



H.P.
LOVECRAFT
PREPARATORY ACADEMY

With Friends Like These

A Wickedly Fun Adventure
for this Game of Schoolyard Horror

MISTERE DE
BIEN & MAL
ADVISE



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A Wickedly Fun Adventure for this
Game of Schoolyard Horror

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Based on the HPL Prep Roleplaying Game by Jeff Zitomer

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Howard P. Lovecraft Preparatory Academy Roleplaying Game

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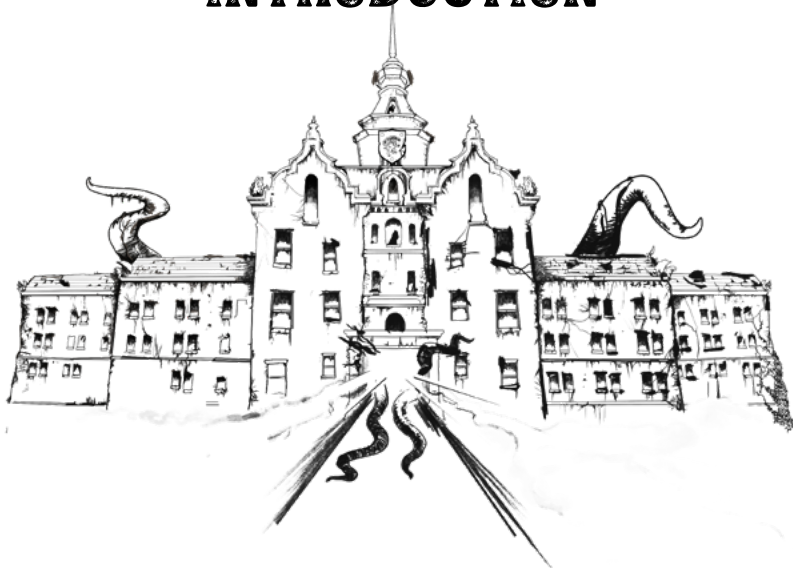
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INTRODUCTION



This adventure takes place over the course of one month in game time. It should take anywhere from 2-4 sessions of real time to play to the final encounter. While timekeeping is important for this scenario, it is important mostly in a general sense. The characters go about their daily routine without much happening, sometimes for several days of game time in a row. It is perfectly fine to encapsulate those spans, giving a summary of the preceding days' events before getting to a timeline event. It's a useful example to keep in mind a certain series of books/films about a magical school and how, in the films particularly, the students pass from start of term to the Christmas Holidays in roughly 60 minutes of screen time. Proceeding at such a rapid pace in this case may be a bit excessive, but the general idea is the same: only worry about roleplaying notable events.



GM's summary

The players' characters discover a plot to steal the answers for a critical test. They also learn that the masterminds of the scheme have an unwitting dupe they have set up to take the fall should someone discover their plot. Kitty Bishop is a first-year student with an uncanny talent for Scrying. She's a lonely girl who is being showered with attention by two older boys, Roger Corwin and Jerry Williams, who are tricking her into helping them. So far no one has detected these shenanigans, but Kitty is blind to the boys' true intentions, and is casually heading for a disaster that could result in her expulsion from school. Along the way, characters may also discover other secrets, some too dangerous to keep secret for long.

Timeline

Friday, August 31-Monday, September 3: Students arrive.

Tuesday, September 4: The Lantern Ceremony takes place after sunset.

Wednesday, September 5: Classes begin. PCs encounter Roger and Jerry shaking down another first-year for his weekly lunch money.

Friday, September 7: In-house mixer events take place. First tremor, corresponding tremor in Bolivia. PCs notice Roger and Jerry hanging around with Kitty Bishop.

Monday, September 10: Second tremor, corresponding tremor in Columbia.

Monday, September 17: Third tremor, corresponding tremor near Mexico City.

Friday, September 21: All-school mixer (dance.) PCs overhear Roger and Jerry's contingency plan for Kitty Bishop if someone discovers their scheme. Fourth tremor, corresponding tremor in Tennessee, near Knoxville. Characters witness Danny Jefferson carrying his

plant, sneaking into the furnace room in the lower levels of the Whateley Library building.

Wednesday, September 26: Wormy's parents arrive

As the players' characters make their way across school grounds before the first day of classes, they notice a few things (roll 2d6 and consult the table on the next page for each player).

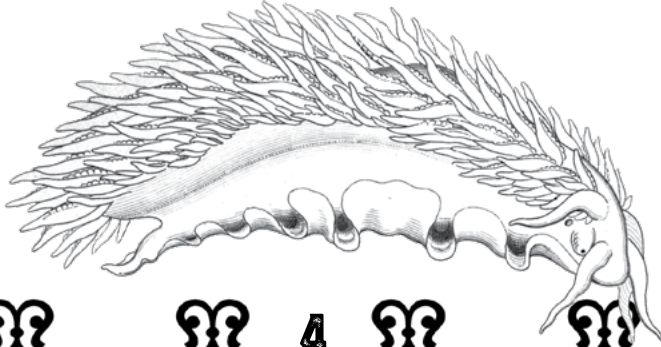
The players' characters are all residents of -Gust Hall, which is crumbling, old, and in an embarrassing state of disrepair, as shabby and decayed on the outside as it is within. Despite maintenance staff performing constant work on the building, the hall never seems to be in any state other than decay. Fresh paint begins to peel and discolor as soon as it is dry; new plaster and drywall cracks and develops small holes — most of which turn into larger cracks and holes after only a month or two. No matter how many times the electricians are in to replace faulty wiring, the electricity is often a bit dodgy here. Something about this building resists attempts to control the state of decrepitude.



