

INTRODUCTION OR “HOW TO USE THIS MINI-SCENARIO”

This is another super cheap scenario for use in your Call of Cthulhu gaming circles. Please note that these are intended to be used with the most recent version of the CoC RPG at the time of original publishing, the 7th edition. You will note that I have provided very few stats for use, if any. This is not out of laziness so much as it is intended that you take the time to prepare for your game and gauge the NPCs and assorted nasties to your players. Also there are no character sheets. As a player I have always found that it is best to roll your own. A GM can massage the results or suggest a player do certain things with their character, but rolling stats and assigning personal preferences is part of the whole experience.

Make this game yours. Elaborate where you see fit. Turn it into a three night mini campaign rather than a one night game! Enjoy.

How to Use This:

- Buy this scenario, its cheap! \$1 US only! That's, like, what, a coffee, a donut (or doughnut as we say in Canada)! (Done)
- Read it before hand and make whatever prep you need i.e. Roll up your own stats for NPC or use a generator app to do so or if you are like me, just wing it. This is supposed to be fun and improve-ish.
- Give the players the background provided and ad lib whatever you like
- Instruct the players to create characters based on scenario suggestions or your own modification therefor. I won't judge!
- Dim lights, light candles, whatever you wish to set the mood
- Start game.
- Play music or sound effects as you wish
- Eat snacks
- Smile at an evening well spent with your friends
- Set up your next gaming night right away!

Also before I forget, thank you again to Simon Bray for the use of his art.

Sean Liddle
(Late) Summer, 2019

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DREADCON

BACKGROUND FOR GM

Year: Present Day, late summer

Location: New England, or GM can choose an appropriate city or town

Summary for Players

(Intended to be shared prior to gaming and character creation).

You and your friends have never met in person. You play role playing games (RPGs), primarily Call of Cthulhu, online most every week. Last winter, you had a post-game discussion about how fun it would be to meet up in person as only a few of you had done so over the many years of playing together. It was decided that you should all if possible attend the DreadCon Gaming Convention in Boston Mass. As soon as tickets went on sale, you logged in with plans to scoop up Gold Level passes that included many bags of fun swag, t-shirts and paraphernalia. As well, the Gold Level passes included a formal invitation to attend the ever secretive DreadCon Starlight Ceremony. Oddly, even though you were logged in almost exactly at opening time, they were sold out. It seemed impossible. You all made calls, pulled some strings and called in favors and managed to acquire four passes at the Gold Level from a contact at the gaming company, though they requested you do not under any circumstance let people know he was responsible for finding the passes for you. Others in your gaming group were able to obtain basic passes.

The day has arrived, and one by one you show up at the hotel. You meet up, shake hands, hug if you will, but instead of standing in line with all the plebs you enter the hotel bar and decide to wait till later to go to your rooms.

SUMMARY/Notes for the GM

The company that runs DreadCon and produces the game that the players take part in (Disorder Gaming) is in fact a front for the Esoteric Order of Dagon (EoD). They use the profits from the game, licensed products, scenarios and the convention itself to further their culty goals! The Starlight Ceremony is an actual, real, honest to badness ceremony whereby they every year they attempt to show to Father Dagon how they have improved the coffers and they deserve a visitation and further instructions for their worldly goals. So far, every year they have received nothing in response. The reason they turned to gaming was that the areas around Insmouth dried up insofar as gold and riches. Essentially, they ran out of treasure to obtain and turned to modern role play and other affiliated gaming as a source of revenue! Oh how ironic the cultists laugh to themselves at the thousands of people playing their games year in and out with no concept at all that that are all based on the madness that is reality let alone that they are funding the world domination goals of the Order.

Hail Mother Hydra! Hail Father Dagon!

