brother's medical training could always be counted on to help and, over time, Juan was called upon to patch up SE13 gang members who had been on the receiving end of gunshot and knife attacks in the course of rival gang disputes. Thus, in the short space of a year, Juan, while not technically a member of SE13, was a close ally, who could often be found socializing with his brother and SE13 gang members.


Despite the brothers' close relationship, Diego was unaware of Juan's private area of study, which he began while living and studying in Arkham. Under the direction of Waghalter, Juan began experimenting with technology to sustain life. Using unorthodox techniques, Juan has perfected a means to keep animal heads alive by hooking them up to a special green fluid. The fluid's creation, which Juan calls "líquido verde" (literally, green fluid) was based on the research of an early twentieth-century physician named Dr. H. West, whose little-known research was passed to Juan by Waghalter while at Miskatonic University.



COCHIN S. WAGHALTER

Cochin S. Waghalter is none other than (and an anagram of) The Crawling Chaos—Nyarlatotep—whose influence upon Juan's life is the trigger for the events of this scenario. Nyarlatotep's role is purely positioned in the background events leading to the current situation and, as such, the Outer God plays no active role in *Voice on the Phone*, unless the Keeper wishes otherwise.

Perhaps the Waghalter Foundation has recruited children across the world, each destined to be unwittingly lured into areas of strange and unorthodox research with horrific results. While outside the scope of this scenario, the Keeper may desire to use the events of *Voice on the Phone* to launch a campaign where the investigators' paths cross again with these "chosen of Nyarlatotep." Whether these are isolated situations with a common backstory or disparate parts of a grander plan that may eventually come to some awful fruition, is left to the Keeper to decide.



RECENT HISTORY

Diego Lopez a.k.a. "Viper" and his gang have, for some time, been unhappy with the relationship they have with the wider SE13 gang. Things came to a head when a group of SE13s from a neighboring patch paid Viper's crew a visit to tell him that his loyalty was being questioned. Word had reached SE13's top dog, a fellow called Long Horn, that Viper's brother Juan had been seen hanging out with the crew on numerous occasions. Long Horn wasn't happy that "an outsider" could be privy to gang secrets and had sent his men to warn Viper that he must prove his "heart" (gang loyalty) and sever his connection to his sibling—gang brotherhood being stronger than blood. Viper was offended, he considered Juan to be a gang member in all but name, and he and his crew opened fire on Long Horn's men, killing them all. Thus, Viper's crew broke away from the larger SE13 gang and formed SE14, declaring independence.

When Long Horn heard the news, he declared war on SE14 and was intent on retribution. Shortly thereafter, about a month ago, Viper was ambushed and attacked and left for dead—Long Horn had wanted his head but the ambushers had been prevented from finishing this final act when a police patrol car happened to come upon the grisly scene. Despite

the blood loss from a multitude of machete and knife wounds, Viper hung onto life and, by chance, his brother Juan was the attending physician.

Trying everything he could, Juan worked feverishly to keep his brother alive but knew it was a losing battle. He had but one recourse, remove Diego from the hospital and take him to his secret laboratory where he could remove his brother's head and inject it full of *liquido verde*. The process had worked with the heads of rats, cats, and dogs, and it was better than losing his brother forever.

The other members of SE14 were surprised (and perhaps a little horrified) to discover their leader was not dead but, instead, a living and talking head hooked up to bundles of wires and electronics. Viper's head spoke to his gang and told them to not to worry, his brother Juan was able to perform miracles and, with his assistance, SE14 would not only survive, it would become stronger.

Present Day

Long Horn and SE13 are still gunning for the elusive Viper and members of SE14 but, despite best efforts, have been unable to track the breakaway gang down or, when they have, they have been outgunned and outmaneuvered at every turn. Long Horn believes he must have a traitor within SE13, someone who is informing SE14 of their plans, allowing Viper and his crew to stay one step ahead. Currently, SE13 is in a state of turmoil as an internal witch-hunt takes place to uncover the supposed traitor in their ranks.

In the meantime, true to Viper's words, SE14 has gone from strength to strength, pulling off crimes and expanding their base of operations. They have begun muscling in on rival gangs territories, including the turf of Diablos Chicos ("Devil's' Boys") and Reyes Callejeros ("Street Kings") in the Pleasant Hills area of the suburb of Balch Springs. Reyes Callejeros's leader, Pig Pen, went to find Viper in an effort to calm the situation and negotiate terms to share out the patch. Unfortunately, Pig Pen never returned.

The police are at a loss. Detecting the shifting base of power, units have been sent into Pleasant Grove to arrest SE14's leader and its members but every operation has been a dismal failure. Viper's SE14s seem to be one step ahead, leading those in authority to question if Viper has a mole on the force. Thus, the police are doubly troubled and chasing their collective tails; capturing Viper is proving extremely difficult, and there's an internal witch-hunt to root out the mole.

The situation on the streets is tense. SE14's rise seems unstoppable despite the attempts of rival gangs and law enforcement to close Viper's gang down. The bloody streets of Pleasant Grove seem likely to only get bloodier.

What is Really Happening

Dr. Juan Lopez, using his version of Herbert West's reanimation fluid (see H.P. Lovecraft's story "Herbert West—Reanimator") and stolen medical equipment (from the hospital he works at) has given life to his brother Diego's decapitated head. Driven by this success, Dr. Lopez has managed to also reanimate the heads of two other gang members, known as Red Hot and Over Easy, who ran foul of a retribution attack made by Long Horn's SE13s.

The three heads are kept in Dr. Lopez's secret laboratory in a warehouse in Pleasant Grove. The warehouse is rented to a "Dr. J. Lopez," and now has become the de facto headquarters of SE14 (see **The Warehouse**, page 167). Diego/Viper's head floats in a cylindrical tank resting on a table, while the tanks holding the other two heads stand on wooden crates. The three heads are positioned in such a manner as to be a mockery of the three crosses on Golgotha. The heads are connected by a wild variety of wires and pipes to complicated-looking medical equipment. Dr. Lopez looks after the heads but, as this is a time-consuming thing and with him having to leave to attend to his day job at the hospital, he has had SE14 gang members kidnap two nurses to act as (somewhat reluctant) assistants. The nurses, Jenette Williams and Mía Torres, are



TIMELINE

- 6 weeks ago:** Long Horn questions Viper's loyalty. Viper declares independence from SE13 and forms SE14.
- 5 weeks ago:** Viper ambushed by SE13; Dr. Lopez reanimates Viper's head.
- 4 weeks ago:** Red Hot and Over Easy killed in an ambush; Dr. Lopez reanimates their heads and builds the Infernal Mechanism. Jenette Williams and Mía Torres, nurses at the same hospital as Dr. Lopez are kidnapped to attend to the living heads.
- Present day:** Viper's head allows SE14 to stay ahead of rival gangs and the police. SE14 carves out new territory from rival gangs and is able to also avoid police scrutiny.



kept prisoners inside the warehouse. Sharpie (a.k.a. Rebeca Estrada), a female gang member, helps to keep a watch on the nurses along with at least two male gang members at all times.

The Infernal Mechanism

The warehouse is an unsettling place. A red painted symbol—something like a stylized eye—is repeated in various sizes around the walls (see **Eye of Nyarlathotep**, nearby). While on the floor, a large hexagon has been painted, inside which is a painted triangle. Both the hexagon's edges and triangle are divided into segments, each containing a black painted glyph. The head of Viper sits at the 12 o'clock point of the hexagon, while the heads of Red Hot and Over Easy each sit in their own segment of the inner triangle (see **The Infernal Mechanism** diagram, nearby. A Player version of this diagram **Handout: Voice 1** can be found on page 193). Note that player handouts depicting the Eye of Nyarlathotep and the Infernal Mechanism are provided in the **Collected Player Handouts** section at the back of this book.

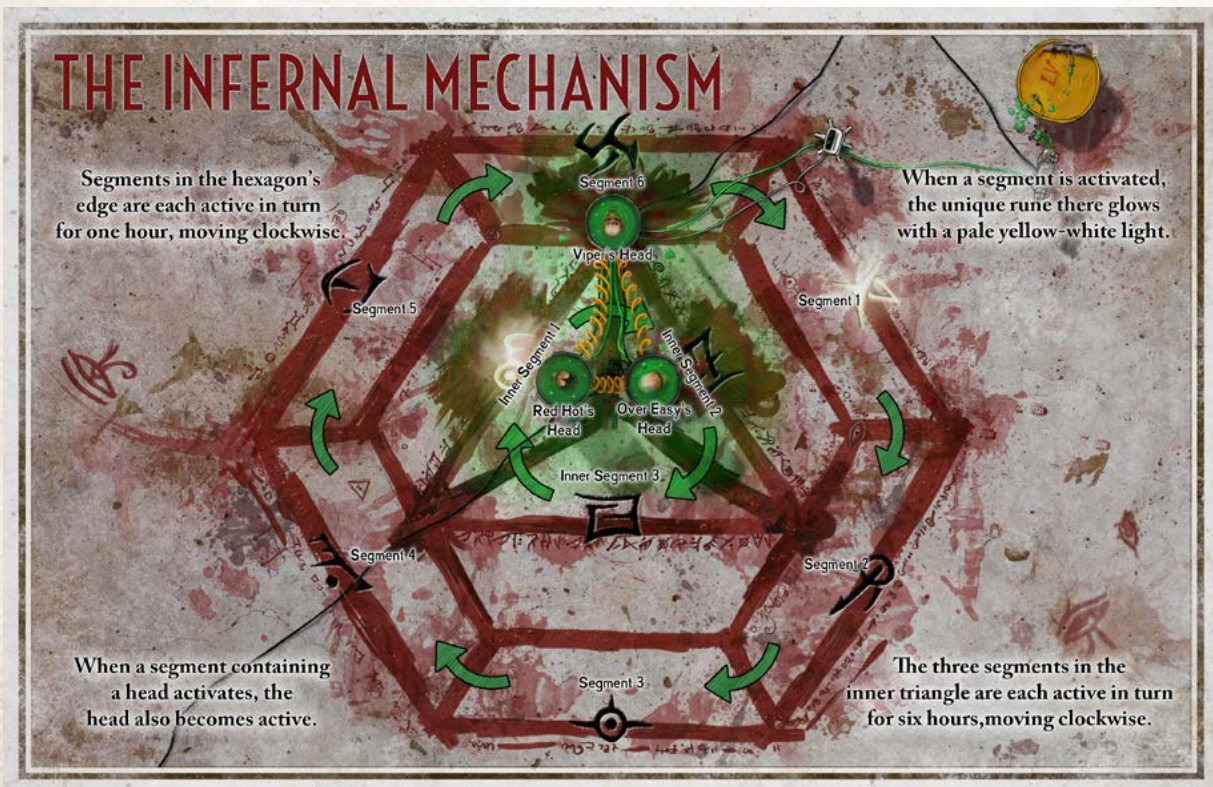
Through arcane knowledge passed to him by his brother's reanimated head (the knowledge actually comes from Nyarlathotep, communicating through Viper's head), Dr. Lopez has magically empowered the bizarre symbols painted on the floor, which glow with infernal light when active. Somewhat like clocks, the segments making up the hexagon's edge each glow when active, as do the symbols within the

triangle. Thus, one symbol in the hexagon and one symbol in the triangle are active at any one time.

Like a clock, each segment becomes active in turn. The hexagon "hand" moves at the rate of once per hour, the triangle segments move once every 6 hours. When the hexagon segment containing Viper's head (at the top of the hexagon) becomes active, then the head is able to impart great wisdom and foretell future events, and does so for varying amounts of time, from a few minutes up to an hour. Thus, once every 6 hours, Viper's head becomes active.

When the segment holding Red Hot's head becomes active, his eyes open and blaze with fire. At this, Dr. Lopez has told the gang that they must make a sacrifice to Red Hot of a human body part; for example, cutting off a finger, an ear, or pulling out a tooth. The body part does not have to come from a gang member—unwilling victims are often used—but this "small" sacrifice is now part of the gang's initiation ritual, so new recruits must offer something of themselves in order to be accepted into the gang. The more important the body part (i.e. the greater sacrifice), the longer Red Hot's eyes stay open. Once, when the gang cut off a victim's hand, Red Hot's eyes stayed open for a full four hours.

When the active segment is the one containing Over Easy's head, then his eyes open and blaze with an emerald glow. Over Easy also requires a sacrifice; in his case, the sacrifice must be a death. Fortunately, the death need not be human, as any small animal will do (pigeon, cat, or dog are most common). The gang



The Infernal Mechanism Map

has only sacrificed one human to Over Easy and, that time, his eyes stayed open for 7 hours. When the empty third segment of the triangle is active the gang is not required to perform a sacrifice.

Dr. Lopez has warned the gang that if the required sacrifices are not made to the heads of Red Hot and Over Easy, then great disaster will befall the gang and they will lose the power they have gained. Consequently, the gang members do as they are told lest they incur the wrath of Dr. Lopez and the heads.

The Power of the Heads

Unbeknown to anyone, all three of the reanimated heads are actually conduits for Nyarlathotep, each “powered” by the Infernal Mechanism. Viper’s head is a mouthpiece for the Outer God and, when active, the head imparts special knowledge of the future to those in the warehouse. Effectively, Viper is able to predict events that will happen in six hours’ time, enabling the gang to be ready for anything. Thus, the gang is ready for police raids and rival gang attacks, and able to turn the tables to their advantage. This is how the gang has remained one step ahead of efforts to arrest or destroy them.

Note that if greater sacrifices are made to either Red Hot or Over Easy then their heads remain active for longer. Should both heads become active at the same time, the combined magical energy summons a dimensional shambler. The monster is bound to the will of Viper (see **Shambler in the Gang**, page 172). If Red Hot and Over Easy are active at the same time as

Viper’s head activates, a different Mythos entity is summoned and bound to Viper—the Keeper should determine what monster appears (this can be randomly decided if desired).

For example, should a human leg or head be sacrificed to Red Hot, his head will remain active for 7 hours—thus, Red Hot’s head is active when the Infernal Mechanism moves on and activates the segment containing Over Easy’s head. As both heads are active, a dimensional shambler appears. If both heads are active and a suitably powerful sacrifice is made to Viper’s head as well, while Viper’s head is activated, a different and more powerful monster is summoned (see **A Couple in Love**, page 173, and **Random Monster Summoning**, page 173).

Viper has told the gang that if they can perform large enough sacrifices to have both Red Hot and Over Easy’s heads awake at the same time, they will receive a gift (the dimensional shambler). So far, the gang has not actually caused the heads to be active at the same time but it is only a matter of time.

What this all means is: at some point in the scenario, SE14 “recruits” a dimensional shambler to their team and, a little later if the Keeper desires, the gang has the potential to “recruit” another even more troubling monster. One likely use of the shambler is to send it to kill or kidnap members of rival gangs, or even police officers assigned to the gang task force; this further upsets and discombobulates SE14’s rivals and ensures the gang’s continued dominance. As the investigators get the runaround, their enemy only gets stronger.



The Eye of Nyarlathotep

The Investigators' Dilemma

Viper's head becomes active every six hours and is able to alert the gang to all attempts to attack, arrest, ambush, or harm its members, in full detail. Thus, the only way to surprise the gang is by planning and carrying something out in less than 6 hours, in between the times of the head's awakening! Otherwise, the gang will know exactly what is about to take place and can either completely avoid the investigators, ambush them, or create a ruse to confound or distract them.

Even if the investigators act quickly, remember that Viper can foretell the future, so even if he doesn't know exactly what the investigators are about to do, he is probably aware they intend to do something, so can forewarn the gang by saying, "They will act but details are unclear, be ready."

To further complicate matters, once Viper becomes aware of the threat of the investigators, he begins to communicate with them via a cell phone (one of the gang members holds a burner phone up to his head). Viper can sound like anyone he chooses, perfectly mimicking a voice to deceive and mislead, as well as to set traps and create opportunities. In this fashion, Viper could sound like a commanding police officer, a rival gang leader, or even an investigator. Sharp investigators, who start to question these strange telephone calls, may begin to notice that they only receive them during a certain period each day—Viper is only active once every 6 hours; such a clue might help them to later understand the Infernal Mechanism.