Odd Things Noticed On Campus

Roll 2d6 for each player

2	A bumblebee lands on the flower of a dandelion in the yard. The flower closes around the bee; it then clearly swallows the struggling bee quickly down its stem until it disappears. After a few moments, the flower opens back up.
3	A second-year boy is walking into the grounds. He's dragging his wheeled luggage behind him with one hand and carrying a decent-sized (two-to-three feet tall) potted palm in the other.
4	A grizzled old man walks up to the character, handing them a pamphlet titled "Witches Among Us," and in a hoarse whisper insists they "Read this!" before turning a corner and disappearing. The pamphlet immediately bursts into flame, crumbling to ash in seconds without burning the hand that holds it. Nothing can be read of the text before it turns to ash.
5-6	The character hears brief snatches of whispered chanting by several different voices in an unknown language. There is no identifiable source for this sound.
7-8	Two fifth- or sixth-year male students are strolling the grounds with a much younger female student, all laughing and smiling. With a successful Paranoia check at Grade C, players may notice the two boys winking at each other behind the girl's back.
9	A face is seen in one of the top floor windows of -Gust Hall. The face is gaunt and haggard, but as soon as the viewer looks away for any length of time, the face has disappeared when they look back again. Further examination of the room to which the window belongs reveals no such person lives in -Gust Hall.
10	For a moment, the character is certain they can hear ocean waves crashing against a shore. Arkham is miles from the coast.
11	An exceptionally large shadow passes by above, blocking out the sun for a moment. No planes or even birds can be heard or seen flying anywhere nearby.
12	Roll two encounters, re-rolling any duplicates and ignoring any further roll equaling 12.





First-year students' rooms are in the basement. The basement of -Gust Hall is damp and dark, and unidentifiable growths form in out-of-the-way corners of floors and ceilings. When the biology department undertook a study to identify and find a way to eradicate these growths, they discovered they are not identifiable using current, earthly taxonomy. After completing the study, the former professor of biology abruptly quit and moved to Arizona. Students residing in -Gust Hall are advised to keep all their belongings — particularly clothing — in plastic containers to ward off accidental exposure.

One or more of the player's characters are in classes with Katherine "Kitty" Bishop, a talented young witch with a prodigious skill at using the Scry spell. These classes may be non-advanced placement for first-year characters, or for more experienced players, they are sitting next to her hoping to soak up some of her prodigious Witchcraft skill. The characters also share the same house with Kitty, and if there are any female characters in the group that are in the same class level, one is Kitty's roommate. Housemates at school tend to bond easily, settling quickly into the "us against them" mentality.

Besides Kitty Bishop and the players' characters, the only other non-Monday among the first years in -Gust Hall is Helen Stokely, who is a Dreamer. If there is more than one female character in the group, the second is assigned to room with Helen. Danny Jackson is also a resident of -Gust. Being a second-year student, Danny's room is on the second floor.

Helen wakes up every morning with a friendly tabby cat on her bed, a Dreamlands cat. The cat always disappears back to the Dreamlands anytime a bed check or any sort of room inspection — by a prefect, staff, or administration — is called. The cat is an excellent judge of character, and will hiss at any student who bullies, abuses, or otherwise makes life difficult for others.

Helen has a dream about something scary coming to the Academy, and a dream about tunneling endlessly, following a sound that the dreamer can't quite hear. She will share these dreams with other -Gust Hall residents, whether they want to hear about them or not.

-Gust Hall's Prefect is Eloise Martin, a sixth-year "Monday" with a great interest in archaeology. She spends her summers interning with archaeological digs around the globe. As a result she speaks several languages passably, along with Hungarian, Egyptian Arabic, and Swahili fluently. She became prefect by default, at the time being the only sixth-year student residing in -Gust, though since then several other students have been transferred in to relieve overcrowding in other residence halls.

-Gust Hall's resident snitch is Lucius Proctor. A consummate brownnoser, Lucius is a fourth-year student constantly on the lookout for interesting tidbits to share with the school's prefects, staff, or administration. One may trust him, just not for long. Lucius has few friends and seems to like it that way. He has an uncanny knack for turning up at just the wrong time.



Pranks

Pranks are the way to build a reputation at the Lovecraft Academy. Pulling off a good prank (and not getting caught) is the Holy Grail, the ultimate achievement for any student. To pull off a truly epic prank, one needs a variety of helpers, not the least of which are lookouts, co-conspirators, and in some cases scroungers to acquire the necessary materials. All these individuals need to be reliable, and above all must be able to keep their mouths shut! This is invariably the failing of any prank: someone brags about it to another student, and either a snitch or faculty or staff member overhears. Classic pranks include the bucket or water balanced on top of a door; microscopes (or binoculars, or any other optics) with grease paint smeared around the eye cups to smear rings around the eyes of anyone using them; a trick envelope full of flour or talcum powder that blows out to dust the face of the victim. Examples are many and limited only by the perpetrators' ingenuity.