The players will arrive and enjoy the first night and day of gaming sessions, informational chats, shopping and meeting new people. The second day, Saturday, they will begin to do the same however they will begin to notice a few things. As the time approaches toward evening, more and more of the attendees will be seen having side discussions and wandering off to quiet locations to do so. Players will at first be unaware of this but as successful spot hidden rolls and listen rolls are made they will begin to notice something is up. This may be because each person who registers with a Gold Level or higher pass will receive a gold ID pin they are to display at all times. Person they do not know with these pins will make small talk and say hello to them. Over time, the occasional code words will be uttered and when the players do not respond correctly the strangers will politely wander off, occasionally with a slightly concerned or curious look on their faces. These persons will over time if this happens enough, report to a higher up in the EoD and action may occur which can include an investigation of sorts, a room being rifled through or direct confrontation depending on how they react to the questions or the whims of the GM.

By the time evening comes, the players will be likely on edge. A room being turned over may cause more than a little concern, however the excitement of the Ceremony will overcome this. Each attendee is provided with robes to wear and there is a procession through the Gaming Hall they must take part in. They will enter a large hall that is secured from entry by other patrons. It is dimly lit by candles and old coal oil lanterns. Inside, they will find chairs laid out in concentric circles surrounding a large dais on a raised platform. When all are sat down and the doors secured, the ceremony will begin. It will seem innocuous at first but over time they will come to see that it is a bit more intense than they expected. Then they will be told that there are “intruders in their midst” as a cloaked figure is hauled up on stage. It is David Jacobs, the person that sold them the tickets. The party must then find a way to escape the room without being identified.

When they escape they will eventually end up outside the hotel which is located near the seafront harbor. The most likely means of escape will be stealing a boat as the parking garage is blocked due to an accident at the entrance. As they head out into the bay, the otherwise still ocean will begin to boil and roil as Father Dagon rises from the depths with an army of Deep Ones to begin their reign of terror upon the coastal cities of earth. Their escape will be as the deep ones will begin to clamber aboard and try to stop them and Father Dagon will rise up from beneath them. The Scenario ends with them most likely dying at the hands of the Father Dagon or if the GM is feeling truly generous (why I ask you WHY?) them escaping to the ocean with the knowledge that they have nowhere to return to.

Note: To make this game as fun as possible, it is highly recommended that the players be given instructions to create characters as similar to themselves as they feel comfortable. *They should play themselves!*

Further, it is suggested that the GM find a current map of Boston to refer to. It is a quick scenario for the most part but it's good to reference locations that actually exist. An excellent map is available at the following location along with a lot of good reference materials you can make use of:

<https://www.boston-discovery-guide.com>

Builtwell Inn Description

The Builtwell Inn and Conference Centre is comprised of three main buildings connected at a central hub. The hub, is the registration desk, washrooms and lobby and is a newer round, one story structure. The décor is new and vibrant. A reservation/concierge, check in/out desk, comfortable chairs and tables and a small “free Wi-Fi internet center” are located here.

(A rough map has been included in the attachments to allow you to visualize this.)

To the right of the hub is a short hallway that is connected to the Conference Centre. It also (part way down the hall) contains the Captain Jack Pub. A small bar that seats upwards of 75 people (so the sign says at the door). It is dimly lit and nautical themed. The hallway bends to the left and at this point has been labelled “The Hall of Horrors” and is lined on both sides by vendor tables. Along the wall are entrances to four halls numbered 1-5. 1-3 are connected by removable panel walls that can be slid away to increase the size of the halls. Halls 1-3 are being used for various events as described on the itinerary, hall 4 is being used by organizers. All contain various chairs and tables and side tables that contain (free) dispensers of water flavored with lemon and cucumber or plain.