THE INVESTIGATORS

The scenario presumes the investigators are all members of the SE13 gang, essentially subordinates of Long Horn, tasked with closing down the SE14 splinter gang. Six pre-generated SE13 "investigators" are provided (see page 180), although Keepers may prefer to have their players create new characters if so desired. Having all of the investigators be gang members provides a sharp focus and a clear motivation to track down and deal with the rival gang. Such a set up is recommended for one shot play, with games likely to be action orientated and fast moving.

Pre-generated gang investigators:

- Antonio Jimenez a.k.a. "Digger"
- Emilio Castillo a.k.a. "Taco"
- Elena Vega a.k.a. "Lucky"
- Lucia Rivera a.k.a. "Princess"
- Tyler Washington a.k.a. "Frosty"
- Gabriel Reyes a.k.a. "Buzzsaw" (*undercover cop*)

Alternatively, the investigators could be members of a police task force, gathered together to look into the current wave

of gang-related crime and violence. This option allows for an investigative approach, within the law, which may appeal to Keepers who do not wish for their players to be lawless gang types. The task force might include consultants, such as ex-gang members or local citizens, assisting the police in their work to combat gang recruitment and crime. Pre-generated characters are not provided for this option; thus, players should be directed to create investigators using the suggested titles/roles given below as inspiration.

If designing police investigators (see Sample Occupations, page 41, *Call of Cthulhu Rulebook*, or page 81 of the *Investigator Handbook* for Police Detective and Uniformed Officer occupations) players are recommended to invest skill points in the following: interpersonal skills (Charm, Fast Talk, Intimidate, Persuade), Firearms (Handgun) or Fighting (Brawl), and Psychology. Such characters have been newly assigned to a task force team with the remit of reducing violent and drug-related crime in the Pleasant Grove district. Some possible names and roles are provided for inspiration.

Possible members of a police task force:

- Emiliano Garcia, Sergeant, Police Detective
- Julieta Cruz, Police Detective
- Alexa Luna, Police Officer (undercover experience)
- Dylan Coggins, Police Detective (undercover experience)
- Frank Williams, Police Officer
- Daniel Duran, Consultant (ex-gang member)

Note that, in each option, the investigators are part of an organization in the middle of a crisis. Both the deputy police chief and SE13's Long Horn believe a traitor within their ranks is acting as a mole for SE14, enabling the gang to stay one step ahead of efforts to track them down. These witch-hunts may bring unwanted attention on the investigators—whether they are police officers or gang members—questioning the investigators' loyalties, methods, and results. Such additional pressure in an already pressurized situation means that sparks are likely to fly in all directions.

Keeper notes:

- Police and gang member investigators are immune to Sanity losses from "routine" brutality (unless a player wants to specifically take on the role of a young, new recruit). Some Sanity losses are presented with reduced values due to this fact.
- During the scenario, SE14 attempts to kidnap a pair of lovers (see **A Couple in Love**, page 173). Ideally, have one or more of the investigators related to one of the lovers (perhaps a younger brother or sister) to ensure that these

family ties help to motivate the players and drive them towards the scenario's climax. Alternatively, if the Keeper wishes to directly involve in the players, two of the pre-generated investigators are described as a couple, providing the option for them to be targeted for abduction.

- Each of the pre-generated characters is equipped with one or more weapons. It is likely that the investigators will want to get their hands on more firepower as the scenario progresses, such as semi-automatic firearms. Such weapons can be obtained via their gang connections without a great deal of fuss. The Keeper should avoid unnecessary bookkeeping and focus on the drama, using such requests to play out relationships between the player characters and other gang members ("I'll let you take the gun but I want a favor in return").

DRAMATIS PERSONAE

There are five key groups of non-player characters (NPCs) in the scenario:

- SE14—Viper's gang
- SE13—Long Horn's rival gang
- Reyes Callejeros—rival gang
- The police
- (Optional) Diablos Chicos—rival gang

An overview of each of these groups follows, along with their key players and sample NPCs; statistics for all are provided starting on page 175.

SE14 (A.K.A. SOUTH EAST FOURTEEN)

Initially a splinter gang of SE13, SE14 is now an independent gang led by the reanimated head of Viper (Diego Lopez), attended to by his brother, Dr. Juan Lopez. Currently, the gang has 37 members (80/20 male/female) but more are joining each month—due, in no small part, to the need to have a ready supply of recruits ready to sacrifice parts of their bodies to the reanimated heads as part of their gang initiation. As word spreads about the gang's exploits and growing power, eager recruits (some as young as ten years old) are lining up to join.

Not counting the heads of Red Hot and Over Easy, Viper has 7 lieutenants who control and maintain order in the gang. Each lieutenant is totally loyal to SE14, Viper and, due to his life-saving abilities and relationship to Viper, Dr. Juan Lopez. Those who cross the gang, including junior members who put a foot wrong, are disciplined by one of the lieutenants; usually, this means having to offer up a significant body part (e.g. eye or hand) in an act of sacrificial penance to the heads.

SE14 Lieutenants (7)

- Goldie
- Sticks
- Reaper
- Little Escobar
- Red Eye
- Wolfe
- Lizard

The gang's color is green (often a green and black scarf tied around an arm or through a belt loop), and all of the initiated members sport tattoos of a bat flying over or sitting on top of a lone star, as well as "SE14" (in usually large letters) on their chests, backs, arms, or heads.

Viper (Diego Lopez), 28, head of the gang

Despite all the gang members believing Viper to be alive (albeit just a head), the reanimated head is really nothing more than a voice piece for Nyarlathotep. Viper "wakes" when the Infernal Machine activates the segment in which he sits (once every 6 hours), enabling the head to advise about future events, as well as impart wondrous infinite wisdom (for each 5 minutes that the head speaks of the truth of reality, the listener gains 1 percentile point of Cthulhu Mythos and loses 1 point of Sanity). Viper's head is active for 6D10 minutes (but may be longer, as the Keeper desires). See Viper's profile (page 175) for further details.

The head can perceive the future and impart instructions to the gang to avoid oncoming threats, as well as take advantage of opportunities. The only method of negating Viper's ability is to concoct a plan and carry it out immediately (before the head becomes active again); working out a plan and then waiting until the next morning to carry it out guarantees that Viper can warn the gang.

Viper, assisted by Sharpie (see following), uses a burner phone to mislead and hassle the investigators, using them as cannon fodder when rival gangs come calling, generally frustrating their efforts, and setting them up in compromising situations which could question their loyalties. See **The Voice on the Phone**, page 169 for further information.



Viper

If moved outside of the Infernal Mechanism, Viper's head (and any other also moved) remains "living" but inactive (the eyes and mouth occasionally move). It is the Mechanism that actually "powers" the heads and enables them to interact with the rest of the gang.

- **Description:** suspended in a toughened plastic tube filled with *liquido verde*, the head has numerous cables and tubes running from its neck to a series of medical machines (stolen by Dr. Lopez). Viper's eyes are usually closed and only open when he becomes active, whereupon they are revealed to be black abysses utterly devoid of humanity. "SE14" is tattooed on his forehead in black lettering.
- **Traits:** speaks quietly and commands awed respect from the gang members.
- **Roleplaying hooks:** by increasing the strength and reach of the gang, Viper is spreading chaos and madness. Unless the investigators act with haste, Viper can foretell their actions. Viper uses a cell phone to mislead and compromise the investigators.

Dr. Juan "Doc" Lopez, 26, insane physician

Having been mentored by Cochin S. Waghalter (Nyarlathotep) for many years, Dr. Lopez is insane. Despite his madness, a high-functioning Dr. Lopez works in the Emergency Room of a Parkland Hospital in Dallas, allowing him the opportunity to steal medical supplies and equipment for his ongoing experiments.

While his cool and collected demeanor fools most of his co-workers, a few have begun to notice Dr. Lopez's strange mannerisms—a certain distant look in his eyes, obsessive behavior, and a growing "God complex." Should the investigators become aware of Dr. Lopez and visit the hospital to interview him, he will be unavailable (having been pre-warned by Viper and most likely hiding somewhere in the large hospital complex); however, his colleagues may be persuaded to describe Dr. Lopez's strange demeanor (see **The Hospital**, page 165).

Dr. Lopez has, over the years, stolen some very expensive medical equipment from the hospital to assist with his ongoing experiments; all of the stolen devices and sundry medical tools can be found in the secret laboratory in the warehouse in Pleasant Grove. More troubling than the theft of



Dr. Juan Lopez

equipment is the kidnapping of two nurses, Jenette Williams and Mia Torres, who are imprisoned in the warehouse and have been intimidated to comply with the doctor's orders (see **The Nurses**, page 160). Note that his master, Cochin S. Waghalter, has taught the doctor the Dominate spell.

The bond of blood with his brother Diego/Viper is strong and Dr. Lopez will do all he can to prevent losing his brother. In his madness, the doctor believes that he will soon be able to reanimate a suitable body, allowing Viper's head to be attached, making him "whole" again—perhaps one of the investigators with a good physique becomes a prime candidate in Dr. Lopez's eyes.

- **Description:** goatee beard, dark hair, and thick-lensed spectacles (which sometimes amplify Lopez's "wild" eyes).
- **Traits:** God complex, obsessed with his experiments and building his brother a new body, and insane.
- **Roleplaying hooks:** ensures Viper's will is enacted by the gang, patches up wounded gang members, and fulfills Nyarlathotep's wishes. May encounter the investigators at the hospital in order to misdirect them (forewarned by Viper); possibly seek to kidnap an investigator for their body, which minus the head, could be reanimated for Viper.

Goldie (Luis Rubio), 27, SE14 lieutenant

Goldie is a trusted gang member and representative of all of the SE14 lieutenants. Having grown up with Viper, Goldie has always been an ally, joining SE13 with Viper and then agreeing with the decision to become independent; thus, Goldie is a founding member of SE14.

It was Goldie who Dr. Lopez called to help him remove Viper's body from the hospital to the warehouse. Disturbed by the doctor's order to decapitate Viper's head, he grew angry and was about to attack Dr. Lopez when, all of a sudden, his reservations disappeared and he complied with the command. Once the doctor had lowered Viper's head into the vat of green liquid, Goldie understood and saw a miracle take place—Viper was alive and could speak. All fear and anger drained away, and Goldie (along with the other gang members present) listened as Viper proceeded to tell him about how the gang would grow more powerful and how he could now divine the future. Viper told Goldie that the miracle was due to his brother Juan and that Juan spoke for Viper in all matters.

Goldie is totally loyal to Viper, Dr. Lopez, and SE14. Any doubts have been thrown aside, as Viper's knowledge of the future has proven, time and again, to be real. Goldie follows any order given to him by Viper or Dr. Lopez without question. Goldie believes Viper is a living miracle, somehow touched by God; when his god commands, he obeys.

VOICE ON THE PHONE

- **Description:** a large and brutish appearance, his face covered in SE14 gang tattoos; he gets his name from the large gold rings that adorn his fingers like knuckledusters.
- **Traits:** loyal and unquestioning, and unafraid of death.
- **Roleplaying hooks:** likely to be sent to ambush the investigators (once they become known to Viper), or sent to kidnap one of them (if Dr. Lopez wants their body for Viper).

Torro (Tomas Crespo), 17, typical SE14 member

Torro was recruited from the streets of Pleasant Grove and is a typical example of an SE14 gang member, ready and eager to do the bidding of the lieutenants. For the most part, Torro operates a number of corners in the neighborhood, supplying drugs to his cadre of pushers and collecting the takings. At other times, Torro is called upon to assist with other gang activities, which normally means providing muscle.

Torro is distinctive and easily recognized due to the green eye patch he wears over his left eye—the eye was sacrificed to Red Hot when he was initiated into the gang. Torro can't explain why the heads in the warehouse are alive, nor can he fully understand how Viper's head can reveal the future; such matters are beyond him. Everyone else in the gang says it's God's will, and that's just about fine for Torro. The proof is plain to see: since Viper became a talking head, the gang has gone from strength to strength.

Of all of the gang members, Torro is one most likely to break ranks. While he fears Viper, Dr. Lopez, and the gang lieutenants, he can't quite come to terms with the situation. A voice inside tells him this situation is messed up and questions whether it's actually the Devil's, rather than God's, will being done. If the investigators can somehow capture Torro and turn him to their cause, he may prove useful in divulging the fact that Viper's head only speaks once every six hours. Of course, such knowledge comes with a price, and if Torro reveals gang secrets then Viper will send a dimensional shambler to take Torro from under the investigators' noses.

- **Description:** stubble and a thin mustache, green eye patch covering the hole of his missing left eye, and gang tattoos covering his arms and chest.
- **Traits:** loyal to the gang, fearful of Viper and Dr. Lopez, generally a cool customer.
- **Roleplaying hooks:** if isolated for a length of time from the gang, he begins to question things and may become susceptible to the investigator's persuasion or intimidation and reveal gang secrets. Likely to be abducted by a dimensional shambler if he crosses SE14.

Sharpie (Rebeca Estrada), 17, typical SE14 member

Sharpie has been tasked with keeping an eye on the abducted nurses being kept in the warehouse and making sure they

follow Dr. Lopez's orders. Sharpie has no medical training and only knows that the tanks of the green liquid must be kept topped up and that the machines into which the pipes and cables from the heads run must be left turned on.

Kicked out of school some years back, Sharpie is devoted to SE14; she considers the gang is her family. She has a serious reputation for both her intelligence and cruelty; she is not squeamish when it comes to administering punishment with a machete. Prior to her current assignment, she was a familiar face on the streets of Pleasant Grove, supplying drug drops to corners and drug dens. When a group of youths once tried to rip her off, she tracked them down and chopped off each of their right arms, securing her reputation and ensuring word quickly went around that she was one female not to be messed with.

For the last two years, Sharpie has been an item with Viper and she was there when Viper's brother saved his life. While initially horrified, Dr. Lopez explained that it was the only way to save her lover, saying that, in time, he would give Viper a new body and he would be good as new. Consequently, she now calls Viper "Frankenstein." Having spent the most time with Viper, listening to his outpouring of Mythos wisdom, she is now totally insane and will do anything to ensure Viper's safety.

- **Description:** below average height, with a slender physique, long curly hair, and bright green eyes.
- **Traits:** cruel and violent to her enemies, deeply in love with Viper.
- **Roleplaying hooks:** protects Viper's head at all costs (would willing sacrifice herself), watches the nurses but, due to her devotion to Viper and insanity, may become distracted and allow one of the nurses to escape.

Other SE14 Gang Members

Here are some gang member nicknames to use as needed—feel free to devise your own as well. Note that all initiated members have had to sacrifice a body part, such as a finger or two, ear, or an eye, so be sure to mention such missing items when describing gang members.

Male:

- Diablo
- Ice
- Three Fingers
- Pinky
- Mad Dog
- Lil' Bat
- Chivo

Female:

- Shy Girl
- Spyder
- Sniper
- Azul
- Bandit
- Cookie
- PS4

SE13 (A.K.A. SOUTH EAST THIRTEEN)

SE13 controls the area north of Pleasant Grove. Now that Viper's SE14 have gone independent, SE13 wants their old territory back, in addition to the burning desire to kill Viper and destroy the upstart gang for their disloyalty.

Currently, SE13 has 60 active members (70/30 male/female) ranging from 10 to 11-year-olds to those in their early 40s; the majority are aged 16 to 25. The true leader of SE13 is Sinner (Jesús Rodriguez), who is waiting out time on death row in the Allan B. Polunsky Unit, Livingston, Texas. Due to the restrictive conditions of Sinner's incarceration, day-to-day control of SE13 has fallen to Long Horn (a.k.a. Santiago Garcia).

SE13 have a reputation for violence, originally earning their territory through indiscriminate brutality and murder. Since Viper's SE14 splintered and declared independence, some SE13 gang members are beginning to question Long Horn's leadership, saying that Sinner would never have let this situation occur in the first place. Despite Long Horn's best efforts to eradicate the upstarts, SE14 have stayed ahead of the game and frustrated all efforts to put an end to them. Even an attack on SE14's leader, Viper, which seemingly left him for dead, appears to have backfired. The word on the street is that Viper is alive and very much in control of SE14 and, what's worse, the gang has since grown even stronger.