Penalties for pranks range from negligible to severe, depending on whether any injuries occur and whether any property is damaged or destroyed.

Some sample pranks and their penalties:

- Disrupting class: +1 demerit point
- Damaging or destroying individual property: +2 demerit points, and your family will receive the bill to replace the damaged property.
- Discharging fire extinguishers or fire hoses in a non-emergency: +4 Demerit points
- Any prank that results in significant injury: an additional 4 demerit points
- Theft or destruction of school property: +4 demerit points and your family will receive the bill.

Note that a simple prank, if things go badly, could easily result in the 5-demerit threshold being met or passed at one time. Detention only applies when the student is at 5 or more demerit points, though faculty and some members of the administration may assign it at will, most often an hour at a time. Students spend detention in any way the supervising teacher sees fit: cleaning the chalkboards and erasers, raking leaves, or shoveling snow in the public areas, washing dishes, answering fan mail, sitting quietly, etc.

Pranks that result in injury to the victim are no laughing matter. Those are discouraged by the unwritten prankster's code and result in severe penalties from the school authorities if they catch the perpetrator(s). Pranksters with a serious enough record of mayhem may be "volunteered" as a subject in a faculty member's experiments.



At any time during September, students may be subjected to the “Freshman Flush” hazing, wherein a student is pulled from bed in the middle of the night and tossed bodily into Lake Hally. Students must then swim to shore and make their way back to their dorms in wet clothes. Towels are provided, but the definition of “towel” adopted by upperclassmen doesn’t always mean the proffered cloth is useful. Note that not all students are subject to this prank: in fact, not even half fall victim, but those who do are chosen at random. Some prefects take better care of their drenched charges than others, offering not only decent towels but sometimes a cup of tea or hot cocoa to ward off the inevitable chill. Cold and flu season on campus tends to start within days after the Freshman Flush.

Walking to or from classes on September 5, the characters encounter Roger and Jerry shaking down a first-year for his lunch money. If they watch surreptitiously, they overhear the boys demanding that the kid bring them \$10 every week or they’ll beat him up. There’s nowhere for him to hide: they’ll find him some time when he’s alone and beat him up every week unless he pays them the money. The boy, a young tow-headed lad with astronomy and physics books dumped on the ground next to him, sniffles as a light trickle of blood emerges from one nostril. Held roughly by his shirt, the boy agrees, and the thugs let him go with a kick to his pants as a parting gift. If the players choose to intervene, there may be a fight. Roger and Jerry are no strangers to this business and they can hold their own, even against slightly unfavorable odds. If the characters walk away after breaking things up, or if they outnumber Roger and Jerry by more than two, they will mark these interlopers as targets for

harassment when they have an opportunity to get one of the group alone or can mess with the person’s belongings in an unguarded moment. Shoes glued to the floor, being tripped while carrying a tray full of food in McGregor Dining Hall, books knocked out of hands into puddles: these are the sorts of things the boys excel at doing without getting caught. They may also resort to a beating now and again too, just to show the underclassmen not to mess with the Big Kids.

It’s easy to notice Kitty: she sits by herself at lunch most days, except for the days when Roger Corwin and Jerry Williams join her. She smiles shyly as they talk to her, and blushes frequently. The boys are smiling too and laughing, but neither expression is reflected anywhere else on their faces.

On September 7, each house holds its own in-house mixer, where students meet each other, form friendships, and generate house spirit for the intra-house competitions throughout the school year. Students are treated to non-alcoholic punch, snacks, and appropriate party games to get to know each other better. A few select alumni members are invited back to their old houses to share stories, offer advice, and provide a good example of what being supportive of one’s fellow housemates can lead to in life after school. During the festivities, things shake as if an oversized truck rolled by outside. Very few people take notice of it, though there is a similar tremor in Bolivia shortly afterwards.

Shortly after lunch on September 10, the entire campus shakes briefly. Shelves rattle, furniture jiggles, and the power hiccups for a moment. Some think it might be an earthquake, but if so, it’s small and localized to the campus area



only. Surrounding communities report no such tremors. Everyone on campus is baffled, until someone jokes “Must be professor Tillinghast’s experiments again!”

Students with Brainiac or Educations skills, or with a Hobby involving geology or rocks, note that earthquakes don’t work like that. It might be caused by an explosion, but there’s no smoke, no fire, and no alarms or sirens anywhere near campus. It’s a mystery, but in the bustle of student life, it’s soon forgotten.

On Monday, September 17, another tremor happens — very much like the first two, only a bit stronger. No real damage occurs, but there are plenty of frayed nerves, with lots of questions but few answers. No one knows what is causing this. Suggest to the players (perhaps by calling for an Education roll) that the professor of Geology, Dr. Sean O’Neill, might have some answers.

