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Toying With Humans



**FOUR ORIGINS GAME FAIR
TOURNAMENT ADVENTURES**



TOYING WITH HUMANS

Dear reader,

This monograph contains scenarios run at the first Shoggoth Origins Tournament, organized by administrative staff at two of the most popular Cthulhu websites Shoggoth.net and Yogsothoth.com. This tournament was held at the Origins International Game Expo, 2005 and run by its authors.

The tournament was run with four scenarios. The first two scenarios, “Where Byakhees Dare” written by Tyler Hudak and “Reborn To Die,” written by Tony Fragge, were run during the six qualifying rounds. Players who advanced to the semi-final rounds participated in “Funk-A-thulhu” written by Matt Wiseman. For the final round the tournament’s best Call of Cthulhu roleplayers participated in “Crazy Block,” written by David Noal.

Each scenario features one of mankind’s futile struggles against the Masks of Nyarlathotep and other powerful creatures of the Cthulhu Mythos. This monograph is intended for a mature audience.

The first scenario, “Where Byakhees Dare” takes veteran British soldiers, on a special operation, into the heart of Castle Strausberg in World War II Switzerland.

The second scenario, “Reborn To Die” takes modern day students on a search for a Miskatonic University Professor through Lovecraft Country.

The third scenario, “Funk-A-thulhu” has a group of 1970’s investigators inquiring into the strange events surrounding the death of Sweet Suzie, a prostitute in Los Angeles.

And finally, the fourth scenario, “Crazy Block” pits the insane, convicted and incarcerated criminals of Private Correctional Institution Wayfold against terrible modern day agents of the Cthulhu Mythos.

Advancement through the tournament was based on roleplaying ability and the players themselves voted for the winners of the rounds in which they played. Votes of the Keeper and his assistant, the “Thing,” were counted only in the event of a tie.

At the end of the tournament the top player was awarded the coveted “Shoggy,” a sanity-blasting trophy, to commemorate their participation and victory over all.

The Keeper of each round was not necessarily the writer of the scenario although the pool of Keepers was drawn exclusively from the writers. Often a Keeper’s assistant was employed to allow multiple scenes to be played at once. The entirety of the tournament Keeper staff participated in running the final round.

The creators of the Shoggoth.net Origins Call of Cthulhu Tournament would like to thank all who helped out with planning, writing, play-testing these scenarios as well as on-site. Without your help, the tournament could not have gone on as successfully as it did. We thank you!

Sincerely,
Tony Fragge
Tyler Hudak
David Noal
Matt Wiseman



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Where Byakhees Dare

By Tyler Hudak

Special thanks to Tony Fragge, Brian Rowe, Tom Drinko, David Noal, Jason Lindsey, Michelle Styer, Simon Lee and all others who helped review and play test this scenario.

The player characters are a company of elite British soldiers in World War 2. They are sent on a top-secret mission to rescue an American General whose plane was shot down in the Swiss Alps by Nazi anti-aircraft batteries. Their mission is to infiltrate the castle where the General is being held and rescue him. What the players do not know is that they are in for more than a simple rescue operation.

This game was designed for six players and a Keeper to play in a 4 hour time period, although it can easily be played with more players or in a longer campaign. It would be helpful for players to have some knowledge of the Call of Cthulhu game system, but this is not necessary.

Keepers Background

The date is March 13, 1943. The investigators start the game in a briefing room on an air base in England where their commander briefs them on their mission. One-day prior, an American plane was shot down over Southern Switzerland. As far as intelligence can report, all on board the plane were killed except for a 3-star American General. He was captured by the Nazis and taken to a Nazi-controlled castle overlooking a small village in the Swiss Alps. The investigators' top-secret mission is to parachute behind enemy lines, meet up with their contact in the village, infiltrate the castle and rescue the general. Little

is known about the castle or the German troops in the area, but their contact in the village will be able to provide more detail. The players will meet the contact in a small pub in the village called "Der Schwarze Mann" (German for The Black Man).

The castle, known as Castle Straussberg, is located on top of a mountain overlooking the small village. The castle was built hundreds of years ago to protect the village from incoming raiders and is really more of a small keep than a castle. The Nazis recently took over the castle for operations in the area. They had heard rumors from the local villagers that a great evil lurked there and as Hitler was interested in the occult, he ordered an investigation. The Nazi's found a hidden passage in the depths of the castle that led to a temple. Apparently, the original owners of the castle were worshipers of an avatar of Nyarlathotep called "Der Meister von Allen" (The Master of All) and used the villagers as sacrifices. The Nazis did not know this initially but later discovered this.

Colonel Wilhelm Bauer is the head of SS operations in the area and is a sorcerer. He has been given permission by Hitler to practice his arts at the castle in the hopes of creating a super-weapon for the Third Reich. Within the castle he has found a book that details a spell to summon "The Master of All". The spell calls for a mass sacrifice for which the Colonel plans on using the village. His hope is that with the summoning he will gain great power for himself and the Third Reich.

He has been gathering his followers over the last few weeks in preparation for the

ritual. Additionally, over the last week his followers have been capturing soldiers on patrol in the castle and turning them into zombies. The zombies will patrol the castle while the ceremony is taking place along with summoned Byakhees. When the investigators finally arrive at the castle, the ceremony will have already begun.

Notes about the castle and village

The castle is high up the mountain and is only accessible by a cable car that goes from the village to the castle or by helicopter. Previously there was a rocky path up the side of the mountain, but the Nazis destroyed this path when they took up residence to prevent any type of ambush. The Nazis also placed land mines in any other area of the road accessible making its use impossible. The castle serves as the Nazi headquarters for the area and contains a communication center, surveillance post and office as well as bedrooms for visiting elite.

The village is the center of a small rural community that has been turned into a Nazi training camp. There are a number barracks that house new troops that train in the area. The village itself has a dozen or so houses and contains 100 or so villagers. There is a bakery, butcher, general store and a pub. It is at this pub that the investigators will meet their contact.

Zombie Soldiers

Throughout the castle the players will encounter zombie soldiers. These are not zombies in the traditional sense, but instead are Nazi soldiers that have been

transformed into mindless killing machines.

Within the temple is a pool filled with a black, syrupy liquid. When the Nazis discovered the temple, Colonel Bauer started to do experiments with the liquid and found that when it was injected into someone, the person would become catatonic for a few hours and then turn into an insane, mindless killing machine. The experiments also showed that the zombie would retain all knowledge of combat tactics, other menial tasks and simple problem solving skills.

Physically, once injected with the liquid, the person's skin would begin to turn a deathly grey, become rubbery and begin to recess from any orifice. Additionally, their eyes would become a cloudy black; this would not affect their eyesight in any way. When shot, black, foul-smelling pus oozes out of the wound. Finally, the person would become stronger than they previously were. These effects were not permanent though in that they would only live for a couple of hours after complete transformation.

Colonel Bauer has recently been experimenting on soldiers and villagers with this liquid and has found a way to extend the "life" of the zombie. Before the investigators arrive at the castle, he has had his cultists inject his new serum into the guards in the castle.

The Scenario

The player characters start in a small, white, windowless room at Station 125 in Bungay England, on the east coast of England. On the walls are maps of England, France, Germany and Europe.



In the front of the room are a podium and a chalkboard - both empty.

The clock on the wall says it is 5PM. Each soldier was summoned here in the last two hours from around the country. They were roused out of bed, the mess hall or a pub and taken to the nearest airfield where a plane was waiting for them. None of them have been told why they were brought here and none of them know each other, except by reputation. Each is the best at what they do.

The clock ticks for 15 minutes before anyone enters the room. Allow the investigators to talk to each other, figure out who is who and ponder why they are here. After 15 minutes a soldier comes in and announces "Attention!" Two men come in dressed in full uniform. They recognize both men as General Paul Maclean and Colonel Robert Corbett, both of the British Army. The investigators have seen the officers before and know they have good reputations. They soon realize that they are extremely upset about something and are very stern and serious.

General Maclean walks up to the podium, puts the soldiers at ease and begins talking. He cuts to the chase and explains to the players that less than 24 hours ago a plane was shot down over Switzerland by the Nazis. On board the plane was American General Thomas Mansfield, who was the only survivor and was captured by the Nazis. General Mansfield has intimate knowledge of a major upcoming attack on the German forces in France and must be rescued before the Germans are able to extract any information out of him.

The Germans took the general to Castle Straussberg, located in the Swedish Alps. The castle sits on a cliff three hundred feet above a small village and the only way to the castle is via a cable car from the village. Because there is no way for the investigators to air drop into the castle, they will have to parachute 5 miles away in the middle of a forest and hike into the village. All of them will wear Nazi military uniforms of the appropriate rank.

Once in the village, the soldiers will meet up with their contact, a woman named Verena. Verena works in the only pub in the village and is a British agent that has been planted there for years. The code phrase she will speak in German to initiate contact is "Unser spezieller heutiger Tag ist das rote Sauerkraut" or in English: "Our special today is the red sauerkraut." The response is "Danke; Ich möchte einige Kartoffeln mit dem " or in English: "Thank you; I'd like some potatoes with that," Which should also be given in German.

She will give them the papers necessary to get them into the castle. Once in the castle they are to find the general and rescue him using any means necessary. As a secondary mission, they should attempt to gather any intelligence related to the castle or Nazi military operations. After the rescue, they are to get to a nearby airfield 5 miles outside of the castle with the general and Verena, where a plane will be waiting.

At this point General Maclean will stop talking and Major Corbett will say that the General has told him that the players' characters are the best at what they do and he knows they will succeed.

For the good of the war, they must succeed.

The officers will then allow the soldiers to ask questions. The officers do not know of the history of the castle, except that it was built in the 14th century to protect villagers from raiders. There used to be a road up to the castle, but the Nazis destroyed it and laid mines to prevent any attacks from the ground. The officers do know that the SS is stationed there and that Hitler has taken a recent interest in the castle, but intelligence has not been to give a clear answer why.

Allow the players to ask any questions, but do not give them too much information. They should not get any hints of any things to come and it should be made to sound like this will be a dangerous mission, although one they can handle.

Once the players are finished asking questions, the officers will allow them to gather their equipment onto a plane that takes off immediately. Each player character is given a German uniform as well as a pistol, knife and some other specialized gear, including a snow camouflage suit. They are not allowed any other weapons in order to keep things light. The flight takes 5 hours and they are allowed to talk while they wait. Before they know it, the green light goes on and they are over the jump spot.

Each squad member will jump out of the plane and must roll against their **Parachuting** skill. If they make it, they land gently in the snow-covered forest below. If they fail, allow them to make a **Luck roll**. If they make it they land roughly, although with a couple of cuts

and bruises and 1d4 points of damage. If they fail their luck roll, their parachute spirals out of control, hitting the branches in the trees and falling roughly into the ground for 1d6 damage. Do not kill them yet in the event of a failure, but also do not let them walk away uninjured either. Anyone who lands roughly should be banged up, bruised and in pain. Any appropriate rolls in the future (DEX, climb, etc) should be made at a reduced chance, perhaps -10% to one-half skill level.

Unfortunately for the investigators, a surveillance tower in the castle spotted their plane. Colonel Bauer found out about this and sent out a Byakhee he had summoned to take care of the intruders. They will meet up with the Byakhee later.

The Forest

The squad is now 5 miles west of the castle in a snow covered forest. A half moon is out but there is heavy cloud cover and it is windy and snowing, making it difficult for them to see anything beyond 15 feet. The forest is very thick, making it even more difficult to see but also providing them excellent cover.

As they move, have them make occasional **Spot Hidden** rolls. On a success, they will see something out of the corner of their eye but as soon as they turn to see it, it will disappear. This will mostly be from tricks the moonlight plays as it comes out from the clouds for brief seconds. The Keeper could play it so that the squad thinks there is movement in the woods and that they are being followed.



The Village

The investigators will finally reach the village after three hours of travel at approximately 10pm. They are exhausted from the trek and perhaps a bit on edge from the forest. They will reach the village on the western edge near a small supply house. From the edge of the woods they can see the lights from the houses and shops of the village. If not for the situation they were in, they would probably find it a very charming place. Beyond the village there is a cable car rising up the mountain in the distance to the castle. The castle sits on top of the mountain and, against the dark sky, is very foreboding.

The main points of the village are described below. The Keeper should feel free to ad-lib if the players wish the characters to go anywhere else.

Supply House

The supply house sits on the edge of the woods where the players will come out. The windows are unlocked and the squad can easily get inside of it. Within the supply house the agents will find tools and spare parts for vehicles and other machines, as well as some rations. There are no weapons stored here. This is a perfect place for them to change out of their white camouflage suits, leave their extraneous equipment and rest after the long hike.

Barracks

Within town are two barracks to house lower ranking soldiers. Each barracks holds up to 50 men. In all, there are about 75 soldiers in the village at this time. If the squad ventures here, they

will likely find 20-30 soldiers present in each barrack who may become suspicious at their presence.

There are also a number of larger homes used to house higher-ranking officers and other important Nazi party officials. These homes used to belong to some of the more wealthy villagers but were commandeered when the Nazis took over. If the houses are investigated they will be found empty, as there are no visiting higher-ranking officers in the village at this time. There will be nothing of value in the houses.

Shops and Houses

There are a multitude of shops within the village, all of which are closed.

There are obviously houses in the village, but the villagers have learned not to stray out at night and not to let anyone in if they don't have to. This stems from the villager's fear of the Nazis and the rumors of strange things going on at the castle as well as the sightings of flying creatures recently. No villager will answer his or her door this late at night.

Village Streets

The villagers may be afraid to come out at night but the Nazi soldiers are not. On any street in the village, and especially as the investigators get closer to the pub and the castle, Nazi soldiers are present. There will typically be four to five in sight but increasing to a dozen or so near the pub and castle. Each is armed with at least a pistol and some with rifles or MP40 machine guns. As long as the player characters play it cool and do not

draw suspicion to themselves they should be fine.

Der Schwarze Mann

It is obvious where the pub is as it is approached. As the squad gets closer they will hear singing from inside and smell sauerkraut and pork cooking. Standing outside the pub will be 5-10 Nazi soldiers talking to each other or smoking.

The pub is in a larger building set away from any of the shops. It has two floors with many windows, each of which have wooden shutters, that are currently open, and ornately stained glass. There is a large, wooden double door in the front that leads inside. Jutting out from above the door is a large wooden sign bearing the name of the establishment with a picture of an outline of a man in shadows. The picture looks menacing and out of place for a pub.

While outside, have the players make a **Spot Hidden** roll. If successful, they will notice that there is a small, round stained glass window on the apex of the house, just below the roof. It is not lit, but they can just barely make the outline of an oddly shaped star. This is an elder sign.

As soon as the doors to the inside of the pub are opened the investigators are flooded with light, warmth and noise. The inside of the pub is very large, with many tables and chairs filled by soldiers of various ranks. At the end of the room is a bar where a bartender works busily to fill the orders. Beautiful waitresses wander around the room to the various tables, bar and kitchen taking and filling orders as well as brushing off the

advances of the sometimes drunk Nazi soldiers.

To the left of the bar is a swinging door that leads back to a kitchen. Within the kitchen are a number of ovens and stoves as well as an area to wash dishes. Two cooks work diligently to fill all of the orders. There is a small pantry here as well as a set of stairs that leads to an underground basement, used to store perishables.

To the right of the squad, in the main room, is a set of stairs that leads to the second floor. The second floor contains a storeroom as well as the living areas for the owners. This area is generally off limits and is respected by everyone.

Working within the room as a waitress is Verena. She will spot the players as they come in and if they don't sit down at a table will lead them over to one, acting helpful. Once at the table she will say the pass phrase, and if one of the players responds correctly, will take their order while whispering for one of them to meet her in the barn in back in a few minutes. She will then disappear into the kitchen and out the back door. If any of the investigators try to leave the pub too quickly have one of the drunken pub regulars hassle the players into singing a song with them or accusing them of something they didn't do.

As the players sit have them each roll **Listen** checks at 2x their current skill. If successful, they will hear one of the following snippets of conversations:

- One soldier tells another that he has not heard from a friend of his who went on guard duty in the castle a week ago. He's not sure



what happened to him and no one he has talked to knows either.

- One waitress is telling another that the castle is cursed and that her boyfriend saw a black creature fly from it the other night. Before the waitress can go any farther, the bartender yells at them to get back to work.
- A conversation between several soldiers turns to the topic of Col. Bauer, head of the region's SS. They say he has not left the castle in over a week and has been acting strangely lately.
- A couple of soldiers are talking about a recent American prisoner that was captured and taken up to the castle and that must be the reason why no new guards have been taken up to the castle in the last week. They are positive and confident he will be talking soon, if he isn't already, and this will lead to the downfall of the allies.
- Two soldiers are talking about a high-ranking SS official who had been staying at the castle and committed suicide by jumping off the cliff.

Pub Barn

Behind the pub is a barn/wood shed. It can be seen from the street, but the only light comes from the street and the light that splashes out occasionally from the kitchen back door. On the southern side of the barn are two large wooden doors. A smaller side door is on the eastern side.

Inside the barn are three smaller stalls, which are typically used to keep cows or horses. These are empty now, but there is hay in them as well as in storage on the second story. There are a number of small rooms in the barn, each containing farming tools and more hay. In the main part of the barn is a bus. The bus does not work, but a successful **Mechanical Repair** or **Idea** roll will show that it is simply out of gasoline. Searching the room, the investigators will find two five-gallon cans of gasoline behind some boxes.

After the investigators talk to Verena in the pub she will sneak into the barn by way of the kitchen backdoor to wait for the squad. She plans to give the investigators the papers they need to get into the castle and warn them that there have been some odd things going on in the last couple of weeks, like soldiers vanishing after going on guard duty in the castle. Unfortunately for her, the Byakhee that Col. Bauer sent to dispose of the imposters decided to hide out here and wait for them to emerge from the pub.

As soon as she entered the barn, Verena noticed some movement in the upper rafters. She called but without warning and before she could react, the Byakhee swooped down and attacked her, ripping her abdomen apart with one claw and gouging her neck with the other. She crumpled, dead before her body hit the ground. The Byakhee then flew off into the night through a window in the top of the barn. All of this happens just moments before the investigators arrive.

When they first enter the barn, they will see that it is pitch black. Only a small amount of light comes from an open

window in the top of the barn (the same window the Byakhee flew out of). Unless the investigators have a lantern or flashlight, call for a **Spot Hidden** roll. With a successful roll they will notice something crumpled on the ground in the middle of the barn. As they get closer, their eyes will adjust to the darkness and be able to make out the crumpled body of Verena. Failing the Spot Hidden, one of them could trip over the body in the darkness. Using some type of light source will show the body immediately.

Verena's body lies on the ground, her eyes and mouth frozen in a mask of terror. Her throat has been gouged out and her stomach ripped open. A large pool of blood spreads from her body and a few organs are lying on the ground, having spilled from the open cavity. This requires a **SAN check** (1/1d3). If one of the players tripped over her body, they should make an additional **SAN check** (1/1d3).

A number of things could happen now. In a pocket in the cloak Verena is wearing are the papers that will allow the players to get into the castle. The papers, written in German and signed by a high-ranking German official, state that the players are soldiers from Berlin who have come for an inspection of the castle. The soldiers can search Verena's body for these.

If the investigators search around to see if they can find any clues as to that killed Verena, they should make a **Track** roll. A successful roll will find drops of blood leading away from the body (towards the window) as well as a large, clawed footprint in the dirt. The players can follow the drops of blood as they lead

towards the barn window. Outside the window, they find nothing.

If the players start screaming or call for help, a number of Nazi soldiers will appear within 3 rounds. They will see the body and immediately suspect the players, as they are all covered in blood, or at the very least have bloody shoes. The soldiers will attempt to overwhelm the players and take them into custody, stripping them of their weapons and imprisoning them in the castle.

The Bridge

The bridge is the only way to get to the cable car house. It is a wooden bridge with enough room for one car with room still for some pedestrians. By the time the players get in to town, there will not be any vehicles going over the bridge. The bridge spans a small river, thirty feet across. The river is no more that 10 feet deep at its deepest, but in this time of winter anyone jumping or falling into the water will have hypothermia set in within minutes.

At the far end of the bridge, nearest the cable car house, is a guarded gate shack. There are two guards in the house, armed with MP40 machine guns. To the right of the house, off an embankment, is an unmanned large machine gun. The guards will stop the squad and ask for their papers. If the imposters hand them over the guard will scrutinize them for a few tense minutes but finally will hand them back and wave the players through. If the soldiers do not have their papers, they will not be allowed to pass. A successful **Fast Talk** roll followed by a successful **Luck** roll will be needed to get by; else they will have to find another way in. Depending on the time



of night they may be able to kill the guards and hide the bodies without getting any unwanted attention.

Cable Car House and Ride

The cable car house is about 50 feet beyond the bridge guardhouse. The house contains the machinery necessary to power the two cable cars that ride up to the castle and back. A successful **Mechanical Repair** or **Idea** roll is required if the players attempt to operate the cable car mechanism. Inside the cable car house are typically 3-5 mechanics working on the machinery to keep it in order. It is very noisy in the house so any gunshots would not likely be heard. It is possible for them to disable the cable cars with a successful **Mechanical Repair** roll.

The cable cars pull into a small crevice in the house where anyone can get on them. The ride up to the castle is slow and very unnerving for anyone with a fear of heights. When the squad rides it up, it is very windy out causing the car to sway back and forth menacingly. About halfway up, the squad will lose sight of the ground directly below them and it will appear that they are traveling above an abyss of black nothingness. As before, it is cloudy out so the only thing they will see as they travel up is the light from the cable car house at the castle as well as the black outline of the castle against the dark sky. In all, the ride will take 10 minutes.

The guards in the cable car house have a radio with which they may contact the house at the top of the cable. Unfortunately there is no one in the upper room to hear them. In the event of an attack, one of the guards will attempt

to send a message to the castle, although no one will be there to get the message. The message would not be likely to get through to anyone. However, the player characters will not know this and could assume that the message was sent successfully.

The Castle

Each of the places within the first and second floors of the castle is decorated similarly. All will have Nazi paraphernalia and propaganda everywhere, including Nazi flags and busts or paintings of Hitler.

The Castle Cable Car Room

The first place the squad will arrive at when coming up to the castle is the upper cable car room. The cable car room is similar to the one on the ground below. Within it is the machinery used to control the cable cars. There are a number of lockers and a desk with scattered papers on it. The papers are old work orders and of no use in locating the general, but could still be picked up by investigators for intelligence purposes. The door to the outside is reinforced steel and can be locked from both the inside and outside. This is to provide a chokepoint to anyone attempting to storm the castle. Like the lower cable car house, it is possible to disable the cars here with a successful **Mechanical Repair** roll.

When the investigators first arrive the room is empty. Colonel Bauer has begun his ceremony and his cultists have slain the men who were working in here. A number of tools are scattered about and some papers and a chair are lying on the ground. With a successful **Idea** roll

they will realize that there was a struggle here. If they search around, have them roll a **Spot Hidden**. A successful roll will find a bloody hand of one of the workers behind a box in one of the corners. Finding the hand will cost the witness **SAN (1/1d4)**.

NOTE: The Ceremony

The ceremony will have begun when the investigators arrive at the cable car house. The total ceremony takes 2 hours to perform and culminates in the mass sacrifice of the village as well as the summoning of "The Master of All", an avatar of Nyarlathotep.

Additionally, Bauer's cultists went around and injected all of the soldiers in the castle with the zombie serum 6 hours prior to the investigators arrival. This means that most of the soldiers have been turned to zombies, although some are still in the process and will be waking again soon.

Dimness, Darkness, Invisibility

If something cannot be seen, there's little chance to hit it, to find it, or to notice it. If the interest of the game situation demands that the investigators nevertheless act, then the keeper lowers relevant skills but at least half in moonlight, or makes their successful use a function of some low multiplier of POW. If the intention of the darkness is that the investigators will find it difficult to act in it, then the keeper lowers skill thresholds to 01. Some tasks, such as reading a map, are plainly impossible without sight.

The Courtyard

The first area the squad can enter from the cable car room is the castle courtyard. The original gate to the castle is still within the keep, but it is locked from the inside and leads to the cliff outside the castle. Before the Nazis

destroyed the road to the castle it was accessible via the gate. Now rock and rubble block the way.

The courtyard is in darkness. At this point, the clouds have begun to break and moonlight shines more frequently, providing some visibility. The players' characters will be able to make out the shapes of the objects in the keep after their eyes adjust (a couple rounds after they leave the cable car room).

The courtyard is mostly empty, except for an anti-aircraft gun in the center of the yard, which is surrounded by sandbags. Lying down behind the sandbags is a zombie soldier. It has heard the players squad come in and is lying in ambush. If a player gets close enough to the sandbags it will jump out and attack. The **SAN** loss for seeing the zombie in the light is **1/1d4**. Any weapons fire will echo throughout the courtyard, alerting the other zombies present. The cultists will not hear the gunfire as they are within the mountain at the temple.

There are no other zombies in the lower keep. However, a successful **Spot Hidden** roll will allow the squad to see two moving shadows on the upper guard walks surrounding the keep. These are two zombie soldiers. Until the investigators get up close to the zombies they will not be able to tell they are zombies. If they attempt to fire the zombies, the zombies will return fire or attempt to fight in hand-to-hand combat. The zombies will ignore the characters though, if the players choose not to engage them.

The only doors in the keep lead to the communications room and the main hall

(1st level) and the 2nd level main hall. There are two sets of stairs in the courtyard, both of which lead to a walkway on the second level.

Communications Room

The communications room contains a number of short and long wave radios as well as some German codebooks. Currently, there is only static coming from the radios. The investigators can attempt to make contact with the radios; however, they will not be able to. A successful **Electronics** roll will allow them to find out that there are critical parts missing from the radios, preventing them from working. A search of the room will not find the missing parts. A cultist who was in the room disabled the radios and hid the parts to prevent anyone from warning the village should they find out what is going to happen. The plan was to re-enable the radios after the ceremony.

Within the communications room is a stairway that leads to the surveillance room on the second floor.

Main Hallway (1st floor)

The first floor main hallway is a long hallway with many different doors leading down. As the investigators enter, there is some light provided by electric bulbs sticking out of the castle walls. Ten feet in front of the door is a desk. This is used for incoming soldiers and officers to check in before they continue on their way. Currently, the desk is completely empty. Hanging above the desk is a Nazi flag.

Along the hallway are various paintings and portraits. Most are expensive

Renaissance paintings, although there is one painting of Berlin with a golden hue above it, a portrait of Hitler and one of Col. Bauer. The portrait of Col. Bauer is actually larger than Hitler's — an indication of where his mind is heading to.

Living Quarters (1st floor)

The living quarters on the first floor are for the soldiers who are stationed in the castle for long periods of time. The room is lit by a number of light bulbs, although the lights are turned off when the squad enters. The light switch is on the inside of the door and can be found easily by searching.

The room contains a number of bunk beds. To the side of each bunk bed is a small desk and in front of them are large standing cabinets, each of which is closed. Some of the cabinets are empty while others contain clothes. In the bottom of one cabinet, a small family of rats has made their nest in a pile of clothes. If any of the squad members search through the clothes the rats will burst forward and attempt to bite the investigator. Being surprised by the rats has a sanity cost of **0/1**. If the bite is successful, the rats cause 1 point of damage and then scurry under one of the beds.

Upon one of the desks is a journal of one of the soldiers stationed on the base. The diary details some odd events and noises that have been heard within the castle, as well as some of the disappearances of the soldiers. This is marked as Players Handout #1.

At the very end of the room is a small caged armory. The armory contains one

Mauser 98K rifle, an MP40 submachine gun along with 1 magazine clip each for the weapons.

Lying in one of the beds in the far end of the room is a zombie. It will just be finishing its transformation when the players enter the room. The zombie will not move unless an investigator gets close enough for the zombie to attack by clawing and biting.

The investigators will be able to see it as a lump in the bed if the lights are turned on. Otherwise, they will need a successful **Spot Hidden** roll from 10 feet away. Note that they will not be able to tell it is a zombie; just that it is an immobile person-shaped lump in the bed.

Stairs

From the main hallway are stairs that lead both up and down. The stairway is 6 feet wide at this point, going down to 4 feet in the stairwell. The investigators will have to go single file up and down the stairs. The door on the first floor is locked in the stairwell with an iron bar. This will prevent the soldiers from entering the stairwell this way and they will have to enter from the second floor.

Kitchen

The kitchen is a very large kitchen. It contains two wood burning ovens and a large range on the western side of the room. There is a large counter in the middle of the room with many pots and pans hanging over it. Beneath it are a number of other pots and pans as well as some drawers containing utensils. On the eastern wall is a large china cabinet with a many expensive dishes and

silverware. In the back of the room is a small pantry filled with various cooking goods.

Office

The office contains a number of desks and filing cabinets. On the walls are maps of the surrounding area as well as Germany. A portrait of Hitler and the German flag also hang on the wall. The filing cabinets contain more maps of the area as well as personnel files and requisition forms. With a successful **Library Use** roll the investigators will find that a dozen soldiers have been transferred here over the past two weeks and Colonel Bauer has requested all of them. Lower officers or secretaries requested any before then. These men were the cultists being brought in.

On one of the desks, slumped over, is a dead woman. Her face is lying sideways on the desk, a look of horror on her face. The back of her head has been bludgeoned out, allowing her brains to be splattered on the desk and blood to form a pool on the floor from the desk. Seeing this will require a sanity check: **SAN 1/1d4**. She was working late and was a victim of one of the zombie soldiers.

In the northeastern corner of this room is a circular conference table. Seated around it are three soldiers, slumped over and apparently dead. All of the soldiers are zombies, although they have not woken up yet. The third is the zombie that killed the woman. This zombie will always be the last one searched by the players and will attack as soon as one of the players begins to search it. After a couple of minutes, the other two will wake up as well.



Great Hall

The great hall runs the width of the castle. Along the eastern wall is a large fireplace that provides warmth to the area. A long oak table with many chairs sits in the middle of the room. The table is currently empty, save for a number of candelabras. A wooden stairway leads up to the second floor and the walkway above. Along the walls of the room are portraits of high-level Nazi officials, including Hitler and the Colonel. Once again, the Colonel's portrait is larger than Hitler's.

When the squad enters a fire is going in the fireplace and provides the only light in the room. There are three zombie soldiers here. One on the walkway above, one hiding under the stairway and one sitting at the table with its back to the soldiers, slumped over. The zombie will stay there until they get close and will attack by clawing and biting. When it attacks, or is attacked, the other zombies will attack as well.

2nd Floor

Main Hall (2nd floor)

The main hall on the second floor is T-shaped and lined with various works of art and Nazi paraphernalia. Regardless of the way the squad arrives, as soon as they reach the second floor they will see a shadow disappear from around a corner. This shadow is another zombie on patrol. What they have not seen is that there is one other zombie patrolling nearby, as well.

As soon as the squad turns the corner they will see both zombies. One will

have its back to them while the other will see them right away and attack. The other will attack 1 round after.

Bedrooms

The second floor consists mostly of bedrooms for visiting officials and dignitaries. They all contain the usual bedroom furnishings such as a bed, desk, drawers and such. None of the bedrooms, except room 2, have been occupied in the last couple of weeks so they are all made up and empty of belongings.