Directly past the desk is a temporary hallway (through pass card protected double doors) that leads to the older hotel. A three story structure built in the 1930s. Currently it is slated for demolition in the future to make way for on-site parking and a smaller building to be used as the future hotel restaurant and kitchens. Inside the old hallway rooms are locked and only a few are used by hotel maintenance for storage. It is empty and eerie however staff tend to use it for breaks and places to eat and (!) smoke away from the prying eyes of managers and patrons. If you proceed down the hallway, there are signs that indicate where the Starlight Ceremony will be taking place, Hall 5, or as the old hotel sign says, “The Grand Hall”. You must take stairs up to the second floor, down another hallway, down another set of dark stairs (the whole path lit by coal oil ships lanterns the night of the ceremony) back to floor one and into the waiting area outside the hall. The reason for this means of accessing the (former) Grand Hall/Hall 5 is due to a lockout of all elevators except for a decrepit service elevator located in the rear, maintenance area and two main floor hall closures due to an asbestos abatement issue.

The third building is the new hotel. A five typical story, brand new, fully functioning modern hotel with numerous rooms, washrooms (public), a gift shop, a small continental breakfast buffet room, a small gym and a pool room with a sauna and change rooms.

The buildings themselves are located on a plot of industrial/commercial land

BRIEFING FOR PLAYERS

“You have arrived one by one or in pairs (as you chose) at the Builtwell Inn and Conference Centre in South Boston, within walking distance of the Eastport Park and the historic Boston Fish Pier. The parking area where you have all parked your vehicles (those that drove) is called the Park Lane Garage, immediately north of the hotel. You enter the lobby and see that the lineup is huge, but the bar is mostly empty. You recognize each other and decide to rest a bit before standing in line. Nothing is happening for a few hours so why not have a drink or a bite to eat?”

TIMELINE

PART 1: Greetings / Friday

Arrival:

Party meets up in bar, chats, introduces themselves (as most have only met online) and talks about the convention and what they wish to take part in.

A copy of the itinerary should be available for the players at this time as well as a map of the vendors in the Hall of Horrors that will open in two hours.

Registration

When the party finally decides to register, they are sent to a separate room to receive their swag. As Gold Level attendees they receive obvious better treatment than others and are immediately encouraged to wear the gold Elder Sign pin on their chest at all times. They are escorted to hotels, porters carry bags to rooms and will not accept tips and they find that they have all been upgraded and each person has their own room. Inside there are bottles of wine and chocolates.

First Evening

The party will then likely meet up, scan the events and spend the evening shopping, gaming and enjoying themselves. Note that two attachments are provided that list the names of vendors in the Hall of Horrors. The second list indicates who is connected to the cult and who is not. Make sure to not show the second list to the players. Each cult affiliated vendor will offer them discounts and be visibly but not suspiciously extra friendly. Female vendors will flirt with single younger party members. Each of the CA vendors will make reference to looking forward to this year's ceremony. Feel free to elaborate on each vendor provided or replace them with your own.

Note that Nik Kershaw, recording artist of the 80s fame is present and selling copies of his new CD, “Retro-Romance”. He is playing at a local bar on Saturday evening. He has no idea why his publicist has booked him to be at the convention, is 100% out of his element and looks confused if not irritated.

Have players make appropriate rolls as the evening progresses of spot hidden, listen or any other appropriate skill you feel is reasonable. A hard success will have them identify the occasional secret discussion between convention organizers from Disorder Games and the CA vendors. Sly smiles, handshakes, nods and abruptly stopping conversations when others come within earshot. They will not be able to glean anything from their successful rolls apart from suspicions that something is up.

If any of the players take part in the evening Speed Dating event, Ms. Flaeme will take a shine to one of them (male or female, at random) and essentially follow them around as a rather useless, lovelorn NPC for the rest of the game. She is in her mid-forties, dresses in old timey pinup girl clothes and acts like she is twenty something. Her stats are completely irrelevant. She is unconnected to the cult or Disorder Gaming however she has met David Jacobs on a few occasions and considers him a complete gentleman though has no further details apart from “he is VERY single!”

After the evening ends, players can wander or investigate the local haunts but that is outside the confines of this scenario. However, if they inquire with anyone as to the status of David Jacobs (communications director, east region, Disorder Games) the cultists will immediately claim they have never heard of him or at best, if pressed, claim he was let go a week earlier due to workplace inappropriateness. If pressed further, they will claim he was a little too cozy with interns.