Dr. O’Neill tells the students he is far too busy to talk to them at this time: he then proceeds to tell them about his current research project. He’s tracking a series of larger earthquakes that originated in Northern Bolivia about the time of the first Arkham quake. This seismic activity has been occurring at regular intervals and at regular distances apart, as if something were making its way north, from the Bolivian Andes through Central America and Mexico to Arkham. He seems preoccupied, and his narrative trails off into silence as he fiddles with a gauge or reads one of the latest reports on the activity. The players can get Dr. O’Neill back on track by feeding him the last line he spoke, reminding him where he left off. He will mention that the small, highly localized earthquakes in Arkham are unprecedented, and doesn’t know if

these quakes and the seismic activity he’s monitoring are related. He does note that the “traveling” quakes occur about half an hour after one of the quakes in Arkham, as if in response.

On Friday, September 21, the school hosts its first mixer dance, held in the Williamson Gymnasium. Administration hires a DJ to spin appropriate, school-approved tunes, and encourages all students to attend. There is no shortage of awkwardness and anxiety here, as students dressed up in their finest for the occasion fumble and hesitate and go back to the table for another snack or a beverage. Clusters of students form, roaming in groups by age and economic class. Kitty Bishop is alone; whenever she approaches a group she should be part of, most of the students from that group turn their backs to her, ignoring her obviously and completely. She is far from the only outcast student: word has spread about Danny Jefferson and his plant, and students give him a wide berth as well, though he seems to not notice. A successful Paranoia skill roll reveals that Danny appears to be deep in thought about something, though he’s tapping his toes in time to the danceable music.

When Jerry and Roger arrive — fashionably late, as usual — they swing by their peer group to say hello to their friends. Characters watching the boys will notice them approach another fifth-year student, the extremely popular Lydia Klein and talk to her while pointing toward Kitty. She nods her head and the boys walk away. They then seek out Kitty, sitting alone on a bench along the wall and nearly in tears. They take turns dancing with her, bring her some punch (and hand her tissues as needed) and try to cheer her up. At this point Lydia comes



over and asks Kitty if she needs to use the powder room. Lydia and Kitty go off together, and as soon as the two are out of sight Roger and Jerry visibly snicker, laughing as they head toward the front doors to get some fresh air.

If the players choose to eavesdrop, it isn't difficult. The group has parked themselves underneath the window of the boy's toilet. If they need some encouragement, answering the call of nature is a perfect reason to overhear what's being said outside. Roger and Jerry have run into a friend of theirs, a sixth-year named

Buddy Mosely. Buddy's parents are rich, and he's used their money to keep himself out of trouble by buying silence and test answers. They're laughing and talking loudly, as boys their ages often do, and the players hear the following exchange:

Roger: ...can't believe she's so stupid!

Buddy: You're sure she'll go along with it, Roger?

Roger: Yeah, we're sure! We've got the dumb kid eating out of our hands. A couple more weeks and we'll have those answers for the mid-terms, and we'll make sure you get a copy of the test of your choice for \$100.

Jerry: It's in the bag, Buddy. We've even got a plan in case we're caught; we'll say she put a spell on us to make us do anything she wanted. She'll take the fall for everything.

Buddy: I hope you're right Jerry. I've got the money, and we'll settle as soon as...

At this point, the boys move away from the window to head back inside.





**Rumors heard
at the Mixer**
Roll 1d6 for each player

1	Small animals are disappearing around campus.
2	One of the science teachers is a creature from outer space.
3	Some students found a new way to cheat on their exams using magic.
4	Something is living in the steam tunnels under the school.
5	Students have been disappearing from the lower levels of the Whateley Library.
6	Professor Waite has not been seen on campus for several days. Her quarters are securely locked, but she appears to be gone.

Danny Jefferson
re-homes his pet

As the players' characters are returning home to their house after the dance, they notice something unusual. Danny Jefferson is spotted sneaking down the path from -Gust Hall to the Whateley Library and going inside. How he got in is a mystery: the doors should be locked this late at night, but they are unlocked now. Characters following him will hear his footsteps receding down a staircase to the lower levels and will just catch sight of the door to the furnace room as it closes. If they enter the furnace room, they will manage to spot Danny slipping behind the huge, ancient-looking boiler, followed by a muffled clang. Behind the furnace is a heavy metal door that appears to be

padlocked. This lock is a clever deception, however, and the door opens easily — though someone could bolt it shut from the furnace room side. From here, the characters can just make out the light of Danny's flashlight as he takes his potted plant deeper into the tunnels.

It's dangerous and tricky to navigate these tunnels, and characters should take care to leave an easily found trail — chalk marks, a long roll of string, even chewed bits of bubble gum stuck to the walls — as a guide to find their way out again.

How Danny found out about this entrance he refuses to say. He also knows his route well enough that he won't get lost, unless something forces him from the path he's memorized. If that happens, he (and any player characters who followed him) are in serious trouble. He also knows a way out that leads to a forgotten utility access hole cover hidden in a large clump of bushes.