The gang's color is blue, and their symbol is a lone star (often decorated with the letters "SE13").

The pre-generated investigators are members of SE13 and subordinate to Long Horn. Due to Long Horn's perceived weakness, the investigators (should they prove successful) stand a good chance of supplanting him and taking control of SE13. You, as Keeper, should point this out to the players as an extra incentive to take bold action and seize the day.

Long Horn, 34, leader of SE13

Long Horn is in an unenviable position: he has lost territory due to SE14 and has been unable to bring the splinter gang to heel. His position is weakening every day that Viper and SE14 go unaddressed; Long Horn is angry and desperate. To make matters worse, the police are attempting to crack down on gang-related crime, with more officers roaming his and SE14's neighborhoods.

It has occurred to Long Horn that someone in SE13 is a mole, working for SE14 and keeping them apprised of SE13 plans. Thus, he handpicks a crew (the investigators) and orders them to find and kill Viper, hoping this will effectively close down SE14. He's chosen his most trusted comrades for the job, allowing him space to hunt out the supposed mole in his ranks. Consequently, for the majority of the scenario, Long Horn's role is off camera.

- **Description:** above average height, rotund but well built, and sporting shoulder length hair. No facial tattoos but his body is covered in scars and gang ink.

- **Traits:** something of a megalomaniac, he is shrewd and careful to weigh up the options before committing to a plan of action.

- **Roleplaying hooks:**

sends the investigators to hunt down Viper; can supply extra muscle (if needed) and replacement player characters.



Long Horn

Gordo, 23, typical SE13 gang member

Gordo likes nothing more than to party and when he's not partying, he can be found sitting on an old armchair out front of an SE13 drug den cracking jokes and dispensing wisdom to gang members. Gordo is a font of knowledge and likes reading (a characteristic not particularly shared by his gang brothers).

Long Horn, believing a mole exists in SE13, has secretly put Gordo in charge of rooting out the traitor. The investigators may get a call from Gordo requesting a meet up so he can question them to ascertain their loyalty. Should an investigator's loyalty to the gang appear to be in question, Gordo visits the investigator's home or attempts to catch him or her alone so he can have a private "chat." If Gordo points the finger at one or more of the investigators, the entire SE13 gang will be gunning for them—in such an event, the investigators will need to either provide clear proof of their innocence, meaning they will have to either prove that Viper is a living head, able to predict the future, or frame another (innocent) gang member to take the fall.

- **Description:** large and overweight, short cropped hair, baseball cap and a tent-like tee shirt.
- **Traits:** cunning and knowledgeable, dogged in his pursuit of the truth.
- **Roleplaying hooks:** questions the investigators' gang loyalty and may keep tabs on them through his network of child "spies." May (wrongly) accuse one or more of the investigators of being the traitor(s) in SE13.

Other SE13 Gang Members

Here are some SE13 gang member nicknames to use as required.

Male:

- Flipper
- BFG
- Bubble
- Veda
- Mateo

Female:

- Sissy
- Crazy Eyes
- Pumps
- Nova
- T-Girl

OTHER RIVAL GANGS

The following two gangs are rivals to both SE13 and SE14 and each could, at the Keeper's discretion, play a role in the scenario. Involving either of these gangs is optional; the Keeper may use them to further complicate matters for the investigators. Some possibilities include:

- The investigators follow a lead that takes them into rival gang territory (perhaps they need to question a rival gang member who is believed to have seen "something").
- Diablos Chicos hits back at SE14 while the investigators are nearby, or turns their attention on SE13 and the investigators are on the receiving end.
- The investigators are given bad information (probably via Viper) and focus their attention on one of the rival gangs.
- A posse from Reyes Callejeros come looking for their missing leader (Viper sets up the investigators to deal with this incursion so as to "kill two birds with one stone").

Reyes Callejeros (Street Kings)

Reyes Callejeros run an area to the east of SE14 in the suburb of Balch Springs. Currently, SE14 is muscling in on the rival gang's territory and (with Viper's assistance) it won't be long before Reyes Callejeros are finished.

Seeing the writing was on the wall, Reyes Callejeros leader, Pig Pen, went to make a deal with SE14, taking four trusted gang members with him. Pig Pen and his brothers have not been since and rumor has it that SE14 wiped them out; consequently, Reyes Callejeros are in a state of turmoil with differing factions battling for control, while others are starting to talk about changing allegiances to SE13 and/or SE14.

In reality, Pig Pen was captured and his men murdered by SE14 on a tip-off from Viper. Pig Pen is being held at SE14's warehouse and parts of him are being sacrificed to Red Hot's head. It is likely that there won't be much of him left by the time the investigators arrive at the warehouse.

The gang's color is purple, and their symbol is a crown (often depicted as a series of triangles—stylistically the top of a crown).

- **Description:** Pig Pen—a once strong and well-built man, now a pitiful sight; all of his fingers (except one index finger on each hand) have been cut off and his ears are missing, as is one eye. More pieces will be missing by the time the investigators see him.
- **Traits:** fear and anger pervade the emotions of the gang members.
- **Roleplaying hooks:** may send a posse to find out what happened to Pig Pen or for revenge. Some may enter rival gang territories offering their services if the gang will take them in.

Diablos Chicos (Devil's Boys)

Diablos Chicos operate in the southern portion of Pleasant Grove, encompassing Crawford Memorial Park and four blocks east. SE14 have set their sights on claiming all of Pleasant Grove, so the area is being subjected to a violent turf war, which Diablos Chicos are losing.

Gang members may attack anyone from a rival gang entering their area; however, if the investigators can contrive to offer some sort of truce, perhaps a deal to get both gangs working together to take out SE14, then the investigators may be able to set a meeting with Diablos Chicos' boss "Papa" Álvarez. Whether they can convince him to side with SE13 is another matter entirely.

The gang's color is red and their symbol is an inverted pentagram, within which is a pair of horns.

- **Description:** Papa Álvarez—broad shoulders, slicked-back hair, and a bushy mustache.
- **Traits:** the gang is nervous and edgy; they know they are losing ground and people to SE14.
- **Roleplaying hooks:** a wild card in the scenario, equally likely to make a deal to survive or go out in a blaze of violent glory.

THE POLICE

The area of Pleasant Grove falls under the Dallas Police Department's Southeast Division, led by Deputy Chief of Police Derek Smith, and operates from a substation on North Jim Miller Road (to the west of Pleasant Grove). The division has an investigative unit that conducts covert surveillance, fugitive apprehension, and targeted sting operations. In addition, "Operation TArTOO" (Tactical Approach to Target Organized Offenders) is a unit designed to reclaim large apartment complexes that have been taken over by drugs and gang activity. If using the police task force option for the investigators, the unit will be stationed here with its own room and have access to interview rooms. The Keeper should determine how far cooperation between differing tactical units extends. Resources are limited.

The recent rise in gang-related crime and the general increasing levels of violence on the streets of Pleasant Grove is a cause for concern. What with heightened media attention, the police are under orders (as well as being keen to be seen) to tackling the situation. Hence, the creation of the gang task force led by Sergeant Emiliano Garcia.

Units have been tracking gang crime in the area and have noticed the territory gains made by the splinter SE14 gang. Unfortunately, every move made against SE14 has resulted in failure and no arrests of SE14 gang members. While the police seem to have no trouble in apprehending suspects from neighboring gangs, SE14 seem something akin to ghosts: their presence is felt but never seen. Consequently, Deputy Chief of Police Smith is concerned that a mole in the force is supplying intelligence to SE14, tipping them off about planned raids and crackdowns. He has called in Internal Affairs to monitor the situation.

Susan Crossley is heading up the Internal Affairs investigation and she is likely to be watching the gang task force closely (especially if such roles are in the hands of the players). Crossley's probing is already causing disquiet within the division and, while nothing solid has yet come to light, the situation seems likely to only grow more intense.

Susan Crossley, 42, internal affairs

Crossley can call upon additional support when needed but, at present, she is conducting a solo investigation into the alleged mole within the Southeast Division. While she has no proof, she is beginning to focus her attention on the newly formed gang task force as her gut tells her these experienced officers may somehow be on "the take." She has already upset many of the uniformed officers with her accusatory demeanor and is likely to do the same with those in plain clothes or working undercover.

Crossley is a wild card, designed to harass police investigators, otherwise, she probably plays an all but unseen role if the investigators are gang members.

- **Description:** average height, domineering physique, with short curly hair; well-dressed in a smart suit.
- **Traits:** inquisitive and shrewd, behind a mask of serenity she is aggressive and vindictive.
- **Roleplaying hooks:** may ask to ride along with police investigators, call them in for questioning, and look into their backgrounds. Possibly



Susan Crossley

monitors interrogations held at the police station via close circuit video and then questions the investigators' methods and tactics.

Sammy Volcheck, 38, corrupt cop

The Keeper may wish to use a corrupt detective to pose moral quandaries for players taking on the roles of the police task force. Sammy Volcheck could be an NPC on the gang task force or simply working a case in Pleasant Grove (a homicide). Perhaps one of the investigators sees something he or she wasn't meant to see (i.e. unorthodox policing or straight bribery) and Volcheck attempts to buy them off or blackmails them when they won't comply.

Equally, Volcheck might provide gang member investigators with information they wouldn't easily come by, such as the information on the missing nurses and the fact that the Deputy Police Chief thinks there's a mole on the force. Volcheck, believing that Susan Crossley is on to him, attempts to improve his standing in the force by framing the investigators for the crime he is investigating. At the very least, Volcheck could make the investigator's lives difficult.

- **Description:** average height, a physique past its prime, and shaved head.
- **Traits:** greedy and opportunistic.
- **Roleplaying hooks:** provides information or trouble.

THE NURSES

The two kidnapped nurses both work at Parkland Hospital with Dr. Lopez; they were taken four weeks ago, while off duty, by SE14 gang members. Missing persons reports have been filed by their families but, so far, the police have been unable to trace a black Chevrolet Tahoe (registration BK7 H679) seen in the areas of both nurses' homes on the night of their abductions—the SUV may be found during the course of the scenario, burned out on some wasteland in Pleasant Grove (see **Key Events**, page 169).

Jenette Williams and Mía Torres

Under the watchful eye of Sharpie (see page 157) and a couple of gang members, the nurses are required to top up the levels of *liquido verde* in the tanks containing the heads and ensure their vitals are monitored on stolen hospital equipment. Both



Mía Torres

VOICE ON THE PHONE

nurses are stressed and in fear of their lives and, so far, have been unable to escape. They are kept in a locked room inside the warehouse when not attending to the heads. During the course of the scenario, at least one of the nurses manages to escape and (ideally) runs into the arms of the investigators, warning them about Viper's ability to see into the future (see **The Nurse's Warning**, page 172).



Jenette Williams

- **Description:** disheveled casual clothes, Jenette is tall, blonde, and slim, while Mía is broad and average height. Both have rope marks on their wrists and ankles, plus cuts and bruises from beatings administered by Sharpie.
- **Traits:** frightened but resourceful.
- **Roleplaying hooks:** when Sharpie and their guards are distracted, one or both of the nurses escapes the warehouse (allowing the investigators to be warned about Viper); however, the escape does not last for long, as a dimensional shambler is sent to bring them back.

START

The basic set up for the scenario is the same whether the investigators are SE13 gang members or the police task force: they are tasked with tracking down and putting a stop to the SE14 gang led by Viper. The investigators are called together and the following facts are put to them:

- Over the last few weeks a splinter gang of SE13, calling themselves SE14, have sparked a turf war in Pleasant Grove.
- Violence has increased and neighboring gangs are feeling the heat.
- SE14 is led by a man called Viper, who commands several lieutenants—all previously members of SE13.
- SE14's color is green and their gang tattoos usually feature a bat flying above a lone star.
- Viper's SE14 are trying to expand their turf and this is beginning to spiral out of control. SE14 must be stopped.

Naturally, how the information is presented to the players depends on their roles in the scenario. If police, then further facts, such as the disappearance/supposed abduction of the two nurses and the disappearance of Pig Pen, can be made known; otherwise, if gang members, then give one of the following clues to each of the investigators—these represent knowledge recently picked up on the street:

1. Long Horn sent a team to take out Viper about a month ago. Word is that Viper was hacked to pieces.
2. Viper killed some SE13s sent to question his loyalty.
3. SE14 have started kidnapping people for ransom; someone said a nurse had been taken.
4. Two of Viper's lieutenants, Red Hot and Over Easy, were killed in an ambush.
5. There must be a mole in SE13, as every move made against SE14 in the last few weeks has gone wrong. Tip-offs about SE14 haven't played out or when SE13 turned up, they have been outgunned, as if SE14 knew they were coming.
6. As SE14 were moving into Reyes Callejeros' territory, their leader Pig Pen went to make a deal with Viper. He and his men haven't been seen since.

A GRISLY DISCOVERY

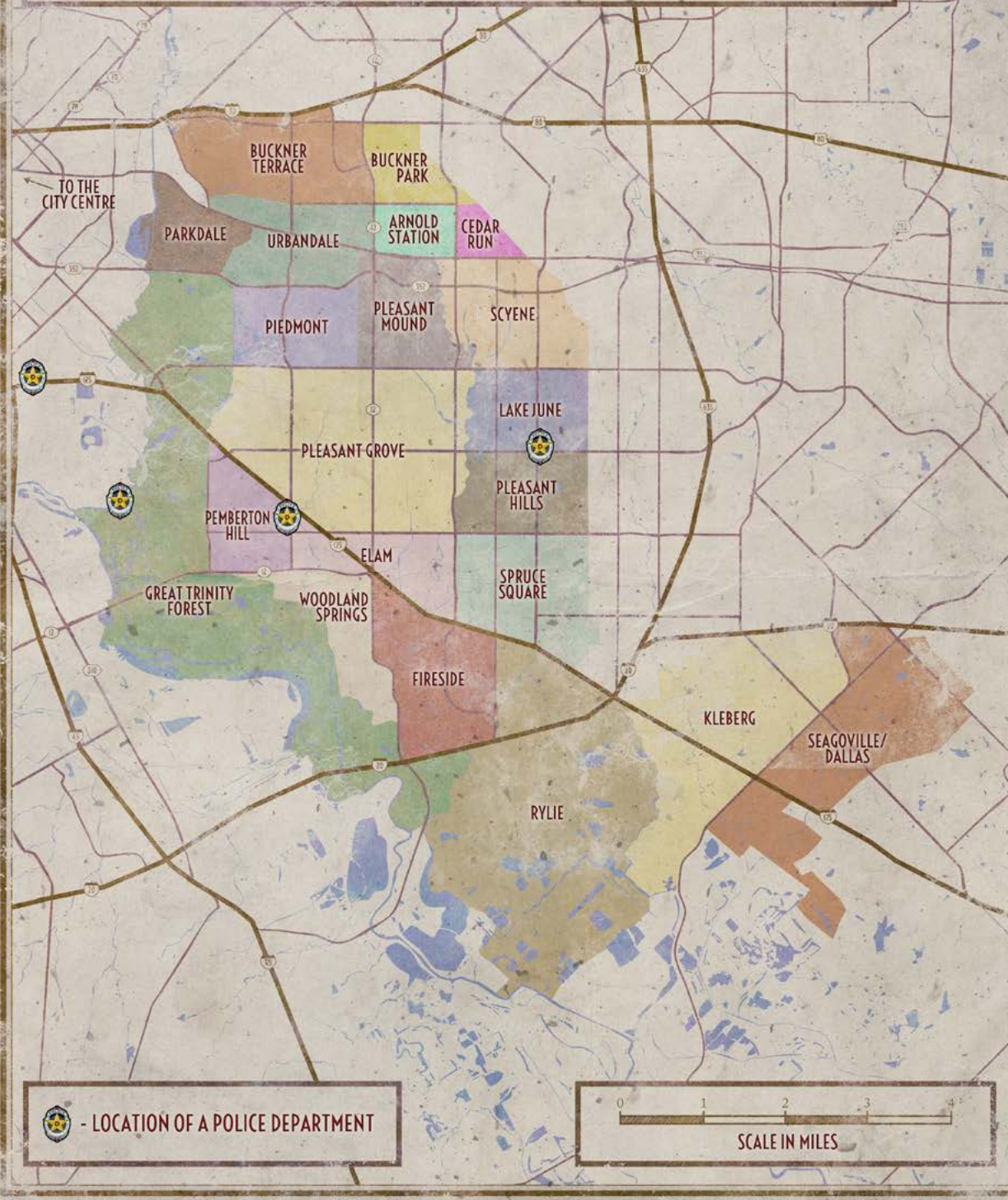
As the investigators' briefing is coming to a close, word comes in of an attack on some SE13 gang members on the border with Pleasant Grove. The investigators are sent to look over the scene.