In room 2, however, behind the desk is a loose piece of paper from a report. The paper details a report on the Colonel and his unusual activities. The person who was staying here had been a rival SS officer and was trying to get the Colonel ousted. He was writing up a report on the Colonel's activities but was taken and thrown off the cliff by the Colonel's cultists. This is the same officer the soldiers in the pub were talking about. The paper also reveals the secret word to remove the ward off of the Colonel's secret study (Energie). Finding this paper requires a successful **Spot Hidden** roll. The paper is detailed in Players Handout #2.

Utility Room

The utility room is where the cleaning staff keeps all of their supplies. In the room are brooms, mops, soap and such. There is a set of master keys to all of the doors to the castle in here. The players may use it to lock or unlock any of the doors on the first and second floors of the castle.

Colonel Bauer's Bedroom

The Colonel's bedroom is the only room locked on this floor. It is locked with a **STR 10** lock that can be broken into or unlocked with the master keys found in the utility room.

The bedroom is well decorated and plush — that befitting of a high-ranking officer. An expensive oak bed sits in the middle of the room across from an ornate marble fireplace, currently with a warm fire. Above the fireplace are the Nazi flag and a bust of Hitler. A large dresser is at the north end of the room and contains all of the Colonel's uniforms, neatly pressed. At the southern end of the room is a large desk and bookcase.

The desk is empty on top save for a number of pens and empty pieces of paper. The desk is locked with a **STR 7** lock. The master keys do not open it and the investigators must break in if they want it. The desk contains a number of papers, most of which are not interesting to the soldiers' search for the General. There is one paper summarizing the history of the castle. It was written by a Swiss archeologist and describes the occult aspects of the castle as well as the local legends already described in the Keeper's Background. There is also another letter from Hitler himself giving permission to the Colonel to conduct his "experiments" for the good of the third Reich. These documents are detailed in Player's Handouts 4 and 5.

The bookcase contains a number of books on it about German history, the sciences, military strategy and Nazi propaganda. There are no occult books on the shelf. However, there is a secret

release on the top of the bookcase that will cause part of the bookshelf to swing out. Behind the shelf is the Colonel's secret study.

Colonel's Secret Study

As soon as one the investigators goes through the secret door they will feel a wave of energy pass through them. Once this occurs, the temperature immediately drops and the fire goes out, causing the room to go pitch black. For each investigator that makes a successful **Listen** roll, loud, slow footsteps will be heard approaching from the hall. The direction is not discernible. The entire experience merits a **SAN check (1/1d3)**.

The Colonel had placed a ward on his secret study. If anyone entered without reciting the correct phrase (Energie - German for power) a "call" to any zombie soldiers would go out. Any zombie soldiers left on the 1st or 2nd floors of the castle will converge on the study and attack anyone that they find. If the squad has already destroyed all of the zombie soldiers, at least three more should appear, but this is left up to the Keeper's discretion. The zombies will make it to the room within 3 rounds.

The soldiers will now probably find themselves in a predicament. Unless they have flashlights they will be in total darkness with an unknown enemy approaching.

The study contains a desk and a small candle, which the Colonel uses when studying his tomes. To the side of the desk is a bookshelf containing a number of occult books including *Unaussprechlichen Kulden* and a partial copy of *De Vermis Mysteriis*. Normally



the book found in the castle which details the spell for summoning “Der Meister von Allen” would be here, but the Colonel has taken it for the ceremony. An **Idea** or **Library Use** roll will reveal that one book is missing from the shelf.

Behind the shelf is a passage that leads to a narrow spiral staircase. The staircase leads to the Colonel’s secret lab in the underground level.

Surveillance Room

The second level of the tower is a surveillance room that is used to scan for enemy planes or forces. In the room is a table with two pairs of binoculars and some maps of the surrounding area. There is also a stairwell that leads to the communications room on the first floor.

Castle Underground

Hall

If the squad enters the castle underground from the stairs in the 1st floor, they will enter a long empty hall. The lights are not on down here and it is pitch-black. A light switch is around the corner from the stairs and can be easily found.

On the western end of the hall, in front of the stairs, hangs a Nazi flag. Behind this flag is the entrance to the secret passage from the tower. As the players’ characters look at the flag, they may make a **Spot Hidden** or **Listen** check. On a successful roll, the soldiers will either see the flag moving from an unknown draft or hear the wind blowing from somewhere, even though they don’t feel it. The entrance is only opened if a

player makes a successful **Spot Hidden** or **Idea** while they are looking behind the flag.

On the eastern end of the hall is a table and chairs, both of which have been knocked over. This would normally be where the guards would sit while watching the prisoners. However, the guards that were down here were attacked by cultists and turned into zombies. They are currently on this floor. One is in the interrogation room and the other is slumped over in an open cell.

Interrogation Room

The interrogation room is where the Nazis would take their prisoners to force them to tell them their secrets. There is a single wooden chair in the center of the room with a lone light bulb above it, turned off. There are bloodstains on the chair, indicating what kind of "persuasive" methods the interrogators have used.

There is one zombie in this room. When the squad nears the chair it will jump out from the darkness and attack with a knife.

Prison Cells

There are nine prison cells in the castle. Each has stone walls, iron bars and a small cot. There are two light bulbs here and turn on when the hall lights are turned on.

The cell doors are all closed, but unlocked with the exception of the last cell on the left. This prison cell has its door opened. As the investigators approach they will hear a noise coming

from the cell. When they reach it, they will find two zombies hunched over a corpse of another soldier. Both zombies are ripping apart the body of an unfortunate prisoner who had been left here. In one corner of the room is an arm; the other corner has one of the legs. Blood covers everything. This has a sanity cost of **1/1d4**. As soon as the investigators appear they will attack. If they attack the other zombie in the interrogation room with gunfire, these will attack at that point as well, but finding the prisoner's torn body still warrants the **SAN** check. The squad should not be able to tell whether or not the prisoner was the general they came here to rescue.

Additionally, in one of the cells the players will find an American flag patch, apparently ripped off a uniform.

Torture Room

This room contains various implements of torture the Nazis used to "persuade" people. In the center of the room is a rack and off to the side is a medical gurney. On a table to the side of the gurney are various needles, liquids in medicine and scalpels of various shapes and sizes. The gurney is covered in dried blood.

Along the eastern walls of this room are pictures carved in to the walls that depict a number of things, including human sacrifice, the worship of a large man and various creatures attacking and the disemboweling people in a variety of nasty ways. All of the pictures are quite graphic and detailed and viewing them requires a **SAN** check (1/1d3). These pictures are from the original inhabitants

of the castle and depict their worship of Nyarlathotep's avatar.

In the southeastern corner of the room a large block from the floor is missing. Stairs lead down though the hole to a passage, lit only by flickering torchlight. This is the passage to the temple.

Secret Passage

This passage leads from the castle underground to Colonel Bauer's secret lab. The passage is rocky and uneven and when the squad first starts walking through here they should make a **DEX x 5** roll. Anyone failing falls down onto the rough rock floor, cutting themselves for **1d3 pts of damage**. There is no light in the passage. The entire passage is about 300 yards long, is high enough for everyone to stand and is wide enough for two people to stand side by side.

Secret Lab

This lab is where Colonel Bauer does his experiments. Most recently, he has been testing the effects of the black liquid found in the temple pool on unwilling soldiers and villagers. The lab has a number of tables around the edge of the room containing vials and beakers of different liquids, including the black liquid. On one of the tables are also the Colonel's notes on the liquid. These are detailed in Players Handout #3. A successful **Psychology** roll after reading the notes tell that whoever wrote them is clearly insane.

In the center of the room is a surgical table with leather straps. Strapped to the table is a zombie that is close to dying from the liquid. The zombie's skin has deteriorated to a thin layer and any touch



will cause a black pus to seep out from underneath. A small puncture wound in its side has already caused some pus to seep onto the floor. Its eyes have sunken back into its head and are now mostly mush. If anyone gets close to the zombie or attempts to touch it, it will start to thrash around on the gurney trying to get off. This will only last for a minute when the zombie will stop moving. **SAN (1/1d4)**

In one corner of the room is a large metal box. If the investigators open it the room will be flooded with a horrible smell. Inside the box are the cut up remains of earlier failed experiments. Viewing this requires a **SAN check (1/1d3)**.

The lab is similarly warded as Col. Bauer's study. If the investigators do not recite the correct phrase, "Energie," any zombies on the underground level will come and attack.

Passage to the Temple

The passage to the temple is cut directly through the mountain. The sides of the passage depict more scenes of worship like the investigators saw in the torture room and continue throughout the entire length of the passage. The floor of the passage is smooth, but easy to walk on without slipping. The passage is anywhere between 8 to 10 feet high and 6 to 7 feet wide. Torches line the walls every 50 feet making the passage well lit. The entire passage is about 3000 feet long (a little over half a mile).

As the investigators walk, have them make an **Idea** roll. If successful, they will notice that the passage is traveling upwards, an increase of about a foot

every three feet in distance (this means that their elevation will increase about 1000 feet at the end). Also, as the squad gets closer to the end of the passageway, have them roll **Listen** checks. If successful, they hear faint chanting that gets louder as they get closer to the end. At about 100 feet from the end, they can all hear the chanting clearly.

The Temple

The passage opens up into a cavernous room, at least 100 feet wide, 350 feet long (about 116 yards) and 50 feet high. Stone columns, with many of the same images as the pictures already seen, line the room. At the eastern end of the room, a dozen cultists kneel before an elevated platform, chanting. On the platform is Colonel Bauer, dressed in long, black robes and holding a long dagger. Above him in the ceiling is a circular opening in the cavern that looks onto a black sky. The Colonel is looking at the opening - his arms raised to it - and is chanting.

Kneeling in front of him is General Mansfield, mouth bound and hands tied behind his back. In front of both of them is a pool filled with black liquid. This is the same pool that the liquid to create the zombies is taken from. Behind them, on the eastern most wall is a large stone statue of Nazi Eagle atop a swastika.

The Byakhee that Colonel Bauer summoned is here as well, standing on top of the stone statue. It will attack as soon as the investigators do. Additionally, perched just outside the opening in the ceiling is another Byakhee that will attack when the investigators do. It will take both Byakhees one round to get to them.

The Ceremony

The Colonel and his cultists are in the middle of the ceremony to summon "The Master of All". Within minutes Colonel Bauer will slice the general's neck open, spilling his blood into the pool below. When this happens, the chanting will get ear-shatteringly loud and the entire room will start to shake. A grey, thin, smoky substance will slowly snake up from the pool, flashes of light appearing from within it. The substance will quickly wind down and engulf the cultists. As it does, the investigators will hear horrifying screams as the skins and bones literally melt off of each person. As each one dies, a green, screaming visage of a face will float through the substance and disappear. Each time this happens, the substance gets darker. Seeing this requires a **SAN check (1d4/1d6)**.

After the cultists are all dead, the room will become silent except for the chanting of the Colonel. The substance will quickly snake up through the hole and disappear. Moments later the investigators will hear screams of pain and agony echo throughout the room and will see hundreds of green, screaming faces quickly floating through the substance. The players should make an **Idea** roll. If they succeed, they will realize that this thing is sacrificing the people in the village. **SAN (1d4/1d6)**

After a minute the screaming stops and the substance becomes pure black. It now looks like a thick column of black water standing in the air. The Colonel, now behind the column and probably out of the soldier's sight, stops chanting. Within seconds, the room begins to

shake again as the column drops back into the pool. Almost immediately a large man, covered in black slime, slowly rises from the pool. While his features are difficult to discern, the investigators can clearly see his eyes, which are pure white and lack any pupils - **SAN (1d10/1d100)**. This is "The Master of All".

The only way for the investigators to stop all of this from happening is to kill Colonel Bauer before he sacrifices the general. This will not be an easy task however; as the cultists will immediately attack the investigators as soon as they attack and the Colonel has a number of protective spells cast upon himself (these are detailed in the Colonel's NPC statistics). Additionally, the investigators only have 4 rounds before the Colonel kills the general.

Resolution

What happens next is up to the Keeper and the players. If the players decide to have their characters run, "The Master of All" will summon a number of mythos creatures (most likely Byakhee) to follow and attack them. As they run, they will hear Colonel Bauer laughing maniacally at his success. Attacking "The Master of All" will probably be a death sentence for the investigators.

If the investigators run or are able to stop the ceremony, they will need to make it back through the castle. Any zombies that were not found or killed will be waiting for them in the underground level of the castle. If they are successful in getting out of the castle they still have to go down the cable car, which could be interesting with Byakhee attacking them.



If the investigators are somehow able to make it back to the village and were not able to stop the ceremony, they will find melted bodies covering the streets. The investigators' minds are flooded with the realization that they were not able to prevent the deaths of so many people and a **SAN check (1d4/1d6)** is required.

Once in the village, they will still need to make it to the airfield. The airfield is 5 miles away from the village making it unlikely they will be able to make it by foot. The bus in the pub barn will make it there but they may have to deal with Nazi soldiers or creatures on the way.

In the event that they make it to the airfield, they will be picked up by the British plane and flown back to England. If the mission was a success they will receive commendations for their successful mission. If the mission was unsuccessful they will be debriefed and told to never discuss what happened with anyone else. In the coming months they will receive reports of massive Allied losses in the Swiss Alps and the presence of "odd and unknown" creatures helping the Axis.

Spells

Call Der Meister von Allen

This spell will call "Der Meister von Allen", or "The Master of All", an avatar of Nyarlathotep. The spell requires chanting the described phrase for at least two hours. At minimum, the spell calls for one sacrifice in order for the call to the master to complete. However, just having one sacrifice will only allow the master to materialize for a short while. The more people sacrificed, the longer he will stay. In game terms, each MP from a sacrificed victim is equal to 20 minutes the Master will be able to be materialized.

Mythos Tomes

Journal of Castle Staussberg

The journal is a small, leather bound book from the early 1300s describing the day to day activities of a priest at Castle Straussberg in Switzerland. The men of the castle in that age worshipped an avatar of Nyarlathotep named "The Master of All". Within the book the avatar and its powers are described, as well as a spell to summon the avatar.

Study Time: 5 hours
Cthulhu Mythos: +1%
SAN loss: 0/1d3

NPC Statistics

Colonel Wilhelm Bauer Occupation: SS officer and sorcerer Sex: M Age: 48 Sanity: 0 Armor: 15 (from protective spells and items) Hit Points: 12 Magic Points: 14	STR: 14 DEX: 12 INT: 16 Idea: 80 CON: 12 APP: 10 POW: 14 Luck: 70 SIZ: 11 EDU: 17 Know: 85 Damage Bonus: +1D4
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Cthulhu Mythos: 25% Handgun 65% Listen 55% Spot Hidden 45%	Dodge 24% Hide 50% Psychology 45%
Fist/Punch 50% Knife/Dagger 70% Occult 55%	

Spells Known: Deflect Harm, Flesh Ward*, Healing, Melt Flesh, Shriveling, Summon / Bind Byakhee

Colonel Wilhelm Bauer is the leader of the Nazi SS at Castle Straussberg and a minor sorcerer. He has been assigned to discover the occult secrets of the castle by Hitler himself. During his investigation of the castle he discovered a journal from one of the original inhabitants of the castle, which describes a ceremony used to summon “Der Meister von Allen” (“The Master of All”). The ceremony calls for a mass sacrifice to summon “The Master of All” and Colonel Bauer has no problem killing anyone to get what he wants for himself and the Third Reich.

Colonel Bauer is quite insane and will do whatever it takes to get what he wants. This will include killing anyone in his way. Whenever encountered, Colonel Bauer will always have a gun and a knife available and ready. He will also always have a number of protective spells cast on him. In addition to the spells, he always wears an enchanted ring that provides an additional 5 points of armor. These armor points should be removed from every attack against him and do not expire unless he takes off the ring.

Weapons:

Model P08 Luger (dam 1d10, range 20 yds, attacks/rnd 2, bullets 8, mal 99)

Fighting Knife (dam 1d4+2+db, attacks/rnd 1)

Der Meister von Allen (The Master of All) Avatar of Nyarlathotep Armor: none Hit Points: 23 Magic Points: 100	STR: 24 DEX: 22 INT: 86 SIZ: 20 CON: 25 POW: 100 APP: 10 SAN Loss: 1d10/1d100 Damage Bonus: +2d6
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TOYING WITH HUMANS

Der Meister von Allen, or The Master of All, is an avatar of Nyarlathotep. He appears as a large man covered in a black, slimy substance with wisps of black smoke rising. His eyes are pure white.

The Master can attack and cast spells per Nyarlathotep's statistics in the Call of Cthulhu rulebook. In addition to this, the wisps surrounding the avatar can harden and attack anyone within 35 yards. If the attack is successful, the player must make a Dodge roll. If the roll is unsuccessful, the investigator is held in place by the wisp and receives the same amount of damage every round until they are able to break free with a successful Dodge roll.

Weapons:

Wisps 80%, range 35 yards, damage 1d10 plus grappling attack

Average Nazi Soldier Sex: M Sanity: 40 Hit Points: 11 Magic Points: 8	STR: 11 CON: 10 SIZ: 11	DEX: 12 APP: 11 EDU: 13	INT: 10 POW: 8 Know: 65	Idea: 50 Luck: 40 Damage Bonus: 0
Cthulhu Mythos: 0%	Dodge 24%	Fist/Punch 50%		
Handgun 45%	Rifle 45%	Knife/Dagger 55%		
Listen 55%	Submachine Gun 35%	Spot Hidden 45%		

The average Nazi soldier is doing his part for the Homeland and will follow orders. They will be found with a knife and Luger, as well as possibly a rifle or machine gun.

Weapons:

Model P08 Luger (dam 1d10, range 20 yds, attacks/rnd 2, bullets 8, mal 99)

Fighting Knife (dam 1d4+2+db, attacks/rnd 1)

Mauser 98K Rifle (Dam 2d6+3, Range 110 yds, Shots/Rnd 1/2, Shots in gun 5, Mal 00)

MP-40 Submachine Gun (dam 1d10, range 20 yds, attacks/rnd 3 or burst, bullets 32, mal 98)

Zombie Nazi Soldier Sanity: 0 Armor: 3 Hit Points: 11 Magic Points: 8	STR: 16 CON: 10 SIZ: 11 San Loss: 1/1d4	DEX: 12 APP: 5 EDU: 5	INT: 5 POW: 5 Know: 25	Idea: 25 Luck: 25 Damage Bonus: +1d4
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Handgun 45%	Dodge 24%	Fist/Punch 50%
Knife/Dagger 55%	Submachine Gun 35%	Rifle 45%

TOYING WITH HUMANS

Within the temple underneath Castle Straussberg is a pool of black liquid. It was found that when this liquid is injected into a person the person would become catatonic for anywhere a number of hours. After the person comes to, they are an insane, mindless killing machine. The experiments also showed that the zombie would retain all knowledge of combat tactics, other menial tasks and simple problem solving skills.

Physically, once injected with the liquid, the person's skin begins to turn a deathly grey and become very rubbery, which gives them a natural armor. Physically, once injected with the liquid, the person's skin would begin to turn a deathly grey, become rubbery and begin to recess from any orifice. Additionally, their eyes would become a cloudy black; this would not affect their eyesight in any way. When shot, black, foul-smelling pus oozes out of the wound. Finally, the person would become stronger than they previously were. These effects were not permanent though in that they would only live for a couple of hours after complete transformation.

Weapons: same as Nazi soldier

Bite 30%, damage 1d3

Claw 30%, damage 1d4

Byakhee

Armor: 2

Hit Points: 15

Move: 5/20 flying

STR: 17 DEX: 13 INT: 10 SIZ: 17

CON: 10 POW: 10

SAN Loss: 1/1d6 Damage Bonus: +1d6

Listen 50%

Spot Hidden 50%

In combat, a Byakhee may either strike with both claws at the same time (getting two attacks in the round), or attempt to bite the target. If the bite strikes home the Byakhee remains attached to the victim and begins to drain his or her blood. Each round the Byakhee remains attached, including the first, the blood drain subtracts 1d6 points of STR from the victim, until death. The Byakhee characteristically remains attached with the bite attack until it is slain or the victim is drained of blood.

Weapons:

Claw 35%, damage 1d6 + db

Bite 35%, damage 1d6 + blood drain



Player Characters

Unless otherwise indicated, all players have a German uniform of the appropriate rank, a white snow camouflage suit, a canteen of water, a compass, a fighting knife (Dam 1d4+2+db) and a flashlight.

Major Broderick Harvey

British Commander

Birthplace: London, England

Sex: M **Age:** 38

STR: 15	DEX: 13	INT: 15	Idea: 75
CON: 14	APP: 15	POW: 12	Luck: 60
SIZ: 14	SAN: 60	EDU: 14	Know: 70
99-Cthulhu Mythos: 99		Damage Bonus:+1D4	
Magic Points: 12		Hit Points: 14	

Dodge: 26% Fast Talk: 40% Hide: 20% Listen: 55% Other Language: German 55% Parachute: 70% Psychology: 25% Sneak: 30% Spot Hidden: 55% Track: 30% Fist/Punch: 65% Fighting Knife: 60% Handgun: 75% Rifle: 70% Submachine Gun: 25%

Weapons:

Mauser 98K Rifle (Dam 2d6+3, Range 110 yds, Shots/Rnd 1/2, Shots in gun 5, Mal 00)

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)

2 extra clips for rifle

2 extra clips for handgun

Major Harvey has been a military man for all of his adult life, joining the army when he was 16. He quickly rose in the ranks and became a recognized soldier and military leader. For the past few years he has been a double agent in Italy feeding the Fascist Army misinformation. Something must have really gone wrong in order for the army to pull him back on such short notice.

Captain Andrew Rowe

US Army Ranger

Birthplace: Battle Creek, MI

Sex: M **Age:** 35

STR: 14	DEX: 12	INT: 14	Idea: 70
CON: 14	APP: 13	POW: 10	Luck: 50
SIZ: 15	SAN: 50	EDU: 15	Know: 75
99-Cthulhu Mythos: 99		Damage Bonus:+1D4	

TOYING WITH HUMANS

Magic Points: 10

Hit Points: 15

Dodge: 24% Fast Talk: 30% Hide: 15% Listen: 55% Other Language German: 65%
Parachute: 75% Sneak: 20% Spot Hidden: 60% Track: 40% Fist/Punch: 70% Fighting
Knife: 65% Handgun: 65% Rifle: 70% Submachine Gun: 35%

Weapons:

Mauser 98K Rifle (Dam 2d6+3, Range 110 yds, Shots/Rnd 1/2, Shots in gun 5, Mal 00)

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)

2 extra clips for rifle

2 extra clips for handgun

Captain Andrew Rowe joined the US Army and excelled in basic training and was able to join the US Army Rangers. During the war he has been sent on a number of secret missions that he concluded successfully. He has no reason why he has been chosen to go on this mission. However, no matter the reason he will do his best to make the mission succeed.

Lt. Trevor 'Sparky' Harrison **British Communications Officer**

Birthplace: Liverpool, England

Sex: M **Age:** 30

STR: 13

DEX: 16

INT: 15

Idea: 75

CON: 15

APP: 10

POW: 12

Luck: 60

SIZ: 14

SAN: 60

EDU: 16

Know: 80

99-Cthulhu Mythos: 99

Damage Bonus:+1D4

Magic Points: 12

Hit Points: 15

Dodge: 32% Electrical Repair: 55 Electronics: 40% Hide: 30% Listen: 55%
Mechanical Repair: 55% Other Language German: 55% Parachute: 75% Sneak: 20%
Spot Hidden: 65% Track: 20% Fist/Punch: 50% Fighting Knife: 55% Handgun: 65%
Rifle: 65% Submachine Gun: 30%

Weapons:

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)

2 extra clips for handgun

Possessions:

Radio

Transistors and crystal radios. That's what Harrison's childhood was full of. His family couldn't afford to send him to college so he joined the army, figuring the army could give him the education and access to the equipment he wanted to use. Surprisingly, he



TOYING WITH HUMANS

became an excellent soldier as well. After successfully completing a number of missions his superiors have told him that he will be sent up to R&D after this mission; something he is looking forward to.

Lt. Michael O'Donnell

British Soldier

Birthplace: Dublin, Ireland

Sex: M **Age:** 33

STR: 16	DEX: 15	INT: 12	Idea: 60
CON: 14	APP: 13	POW: 9	Luck: 45
SIZ: 15	SAN: 45	EDU: 13	Know: 65
99-Cthulhu Mythos: 99	Damage Bonus:+1D4		
Magic Points: 9	Hit Points: 15		

Dodge: 30% Drive Auto: 40% Hide: 15% Listen: 45% Other Language German: 25% Parachute: 80% Sneak: 30% Spot Hidden: 50% Track: 30% Fist/Punch: 70% Fighting Knife: 60% Handgun: 70% Rifle: 65% Submachine Gun: 40%

Weapons:

Mauser 98K Rifle (Dam 2d6+3, Range 110 yds, Shots/Rnd 1/2, Shots in gun 5, Mal 00)

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)

2 extra clips for rifle

2 extra clips for handgun

Since a child Michael has always been strong and a good fighter. As a teenager he started to box and became a champion quickly. He joined the army when the war broke out and became a local base legend in boxing. He also excelled in weapons training and became an excellent soldier, something that was noticed by his commanding officers.

Cpl. Darren Keene

British Army Medic

Birthplace: London, England

Sex: M **Age:** 35

STR: 14	DEX: 12	INT: 12	Idea: 60
CON: 13	APP: 13	POW: 9	Luck: 45
SIZ: 14	SAN: 45	EDU: 16	Know: 80
99-Cthulhu Mythos: 99	Damage Bonus:+1D4		
Magic Points: 9	Hit Points: 14		

Dodge: 24% Fast Talk: 15% First Aid: 70% Listen: 55% Medicine: 70% Other Language German: 45% Parachute: 70% Psychology: 20% Sneak: 20% Spot Hidden:

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60% Fist/Punch: 50% Fighting Knife: 55% Handgun: 65% Rifle: 60% Submachine Gun: 25%

Weapons:

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)
2 extra clips for handgun

Possessions:

First Aid Kit

Healing has always been Darren's passion. When he was a little kid he loved helping others and making them feel better. There's something about the smile in people's faces that gives him a good feeling. When the war broke out he knew he needed to volunteer. Where else is there a greater need?

Cpl Geoffrey Austin

British Scout

Birthplace: York, England

Sex: M **Age:** 28

STR: 16

DEX: 14

INT: 13

Idea: 65

CON: 13

APP: 11

POW: 12

Luck: 60

SIZ: 15

SAN: 60

EDU: 14

Know: 70

99-Cthulhu Mythos: 99

Damage Bonus:+1D4

Magic Points: 12

Hit Points: 14

Dodge: 28% Fast Talk: 25% Hide: 30% Listen: 45% Other Language German: 50%
Parachute: 75% Sneak: 30% Spot Hidden: 60% Track: 35% Fist/Punch: 50% Fighting Knife: 65% Handgun: 65% Rifle: 70% Submachine Gun: 30%

Weapons:

Mauser 98K Rifle (Dam 2d6+3, Range 110 yds, Shots/Rnd 1/2, Shots in gun 5, Mal 00)

Model P08 Luger (Dam 1d10, Range 20 yds, Shots/Rnd 2, Shots in gun 8, Mal 99)

2 extra clips for rifle

2 extra clips for handgun

Possessions:

Binoculars

Geoffrey joined the British Army because his entire family had been in the military – from his great-grandfather to his parents and brother. He quickly excelled at being a soldier and a scout. He enjoys his job and knows he is fighting for the right side and is quick to volunteer for any mission.

Player Handouts

Players Handout #1

Entry from a German soldier's journal

February 22, 1943

It has been a long, cold night guarding the walls of the castle. I don't know why we do this as the English and Americans are not likely to attack us out here, but I must keep up my duties for the Homeland.

There have been some odd things going on lately in the castle. Call it nerves or maybe boredom as the mind can play tricks on you in these cases. However, you have to wonder. Alexander told us that last night when he was walking the courtyard he saw a huge flying creature come out from the mountains. It was probably a bird but he swears it wasn't. He was so scared by what happened that he went into the surveillance room and hid. Alexander is a tough soldier and hard to scare so I have to believe him. He disappeared the next day. No one can find him.

Players Handout #2

March 10, 1943

Colonel Gunter Klein

Esteemed Superiors:

I have been monitoring the behavior of Colonel Wilhelm Bauer, head of local SS operations at Castle Straussberg and I have become very concerned. The Colonel has begun to act erratically and not in a way befitting an officer of his stature. Detailed below are some of the behaviors of which I have seen.

1. Colonel Bauer has taken to locking himself in his room for long periods of time and ignoring the essential duties of his position. It is my belief that the stress of his position is beginning to take its toll on him as he has begun to talk to himself. Just recently, I could hear him mutter "Energie" to himself in his room.
2. There have been a rash of soldier disappearances as of late. The Colonel has taken no interest in them and instead brushes off the incidents as of not being of his concern.
3. Within the last week, the Colonel has brought in a dozen new men from around the Nazi empire that have seemingly no use to be here. He has refused any explanation of these activities.

It is my recommendation that Colonel Bauer is relieved of his duties at Castle Straussberg immediately and I take over as his replacement. I look forward to your response and approval.

Colonel Gunter Klein



Players Handout #3

Lab Notes

The notes you find are scribbled down onto pieces of paper in no apparent order. Most of the scribbles are half ideas and ramblings about a discovery and repeated failures. The following are the last two entries written.

...

Another failure today. After injected the liquid into the subject the normal effects were seen including increased strength and skin deterioration. However, the subject completely deteriorated within a matter of hours. I must find out how to extend their life.

...

SUCCESS! After finding the right combination of chemicals to add to the liquid, I have found out how to increase the life of the soldiers to more than a day! While not the extent of how long they should last, it is the right direction. Victory shall soon be ours and it **WILL** be because of **ME!**



Players Handout #4

Colonel Bauer,

As a noted archeologist in the employ of the Nazi regime, I was honored at your request to research the history of Castle Straussberg in Switzerland. The following report details what I was able to discover.

The castle was built in the 13th century by a local noble whose name has been lost to history. The castle's purpose was to protect the local villagers from the occasional marauders that invaded the village. Most records at that time indicate the village was mostly peaceful.

However, towards the end of the 13th century the ruling noble was murdered under mysterious circumstances. I found a journal from a monk who had been passing through which says that while hunting the trees came alive and ripped the noble apart. Of course, men back in that time were very superstitious and this is probably an exaggeration.

In any case, the noble's son took over as ruler of the land after his father's death. There are no records from this time period, save for the monk's journal I previously mentioned. The monk tells how the villagers are in great fear of the son and how there are many disappearances in the village. While not coming out and saying it, he indicates that human sacrifices are taking place to one known as "Der Meister von Allen". The journal stops here but I was able to find a death record that says the son was buried shortly after the journal was supposedly written. All information indicates there was an uprising by the villagers against the ruling son.

As I have previously said, take what you see with a grain of salt. Many people, including clergy, were superstitious in that time and would exaggerate the truth, especially if there were despicable deeds occurring that they did not wish to deal with.

If I can be of any assistance in the future, please do not hesitate to contact me. Per your instructions, I have sent the journal of the monk to Berlin for further study.

Marc Kleinmin



Players Handout #5

Colonel Wilhelm Bauer,

Your recent discovery concerning Castle Straussberg has me most intrigued. As you know, the key to the success of the Nazi empire is to grab any and every advantage possible. If there is truth in your report about the potential of your discoveries in the castle, I feel there is much power to be gained.