Realizing the danger everyone is in from the earthquakes caused by his growing Chthonian flexing its supernatural muscles, Danny takes the beast — still small enough to hide under the roots of the potted plant — to the tunnels under the school after tonight's incident.

Danny discovered early on that his pet — Wormy, he calls it — can communicate telepathically. Usually, an idea comes to him about what the creature wants: it's almost always food. Other than that, it's perfectly happy to crawl around under the plant, and doesn't need much else. As it matures, it will rapidly outgrow the pot it lives in now and seek out a larger space in which to burrow. Danny got the creature to the tunnels just in time: it immediately begins to burrow into the loose soil floor in the room to which he's moved it.



If the player characters confront Danny in any way, he looks sullen and crestfallen, certain that someone is going to take his pet away from him. If they show any signs of being sympathetic, Danny begs them not to reveal his secret to anyone and promises to let the characters help feed Wormy later this week. He's willing to bargain further for their silence; he has access to money, as his family is quite well off.

On Monday, September 24, preparations for Homecoming begin. Students are encouraged to decorate their houses — both inside and out — in keeping with the year's theme. Last year's theme was "Undersea Enchantment." This year, the theme is "South Pacific Luau." The Administration encourages students to wear plastic leis — they consider necklaces, bracelets, or crowns appropriate — and brave students might wear fake grass skirts over the regular attire. Never mind that this doesn't truly represent South Pacific culture in any way and is likely to

insult people from those cultures; someone thought it was a good idea, and that someone is in a position to make decisions at the school, so the school goes along with it. Decorations include fake palm trees — inflatable, cardboard, or plastic — real or fake coconuts, and lots of exotic flowers. The school has decided to spring for a nice, potted flower arrangement for each house, administrative, and class building on campus, though these arrangements are restricted to the indoors, because of the chilly weather this time of year in Arkham. The school has a limited budget, so missives have gone out telling students to be creative in their decorating — as long as it doesn't cost the school anything, the administration doesn't care too much. Offensive decorations — things that are lewd or profane or overtly make fun of the culture in question — will result in the house being disqualified from competing in the Homecoming House Decorating Contest, and may result in penalties for the house overall, even for specific members of the house's decorating committee.

Being appointed to the decorating committee is a plum job. While it does involve extra work and recruiting other housemates to help, it's also noted on the student's permanent record, and looks good to college administrators as a sign of school spirit and camaraderie. Underclass students who have displayed any sort of aptitude for arts and crafts projects, or with suitably compatible hobbies, are highly likely to be strong-armed into helping by their senior housemates. Those who help in significant ways earn 1-3 Merit Points after Homecoming Week concludes.

As promised, Danny sends the characters a note, telling them he will feed Wormy tonight. All rendezvous in a cluster of trees outside the Library and go in separately in ones and twos to not draw any attention. Wormy is sending messages telepathically that it's hungry, and they can receive those messages along with Danny, feeling hungry even if they just ate dinner themselves.

Danny has brought a pigeon with him tonight, stuffed into a battered shoebox, its wings wrapped in a towel. When they get to Wormy's room, Wormy is nowhere to be seen, but the creature's aura is now tangible — a feeling of dread, as if one needs to leave this place immedi-



ately. Oddly, accompanying the dread is a gnawing hunger. Stronger now being closer to Wormy, each character feels as if they haven't eaten in days. Danny puts the shoebox on the dirt floor and steps back, warning others to stand back, as well. Wormy emerges from the floor suddenly in a shower of dirt and pebbles, a three foot-long grayish, segmented worm-thing, six to eight inches thick, with tentacles at one end. The tentacles turn toward the pigeon as it struggles out of the shoebox. Out of the center of the tentacles shoots a long appendage — like the tongue of a frog or chameleon — that wraps itself around the pigeon, and in an instant, the appendage snaps back into the baby Chthonian's "mouth" dragging the pigeon along. The pigeon is swallowed in one gulp, the other tentacles stuffing the poor bird inside. The Chthonian's body stretches to accommodate the added bulk inside it. The creature then wiggles a bit, and its body tightens and squeezes, eliciting a muffled noise from the pigeon followed by a sickening crunch before all goes quiet. All characters take one point of Mental Anguish damage from witnessing this event.

Everyone in the room begins to feel hungry again. Danny exclaims "Wormy's still hungry. We have to find him more food fast!"

This is an excellent opportunity for characters to test out some of their other skills to be resourceful. Catching more pigeons won't be easy, but they'll be easier to catch at night, while they're roosting and asleep. Characters may hit upon the idea to steal meat from the school kitchens, but discovery poses its own risks, and McGregor Dining Hall is kept locked between the end of dinner and open-

ing for breakfast in the morning, so the characters will need to break in. There is plenty of meat in storage — though most will be frozen — so successful characters can achieve the needed amount of meat to feed Wormy easily. If they are careful — making successful Skill Tests against the appropriate Delinquent Skill or specialty — the theft may not even be noticed.