On arrival, the investigators find the bloody aftermath of an attack against two members of SE13. Lying dead in the street are the bodies of El Lobo (a.k.a. Vincente Ruiz) and Zu Zu (a.k.a. Kiara Campos), their bodies mutilated by wounds inflicted by machetes and knives. Closer inspection reveals that the pairs' hands have been chopped off and taken from the scene. Call for a **Sanity** roll (0/1 loss).

If witnesses are sought, they say the victims were chatting on the corner when all of a sudden a silver SUV pulled up and four men bundled out and proceeded to set upon the couple with large knives. Some of them had green bandanas and they were covered in gang tattoos. The men were seen carrying the bloody hands with them into the car. If pressed (a successful **Charm, Intimidate, or Persuade** roll), one of the witnesses can remember the car as being a Ford Taurus, while another recognized the tattoos as belonging to SE14.

Whether police or gang members, the investigators are told to find the culprits.

SOUTH-EAST DALLAS NEIGHBORHOODS AND LOCAL POLICE DEPARTMENTS



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South-East Dallas Neighborhoods Map

RUNNING THE SCENARIO

This scenario is designed to both prompt and react to the actions of the investigators. Somewhat sandbox in nature, the Keeper is free to build the setting and locations around the players, moving the scenes in a fairly rapid fashion and not worrying too much about logistics—move the action along by having the investigators arrive without the need to be concerned with how they got there. The investigators are meant to be locals with knowledge of the area, so there is no need to go into a great amount of detail.

Let the players direct the flow and react to their movements and actions. A number of **Key Events** (see page 169) are described, which are designed to help the investigators reach the scenario's conclusion; these are important but can be amalgamated or redesigned as needed to best fit with the events in your game; in addition, while some of the key events are somewhat time specific, they can all be moved around as needed.

As well as the key events, a few lesser events are described (see **Other Events**, page 173), which the Keeper can use to add to the action, provoke reactions, and generally mess with the players. Feel free to come up with your scenes along these lines too.

Most important is the **Voice on the Phone** (page 169), as this is a device to really drive and infuriate the investigators. The whole course of events could, in theory, be provoked by the investigators responding to the information provided by the “voice,” which is essentially guiding them to their doom.

Lastly, as the scenario progresses, it will become important to have the players realize whatever they do seems to be forewarned. Unless they act within the 6-hour window of opportunity (when Viper's head is inactive), all of their moves will be foreseen and negated in some way. Some players may begin to get frustrated (good, that's the idea) but try to avoid the players feeling they are in a no-win situation. Use the voice to lead them on, even if they have run out of clues to follow—remember, it's actually Nyarlathotep talking to them, jerking them about like puppets on strings for “his” amusement (or whatever passes for Outer God recreation).

The scenario should come to a head with the investigators finding SE14's warehouse (or an alternative site, if the players have been very sharp and caused Viper to move sites). If all fails, perhaps Viper, wishing to be rid of the nuisance investigators, has them brought to him via dimensional shambler or a kidnap crew so he can impart great wisdom to them or, at the very least, lock them up to be used as sacrifices.

What follows are descriptions of the key locations that may feature in the scenario (adapt these as required), and then the various types of events (a toolkit for the Keeper). Use both to set up scenes and move the scenario along as needed.



Downtown Dallas

PLEASANT GROVE



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South-East Dallas Neighborhoods Map

KEY LOCATIONS

Located in north Texas, Dallas is the fourth most populous area in the U.S. and the largest economic center of the Dallas-Fort Worth-Arlington (DFW) metropolitan area. Dallas' population sits at over 1 million, with over 7 million people residing in the greater DFW metropolitan area. The city covers nearly 386 square miles (999 km²) and has grown significantly since its beginnings as a center for oil and cotton industries. Nowadays, the city's main industries include banking, telecommunications, energy, medical research, and transportation and logistics.

PLEASANT GROVE

Situated in the southeast of the city, 8 miles from the downtown area, Pleasant Grove is a residential neighborhood with a population of over 95,000, covering an area of 28 square miles (72.5 km²). The area is bounded by Bruton Road (North), Marvel Drive/Trinity River (South), Cheyenne Road/Prairie Creek (East), and Trinity Forest/White Rock Creek (West). Once an independent city, Pleasant Grove has been subsumed by the greater city of Dallas, although undeveloped land can be found on all sides of the neighborhood.

Some 26,000 households lie within the area, with an average income of \$11,500–\$12,500. Approximately 14% of the housing is vacant and just under 40% of residents are unemployed. Pleasant Grove is considered to be a poor neighborhood and crime rates tend to be higher than other areas of Dallas (assaults and burglary above Dallas rates as a whole). Houses tend to be detached, with front and rear yards often walled with chain-link fencing, although there are a number of apartment blocks also in the area. In terms of businesses, car lots, payday loan stores, fast food restaurants, and insurance companies proliferate.

GANG LOCATIONS

The various gangs in the scenario can either be found frequenting sidewalks, corners, residential houses, or business establishments. Locations used for drugs, cash handling, and so on are well guarded. The gangs make use of vacant buildings and businesses to suit their needs.

While no specific buildings, other than SE14's warehouse, are described, the Keeper may find it useful to refer to the sample floor plans provided should the investigators go sneaking or attacking a rival gang's location. Certainly, any SE14 drug operation or hangout could be found in a typical house or vacant business.

THE HOSPITAL

If the investigators discover the name and profession of Viper's brother, Dr. Juan Lopez, they may seek him out either at work or at his apartment (see following). Dr. Lopez works at the Parkland Hospital on Harry Hines Blvd, northwest of the center of Dallas.

The hospital is one of the largest in the country, with over 1,000 patient beds and more than 10,000 employees. It's a very busy place, with over 1 million patients visiting annually, so it's no surprise that Dr. Lopez has been able to steal equipment with no one noticing.

Tracking Dr. Lopez in the Emergency Room isn't that easy, investigators may choose to use social skills, Spot Hidden to find a staff roster, or wander the wards (without getting removed by security) until they get lucky. Naturally, if they start in the ER things will go more quickly than if they start elsewhere in the hospital. If the investigators arrive at the hospital before Viper can warn his brother, have the investigator with the lowest Luck value make a **Luck** roll to determine if Dr. Lopez is actually on shift while the investigators are there; otherwise, he is forewarned and hides (providing a slim chance of the investigators finding him in an out of the way room—eagle-eyed investigators might spot him running away, leading to a chase scene) or simply calls in sick and so avoids the encounter entirely. If an investigator is able to corner Dr. Lopez, don't forget to use his Dominate spell to extricate him from tricky situations.

If able to convince colleagues to talk about Dr. Lopez, a handful of nurses might comment on his unusual mannerisms (obsessive behavior, a strange look in his eyes, and domineering personality), as well as his "God complex" (lording it over both patients and hospital staff, and shouting down nurses or other doctors who question his diagnosis). One nurse might reveal that Dr. Lopez once said he has a brother in Pleasant Grove who can call be called upon if ever she needed help, said he went by the name of Viper.

The investigators might find a nurse who was present when Viper was brought into the ER after being attacked by SE13. She recalls the events from a month ago, saying: Dr. Lopez was attending when the gangbanger was brought in and he was clearly shocked on seeing the guy all cut up. He kept saying "*Diego, Diego...*" and he clearly knew and had a relationship with the man, like he was his brother. It was clear the man was dying, he'd been stabbed and hacked up with knives, but Dr. Lopez wouldn't call it. He told us all to get out. When I later looked back in, the bed was empty and Dr. Lopez had left. I checked to see whether the body had been sent down to the morgue but there was no record of the patient. It was like he'd never been there—I mean, Dr. Lopez must have done something with him but nobody I talked to seemed to know anything.

Getting Dr. Lopez's home address requires a bit of guile. The obvious place to find it is in the personnel records of the

hospital but getting inside requires subterfuge or breaking and entering out of office hours (apply skill rolls as appropriate); naturally, this will be a lot easier for the police. A shrewd investigator could search Dr. Lopez's locker in the ER staff room (possibly requiring **Disguise** or **Art/Craft (Acting)** and **Stealth**), or **Charm** or **Intimidate** a nurse or other hospital employee. If the address can be obtained, it directs the investigators to Dr. Lopez's apartment in the South Dallas/Fair Park neighborhood.

The investigators may additionally learn that two nurses (Mía Torres and Jenette Williams) were reported as missing a month ago; the nurses both worked in the ER alongside Dr. Lopez (see **The Nurses**, page 160).

Police investigators may uncover information about missing medical equipment (it's unlikely that gang member investigators will think to ask about such things—however, a nurse could mention it in passing). A recent audit found the following items to be missing from the ER (all were taken by Dr. Lopez):

- H-1200 Fast Flow Fluid Warmer (for rapid infusion of warm fluids)
- A portable defibrillator
- Connex Vital Signs Monitor
- Infusion System
- Alaris Pump Module (for the delivery of fluids)
- Sundry medical supplies (gloves, bandages, suture kits, etc.)

- A long list of drugs, including:
 - Ativan (for anxiety disorders)
 - Azithromycin (for bacterial infections)
 - Catapres (relaxes blood vessels)
 - Dopamine (for shock and trauma)
 - Morphine (pain relief)
 - Methylphenidate (central nervous system stimulant)

It should be noted that any “scenes” caused by gang member investigator in or on the hospital grounds may result in security being called and, dependent on the situation, the police arriving.

DR. LOPEZ'S APARTMENT

Situated on South Boulevard in the South Dallas/Fair Park district, just over 10 miles from Pleasant Grove, Dr. Lopez has an upper story, two-bedroom apartment in a complex housing twenty above average units. If forewarned by Viper, Dr. Lopez will not be there. At any hour of the day or night, the drapes are closed.

The rooms are messy, with clothes lying about, half-eaten microwave meals and pizza boxes on surfaces, and an assortment of medical supplies littered here and there. The spare bedroom is used as an office and storage space; searching the room calls for a **Spot Hidden** roll to find a laptop computer hidden beneath a large pizza box.

DR. LOPEZ'S APARTMENT

Dr. Lopez's apartment is on the top floor.



20-foot drop to the bushes outside

VOICE ON THE PHONE

Dr. Lopez's computer password is "Viper" but can be cracked with a successful **Computer Use** roll. Searching through the computer files finds many images of animals, rats, mice, rabbits, and cats, many of which appear to be dead. The photos go back some years. A successful **Library Use** finds a video clip on the hard drive, dated six months ago; if played, the clip shows Dr. Lopez conducting an experiment on what appears to be a dead (certainly unmoving) rat. Lopez is heard talking about something called "*liquido verde*" and that he believes he has, at last, perfected "his creation." He decapitates the rat with a large meat cleaver and then positions the rat's head on a plastic chopping board he grabs from the kitchen. He prods the rat's head, saying it is clearly dead and then proceeds to inject a green fluid into it. After a few seconds, the head begins to move, its jaws open wide (as if emitting a piercing shriek). Lopez can be heard cooing with delight as the image focuses on the rat's head, which unnaturally shakes and shivers. Off camera, Lopez can be heard saying, "Mister Waghalter will be pleased, it's just as he said it would be." The clip ends at this point.

Another successful **Spot Hidden** roll in the spare bedroom finds a lease agreement, amongst some innocuous bills, for the hire of a warehouse on Lake June Road (see **The Warehouse**, following). In the refrigerator in the kitchen is a ghastly collection of moldering animal remains, some many months old.

Complicating matters are the two "experiments" in the apartment: a reanimated hand (stolen from the hospital's morgue) and a reanimated rat. The disembodied hand and the rat (which looks more like a zombie rat) attempt to ambush unsuspecting investigators, gaining a free surprise attack (kind Keepers may allow a **Spot Hidden** or **Listen** roll to avoid surprise). The creations are fast moving, small, and make good use of the litter and mess in the apartment for cover (apply two penalty dice to the investigators' attacks). See the profiles for the **Reanimated Hand and Rat** on page 177.

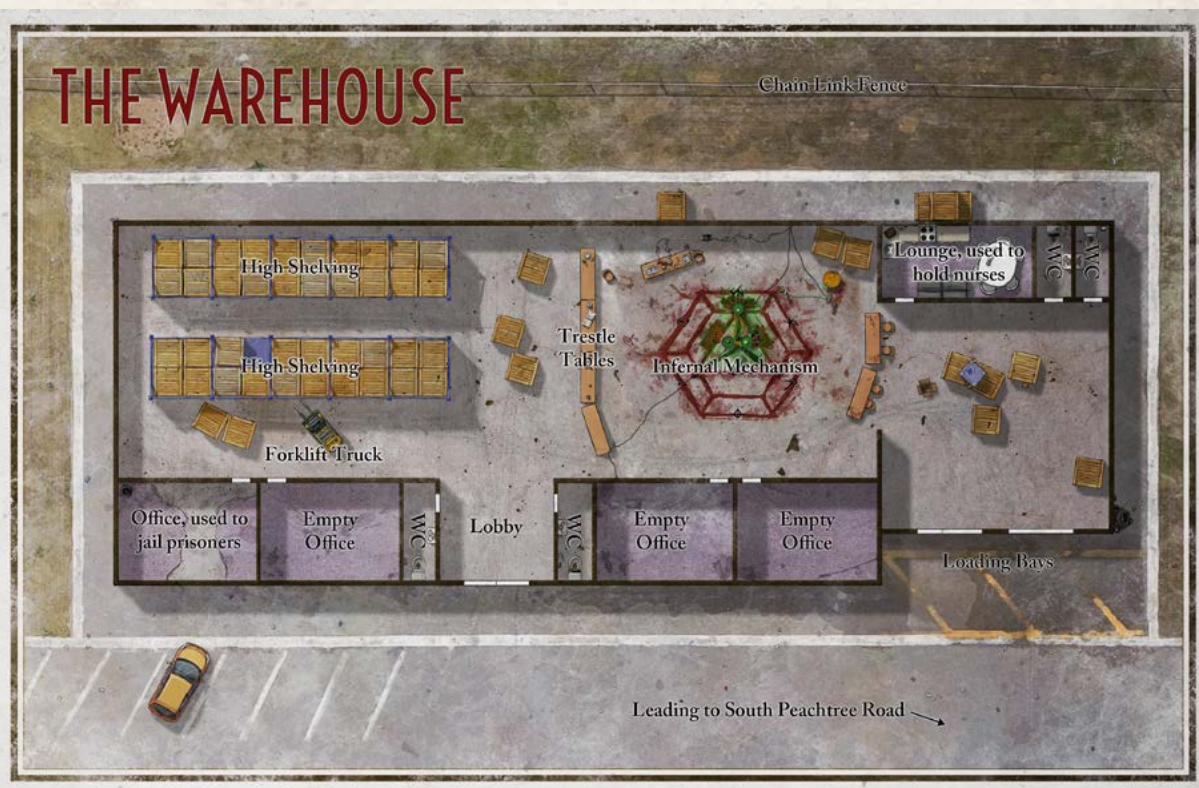
At the Keeper's option, Dr. Lopez realizes his mistake (or Viper makes it known) of leaving the lease agreement for the warehouse in his apartment and sends round some SE14 thugs to pick up the receipt—perhaps while the investigators are inside, further complicating the situation.

THE WAREHOUSE

Situated on Lake June Road, Pleasant Grove, the warehouse is a plain white colored building, offset from the road and with a small parking lot out front. The path from the main road leads to the car lot and to two loading bays (metal roll-down shutters). To the rear and sides of the property, the land is hard earth covered in grass and scrub, surrounded by a 10-foot high chain-linked fence.