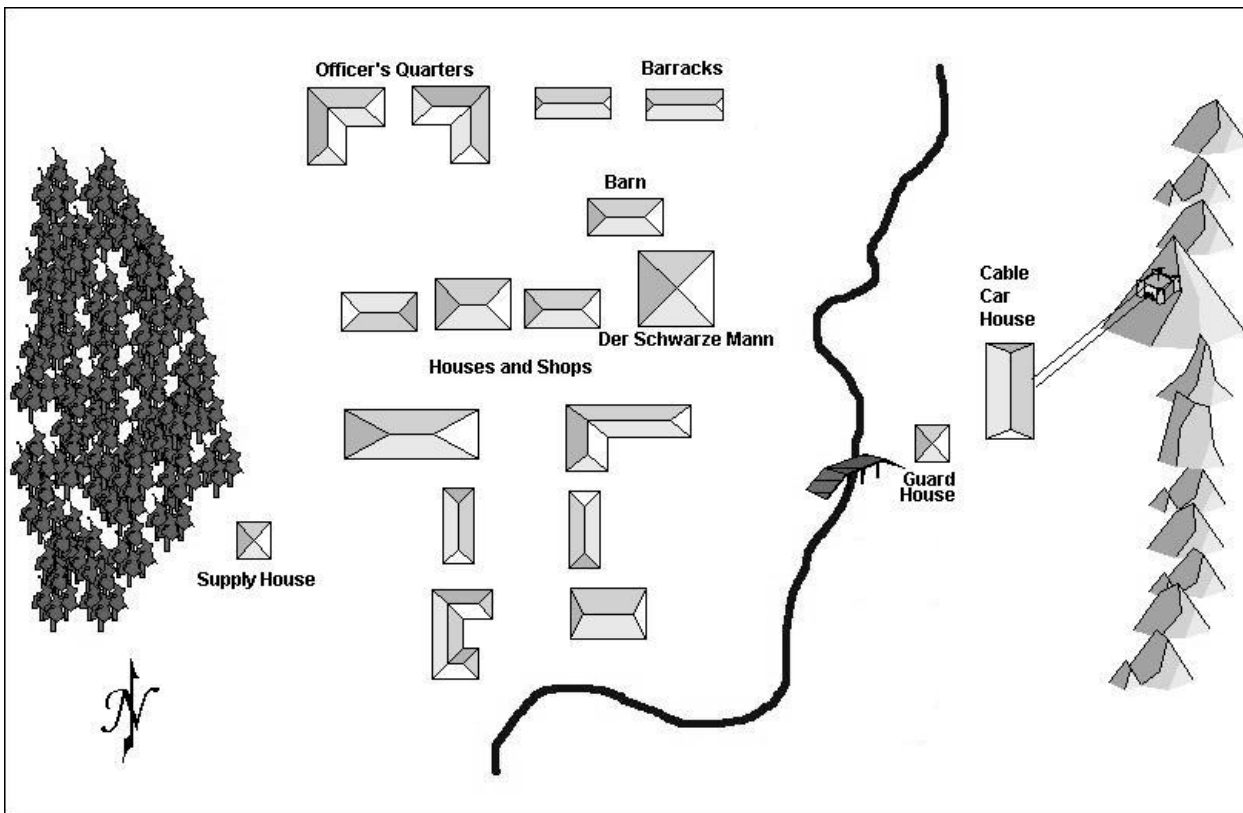
Proceed with the plans you have detailed for me. Use whatever means necessary to accomplish your goals. What you have promised is power. I fully expect to receive that.

Adolf Hitler

Keeper's Handouts

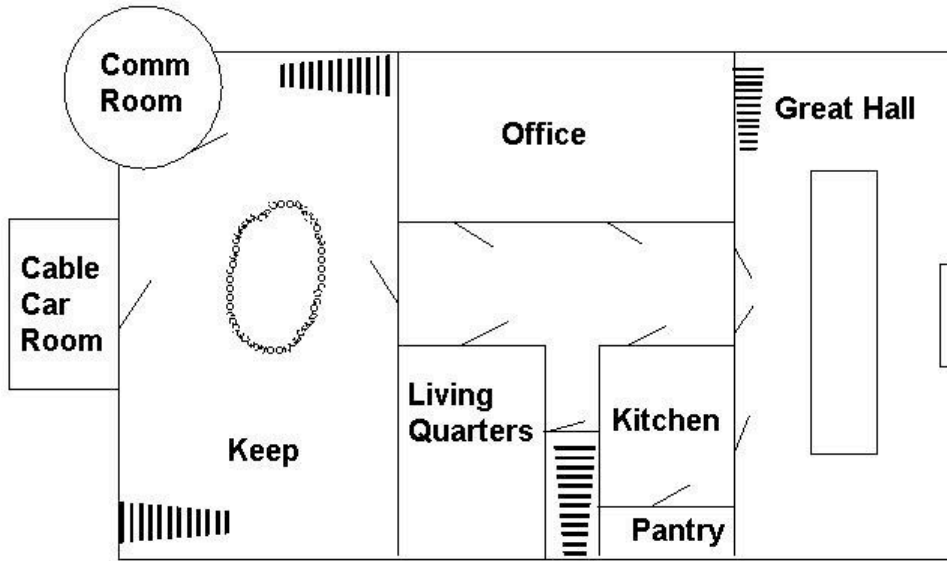
Keeper's Handout #1

Map of Village

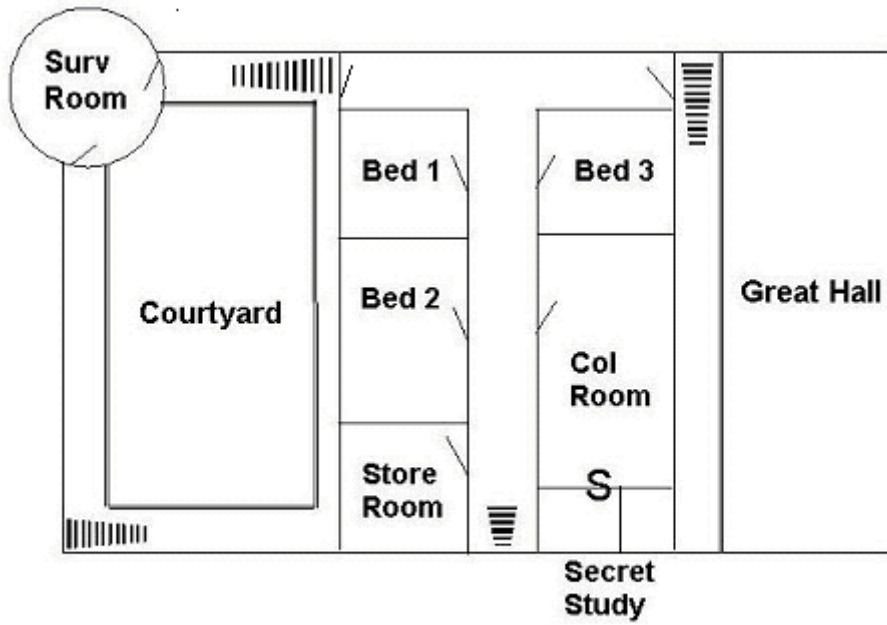


Keeper's Handout #2a

Map of Castle



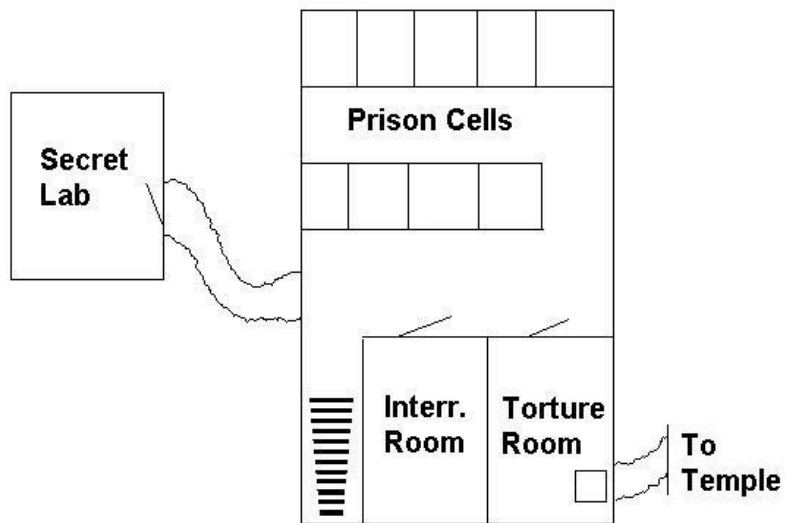
Castle - 1st level



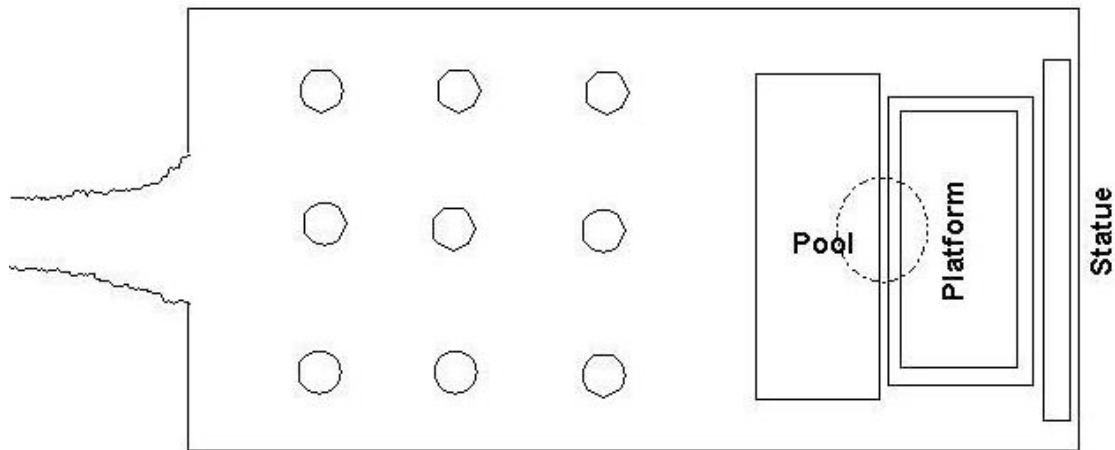
Castle - 2nd floor

Keeper's Handout #2b

Map of Castle



Castle - Underground



Temple



Reborn to Die

By Tony Fragge

June 2005

This scenario would not be possible without the assistance of the following: Chad Bowser, Tom Drinko, Tyler Hudak, David Noal, Brian Rowe, Sara and Sean Wedig. David Noal developed the handout from West's journal. I would like to thank my wife, Melani, for proof-reading and putting up with all my nonsense.

Six students of Miskatonic University are looking to relax before the beginning of the summer session. Unfortunately for them they will begin an adventure that starts in Arkham and leads them to horrors in Dunwich.

Note to Keepers:

"Reborn to Die" was designed to be played within a four-hour playing session. It utilizes two locations: Arkham and Dunwich. It should be noted that liberties were taken in using H.P. Lovecraft's "From Beyond" and "Herbert West-Reanimator". During this scenario the investigators are free to investigate a variety of locations in any given order as they discover clues. However, the keeper should refrain from providing direct clues to Theobold's houseboat until later in the game.

The scenario is organized into two parts, with the events from the first concluding as the second begins.

Keeper' Background:

The investigators in "Reborn to Die" are undergraduate students of Miskatonic University. One evening while the students are enjoying the end of the spring semester, Professor, Dr. Diane Mathers, asks the undergraduates to find a missing

friend, Dr. Brian Theobold. Her friend, a faculty member of Miskatonic University Medical School, has not been seen in the last week. Dr. Theobold was investigating a number of odd occurrences at the medical school. However, Dr. Mathers swears that she had just seen Dr. Theobold this evening outside a campus building but he ran away when she called.

The investigators & Dr. Mathers do not realize that the acquaintance, Dr. Theobold, was looking into missing medical equipment and cadavers from the medical school. Dr. Theobold found that a medical student, Simon Harper, was stealing the equipment and corpses for reanimation experiments. When Dr. Theobold approached the student a fight followed and the doctor was killed.

During his undergraduate studies Simon Harper (his history is further outlined in the non-player section) discovered a journal of Herbert West in an unused dusty storage room. Within the journal Herbert West outlined his reanimation experiments with animals. Over the following years hidden in basements and abandoned buildings, Simon perfected the serum outlined in Herbert West's journal using small animals. Subsequently, he moved to humans. In these experiments the reanimated corpses of animals or humans would rise and be extremely violent and had to be destroyed. He deduced that a possible source of the insane violence was the quick degeneration of senses of the corpses and when reanimated the sensory functions sent confusing neural messages to the brain.

While researching sensory functions in an attempt to overcome the problems, Simon Harper came across a note from Brown University stating that in the early 1930's Crawford Tillinghast claimed he was able



to create a machine that activated dormant senses in the human brain. After long hours of additional research Simon found Tillinghast's notes and sketches in the physics department's archives. The notes described creation of a device, one which allowed perception of things not normally detectable by humans.

The creation of Tillinghast's machine was time consuming and tedious. Upon activating the machine Harper heard and saw things that intrigued and terrified him (see Lovecraft, "From Beyond", 1934). He quickly learned that the effects of the machine were minimized when he sat in another room while the machine was running. To provide further protection Harper constructed a small-enclosed room within his first-floor office/laboratory. The machine itself was constructed in the attic with its sensory enhancing prongs (looking like giant tuning forks) hanging with their rods through the attic floor into the work area on the first floor.

After killing Brian Theobold, Simon Harper used the fresh corpse of the faculty member to further his experiments. Using Tillinghast's machine Harper was finally successful. Dr. Theobold was reanimated but was not violent. Luckily for Harper, Theobold had amnesia as well and did not remember the events leading up to his death. Upon inquiry, it was discovered that Dr. Theobold could continue to hear and see beyond the realm of current human senses. (But without the Tillinghast machine being activated the creatures from beyond could no longer see Dr. Theobold).

As the scenario proceeds Theobold will gradually become more and more confused and act erratically. The keeper can work the effects of these changes as he sees fit.

A splinter sect of the Dunwich witch cult, Believers, has learned of the student's experiences from the words of the Horned Man, an avatar of Nyarlathotep. The sect's leader, Anthony Gudman, has been taught an extremely powerful ritual for calling of the Messenger, Nyarlathophis, and the subsequent awakening of the Outer God's servitors. This rite has never been successfully performed since it needs the sacrifice of a man reborn (reanimated).

The story continues as the cult members and investigators hunt for Dr. Theobold and Simon Harper.

PART ONE

Getting the Investigators Involved

Play begins in a fraternity house on the Miskatonic University campus. The investigators (all students) are kicking back enjoying the end of spring semester finals and the warm Massachusetts evening air blowing through the open windows. The keeper should allow a couple of minutes for the players to introduce and get comfortable with their characters.

Suddenly, the students hear some shouting outside of the frat house. Looking out the window they see a figure stumbling on the sidewalk in front of the house. Upon investigating the students realize the shouts came from Dr. Diane Mathers of the English Department. They know her and she is well liked by many students of the university.

Upon being asked what happened, Dr. Mathers explains to the students that she was chasing after Dr. Brian Theobold and another person (Simon Harper) she did not recognize. When she approached the two men they turned and ran away. She has



not seen Brian in a week and is very concerned. She will ask the students to look for Dr. Theobold for her.

If the students decline to assist her she will begin to cry and offer money for their assistance. Odds are they will accept the offer to assist her since she is so well liked by the student population.

If the students try to pursue Dr. Theobold a successful **Tracking Roll** will lead the students toward the Medical School Building. They will see two men load a box into the back of a dark colored SUV and drive away into the night. Unbeknownst to the investigators Harper and Theobold came back on campus to retrieve some of Harper's materials and go to the library.

With a successful **Idea Roll** a student will remember that Dr. Mathers and Dr. Theobold have been seen together quite a bit and are rumored to be seeing each other.

When Dr. Diane Mathers is asked for further information she will volunteer the following information as appropriate.

- She has a key to Dr. Theobold's apartment just off campus.
- She has gone to his apartment and has not been able to discover anything.
- She will go with the students to the apartment if they want to investigate there, but only if they ask her to.
- Dr. Theobold was looking into some odd occurrences at the Medical School but Mathers does not know any specifics.

Throughout the game Dr. Mathers will call one of the students for updates if she is not

physically present. The Keeper may make the timing of the call on the cellular phone particularly bad if desired.

Miskatonic University Medical School

If the students wish to investigate the medical school they might be able to ask the Dean or Department Chair some questions. The Dean/Dept Chair will be able to tell the investigators that Dr. Theobold was looking into some missing equipment and teaching aids (cadavers).

With a successful **Persuade or Fast Talk** roll the students will be able to get the department chair to open up Dr. Theobold's office.

It is highly unlikely that the Dean/Dept Chair will allow the students to scour Dr. Theobold's office alone and would most likely accompany them or have his assistant be with them. Another successful **Persuade or Fast Talk** roll will keep the Dean or Assistant out in the hallway. If it fails all suspect activities such as attempting to log into the computer will need to be accomplished by a successful **Sneak** roll.

Inside Dr. Brian Theobold's Office

Brian Theobold's office looks like most professors' offices. Walking into the office there is an unlocked file cabinet on the right wall in the far corner. Inside the file cabinet the students find old papers and graded tests from prior classes. A successful **Spot Hidden** roll will reveal a folder in the back of the file cabinet titled "Missing Objects." Inside is a list of missing objects such as, test tubes, a small centrifuge, graduated pitchers, two cadavers, and quite a few gallons of sulfuric acid. Next to each item is a suspected date of the theft. The earliest date is February 3, 2005 to May 12, 2005

(a missing cadaver). In the folder there is also documentation of communication between Dr. Theobold and the Chief of Security, Dan Balchek (see Handout 1). The communication is a series of e-mails between Brian Theobold and Dan Balchek stating that Brian will talk to both Simon Harper and Ryan McDonald regarding the missing supplies.

On the left wall are built-in bookshelves. A review of the books on the shelves reveals little that is out of the ordinary. They are common textbooks regarding anatomy and various surgical procedures.

The desk faces the door and a window looking out into the commons is behind it. A computer and monitor sit on the desk. The desk drawers are unlocked. The investigators will find a picture of Dr. Diane Mathers in an evening gown in the back of the desk drawer. Review of the desk reveals little else.

The computer on the desk is currently switched on with monitor turned off. If the investigators notice this and turn on the monitor they will see a logon screen. The username TheobolB is already available but there is no password. A successful **Computer Use** roll and subsequent **Luck** roll will enable the investigator access to the doctor's private drive on the network and e-mail account. Reviewing the e-mails will reveal a love letter from Diane Mathers. The investigators will also find the e-mail correspondence (Handout 1) to Chief Dan Balchek.

A successful **Luck** roll will discover a memo from Simon Harper to Dr. Theobold (Handout 2). The memo suggests that neural activity during death is of interest of Simon Harper. The rest of the e-mails are school related.

Dr. Brian Theobold's Apartment

Dr. Brian Theobold's apartment is located in a well-to-do portion of Arkham. Upon entry to the apartment investigators will note that it is well kept up and that it appears the housekeeper has been in to clean recently.

Brian Theobold's living area contains a large flat screen television, a leather-covered plush couch, and nice component stereo system. The investigators can see that the room has been wired for surround sound. There is an end table next to the couch. A

Successful **Luck** or **Spot Hidden** roll will find a set of keys on the table. If they ask Diane Mathers about the keys she will NOT recognize them as keys to a houseboat Dr. Theobold has on the Miskatonic River. (If the game is running long at the Keeper's discretion Diane Mathers may know the origin of the keys or the investigators may deduce this from a picture of a houseboat on a river. A clue to the houseboat will be in Simon Harper's house as well. However, the location of the houseboat should remain secret until the appropriate time.)

In the kitchen there is little to find. The food in the refrigerator consists of a bottle of expensive wine, bread, butter, milk, and a few containers of lunchmeat. There are no dishes left on the stove, in the sink, or in the dishwasher. It is quite apparent that either no one has used the kitchen recently or the cleaning lady did a good job.

In the hallway leading down to the office there are a number of pictures hung on the wall. They include pictures of:

- Brian Theobold standing on a dock wearing a bright shirt and holding a large fish with pride for the photographer.



- Dr. Theobold and a friend sitting on the back of what appears to be a boathouse.
- Snow capped mountains behind a beautiful blue lake.
- A graduation photo with friends.

In Brian Theobold's home office there is a desk and computer. The walls are covered with books and medical journals. There is a portfolio on the desk. Inside the portfolio the investigators will find a writing pad with notes. At the top of the page are addresses for Simon Harper, Ryan McDonald and John Graves. The investigators could find another note at the bottom of the page dated June 6, 2005 stating, "Interviewed Ryan McDonald this morning. He knew little of the missing items and it was quite clear that he is not involved with the missing medical objects."

Searching the rest of apartment reveals little else except a picture frame with Brian Theobold and another woman may be useful. If questioned about the picture Diane will become angry and begin to cry.

Interviewing Ryan McDonald

The students should have no difficulty finding Ryan, a first year medical student. He can be found using the student directory, on the Internet, or by asking around on campus or at the university administration office.

Ryan McDonald is a popular student at Miskatonic. He is attractive and well spoken. However, he is not necessarily a star student. He gets average grades and will make a good primary-care physician some day but his skills do not lie in the realm of research and discovery.

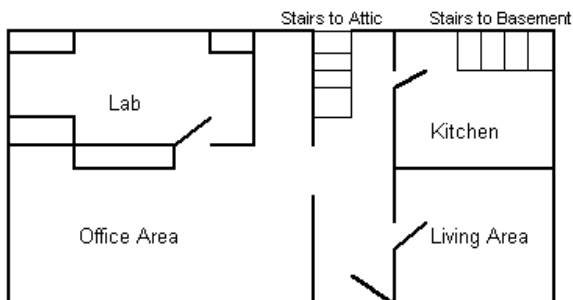
Upon interviewing Ryan the investigators will learn the following:

- The two times Ryan was caught on the surveillance cameras he was pulling an all-nighter for an exam. He discovered that he left part of his notes in his office at the school and had returned to retrieve them.
- He knows Simon Harper. He says Simon is "a little creepy but extremely smart."
- Ryan is amazed that Simon has such a good-looking girl friend, Lena Rifkin, for such an introvert. Ryan had met Lena and Simon at a party a few weeks ago.
- He is surprised that Dr. Theobold is missing; he did not show up to give the final.

Simon Harper's House

Simon Harper's house is located on Pickman St. in a lower middle class neighborhood in Arkham, just off M.U. campus. When the investigators arrive at the house, surprisingly, the front door is open. Lena Rifkin has left it open after searching for Simon and Theobold. Other sect members periodically drive by the house and enter it at night to search for Theobold. With a successful **Listen** roll the investigators will hear the noises of people leaving out the back of the house as they enter the house. If the investigators decide to pursue the noise with a successful **Track** roll they will see two cultists jump into an old green car and drive away. They will also notice a bumper sticker that simply says "Enchanted Forest".

The house is a two-story. The first floor contains the living areas, kitchen, and dining room. The second floor is an unfinished attic and holds Tillinghast's machine. The basement has a finished room and a storage area with a few barrels.



The First Floor Office/Laboratory

To the left upon entering the front door the investigators can see an office area with multiple bookshelves. While searching and a successful **Library Use** roll the investigator will find a hidden bound journal previously owned by Herbert West. The journal takes 1D4 hours to read and outlines Herbert West's early experiments with animals. The journal contains extensive notes on the physiology and behavior of many types of animals, with most of the detail involving mammals. With a **Biology or Medicine** roll the reader will deduce that Herbert was using this information in his experiments; trying to reanimate these animals (a section of the diary is provided in the handouts).

Within the office the students will see a computer desk. It sits outside an unfinished room wall. The drywall is exposed and unfinished. The finishing tape is showing and the putty is not sanded down. There is an exterior window placed in the wall without any molding. The window does not look outside but rather into the other interior room. It looks like someone quickly threw up this room within a room with no concern for appearances.

There are two switches next to the door going into the interior lab room. One switch turns on the outlet for the computer and the second switch turns on Tillinghast's machine. Both switches are off when the investigators enter the house.

The switch to the left powers the computer and the switch to the right will power the machine. The switches are neither labeled as to what they do, nor are they labeled as to an on/off position; they are installed as normal switches with down being off and up being on.

Upon powering the computer the student see a picture of Lena set as wallpaper. She is seductively posed on a couch with her blouse partially unbuttoned and wearing silk bikini underwear (see Lena Rifkin section for further description). Investigators will recognize the couch as the piece of furniture in the living room.

The computer is not password protected. With a successful **Computer Use** roll they will find two hidden journal entries (Handout 3). The first will describes success with reanimating Brian Theobald. The second will describe an encounter with Anthony Guzman. With a successful **Idea** roll an investigator will remember seeing a picture of the houseboat. With a successful **Natural History or History** roll the investigator will recognize that the boathouse is docked at a pier at Martin's Beach.

Upon searching the living area on the first floor a book of matches from the Fleetwood Diner will be found. The words "Come by and see me! Luv, Lena" are written on the cover. Little else of interest is found.

The Laboratory (Interior Room)

The lights within the laboratory are off. The switch to turn off the lights is actually located on the other side of the makeshift wall near the window.

Looking through the window from the exterior room an investigator can see a table covered by a sheet. Suspended from

the ceiling are what appear to be giant steel rods. Touching the rods will cause an electrical shock throwing the investigator across the room (1D4 damage).

Behind the table a steel shelf can be seen containing various graduated pitchers, bottles and test tubes.

Entering through the door, the investigator can see that the window on the left and back exterior walls have been painted black. There are no window treatments. In the far left corner there is a small refrigerator. If the student opens the refrigerator they will find a number of pitchers containing foul smelling substances and a few syringes full of the reanimating serum. If an investigator is foolish enough to drink or inject the substance the serum take effect within one minute (**POT 16**). The serum will also have a hallucinogenic effect costing the player **1D6/1D10** sanity points.

If the machine is switched on no one is affected if they are not in the laboratory room and the door is closed. However, anyone in the attic or in the back part of the basement will begin to feel the effects. If the door is open, to the interior room, then anyone on the first floor will be subject to the effects of the machine. Once activated a series of events will occur to the investigators exposed to the machine's effects. Keepers should describe the effects as vividly as possible. The time period for the first two effects is one round with subsequent rounds lasting 3 plus rounds as needed.

1. First they will begin to hear a whining and sound of water in the background. (last one round)
2. The investigators will begin to see in the ultraviolet range. They see

colors they have never seen. They notice things moving in the shadows. (**Sanity 0/2**). If the investigators try to turn off the machine it will take a **Luck minus 10%** roll.

3. The room disappears around the investigators and they will fancy themselves in "some vast incredible temple of long-dead gods; some vague edifice of innumerable black stone columns reaching up from a floor of damp slabs to a cloudy height beyond vision." (**Sanity 1D3/1D6**). The rods will appear to be suspended in space. If the investigators try to turn off the machine using the switch it will take a **Luck minus 20%** roll to find the switch. However, if the investigators shoot any part of the machine the effects will end.
4. The investigators experience some black vast void of nothingness (**Sanity 1D6/1D8**). If the investigators try to turn off the machine it will take a **Luck minus 20%** roll.
5. Suddenly the investigators will feel a wind and numerous indescribable things swim in the air (**Sanity 1D6/1D10**). If the investigators try to turn off the machine it will take a **Luck minus 20%** roll.

If the investigators begin to move toward the creatures the monsters will attack until the machine is turned off. They do **1D4 Damage** per round until the investigator makes a successful **Dodge** roll. Conventional weapons will not kill the creatures. The bullets or knives will fly straight through them.

If the investigators are not successful at turning off the machine after 5 rounds a Hound of Tindalos will appear. The Hound will attack the investigators until it loses one-half of its hit points. At that time, the Hound will retreat feeling that it is out-numbered.

The level of effect experienced by the investigator will determine the amount of sanity loss caused by Tillinghast's machine. The levels do not compound on top of each other.

A curious Dr. Mathers may (accidentally) activate the machine if the player's characters seem uninterested in the switches.

The Basement

Walking down the steps from the kitchen to the basement the investigator will see a single bed in a finished paneled room. There is door leading to larger unfinished room. Within the unfurnished room there are two barrels. If an investigator is able to pry off the lid off one of the barrels they will find the remains of dead animals and a couple dead humans with much of the tissue burnt off the bones (**Sanity 1/1D4+1.**) The other barrel contains sulfuric acid. A successful **Dex X 5** roll will allow the investigator to open the barrel without incident. However, failure will cause some acid to splash onto the investigator's arm or leg for **1D6** damage. A catastrophic failure will cause the investigator to spill the barrel causing it to splash on everyone in the room causing **1D4** damage to standby investigators and **1D6** damage to the investigator spilling the fluid.

The Attic

The attic is unfinished and essentially empty. There are some metal sheeting,

screws and other materials laying off to the left upon entering the attic. To the right the investigators can see the Tillinghast machine.

The machine is open with circuit boards and wires clearly visible. The students can see wires providing the power running off to the far right wall and leading through the floor. There is an obvious switch on the machine facing the stairwell. The investigators will be able to turn the machine on using this switch as well. This switch is on a separate circuit from the switch downstairs. If the switch is turned the same effects occur as listed above in the First Floor section.

Exiting the House

If the investigators did not pursue the cultists upon entering the house, upon exiting the house with a successful **Spot Hidden** or an **Idea** roll an investigator will notice that there is an old green car with two figures sitting in that was there when they entered. If they approach the car the sect members in the car may attack them or drive away. At the Keeper's discretion he/she may ask for another **Spot Hidden** roll. If this is the case they will notice a bumper sticker that simply says "Enchanted Forest." If the investigators are to search for "Enchanted Forest" on the internet it will yield too many results to be useful.

Lena Rifkin

Lena Rifkin is a beautiful woman in her mid-twenties. She has dark hair and eyes and olive skin. Lena grew up in Dunwich as member of the Elam and Nancy Hutchins family line. From Elam she has inherited the ability to make nearby wood creak. She uses this ability to annoy and/or confuse people as needed.



Lena is member of the splinter sect of Believers. She feels the power available from their rituals and does not see why the sect should be confined to Dunwich or subject to other bureaucratic rules. She has been sent to meet with Simon Harper to find the “reborn man,” Theobold, foretold by the whisperings of the Horned Man. These things have been shown directly to Anthony Gudman, the leader. Anthony pulled her aside to tell her that great things would occur if she succeeded and she would have a place in history by his side.

After Simon and Theobold left to hide at the boathouse Lena is as eager to find them as the investigators.

If the investigators use the internet to search for Lena Rifkin and have a successful **Luck** roll they will see she has addresses in both Arkham and Dunwich. A successful **Library Use or Computer Use** roll will find a link to an article written by Lena Rifkin regarding the use of candles in magic, which is hosted on the Dunwich Enchanted Forest Apothecary website. There they will also find some small amount of information regarding the splinter sect of Believers and Anthony Gudman.