PART 2: Saturday

Morning/Afternoon

The party will spend the day as the previous. As night approaches, the preparations for the Starlight Ceremony will be underway in Hall 5 but access will be prevented by armed security guards.

Late Afternoon

The party will like everyone else begin preparing to wind down gaming etc. for dinner and the evening festivities. If they haven't noticed, the itinerary does not give a time for the Starlight Ceremony. It takes place at midnight, however if they ask anyone who is not affiliated with the cult they will receive a wide array of answers:

- Sunset
- Dawn
- Midnight
- After Dinner
- 9:00 pm on the dot for one hour only
- It doesn't really occur

The truth is that it happens at midnight, in hall 5. It was merely a typo however a good GM always goes out of the way to imply conspiracy where none exists!

The swag bags they were provided with include robes. If they don them before the ceremony they will be escorted back to their rooms by friendly seeming cultists who will remind them of the faux secrecy behind the ceremony and that they must save them till midnight.

The Starlight Ceremony

When midnight arrives, the party in the main hall are in full swing, the party members will be allowed to enter the hall where the ceremony takes place. Hall 5 exists at the back (older) end of the hotel in a semi-disused portion of the building. They will be required to go upstairs and back down again the end of a long empty hallway to get to the doors.

The front doors will be shut and guarded but if they arrive in robes and their pin displayed on their lapels, they will simply be checked against a list and allowed to enter. If they are not dressed accordingly they will be refused entry. Inside the doors is a curtained secondary alcove built to prevent viewing of the interior until the main doors are shut along with a reminder to raise your robe hood and not speak during ceremony. When they enter they will see the concentric circles of chairs and many people standing around talking and sitting. There are approximately 200 people in the room.

The players have approximately 15 minutes to “network” if they so choose. If Cultists have previously become suspicious of the players they may be identified (spot hidden, 25% success with hoods up) and watched intently. When the 15 minute mark is reached, a gong sounds (digital, no real gong) and everyone finds a seat. The concentric circles initially confuse people and causes a backlog of people trying to file past already seated persons until someone decides to pick up a chair and move it. The three black robed individuals on stage look irritated. When everyone has sat, the ceremony begins.

The leaders climb the stairs and begin a prayer to Lord Dagon that all attendees have been handed in paper form when they entered. A lot of the persons attending, oddly, know it by heart. After it is completed, the leader, hooded like others, makes his thanks to the crowd for attending and the success of the company's annual endeavors. He talks on about the number of attendees and how "this may be the year people" but oddly, never mentions gaming or the convention. Then he exclaims. "People we have a problem. We have an enemy in our midst." Two others come burst in through the side door that leads to an alley and drag in none other than David Jacobs (players roll to recognize him). The leader continues. "Mister Jacobs is a traitor to the cause. He also has stolen passes to this very event and a number of co-conspirators are in our midst!" The crowd murmurs loudly and people begin looking around frantically. The leader continues. "Everyone is to break with protocol and lower your hoods! Guards! Nobody leaves!"

At this point David Jacobs breaks free and pulls a pistol from his boot. He runs to the far side of the hall and yells out loud "get out of here! Run! You are witnesses to the madness of this company! They are trying to do it for real!"

The crowd begins to shuffle and a number move for the entrance (that is blocked by three guards) away from David. The leader yells "rush him! He only has a few shots!"