The Reanimated Hand and Rat



The building's front offices and the rear lounge and toilets have windows that have been covered over with newspaper, hiding the interiors while allowing in a little light. The double doors at the front are wooden (STR 90, 30 HP) and are locked.

The scene inside the warehouse depends on whether Viper is aware of the investigators' plans (i.e. he has forewarned SE14) or not (i.e. the investigators act before Viper can predict their actions).

If Viper is Aware

The warehouse has been cleaned out and SE14, along with the three reanimated heads and their prisoners, have moved locations to another building in the neighborhood (either another warehouse or, at the discretion of the Keeper, perhaps an abandoned residential property). Inside, it's clear that the gang has acted quickly to move on, leaving evidence of their presence behind.

The half-destroyed painted glyphs and alignments of the **Infernal Mechanism** (see page 152) can be discerned on the floor; it looks as though someone has hastily tried to erase the symbols with a knife or chisel.

A red painted eye-like symbol (the Eye of Nyarlathotep) is repeated on many of the internal walls, presenting an eerie and unwelcoming atmosphere. The various painted eyes seem to follow people around the room; if an investigator spends too long looking at an eye (such as spending time examining

them), they may think they see the eye blink and then open wider, as if to bore into their very being. The experience is quite unsettling and investigator feels mentally violated, provoking a **Sanity** roll (1D3/1D6 loss).

Pieces of medical equipment (pipes, drug bottles, and so on) lie discarded on the floor next to overturned tables. A search of the offices and lounge reveals that people were being kept here, as there are scratch marks (Mía Torres, the nurse, scratching marks to count off the days she has been held), as well as bloodstained blankets.

If the gang had to vacate in a hurry, the investigators find the bodies of Pig Pen and any other captured members of rival gangs here, dumped in one of the front offices. All of the corpses have been killed execution-style with a bullet to the head and there are signs of torture, as each corpse has body parts missing, such as fingers, hands, a foot, eye, and so on—these actually sacrificed to the heads rather than “torture” in the standard sense. To those with medical knowledge, it is clear the limbs were hacked off with machetes or large knives. Dried bloodstains tarnish the concrete floor of the warehouse, and there is a preponderance of such stains in and around the strange symbols and shapes painted on the floor (the Infernal Mechanism).

A successful **Spot Hidden** roll detects a small pool of viscous green liquid on the floor, sticky to touch. This is some *liquido verde* spilled by a gang member when the warehouse was cleared out. Other traces of the liquid may be found in the warehouse.

As the investigators explore the warehouse, one of their cell phones begins to ring: it's Viper, goading them and saying, "Too slow! You're like mice in a maze, stumbling blindly down dead entries, while I'm a god watching and foreseeing your every move. You might as well put your own gun to your head and pull the trigger; your efforts will fail. They'll always fail. You will fail."

If Viper is Unaware

Use the description as given in the preceding section but, in this case, the three reanimated heads are in situ within the (un-erased) Infernal Mechanism—the glyphs within the active segments glow with an unnatural and pale yellow-white light; call for a **Sanity** roll (1/1D6) for seeing the horrific setup (increase the loss to 1D3/1D8 if any of the heads are active).

SE14 gang members (including Sharpie) are present, and Pig Pen (plus any of rival gang members still held by SE14) clings to life despite the various amputations and injuries already sustained.

Entering the warehouse without Viper's knowledge should, in most cases, set the scene for the scenario's climax. At a minimum, there are three SE14 NPCs in the warehouse (Sharpie plus two thugs); more likely, Dr. Lopez is also there, along with 1D6 other SE14 gang members. More can be present (or can be called in once the investigators' presence is known) if the Keeper desires; however, avoid filling the warehouse with too many adversaries—an intelligent plan (quickly undertaken) by the investigators should be rewarded. The climax doesn't necessarily have to be a big fight scene if the investigators are attempting a subtle and quiet execution, although if spotted or heard, their enemies will take action against them. See **Possible Endings**, page 174, for ideas and investigator solutions.

KEY EVENTS

The following key events are designed to happen during the scenario and may take place when the Keeper wishes or when the investigators trigger them. These key events can be supplemented with the **Other Events** (page 173) as desired.

THE VOICE ON THE PHONE

Once Viper begins to see the investigators in his visions of the future and understands their aim to track him down, he begins contacting the investigator through a burner cell phone (with help from Sharpie). Thus, the investigators start to receive strange calls that both tantalize and provoke.

Viper innately knows all phone numbers and passwords and can also target smartphone applications, computers, and so on (using social media to send messages and so on). Able to



ANALYZING THE GREEN FLUID

If the investigators can find someone to analyze the green fluid found in the warehouse (*liquido verde*)—requiring expertise with **Science (Chemistry or Pharmacy)**—the liquid is found to contain a strange mix of human, cephalopod, and reptilian stem cells, along with traces of nutrients and some cell-like compounds of unknown origin, mixed together in amniotic fluid, formaldehyde, and glutaraldehyde (the last being components in embalming fluid).

The expert undertaking the examination is at a loss as to the purpose of the substance, although might be pressed into saying that, in their opinion, the ingredients seem suggestive of someone trying to not only preserve organic matter but also to rejuvenate it in some outlandish manner.

Keeper option: giving the *liquido verde* to a medically or scientifically minded NPC presents the Keeper with the option that the NPC becomes obsessed with working out the purpose of the fluid. Perhaps in their attempts to test and recreate the substance in order to learn its secrets, they unwittingly open themselves up to madness and, ultimately, Nyarlathotep who looks with favor upon this new disciple—especially if Dr. Lopez's work is curtailed and cut short by the investigators. In time, this NPC might go on to perfect the process and begin anew the work begun by Herbert West and later developed by Dr. Lopez; thus, the NPC becomes the focus for a future scenario.



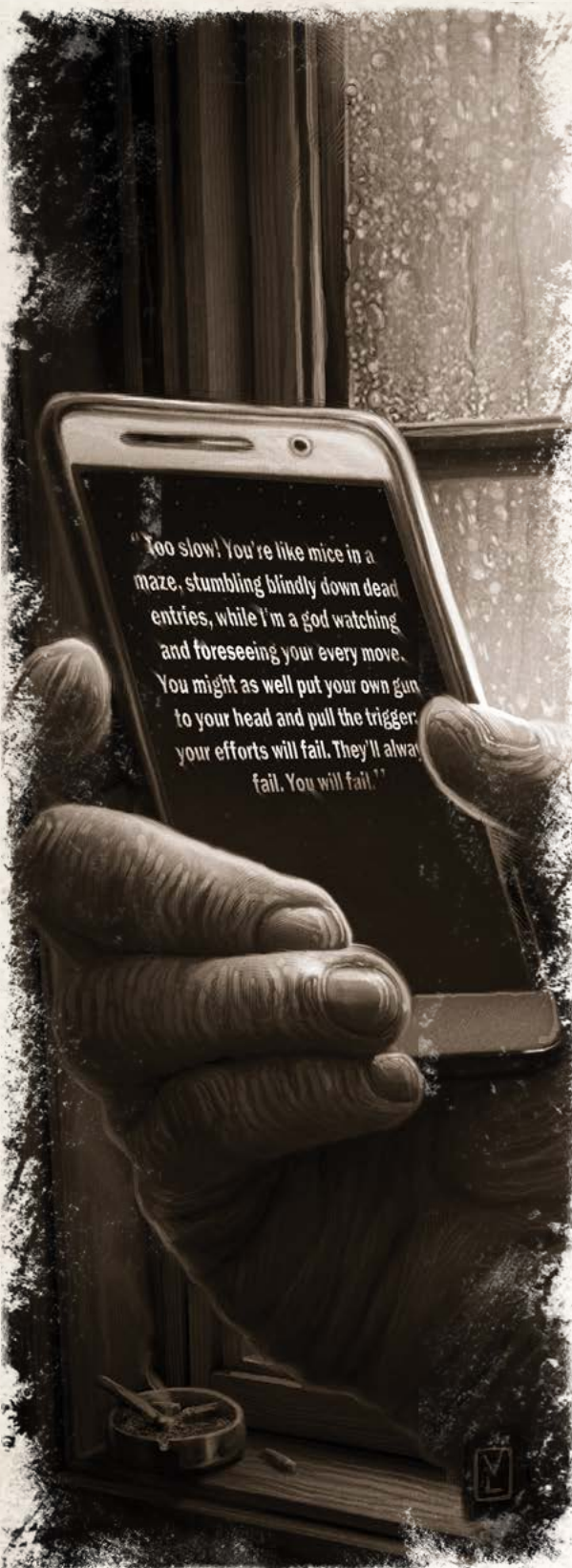
mimic anyone he chooses (including other NPCs and other investigators), Viper can use technology to confuse, taunt, and lure anyone he desires. While this misdirection is primarily designed to harass the investigators, it may also be used on other NPCs, such as luring Long Horn or other enemies to Viper or getting the police to focus on the investigator's antics.

The Keeper should create communications appropriate to the situation and use this device to sow not only confusion but also clues as to Viper's ability to see into the future. Some example messages follow.

- SE14 forever 4REAL
- Better move fast – things going down on Peachtree and Lake June.
- It's a shame that no one has heard from Pig Pen in a while.

CHAPTER FIVE

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"Too slow! You're like mice in a maze, stumbling blindly down dead entries, while I'm a god watching and foreseeing your every move. You might as well put your own gun to your head and pull the trigger: your efforts will fail. They'll always fail. You will fail."

- I wonder what the police will think about what you've just done.
- I'm watching you.
- No matter what you do, I'm ahead of the game.

Additionally, Viper may send audio messages, gifs, or video clips showing a series of text messages over a rolling starscape of infinity. The messages hint at or contain Mythos knowledge, which likens humanity to ants and confront the listener/viewer's beliefs. The information provided is akin to listening to Viper's head speak of Mythos revelations (see **Viper's** entry in the **Dramatis Personae**, page 155) and grants 1 percentile point of Cthulhu Mythos and loss of 1 point of Sanity per message received. Samples of Mythos knowledge might include:

- You are nothing. Like scurrying ants is humanity to the cosmos.
- The human brain cannot estimate the infinity of truth that lies beyond your pathetic attempt at life.
- The enterprise of human endeavor is but the screams of nightmare.
- What lies beyond the veil of comprehension? A cacophony of benighted chaos, untethered and unrivaled.
- Dare you to tread the inconceivable, unlighted chambers beyond time? To face the heart of the cosmos, a power absolute and unimpeachable? Shall ye know the words to name it?
- Old they were when then the universe was young. They live beyond life and death, and I shall hasten their return.
- Unbound like my kin, I am the hunter, the bringer of night, and the scream of humanity's ending.
- Between the spaces they walk serene and primal, undimensioned and unseen.
- Ia! The dead shall speak and darken the hearts of those shall listen.
- Mankind will become as the Great Old Ones: free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then my kin will be liberated to teach mankind new ways to shout and kill and revel. The earth shall be a flame within a holocaust of ecstasy and freedom.

The contact from Viper is usually short and to the point, and should leave the investigators perplexed and uncertain of who is contacting them. As the calls and messages build up, the investigators may begin to see a pattern (of their own devising) or may simply continue to be confused. The Keeper can use the messages to drive the scenario towards a climax if needed. Viper may elect to reveal his identity and goad the investigators, letting just enough information slip to lead them to him—the whim of Nyarlathotep being capricious. Perhaps

Viper wishes to lure the investigators into an ambush but they overcome the surprise and force Viper's location out of one of the SE14 thugs; if done while Viper is inactive, they have a chance of finding the warehouse unprepared.

Researching Viper and SE14

While the investigators may have heard the name of Viper, they are unlikely to have previously met him face-to-face (even when he was still a member of SE13). Asking fellow SE13 gang members or canvassing opinions on the street allows the investigators to learn something of the rival gang leader. As appropriate, call for either a **Charm**, **Fast Talk**, **Intimidate**, or **Persuade** roll:

About Viper:

- Viper's real name is Diego Lopez.
- Viper left school when he was 14 and joined SE13.
- Viper has a brother, who got a special scholarship to go be a doctor. Works in one of the big hospitals in the city.
- Long Horn didn't like how Viper's brother was acting like he was in the gang. He sent people to tell Viper that our blood was his blood and he must prove his heart was right and cut off his doctor brother. They never came back.
- Viper's angry with Long Horn. Set up his own gang now; says SE14 gonna take over. But Long Horn's ready for them and gets Viper on the street and Viper goes down! Left him all carved up. Viper's dead and someone in SE14 is still using his name, too afraid to come out into the light.
- Viper's parents are dead.

About SE14:

- SE14 is recruiting fresh blood. Growing stronger day-by-day and gunning to take over.
- I hear they got a nasty initiation; something about giving your blood to become blood.
- Have you seen 'em? Running round, missing fingers, eyes, and the like? I say you better watch your limbs or Viper'll cut them off.
- Some of the lieutenants, Goldie, Reaper, and Little Escobar, used to run with SE13 but now they gone with Viper.
- They're moving into everyone's territory; Reyes Callejeros, Diablos Chicos, and SE13. It's all going to erupt; the war's already started.
- Pig Pen runs Reyes Callejeros and he's not been seen for days man. Word was he was going to cut a deal with Viper.

Pretty much all the rumors are true—feel free to invent some false ones too. While no one outside SE14 really understands about the gang's initiation (sacrificing a body

part), garbled versions and downright inaccurate gossip are beginning to creep out. The investigators are most likely to hear differing accounts of SE14's initiation ceremony through younger kids or bleary-eyed drug addicts who have either heard about or half-seen some strange stuff.

Pet Theft

As the investigators travel around the area of Pleasant Grove they begin to notice missing pet posters on sidewalks and lampposts. While not immediately important, the number and locations become relevant as clues to the fact that SE14 are stealing animals to sacrifice their deaths to the head of Over Easy.

The Keeper may decide to include a robbery at a local pet store; what's strange is that no money is stolen, only a handful of animals are taken. The store's owner, somewhat shaken, can relate the experience and confirm it was SE14 gang members (he saw their tattoos) who threatened him. He says they took two small dogs, three rabbits, and a cat, along with leashes and carrying boxes. He is, naturally, somewhat mystified why the gang wanted the animals; the dogs weren't fighting material—they were Miniature Dachshunds.

Missing Fingers and More

When encountering SE14 gang members, the investigators should notice that all of them are missing a small body part (finger/s, an eye, an ear). While many of the missing parts were taken weeks' ago, some people sport fresh blood-soaked bandages. If the investigators get to question one of the SE14 gang members (requiring a Regular, if not Hard, **Intimidation** roll), they can find out that giving up a body part is part of SE14's initiation for new recruits which, compared to some other gangs desire for callous murder, seems a pretty mild inconvenience.

To further build on SE14's need for sacrifices and their attempts to get the three heads active at the same time, SE14 gang members can attack rival gangs and even innocent residents to hack off body parts so that they may be offered to Red Hot. Such "amputation horror" is paralleled by the gang's attempts to kidnap people for sacrifice (murder) to Over Easy in their desire to increase the level of sacrifice to simultaneously activate all of the heads. Perhaps people known to the investigators are attacked or kidnapped in this fashion, bringing the horror closer to home. Relatives might call on the investigators to meter out retribution or find missing people.

Vehicular Revelations

If following up on the missing nurses, the investigators may be on the look out for a black Chevrolet Tahoe (registration BK7 H679) seen in the areas of both nurses' homes on the night of their abductions (see **The Nurses**, page 160). Likewise, attempts may be made to find the Silver Ford Taurus seen

at the scene of Zu Zu and El Lobo's deaths (see **A Grisly Discovery**, page 161).

Both vehicles can turn up at differing points in the scenario. A successful **Spot Hidden**, or perhaps information via a source (successful social skill roll), leads to a vehicle parked up outside a disused commercial property in Pleasant Grove—the other vehicle might be found on some wasteland not too far away—the Keeper should decide which vehicle appears and when.

Examination of the cars by gang member investigators will not be as thorough as a police investigation unit but may reveal some clues (evidence for police to find is noted).