Fleetwood Diner

The Fleetwood Diner (715 Dyer St) has been around since the 1920’s. Lena Rifkin is a waitress there. The clientele are from the local neighborhood and treat each other with respect. If the investigators wish to interview Lena at the Fleetwood they will need to be seated and order a meal. Acting as their waitress, the students will be able to ask Lena short (but brief) questions about Simon Harper and Dr. Brian Theobold. Lena will not admit to knowing Dr. Theobold but will express her concerns for the welfare of Simon. If

they push too hard she will stick to business, since the Diner is busy now, as it is most of the time. If they continue to be persistent or mention the seductive pictures found at Simon’s house Lena will ask the cook, Nobbs, to escort them out. If a fight occurs additional employees will jump in to assist Nobbs; odds are that the employees of the Fleetwood will leave the investigators bruised and bloody in the alleyway.

Nobbs: Hit points- 14

Damage Bonus +1D4

Fist/Punch 60% 1D3+db

Butcher Knife 50% 1D4+db

3 Other Fleetwood Employees:

Hit points- 12

Damage Bonus +1D4

Fist/Punch 50% 1D3+db

Dr. Theobold’s Boathouse

Ideally, the events at this location should be the last to take place in Arkham. Dr. Theobold stores his boat at his boathouse at the pier at Martin’s Beach. It is about a one-hour drive from downtown Arkham.

When the investigators arrive at the boathouse they will see that it is a simple wooden structure, with shingled roof, large enough to house a large boat and narrow walkways to either side. There are large barn style doors on each side of the structure, to allow the boat either into the water or to be pulled out with a trailer. Inside, they find Simon Harper beaten, bleeding and lying on the wooden floor. He will be fearful of the investigators at first but also enraged, although weakly in his battered state, at the fact that the cultists kidnapped Brian Theobold and that Lena Rifkin betrayed him. When pressed he will tell the investigators the following:

- Lena and Anthony kidnapped Brian Theobold.
- The cultists had three other men with them that beat Simon until subdued.
- They are taking Theobold to Dunwich.
- Simon does not want the police notified of the events.

PART TWO

Traveling to Dunwich

Riding west on Aylesbury Pike and as the investigators arrive close to Dunwich the hills become a little taller and rounded leaving the observer nervous. A number of the hills have stone-crowned tops and the hills keep much of the valley from sunlight during the morning and late afternoon. The vegetation has taken on an odd appearance.

In the past 20 years Dunwich has gotten the reputation as a haven for artists and new age enthusiasts. A number of wealthy developers have helped renovate the old buildings downtown into a series of shops and artist lofts including the Dunwich Enchanted Forest Apothecary. The investigators will notice the number of busy shops on the Main St. even though an odd feeling that all is not right will persist. If the investigators gradually look around they will notice that not everyone is completely friendly. A number of local citizens glare at them from the corner of their eyes. If the investigators question people on the streets or in shops they will find some resistance. With a successful **Persuade or Fast Talk** roll a resident of Dunwich will suggest they talk to Marie Bishop. Her home is just a block out of town.

Modern Dunwich

Dunwich has always held its secrets

close and shunned outsiders. The horrors of 1928 and the Whateley's involvement were whispered about behind closed doors. The town had been very secretive about the Believers cult and the Horned Man as well. This closed nature continued as the town rotted until the 1970's.

However, in the early 1970's a number of artists moved to Dunwich trying to escape the pressures of New England city life. Gradually the small town became a haven for artists and craftsmen. The downtown area started to get restored so that the newly created artistic goods could be sold to visitors from other towns. Eventually interest in "new age" philosophies and an openness to alternative beliefs followed; Dunwich began to open up to outsiders. Not missing an opportunity, a number of business people invested money to further develop the downtown area. The younger Dunwich natives were much more open to outside visitors and new opportunities than the old. The Believers, while being a secret cult, were no longer in complete hiding. A number of Wicca covens also developed in the surrounding areas.

The Witch Cult of Dunwich, Believers

The Believers are a cult with roots in western European cultures and traditions. This system of beliefs is primarily based in fertility rights but highly individualized by each Believer; any observer well versed in occult matters would recognize references to Druidic beliefs and Native American Indian lore.

The Believers gather periodically throughout the year on the rounded hill tops of Dunwich. They dance within the hilltop monoliths in the glow of their fires. (For further information refer to *H.P.*)



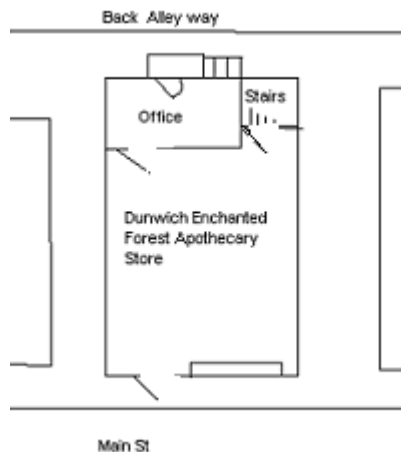
Lovecraft's Dunwich or The Keeper's Companion).

Marie Bishop

Marie Bishop's age is now well beyond 100 years; just like her mother. She is no longer a formal leader of the Believers but serves as consultant and faithful guardian. She is very dedicated to the progress of the witch cult and is trying to keep the Dunwich Believer community safe and whole. With a successful **Persuade** roll Ms. Bishop informs investigators of the separate sect in the Believers. She also mentions that the Dunwich Enchanted Forest Apothecary is a place to start to look for answers; for they are Believers, but of a different sort. She also mentions that many tourists are drawn to the Enchanted Forest.

Dunwich Enchanted Forest Apothecary
Found on Main St., the Apothecary's hours are 11:00 a.m. to 7 p.m. daily. From the exterior nothing seems out of place, at the store.

Approaching the front of the Apothecary and with a successful **Spot Hidden** roll an investigator will notice the old green car parked in the alley way. If they encountered the cultists at Simon Harper's house they will recognize it as the same car. The only difference is the passenger side window has been broken and the space covered with plastic and duct tape.



Anthony Gudman owns the Dunwich Enchanted Forest Apothecary. His employees are members of his Believers sect and include Lena Rifkin. The wares of the store include numerous books on the occult, witchcraft, and astrology. There is also a good array of candles and herbs.

If employees are questioned they will be willing to discuss the Believers Witch Cult and the greatness of Anthony Gudman. With a successful **Persuade or Fast Talk** roll the employee will also openly discuss the Horned Man and his dance with them. For each cult member the "dance" is different; it may be erotic; the Horned Man reveals things to the Believers and provides visions of the other side.

The basement stairs of the Apothecary are hidden behind a curtain. Theobold is being held, bound and gagged, in a cell in the basement of the store until the time is right. An armed sect member is guarding him. The investigators may be able to sneak into the basement if they succeed a roll of **1/2 their sneak skill level**.

Interviewing Anthony Gudman

Gudman has an office in the back of the apothecary. He is more than willing to be interviewed, but he will be suspicious of overtly direct questions. Nonetheless, he will maintain his calm demeanor. Upon the start of the interview Anthony Gudman

will ask if the investigators would like tea. If any accept he will call on his intercom for his “special” tea. The tea contains a hallucinogen that takes effect within 30 minutes. For the rest of the game the investigators will have skills cut in half. In addition to impaired skills the investigators will periodically have terrible visions (**Sanity 0/1**). Handout 5 contains various visions that may be seen by the investigators during the rest of the scenario.

When questioned, Anthony Gudman will be happy to talk about himself and provide some base information regarding the Believers sect but little else. Further information regarding Anthony Gudman can be found in the NPC section.

Watching the Apothecary

The investigators may wish to watch the Apothecary from outside. They may do this with little or no interference.

Approximately 6:00 p.m. they will see Lena Rifkin enter the store. If questioned she will be evasive and call to other employees, including Anthony Gudman, to help.

After 7:00 p.m. the store’s Open sign is turned to read “Closed”. On the horizon the investigators will be able to see a storm entering the region and shortly rain will begin to fall.

If the investigators are watching from Main St. and looking down the alleyway next to the store or parked behind the store they will see people walking toward the back of the building and entering through a rear entrance.

Entering the Apothecary during the Ceremony

At the beginning of the ceremony Anthony Gudman cast a spell, which is bringing a storm to Dunwich. He is planning to use the storm to protect the ceremony. When exposed to the storm, there is a **25%** chance that an investigator could be hit by lightning, every few minutes.

Once the ceremony begins the investigators shall see multi-colored lights flashing through the glass block windows of the basement. The investigators may decide to enter the building. They will find the front door locked. They may try to break the glass door (**STR**) but will need to be careful not to be caught. Even though it is raining hard the investigators can be seen by anybody on the street or by the customers in the diner across the road.

If the students do break-in through the front door they will all need to make a successful **Sneak** roll or be seen. Being seen will not fair well, for the investigators, as all the police are members of the Believers. The investigators will be thrown in jail and Nyarlathophis, Avatar of Nyarlathotep (**Sanity 0/1** in human form), will be summoned. The Nyarlathophis can easily call additional monsters (see NPC section) and turn stone to dust. Consequently he will destroy most of downtown including people held in the small Dunwich holding cell.

The investigators will have an easier time avoiding being caught if they enter the store through the backdoor. There are a few steps and a small landing outside the backdoor to the Apothecary and they will find the door is unlocked and unguarded.

Upon entering the store the investigators will hear chanting emitting from the basement.



Resolution

It is essentially impossible to save Dr. Brian Theobold. He is doomed from the start. The investigators can stop the ceremony from taking place by either killing Dr. Brian Theobold or stopping Anthony Gudman earlier in the adventure. As mentioned prior, Theobold is going insane as the game progresses; he will need to be locked away if he survives the ordeal.

Slowly creeping down the basement steps the chanting will be growing in volume. The basement is extremely hot and crowded and everyone is facing away from the stairs making entrance very easy. There is the smell of sweat and incense in the air. The basement's high humidity makes it difficult for the investigators to breathe.

On a short platform, the investigators can see Gudman in a black business suit with black shirt and tie raising an ornate silver dagger above his head. Due to the number of cultists in front, the investigators can not see that Brian is strapped to a table. Gudman then suddenly thrusts the dagger downward and a scream can be heard as a stream of blood pulsates toward the ceiling. Silence falls across the basement as the lights dim. The blood does fall back to ground but rather floats in the air. Gradually the blood forms a figure standing on the platform with Gudman. (**Sanity 1/1D6**). It is Nyarlatophis, Avatar of Nyarlathotep (**Sanity 0/1** in human form).

Nyarlatophis reaches down to remove the dagger from the dead body. The crowd watches anxiously. Suddenly, Nyarlatophis slices the neck of Anthony Gudman and blood pours forth. Nyarlatophis raises his arms and the basement floors and walls begin to shake.

In a panic the cultists run to escape up the steps through basement doors. With a successful **Dodge or Jump** roll the investigators are able to avoid being trampled by the crowd.

If the investigators decide to stay in the basement, the floor will continue to shake. Nyarlatophis will remain in his human form for the duration of the battle but will call upon other mythos creatures for assistance.

If the players decide to run and attempt escape with the cultists, it will require a successful **Luck** roll. Once at the top of the stairs the investigators and cultists may try to flee through the unlocked back door. The first to breach the threshold to the outside will come face-to-face with a Hunting Horror called by Nyarlatophis.

The investigators may proceed to try to escape as Nyarlatophis continues to destroy the town. Buildings and roads with crumble as he reaches street-level from the apothecary's basement. A number of mythos creatures run the streets. Panic overcomes the citizens.

The End.

Handout 1:

-----Original Message-----

From: Brian Theobold
Sent: May 24, 2005 10:29 AM
To: Dan Balchek
Subject: Re: Stolen Goods

Dan,

Thank you for looking into this matter further. I would like to personally take the opportunity to approach these students, Simon Harper, John Graves and Ryan McDonald, separately. Since it is unclear as to who may be the thief and we are not completely sure that the materials were actually stolen. Please treat this has confidentially as possible.

I will let you know what I find out.

Regards,
Brian

-----Original Message-----

From: Dan Balchek
Sent: May 23, 2005 4:38 PM
To: Brian Theobold
Subject: Stolen Goods

Unfortunately, we have little go on. Due to some privacy issues and given the age of the medical school building we have few surveillance cameras throughout the building. There are mostly posted at the entry doorways to the building. The exterior cameras are located in the parking lot in the front and back of the building. Large objects could conceivably be transported through windows. However, a review of the late night activity at the medical school suggests that either Simon Harper or Ryan McDonald could be our thief. Both of these individuals were building very late at night when building was almost completely vacant except housekeeping staff. I will look into interviewing them the next time they arrive at the building.

We may also want to approach John Graves, a 3rd year undergraduate student. During the review of list of possible suspects. It appears that John has had some runs into with law in New York including

Chief Balchek



Handout 2:

-----Original Message-----

From: Simon Harper

Sent: May 13, 2005 10:29 AM

To: Brian Theobold

Subject: Side Experiment

Dr Theobold,

I must apologize for my comments today during class but my enthusiasm regarding neural activity shortly after death has been of significant interest of late. I hope that in the future I will be able to demonstrate some recent developments I have been having during some experiments at my lab.

Sincerely,
Simon Harper

Handout 3:

Journal Entry June 8:

It finally worked! Tillinghast's machine made the difference. Brian Theobold is resting comfortably. He appears to have amnesia but it quite lucid. He speaks clearly and seems to be cognizant of things around and more. Sometimes he appears to be seeing things I do not see. This is most like the result of his more primary senses being activated.

As I mentioned before luckily he appears to have amnesia. He does not remember the reason he came to my house nor does he remember the incident that caused him to be such as "fresh" subject. I must keep a close eye on him. I am tempted to try to shackle him as though he were Frankenstein's monster.

Journal Entry Later June 8:

I must be imagining things. I keep seeing things outside the house. There is movement in the bushes. I hear strange noises at night. That freak Gudman visited me yesterday and I was barely able to keep Theobold out of sight and quiet. Luckily, I was able to keep Gudman on the front lawn. I think tomorrow I will move out for a while. I know that Theobold as a location where we can hide until things calm down.

Handout 4: An excerpt from the Journal of Herbert West, dated January 18, 1907:

One of the most interesting subjects we tried was the gulo gulo. Typically these things are nothing you would want to tangle with, especially in the wild. I was able to come by it freely though, as it had been wounded and reached me barely alive. Being of the family Guloninae but not being typical in these parts this time of year I was excited to get started. I proceeded at once with a high dose of a certain barbiturate, which sapped the creature of its remaining life. It took more than I suspected, even in its weakened state; all told roughly one gram of the substance was used.

I then took measurements of weight and height, I have transcribed these here from the notes I made during the session: Weight: 32 pounds; Height at shoulder: 16 inches; Length, head-to-tail: 39 inches. I also noted that this must not have been a full grown animal, no; slightly smaller than my reference indicated a full grown adult should be. I noted that the specimen was a male of the species. Next I examined the exterior of the animal, noting the damage to its left hind leg with the red blood caked into its brown fur and then took the typical paw prints and jaw moulds. I noted that this particular specimen would not be ideal for the second part of the experiment, due to the danger its claws and teeth possessed. I noted only 36 teeth, with two broken from the right side. This particular animal must have, at some point, literally bitten off more than it could chew; I'll note now as well that this in and of itself is odd considering the jaw pressure alone is enough to crush bones several times more thick than any found in a man.

Following this I extracted various bodily fluids including blood, urine and bile, through standard methods, using a larger gauge needle than I would have liked in order to minimize damage to the specimen. I also swabbed the saliva of the animal. I also took samples of stool, although I doubted use for the foul substance.

I turned my attention to the skull next. I noted the tough jaw muscle and the thickness which the fur and skin possessed; typically this is attributed to the difficult winter conditions the gulo gulo must endure.

I will not duplicate what is surely known already, but I followed fairly routine dissection practices in expose the animal's brain. I noted the estimated weight, with and without the hindbrain attached. Of special note in this animal, were the differences in the medulla oblongata and the hypothalamus, both considerably different than in the previous specimens. I also noted that since the head and jaw of animal were definitely of juvenile proportions, I expected the brain too would be a bit on the small side.

The cone shaped medulla oblongata was the first I closely examined, using a scalpel and tweezers, then the more delicate instrumentation. When injected with iteration 12, I got the standard reaction. I noted this and proceeded with the rest of the experiment. All of the results were identical, until the last and newest elixir was tried. Immediately, slight but fleeting function returned throughout the autonomic nerves in the specimen's left hind leg, in the spot where it was wounded, and although it was only a single twitch, it held great promise. I had done it!



TOYING WITH HUMANS

Handout 5:

As you look at your fellow students you notice something odd about their manner. It becomes clear that during your interview with Gudman your friends have been hypnotized. They are all now servants of the cult.

As you look at the shadows created by the setting sun but they appear to be getting shorter instead of longer. Has the earth changed its rotation? Will the sun set in the west?

Your jaw feels like it is barely attached to your skull. Something is wrong; it feels loose. You seem to be breathing through your mouth and your tongue is like wet rubber. Did a fly just enter your open mouth? You feel something crawling on the inside. You spit and you see a few white objects hit the floor in front of you. Suddenly you feel other things in your mouth and no matter what you do you can not shake the sensation.

As conversations continue a few stanzas from a nursery rhyme, *There Was An Old Woman*, continues to play through your head. It plays over and over again.

There was an old woman who swallowed a fly,
I don't know why she swallowed a fly,
Perhaps she'll die...

There was an old woman who swallowed a cow,
I don't know how she swallowed a cow!
She swallowed the cow to catch the goat,
She swallowed the goat to catch the dog,
She swallowed the dog to catch the cat,
She swallowed the cat to catch the bird,
She swallowed the bird to catch the spider,
That wriggled and jiggled and tickled inside her,
She swallowed the spider to catch the fly,
I don't know why she swallowed the fly,
Perhaps she'll die.

There was an old woman who swallowed a horse,
She's dead—of course!

You hear the tick-tock of the clock on the wall but when you look for it you can not see it. The noise becomes louder and begins to float about the room. It finally settles under the floor boards. Suddenly Poe's "Tell Tale Heart" comes to mind and the tick-tock becomes the sound of a beating heart. You see blood rise between the cracks in the floor.

Suddenly you can not hear anything. You speak and no sound comes out. No one seems to notice. Can your friends not see you or hear you?

Player Characters:

Garthe Smithe

Occupation: Music Student at Miskatonic University

Birthplace: Bolton, MA

Sex: M **Age:** 21

STR: 9	DEX: 9	INT: 11	Idea: 55
CON: 10	APP: 6	POW: 11	Luck: 55
SIZ: 16	SAN: 55	EDU: 15	Know: 75
99-Cthulhu Mythos: 99		Damage Bonus:+1D4	
Magic Points: 11		Hit Points: 13	
Art: Music 70% Art: Ventriloquism 35% Bargain 55% Computer Use 36% Dodge 18% Electronics 46% Fast Talk 50% Jump 35% Listen 40% Own Language 75% Persuade 60% Psychology 55% Sneak 25% Spot Hidden 30%			

Garthe is a very tall, lanky and unattractive student. He is an accomplished cello player and talented with many other stringed instruments. Garthe is good around other people and can easily engage them in conversation. Garthe has been good friends with Nat Hamad since they were both freshmen at Miskatonic University.

John Graves

Occupation: Student (Undeclared Major) at Miskatonic University

Birthplace: Croton Point, NY

Sex: M **Age:** 20

STR: 14	DEX: 12	INT: 12	Idea: 60
CON: 10	APP: 11	POW: 6	Luck: 30
SIZ: 16	SAN: 30	EDU: 14	Know: 70
99-Cthulhu Mythos: 99		Damage Bonus:+1D4	
Magic Points: 6		Hit Points: 13	
Bargain 50% Climb 55% Computer Use 71% Dodge 24% Fast Talk 35% Locksmith 41% Natural History 40% Own Language 70% Sneak 45% Spot Hidden 65% Track 55% Handgun 40% .32 Automatic 50%			

John Graves is attending Miskatonic University not so much because John or his parents thought it was a good school. Rather he is a student at the Massachusetts school because John has been having some trouble in New York with the law. John enjoys two pastimes: goofing around on his computer and partying with his friends. The latter has caused his some problems. John tends to be impulsive and pursue ideas without thinking them through.



TOYING WITH HUMANS

Possessions:

Against school and fraternity regulations John has a .32 automatic hidden in his room (Current skill 50%, Attack Damage 1D8, Base Range 15 yds, Shots per Round 3, Shots in Gun 6, Hit points 8). John has 2 more rounds hidden in his room as well.

Phil Thompson

Occupation: Theology Student

Birthplace: Armenia

Sex: M **Age:** 18

STR: 12 DEX: 16 INT: 11 Idea: 55
CON: 14 APP: 11 POW: 6 Luck: 30
SIZ: 12 SAN: 30 EDU: 13 Know: 60

99-Cthulhu Mythos: 99 Damage Bonus: none

Magic Points: 6 Hit Points: 13

Art: Cookery 50% Art: Engraving 25% Climb 65% Computer Use 31% Credit Rating 30% Dodge 32% Electrical Repair 40% First Aid 50% Library Use 35% Mechanical Repair 45% Natural History 55% Other Language: Armenian 51% Own Language 60% Persuade 50%

Phil Thompson's parents were missionaries in Armenia when he was born. Before Phil started elementary school his parents returned to United States and settled in Providence, Rhode Island. There his father obtained the position of minister at a local Christian church. Phil is in his first year of school at Miskatonic University and hopes to follow in his father's foot steps majoring in Theology. Phil is good friends with Allison Carrington. Phil tends to non-violent in his approach to resolving conflict.

Nat Hamad

Occupation: Fine Arts Student at Miskatonic University

Birthplace: Athens, Greece

Sex: M **Age:** 21

STR: 15 DEX: 15 INT: 12 Idea: 60
CON: 6 APP: 15 POW: 13 Luck: 65
SIZ: 12 SAN: 65 EDU: 15 Know: 75

99-Cthulhu Mythos: 99 Damage Bonus:+1D4

Magic Points: 13 Hit Points: 9

Dancing 45% Singing 50% Bargain 35% Credit Rating 50% Disguise 66% Dodge 65% Fast Talk 45% Jump 35% Listen 50% Other Language 51% Own Language 75% Psychology 45% Grapple 30%

TOYING WITH HUMANS

Nathaniel (Nat) was born in Athens, Greece. His father, a successful business person, moved his family to Boston shortly after Nat was born. His father was a patron of the arts in Boston and took the family to see many musical and theater productions. As a result Nat became interested in the arts. Nat is very popular with the women on campus and can find female companionship easily. Nat has been good friends with Garthe Smithe since they were both freshmen at Miskatonic University.

Allison Carrington

Occupation: Criminal Justice Student

Birthplace: Marblehead, MA

Sex: F **Age:** 19

STR: 9	DEX: 12	INT: 13	Idea: 65
CON: 10	APP: 10	POW: 10	Luck: 50
SIZ: 11	SAN: 50	EDU: 13	Know: 65

99-Cthulhu Mythos: 99 Damage Bonus:+1D4

Magic Points: 10 Hit Points: 11

Bargain 55% Computer Use 36% Conceal 55% Dodge 34% Fast Talk 55% First Aid 45% Law 25% Own Language 65% Persuade 45% Psychology 55% Sneak 35% Spot Hidden 45% Handgun 60% Fist/Punch 55%

Possessions:

Secure in the Armory Allison has a .22 Short Automatic Pistol. (Current skill 60%, Attack Damage 1D6, Base Range 10 yds, Shots per Round 3, Shots in Gun 6, Hit points 6). Allison does not have any extra rounds as she used them up during range practice.

Allison Carrington is a freshman criminal justice student hoping to complete her degree and become a highway patrol officer some day. Allison grew up with 3 brothers and was a tomboy. Phil Thompson befriended Allison when she arrived at Miskatonic University. While not romantically involved they are good friends.

Rudolf Huggett

Occupation: Horticulture Student

Birthplace: Waterbury, New Hampshire

Sex: M **Age:** 22

STR: 12	DEX: 10	INT: 13	Idea: 65
CON: 12	APP: 11	POW: 13	Luck: 65
SIZ: 13	SAN: 65	EDU: 15	Know: 70

99-Cthulhu Mythos: 99 Damage Bonus:+1D4

Magic Points: 13 Hit Points: 13



TOYING WITH HUMANS

Biology 40% Chemistry 41% Dodge 20% Electrical Repair 55% Geology 41% Library Use 45% Locksmith 31% Mechanical Repair 60% Natural History 25% Operate Hvy Machine 71% Own Language 75% Physics 56% Bullwhip 35%

Possessions:

Rudolf has a bullwhip (attack damage 1D3) he received as a gift when he was young and a fan of the Indiana Jones movies. He does not carry it usually but has it in his room in the house.

Rudolf Huggett grew up on farm in New Hampshire and is majoring in horticulture. He is able to easily fix broken machinery. Rudolf looks forward to starting his own laboratory and company to supply the agricultural businesses with needed fertilizers.

Non-Player Characters:

Dr. Brian Theobald

Occupation: Professor, Medicine

Colleges, Degrees: M.D. Brown University

Birthplace: Raleigh, NC

Sex: M **Age:** 36

STR: 12	DEX: 9	INT: 12	Idea: 60
CON: 8	APP: 11	POW: 10	Luck: 50
SIZ: 11	SAN: 50	EDU: 20	Know: 100
99-Cthulhu Mythos: 99		Damage Bonus: none	
Magic Points: 10		Hit Points: 10	

Bargain 35% Biology 81% Chemistry 51% Credit Rating 40% Dodge 18% Library Use 55% Medicine 75% Latin 46% Own Language 100% Persuade 65% Physics 46% Psychology 35% Swim 80%

Entering his late 30's Brian Theobald, M.D. keeps himself in decent shape. While in college Brian swam for the University of North Carolina. After graduating he attended Brown University's medical school.

After being brought back to life Brian Theobald continues to see things that normal humans can not. The Tillinghast machine has activated ancient sensory organs in his brain. He has no memory of being killed or being brought back to life. However, his mind deteriorates through the game.

Dr. Diane Mathers

Occupation: Associate Professor, Anthropology

Colleges, Degrees: Ph.D. Rutgers University

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Birthplace: New Brunswick, NJ

Sex: F **Age:** 32

STR: 10	DEX: 8	INT: 13	Idea: 65
CON: 10	APP: 11	POW: 8	Luck: 40
SIZ: 10	SAN: 40	EDU: 18	Know: 90
99-Cthulhu Mythos: 99	Damage Bonus: none		
Magic Points: 8	Hit Points: 10		

Anthropology 50% Archaeology 55% Credit Rating 40% Dodge 16% Drive Auto 65%
First Aid 65% History 45% Library Use 65% Listen 45% Natural History 40% Other
Language: Greek 41% Other Language: Latin 26% Other Language: Sanskrit 36%
Own Language 90% Persuade 50% Psychology 35%

Dr. Mathers is well liked by her students at Miskatonic University. She is known for her dramatic lectures and her passion for anthropology. While she has not yet obtained tenure her publications and presentations at conferences have established her as a expert and insightful member in her field. She has been recently dating Dr. Brian Theobold of the medical school.

Simon Harper

Occupation: Medical student

Colleges, Degrees: Miskatonic University, MA

Birthplace: Kingsport, MA

Sex: m **Age:** 23

STR: 14	DEX: 7	INT: 15	Idea: 75
CON: 13	APP: 13	POW: 14	Luck: 70
SIZ: 11	SAN: 70	EDU: 17	Know: 85
99-Cthulhu Mythos: 75	Damage Bonus: +1D4		
Magic Points: 14	Hit Points: 12		

Chemistry 61% Credit Rating 15% Biology 61% Electronics 31% Cthulhu Mythos 25%
Library Use 65% Electrical Repair 35% Medicine 70% First Aid 40% Other Language:
Latin 51% Other Language: German 36% Pharmacy 81% Psychology 40%

Simon Harper is an average looking, intelligent and attends medical school. While not well liked by his peers, he is respected for his insight and knowledge. Simon has worked hard to get to medical school overcoming the sudden death of both his parents while he was a preteen. He was sent to live with this grandfather on a farm in Rhode Island where he learned to work the farm and make repairs to machinery.



Nobbs (Lena's cook friend from Fleetwood Diner):

Hit points- 14
Damage Bonus +1D4
Fist/Punch 60% 1D3+db
Butcher Knife 50% 1D4+db

3 Other Fleetwood Employees:

Hit points- 12
Damage Bonus +1D4
Fist/Punch 50% 1D3+db

Lena Rifkin

Occupation: Waitress/Cultist

Colleges, Degrees: none

Birthplace: Dunwich, MA

Sex: F **Age:** 20

STR:7	DEX: 12	INT: 14	Idea: 70
CON:12	APP: 13	POW: 11	Luck: 55
SIZ: 9	SAN: 55	EDU: 12	Know: 60

99-Cthulhu Mythos: 99

Damage Bonus: -1D4

Magic Points: 11

Hit Points: 11

Bargain 40% Conceal 35% Dodge 24% Fast Talk 55% Listen 50% Navigate 30%
Occult 40% Own Language 60% Persuade 60% Photography 40% Sneak 65% Spot
Hidden 70% Track 30%

Born and raised in Dunwich, Lena Rifkin is from the blood lines of Elam and Nancy Hutchins. From Elam she has inherited the ability to make near-by wood creak. She uses this ability to annoy and/or confuse people as needed.

Lena is attractive and strong willed. She is very comfortable around both sexes and can usually persuade other to do her bidding.

Anthony Gudman

Occupation: Lead Cultist of Believers Sect/Owner of Apothecary

Colleges, Degrees: none

Birthplace: Dunwich, MA

Sex: M **Age:** 29

STR:11 DEX: 12 INT: 14 Idea: 70
CON:12 APP: 14 POW: 12 Luck: 60
SIZ: 12 SAN:45 EDU: 12 Know: 60

99-Cthulhu Mythos:75 Damage Bonus: none

Magic Points: 12 Hit Points: 12

Accounting 35% Astronomy 36% Bargain 55% Credit Rating 60% Cthulhu Mythos 25% Dodge 24% Fast Talk 70% Locksmith 25% Occult 51% Own Language 60% Sneak 50% Spot Hidden 45% Handgun 40%

Anthony Gudman grew up in Dunwich as a member of the Believers Cult. After graduating high school Anthony opened the Enchanted Forest Apothecary. His good looks and salesmanship made the store a success with visitors from outside Dunwich. His success, rebellious style and extra cash drew young people of the area to him. Eventually the Apothecary became a place to hang out and Anthony began to share his ideas about magic and the Believers Cult. Gradually, he gathered followers and held rituals in the basement of his store.

Spells:

Call Horned Man (Dunwich pg 39) Freak Weather (Dunwich pg 39) Call Nyarlathotep and Open Gates

Nyarlatophis (Avatar of Nyarlathotep)*

STR: 20 DEX: 21 INT: 86 SIZ: 15
CON: 35 APP: 13 POW: 100 Magic Points: 100
Damage Bonus: +1D6 Hit Points: 25

Weapons: Any weapon 100%; damage per weapon statistic.

Armor: Nyarlatophis can regain **1D6** Hit Points per 1 magic points expensed.

Spells: Nyarlatophis knows ALL Mythos spells. He calls any monster using 1 Magic Point for every POW point attributed to the monster being summoned. He may summon a shantak, hunting horror or servitor of the Outer Gods at the cost of 1 Magic Point.

Attacks: Nyarlatophis can cause any non-living organism to disintegrate to dust at the cost of 1 Magic Point per cubic meter (40 cubic feet) destroyed. As a result he can crumble buildings and streets as needed to stop escapes or to bury his enemies.