At this time the GM should ask the players what they wish to do. If they choose to escape, roll spot hidden and they will notice the door to the alley has not shut fully and it is unguarded. At present, nobody is heading that way. They have a good 2-3 minutes to make their way through the crows to get to the doors however when they reach them and open them, someone will yell their way and the escape will begin. As they flee they will hear shots being fired and screams behind them

PART 3: Flight and Investigation

The party will be chased by approximately ten to fifteen unarmed cultists. The cultists will be moving fairly slowly for the first few rounds as they are wearing robes. If they do not come up with the idea initially, the GM can grant at least one player an Idea roll to remove their robes which are halving their movement speeds. The GM should use whatever means possible to guide the players through the nearby park northward to the harbor. The Parking garage entrance will be blocked completely by a recent three car accident and they will see immediately that they cannot escape by car. If any player trips, falls or otherwise stops their progress, the cultists will be upon them in two rounds and a physical melee fight will occur. Given the numbers of cultists it is unlikely a single or even three players would win the battle.

Crossing the main road that runs along, east-west between the parking garage and the harbor will require dexterity and other rolls to avoid being hit by the heavy Saturday evening traffic. When they reach the wharf/docks, they can choose from any type of the following craft. Fishing boat, Port Authority rubber inflatable boat, speedboat or any small man powered boat (a terrible choice). However, there is only a one in three chance that the keys are in the craft they enter. If they split up they will have a good chance however they will lose a turn or two in doing so and re-convening at the chosen craft. Because of this, three-five of the cultists (who have split up) will arrive and a fight will ensue. Also at this time, the success of the Cultists ceremony after eleven straight Starlight Ceremony's will come apparent...

PART 5: The End of All

A great roaring and rumbling from the depths of the harbor will echo across the walls of nearby buildings. Initially no one will see anything who is watching or looking for a source of the noise. In a few minutes however, screams of a woman in the distance can be heard followed by a few gunshots and yelling. Then, slowly, deep ones will begin to rise up, climbing onto piers, ships and docks. Innumerable, an army of sea folks will be seen to be exiting the waters and attacking anyone foolhardy enough to not flee. All take a sanity roll, including cultists, who, though they know of deep ones, have never seen one yet).

The players, should they succeed in fighting off the cultists, who are now at best distracted by the deep one army, can attempt to start the boat engine and flee. If they stop to watch, allow one deep one to begin to climb aboard and they can then use whatever they have at hand (fire extinguisher, fire axe, poles, brooms, fish clubs) to beat it back. They should be given the belief that they will be able to escape.

Assuming all goes well (?), the boat and party will fly off into the harbor. There will be maps available so give them a moment to consult and quickly decide where to go. South to Cape Cod Bay / North up the coast to Salem? But just as they are feeling free or perhaps they stop mid harbor to watch the chaos (fires are starting, shots are being fired, sirens and alarms are rising in volume and quantity), the sea beneath them begins to boil. The ship is knocked aside and anyone that fails a dexterity roll faces been tossed overboard. A huge, massive head, that of a deep one but MUCH larger rises up followed by a muscular, slimy, fishy torso. It is Father Dagon. He looks down upon the ship and reaches for it with one gigantic clawed, webbed hand.