Chevrolet Tahoe:

- Parked outside a disused commercial property.
- Locked, a successful **Spot Hidden** finds the keys thrown into the nearby scrub.
- Inside the trunk, a wallet containing ID for Jenette Williams.
- Inside the car, stubs for two brands of cigarettes (Marlboro and Lucky Strike).
- (Police) the car is registered to Ethan Wade and was reported as stolen just over a month ago.
- (Police) with DNA analysis, hair found in the trunk match matches both Mía Torres and Jenette Williams.
- (Police) DNA analysis on the cigarette stubs identifies SE14 gang members Goldie (a.k.a. Luis Rubio) and Torro (a.k.a. Tomas Crespo).

Ford Taurus:

- Found on wasteland in an out of the way spot in Pleasant Grove.
- The vehicle has been wrecked by fire, leaving a burned-out frame.
- A number of spent 9mm shell casings can be found in the footwells.
- (Police) the vehicle was set on fire with gasoline.
- (Police) the shell casings match to bullets used in the murder of Wesley Williams, the proprietor of a liquor store in Pleasant Grove. The lead suspect in the case is Little Escobar, an SE14 gang member.

Shambler in the Gang

Approximately half way through the scenario, SE14 capture a rival gang member and perform a horrific sacrifice (cutting off the hands and feet) that prolongs the activation of Red Hot's head into the period when Over Easy's head is active. Consequently, a dimensional shambler is summoned and bound to Viper's command.

When the shambler first appears, there is confusion and panic in the warehouse—the gang members fearful of the unnatural monster that has appeared from nowhere. In the moments of chaos, the captured nurses make a bid for freedom and escape (see **The Nurses' Warning**, following).

The shambler is a permanent part of the gang's arsenal and may be used by Viper to "round up" anyone he chooses, such as rival gang leaders and members, medaling police, and investigators—if they are on his radar and proving to be troublesome. The shambler can also be sent to retrieve escaped prisoners (such as the nurses).

The Nurses' Warning

Making the most of the confusion and chaos caused by the arrival of the dimensional shambler, the two nurses escape the warehouse and go on the run. The Keeper should decide if the nurses make a break on foot or are able to dive into one of the gang's cars parked outside the warehouse—the decision factors upon the location of the investigators, as they should come across the nurses before SE14 do.

The women are in a bad way; beaten and abused, they fear for their lives and may be resistant to the approaches of gang member investigators, who, they fear, are just as much trouble as their SE14 captors. Successful **Psychology** and a **Charm** or **Persuade** roll may be required to get the nurses to listen (and stop them from attacking the investigators with whatever weapons they have at hand). The nurses are particularly distrustful of men; thus, female investigators may fare better in approaching them.

The Keeper can use the nurses in a number of ways to help the investigators and warn them of the difficulties they are facing, discussed as follows:

- The nurses can talk in garbled and incoherent terms about the warehouse and the heads, revealing they had to "top up the green fluid for the heads," and how the "strange marks on the floor seem to glow when the heads wake up and speak." They probably also mention Sharpie, the mean and brutal woman who made their lives hell.
- Importantly, the nurses can talk about the disembodied heads, specifically the ability of Viper's head to see into the future and thereby warn the gang of oncoming events. While the information should sound crazy, disjointed, and incredulous, the part about Viper's head "coming alive" once every 6 hours should be clear—a vital clue for the investigators to learn. Likewise, ensure the investigators hear about the "weird symbols" on the floor around the heads—this is another vital clue in helping to figure out how to put an end to the heads.
- Unclear and contradictory directions to the warehouse could be provided. This information might be clearer if the Keeper wishes to dispense with (or if the investigators fail to observe) the kidnapping of the couple in love (see following section), allowing the nurses' information to lead to the warehouse and the scenario's climax.

- The dimensional shambler could materialize to grab one or both nurses, returning them to the warehouse. Such an event can be played to spook the investigators and also warn them that they face something more than just a power-hungry gang.
- If police investigators, the nurses are probably taken to a hospital or police station. Allow the investigators to get some information (per the bullet points above) before they are grabbed by the shambler—perhaps while the nurses are left in a hospital room (while the investigators sort out some paperwork or get a call) the shambler comes for them; the investigators may have a hard time explaining how the nurses disappeared into thin air.
- Rather than have the nurses recaptured, the shambler murders them, leaving their bloody and horrific remains for the investigators to find (apply 1/1D6 Sanity loss).
- You may decide to have the shambler grab or kill just one of the nurses, sending the other into total madness; helping to build horror and motivate the investigators. Leaving one nurse alive, able to communicate with the investigators (albeit in insane terms), provides the Keeper with a means to supply further clues as necessary to help move the investigators to the warehouse and the big climax.

A Couple in Love

After the dimensional shambler has been “recruited,” Viper informs the gang that they must seek out and bring to him a “man and woman in love” so they can be sacrificed to him while the heads of Red Hot and Over Easy are both active. The power of the sacrifice combined with the energy of the three activated heads will summon a powerful ally to the gang’s cause (see **Random Monster Summoning**, nearby).

It is likely that SE14 gang members stalking the streets looking to kidnap a couple in love will be spotted by the investigators (assuming they are trying to track down SE14’s people to find Viper). Ideally, have the investigators see a young couple waylaid and bundled into the back of a stolen car or van, allowing a pursuit to take place. The investigators may be able to track the vehicle to SE14’s warehouse; following at a discrete distance, the investigators now have the opportunity to raid the warehouse and (hopefully) find Viper—leading to the scenario’s climax. Of course, if the investigators prevent the kidnapping, others in SE14 go looking for another couple of lovers.

Ideally, the investigators should know the kidnapped couple—perhaps one of the lovers is related to one or more of the investigators; the kidnapping witnessed by the investigators or someone who proceeds to call them about it. Possibly, it is a pair of romantically involved investigators who are abducted. Making it personal helps to drive the motivation of the investigators (and the players).

OTHER EVENTS

The following are optional ideas for events to scatter through the scenario, allowing the Keeper to develop and insert them as desired. Feel free to adapt these or invent your own to suit the route and events of your scenario.

Body Count

Once the investigators’ activities fall under Viper’s prescient gaze, he may desire to fan the flames of trouble for the rival gang members (or police unit) by having them framed for murder. The likely set up is for the investigators to receive one or more anonymous tip-offs, which leads the investigators on a wild goose chase. While out chasing shadows, a real crime is taking place in one of the investigators’ homes. Viper’s men abduct someone the investigator knows, perhaps a fellow gang member or police officer, takes them to the investigator’s home and murders them. Viper then tips off the police, who are either already at the scene or shortly arrive when the investigator concerned returns home. Ideally, the victim is known to have had “bad blood” with the investigator, giving the crime a whiff of motive. The surface evidence seems to lead straight to the investigator, who must now clear their name or face reprisal.

Perhaps one body isn’t enough and so Viper attempts to paint the investigator as a serial killer, leaving a trail of bodies, somehow all connected to the investigator.

RANDOM MONSTER SUMMONING

If all three heads are active at the same time, roll 1D6 to determine a random monster (pages in parentheses refer to the monster’s entry in the *Call of Cthulhu Rulebook*). Alternatively, pick or design a monster of your own choosing.

An option: Nyarlathotep appears; whether the Outer God arrives as Cochin S. Waghalter, the bloody tongue, or in some other form is left to the Keeper; the Outer God’s arrival could form a climactic conclusion to the adventure!

1. Hound of Tindalos (page 298)
2. Hunting Horror (page 299)
3. Nightgaunt (page 302)
4. Servitor of the Outer Gods (page 304)
5. Shantak (page 306)
6. Star Vampire (page 308)

Police Crack Down

If playing gang member investigators, the players may have to contend with the police breathing down their necks. Crime is spiraling and the “high ups” want something done. Patrols are increased, making it difficult to act without drawing attention. Suspected gang members are stopped to have their photographs taken and gang and real names written down (the police attempting to build a map of gang members).

Investigators faced with having to act in a criminal manner (breaking in, violence, or even the disposal of a body—perhaps one left by Viper to frame the investigators) face a tougher time of going unnoticed by a passing patrol car. Don't forget, Viper can call up the police to draw their attention to the investigators.

Keeper note: don't overdo it; too much attention on the investigators means the scope of their actions diminishes and the players may feel overly constrained. A situation invoking caution and an awareness of potential consequences is good; whereas, the players feeling their hands are tied and so can do nothing is bad and, ultimately dull. Give the players problems but allow them room for maneuver.

Your Enemy is My Friend

While the main focus of the scenario is about the rivalry between SE13 and SE14, two other gangs are provided to help the Keeper spice things up. Both Reyes Callejeros and Diablos Chicos are feeling the hammer of SE14's empire building and, consequently, may seek out others on the receiving end of SE14's attention in the hope of temporary alliance to combat Viper's land grab.

Approached by a rival gang, the investigators have to decide whether to pass on the request for meeting with their boss Long Horn or to take the meeting themselves. Investigators tired of Long Horn's rule might see an alliance as a way to take control of SE13—what happens if or when Long Horn finds out?

Of course, the whole scheme for an alliance could be an elaborate set up by Viper manipulating the situation to bring the rival gang leaders together in one place so that they can be ambushed and taken out—while the investigators are caught up in the chaos and violence of a sudden power vacuum, SE14 moves in to mop up and take control.

POSSIBLE ENDINGS

Ultimately, the investigators should be drawn to or discover **The Infernal Mechanism** (page 152) in **The Warehouse** (page 167). If the players are bewildered by the course of events and chasing their tails due to Viper's telephone

runaround, then Viper may decide to call it a day and bring an end to the investigators by luring them into a trap at the warehouse. Alternatively, quick-acting investigators may be able to discover Viper's lair all by themselves—assuming this takes place before Viper's head activates and can foresee the investigators' plan, they can launch a surprise assault.

It is equally possible for the investigators to get themselves killed or locked up before they ever make it to the warehouse. Should all of the investigators become incapable of continuing, the Keeper has the option to “restart” the scenario with the players now taking on the role of the police unit (or vice versa). In this case, the “new” investigators must approach the situation from a different angle and with differing tactics in order to reach their goal. Splitting the scenario in this way allows the players to discover new facets of the scenario.

The scenario's climax is most likely to take place in **The Warehouse** (page 167). Familiarize yourself with the horrors and mysteries to be found inside as, once the investigators arrive on the scene, there are a number of ways things could go down. Consider the following questions and use them to determine the set up for the final climactic scene:

- Is Viper's head active?
- Are the heads of Red Hot and/or Over Easy active?
- Are all three heads active?
- Are the investigators walking in while a new monster is being summoned?
- Is Dr. Lopez in attendance?
- What's the condition of Pig Pen (plus any other captured rival gang members)?
- Has one of the nurses been recaptured by the shambler and, if so, what will she do when the investigators arrive?

The end scene is either some sort of combat encounter or fast-moving plan enacted by the investigators to destroy Viper and the other two heads. If the investigators can generate enough chaos (releasing Pig Pen and any captured people, bringing allies with them to distract the SE14 guards, and so on) they may have a relatively clear route to the heads, allowing them to destroy the Infernal Mechanism (see **Ending SE14's Reign**, following) and/or the reanimated heads. Reward stealth and tactics if the investigators use their heads; otherwise, throw the kitchen sink at them.

Dr. Lopez and Sharpie are wild cards; liable to remain close to Viper and pose a threat—if they realize the investigators aim to destroy Viper's head, they will attack. While Sharpie will fight to the death, Dr. Lopez will attempt to escape if all seems lost—Nyarlathotep has further plans for the doctor (which could lead to further adventures if the Keeper desires).

ENDING SE14'S REIGN

Destroying the Infernal Mechanism and killing Dr. Lopez is the only lasting way to stop the horror from continuing. Erasing (despoiling) the glyphs on the floor destroys the Infernal Mechanism; while only two glyphs need be “erased” (one in the hexagon alignment and one from those in the triangle alignment), leaving any of the remaining glyphs intact leaves the possibility that Dr. Lopez can recreate the glyphs and repower the mechanism. Simply destroying the heads of Viper, Over Easy, and Red Hot (smashing their holding tanks and then smashing the undead heads) is only a temporary solution, as further heads can be found to replace them.

It should be relatively simple for the investigators to destroy the Infernal Mechanism but the action is complicated by the other people and the general situation in the warehouse. If the investigators suddenly find themselves at a loss for what to do, Pig Pen or a recaptured Nurse can shout at them to destroy the glyphs. Perhaps an insane investigator’s madness grants them a vision of what to do, or one of the investigators by chance defaces one of the glyphs, enabling them to realize what they have to do.

If the heads are taken away from the Infernal Mechanism, they continue to “live” for 1D6+2 hours (but unable to speak) and then begin to decay unless their supply of *liquido verde* is replenished; otherwise, in rapid order, the skin slouches off their skulls, and their brains and eyes liquefy—provoking a **Sanity** roll for onlookers (1/1D4 loss).

CONCLUSION

Hopefully, the investigators manage to erase the glyphs of the Infernal Mechanism and destroy the reanimated heads, which effectively ends SE14’s reign of terror. If Dr. Lopez has been killed, then the investigators have truly put a lid on things.

Should Dr. Lopez survive, he may resurface at some future point; an insane and willing servant of Nyarlathotep bent on furthering his experiments and perfecting his *liquido verde*.

REWARDS

If you are using *Voice on the Phone* in an ongoing campaign, the investigators may receive the following rewards:

- Destroying the Infernal Mechanism: +1D6 Sanity points.
- Destroying a reanimated head: +1 Sanity point (to a maximum of 3 points).
- Understanding Dr. Lopez’s role *and* preventing him from ever being able to recreate the Infernal Mechanism: +1D6 Sanity points.

APPENDIX: VOICE ON THE PHONE

NON-PLAYER CHARACTERS AND MONSTERS

SE14 (A.K.A. SOUTH EAST FOURTEEN)

Heads of the Gang: Viper, Over Easy, and Red Hot

Except for talking and seeing, the heads of Viper, Over Easy, and Red Hot are unable to physically interact with the world around them.

STR — **CON** 20 **SIZ** 01 **DEX** — **INT** 200*
APP 01 **POW** 60 **EDU** — **SAN** 00 **HP** 2
DB: — **Build:** 0 **Move:** — **MP:** 10

*Viper’s INT is a reflection of Nyarlathotep’s intelligence. Red Hot and Over Easy’s INT are both 30.



A Head of SE14

CHAPTER FIVE

Combat

Fighting	N/A
Dodge	N/A

Armor: 1-point holding tank (2 points of damage will smash the tank).

Viper's Skills: Foretell the Future 100%.

Sanity Loss: 1/1D6 Sanity points to see the heads (increase to 1D3/1D8 if the heads are active).

Dr. Juan "Doc" Lopez, 26, insane physician

STR 55	CON 60	SIZ 50	DEX 75	INT 85
APP 70	POW 70	EDU 90	SAN —	HP 11
DB: 0	Build: 0	Move: 9	MP: 14	

Combat

Brawl	45% (22/9), damage 1D3
Glock 9mm auto	35% (17/7), damage 1D10
Dodge	45% (22/9)

Skills

Charm 70%, Climb 60%, Fast Talk 55%, First Aid 70%, Medicine 90%, Psychology 35%, Science (Biology) 80%, (Pharmacy) 96%, Spot Hidden 30%, Stealth 60%.

Spells: Dominate.

Goldie (Luis Rubio), 27, SE14 lieutenant

The following profile may also be used for any gang lieutenant.

STR 70	CON 80	SIZ 75	DEX 60	INT 70
APP 55	POW 50	EDU 45	SAN 50	HP 15
DB: +1D4	Build: 1	Move: 7	MP: 10	

Combat

Brawl	65% (32/13), damage 1D3+1D4
Machete	65% (32/13), damage 1D8+1D4
Glock 9mm auto	35% (17/7), damage 1D10
AK-47	40% (20/8), damage 2D+1
Dodge	30% (15/6)

Skills

Climb 50%, Jump 35%, Intimidate 70%, Persuade 45%, Psychology 45%, Spot Hidden 35%, Stealth 40%, Throw 50%.