*Statistics and description taken from Conyers, et. al. (2003)

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Hound of Tindalos

STR: 16

DEX: 10

INT: 17

SIZ: 16

CON: 30

POW: 24

Magic Points: 100 Hit Points: 23

Damage Bonus: +1D6

Move 6 /40 Fly

Weapons: Paw 90% , damage 1D6 +db; Tongue 90%, damage 1D3 POW drained per round.

Sanity Loss: 1D3/1D20

References:

H.P. Lovecraft's Dunwich: Return to the Forgotten Village. Chaosium, 2002

Harms, Daniel. *Encyclopedia Cthulhiana* 2nd ed. Chaosium, 1998.

The Keeper's Companion. Chaosium, 1999.

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Funk-a-thulhu

A Swingin' 1970's Scenario by
Matt Wiseman

For serial killers, prostitutes make ideal prey; there's generally no public outcry when they show up dead, and they tend to be drifters so no one misses them for quite some time. However, when prostitutes start dieing that have a direct connection to those in power... it lends itself to a rather sticky situation, taking investigators down a long and dark road in which they find themselves pawns in a bizarre game that even years from now, they'll never really understand.

"Funk-A-thulhu" is a free form scenario written by Matt Wiseman for the Shoggoth Origins Tournament in 2005. It demands an experienced Keeper and requires an excellent performance by said Keeper on the part of the non-player-characters. Any similarities between characters in this work and any persons living or dead are strictly coincidental. The same goes for the events of this scenario, they are fictitious, and should be treated as such.

About the author: Matt Wiseman is an information technology slave working at a secret underground facility in Eastern Ohio. In his spare time (riiight...) he learns foreign languages, German, Spanish, and Mandarin currently, and, with the aid of his loyal legion of editors and admins, runs the popular Cthulhu Mythos website, Shoggoth.net. Matt's turn-ons include theoretical quantum physics, Goth chicks, and non-Euclidean nookie. Visit his Website at <http://www.shoggoth.net/trollboy/>

A note about pre-generated characters: Player Character stats are not included in

this scenario. Just about any 1970's investigator types would work. No special skills are required, although to insure survivability through the final scene the characters should be light on Cthulhu Mythos % (ideally none), have decent skills with a shotgun and have relatively high sanity scores.

For the Keeper

Nyarlathotep is bored. If that sentence doesn't send a chill down your spine and make your stomach turn cold and sour in malignant anticipation, then you've got much to learn. What you will be running the PC's through is an overly elaborate plot to do nothing more than cause an earthquake, something an elder god can do normally with a snap of his fingers. However, as any elder god will tell you, manipulating humans to do it for you is so much more fun.

It all begins with the crawling chaos donning the mask of Mr. Skin, a dapper African American pimp. Mr. Skin, claiming his name to be a reflection of his business (selling skin), has been catering lately to the city's upper crust. His client list includes many of the local government officials, heads of industry and councilmen. Using these connections he has gotten many of the local Orange County zoning laws changed, and helped push the construction of many large sky scrapers. He has had relative ease in doing this without raising suspicion, as the buildings in question have no relation what-so-ever, directly or indirectly, to him. It has seemed he has had nothing to gain whatsoever from the construction other than an altered skyline. In all actuality, he was putting additional stress and weight on an already volatile fault line some miles away. Once the



weight was set, it was time to put into motion the final part of his plan, using Herman Phillips as his first pawn.

Herman is a local city councilman, family man, and owner of a number of warehouses conveniently located close to the busier shipping docks in the greater LA area. It was on one chilly January night, that Mr. Phillips decided to call on Mr. Skin to send someone to his apartment in one of his warehouses to care for his more carnal needs. Skin sent Mary Sue Wilson, aka: “Sweet Susy,” to cater to his whims, but not before altering poor Mary in such a way that mankind will never fully comprehend. During the act itself, Mary, the room, time, space, and reality itself all changed, leaving poor Herman forever scarred.

It was during this process that he developed severe paranoid delusions and, as if only justification for his fears, a Cthulhu Mythos spell; an enhanced version of Summon Byakhee. This new version, known to him as “Reveal Spectral Stalkers”, does not require Alberon to be in view, nor does it require a whistle. It merely requires a chant and a series of complex hand gestures. With the new knowledge of the mythos and a way to reveal those sent to spy on him, he had a new mission in life, stopping the mythos. Justified, he located and slaughtered Mary in the most violent way possible, and then ritualistically arranged the body and organs, to keep her from coming back.

Normally the police would simply deal with a murder, albeit a particularly gruesome one. However, due in no small part to the names connected to this case, the city opted to have outside

investigators handle the case and they are doing all they can to keep the case out of the respective papers. This is where the players’ characters are called in. With one prostitute dead, and Herman actively stalking the next evil to vanquish, time is of the essence.

Feel free to run the PC’s on a plethora of wild goose chases and send them after the real estate developers that Skin has helped.

The office of Daryl F. Gates, Chief of Police

The adventure begins with the investigators being summoned to the office of the Chief of Police. Awaiting them are several city council people, Daryl Gates, and a dapper black man. Mr. Gates explains the sensitive nature of the case, and how he’s hiring an outside party due to the sensitive nature of the matter and desperately not wanting to get the media involved. He also introduces the players to Mr. Skin. He informs them of the slain prostitute, while handing them the forensics’ file and explains that Mr. Skin was the victim’s “Business Manager”.

He goes on to explain that he does not know the nature of Skin’s business, nor does he care. Skin manages to keep his nose clean, and is well liked by people in power. Mr. Skin introduces himself and hands the players a business card with only his name (Mr. Skin) and a phone number on it. Skin will answer questions to the best of his ability, but will reveal nothing. He will state repeatedly that he is happy to assist, while providing no real assistance or useful information. He will state that “He just wants his girls kept safe,” and conclude the interview

by inviting them to call him if they have any questions. Overall, the investigators find Mr. Skin to be well spoken, well mannered and well intentioned; although he does nothing to directly benefit their investigation.

The investigators are then dismissed, by Gates, and told to go and solve this quickly and quietly. They will be assured that special allowances will be made to expedite their efforts.

The group will be promised a retainer of \$2,000 plus \$1,500 per day along with the promise of future work if the investigation goes well. They should be able to negotiate a higher rate though, since their specialized services are required. During the negotiation Mr. Skin will not remain totally silent, but will also not be helpful, typically siding with whichever side seems to be losing.

The Coroner's Office

Gary Newman, the medical examiner handling the case, is considerably more concerned with the pathological state of the body, rather than the wounds that led to her death. She was killed by a single knife wound to the lower side. After she was dead, strange runes and symbols were carved over every inch of her body with a sharp instrument, her heart and eyes were removed and burned in a nearby trashcan, and she was posed nude, with her arms outstretched and her legs together. As disturbing as this all is, it was of little consequence to the coroner.

What was truly disturbing to him was the nature of her internal organs and systems. Most of her bones showed signs of warping, and that this warping was recent and happened extremely

fast... her muscles were malformed and contorted, smaller less used muscles being of increased size and more defined, etc. Her brain, it seemed, was congealing and slowly turning into a pudding like substance when she was killed. He is amazed by reports of people seeing her actually walking let alone mumbling incoherently before her death. Had she not been murdered, he will say, she most assuredly would have died with in 24 hours.

There was no apparent onsite evidence other than the body itself, which so far is keeping what ever secrets it holds. Unfortunately, the alley in which she was discovered is well used by vagrants, addicts, deliveries and criminals, so finding something that can be tied to this case is hard, to say the least. Due to the lack of security at the crime scene - both from a lack of man power to watch an already worked crime scene and the fact that a proper investigation onsite would create the exact sort of publicity they were looking to avoid - the crime scene has since been destroyed.

Fingerprinting has revealed Mary Sue's real name and origins. Her parents have yet to be informed of their daughter's fate and they still search for her with help of missing posters and milk cartons; even now.

The Office of Councilman Herman Phillips

Being the last person other than Mary's friend, Carmen, to see her alive, Herman should be a logical choice to interview. He is a kind and gracious host and takes the investigators into his den, where they may speak privately. He tells them of his warehouses, his civic contributions,



and other great things that speak well of him.

When asked about the murder he denies any knowledge of it, although confidentially admitting to being a client of Mr. Skin's. He describes his tryst with Mary as normal, although she was a little "off." She seemed to have her mind elsewhere that night. While insisting that he's just as shocked as the investigators are, he quietly slips them a note reading as follows:

**CAN'T TALK HERE, BEING
WATCHED.
425 WARREN STREET
TOMMOROW NIGHT.
BRING GUNS, NO COPS.**

He then warmly smiles at them and wishes them a pleasant day as the maid escorts them out.

Carmen's house

Carmen Garcia, also in the employ of Mr. Skin, was Mary Sue's best, and only, friend. She was raised locally and is the daughter of illegal Mexican immigrants. Carmen is a non-practicing Catholic and will also confirm that Mary had no interest in the occult as far as she knew.

It seems that Mary was extremely secretive about her past, never mentioning it, or quickly changing the subject when it was brought up. All that she had revealed to Carmen was that she moved here to be a star, and that those dreams were shattered.

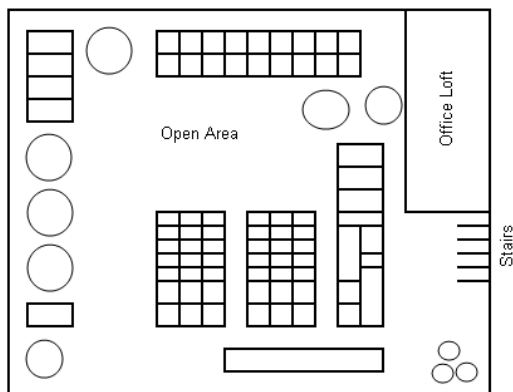
Carmen knows that Mary has been involved with the pornography industry, although she doesn't know anything regarding the specific studio. She is able

to give them the name of the studio: ShadeTree Productions. She explains that in the pornography business, small studios spring up and operate out of a motel room for no more than a month before the studio dissolves and splits the profits among those involved; only to create a new studio a few weeks later.

Mary Sue's death did not come as a shock to Carmen, as she had seen her a day or two before the murder. Carmen describes Mary's demeanor as someone strung out on hard drugs. Carmen was shocked to see that her level headed friend had degraded to such a state in such a quick amount of time, as she had just seen her the night before her tryst with Herman. She has seen people succumb to drugs before and knows how addiction ruins lives.

Carmen also knows Herman and has serviced him on multiple occasions until recently. She has little to say good or bad about Herman, just regarding him as yet another horny old rich white man. He was a tame customer, and sessions with him were uneventful with no odd requests. As for her opinion of Mr., Skin, she could take him or leave him. He is much more forgiving and generous than pimps she's had in the past, often letting her keep all of the money she collects from a date. This is unusual for a pimp to do, but who was she to argue. She inherently does not trust him, as she distrusts most men and all pimps.

The Warehouse



Warehouse Floor Plan

425 Warren Street is a large, mostly abandoned warehouse. When the investigators arrive, they see the front loading doors wide open and a light coming from a second story window. Upon entering, they see the place deserted save for a light in a loft. The loft is Herman’s office and apartment. The office is modestly furnished with bills of lading and the ilk, everywhere. A large oak desk dominates the room with a large double barrel shot gun, a shot glass, and a half empty bottle of gin. Behind the desk is a disheveled Herman Phillips.

Herman informs the group what really happened on the last night he spent with Mary, how she changed shape, paralyzed him, and chanted in strange tongues in a voice not her own or belonging to any human being. He tells them how “she changed into something else” and he “barely got out with his life.” He immediately realized a vast demonic conspiracy whose purpose was as of yet unknown. He tells them how invisible demons are watching him always, even when he gets a rare moments sleep. He continuously babbles of conspiracy, witchcraft, demons and otherworldly spies.

To prove his claims, he asks them all to follow him to the large open area of the warehouse, where he casts his modified summon Byakhee spell. Enraged by the summoning, the winged abomination immediately attacks the investigators, and will fight to the death. More on playing Herman in this encounter may be found in his description, at the end of the scenario.

After defeating the Byakhee, Herman will take the investigators on a veritable witch-hunt locating others of this “coven.” It is at this point that they should begin to realize that they know far less of the story than Herman is letting on. Herman may reveal how he went looking for Mary after the "incident" and Mr. Skin suggested to him to check The Left Hand Path occult bookstore. Of course, he stopped by on a Sunday and talked to Ruby Wilder who claimed to him that Mary was some sort of altogether evil.

The Left Hand Path Bookstore

Ruby Wilder runs The Left Hand Path, an occult bookstore. Capitalizing on post-hippy neo-paganism, she sells a great number of charms, candles, crystals and books. She gives advice to her regular customers and knows them all well.

Ruby always keeps a watchful eye on new comers and is suspicious of any questions from those she does not know. She fears, and rightfully so, attacks and campaigns of intolerance from the local church groups, or as she calls them; “The Religious Reich”. This said, she is still a businesswoman and information can be purchased, albeit not cheaply.

She is a practicing Gardnerian witch and takes her beliefs seriously. She is extremely skeptical of any magical feats performed that go beyond communing with spirits and fire taming.

Ruby will not desire conversation about Mary, the murder, Skin or Herman. She will not answer direct questions related to Mary, Susie or Deborah but will say that she does not know her, regardless of which name(s) the investigators give her. Ruby will become irate if a connection between the occult and this murder is insinuated, claiming religious persecution. If she is asked about the Reveal Hidden spell, she will believe it all to be lies or urban myth. Further prodding and information will cause her to add that: "it couldn't be that sort of spell anyway as it lacks the proper components," and that what it sounds like is a summoning spell.

If the investigators have Mr. Skin or Herman with them, she will bar them all entrance; she can sense the taint of Nyarlathotep on them. If they are fresh from visiting Mr. Skin she will inform them that they have the smell of great evil upon them. If they inquire more as to her dislike for Herman or Mr. Skin she will shy away from them, just claiming that Herman is not right in the world and Mr. Skin is something altogether different she can not fully describe.

Once the investigators visit Ruby and Mr. Skin hears of her reactions, Ruby will be reported killed while walking to work; an elderly man will have a heart attack while driving and careen onto the sidewalk smashing Ruby into a brick wall. There is no apparent connection

whatsoever to Herman, Mr. Skin, et al and the elderly man.

Ruby will say she has never met Herman and is closed Sundays without exception. She may be lying about this or Mr. Skin may have removed the memory from her. This is up to the Keeper to decide.

The exact location of the bookstore itself is not of consequence, but if the Keeper desires it may be placed close to the crime-scene. Encounters with Ruby and inquiries into the Left Hand Path will reveal little to further the player characters' investigation; as such these encounters could be utilized as red-herrings, to slow down their efforts of solving the crime.

Arrest

At some point later, while hunting the rest of the "coven," Herman should announce his intentions to murder Carmen Garcia, and hint of more to come. Mr. Skin will be quite irate to find out another of his girls is going to die, should he find out, and as he already knows (*he is omnipotent, after all*), it will be quite hard to keep it from him.

To save young Carmen's life, the investigators must turn Herman in. Even if the investigators agree with the death of Carmen, Herman will become increasingly paranoid of them and will eventually start trying to do them in as well. As he becomes more and more paranoid, he'll begin suspecting more and more of the demonic spies watching his every move; he will be prone to summoning multiple Byakhees at a time.

However, the players are likely to realize that having Herman arrested is really the

only safe thing to do but, if the investigators are unable or unwilling to have Herman arrested, he will attempt to kill them. If it does come to this, the police could be notified in-time and arrive to stop Herman or the investigators from being seriously injured or killed.

When the police finally do come for him, he will break into a complete paranoid rant and summon four of the monsters, which will have to be taken care of by the 5 officers and any remaining investigators.

The final piece is in place.

With Herman finally caught, Mr. Skins thanks the surviving investigators personally; Mr. Gates even lets Skin slam the cell door shut on the heavily sedated murderer. Strangely enough Skin grabs the door and looks at his watch, as if waiting for something. Suddenly he slams the door hard; very hard. The banging of the door reverberates through the entire holding area, almost like the noise of rubbing the lip of a crystal glass. Windows shatter as the reverberation gets exponentially louder and more tuned until finally, an earthquake of 6.6 magnitude rumbles forth. When the investigators right themselves again, Skin is gone, leaving only his laughter and the clock on the wall; which is frozen at 6:01am.

The date, of course, is 9 February, 1971.



NPC Statistics

Mary Sue “Sweet Susie” Wilson

Mary Sue Wilson was actually an alias used by Deborah Plumber, a run away from Utah. Deborah ran away to Hollywood to pursue an acting career at the age of 17. Like many before her and many to follow, she found herself living on the streets of broken dreams. Mr. Skin was quick to find her.

Deborah was a devout Mormon, albeit headstrong, which led to her running away. She was active in the church choir and was a prodigy in her high school’s drama department. It takes more than just skill to become an actor; being the prom queen (had she stayed that long) and having a bit of skill is not enough to guarantee a career. It takes a lot of luck, which, unfortunately was against Deborah at every turn.

Desperate, homeless and starving, Deborah “acted” in two amateur adult movies under the name of Mary Sue Wilson. She was paid a mediocre sum for the first, and as for the second, the studio disappeared (arranged by Mr. Skin by means beyond human comprehension) before she could collect her payment. Spotting her pan handling outside a café, Skin took her into the establishment and bought her dinner. After little coaxing, she told him of her woes, and he told her how she went at it all wrong, and how he could guarantee her much larger payouts for much less “work” that no one ever had to know about. As the notoriety of pornography and thoughts of a video making it back to Utah were her biggest concerns, she readily agreed.

She worked for Skin for several months, until one day, he took her aside. Calling her into a back room in his home, Skin did inexplicable things to her that no one before or since has had the misfortune to undergo. Mary Sue, Deborah, and Sweet Susie were dead, and some horrid caricature of her remained, to do a final mission. She first performed for Herman as instructed and then went off to wander the streets like some sort of living zombie, living off of rotten meat from the trashcans until Herman ended her pathetic existence one fateful night.

Mr. Skin	STR: 10	DEX: 16	INT: 13	Idea: 65
Avatar of Nyarlathotep	CON: 11	APP: 12	POW: 15	Luck: 70
Occupation: Pimp	SIZ: 10	EDU: 8	Know: 40	
Sex: M Age: 35				Damage Bonus: 0
Hit Points: 15				
Magic Points: 15				

The focal point of our story is a dapper African American man with no history. As far as anyone can tell, Mr. Skin just appeared out of thin air one day, and set up shop. He maintains a fairly discrete clientele and has a wide selection of “Merchandise”.

He is generally kind and charismatic, never striking his girls, and maintains a “family” atmosphere in his relations with them. He is generally immaculately dressed in a suit,

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with matching wide brim hat and overcoat, both lined with the skin of some exotic animal. He wears sunglasses and always carries his pimp cane. As if just to keep with the trend, Skin typically tends to speak in rhyme, and always have some funk, rhythm and blues, or jazz playing in the background.

He doesn't typically like dealing with the police for obvious reasons, however, one of his girls is dead and signs point to more also dying, so he's working with them, albeit reluctantly. He was part of the reason the investigators were brought in, being as he'd have an easier time talking to them and discussing things of a legally sensitive nature.

After the investigator's run in with Herman Phillips and their new dark knowledge, Mr. Skin could reveal that Mary Sue was heavily into the occult and had been known to associate with the occultist Anton Lavey in San Francisco. Mr. Skin could also falsely hint to her involvement with the proprietor of the Left Hand Path bookstore, if he thinks the investigators are close to foiling his plot.

Weapons:

Fist/Punch 70% Damage 1d4

Head butt 55% Damage 1d4

Kick 45% Damage 1D6

Pimp Cane 55% Damage 1d6

Switchblade Knife 45% Damage 1d4

Spells: All

Skills: All

Herman Phillips	STR: 11	DEX: 9	INT: 17	Idea: 85
Occupation: Local Businessman	CON: 13	APP: 9	POW: 12	Luck: 35
Sex: M Age: 42	SIZ: 11	EDU: 17	Know: 85	
Hit Points: 12				
SAN: 0				Damage Bonus: 0
Magic Points: 12				

Herman is a local businessman and town councilman. Other than that, he leads a rather dry boring life of little consequence to the matters at hand. He has a wife, Karen, and a 14 year old son in military school, Herman Junior.

Herman owns several warehouses about the docks area and maintains small apartments in most of them, to facilitate long nights of working by himself for himself. He also uses these apartments to entertain the sort of company he wouldn't want his wife finding out about.

Initially Herman went to bars and clubs seeking women, but soon realized how dangerous that could be in terms of his marriage and reputation. This led him to seek out Mr. Skin, who could offer him what he wanted safely. Herman was a long time customer by the time the horrible night with Mary Sue came to pass.



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Now, Herman is a self-righteous champion of good in his own mind. His wife, ignoring his adultery for years has taken to ignoring this sudden change in him. Herman believes, and rightfully so, that powerful demons have come for him and are preparing some terrible plot for Los Angeles. He can reveal their denizens at will, although the fiends seem to hate being discovered and generally attack. He almost didn't survive his last discovery, but it is enough to know that they're always there... watching.

He realizes that killing the spies is pointless, as another always comes to take their place, but he must do so. He can always feel their presence. He now knows he must destroy their masters, the very women he used to indulge his carnal natures. He also realizes that others might think him mad, and attempt to stop him should they find out, so he does his best to maintain the façade of sanity and keeps his work clandestine.

Upon meeting the investigators he will quietly reveal to them that he knows more than he can say and invites them to a secret warehouse meeting, making sure he tells them to come heavily armed. At the warehouse, he explains to them the nature of his madness, with his large double barrel shotgun in front of him on the desk. The investigators will likely assume he is mad, but even if they buy his story, he still thinks they believe him to be insane. And of course he offers to prove it to them as he walks into the large open area and summons a Byakhee.

Eventually, Herman will reveal that he did in fact, murder the girl, but with reason. He may also reveal his next target, if he has chosen one. Overall, Herman should be played in such a way that the investigators are leery of him, as tints of his true madness inevitably slip forth from time to time.

Demonic Spy (Byakhee)	STR: 17	DEX: 13	INT: 10	SIZ: 17
Armor: 2	CON: 10	POW: 10		
Hit Points: 15				
Move: 5/20 flying				
	SAN Loss: 1/1d6		Damage Bonus: +1d6	
Listen 50%	Spot Hidden 50%			

In combat, a Byakhee may either strike with both claws at the same time (getting two attacks in the round), or attempt to bite the target. If the bite strikes home the Byakhee remains attached to the victim and begins to drain his or her blood. Each round the Byakhee remains attached, including the first, the blood drain subtracts 1d6 points of STR from the victim, until death. The Byakhee characteristically remains attached with the bite attack until it is slain or the victim is drained of blood.

Weapons:

Claw 35%, damage 1d6 + db

Bite 35%, damage 1d6 + blood drain



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Police	STR: 14	DEX: 11	INT: 15	Idea: 75
Sex: M Age: 30	CON: 11	APP: 11	POW: 14	Luck: 70
Sanity: 68	SIZ: 11	SAN: 70	EDU: 24	Know: 120
Hit Points: 11				Damage Bonus: +1D4
Magic Points: 14				
<hr/>				
Handgun 65%	Dodge 22%	Small Club 40%		
First Aid 50%	Shotgun 45%	Fist/Punch 70%		
Taser (contact) 70%	Law 70%	Listen 25%		
Weapon: Taser (contact), Dmg: Stun, # attacks: 1, Ammo: unlimited, Hp: 7				
Weapon: Billy club/nightstick, Dmg: 1d6+db, # attacks: 1, Hp: 20				
Weapon: 12-gauge pump shotgun, Dmg: 4d6/2d6/1d6, Range: 10/20/50, # attacks: 1, Bullets in gun: 5, Mal 00				
Weapon: 9mm Automatic, Dmg: 1d10, Range: 20, # attacks: 3, Bullets in gun: 17				



Crazy Block

A Scenario for the
Call of Cthulhu RPG
By David “phobia” Noal

About the Author: David Noal is an information technology professional, father and husband from Pittsburgh, PA. He has been a Call of Cthulhu Keeper for over 10 years and an administrator and editor at the Shoggoth Network website since April of 2002.

Special thanks to Matt “Trollboy” Wiseman, D.G. Yuengling & Son and Forsyth Tobacco Products. Also, I would like to thank those that play tested the scenario and/or provided feedback. They are: Chad Bowser, Dustin Wright, Tyler Hudak, Brian Rowe, and Tony Fragge.

Additional credit is due as well: Basil’s Map was created for Crazy Block by Andi Newton. Translation of the Tattoos handout was written by Matt “Trollboy” Wiseman. The Activity for the insane handout was created by Tony Fragge.

Welcome to the Crazy Block

Crazy Block is designed for six players, a Keeper, and an assistant Keeper, referred to within as a “Thing.” It could be run with as few as four players and as many as six; six is preferred. If four players are used the players should use the characters whose descriptions are marked with an “*” as these are the most critical to the plot. The scenario is designed for experienced players who value roleplaying above all else and an experienced pair of Keepers. The players should choose from the included pre-generated characters, as each of these is integral to the scenario. Players new to Call of Cthulhu may be quickly overwhelmed by this scenario.

The scenario takes place within the fictional minimum security private run prison, PCI Wayfold. All references to fictional places and characters treat these

as though they exist. The scenario takes place in May of 1984 but may be relocated to another time without much effort.

As written, this is designed to be run in a single four hour session with no more than one short break. The scenario is not a typical investigation into the mythos, but it does retain a few areas for the players to investigate in a traditional manner. It is intended to provide an extreme setting in which to role play strange characters while they combat the mythos. Within the scenario the Keeper and the Thing have many tools with which to direct, horrify and entertain the players. If a Thing is not used, the scenario may still be run but could last longer as the Keeper manages multiple groups at once.

Places in the scenario that require a specific die roll are noted as such. Sanity, Spot Hidden, and Idea are probably the most commonly made rolls in the scenario. The Keeper and Thing should judge when additional rolls are needed and insert them as required.

Required materials for running this scenario include a recent edition of the Call of Cthulhu rulebook, paper, pencils and dice. The Keeper will find the supplement *Taint of Madness* of great assistance, but the scenario may be run without it if the book is unavailable.

Mental Disorders and Prison

The number of prison inmates in the United States with mental illness is surprisingly high; with 15% to 20% of all inmates having some form of mental disorder. Nearly as many prisoners require specialized medical treatment. Private Correctional Institution Wayfold is Pennsylvania’s newest attempt to rehabilitate the physically disabled and

mentally ill. The prison of Wayfold houses 210 minimum and medium security inmates, mostly white collar criminals. The vast majority of these inmates are elderly, sick, infirmed, and/or mentally ill. As such, they all require some level of special medical or psychological treatment.

Talon Therapy

Talon Therapy, Inc. is the company that owns and operates PCI Wayfold on behalf of the Commonwealth of Pennsylvania. Talon has many, many divisions, with tentacles spread throughout the world into most industries. At its core, Talon is a huge pharmaceutical giant, with a budget larger than most small counties. Talon is a publicly traded company via the NYSE, symbol: TLNTH. The company is typically profitable.

Talon got its start, in the 1950s, when it spearheaded many new treatments and therapies for mental and physical illness. Operating private correctional institutions such as Wayfold is not a new undertaking for Talon; they have been running such facilities for several years. Talon currently operates facilities in 20 other states throughout North America.

The primary reason for Talon operating these institutions is to provide a fertile research ground for revolutionary treatments to mental disease. They are doing research into multiple personality disorder, schizophrenia, intense phobia, bipolar disorder, and other debilitating neurological brain disorders. They also perform research into physical disability, disease, and illness.

Dr. Kenneth Arthur Gulleband and Dr. Gregory Rauch

Kenneth Arthur Gulleband got his start, at Talon, when he and the company were young in the late 1950s. While in his 20s he quickly climbed to the top of the research division. Now nearly 60 years old, he is the Operational Vice President of the North Eastern Region. He oversees all operations out of the Talon Therapy Inc. Headquarters in downtown Pittsburgh, PA.

It was when he was involved with project 887b series 2 – Sleep States of the Mentally Disturbed that he had his first encounter with the mythos of Cthulhu.

Dr. Gregory Rauch was overseeing the project. He hypothesized that certain forms of mental disorder allowed the human mind to become attuned to forces and ideas that could not be comprehended by the sane. After careful examination of several occult sources (especially those regarding American Indian mythology), he expanded his hypothesis to include those mental states achieved by induction of various natural medications and man-made drugs. He quickly began a round of experiments to prove this; unfortunately for his subjects, he was completely and utterly mad by this point.

Rauch discovered that specific anti-psychotic drugs in combination with additional physical stimulation thru electro-shocks would cause experiment subjects to intensely dream. When subjects with certain disorders were used in the experiment, the results were staggering. These subjects would not remember the content of their dream, but when later placed under hypnosis could recount them in full detail. Later when combined with the incantations found through research,



Rauch discovered during the session of hypnosis the subject would not only be able to fully recount the dream, but it seemed as though they were reliving the dream during the session.

When Gulleband discovered what it was that Rauch was working on, he took personal interest in the project. It was the specific content of the dream that interested him. These dreams were both terrifying and revealing. Vast wastes, inhabited by gibbous beasts of indescribable proportions; a great black stone, and the thing that sat atop it; men that went to live in the sea, to answer an inexplicable call; rituals not of this earth, meant to call down horrible things; structures with surfaces that should not be, non-Euclidean and made of unknown materials. The fact that the experiment subjects often gained new insanity, exhibited symptoms far beyond what they should, and that several ended their own lives did not concern Gulleband.

Gulleband began to further explore the horror through additional research. He perused the dreaded *Necronomicon*, *De Vermiis Mysteriis*, and the *Book of Eibon*. He also has read many lesser works including *Azathoth and Others* and *Marvels of Science*. None of these works are currently in his possession at the prison, although many notes from them are. He does have several of these tomes carefully hidden at his residence in Vandergrift, PA.

Likewise, Rauch consumed similar works of fright. At the Health Sciences Library of the University of Pittsburgh, he uncovered a worn 1922 copy of *Revelations Through Dreaming*. Realizing that this tome was not cataloged and he slipped in into his bag... (see *Revelations Through Dreaming*, below)

Rauch was forced to halt the experiments, when one of the subjects became extremely violent and disoriented, assaulted several of the assistants (not fatally) and fled from the laboratory, located at the University of Pittsburgh in Oakland, PA. The subject was apprehended several days later by the police after he smashed the front window and verbally assaulted the patrons of a local hot-dog establishment, "the Original Hot-Dog." Fortunately for the doctor the subject was unable to recall any of the events that led to his arrest, and still suffers from a terrible form of amnesia which steals his memories on a regular basis.

Gulleband and Rauch met and agreed that much could be learned through further experimentation and plotted to do so at a new privately run prison facility. So, they moved their operations into the mental ward at the institution of PCI Wayfold. The player characters form part of the research and will be subjected to the dream-inducing experiments of the doctors. The true motivations of Gulleband and Rauch are unknown. Perhaps they truly believe they may leave something important for posterity, perhaps Gulleband is assembling the most complete mythos tome ever, or perhaps their motivations are even more sinister...

Statistics, physical descriptions and personality traits are located at the end of the scenario in the NPCs section.

Revelations Through Dreaming

This journal was written in 1922 by one Dr. Willian R. Heagany. The book contains rough information and notes on his interaction with committed patients at Pittsburgh City Home and the Hospital at Mayview.