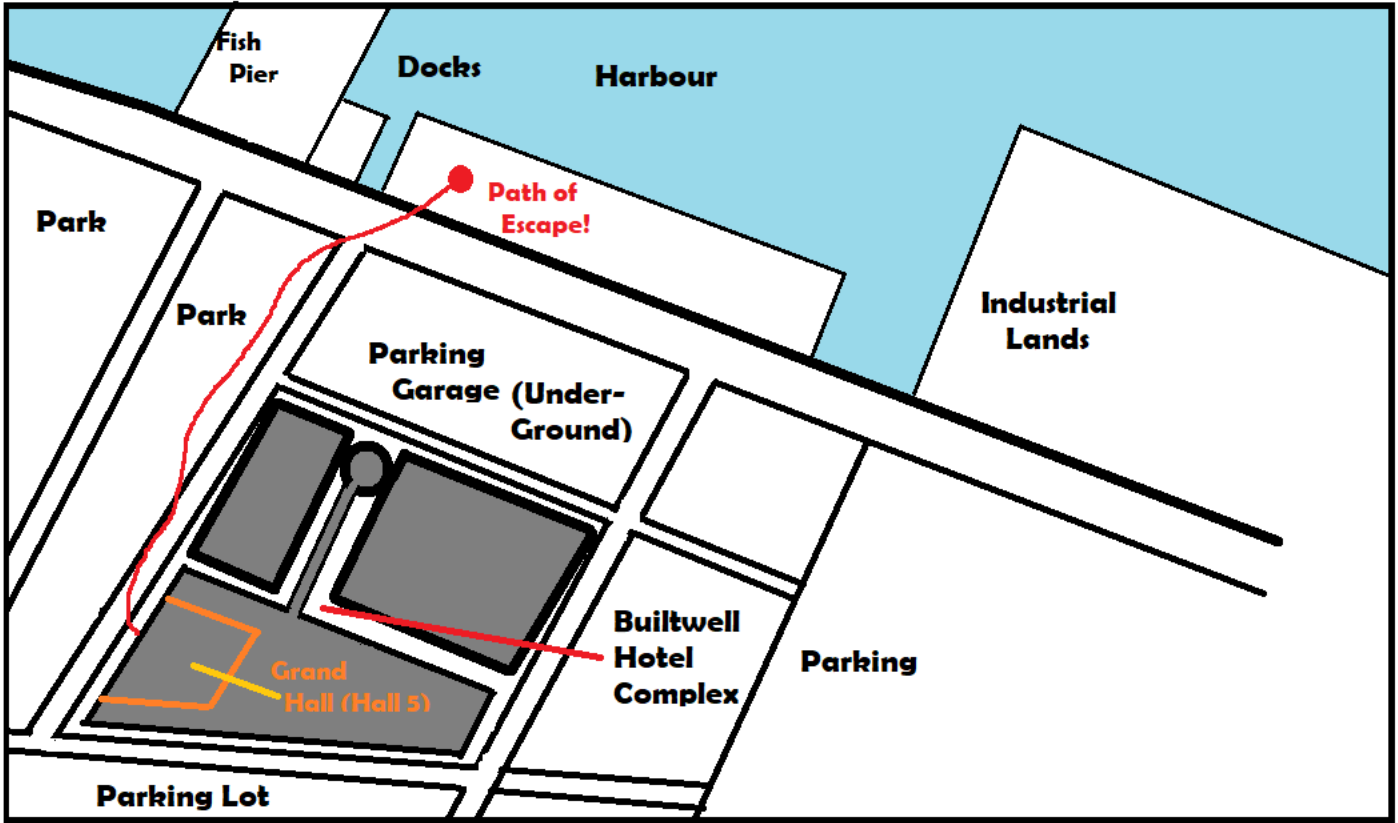
Part 6: Fin

There is no escape. Unless the GM is feeling particularly generous. In which case the GM could allow the players to find a way to avoid destruction of their vessel and flee to the ocean beyond the Cape. If this is the case, it is suggested they make landfall north in the Salem area and find that there are reports of Boston being destroyed in which case they will have work to do. Another option being they head to Miskatonic U and research/investigation begins into the cult and how to reverse their horrible work.