Sharpie (Rebeca Estrada), 17, Viper's keeper

STR 60	CON 70	SIZ 50	DEX 80	INT 75
APP 75	POW 45	EDU 40	SAN 27	HP 12
DB: 0	Build: 0	Move: 9	MP: 9	

Combat

Brawl	70% (35/14), damage 1D3, or knife 1D4+2
.32 auto	30% (15/6), damage 1D8
Dodge	40% (20/8)

Skills

Climb 40%, Jump 50%, Fast Talk 80%, Intimidate 40%, Listen 45%, Psychology 60%, Sleight of Hand 60%, Spot Hidden 45%, Stealth 45%, Throw 30%.

SE13 (A.K.A. SOUTH EAST THIRTEEN)

Long Horn, 34, leader of SE13

STR 80	CON 65	SIZ 80	DEX 55	INT 80
APP 60	POW 55	EDU 45	SAN 52	HP 14
DB: +1D4	Build: 1	Move: 8	MP: 11	

Combat

Brawl	80% (40/16), damage 1D3+1D4
Machete	80% (40/16), damage 1D8+1D4
MAC-11 SMG	35% (17/7), damage 1D10
.357 revolver	45% (22/9), damage 1D8+1D4
Dodge	35% (17/7)

Skills

Climb 60%, Jump 30%, Intimidate 90%, Listen 30%, Psychology 65%, Spot Hidden 45%, Stealth 40%, Throw 55%.

THE POLICE

Susan Crossley, 42, internal affairs

STR 45	CON 60	SIZ 50	DEX 80	INT 85
APP 70	POW 60	EDU 80	SAN 59	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	

Combat

Brawl	55% (27/11), damage 1D3
Glock 27 auto	35% (17/7), damage 1D10
Dodge	40% (20/8)

Skills

Accounting 30%, Climb 35%, Jump 30%, Intimidate 40%, Law 40%, Listen 60%, Mechanical Repair 30%, Persuade 50%, Psychology 75%, Spot Hidden 45%, Stealth 40%, Throw 35%.

VOICE ON THE PHONE

Sammy Volcheck, 38, corrupt cop

STR 60 CON 55 SIZ 60 DEX 60 INT 70
APP 45 POW 55 EDU 65 SAN 55 HP 11
DB: 0 Build: 0 Move: 8 MP: 11

Combat

Brawl 70% (35/14), damage 1D3
Walther PPK/S auto 55% (27/11), damage 1D8
Dodge 30% (15/6)

Skills

Climb 30%, Jump 30%, Fast Talk 40%, Intimidate 50%, Law 25%, Listen 45%, Mechanical Repair 45%, Psychology 50%, Spot Hidden 45%, Stealth 35%, Throw 40%.

Typical Uniform Cop

Use this profile for all cops as necessary.

STR 55 CON 65 SIZ 65 DEX 55 INT 70
APP 50 POW 50 EDU 65 SAN 50 HP 13
DB: 0 Build: 0 Move: 8 MP: 10

Combat

Brawl 60% (30/12), damage 1D3
Tonfa (baton) 60% (30/12), damage 1D6
Glock 22 auto 55% (27/11), damage 1D10
Taser (dart) 55% (27/11), damage 1D3+stun
Remington 870 shotgun* 45% (22/9), damage 4D6/2D6/1D6 (mag 4, mal 99)
Dodge 30% (15/6)

*Patrol car units.

Skills

Climb 35%, Drive Auto 70%, First Aid 40%, Jump 25%, Intimidate 35%, Law 15%, Listen 40%, Mechanical Repair 30%, Navigate (Dallas) 60%, Persuade 35%, Psychology 35%, Spot Hidden 40%, Stealth 30%, Throw 30%.

THE NURSES

Jenette Williams

STR 45 CON 50 SIZ 70 DEX 60 INT 70
APP 70 POW 45 EDU 65 SAN 32* HP 12
DB: 0 Build: 0 Move: 8 MP: 9

*Sanity reduced due to the trauma of captivity.

Combat

Brawl 60% (30/12), damage 1D3
Dodge 30% (15/6)

Skills

Charm 30%, Climb 30%, First Aid 70%, Jump 30%, Listen 35%, Medicine 50%, Persuade 40%, Psychology 45%, Science (Biology) 25%, (Chemistry) 35%, Spot Hidden 55%, Stealth 45%, Throw 25%.

Mia Torres

STR 65 CON 70 SIZ 55 DEX 55 INT 75
APP 55 POW 70 EDU 65 SAN 65* HP 12
DB: 0 Build: 0 Move: 8 MP: 14

*Sanity reduced due to the trauma of captivity.

Combat

Brawl 60% (30/12), damage 1D3
Dodge 30% (15/6)

Skills

Charm 40%, Climb 25%, First Aid 80%, Jump 25%, Listen 50%, Medicine 40%, Persuade 40%, Psychology 65%, Science (Biology) 40%, (Chemistry) 40%, Spot Hidden 60%, Stealth 35%, Throw 30%.

MONSTERS

Reanimated Hand and Rat

Use this profile for the reanimated rat and the hand, as well as other "creations" the Keeper wishes. The reanimation process has boosted the speed and capacity for violence of these creations.

STR 25 CON 50 SIZ 05 DEX 90 INT —
APP — POW 30 EDU — SAN — HP 5
DB: -2 Build: -2 Move: 12 MP: —

Combat

Attacks per round: 1 (grab, bite, claw)

Fighting 60% (30/12), damage 1D6-2
Dodge 45% (25/9)

Note: being a fast moving and small target imposes 2 penalty dice to opponent's attacks.

Skills

Climb 40%, Listen 75%, Scent Prey 70%.

Armor: none.

Sanity loss: 1/1D4 to see these reanimated horrors.

Dimensional Shambler

STR 95 CON 80 SIZ 95 DEX 50 INT 35
 APP — POW 50 EDU — SAN — HP 17
 DB: +1D6 Build: 2 Move: 7 MP: 10

Combat

Attacks per round: 2 (claws or grab)

Fighting	45% (22/9), damage 1D8+1D6
Grab (mnvr)	45% (22/9), held for 1 round then disappears
Dodge	30% (15/6)

Trans-dimensional travel: able to leave a plane of existence at will, signaling the change by beginning to shimmer and fade; the transition costs 4 magic points and takes a round to complete. During this time they may be attacked, however, they cannot inflict damage on their attackers. A shambler can take objects or beings with it when it fades into another dimension. By clutching the desired object in its talons and expending an additional magic point per 50 SIZ points of the object or creature, it transports the creature or object with it. In this scenario, the shambler usually returns to Viper with whatever it has grabbed unless told otherwise.

Armor: 3-point thick hide.

Spells: none (unless Keeper desires).

Sanity loss: 0/1D10 Sanity points to see a dimensional shambler.

**PRE-GENERATED
 GANG INVESTIGATORS**

Provide each player with the following background.

You are an initiated member of the SE13 gang, based in Pleasant Grove, southeastern Dallas. You answer to the gang's leader, Long Horn.

Recently, a splinter gang calling themselves SE14 has been making waves in the neighborhood and attempting to establish their own turf, leading to all-out war. Street violence has increased and everyone in SE13 and SE14 is a target; other neighboring gangs are also getting pulled into the situation and crossfire.



TYPICAL GANG MEMBERS

The following assortment of profiles can be used for typical gang members, be they SE13, SE14, Reyes Callejeros, or Diablos Chicos; also, use these also for minor NPCs like Torro and Gordo.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	70	55	65	60	65	60	85	60	55	65
CON	60	65	55	65	70	60	70	50	45	70
SIZ	70	65	75	60	70	80	75	70	75	75
DEX	70	60	50	45	55	65	50	70	65	70
INT	60	65	55	60	65	70	55	50	65	65
APP	60	50	45	55	65	50	55	70	60	40
POW	55	50	60	55	70	50	55	60	70	55
EDU	50	55	50	45	50	55	60	70	45	55
SAN	55	50	60	55	70	50	55	60	70	55
HP	13	13	13	12	14	14	14	12	12	14

Average Damage Bonus (DB): +1D4

Average Build: 1

Average Move: 8

Average Magic Points: 11

Combat

Brawl 60% (30/12), damage 1D3+DB,
or knife 1D6+DB

Machete/large knife 60% (30/12), damage 1D8+DB

Dodge 40% (20/8)

Choose one from the following:

.22 auto 40% (20/8), damage 1D6

.38 auto 40% (20/8), damage 1D10

AR-15 assault rifle 35% (17/7), damage 2D6 (110yd,
1(3) or full auto, mag 20, mal 97)

12-g shotgun (2b) 45% (22/9), damage 4D6/2D6/1D6

Skills

Climb 45%, Fast Talk 35%, Intimidate 50%, Jump 40%,

Listen 35%, Spot Hidden 35%, Stealth 40%, Throw 45%.

“DIGGER” (A.K.A. ANTONIO JIMENEZ)

Age: 26 Occupation: SE13 Gang Member

STR 80 CON 65 SIZ 60 DEX 70 INT 70
 APP 65 POW 60 EDU 45 SAN 60 HP 12
 DB: +1D4 Build: 1 Move: 9 MP: 12 Luck: 60

Special: immune to Sanity losses from “routine” brutality

Combat

Brawl	65% (32/13), damage 1D3+1D4
Large knife	60% (32/13), damage 1D8+1D4
.32 revolver	50% (25/10), damage 1D8
Dodge	35% (17/7)

Skills

Charm 55% (27/11)
 Climb 60% (30/12)
 Credit Rating 10% (5/2)
 Drive Auto 50% (25/10)
 Firearms (Handgun) 50% (25/10)
 Firearms (Rifle/Shotgun) 25% (12/5)
 Firearms (SMG) 30% (15/6)
 Intimidate 50% (25/10)
 Jump 20% (10/4)
 Language (Spanish) 60% (30/12)
 Language (English) 45% (22/9)
 Listen 25% (12/5)
 Locksmith 30% (15/6)
 Mechanical Repair 45% (22/9)
 Psychology 40% (20/8)
 Spot Hidden 30% (15/6)
 Stealth 30% (15/6)
 Throw 40% (20/8)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

You are respected in the gang, having earned your place by taking out a rival gang leader all by yourself. Being headstrong is both your strength and weakness; you take risks and sometimes win big but the day may come when you lose big. For now, life is good and you have money in your pocket and Princess on your arm. Long Horn, your gang’s leader, is looking old and weak—perhaps it’s time for you to step up.



- **Description:** muscular physique, large gang tattoos on upper body and neck, shaved head.
- **Traits:** risk taker and headstrong, quick to anger.
- **Ideology/Belief:** life is what you make it, look for an opportunity and seize it.
- **Significant People:** Princess, your current girlfriend; you helped her to murder her sister’s killer.

Player Notes:

**“TACO”
(A.K.A. EMILIO CASTILLO)**

Age: 19 **Occupation:** SE13 Gang Member

STR 55 **CON** 80 **SIZ** 45 **DEX** 70 **INT** 80
APP 70 **POW** 55 **EDU** 55 **SAN** 55 **HP** 12
DB: 0 **Build:** 0 **Move:** 8 **MP:** 11 **Luck:** 50

Special: immune to Sanity losses from “routine” brutality

Brawl	45% (22/9), damage 1D3
Pocket knife	45% (22/9), damage 1D4
.38 auto	40% (20/8), damage 1D10
Dodge	35% (17/7)

Skills

Charm 60% (30/12)
 Climb 60% (30/12)
 Credit Rating 10% (5/2)
 Drive Auto 30% (15/6)
 Electrical Repair 15% (7/3)
 Firearms (Handgun) 40% (20/8)
 Firearms (Rifle/Shotgun) 25% (12/5)
 Firearms (SMG) 20% (10/4)
 Intimidate 25% (12/5)
 Jump 45% (22/9)
 Language (Spanish) 60% (30/12)
 Language (English) 50% (22/9)
 Listen 50% (25/10)
 Mechanical Repair 30% (15/6)
 Natural World 30% (15/6)
 Psychology 35% (17/7)
 Science (Biology) 20% (10/4)
 Science (Mathematics) 35% (17/7)
 Spot Hidden 30% (15/6)
 Stealth 40% (20/8)
 Throw 50% (25/10)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

You like to model yourself on “wiseguys” you’ve seen in the movies but often this backfires and your gang brothers think you are all talk and no bite. You feel you have earned your place but no one seems to take you seriously, and you wish you could find a way to prove your “heart” and build respect in the gang. Everyone knows you are clever but you want people to fear you.



- **Description:** very short hair beneath a baseball cap, a little shorter than average, and a babyish face.
- **Traits:** something of a joker, you try to restrain yourself but, sometimes, can’t help but fool around.
- **Ideology/Belief:** wants respect from his gang brothers most of all.
- **Treasured Possession:** your gun, it’s your ticket to adulthood.

Player Notes:

“LUCKY” (A.K.A. ELENA VEGA)

Age: 23 **Occupation:** SE13 Gang Member

STR 45 **CON** 70 **SIZ** 45 **DEX** 85 **INT** 85
APP 65 **POW** 60 **EDU** 65 **SAN** 60 **HP** 11
DB: 0 **Build:** 9 **Move:** 8 **MP:** 12 **Luck:** 80

Special: immune to Sanity losses from “routine” brutality

Brawl	50% (25/10), damage 1D3
Medium knife	50% (25/10), damage 1D4+2
.22 auto	35% (17/7), damage 1D6
Mace spray	50% (25/10), stunned for 1D6 rounds
Dodge	50% (25/10)

Skills

Art/Craft (Acting) 45% (22/9)
 Charm 60% (30/12)
 Climb 40% (20/8)
 Credit Rating 10% (5/2)
 Drive Auto 30% (15/6)
 Fast Talk 50% (25/10)
 Firearms (Handgun) 35% (17/7)
 Firearms (Rifle/Shotgun) 25% (12/5)
 Firearms (SMG) 15% (7/3)
 Intimidate 50% (25/10)
 Jump 25% (12/5)
 Language (Spanish) 65% (32/13)
 Language (English) 60% (30/12)
 Listen 45% (22/9)
 Locksmith 25% (12/5)
 Occult 40% (20/8)
 Psychology 40% (20/8)
 Spot Hidden 45% (22/9)
 Stealth 55% (27/11)
 Throw 30% (15/6)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

You knew you’d always end up in the gang, just like your brother before you. Now, with your brother in jail, the gang is only family (your parents having kicked you out onto the streets long ago). Nowadays, you have to stand up for yourself and you’d rather die than let a man belittle you—a few fools who thought they could control you learned their lesson the hard way.



- **Description:** short spiky hair, lots of jewelry, long painted nails.
- **Traits:** harsh, calculating, and fearless.
- **Ideology/Belief:** the gang is your family—you would be lost without it.
- **Significant People:** your brother, “Jam,” who has always been there for you.

Player Notes:

**“PRINCESS”
(A.K.A. LUCIA RIVERA)**

Age: 21 Occupation: SE13 Gang Member

STR 60 CON 65 SIZ 50 DEX 70 INT 75
 APP 80 POW 70 EDU 60 SAN 70 HP 11
 DB: 0 Build: 0 Move: 8 MP: 14 Luck: 50

Special: immune to Sanity losses from “routine” brutality

Combat

Brawl 45% (22/9), damage 1D3
 Straight razor 45% (22/9), damage 1D4+1
 .32 auto 45% (22/9), damage 1D8
 Dodge 55% (27/11)

Skills

Charm 55% (27/11)
 Climb 30% (15/6)
 Computer Use 35% (17/7)
 Credit Rating 10% (5/2)
 Drive Auto 25% (12/5)
 Fast Talk 65% (32/13)
 Firearms (Handgun) 45% (22/9)
 Firearms (Rifle/Shotgun) 25% (12/5)
 Firearms (SMG) 15% (7/3)
 First Aid 40% (20/8)
 Jump 25% (12/5)
 Language (Spanish) 60% (30/12)
 Language (English) 60% (30/12)
 Listen 35% (17/7)
 Natural World 30% (15/6)
 Psychology 45% (22/9)
 Read Lips 30% (15/6)
 Spot Hidden 55% (27/11)
 Stealth 50% (25/10)
 Throw 25% (12/5)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

You spent your life avoiding trouble but trouble found you anyway when your little sister was shot and killed by a stray bullet not meant for her. Consumed with despair, your family couldn’t heal the hurt you’d suffered and so you turned to the boys on the corner, who made you feel whole once more. You joined the gang and, with the help of your new family, put a bullet in the head of the man who killed your sister. At times, you wish you could put this life of violence behind you.