The notes are quite extensive, and the handwritten journal contains highlights that include but are not limited to induction of dreaming through use of drug therapy and the use of insulin shock therapy. Additional pages contain descriptions of the patients' dreams and how to interpret strange dreams of mental patients and the insane.

The book details Heagany's research into the Cthulhu Mythos as well. This section is short and ends abruptly but aside from his notes on a few incantations there is not much detail. The first, Dream Induction of Nyarlathotep, is described such that one could reproduce it if desired; the second is described only in effect, and while it could not be properly executed it is far more horrible than the first. It is contacting the messenger of the outer gods, Nyarlathotep.

Reading this journal brings **6% Cthulhu Mythos** and a **1d4/1d6 sanity** loss. Additionally, two spells may be learned from within its pages.

Dream Induction of Nyarlathotep

Nyarlathotep brings many things to men; the worst is perhaps the message of the outer gods. With this spell the caster pleads with Nyarlathotep to bring his message to an unwilling victim. This spell works in two parts: first the ritual is performed and then later the caster of the magic causes the resulting visions to surface.

This ritual is meant to be performed on one or more unwilling subjects, which have been prepped with a terrible series of mind-altering drugs. The drugs themselves are specifically mentioned in the ritual's instructions although they are symbolic.

Once the subjects are drugged and unconscious and the ritual has been performed Nyarlathotep will bring to the recipients terrible messages. In game terms these will add to the recipient's knowledge of the Cthulhu Mythos.

However, this mythos knowledge is not gained until later, when the caster interviews the subject. During the interview the caster will recite a specific verse which will cause the victim to enter a vision inducing dream state where the subject will essentially relive the content of Nyarlathotep's message to them; they will live the dream. When cast on a group all members of the group will receive the same message and be part of the same dream.

The caster will not perceive the dream visually; his connection to it is through the speech and possibly the activity of the dreamers. Since the dreamers are in a hypnotic like state far from this reality, but not totally separate from it, the caster may still communicate to them via suggestive statements. Each use of this ability requires 1 magic point expended by the caster.

If the dreamer obeys the suggestion or follows it as literal a manner possible he will receive no penalty. If the targeted dreamer does not follow the suggestion he must make a sanity roll or suffer a single point of sanity loss.

Each time this spell is cast upon a victim **1d10% Cthulhu Mythos** is gained. The victim does not gain the CM until the conclusion of the vision or dream session. A Sanity roll is then required, success indicates 1 point of sanity loss, while failure requires a loss of the CM% gained. (Maximum sanity is lowered per the standard rules.) There is also a small



chance that the recipient will be imparted a spell via the vision.

The dream also allows an unusually high resistance to mythos elements seen and experienced during it. Death or permanent insanity during the dream will result in a small amount of permanent loss. Perhaps

1d6 physical damage remaining and/or 1d6

sanity lost, per the Keeper's choice. While the majority of hit point/sanity point loss may be restored upon waking psychosomatic effects of physical injuries and the lingering effects of temporary insanity may remain. Four magic points must be spent to cast the spell on a single individual; this may be split among several casters. Each person beyond the first to receive the message will cost the caster another two points.

Call/Dismiss god of the Bloody Tongue

If this version of the Call/Dismiss Nyarlathotep spell is successful the god of the Bloody Tongue will appear. The ritual may be performed by one or more willing participants each spending a varying amount of magic points. Additionally, the caster must somehow shed his own blood and then give his life to the Bloody Tongue, for the spell to work. Once death occurs the spell is complete and the Bloody Tongue arrives. Of course the remaining participants will be lucky to live.

The dismiss version of the spell requires the life of each caster for the spell to succeed. Otherwise this spell behaves per

the Call/Dismiss section in the Call of Cthulhu rulebook. More information on the dismissal is included with the scenario.

Mental Illness

The most severe symptoms of mental disorders include delusions, hallucinations,

alterations of the senses, and feelings of panic and dread. At their most severe, mental disorders prevent a person's ability to think and act clearly and make it extremely difficult for them to maintain a normal life in society. More information on specific mental disorders that affect the investigators in this scenario can be gained from the Call of Cthulhu rulebook and the *Taint of Madness* supplement. Also any abnormal psychology textbook would be useful.

Medications and Drugs

This section is intended to give a brief on the sorts of drugs and medications used by the doctors. Remember, these were what were commonly used in the early 1980s. For more

complete information on medications see a copy of the *Physicians' Desk Reference* or visit the website, <http://www.pdr.net/pdrnet/librarian>. Of course the doctors would have all of these, and many more medications available to them.

Antipsychotic medications have been available since the mid-1950s. Clozapine was commonly used to treat many symptoms of schizophrenia.

On Schizophrenia

"Schizophrenia is a cruel disease. The lives of those affected are often chronicles of constricted experiences, muted emotions, missed opportunities, unfulfilled expectations. It leads to a twilight existence, a twentieth-century underground man... It is in fact the single biggest blemish on the face of contemporary American medicine and social services; when the social history of our era is written, the plight of persons with schizophrenia will be recorded as having been a national scandal."

- E. Fuller Torrey, M.D., (2001) *Surviving Schizophrenia*

Several examples of antimania medications are Haloperidol and Lithium. Typically they were and are used to control symptoms of agitation, hyperactivity, and manic states. These all have side effects, sometimes severe. Toxic levels of these drugs can easily kill so the drug's level in the blood is usually monitored until a proper balance may be found.

Anticonvulsants are used to control seizures and bi-polar disorder. Common examples from the 80's include Depakote and Tegretol.

Antidepressants used included Tofranil, Elavil, and Anafranil, although there are many more similar drugs. None of these are as effective as similar medications of the modern day such as MOAI's and SSRI's. The side effects of these drugs are greatly varied and could be severe.

The use of medications, in the short term, could have a boost on a character's sanity. It is left for the Keeper to decide the effects of any specific drug therapy but suggested values include: 1, 1d4 or in extreme cases 1d6. If the proper level of drug is not maintained in the blood the effects will quickly wear off, with the gained sanity removed immediately, and may result in additional loss (sanity check to avoid, additional loss in the same amount initially gained.)

PCI (Private Correctional Institution) Wayfold

Address: 1 Wayfold Way, Apollo, PA 15613.

Wayfold is a small private run correctional institution located in the wooded hills of the small town of Apollo in Southwestern, Pennsylvania. It is roughly 50 miles north

east of Pittsburgh, PA, just outside of Apollo.

The Inmates of Wayfold

Rehabilitative and therapeutic treatment programming is available to inmates at PCI Wayfold. The PCI houses minimum and a few medium security state prisoners, primarily those with special treatment requirements for extreme physical health issues and mental disorders. Extremely dangerous and violent prisoners are not typically kept at Wayfold. It is the first institution in-state to attempt to meet the physical and mental rehabilitation needs of these prisoners without utilizing standard hospitals and state run mental facilities. Each prisoner must meet a specific set of criteria to be considered for treatment at Wayfold. As none of the player characters are known to be intentionally dangerous outside of their abnormal mental states and/or have been severely victimized by their illnesses, they have met these criteria. Wayfold manages the care and incarceration of a far larger number of physically disabled prisoners than mentally unstable ones, and due to the low use of total capacity in this new facility the player characters represent a fairly large percentage of patients present in the mental ward.

The player characters represent 6 of the 14 inmates in the mental ward. Wayfold currently houses 210 inmates; 197 have special physical medical needs with the remaining 14 having mental disorders requiring therapy and treatment. The facility is still in its early stages of use and has much greater capacity in the unused infirmary blocks. The prison is not currently filled to capacity. The sections that are unused are off limits to the current inmate population and are not patrolled by the corrections staff. The commonwealth



is slowly filling the facility to maximum capacity, as evaluations are made, procedures are improved and staff is added. In fact, the arrival of a new inmate is one of the introductory scenes.

As a minimum security prison the majority of inmates are not normally restricted to cells (although some are restricted to beds), and during certain times of the day those that are able will perform menial work duties around the compound. They are also given a bit of leisure time which they may spend at one of many activities and sports. The player characters, which are inmates of the mental ward, have little interaction with the inmates in the general population and typically have their movements more heavily restricted than the other inmates. This is mostly for their protection, since they are unable to interact on a normal social level.

The Staff

PCI Wayfold has a small number of strictly custodial staff with a ratio of 15 prisoners to 1 corrections officer assumed. During peak working hours the inmate to staff ratio would be somewhere around 6:1, during night hours and off-peak times this would grow to 20:1. This ratio is possible because a larger than normal percentage of inmates at PCI Wayfold are infirmed, some requiring assistance with even mundane daily tasks.

The mental ward will always have the following staff on at any time: 1 to 5 doctors (psychiatrists), 1 registered nurse, 1 aide per doctor and 1-2 corrections officers that do nothing but monitor and move the prisoners. The aides are also corrections officers, of varying ranks. The registered nurses and doctors are not corrections officers but have additional

specialized training allowing them to deal with the inmates.

The Compound

The institution consists of several large buildings, a few smaller out-buildings, parking lots for staff and visitors; all situated on spacious 150 acre grounds. The landscaping is pleasant and modern but there are no large trees within 300 feet of the fence that surrounds the property. The large iron fence, which sees regular maintenance, is monitored by camera continuously. The spotlight coverage is excellent, although the spots are not normally engaged.

The gate is manned day and night by a small team of armed guards. Vehicles that enter the compound are not normally searched but this can be requested. Vehicles leaving are typically not searched either, but likewise this may also be requested. A driver not allowing full search would be prevented from entering or detained within, as the case may be.

The grounds are normally kept by the inmates, they provide all maintenance and landscaping for the compound. They will not do the more complex or dangerous tasks however; these are contracted out or performed by Talon Therapy staff.

The Facility

The facility was purchased in 1976, from an estate sale. The expansive mansion that houses the staff offices, kitchen and mental ward (on the upper most floors) is the only original building. The others are all new structures and designed to be modern, ergonomic, comfortable and reasonably secure. They contain areas designed to house minimum and medium security prisoners. The mansion, which

steals thousands of square feet from the grounds, has been completely remodeled leaving only parts of the exterior in original condition. The investigators will not be able to explore the other structures in the facility, and because of this, they are not described within.

The Mental Ward

The mental ward is where the players' characters reside. This area of the prison is referred to by the custodial staff as the "crazy block." The ward consists of five main parts: the common area, the inmates' semi-private rooms, the bath area, the "rubber rooms" and the guard's/nurse's station. The walls, floors and ceilings in the ward are all of concrete or stone and the windows are all made of shatter proof glass and securely barred. The main door, doors to the rubber rooms and the door to the rest of the prison are extra wide. They would accommodate the width of several custodial staff persons while escorting a prisoner or an occupied gurney. While all of the materials and fabrics used within are fireproof or fire-resistant the ward is covered by a modern smoke detection and fire-extinguishing system.

A note on the doors, surfaces, bunks and plumbing: it is typical for a prison to be constructed so that the listed items can withstand a huge amount of force. It would normally take many foot-pounds of direct force (numbering in the hundreds and thousands) to damage one of these items. It should not be reasonably possible for the characters, even working in unison, to damage, remove or utilize any of these permanently fixed items.

The ceilings are fourteen-feet-high throughout, except in the guard nurses station where they are only eleven-feet-high. All of the furniture within the ward

is framed in steel with hard cold metal surfaces. The furniture is all bolted to the floor and/or wall and unmovable. All of the metal furniture is cold to the touch, as the temperature is regulated at a cool 67 degrees Fahrenheit. Each of the chairs, singly designed bench seats and benches are cushioned on the seat and the seat-back. The overhead lights are on in the common area, bath facilities and guard's station 24 hours per day while the rest of the ward enjoys darkness at night.

The windows are large enough to allow inmates to see the beautifully kept grounds outside and enjoy the sun when it shines through. Unfortunately, during the days the scenario runs, each day is gloomier than the previous day. Even if an inmate could manage to break a window, which is unlikely, he would not fit through the bars to escape. There is but a single mechanically locked door leading from the mental ward and this is operated, via simple electronics, from within the guard's station.

The common area is a large open area where the inmates gather during the day. There are metal tables, securely bolted to the floor, chairs, and several uncomfortable metal benches. Located on the tables in this area there are playing cards, board and card games (such as Monopoly, Scrabble and Uno), and reading materials (primarily magazines and classic novels.) (The common area is numbered 16 on the map.)

The inmates each share a cell with another inmate who resides within the ward. Within the small Spartan rooms are several bunks, secured to the floor and arranged with a high and low bunk. The mattresses and blankets are of reasonable quality, such that inmates may sleep more comfortably here than is usual in a state run prison. The mattresses are supported



TOYING WITH HUMANS

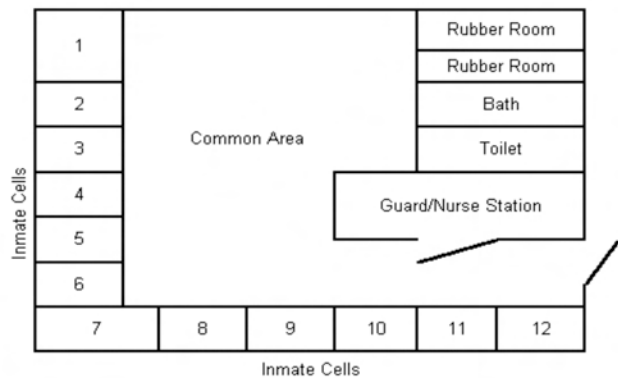
by a screen of thick steel. Each inmate is given a small two-foot by three-foot work surface and connected bench seat. There is also a small one-foot by two-foot shelf for each prisoner. There is not a toilet or a sink in these rooms, the inmates must walk to the bath room to access these facilities. The doors to these rooms are metal and have strong locks which may be engaged from the outside. Even a pair of able men could not hope to break through the lock or the door. The unoccupied cells are always locked. (The inmates' cells are numbered 1-10 on the map.)

The inmates room assignments are as follows: Basil Murray stays in room 2 with Asa Christal, room 3 holds Donald Imes and the amnesiac, room 4 contains Ernie/Emily and Vince Maciver, room 5 holds Cole Tapping and Eddie Iniestra, Douglass Gaarsland and Sebastian Lyseski and stay in room 8, room 9 holds Walter Beaz and Reed Skornia and Herbert Tramontano stays by himself in room 10. Rooms 1, 6 and 7 are empty with their doors locked at all times.

The two rubber rooms on the ward are just that, small, and designed for a single inmate who is completely nuts. Violent and the irrevocably insane inmates will be re-located in one of these cells until they are moved to a more suitable facility, such as an asylum. When occupied or not the doors to these are locked. (Areas 11 and 12 are the rubber rooms.) Additional rooms of this nature are located directly outside of the ward.

The bath and toilet area is actually two separate rooms connected to the rest of the ward by doorways to it and by doorways to each other. The entry way to this area has a slight lip, so that water on the floor does not escape into the common area. The bath area is barren room with strong

tile walls, ceilings and floors. There are shower heads evenly spaced along the wall each with individual water control. (Hot and cold water are separate but designed so that an inmate may not injure himself with scalding water.) The toilet contains six semi private stalls each containing a commode, toilet paper dispenser and automatic flushing device. There are also ten sinks located here. Along the wall, in front of the sinks are mirrors, not made of glass but polished metal and nearly unbreakable.



The guard and nurses station is located centrally so that the common area and cell doors may be viewed easily from within. The station floor sits several feet above the floor of the common area so to provide the best possible view. The top half of the wall between the common area and the station is made from thick bullet proof glass. There is a small window from which medications may be dispensed. Within the station are work surfaces, monitors, chairs, medications and personal effects of the occupants. The room is designed to be secure, immediately inside the door are several steps up to the level of the station's raised floor. The station holds secure cabinets which contain medical supplies and drugs for subduing crazed inmates. The entire ward is continuously monitored by cameras, the monitors located in the guard/nurses station. When they are not directing prisoners or directly overseeing

their activity the custodial staff, nurses and aides will be located here. (This area is numbered 15 on the map.)

Handling Escape Attempts

For the most part, they will *not* be able to escape the mental ward. Plotting should be permitted, however the inmates are watched via camera and monitor continuously. The execution of said plan will not be permitted. If by chance the characters are able to make it out of the ward, they will find themselves in a hallway that is five by twenty feet and has a locked door at the opposite end. In event of an escape attempt, all of the prisoners will be locked in their rooms and the guards will be doubled up on the ward. The major offenders will likely be put in a rubber room. Typically, inmates, even mental patients would be permitted to go outside for a small time each day. While several of the player characters have been permitted this privilege in the past, trips outside are suspended by the medical staff for the duration of the experiment and the scenario.

The Scenario

Events of the First Day; Introductions

The point of this section is to introduce the players to their characters, to each other's characters, and to the Crazy Block where they all reside. The nature of the prison should be quickly described along with a small amount of detail regarding previous therapy and treatment. The handout entitled the Mission of Wayfold may be given to the players. The introduction will happen in three parts. The parts will be run simultaneously, the first two by the Keeper and the third by the Thing. Parts 1 and 2 will be conducted in turn, bit by bit,

switching from the dull repetition of the boring interview, to the tense and dramatic assault of Emily McCoy on the weakling that is Ernie Houston.

1) The Amnesiac's Arrival.

The scenario will start with Dr. Gulleband interviewing the Amnesiac in a sparse prison room, in a traditional manner. The prisoner will be shackled to the table via chains and his ankles will be chained together as well. The irons will not be removed. The lights are bright in the center of the room, but lead to shadow towards the edges of the space.

Gulleband will begin with the following series of simple questions. The player will not have the answers to these questions, since the character is amnesiac. Regardless of the answers, the questions will continue. A few tidbits of memory will be given to the player in the form of private handouts, (see handout: the tidbits of memory.) The player may use these as the interview progresses to simulate his cloudy but slowly returning memory. Since excellent roleplaying is a must, the player should be encouraged to embellish the details. See the sidebar, nearby, on conducting the psychiatric interview.

During the interview it is imperative that the Keeper or Thing take good and specific notes on the answers given by the amnesiac's player. These are to be used later as part of the handout: Gulleband's File.

The primary reason for the interview though is to break up the events of part 2 to make them seem more dramatic. No real answers need be gained. As such, it may be as long or short as the Keeper and Thing require and in fact, the doctor may harass the Amnesiac slightly to cause frustration of the player; this is appropriate



to drive home the point that he simply cannot remember anything. Under no circumstances will the doctor tell the character why he has been incarcerated.

(Summarized from the third chapter of *Taint of Madness*)

The first part of the interview typically involves the asking of general information, centering on the complaint of the patient.

Next the interviewer will ask for a history of the present illness, with careful description of each symptom a must.

Third, the interviewer will query personal information, including family history paying special attention to the medical history of immediate family members.

2) The Terrible Dream.

This part involves the character playing Ernie Houston and Emily McCoy. It will start as Ernie Houston is resting, near a window in the mental ward; strangely enough alone. No doctors, nurses or guards are present. The lights are off; the only light in the room will be the setting sun, coming thru the large barred, prison windows. Even the usual and gentle classical music that plays in ward is off.

A large brutish woman (Emily McCoy) will assault him. She will chase him through the ward, over tables, around chairs etc... Some of the normally locked doors will be opened, in a fashion to allow Ernie to run out through the ward, down the several flights of stairs, through the lobby and out-of-doors. She is unfortunately armed with a Louisville Slugger. This bat has a large and rusty nail driven through the business end which makes it a truly deadly weapon. A careful glance from Ernie will spot the dried blood which remains on the end of the bat.

Emily McCoy will chase him, catch him, and just as she is about to kill him, he will wake up from a terrible dream... (See below: Ending the Intro) She should be allowed to make several attempts to hit him and he should be given ample dodge and luck rolls to avoid dying until the very end. McCoy is most definitely able to kill him. On the last blow, just as it is about to land-that is when he will wake up. (Ernie should erase any damage sustained in the encounter, as it has happened during a dream. The Keeper should narrate the above scene with the player assuming control of Emily afterward.)

3) New Treatments.

One at a time the Thing will take the other four inmate characters' players (Asa Christal, Douglass P. Gaarsland III, Douglas Imes and Reed Skornia) aside for a quick mostly non-interactive description of some terrible treatment they have received in past and a new treatment session. The previous treatments involved a powerful combination of drugs along with powerful electro-shock therapy delivered several times in fast repetition.

The treatment they get this time though is much less evasive: they are strapped to a table, and given a horribly painful series of injections. The first two injections will cause them to feel intense pain through their body and the third will render them unconscious, at which time the Dr. Rauch will use the spell Dream Induction of Nyarlathotep on them. Of course, they are totally unconscious during the ritualistic casting of the spell. Lillie Stott will be present assisting the Doctor, as needed.

Asa Christal, Douglass P. Gaarsland III, Douglas Imes and Reed Skornia could

each see the “Talon Therapy” logo on some mental health goods and drugs with a successful Spot Hidden roll.

It can be made obvious that this treatment is way easier to take than any of the previous ones. The inmates should be told just enough about the first treatment to get their interests up, but nothing really concrete. Lillie Stott may answer whatever questions she is able to that the inmates have. The characters should have several minutes before the treatments begin to talk with her.

The treatment session should take roughly one third the time it takes to complete parts one and two. (Each treatment is estimated to take about 5-10 minutes each.)

Ending the Intro

The following may be read or paraphrased to the players. The first day has ended, and they have all gone to sleep. It should be directed at the player running as Ernie. This should not be done until all the players are back at the main table and Ernie has been killed or mortally wounded by Emily in his dream.

You wake up, kneeling next to your bunk... It's still pretty dark in your cell but you've had great nights sleep for once. You're not too cold, which is surprising, and not normal.

As you slowly adjust your eyes in the dim light you see a large dark stain on the upper bunk. You realize this is blood and it's dripped into your cot, and you're covered in it. And it's still warm.

Frantically, you wipe the sweat from your face to realize it is not sweat, but blood. You have bits of sinew under your finger nails and the slightly salty taste of what must be human flesh in your mouth.

The guards burst into Ernie's cell immediately. During his sleep Ernie's second personality, Emily brutally beat Ernie's cellmate, Vince Maciver, to near death. Ernie will be detained until the doctors are permitted to reevaluate his mental condition.

The bloody mess will be cleaned up and Ernie will be given drugs, to suppress his obvious mental disorder. It will not make him completely unconscious. He will be chained to a cot in solitary room where he will not be able to interact with the other characters. The lights will be shut out and the door shut and locked.

If needed the player should be taken aside by the Thing and have the situation between Emily and Ernie described. Emily is well aware of the situation, and knows she is part of Ernie; she detests him. The player should be given the handout: Ernie/Emily's Instructions.

After the resolution to the attack the loud speaker begins playing the classical music, which continues playing throughout the day. The music only stops at night and during group therapy sessions. The rest of the characters should have a few moments to explore the ward and chat with the other inmates before the group therapy begins. Once Ernie/Emily returns to the table the Keeper should begin the next section.

Group Therapy and the First Vision

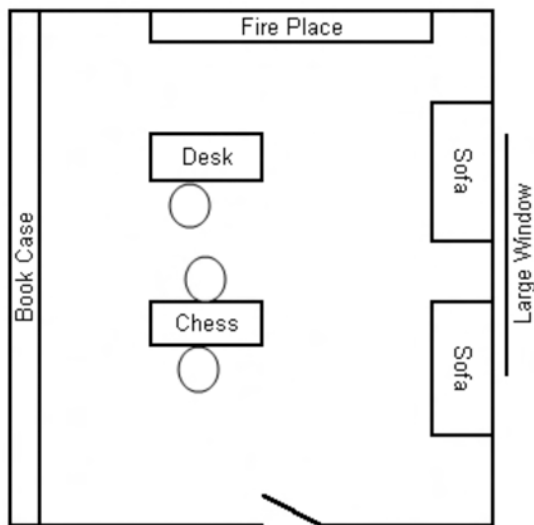
That evening there will be a group therapy session, held in the common area. Gulleband will oversee the group. The primary topics to discuss will be the inclusion of the Amnesiac in the ward and the events of Emily severely wounding Ernie's roommate, Vince. Gulleband will



have Ernie released from solitary to rejoin the ward prior to the conclusion of the therapy session.

Per the spell above (see: Dream Induction of Nyarlathotep) the group will experience the terror of the mythos, as though they were living it. Gulleband will dim the lights in the common area. Rauch and Lillie Stott will then join the group. He and Rauch will recite verses from an odd looking journal while referring to notes. These are in Latin with phrases esoteric and occult; none of the player's characters will have hope of understanding it, except the Amnesiac, John Doe. With a successful Cthulhu Mythos roll he will specifically recognize the phrase "*Ia Ia Shub-Niggurath, The Black Goat of the Woods with a Thousand Young*" (as translated from Latin) as being invoked often in spell-casting. He will not know why though he knows this fact. If he persists the Thing may take him aside to give information on Shub-Niggurath and the Dark Young. Complete descriptions of these may be found in the Call of Cthulhu rulebook.

The Study



Soon after the vision will begin; the group will find themselves located in a warm and cozy study, lavishly furnished in antiques of exceptional quality. There are several sofas, a large bookcase with all manner of books, a pair of chairs with a chess set, and a desk with locked drawers. The floor is covered with a rich looking rug which matches the patterns in the curtains. There is a fireplace on one wall, with a huge portrait above it. Opposite this is the only door leading from the room. The door is heavy wood. An **Idea** roll may reveal the fact that the door has been locked from the inside, as though the occupants of the room have locked themselves in. Outside, it is dusk. Through one of the windows they may see woods, with the distant trees gently swaying in a light breeze; the curtains are not shut. There is no electricity in this room, and once the night arrives the only light provided will be from the fireplace and the several oil lamps. The lamps are filled with oil and there is also a small bottle of oil about ¾ full.

Upon inspection of the bookcase they will notice a single book is missing. A quick **Library Use** roll (at +20%) will reveal that the books have been published prior to 1922. Among them are several mythos tomes but the characters will only be able to skim one or two them. Included are *Marvels of Science* by Morryster, *Reflections* by Ibn Schacabao, and *Nameless Cults* (1909 by Golden Goblin Press.) Each book will provide **two points of Cthulhu Mythos** by skimming. Perusing them will cost **1/1d4 sanity** each. A successful Cthulhu Mythos roll may, at the Keeper's discretion, reveal additional information on the content of each tome. The characters should not have enough time to completely read and study the books. Other books on the shelf cover medicine, mathematics, botany, biology,

chemistry, physics and all manner of the sciences. These books are all modern (for 1922) and have been read. No additional mythos skill may be learned from these.

Examining the small tarnished plaque on the painting will reveal that the subject is Dr. Willian R. Heagany. The fine quality work depicts a respectable elderly gentleman wearing a brown suit.

The Fireplace appears normal and is filled with a roaring fire. It radiates heat and light into the room. Upon the ordinary wooden mantel sits an urn which contains a strange mix of herbs. A successful **Chemistry, Botony, Biology** or **Pharmacy** roll will reveal them as: Bergamot (*Monarda didyma*), Caraway (*Carum carvi*) and Witch Hazel (*Hamamelis virginiana*.) These were used for spell casting, but there is no way for the characters to learn this, as such they are a red-herring. There is also a set of charcoal sticks here, used for drawing. These have been used many times and an **Idea** roll will reveal that the set is incomplete, indicating some of them have been used up. Other ordinary fireplace items are nearby, including pokers and matches. There is

also a small stack of wood and a bit of kindling.

Investigation of the work surface of the desk reveals a new looking newspaper that has been read, dated in October of 1922.

Additionally there is a handwritten journal on the desk, it has only 20 pages complete. It describes deciphering the contents of dreams of mental patients as part of their therapy. Only the last entry warrants complete reading though. See the handout: *Revelations Through Dreaming* for an excerpt to give to the players. In this unfinished state the journal contains very little mythos information, adding only **2% to Cthulhu Mythos** and taking away **1/1d6 sanity**. Dr. Heagany will someday soon complete his work.

The chess set appears normal. It is a finely crafted set with a marble board and granite men. It appears antique (even for 1922) but is in great condition and it is currently set up to begin a new game. An **Art: Antiques, Anthropology, History** or **possibly a Know** roll will provide the most likely source of the chess set: the Continent of Africa.

The sofas, desk, chairs and chess set all sit partly upon the rug. If they move the furniture and rug they will find a large symbol drawn beneath it. The act of moving the rug will wipe away part of it. A **Cthulhu Mythos** roll will reveal it to be the Elder Sign; the Keeper may also reveal that the sign has been altered by moving the carpet. If the sign is not discovered then it does not exist. If it is uncovered, skip to the attack of the Dark Young, immediately. A **Spot Hidden** roll may show small portion of the sign sticking out from under the rug.



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Dark Young (see COC rulebook for complete description)			
Greater Servitor Race			
	1	2	3
STR	39	42	35
CON	19	14	15
SIZ	47	41	45
INT	18	10	12
POW	24	19	16
DEX	14	18	17
HP	33	28	30
Dmg Bonus	+4D6	+4D6	+4D6
Move: 8			
Armor: Firearms do 1 point damage. Firearm impales do 2 points damage, Shotguns do minimum damage, HtH weapons do normal damage. Fire, heat, cold, electrical and corrosive attacks have no effect.			
Weapons: Tentacle 80%, damage db + STR drain			
Trample 40%, damage 2d6 + db			
Skills: Sneak 60%, Hide (in woods) 80%			
Sanity Loss 1d3/1d10			



The Dark Young

The group should have a few minutes to explore the room and skim the books, before the Dark Young begin their approach. Someone looking out the window will definitely see the three of them; otherwise allow a secret **Spot Hidden** roll to see them. If the door to the study is opened, the Dark Young may also appear, unless the Keeper wishes to improvise the hallway and the rest of the house. Nothing of consequence to the investigation or the scenario may be found in other rooms of the house.

The Dark Young will attack and destroy the house, starting with the study. Attempts to leave the study should be stalled. Regardless of where the characters are at least some of them will be caught and ripped in half. Once the study is under intense attack and a few of the characters are insane or dead they will wake up from the dream.

Rauch will begin reciting another similar verse, they will all slowly come out of the vision and be aware that they are still

safely located, seated at group therapy, in the Crazy Block. After the session ends they will get whatever medical treatment is required, including an additional mandatory dose of sleeping drugs. If they refuse to take the drugs orally, they will be forced upon the inmates via injection. Especially rowdy inmates may spend the night in a rubber room. They all will quickly fall sleep.

Lillie Stott will be present throughout this session monitoring the physical condition of the inmates. She will be horrified by the results and later demand answers from both Rauch and Gulleband in the nurse's station. This could be seen by observant characters sometime during the next day. From this point on, Lillie will try to assist the characters as much as she is able, although she will not provide much insight into the experiment until later in the scenario.

The Second Day

The following day will begin in a normal manner with classical music playing, breakfast, and morning medications dispensed. They should have plenty of

opportunity to discuss the previous day's activity during this time. After breakfast will be an occupational therapy session. The inmates will be given a word search puzzle to complete (See Handouts: Activity for the insane.) The word search contains several hidden words; all references to Mythos activity. After this, if time permits they will each be expected to play a game, make a painting, do a crossword puzzle or perform some other type of activity meant to stimulate them mentally. Due to the terrible events of the day before they will be at **-10% on all skills and resistance rolls** until they have had a chance again to sleep. Following the therapy session, they will have lunch.