If the players are successful in bringing Wormy another pigeon-sized critter within an hour, nothing more happens. Wormy devours the thing in a single gulp, and burrows back under the dirt floor, content for now. If they take much longer than an hour, Wormy is gone when they come back. The next morning, security is searching for Professor Willett's Shih Tzu, Achilles. The poor animal apparently slipped out of its leash overnight and must have injured itself too; blood and clumps of fur cling to the collar and leash. The doghouse in which it resided has been smashed to pieces. All characters who witnessed Wormy's feeding take one point of temporary Mental Anguish damage from guilt.

On Wednesday, September 26, another tremor is felt; this time, things fall off shelves, and a few cracks appear on buildings around campus. Several doors in Lord Dunsany Hall are wedged shut due to slight shifting of the foundation. Workers must break them open, and fit replacement doors. Sidewalks around campus have buckled in a few places. Some have been lifted or have sunk, creating a gap of as much as two or three feet up or down. Building inspectors arrive the next day to evaluate the damage, and the entire campus is given the all-clear after two days' worth of painstaking inspections. Mid-term exams are happening near the



middle of October, and most students are frantically cramming for these exams, adding extra stress to the environment.

Late that night, all the characters awaken from a dream in which they see their mother coming towards them — in a car, on foot, walking, running, limping — all the same exact sort of dream: their mother approaching, including the feeling that she is coming to rescue them from some nameless threat. What awakens them from the dream is a strong tremor, bigger than all the others, and more sustained. Car alarms are going off all over campus. Every dog within a mile of the Lovecraft Academy's campus is howling in half-mournful, half-crazed tones. Outside, the characters hear Danny running toward the Library screaming "Wormy! Wormy!" They catch a glimpse of him, in pajamas and running down the gravel path in his bare feet.

As they follow, they begin to feel a powerful dread creeping over them. Not the small, localized dread from Wormy: this is much stronger and more intense, and they feel it well before even reaching the Whateley Library. All characters must now succeed on a Paranoia or Cool roll with a target grade of C (roll 7 or better) to continue. Players not able to continue stop where they are and may try again to find their courage and catch up to their friends next turn.

Once inside the tunnels, everything seems wrong. Sounds of whispered chanting echo through the passages, and random images of grief, fear, and rage flood through the characters' minds. Arriving at Wormy's chamber, they note that the floor is missing, and a strange sickly green glow lights the room dimly. In place of the floor is a gaping hole, issuing vapors and a horrible, charnel stench

of death and decay. Tiny, wiggling tentacle tips appear from the edge of the pit, followed by the rest of Wormy as it works its way up. Suddenly, what appears to be the tentacles of another Wormy appear from within the pit, only to continue, growing longer and thicker as they emerge, until several massive tentacles reach for the ceiling, followed by several more. They curl around Wormy protectively. The stench in the room is almost overwhelming. All characters take one point of permanent Mental Anguish damage from seeing a full-grown Chthonian.

Wormy's tentacles whip back and forth around the room until they detect Danny. It then strokes one of the bigger tentacles with its own, and that tentacle reaches out to Danny, who stands paralyzed with fear. It touches him, feeling the outlines of his body and head. It then examines any other characters in a similar fashion; tracing an outline of their bodies, and tracing over the cheeks and foreheads, before withdrawing. Wormy is taken up by one of the large tentacles, and both Chthonians slide back down into the pit. Images of a long journey appear in everyone's minds, a sign that Wormy's parent came to retrieve him, and now they go back to the Bolivian Andes and home.

The characters notice the inside edge of the hole has a crust of many sparkly stones. A successful Geology roll with a target grade of B (roll 9 or better) will reveal these are all raw, uncut precious gems. Their value varies wildly, but at most the total value for all gems recovered should not exceed \$200 per student present.



Until Kitty is offered proof of the two boys' malign intent, she won't take any such claims seriously. She will appreciate the characters' concerns for her, but she will dismiss any concerns as simple misunderstandings or coincidences that aren't what they seem to be. Jerry and Roger have been working hard to gain her trust, and they've been successful.

If Kitty is confronted with tangible evidence of the boy's plan — audio or video recordings work best, since the junior criminals never write anything down that could be used as evidence — she will be crushed. To this point, they were her only friends; having discovered that was a lie, she will be despondent and subject to prolonged fits of sobbing. If the players' characters have befriended her, shown her kindness, or even made overtures of friendship to her, she will pull herself together and report the boys herself. The authorities feel the best way to proceed is for Kitty to go ahead with the plan: steal the answers to the tests and hand them over to Jerry and Roger. However, the answers Kitty will be stealing will be fake; campus security and several top administrators, including Headmaster Carter, will work with Kitty to spring the trap, catching the boys with the fake answers in their possession. They will be ordered to pack and supervised by security while doing so, then escorted off campus to a waiting County Sheriff's Department vehicle that will take them to town. Their parents will have

already been called to retrieve the boys, or to make arrangements for their tickets home. They are expelled from the school permanently, and their records will include evidence of their campaign of deception and subterfuge against a naive, younger student — unnamed in the records — along with proof of a few other charges, including extortion, assault and battery, and theft. Once the dam breaks against these two, the line to testify against them will circle the Faust Administration building twice.