- **Description:** long dark hair (usually tied back), plenty of makeup, various tattoos on arm and neck.
- **Traits:** accusatory, doesn’t like to back down and lose “face.”
- **Ideology/Belief:** an eye for an eye makes sense.
- **Significant People:** Digger, your boyfriend. He helped you track down and kill your sister’s murderer.

Player Notes:

“FROSTY” (A.K.A TYLER WASHINGTON)

Age: 32 **Occupation:** SE13 Gang Member

STR 70 **CON** 90 **SIZ** 55 **DEX** 55 **INT** 80
APP 60 **POW** 60 **EDU** 65 **SAN** 60 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12 **Luck:** 45

Special: immune to Sanity losses from “routine” brutality

Combat

Brawl	60% (30/12), damage 1D3+1D4
Machete	60% (30/12), damage 1D8+1D4
.38 auto	55% (27/11), damage 1D10
Dodge	27% (13/5)

Skills

Climb 35% (17/7)
 Computer Use 30% (15/6)
 Credit Rating 10% (5/2)
 Drive Auto 45% (22/9)
 Firearms (Handgun) 55% (27/11)
 Firearms (Rifle/Shotgun) 30% (15/6)
 Firearms (SMG) 25% (12/5)
 Intimidate 50% (25/10)
 Jump 40% (20/8)
 Language (Spanish) 65% (32/13)
 Language (English) 60% (30/12)
 Library Use 45% (22/9)
 Listen 40% (20/8)
 Mechanical Repair 35% (17/7)
 Persuade 40% (20/8)
 Psychology 50% (25/10)
 Spot Hidden 50% (25/10)
 Stealth 55% (27/11)
 Throw 35% (17/7)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

You’re a tough one. They call you “Frosty” because you are cold and without remorse. Life on the streets has taught you one lesson: kill or be killed. You owe your life to your gang brothers and sisters and you repay that debt every day; loyalty to the gang is everything. You would think nothing of cutting down anyone who disrespects you and your “family.”



- **Description:** shaved head, mustache, large gang tattoos on your upper body, neck, and face.
- **Traits:** cold-blooded, callus.
- **Ideology/Belief:** uncompromisingly loyal to the gang.
- **Significant People:** Long Horn, SE13’s leader, who you respect above all others.

Player Notes:

**“BUZZSAW”
(A.K.A. LUCAS REYES) (REAL
NAME: GABRIEL MONTEZ)**

Age: 24 **Occupation:** SE13 Gang Member
(Undercover Cop)

STR 70 **CON** 75 **SIZ** 65 **DEX** 60 **INT** 85
APP 50 **POW** 60 **EDU** 80 **SAN** 60 **HP** 14
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 11 **Luck:** 55

Special: immune to Sanity losses from “routine” brutality

Combat

Brawl 60% (30/12), damage 1D3+1D4
Glock 17 auto 60% (30/12), damage 1D10
Dodge 30% (15/6)

Skills

Art/Craft (Acting) 55% (27/11)
Charm 35% (17/7)
Climb 30% (15/6)
Computer Use 35% (17/7)
Credit Rating 10% (5/2)
Disguise 65% (32/13)
Drive Auto 45% (22/9)
Electrical Repair 20% (10/4)
Fast Talk 55% (27/11)
First Aid 50% (25/10)
Firearms (Handgun) 60% (30/12)
Firearms (Rifle/Shotgun) 45% (22/9)
Firearms (SMG) 25% (12/5)
Intimidate 35% (17/7)
Jump 25% (12/5)
Language (Spanish) 80% (40/16)
Language (English) 70% (35/14)
Library Use 30% (15/6)
Listen 45% (22/9)
Psychology 40% (20/8)
Spot Hidden 55% (27/11)
Stealth 50% (25/10)
Throw 35% (17/7)

Bonus: allocate 20 points to any skills of the player’s choice.

Backstory

Not long out of the police academy, you were moved into undercover work to infiltrate SE13, a powerful gang operating in the Pleasant Grove neighborhood of Dallas. You have spent two years in the gang, earning trust and establishing



relationships. So far, you have managed to avoid murdering anyone but you have had to come close to it on a few occasions to keep your cover. Sometimes the lines blur and you forget you are a cop. You want out but your bosses think you are too valuable collecting evidence. You know, sooner or later, you’ll be faced with an impossible decision—loyalty to the gang or the police—which way will you fall when it happens?

- **Description:** Broad shoulders, shaved head, goatee, and a couple of small gang tattoos on your upper arms.
- **Traits:** observant, plays the role of a hell raiser when in a group.
- **Ideology/Belief:** you hate gang culture and wish to live a normal life again.
- **Treasured Possession:** Saint Christopher pendant given to you by your father.

Player Notes:

PLAYER HANDOUTS

Handout: Hotel 1

★ ★ ★ ★ ★ ★ ★ ★ ★ ★

SEVEN STARS HOTEL

Welcomes you!


With the finest food, bed, and trade.

Here at the Seven Stars we all pitch in together, so here's a guest map to help find your way around.

We offer the very best in:

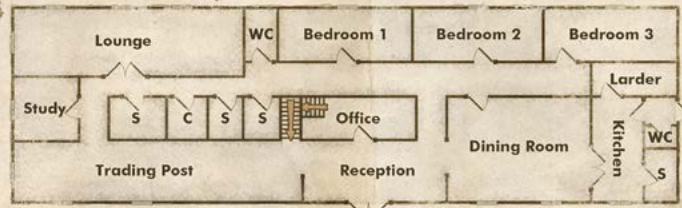
- Fishing,
- Hunting,
- Hiking,
- Hot Springs,

And Astonishing views!

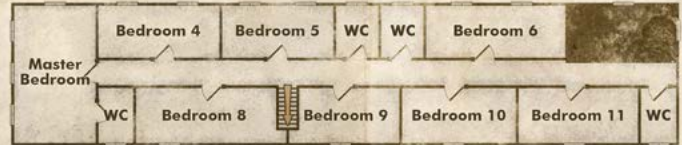


View of Hoodoo Mountain

Iskrut River

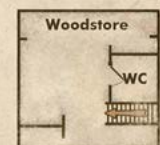


Ground Floor



First Floor

All arrows point down stairwells



Cellar

★ **Index** ★

C - Closet

S - Storage Room

WC - Water Closet

HANDOUT: HOTEL 2 THE THEFT OF DAYLIGHT

Raven stole the stars, the moon, and the sun.

Old Man was very rich and owned the three boxes that contained the stars, the moon, and the sun. But Raven wanted these for himself and so he transformed himself into a hemlock needle and dropped into the water cup of the Old Man's daughter as she was out picking berries. After drinking from the water cup, the Old Man's daughter became pregnant and gave birth to Raven as a baby boy.

The Old Man doted over his grandson, although the baby cried incessantly until the Old Man gave him the Box of Stars as a pacifier. The baby (Raven) opened the box's lid and let the stars escape through the chimney into the sky. Later, the baby cried for the Box of the Moon and, after much fuss, the Old Man gave it to him but not before stopping up the chimney. The baby played with the box, allowing it to roll out of the door, where the Moon escaped into the sky. Despite this, the baby continued to cry, begging for the Box of the Sun. The Old Man resisted, but eventually he caved in and gave the box to the baby, although he now kept a close watch upon the baby. As he was being watched, the baby waited until everyone was asleep and then changed into his bird form, grasping the Sun in his beak and flew up and out of the chimney. Raven took the box to prove to those who would not believe him that he had the Sun and, in so doing, opened the box, allowing the Sun to fly into the sky where it has been ever since.

HANDOUT: HOTEL 4 RITUAL PHRASES

Note: Each of the following phrases is found on one of Schiegl's seven nightmare-scapes. See **The Correct Order of the Ritual Phrases**, page 31.

Ngh'aaaaa, ngh'aaaa.

Azathoth! Ia!

Finn-ai, Ygag-roll, n'grkd'l'h.

Ygnaiih, ygnaiih, thothkh'ngaha! Yog-Sothoth!

Y'bthnk, h'ehye—n'grkd'l'h.

Eh-yahaah, e'yayayayaaaa.

Khin-laggarr, yesta, yesta.

Handout: Hotel 3

GENERAL LEDGER

Date	Under no circumstances is the	Distance
	Western red-cedar tree situated	
	at the northeastern corner of	
	the property to be uprooted or	
	otherwise moved in respect of the	
	native people's beliefs.	

Handout: Hotel 5

October 29th, 1923

Helped out at the hotel yesterday. Water leaking from the river into the basement. Managed to repair the wall and seal off the leak. Money will be useful as more supplies needed. Bad dreams again though. Every time I'm forced to step foot inside I have the dreams of the damned. They say Levee built the hotel on cursed land and that it'll never prosper. Old Levee certainly didn't - sliced through his own throat one morning with his razor and was found by his son. Whatever brought me to this forsaken place?

April 2nd, 1925

We took him from his room and brought him to the big tree. He cursed and hollered, but we held him tight, fearful of his black magic. Put two nails through his hands to prevent him from casting hexes and then I threw quicklime on him. His screams filled the night and made some uneasy about had to be done. God forgive me but we had to put an end to it. I hope the nightmares stop now...

Það var einn morgun er þeir Karlsefni sáu fyrir ofan rjóðrið flekk nokkurn sem glitraði við þeim og æptu þeir á það. Það hrærdist og var það einfætingur og skaut ofan á þann árbakkann sem þeir lágu við. Þorvaldur Eiríksson rauða sat við stýri. Þá mælti Þorvaldur: "Gott land höfum vér fengið." Þá hleypur einfætingurinn á brott og norður aftur og skaut áður í smáparma á Þorvald. Hann dró út örina. Þá mælti Þorvaldur: "Feitt er um ístruna." Þeir hljópu eftir einfætingi og sáu hann stundum og þótti sem hann leitaði undan. Hljóp hann út á vog einn. Þá hurfu þeir aftur. Þá kvað einn maður kviðling þenna:

Eltu seggir,
allsatt var það,
einn einfæting
ofan til strandar
en kynlegr maðr
kostaði rásar
hart of stopir,
heyrdu, Karlsefni.

Þeir fóru þá í brott og norður aftur og þóttust sjá Einfætingaland. Vildu þeir þá eigi lengur hætta liði sínu. Þeir ætluðu öll ein fjöll, þau er í Hópi voru og þessi er nú fundu þeir, og það stæðist mjög svo á og væri jafnlangt úr Straumfirði beggja vegna.

It happened one morning that Karlsefni and his men noticed up above the clearing a kind of speck as it were glittering back at them, and they shouted at it. It moved - it was a sciapod - and hopped down to the riverbank off which they were lying. Thorvald Eirik the Red's son was sitting by the rudder, and the sciapod shot an arrow into his guts. He drew out the arrow. "There is fat round my belly!" he said. "We have won a fine and fruitful country, but will hardly be allowed to enjoy it." Thorvald died of this wound a little later. The sciapod skipped away and back north, and Karlsefni and his men gave chase, catching sight of him every now and again. The last glimpse they had of him, he was leaping for some creek or other. Karlsefni and his men then turned back. Then one of the men sang this ditty:

Men went chasing,
I tell you no lie,
A one-legger racing
The seashore by:
But this man-wonder,
Curst son of a trollop,
Karlsefni, pray ponder,
Escaped at a gallop.

They concluded that those mountains which were at Hóp and those they had now discovered were one and the same range, that they therefore stood directly in line with each other, and extended the same distance on both sides of Straumfjörð.

ZYMEDBIO

Welcome to ZyMedBio

At ZyMedBio your health and wellbeing are our first priority. We use the miracles of modern pharmaceutical engineering to bring you the benefits of our research to treat a wide range of debilitating and life-threatening conditions. With ZyMedBio you are in safe hands.

Our scientific research is at the cutting edge of modern medicine and your participation in the Zylactis Phase 2 clinical trial is the next step on our journey to bring the healing properties of Zylactis to the wider world. You have been accepted to take part in our study and we hope that you feel the benefits in just a few days of beginning the two-week program. Our health technicians will guide you through the process in a series of regular consultations held at ZyMedBio's state of the art facility.



3

INTRODUCTION

Handout: Panacea 2

X

EXPERIMENTAL SCHEDULE ZMB17B:

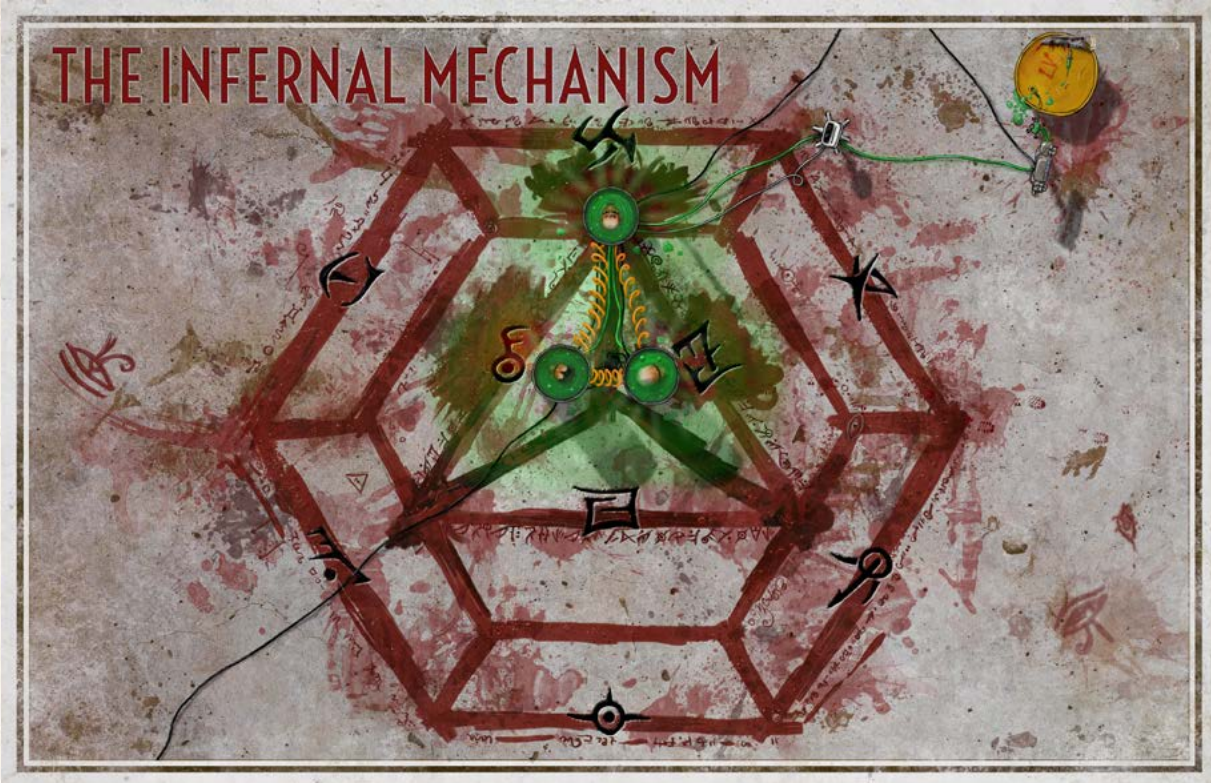
1. Personnel identified and told to report for test program (90% positive, remainder terminated).
2. Personnel inoculated with Formula B138 (Tertiary Biocyte). Successful.
3. Observation ongoing.

SUPPORTING:

- TERTIARY BIOCYTES: research wing only. (CONFIRMED)
- SECONDARY BIOCYTE: basement research facility. (POSITIVE)
- PRIMARY BIOCYTE SCHEDULE: Milk harvesting schedule on track. Semi-automation of collection POSITIVE but primary collection units reaching end of cycle — REPLACEMENT UNITS REQUIRED ASAP

INTRODUCTION

Handout: Voice 1



Handout: Voice 2



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