After lunch, the characters should be given an opportunity to role-play again and interact with the other inmates before beginning the next section. During this time, they will see several inmates taken away presumably for the experimental treatments.

Running into the wall

Basil Murray, desperate to escape the terrible treatments and visions has imagined an open door on a normal wall of the common area. He will run, full speed into the imagined doorway screaming "I'm Free!" all the way. Of course, instead of going through his imagined door, he will crash directly into a hard concrete wall. The injuries he sustains should be relatively minor but at the least he will hit his head, hard, and fall unconscious. See the handout: Basil's Map; many imaginary doors are clearly shown on this map. At some point prior to this, Basil will discuss his escape attempts with one or more of the characters. This may be handled by the Keeper with the group or with the Thing and one player. Basil will give the character his hand

drawn map. Alternately, the map could be located nearly anywhere on the ward in the event that the characters search it.

Therapy

Several of the player character inmates could receive individual therapy during the day. The session would likely be with Dr. Gulleband. Ernie is a ripe candidate for therapy, considering the events of the previous day. These sessions could be handled by the Thing. Gulleband would likely question any of the characters further about the dream session, he would be interested in the mythos tomes and the Dark Young beyond all else.

The Scrabble Tiles

During the afternoon, which consists of free time today, an inmate cuts his wrists with a sharpened Monopoly token, (the car of course, everyone wants to be the car) and attempts to drown himself in a toilet located in the shower room. The characters will be the first to discover him, as one of them uses the facilities.

In his mouth, he has crammed enough scrabble letters to spell Nyarlathotep, except with a blank tile instead of the N. Once the body is discovered the Keeper should toss the correct tiles (soaked of course) onto the table. He may also toss a bloody Monopoly Car onto the table as well. If a player figures out that the letters spell Nyarlathotep *and* Talon Therapy they all get hit for **1 Sanity Point**. The player who figures this out should be given an additional bonus of **1d4 Cthulhu Mythos %**. After a few moments of attempting to solve this puzzle the characters will be herded into their cells. The inmate will be removed from the ward, never to be seen again.



The Next Treatment

Sometime later, but before dinner the doctors, orderlies and guards will assemble to gather the players' characters for the second experimental treatment. The second treatment session will involve all of the characters and a few of the inmates. As the first time, the characters will be removed from the ward into the experiment room on a gurney two or three at a time. Once the treatments are complete the characters will be returned to their rooms on the ward. This time, the treatments are much less painful than before.

Final Group Therapy Session

After this evening's dinner, the characters are ushered into the common area for group therapy. (NPC inmates Vince Maciver and Basil Murray are also added to this session. Basil may be seen wearing bandages from his earlier "accident.") Similar to the first, this session results in Gulleband finishing the spell cast during the treatment given earlier in the day. This time, with a few more inmates involved, he and Rauch expect the results to be even more revealing.

This vision begins in the ward. The players' characters, along with Vince Maciver, are seated in the group therapy circle on the same seats they were when they began the session. Several of them may even be lying on the floor, but most will still be seated in their chairs. Gulleband, Rauch, Murray, and Maciver are nowhere to be seen; the rest of the staff is gone as well. The lights are lower than normal and the music has stopped, similar to the first scene. The characters should now have some opportunity to look around and explore the dream version of the ward.

Where noted below the ward differs from the descriptions given for the waking version, above. These encounters may be included or excluded as desired and may happen in any order.

Inside cell #2 (see map, above) is Basil Murray. He appears partially imbedded in the wall, only his back half and left leg may be seen. It is as though he began to walk through the wall, but was stopped halfway through. He is strangely still alive, twitching, crying and letting out an occasional moan.

The door to the nurse's station is open and the doorway is bleeding; a pool of blood is draining into the common area from within. One of the guards is dead inside, lying in his own blood on the floor. His tongue and eyes have been ripped from his mouth and are on the desk. Beneath his tongue is a file, see handout: Gulleband's File. In addition to what is contained in the handout the file contains standard prison paperwork on all of the inmate characters. These are not reproduced here, since they offer no additional insight. Reading this file has a **sanity cost of 0/1** and provides no Cthulhu Mythos knowledge.

Several guards are terribly brutalizing an inmate. One is beating him with a nightstick, while the other uses a Taser. The men wickedly laugh as they abuse the sorry prisoner. The guards will quickly finish off the wounded inmate and turn their attentions to the characters. Observation of the guards will reveal that they appear normal other than the fact that their eyes are missing from their heads and their eye sockets are bleeding. The guards will fight to the death. If inspected, the beaten prisoner can be identified as Walter Beaz. He has two pair of human eyes on his person, located in the pockets of his robe. (Allow a **Spot Hidden** to find them,

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unless his pockets are specifically searched.) This encounter may be located as required and could take place in the hall outside the ward, in the common area or in one of the cells. Participation in this scene should sap one sanity point for those who fail a standard sanity check and an additional mandatory loss of one point if the eyes are found.

A scream may be heard coming from the bath area. Lillie Stott is there fending off one of the possessed guards. If assisted, she will provide the characters (at the Keeper's discretion) with some vague information on the spells and rituals of Gulleband and Rauch. If persuaded for more information she confirm what she has told them by giving them proof in the form of a portion of Dr. Rauch's files she has stuffed in her pocket. See handout: Rauch's File. Reading this will have a **sanity cost of 1/1d2** and provides **1% Cthulhu Mythos** knowledge. Participation in this scene should **sap 1 sanity point** for those who fail a standard sanity check.

Once bored with the ward, the characters may see a doorway, one that was not there before, leading from some part of the ward. A quick **Idea** roll will reveal that the

Possessed Guards			
	1	2	3
STR	15	11	11
CON	17	14	11
SIZ	11	15	13
INT	15	10	12
POW	14	11	8
DEX	11	10	9
HP	14	13	12
Dmg Bonus	+1D4	+1D4	none
Weapon : Taser (contact), Dmg: Stun, # attacks: 1, Ammo: unlimited, Hp: 7			
Weapon: Billy club/nightstick, Dmg: 1d6+db, # attacks: 1, Hp: 20			
Skills: Dodge 18-22%, Hide 40%, Jump 25%, Listen 45%, Fist/Punch/Taser (contact) 70%, Kick 25%, Grapple 25%, Small Club 40%			

door leads out the side of the building, into mid-air. The moment one of the characters examines this door, opens it, or steps through it at the Keeper's discretion the entire group is relocated to the site described in the section below: the Ritual. Alternately, the Keeper may have the characters chased out of the ward by the guards. They may also appear at the field for no apparent reason.

At this point, Gulleband begins to call the characters back through the use of the spell. However something goes terribly wrong, perhaps through inference of the speech and horror of the characters or perhaps by his own doing; he achieves complete and utter madness, slumping from his chair and sliding to the floor of

the ward. His suggestive voice may no longer be heard, it is instead replaced by the voice of Rauch giving instructions as: "No, get him out of here. Pick him up, carefully...carefully now..." Rauch's attention has gone from the characters to Gulleband. They are all unattended within the dream and will remain so until it concludes. It should be presented to the players such that either their trip through the door triggered the

Cultists			
	1	2	3
STR	11	12	8
CON	17	11	9
SIZ	15	14	11
INT	15	10	12
POW	14	11	8
DEX	11	10	9
HP*	16	13	10
Dmg Bonus	+1D4	none	none
Weapon: Heavy chains of various length, Dmg: 1d4+1+db, # attacks: 1, HP: 50			
Skills: Cthulhu Mythos 25%, Dodge 18-22%, Hide 40%, Jump 25%, Listen 45%, Fist/Punch/Chains 85%, Kick 45%, Grapple 45%			
*(It is possible and likely that various cultists have already			



event with Gulleband or that Gulleband caused them to be transported to the field through his action somehow.

The Ritual

The characters are all relocated in a haze to a dark grassy field. This field is covered in fog and the ground itself is marshy and wet with fresh rain. The field is bordered on all four sides by woodlands. It is night. The characters are confronted with the smell and sound of a huge bonfire surrounded by a mix of people dancing wildly about it. These cultists are participating in a violent and blasphemous dance. The cultists wear little clothing and many have masks and painted marks on their bodies. They all wear several feet of thick chains about their necks and as they dance they use these chains to bludgeon themselves and each other causing their blood to spatter about. In a relatively short time all of the cultists are wounded and bloody, some severely, yet they all continue.

At the center of the dance is Vince Maciver. He is completely naked and his upper body is painted in strange runes. He is wearing a plain mask of what appears to be plastic. The mask is totally featureless aside from the long red tongue that extends from its mouth. The mask covers only his face. He will proceed through the ritual, chanting and dancing with the others. After a few minutes of this he will begin to forcibly remove the hair from his own head, by the handful. Once the hair is gone he will produce a large evil looking dagger and cut through his own scalp. Once the cut is made he will remove his scalp using his hands, with his bloody hands he will then remove the mask. Once the mask is removed the characters should be given the opportunity to recognize him.

Viewing this terrible ritual requires a **sanity check with 1/1d4** loss for those who fail.

If the characters are spotted at any time by the cultists they will be rushed and likely caught. One of the characters will be brought before the scalp-less Vince. Several cultists will hold down the character and another will tattoo him with odd runes. The runes will require more careful study than would be permitted during the ritual but a successful **Cthulhu Mythos** roll will determine them to be written in an ancient African form. The runes contain instructions for the calling (and dismissal) of the god of the Bloody Tongue. Receiving tattoos during the ritual requires a **sanity check with losses of 0/1d4**.

The ritual then comes to a close. Read or paraphrase the following:

The cultists begin to increase their pace; they now dance with energy not of this earth. They continue to thrash and batter one-another. As the rhythm intensifies the fog surrounding the grassland quickly subsides revealing a clear and moonless night sky. Then without warning the stars shift and the ground shakes violently beneath your feet.

The head cultist/Vince looks into the sky with his neck craned as far back as human physiology allows. As he roughly grasps each side of his face and head he lets out absurd yell. The rest of the cultists follow, as he tears away the rest of the flesh from his face and head. Upon seeing this, the nearby cultists begin to hammer him with their chains.

Suddenly as his lifeless body is about to hit the quaking ground a terrible rift opens which swallows him.

No additional sanity loss need be assessed for the conclusion of the ritual. Once the characters awaken, continue with the section below, Concluding the Scenario.

The Police

If the characters flee the scene of the ritual, presumably into the woods, they will be detained and held by a squad of SWAT team who are just about to break up the terrible ritual. This of course will delay the assault of the SWAT team and it will prevent the characters from leaving visual range of the ritual. This will also result in none of them being tattooed. Since the tattoos contain instructions for the dismissal spell, the Keeper may choose to instead have Vince Maciver receive them.

Concluding the Scenario

The characters should be fairly confused at this point; they will awaken again in the chairs and on the floor of the ward, just as they did at the beginning of the last dream. The rest of the ward is now in utter chaos. The remaining inmates are throwing things, howling and running around, all completely insane. The door to the nurse's station is open and inside a guard struggles with an inmate. Also, upon coming out of the vision Lillie Stott passes out and falls to the floor where she was standing when the visions began. If the cell where Basil was imbedded into the wall is investigated

they will find bloody stains on the concrete wall, but no sign of Basil.

Vince Maciver, hairless and covered in his own blood immediately darts to his cell and slams the door to continue the end of the ritual. Within several minutes loud chanting may be heard from within. Even if the characters follow him, it is

too late. The Crawling Chaos now approaches. If they kill him, they make his work easier for he must die for the spell to complete. If not, he will take his own life by his own hand. It should not be possible to save his life through first aid or medicine, if these are used, reveal some severe but previously hidden grievous injury that causes his death despite the treatment.

The stars are now right and the deed is done, the appearance of Nyarlathotep should be described; the mask called forth is that of the god of the Bloody Tongue. The crazy ward will be ripped apart, starting with Maciver's room, number 7 on the map above. The rest of the prison will as well; it will all happen in a chaotic manner, perhaps with the roof being torn off the building in the second pass, so that the characters may view the full horror of Nyarlathotep. Seeing the god of the Bloody Tongue requires the normal **sanity check** with standard loss of **1d10/1d100**. If none of the characters die or go insane from the first sight of the Bloody Tongue, it may summon forth multiple mythos



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Nyarlathotep - god of the Bloody Tongue

STR 80
CON 50
SIZ 90
INT 86
POW 100
DEX 19
APP -
HP 70
MOVE 16
db +10D6

Claw 85%, 10D6+10D6

Armor: none, but brought to 0 hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose Sanity Points), and then flies into interstellar space.

Spells: Nyarlathotep knows all Mythos spells; he can summon monsters at the rate of 1 Magic Point per POW point the monster has; he may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

Sanity Loss: 1D10/1D100



creatures per its ability. See the Call of Cthulhu rulebook for information on these creatures.

Read or paraphrase the text below:

Like in the dark and grassy field, the earth begins to shake. The walls of Wayfold groan. Despite your best effort, you realize it is too late. The life is drained from Vince and his blood runs cold from his body onto the floor of the cell.

Instantly, the far wall of the cell is torn apart by a huge claw. For a second, you see the serene grounds of the complex, but this is quickly replaced again by the obscenely large claw which ends in three deadly talons. It reaches for you...

Dismissal of Nyarlathotep

The characters should have some opportunity to read the spell instructions which have been tattooed on one of them during the dream ritual. (These may alternately appear on the body of Maciver, or simply not at all.) With a successful

Cthulhu Mythos roll the spell may be read and learned instantly, an artifact of witnessing it within the vision. Another Cthulhu Mythos roll or a successful luck roll, by the same character, is required to intelligently reverse the spell to the dismiss form. Multiple characters may attempt to do this at once, though the tattooed character should receive a small penalty since he will be trying to read the instructions upside down. See the spell description, above, for complete details. Give the handout named Translation of the Tattoos to the players once one of them translates the tattoos. If awake, Lillie Stott may assist the characters with the dismissal spell.

Dismissal of the Bloody Tongue is per the usual call/dismiss deity rules, and in this case 20 magic points must be spent to gain the first 5% chance of dismissal. Each magic point thereafter adds another 5% to the chances of dismissal. Only those characters which know the spell may contribute more than 1 magic point. It will be necessary for at least one character to learn the spell and that same character to take his own life (or have the others kill him) during the casting. Due to the chaotic

surroundings the caster will receive a penalty of -25% while casting the dismiss spell. Taking one's own life under these circumstances may require an additional roll at the discretion of the Keeper.

Emily should not be in control of Ernie during the final scene unless he willingly allows her to control him. This is the best thing he can do for the group, since Emily likely has the best chance to lead the group in dismissing Nyarlathotep. Strangely, both Emily and Ernie may contribute magic points to the dismissal per the rules above even if only one of them learns the spell.

If the characters somehow succeed in dismissing the god of the Bloody Tongue, they must still deal with the dead bodies and the wreckage of the prison. If they stay at the scene the authorities (local and state P.D. and possibly the National Guard) will show up. Eventually, they will all be convicted of crimes relating to the death of the staff and other inmates, and the willful destruction of private and state property. Talon Therapy will close Wayfold for good. Since they were the only survivors and they were already

insane, the characters will spend the rest of their lives "in the system" being poked and prodded and potentially experimented on again and again...

Delaying to dismiss the god of the Bloody Tongue will result in being smashed, eaten, ripped to pieces or crushed in the rubble of PCI Wayfold as its walls collapse. It is possible that some or all of the characters will flee. For those that weren't turned into blathering idiots, escape could certainly be possible. Since they would have failed to prevent the end of mankind, though, they would spend the rest of their short miserable lives hiding like rats.

The End

The successful dismissal of Nyarlathotep is the only possible reward. If they succeed some will be dead; the rest will not be freed; they will not be thanked; for they are not heroes but criminals and insane to boot. If they fail, they will all be dead. This concludes the scenario, thank them for playing and send them packing.



The Players' Characters

This section contains background and notes on each of the characters. The background information is identical to the character sheets that are presented below.

Asa Christal

Male, aged 34 years. Drug Addict. Electronics expert. Kleptomaniac. You have made it nearly clean several times, but you continue to head back to drugs and alcohol at every chance. You freely admit you have a problem.

You have resorted to electronics work (disabling alarm systems and computer systems hacking) and petty theft, just once, to get his drugs. You were caught infiltrating a private bulletin board system belonging to Talon Therapy, Inc. You were then apprehended at your home, arrested and convicted of industrial espionage. Copyrighted printed materials were located in your possession.

In prison, you inadvertently became the head of a drug smuggling operation. Now a hardened inmate you “don’t take shit from nobody.”

You’ve been moved to Private Correctional Institution Wayfold about one month ago. During your first month at the new prison you have had several therapy sessions with Dr. Gulleband and Dr. Rauch and you are currently not taking any prescription drugs due to your problems with addiction.

Keeper Notes: This character could steal some of the drugs. He should probably try to steal everything else too, so watch out. If the guards catch him, they will take back what he has stolen and issue some restrictions or solitary confinement.

Investigator Name: Asa Christal	STR: 7	DEX: 11	INT: 15	Idea: 75
Occupation: Electronics expert. Thief	CON: 6	APP: 10	POW: 14	Luck: 70
Colleges, Degrees: University of Pittsurgh BA	SIZ: 10	SAN: 70	EDU: 28	Know: 140
Birthplace: Pittsburgh, PA	99-Cthulhu Mythos: 99		Damage Bonus: none	
Mental Disorders: Drug Addict. Kleptomaniac.				
Sex: M Age: 34				
Sanity Points: 40				
Hit Points: 14				
Magic Points: 8				

Art: Drawing 25% Art: Music: rock 10% Biology 16% Chemistry 26% Computer Use 61% Conceal 55% Credit Rating 50% Cthulhu Mythos 0% Disguise 16% Dodge 40% Drive Auto 50% Electrical Repair 60% Electronics 71% Fast Talk 65% First Aid 40% Hide 40% Library Use 25% Listen 35% Locksmith 41% Mechanical Repair 37% Occult 5% Own Language: English 100% Persuade 80% Spot Hidden 55% Fist/Punch 60% Grapple 40% Head Butt 45%

Donald Imes*

Male, Age 25. Convicted felon. Currently serving out your 6 year sentence for Grand Theft at Wayfold. You have had prior convictions and served a bit of jail time, in past years.

You are not insane. You are a criminal, but prison sucks. Somehow you’ve convinced the doctor at the old prison that you were nuts, loony, wacko... Now you’re at Wayfold. It’s definitely much nicer here. The food is better, the beds more comfortable, you get to play games and the other inmates don’t normally harass you.

Of course you get to spend your days rotting away with insane folk, but you are almost able to deal with it. Almost.

Keeper Notes: This character is well suited to casting the dismiss god of the Bloody Tongue. Has decent sanity points and above average magic and hit points. This character should be sane and ready to go even at the end of the scenario. Allow the player to come up with a more detailed background, if desired. One possibility is that Donald Imes worked as a mechanic and stole one of the vehicles brought to his shop and sold it to a “chop-shop.”

Investigator Name: Donald Imes	STR: 15	DEX: 10	INT: 14	Idea: 70
Occupation: Criminal	CON: 14	APP: 8	POW: 8	Luck: 40
Colleges, Degrees: None	SIZ: 14	SAN: 40	EDU: 13	Know: 65
Birthplace: Braddock, PA	99-Cthulhu Mythos: 99		Damage Bonus: +1D4	
Mental Disorders:				
Sex: M Age: 25				
Sanity Points: 40				
Hit Points: 8				
Magic Points: 14				

Art: Prison Tattoos 15% Conceal 15% **Credit Rating 40%** Cthulhu Mythos 0% **Dodge 50%**
Drive Auto 70% **Fast Talk 55%** First Aid **Listen 40%**30% Hide 10% **History 30%** Library Use 25%
Locksmith 20% **Mechanical Repair 40%** Occult 5% Own Language: English 65% Persuade 15%
Psychology 40% **Sneak 30%** **Spot Hidden 50%** **Throw 55%** **Fist/Punch 75%** **Kick 70%** **Grapple 80%**

Douglass P. Gaarsland III

Male, Age 28, highly intelligent in a “mad scientist” kind-of-way. Chemistry Major. Douglass is a sadist and a masochist; you have done drug and chemical experimentation on first animals, then yourself, then everyone in your dorm. Everyone got sick, you got sent to prison. The Public Defender based the defense on insanity but the jury disagreed.

In prison though, during a routine checkup, the doctor determined you did suffer from extreme sadism and panic disorder. Since you are mostly non-violent and suffered from a mental disorder, you were moved to Private Correctional Institution Wayfold to receive treatment.

TOYING WITH HUMANS

Keeper Notes: This character should be the most interested in the drugs. If successful rolls are made the drugs could be identified, along with side effects, per the section above. Really, he will learn that the drugs are “typical” treatments for someone in his condition.

Investigator Name: Douglass P. Gaarsland III
STR: 8 **DEX:** 16 **INT:** 18 **Idea:** 90
Occupation: Chemistry Student **CON:** 9 **APP:** 14 **POW:** 16 **Luck:** 80
Colleges, Degrees: none, yet **SIZ:** 9 **SAN:** 80 **EDU:** 22 **Know:** 110
Birthplace: Edgewood, PA **99-Cthulhu Mythos:** 99 **Damage Bonus:** none
Mental Disorders: suffers panic attacks, sadist
Sex: M **Age:** 28
Sanity Points: 25
Hit Points: 16
Magic Points: 9

Accounting 20% Anthropology 16% Art: Board Games 10% Bargain 5% Biology 81% Chemistry 81% Computer Use 16% Conceal 15% Credit Rating 60% Cthulhu Mythos 0% Dodge 32% Fast Talk 5% Hide 10% Library Use 80% Listen 25% Medicine 50% Occult 5% Other Language: Latin 51% Own Language: English 110% Persuade 45% Pharmacy 71% Physics 51% Psychoanalysis 16% Psychology 60% Sneak 10% Spot Hidden 25% Fist/Punch 50%

Ernie Houston/ Emily McCoy

Ernie Houston is a weakling. Middle aged, average height and slim build, brown hair, etc. You are an accountant, who often works late nights.

Unfortunately, you were the victim of a mugging and were on the receiving end of a terrible beating. Of course, you cannot confirm this, as all memory of the situation has been naturally blocked from your memory. What you do know of the incident you learned from your own trial.

You were convicted of killing the police officer who responded to the scene, but acquitted of the killings of the four muggers.

You were sentenced and delivered to the mental ward at Private Correctional Institution Wayfold in Apollo, PA.

Investigator Name: Ernie Houston **STR:** 6 **DEX:** 13 **INT:** 15 **Idea:** 75
Occupation: Accountant **CON:** 9 **APP:** 11 **POW:** 7 **Luck:** 35
Colleges, Degrees: Accounting, Penn State **SIZ:** 9 **SAN:** 35 **EDU:** 19 **Know:** 95
Birthplace: Plum Boro, PA **99-Cthulhu Mythos:** 99 **Damage Bonus:** -1D4
Mental Disorders:
Sex: M **Age:** 34
Sanity Points: 25
Hit Points: 7
Magic Points: 9

Accounting 70% Anthropology 25% Archaeology 25% Art: Sculpture 20% Art: Calligraphy 10% Astronomy 10% Bargain 30% Biology 35% Chemistry 25% Computer Use 40% Conceal 15%

TOYING WITH HUMANS

Credit Rating 25% Cthulhu Mythos 0% **Dodge 40%** **Drive Auto 25%** **Fast Talk 15%** **First Aid 35%**
Geology 15% **Hide 30%** **History 35%** **Law 40%** **Library Use 35%** Listen 25% **Medicine 20%**
Natural History 25% **Occult 15%** Own Language: English 95% **Persuade 40%** **Pharmacy 15%**
Photography 35% **Physics 25%** **Psychology 30%** Sneak 10% Spot Hidden 25% Fist/Punch 50% Head
Butt 10% Kick 25% Grapple 25%

Investigator Name: Emily McCoy	STR: 18	DEX: 6	INT: 8	Idea: 40
Occupation: Trucker	CON: 17	APP: 4	POW: 18	Luck: 90
Colleges, Degrees: no	SIZ: 17	SAN: 90	EDU: 11	Know: 55
Birthplace: Somewhere South	99-Cthulhu Mythos: 99		Damage Bonus: +1D6	
Mental Disorders: just plain damn nuts				
Sex: F Age: 58				
Sanity Points: 75				
Hit Points: 18				
Magic Points: 17				

Bargain 5% Conceal 15% Cthulhu Mythos 0% Dodge 12% **Drive Auto 40%** **Electrical Repair 20%**
Fast Talk 35% First Aid 30% Hide 10% **Law 30%** Library Use 25% Listen 25% **Mechanical Repair**
40% **Occult 40%** **Operate Hvy. Machine 60%** Own Language: **English 90%** Persuade 15%
Psychology 50% Sneak 10% Spot Hidden 25% **Fist/Punch 70%** Kick 25% **Head Butt 90%** **Sluger w/**
Nail 70%

Emily McCoy is a large, old white trucker lady who smokes cigars. You are brutish to the point where other people intensely dislike you.

This is fine, since you hate most everyone anyway; especially Ernie Houston. You want him dead. He is a weakling and you hate him with every fiber of your soul. You want him dead. Kill him.

Keeper Notes: Suffers from dissociative identity disorder or multiple personalities. Currently Ernie has only two personalities. The player that chooses this character will play the primary one, Ernie. Anytime he is extremely stressed by external stimuli his other personality surfaces. This is Emily McCoy; as Emily he killed his attackers (4 of them) and was convicted of manslaughter but plead insanity. At the beginning of the scenario Ernie is awakened to uncover he has brutally beaten (as Emily) his cell mate. See the notes nearby for more information on this character.

Emily McCoy is a large, old white trucker lady who smokes cigars. Well, at least she thinks she is... She is also not that intelligent, extremely belligerent and hostile. She speaks with a thick southern or Texan accent. She is the muscle of the group. Aside from a terrible mean streak she is pretty normal. See the nearby sidebar for more information on this character.

Emily likely has the best chance to lead the group in dismissing Nyarlathotep. Also note that the player will use two character sheets during the scenario, one for Ernie and one for Emily.



TOYING WITH HUMANS

Name Unknown, referred to by staff as John Doe.*

Amnesiac. Male, age unknown estimated mid thirties. You speak in American English with a strange (European, perhaps) accent.

You've no memory prior to this morning when you were brought to PCI Wayfold, a prison run by Talon Therapy, Inc.

Keeper Notes: Has very few skills other than 25% Cthulhu Mythos, some other skills will be revealed as the scenario goes on (see handouts). This character will be the primary point of "mythos" information to the rest of the group early in the scenario. Either the player himself will have the personal knowledge or the Thing will feed him the info, probably both.

Speaks with a strange European accent, and obviously is not from North America. However, the only language known by this character is English.

Convicted of disturbing the peace, vandalism, willful destruction of property, although, he does not remember any of it. He is the subject described in the section detailing the doctors (see **Dr. Kenneth Arthur Gulleband** and **Dr. Gregory Rauch** above); of course they know this, which is why he is at Wayfold to begin with.

Investigator Name: Name Unknown, referred to by staff as John Doe	STR: 13	DEX: 14	INT: 15	Idea: 75
Occupation: previous occupation unknown	CON: 13	APP: 11	POW: 16	Luck: 80
Colleges, Degrees: unknown	SIZ: 12	SAN: 80	EDU: 17	Know: 85
Birthplace: unknown	99-Cthulhu Mythos: 74	Damage Bonus: +1D4		
Mental Disorders: Amnesia				
Sex: M Age: Unknown				
Sanity Points: 30				
Hit Points: 16				
Magic Points: 12				

Bargain 5% **Conceal 40%** **Cthulhu Mythos 25%** **Dodge 40%** Fast Talk 5% First Aid 30% Hide 10% Library Use 25% **Listen 45%** Occult 5% Own Language: English 85% Persuade 15% **Sneak 35%** Spot Hidden 25% **Fist/Punch 60%** **Kick 40%** Grapple 25%

Reed Skornia

Reed suffers from severe hypochondria and Munchausen's syndrome (factitious disorder). Reed is happy to discuss every little minor ailment, and elevate it to the level of serious disease. Every conversation with Reed will result in him turning it about, until the subject is his health. He is normally seen harassing nurses and doctors in demand for additional medical treatments.

Reed is also the criminal on the ward with the most violent background. Due to his severe illness though, he keeps hidden any specific details of his history and incarceration. Also, due to his condition Reed is highly medicated.

TOYING WITH HUMANS

Keeper Notes: Reed was moved due to his disorder, despite his tendencies toward violence. His condition was putting extreme strain on the already overworked prison health care system. Munchausen's has no real cure and long-term hospitalization is often the result in extreme cases. Due to his typical state Reed should lose only one-half the sanity loss noted when he fails sanity rolls that occur in the real world. Additionally, Reed should have a -15% on all skill rolls and resistance table checks.

Investigator Name: Reed Skornia STR: 9 DEX: 11 INT: 17 Idea: 85
Occupation: Violent Criminal CON: 11 APP: 8 POW: 10 Luck: 50
Colleges, Degrees: None
Birthplace: Pittsburgh, PA SIZ: 13 SAN: 50 EDU: 16 Know: 80
Mental Disorders: factitious disorder. 99-Cthulhu Mythos: 99 Damage Bonus: none
Sex: M **Age:** 44
Sanity Points: 37
Hit Points: 12
Magic Points: 10

Bargain 75% Chemistry 41% Conceal 80% Cthulhu Mythos 0% Dodge 22% **Fast Talk 65% Hide 50% Jump 40%** Library Use 25% Listen 25% **Locksmith 41% Martial Arts 16%** Occult 5% **Persuade 30% Sneak 50% Spot Hidden 70% Fist/Punch 70% Head Butt 50% Grapple 50%**

Non-Player Characters

The statistics given here represent the NPCs conditions at the beginning of the scenario. As the scenario goes on the Keeper may increase Cthulhu Mythos and decrease Sanity where appropriate.

Dr. Gulleband

Dr. Kenneth Arthur Gulleband STR: 11 DEX: 12 INT: 18 Idea: 90
Occupation: Doctor Of CON: 9 APP: 8 POW: 9 Luck: 45
Medicine, Operational Vice SIZ: 11 SAN: 45 EDU: 26 Know: 130
President of the North Eastern Damage Bonus: none
Region, Talon Therapy
Colleges, Degrees: PhD.
Sex: M **Age:** 55
Sanity: 22
Hit Points: 10
Magic Points: 9

Bargain 40%	Biology 81%	Chemistry 41%
Credit Rating 40%	Computer Use 11%	Cthulhu Mythos 35%
Dodge 30%	First Aid 60%	Law 40%
Library Use 25%	Medicine 80%	Natural History 30%
Other Language: Latin 61%	Own Language: English 130%	Persuade 40%
Pharmacy 71%	Physics 26%	Psychoanalysis 81%
Psychology 85%		



TOYING WITH HUMANS

Dr. Kenneth Arthur Gulleband is not only an excellent medical doctor and psychiatrist, but his business and management skills are unmatched by most other physicians. Quickly rising through the ranks at Talon, Gulleband never gained much of an ego. To this day, he sees his work first as helping man and then furthering the boundaries of science. He believes in the mission of Talon Therapy and has helped the company become the huge conglomerate it is far more than he would ever likely admit. He was also the ideal choice to head up both the experiment and the medical staff at PCI Wayfold.