Kitty is unlikely to face any serious repercussions from other students: she's more likely to earn some respect from her classmates for having the backbone to turn the young thugs in, especially as a first-year student. Roger and Jerry were bullies, and while they did sell test answers to other students, they were not liked by anyone.

If the players wish to spring some sort of trap on the boys themselves, allow that to play out. At an opportune time, remind them that Kitty could be in serious trouble, so their plan should include a method to protect or exonerate her. Regardless of how any other plan plays out, when Kitty is shown the evidence of the boys' duplicity, she will turn them in and throw herself on the mercy of the administrators. For once, the school authorities will show wisdom and hold Kitty largely blameless, though she will be on probation for the rest of the school year.



Dramatis Personae

Kitty Bishop

Talented but loney witch

Katherine “Kitty” Bishop is a talented, first-year student witch with exceptional skill at using the Scrying spell. Because of her gift, she is enrolled in several advanced placement classes.

Kitty is tall for her age and a bit lanky, but still a baby-faced, first-year student. In advanced placement classes, she is highly intelligent, but has few friends because the older students in her classes resent her talent and see her as “just a kid.” Students her age see her in classes with second- and third-year students, and automatically assume she’s too old for them to hang with. She doesn’t yet have the wisdom to avoid troublesome individuals, and despite numerous warnings to the entire student body about cheating, she’s going along with the plan to fit in. She would likely be expelled, though if mitigating circumstances can be proven, the school administration might opt to keep her name out of the proceedings and place her on probation for the rest of the school year. Roger and Jerry would be expelled for this incident, unless they can successfully pin the blame entirely on Kitty. They have extensive records involving a wide variety of troublemaking, and the school would be just as happy to be rid of them by expulsion as it would to see them graduate.

Skills

Disturbing Skill: Witchcraft

Special: Talented with Scrying Spell (+1 to all Scrying attempts.)

A: Education

Specializations: Biology, Botany, Chemistry, Language (Latin)

B: Eldritch Lore, Empathy, Shoot, Scouts

D: Delinquent, Cool

Others

Sanity: 7

Move: 5 yds/turn

Merit Points: 3

Roger Corwin and Jerry Williams

Roger Corwin and Jerry Williams — both are “Mondays,” and both are residents of Omega House. They heard about Kitty and her uncanny ability for scrying from the Omega House prefect, who heard it from the prefect of Kitty’s house. Knowing they were in trouble academically, they concocted a plan to use her in helping themselves pass their mid-terms — something they desperately need to stay enrolled. The boys decided to befriend Kitty, make her feel good, then talk about their problem and convince her to help them so they aren’t flunked out of school. Jerry and Roger have been among the few students who’ve been friendly to her; they introduced her to their friends, took her to concerts and movies, even bought her small presents — candy or cheap jewelry — from time to time. Her misplaced loyalty is causing her to act in ways that will cost her dearly



if discovered. They're a little concerned about her being able to use magic but have convinced themselves they're too smart to believe in that baloney. Still, if they can squeeze a little benefit out of it for themselves, they're willing to try it.

Messrs. Corwin and Williams found out about a 10-question pop quiz coming next day, and as a test convinced Kitty to discover the answers for them. They each got one wrong intentionally. It was enough to pass, but not enough to arouse too much suspicion. She succeeded, both boys passed, and now, they have bigger plans for their "pet." They're going to get her to score the answers for their mid-term exams. They plan to memorize the answers and again work out a few to get wrong. They'll get enough correct to raise their GPA above passing levels, but not perfect scores, which would draw suspicion. They also plan to sell these answers to anyone with the money to pay.

The boys are smart enough to not mess with their own housemates in a meaningful way, nor will they pick on the rich kids from King Hall. Anyone else is fair game, and they will lie, cheat, steal, and extort anything they can if they think it will help them somehow. Jerry is the smart one, Roger is the muscle. Both are handsome, and both are talented liars and — for their age — consummate delinquents. Roger and Jerry spend no time studying; they're too concerned with sports, girls, and making money.

These boys are trouble. They lie, cheat, steal, extort, and assault when it suits them to do so. They're being nice to Kitty because they need her: when that's no longer the case, they'll treat her as poorly — or worse — than anyone else. These budding sociopaths only care about one thing: themselves. They don't even really

care about each other: so far neither has had to choose between themselves or their partner in crime, but that day may come. In the mean time they are nearly inseparable and look out for each other when they need to.

Roger Corwin

Monday, and budding sociopath

Skills

A: Brawn

B: Appeal, Delinquent, Smackdown, Trash Talk,

D: Brainiac, Education

Other

Sanity: 8

Move: 5 yds/turn

Merit Points: -4

Jerry Williams

Monday, and wannabe evil mastermind

Skills

A: Trash Talk

B: Appeal, Cool, Delinquent, Phys. Ed.