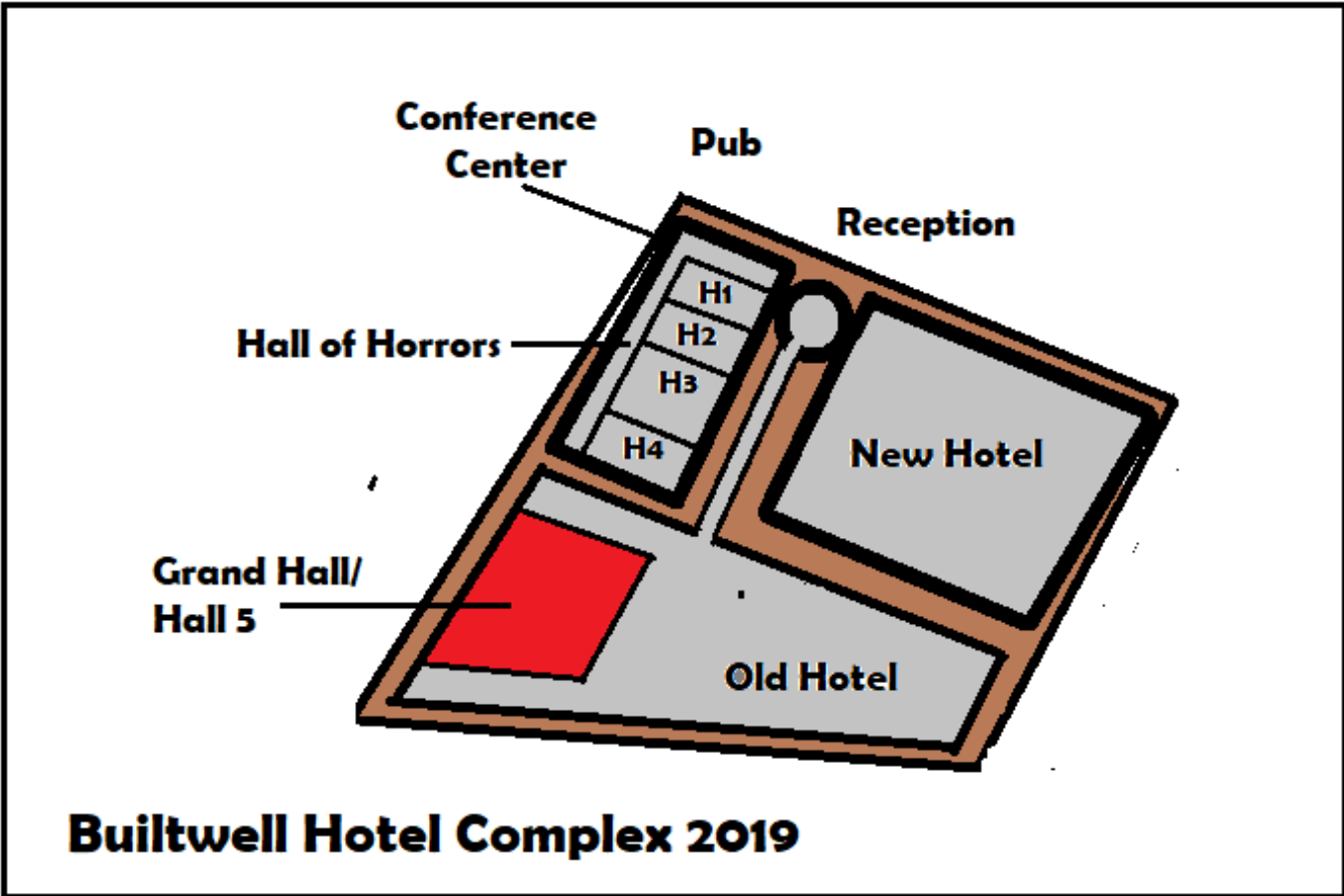
My preference of course and intention is that this is a one shot and every one perishes at the hands of Father Dagon!

Hail father Dagon!

Map 1: General Area and Path of Escape!



Map 2: General Hotel Layout



Attachment 4: Event Timelines

DREAD CON 2019

EVENT TIMELINES



AUGUST 23, 2019

FRIDAY

Hall of Horrors opens- 6:00PM
 6:30 pm - Main Stage, Hall 1
 Introductions and invocations
 7:00 pm - 10:00 pm - Vendor
 Game Demos- Hall 1
 7:00 pm - Media Misconceptions
 - Hall 2
 7:30 pm - Cthulhu and Me - A
 Gamer Dating Guide Hall 2
 (Nancy Flaeme)
 7:30 pm - Hall 3 - Free Movie -
 Red Hook Retribution
 8:00 pm - 10:00 pm Shoggoth
 Speed Dating - Hall 2 (Nancy
 Flaeme)
 10:30 pm - Hall 1 - Cocktails and
 DJ Svengali