Gulleband should come across as a genuine and honest man, although like most therapists he will keep some things from the patients. He is truly concerned for his patients at the beginning of the scenario, but after the first dream session his quest for mythos knowledge will outweigh and overcome his desire to help them. During the second group therapy session Gulleband goes insane; completely catatonic. He will be removed from the institution and will not appear in any further scenes.

Gulleband appears as a normal looking man aged 55 years. He has black hair, graying, with standard male pattern baldness. He wears thick glasses and is always seen wearing his lab coat atop a dress shirt and tie. His friends call him Arthur.

Dr. Rauch

Like Gulleband Gregory Rauch started his career as a young man with Talon Therapy. However, Rauch has never been extremely savvy in business, so instead remained entrenched within the experimental arm of Talon. Eventually, he was moved to the most secret and unusual research projects culminating with his overseeing of Project 887b series 2, Sleep States of the Mentally Disturbed.

Previously calm, cool and collected, with a sharp analytical mind perhaps even bordering on genius, Dr. Rauch is now quite mad. His involvement with the Mythos through his own study and current experimentation are to blame. He is reclusive and the characters will not likely have much interaction with him early in the scenario. Later when he is seen, he will not typically speak to them except as required, but they could still observe his increasingly disturbed mental state.

Dr. Rauch's appearance is as expected for a doctor: clean cut and always presentable. An older man Rauch's clothes (primarily dress shirts, slacks, and dark shoes) are slightly dated but not totally out of style. Rauch wears his white lab coat and carries a stethoscope.

Dr. Gregory Rauch Occupation: Doctor of Medicine Colleges, Degrees: PhD. Sex: M Age: 64 Sanity: 1 Hit Points: 11 Magic Points: 18	STR: 8 CON: 11 SIZ: 10	DEX: 9 APP: 10 SAN: 90	INT: 15 POW: 18 EDU: 27	Idea: 75 Luck: 90 Know: 135 Damage Bonus: none
Anthropology 26%	Biology 41%	Credit Rating 40%		
Cthulhu Mythos 30%	First Aid 30%	History 50%		
Law 40%	Library Use 50%	Medicine 70%		
Natural History 50%	Occult 45%	Other Language: Arabic 26%		
Other Language: Greek 41%	Other Language: Latin 56%	Pharmacy 21%		
Photography 70%	Psychoanalysis 81%	Psychology 80%		

TOYING WITH HUMANS

Lillie Stott

Female, aged 29 years. Lillie is a nurse's aid at Wayfold. She has worked at Private Correctional Institution Wayfold for a short time, only a week or so. She is excited to have a new job in a new facility. Has a B.S. in Criminology, training as an aid and corrections officer and is currently studying psychology at the Armstrong County Community College during non-work hours.

She is the one NPC that can provide a bit of insight into the happenings outside the crazy ward. She may be willing to help the player characters, or hinder them; as required by the Keeper.

Lillie Stott Occupation: Nurses Aid Sex: F Age: 29 Sanity: 45 Hit Points: 13 Magic Points: 9	STR: 8 DEX: 13 INT: 11 Idea: 55 CON: 14 APP: 15 POW: 9 Luck: 45 SIZ: 11 SAN: 45 EDU: 22 Know: 110 Damage Bonus: none
<hr/>	
Biology 61% Dodge 26% Jump 25% Natural History 40% Own Language: English 110% Psychoanalysis 36% Fist/Punch 50% Grapple 25%	Computer Use 11% First Aid 65% Listen 40% Occult 10% Pharmacy 26% Psychology 50% Head Butt 10% Small Club 25%
Credit Rating 20% Handgun 20% Medicine 40% Other Language: Latin 11% Photography 10% 9mm Automatic* 20% Kick 25% Taser (contact) 50%	

Custodial Staff

These are the prison guards. The following statistics represent an average member of the bunch. They are only likely to carry Tasers and 9mm Automatic Firearms if the prisoners are rioting and other methods of control do not work. These folks are also trained to deliver injections to the inmates. Since these orderlies and the nurses have similar roles at the prison, the Keeper may use these statistics for them as well, if required. The nurses would not likely carry any weapons but they would have a higher skill (60%) in First Aid and also have at least 25% in Biology, Medicine and Pharmacy.

TOYING WITH HUMANS

Custodial staff Sex: M/F Age: 30 Sanity: 68 Hit Points: 11 Magic Points: 14	STR: 14 DEX: 11 INT: 15 Idea: 75 CON: 11 APP: 11 POW: 14 Luck: 70 SIZ: 11 SAN: 70 EDU: 24 Know: 120 Damage Bonus: +1D4																		
<table style="width: 100%; border: none;"> <tr> <td style="width: 33%;">Computer Use 11%</td> <td style="width: 33%;">Dodge 22%</td> <td style="width: 33%;">Drive Auto 20%</td> </tr> <tr> <td>First Aid 50%</td> <td>Handgun 20%</td> <td>Hide 10%</td> </tr> <tr> <td>Jump 25%</td> <td>Law 20%</td> <td>Listen 25%</td> </tr> <tr> <td>Psychology 25%</td> <td>9mm Automatic* 50%</td> <td>Fist/Punch 70%</td> </tr> <tr> <td>Kick 25%</td> <td>Grapple 25%</td> <td>Small Club 40%</td> </tr> <tr> <td colspan="3">Taser (contact) 70%</td> </tr> </table> <p> Weapon: Taser (contact), Dmg: Stun, # attacks: 1, Ammo: unlimited, Hp: 7 Weapon: Billy club/nightstick, Dmg: 1d6+db, # attacks: 1, Hp: 20 </p>		Computer Use 11%	Dodge 22%	Drive Auto 20%	First Aid 50%	Handgun 20%	Hide 10%	Jump 25%	Law 20%	Listen 25%	Psychology 25%	9mm Automatic* 50%	Fist/Punch 70%	Kick 25%	Grapple 25%	Small Club 40%	Taser (contact) 70%		
Computer Use 11%	Dodge 22%	Drive Auto 20%																	
First Aid 50%	Handgun 20%	Hide 10%																	
Jump 25%	Law 20%	Listen 25%																	
Psychology 25%	9mm Automatic* 50%	Fist/Punch 70%																	
Kick 25%	Grapple 25%	Small Club 40%																	
Taser (contact) 70%																			

Inmates

This section contains specific information on the other eight inmates of the crazy block at PCI Wayfold when this scenario takes place. They are presented with limited statistics, per standard NPC listings. Like most of the other characters in this scenario, all of these characters have much less SAN than their characteristic would normally permit. Skills are omitted to save space, since they will not likely come into play. The Keeper should feel free to improvise skill percentages if required. The first three inmates have roles in the story above. The rest are described in a compressed manner, since the player characters will not have as much interaction with them.

Vince Maciver

Vince suffers from extreme trichotillomania. This is a terrible and irresistible urge to pull ones hair. The hair must be pulled for resistance only builds incredible tension. The hair, which is habitually pulled from the scalp or eyebrows, is yanked free one strand at a time. The hair may be eaten or rubbed around in the mouth and then spit out. Trichotillomania may result in bald spots, in extreme cases.

In each scene when he is present, he is always pulling out some of his hair. He would be an average looking fellow, but now, one of his eyebrows is missing and part of his head of brown wavy hair has been removed as well. Also Vince shows signs of having been physically beaten, due to Emily's attack on him during the introduction.

Vince Maciver Occupation: Inmate Mental Disorders: trichotillomania Sex: M Age: 44 Sanity: 20 Hit Points: 13 Magic Points: 17	STR: 12 DEX: 11 INT: 10 Idea: 50 CON: 11 APP: 8 POW: 17 Luck: 85 SIZ: 14 SAN: 85 EDU: 18 Know: 90 Damage Bonus: +1D4
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TOYING WITH HUMANS

During the scenario, Vince is definitely the most insane of the inmates, and while he is not violent he tends to be a bit pushy. Of course, if confronted, he will back down and return to removing his hair, one strand at a time.

Cthulhu Mythos: 35%	Dodge 22%	Drive Auto 20%
Handgun 20%	Hide 50%	Jump 55%
Listen 55%	Psychology 45%	Fist/Punch 70%
Kick 45%	Grapple 65%	Small Club 70%
Knife/Dagger 70%		

Basil Murray

Basil suffers from multiple symptoms, but the extent of the disorders is currently unknown. He has been on the ward only a few days, and is due to be transferred out of the ward to a state run sanitarium, likely Mayview, due their severity. Most of the symptoms would point to either bi-polar disorder or schizophrenia.

Basil is an ordinary man, 5 feet 10 inches tall, has black hair with a receding hairline and always wears his robe and slippers instead of the prison uniform. He may often be seen sitting by the window in the ward, quietly chattering to himself. He will not respond to most inquires. He is pleased to discuss escaping the prison, and if he is approached on that subject one will find him very intelligent, witty and well spoken.

Basil Murray	STR: 10	DEX: 12	INT: 13	Idea: 65
Occupation: Inmate	CON: 11	APP: 8	POW: 10	Luck: 50
Mental Disorders: several, but currently undefined	SIZ: 13	SAN: 55	EDU: 17	Know: 85
Sex: M Age: 47				
Sanity: 25				Damage Bonus: none
Hit Points: 12				
Magic Points: 10				

Sebastian Lyseski

Sebastian was convicted of simple assault. He physically attacked his landlord when the man refused to replant several shrubs that were off centered in front of Sebastian's townhouse. Sebastian suffers from severe obsessive compulsive disorder. Sebastian is truly on the road to recovery and rehabilitation however, and is serving out a 6 month sentence at Wayfold. He, and his doctors, expects him to be released when the sentence is complete. He is willing to discuss his illness; he recognizes it as a problem and is working very hard, using the prescribed medications and therapies, to correct it.

TOYING WITH HUMANS

Investigator Name: Sebastian Lyseski	STR: 10	DEX: 12	INT: 14	Idea: 70
Occupation: Inmate	CON: 12	APP: 13	POW: 11	Luck: 55
Mental Disorders: obsessive compulsive disorder	SIZ: 10	SAN: 55	EDU: 23	Know: 115
Sex: M Age: 29				Damage Bonus: none
Sanity: 34				
Hit Points: 11				
Magic Points: 11				

Other Inmates

The additional inmates are listed here. This brings the total number of inmates described to 13.

Eddie Iniestra - He suffers from panic attacks and anxiety disorder. He spends most of his time in his cell, other than during meals. He refuses to participate in group therapy.

Cole Tapping – Has severe depression, primarily from being incarcerated. Will not speak to the other characters unless forced; responds in fear.

Walter Beaz - Has severe depression and anxiety disorder. Medication is helping. Participates in therapy, plays games during occupational therapy, treatments are helping with his condition. Walter speaks with a stutter.

Herbert Tramontano – Suffers from multiple disorders, the most pronounced is fetishism. It is left to the Keeper to determine the center of Herbert's sexual attention.

Handouts

This section contains handouts, which may be printed and given to the players where indicated in the scenario. The handouts are listed in the order that they appear in the text of the scenario.

In preparing the handouts the Keeper should feel free to reproduce them as required onto different types and styles of paper. Permission is granted to photocopy this section for personal use.

At the end of this section is a calendar for May 1984. This is not mentioned in the scenario anywhere and is included for use by the Keeper and/or Players since it would likely be commonly known information to the player and non-player characters in the scenario.



Mission of Wayfold

This should be given to the players as a group for them to peruse as the game settles in.

The Mission of the Staff at Private Correctional Institution Wayfold

Our objective in working together with the Commonwealth of Pennsylvania is to address the significant challenge of caring for those inmates with severe physical and mental illnesses. Talon Therapy, Inc. pledges to do so in a professional and caring manner and always keep the needs of the inmate above all other concerns. The supreme level of care required to achieve this requires both commitment and a lot of hard work. Talon Therapy promises the inmates of Wayfold both.

the tidbits of memory

You remember the following small details during the interview. Feel free to work them into your answers, or lie, as you deem necessary. They follow:

You remember you and another man carrying a large sheet of glass, a plate glass window, in fact. Although he is a friend you do not know who he is, or what his name is. He is wearing a uniform. He is wearing gloves, and so are you. Perhaps the pair of you are professionals? In the same moment, you see yourself smashing the glass of a large window, of similar size, using nothing but your fists. Now you bleed. Behind you is a busy street somewhere in a city; in front of you are folks, who were eating hot-dogs and fries, now shocked in terror as they listen to your screams. The vision passes and only the letter "O" remains...

You see a white room, in another vision, which contains a bed, it is a hospital bed. You are resting upon it, and feel great pain. It hurts, My God, IT HURTS! Your memory again fails as the hazy dream fades...

You remember the face of a beautiful woman. She is in fact, the only woman you know of. Her face fades away as quickly as it arrives...

You recall a terrible thing, one that a reasonable man would never repeat. Fortunately, this is gone as well, for now... You must be sick. You are crazy, just like they told you, you were.



Ernie's/Emily's Instructions

Ernie:

You truly are sorry for what they say you did, although you still cannot remember it. You never imagined you'd have killed people. You don't know of Emily at least not in the same way she knows about you...

Emily:

You do in fact hate him. He is a weakling and perhaps a fool. He does not know you exist. He does not realize how you came up, from the bowels within his mind, to protect him. You snatched up that terrible bat, the slugger, and to a bloody pulp you beat the four assailants. You didn't stop there either; as more men came you beat them as well. You are strong, all women are strong. Men are weak.

Ernie, if he found out you were there and realized it wholly, would probably cease to exist himself.

You may shout at him though, sometimes. When he is upset, he can hear you. When he is stressed you may become him. When he is in fear, he needs you.

And just as the weakling needs you, you need him. If he were to die in the real world, you would also. For you two are the same person. Last night, you protected him again, slaughtering your cellmate in the process.

You are a part of Ernie, one that he subconsciously knows of, and needs, but also denies. You are his protector, his mother.

You Hate Him.

Activity for the insane –Pleasant Thoughts

PLEASANT THOUGHTS

R A T H T O H T O S G O Y G V
L P R O F A N E F V A B G I I
D U D N E I R F U C S K I L L
B E A U T I F U L H T I Y L E
L E A C H B D U G O A T S N R
A Q A T O O L A T E W T M Y G
S N A C H T W I Y N S E E O R
P A I N H A P Y T W H N R U A
H L B I A D E A T H U L A W E
E O D T P O N Y E Z G O I I B
M S T E P T H E R A N S N L Y
O T E S Y P P U P A I N B L D
U S H O G G O T H T L V O D D
S U N S H I N E L N S Y W I E
A L A T H E N O T P R Y N E T

Beautiful
Flower
Happy
Puppy

Kitten
Pretty
Beach
Pony

Rainbow
Sunshine
Teddybear
Love

Revelations Through Dreaming by Willian R. Heagany, PhD.

The Report of Marion Revel an excerpt dated January 19, 1921

The dreams of Marion Revel were disturbing, even to me. As a psychologist and scientist with an interest in the matter I am better equipped to deal with it, better than most at least. However, the subjects of her nightmares were truly horrific. Since women often report nightmares more than men, at first I though nothing extraordinary was afoot. After consideration of her repeated commentary though it began to concern me, I felt I owed it to her, for she was my patient. Her intense phobias, her excitability, and her incredible unease around water, even the smallest amounts, made me especially curious.

I did additional research, looking for the various names and places she mentioned. I examined all of the usual and some esoteric literature and found nothing. I began to search through common occult references, and this, likewise, was futile. Unfortunately, the dreams continued getting worse and it wore on her overall well-being. Just as pain is a physical alert to avoid corporeal danger I should have seen the intensifying dreams as warning of her fading sanity.

Her dreams usually involved the beach, the coastline of Massachusetts, Kingsport to be exact; apparently where she grew up. As a small girl she was taken to the beach by her father, and when he passed on she ventured there alone. The calling, as she described it, was undeniable, and eventually it led her there each afternoon until the sun set. Her nightmares always start out this way, but they end in a much, much more sinister fashion.

These nightmares became her most chronic health problem, even beyond the hydrophobia; no, now I realize it was unmistakably thalassophobia. The things she described would come up, out of the water there, on the Kingsport beach. The eyes of these things appeared as fish eyes or those of a frog, she could never decide. She reported that they had dark, slimy skin and webbing between their toes and fingers, she said they lived deep beneath the waves. They would come to her, and her alone upon the beach.

This triggered something within her, for Marion described becoming aware and able to direct herself within the dream, she held long conversations with these ones of the deep many times in her dreams. Beyond that and more disturbing, what they discussed was occult and blasphemous. Even a man, able and young, with his wits about him would have found the topics of conversation disturbing. This was the point I brought up the topic of these things, just in passing, mind you, with a colleague of mine, Dr. Locksher Moans. He suggested several tomes would be of my interest, those that were contained

deep in the basement stacks of the library at Miskatonic University. Many of those basement books were not cataloged and their presence was long forgotten by library staff.

In fact, as she reported, the things came with this purpose. They gave her critical education and tutoring. They said one day, she would walk upon a distant stony beach, at the city of R'lyeh. The instruction involved simply navigating the cyclopean constructs at the city, itself. The walls were often as floors and the ceilings as walls. It was with rooms deep, wide and long enough to swallow a man, or woman, apparently, who was not careful. These non-Euclidean features would certainly cause distress to those not suitably prepared to deal with their complexity.

Needless to report, but I shall; the content seemed fantastical. Through my professional contacts with Locksher I arranged a visit to Arkham, and the Miskatonic. It was only my to my own horror when I discovered that the terrible *De Vermis Mysteriis* confirmed several of the details she described. There was no way she could have previously consulted this tome, for she was a simple girl, still unmarried only seventeen years of age, and had never learned to read. At this point our therapy sessions were halted for awhile, by my choice. I feared what further horror I may learn from our discussions.

It was not but four days later when it was reported from the Hospital at Mayview, the hospital that housed the poor girl; that the girl had grown even more reclusive and unwilling to speak to any staff at all. Nurse Hillary thought that, perhaps, my presence would bring Marion around again and open her to treatment. By the following day though she was in complete catatonia, and would not respond even to the electroshocks and chemicals that had brought us success with other similar patients. She would forever be in that state; locked within the walls at the Pittsburgh City Home until the day she passed.

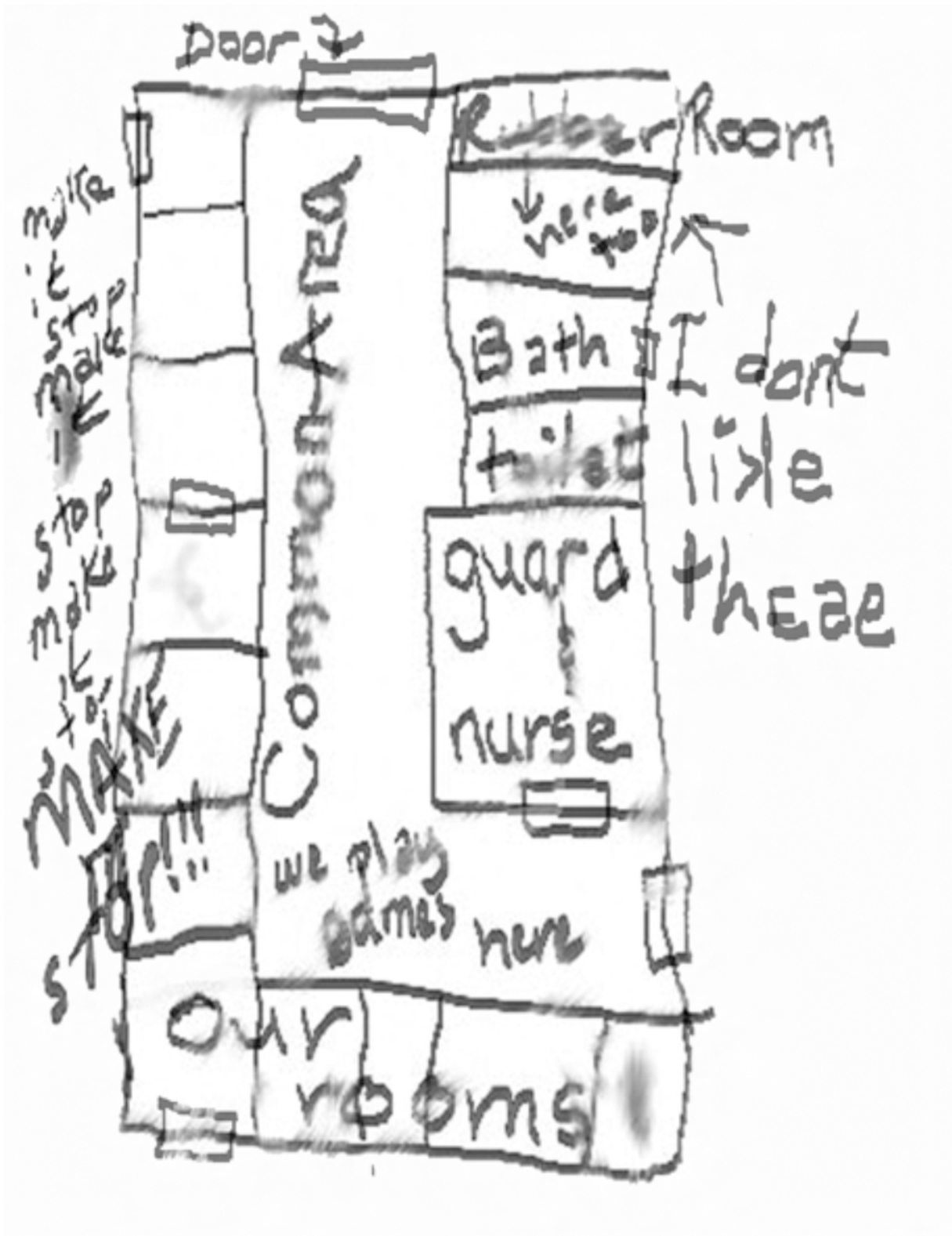
I vowed then, in secret oath only to myself but no other, that my future patients would not be subject to my own fear of the unknown. I started within my own library, searching for anything that would be relevant. The *Marvels of Science* proved interesting, but was not enough. I was forced to add to my own collection. The process has taken a year or a bit more, maybe. But the results were astounding and horrific at the same time. I have added to my own library *Azathoth and Others* and a more modern copy of *Nameless Cults*, both of which report on similar topics. I was also able to find an older translation of *De Vermis Mysteriis*, which I think through my own work of translation has revealed things missing, critical things, from the one I examined at the library at Miskatonic.



I am aware now that the Great Old Ones are truly real and Marion only but scratched the surface of this. The mighty priest of the gods, Cthulhu, is said to sleep, undying in that city of R'lyeh, and when the stars are right he shall return to this Earth. I pray to God that I am long dead before that happens. Additional passages within these tomes mentioned Shub-Niggurath; the Black Goat of the Woods with a Thousand Young and the messenger of the outer gods; what really is Nyarlathotep?

The later was not only informational, but within are provided instructions. I have performed several of these arcane-rituals, they promise great knowledge and revelation, but now I fear the last did not go quite as I intended. I must stop now from writing this journal, to address what horror I myself have done. I will one day return to finish this, however, and report what I have found.

Basil's Map



Gulleband's File

The first part of Gulleband's file contains notes made by him during his interview with the amnesiac character. Presented here is a list of possible questions to which the Keeper may add or subtract during the interview, as required. To give the handout authenticity the Keeper or Thing should take the notes by hand during the interview. The second part of the handout contains Gulleband's observations from the interview. The doctor would likely use a legal pad or spiral notebook to keep these notes so the entire affair should be copied on it. As the file is found with a severed and bloody tongue upon it, the Keeper may wish to stain the paper with water based paint. Alternately, the Keeper may use fake blood, although this should not be applied until the handout is just about to be given to the players.

Part 1:

Evaluation performed May 10, 1984

Dr. K. A. Gulleband.

What is your name?

Where are you from?

How do you feel right now?

What specific symptoms are you having aside from the obvious amnesia?

Do you remember seeing me at the Allegheny County Jail?

Do you remember what happened to you this morning?

Tell me about yourself, what do you remember of your personal life?

Part 2:

The patient, now being called John Doe, has suffered severe memory loss. He did seem to have some recollection although much of it was hazy and vague. Rauch seems pleased to have this one back. I certainly was worried that his memory may return, now though, even if it does he will surely be disbelieved, the insane are rarely considered credible.

Rauch has suggested we get him back into the program immediately, so I've scheduled the next session for tomorrow. I suspect the insanity and amnesia will compound the visions, make them even more real than in the previous series. We will definitely include the others too; I can't wait to see the results.

Rauch's File

Project 887b series 2 – session 83
Sleep States of the Mentally Disturbed

Dr. Gregory Rauch
May 2, 1984

...The previous sessions have yet to provide any direct evidence that these experiments would produce results. Session 88 proved far more revealing than even the mysterious Dr. Heagany reported in his journal...

...Dr. Gulleband has begun the long process of analyzing the notes from the session...

...The subject of session 83 was released today after spending a long several days in recovery, his mental state appeared normal after administering the usual drug treatments, including Clozapine and Tofranil ...

Rauch's File (part 2)

May 5

We have halted the experiment today, indefinitely. The subject of session 88 was apprehended by the University of Pittsburgh Police after smashing the front window of and harassing the patrons at the Original Hot-Dog, down on Forbes Av. He had little clothing and nothing of personal identification; the police have taken him into custody. He is awaiting trial and evaluation. Gulleband intends to pull some strings to be the one that performs the eval, we suspect with his recommendation we can get the trial date moved up and him relocated to Wayfold later this month...

...The subject appears to have severe amnesia, which should make it easy to get him into the institution...

May 27

He's being moved in this afternoon. Arthur really came through is time. he's doing the entrance review, we will get started on the treatments shortly after. Another promising candidate has come to our attention too, Ernie Houston. We need to keep a good eye on him though, he beat up a couple cops single handedly. This guy is really sick - btween these two we should have a goldmine.

May 28

The things they saw! Far beyond the experctaitons anyuycould have imagined. Far beyond. They Vistied Heagany's STuDy!! I'v e read too, of these beasts that came, the darkness brings thms. SHE BRIGNS THEM! Shub-Niggurath!! The boks wer right! They HUde in the WOODs.... Lille has been asking too

FAR too !! much quaestons, arty wants rid of her and so doi. I think my lagtesat reanuserch I can mamjke the guardas get her, htye iflll get her..

Translation of the Tattoos

Upon the circle and in the circle be
More much more than three and three

The father in the center shall make his life flow
The spread of life shall grow and grow

Drink from the life shall each man
Tongue in blood is for the plan

Anoint each son does the father do
His inheritance to his sons left to

Chant each son the words as such:
"Come ye come ye our fathers doom, come ye come ye from father's
tomb."

Chant the father these words much:
"Come ye chaos that I shall not see, come ye chaos following me."

Speaking together all as one:
"Behold as we speak with tongues of life, behold as we call ye, eternal
night. The father's lineage past down to us, leaving this world to burn in
dust."



TOYING WITH HUMANS

Calendar - May - 1984

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

13-Mother's Day

28-Memorial Day

Origins



Investigator Name _____
 Occupation _____ Sex _____ Age _____
 Colleges, Degrees _____
 Birthplace _____
 Mental Disorders _____

Characteristics & Rolls

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99 - Cthulhu Mythos _____ Damage Bonus _____

Sanity Points

Insanity	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14		
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48
	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65
	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82
	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Magic Points

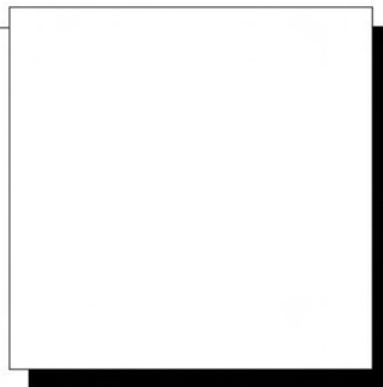
Unconscious	0	1	2				
	3	4	5	6	7	8	9
	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	31	32	33	34	35	36	37

Hit Points

Dead	-2	-1	0	1	2		
	3	4	5	6	7	8	9
	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	31	32	33	34	35	36	37

Investigator Skills

- | | |
|--|---|
| <input type="checkbox"/> Accounting (10%) _____ | <input type="checkbox"/> Law (05%) _____ |
| <input type="checkbox"/> Anthropology (01%) _____ | <input type="checkbox"/> Library Use (25%) _____ |
| <input type="checkbox"/> Archaeology (01%) _____ | <input type="checkbox"/> Listen (25%) _____ |
| <input type="checkbox"/> Art (05%): _____ | <input type="checkbox"/> Locksmith (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Martial Arts (01%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Mechanical Repair (20%) _____ |
| <input type="checkbox"/> Astronomy (01%) _____ | <input type="checkbox"/> Medicine (05%) _____ |
| <input type="checkbox"/> Bargain (05%) _____ | <input type="checkbox"/> Natural History (10%) _____ |
| <input type="checkbox"/> Biology (01%) _____ | <input type="checkbox"/> Navigate (10%) _____ |
| <input type="checkbox"/> Chemistry (01%) _____ | <input type="checkbox"/> Occult (05%) _____ |
| <input type="checkbox"/> Climb (40%) _____ | <input type="checkbox"/> Operate Hvy. Machine (01%) _____ |
| <input type="checkbox"/> Conceal (15%) _____ | <input type="checkbox"/> Other Language (01%): _____ |
| <input type="checkbox"/> Craft (01%): _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Credit Rating (15%) _____ | <input type="checkbox"/> Own Language (EDUx5): _____ |
| <input type="checkbox"/> Cthulhu Mythos (00%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Disguise (01%) _____ | <input type="checkbox"/> Persuade (15%) _____ |
| <input type="checkbox"/> Dodge (DEXx2) _____ | <input type="checkbox"/> Pharmacy (01%) _____ |
| <input type="checkbox"/> Drive Auto (20%) _____ | <input type="checkbox"/> Photography (10%) _____ |
| <input type="checkbox"/> Electrical Repair (10%) _____ | <input type="checkbox"/> Physics (01%) _____ |
| <input type="checkbox"/> Fast Talk (05%) _____ | <input type="checkbox"/> Pilot (01%): _____ |
| <input type="checkbox"/> First Aid (30%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Geology (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hide (10%) _____ | <input type="checkbox"/> Psychoanalysis (01%) _____ |
| <input type="checkbox"/> History (20%) _____ | <input type="checkbox"/> Psychology (05%) _____ |
| <input type="checkbox"/> Jump (25%) _____ | <input type="checkbox"/> _____ |



- | |
|---|
| <input type="checkbox"/> Ride (05%) _____ |
| <input type="checkbox"/> Sneak (10%) _____ |
| <input type="checkbox"/> Spot Hidden (25%) _____ |
| <input type="checkbox"/> Swim (25%) _____ |
| <input type="checkbox"/> Throw (25%) _____ |
| <input type="checkbox"/> Track (10%) _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| <input type="checkbox"/> _____ |
| Firearms |
| <input type="checkbox"/> Handgun (20%) _____ |
| <input type="checkbox"/> Machine Gun (15%) _____ |
| <input type="checkbox"/> Rifle (25%) _____ |
| <input type="checkbox"/> Shotgun (30%) _____ |
| <input type="checkbox"/> Submachine Gun (15%) _____ |

Weapons

melee	%	damage	#att	hp	firearm	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/> Fist/Punch (50%)	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Head Butt (10%)	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Kick (25%)	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/> Grapple (25%)	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	<input type="checkbox"/>	_____	_____	_____	_____	_____	_____	_____

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