D: Art, Empathy

Other

Sanity: 7

Move: 7 yds/turn

Merit Points: -3



Lucius Proctor,

Monday and -Gust House Snitch

Skills

A: Hobby

Specializations: Gossip, Growing Orchids, Social Media, Stamp Collecting

B: Family

B: Paranoia

B: Art

Specializations: Architecture, Classical Music

B: Education

Specializations: Botany, Geography

D: Empathy

D: Cool

Other

Sanity: 7

Move: 5 yds/turn

Merit Points: 6

Danny Jefferson

(Chthonian Student)

Monday, talented animal-handler

Skills

A: Hobby (Animal care/handling)

B: Cool

B: First Aid

B: Empathy

D: Smackdown

D: Trash Talk

Other

Sanity: 8

Move: 5 yds/turn

Merit Points: 5

1st Instar Chthonian

Danny Jefferson has an incredibly young 1st Instar Chthonian in his care. In a cave in the Andes mountains of Bolivia he found a curiously round rock with a metallic sheen — along with dozens just like it — and took one home with him in his pocket. It later broke open in his dresser drawer, and the creature that hatched from the rock took shelter in one of his mother's potted plants. Danny managed to convince his mother that he was extremely attached to the plant, and she allowed him to take it to school with him. It was in this way that Danny smuggled the baby Chthonian onto school grounds.

When he first came to H.P. Lovecraft Preparatory Academy, Danny wanted to be a veterinarian: after this experience, he thinks he may want to learn more about being a Summoner.

Chthonian

A Chthonian is a giant worm with a mass of large tentacles at the “head” end. They have no visible sense organs but seem to use their tentacles to “feel” the air when emerging from a burrow. Full adult Chthonians can cause earthquakes and have a large degree of control over the strength of the quake and the area affected. Younger Chthonians can cause only small localized quakes that cause minor damage. Chthonians don't speak, so their telepathy creates images in the



minds of those it contacts. The images tend to be primal, and mostly involve basic emotions and motivations: hunger, fear, and anger, primarily, though it may also resort to despair to weaken anyone it wishes to attack.

Chthonians live deep underground. They are immune to elevated temperatures as adults, but as hatchlings extreme heat is lethal, so Chthonians tend to lay their eggs close to the earth's surface. Hatchlings take double damage (2 points per turn of exposure) from fire, lava, or any other extreme heat source. Immersion in water at any developmental stage is lethal for any Chthonian, though with full adults, a body of water at least as large as a lake would be required. Chthonians can sense water underground, and tunnel around or under any water they detect to avoid the danger. They take double damage (2 points per turn) from being immersed in water. A significant amount of water sprayed on the Chthonian will cause it to flee — at least for the time being. This volume would need to be substantial: a bucket of water wouldn't do much, but a firehouse directed at the Chthonian and sprayed continuously for at least one turn would do full damage and drive it away.

Chthonians attack physically using their tentacles to grab and crush their victims. They can also use their tentacles to drain the life force from a held victim, causing 1 point of Physical Damage each turn until the target is either destroyed, or the Chthonian is forced to give up the attack for any reason. They will devour their victims if hungry: if not (50/50 chance) they will drain the victim's life force and fling the drained husk aside. Chthonians are extremely protective of their young and take extreme measures to keep their hatchlings safe.

Chthonians and Earthquakes

Chthonians can cause earthquakes. Most can only cause highly localized phenomena to occur, but a few, or a group acting in concert, can cause larger quakes of dreadfully destructive power. Earthquakes caused by a full adult start at Grade C; for each additional adult adding to the effects, upshift one grade. For hatchlings, downshift one.

Moving around during an earthquake is difficult, as the ground and buildings shift, move, and shimmy violently. The penalty modifier should be applied to anything the characters attempt to do while the quake is occurring.

Grade	Target #	Penalty	Range	Duration
	13	4 Downshifts	1 mile	5 Turns
A	11	3 Downshifts	1/2 mile	4 Turns
B	9	2 Downshifts	1/4 mile	3 Turns
C	7	1 Downshift	200 yards	2 Turns
D	5	0 (really inconvenient)	100 yards	1 Turn



Full Adult

Hatchling/1st Instar

Physical Damage Track

OK/Bruised

It's Just A Flesh Wound

Pretty Messed Up

World of Pain

Unconscious

Destroyed

Physical Damage Track

OK/Bruised

It's Just A Flesh Wound

Pretty Messed Up

World of Pain

Unconscious

Destroyed

Mental Anguish Track

OK

Stunned

In Denial

Picked Up A Tic

Really Freaked Out

Unconscious

Destroyed

Mental Anguish Track

OK

Stunned

In Denial

Picked Up A Tic

Really Freaked Out

Unconscious

Destroyed

Skills

Terror Grade: "A"

Paranoia: "B"

All other skills: "C"

Burrowing Trait: "A"

Earthquake: "A"

Inhuman Senses Trait: "A" (Telepathy)

Cool: "A"

Snackdown: "A"

Alien Mind Trait: "Faculty"

Brawn: "Inhuman"

Skills

Terror Grade: "C"

Paranoia: "B"

All other skills: "C"

Burrowing Trait: "A"

Earthquake: "D"

Inhuman Senses Trait: "A" (Telepathy)

Cool: "C"

Snackdown: "C"

Alien Mind Trait: "A"

Brawn: "B"

Other

Immunity: social

Vulnerabilities: water

Other

Immunity: social

Vulnerabilities: extreme heat, water