AUGUST 24, 2019

SATURDAY MORNING

6:00 am - 8:00 am - Breakfast
 Buffet - Hall 1 and 2
 8:00 am - 11:30 am - Vendor
 Gaming Demos - Hall 3
 8:30 - 12:00 - Meet and Greet
 Gaming Sessions - Hall 1
 8:30 - 12:00 NyarlathoTalk
 Series - Hall 2
 Marvin Thomas - Real World
 Blood Magic and Cooking Tips
 Stephen Harmer of Disorder
 Gaming - "My Games Rock"
 Mick Davis - Goth Chat
 Mack Molybdenum Swinny - "We
 are all doomed so grab a pint"

AUGUST 24, 2019 (CONT)

SATURDAY AFTERNOON

12:00 - 1:30 - Buffet Lunch
 (various locations in hotel)
 1:30 - 3:30 - Vendor Gaming
 Demos - Hall 3
 1:30 - 2:30 - Special Guest
 Speaker - Jacob Coltrain of The
 Scare Factor! - Hall 1 (!Note. by
 request of Mr Coltrain, do not
 touch Mr. Coltrain!)
 1:30 - 4:30 - NyarlathoTalk
 Continues Hall 2
 Shawn Lyddell - on his newest
 source material with Disorder
 Games- "Skip the rules, split
 the party, kill everyone, have
 fun!"
 Mick Davis - Goth Chat Pas
 Deux (that's French!)
 Kris and Chip of the Lovecraft
 Bio and Fashion Guide Podcast
 Q&A
 4:30 - 5:30 - Halls 1-2 cleared
 for evening festivities
 Hall 3 available for gaming
 sessions till 2:00 am
 Hall of Horrors remains open till
 10:00 pm
 6:30 - 8:30 - Dinner - hall 1
 8:30 - 2:00 am - DJ Svengali
 Hall 2
 Starlight Ceremony - Hall 5

Attachment 5/6: Vendor List and List for GM

D R E A D C O N 2 0 1 9

V E N D O R L I S T
(H A L L O F H O R R O R S)

AUGUST 23-
25(MORNING), 2019



EAST SIDE OF HALL

1. Disorder Games
2. Daniel Doom (Author)
3. AEIOU Children's Books and Games
4. Within Without Gaming
5. Spare Change Miniatures
6. No Free Time Productions
7. Martin Sterling - Author/ Investigator
8. Innsmouth Historical Society
9. Disorder Gaming - Video Games
10. Causeplay Fashions and Accessories



WEST SIDE OF HALL

11. Nancy Flaeme Gamer Dating Services
12. AntiPhoton Publishing and Antiquarian Book Retrieval Services
13. Boston Recreation Services
14. Scare Factor! (TV show)
15. Michael Ridgeley - Game Master for Hire / Author
16. VACANT
17. and 18: Gaming Demo of new Father Dagon Card Game (Disorder Games)
19. Bilbev Devotional Church (Free coffee and donut samples)
20. Nik Kershaw - Recording Artist - CD Release

VENDOR LIST
 (HALL OF HORRORS)
 FOR GM EYES ONLY.
 RED = CULT AFFILIATES

EAST SIDE OF HALL

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3. AEIOU Children's Books and Games
4. Within Without Gaming
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14. Scare Factor! (TV show)
15. Michael Ridgeley - Game Master for Hire / Author
16. VACANT (was to be David Jacobs - Disorder Games)
17. and 18: Gaming Demo of new Father Dagon Card Game (Disorder Games)
19. Bilbev Devotional Church (Free coffee and donut samples)
20. Nik Kershaw - Recording Artist - CD Release

Hope you enjoy the scenario. More to come.

Please send any questions or comments to:

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Sean Liddle
Anti-Photon Publishing
Spring, 2019

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