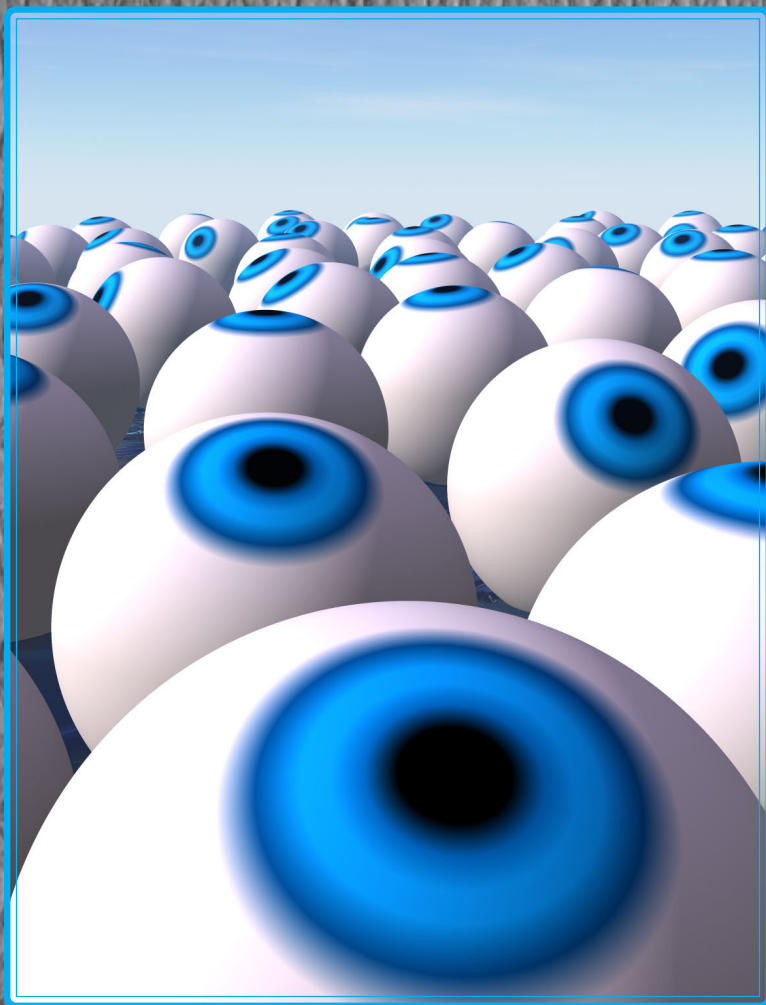


Sight Unseen

A Script for *Cthulhu Live 3rd Edition*



By William T. Thrasher
and the Skirmisher Game Development Group

SIGHT UNSEEN

A Script For
Cthulhu Live 3rd Edition



This work is dedicated, in no particular order, to the following:

Bear, Kit, Tony and all the R'leigh Irregulars. Margaret Galicia, who showed me just how much fun you can have while blindfolded. Robert Thrasher. Hey, one of those zany ideas is finally in print!

Sight Unseen

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**By William T. Thrasher
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Setting: Arkham General Hospital, Modern Day

Dramatis Personae: Three to Six Unfortunate Patients

RPCs

Dr. Hubert Langley

Orderly

PROLOGUE

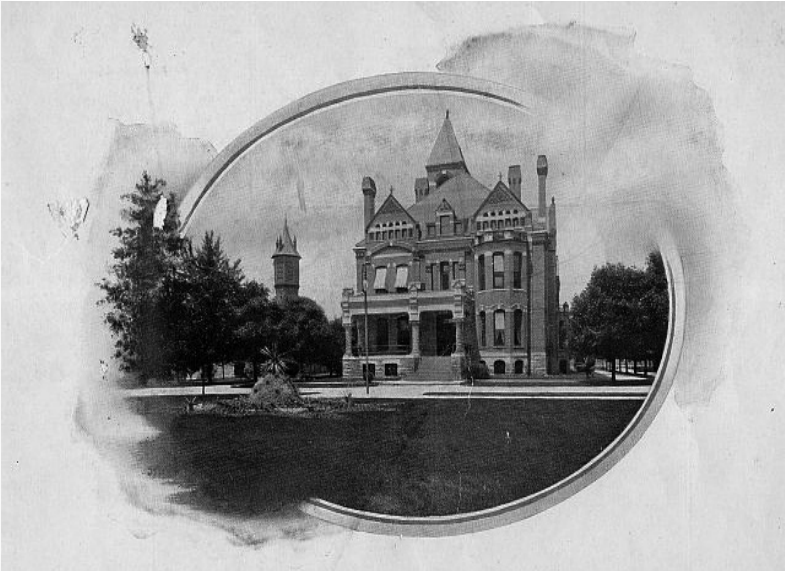
Sight Unseen is a *Cthulhu Live 3rd Edition* scenario that plays on the insecurities and vulnerabilities that arise when one cannot use the sense of sight. It requires the players to be blindfolded for most of the game and forces them to rely on their senses of hearing, scent, and touch to survive. Extra care must be taken to ensure the safety of the players and staff, but if executed properly *Sight Unseen* is a thrilling and horrifying experience.

The Keeper must be aware of any anxieties the players possess, particularly those relating to claustrophobia (fear of enclosed spaces) or achluophobia (fear of the dark), and should interview players beforehand to ensure they will not experience any undue distress during the game. *Cthulhu Live 3rd Edition* is fun because it allows us to experience horrific events in a safe and controlled environment. Care must be taken to ensure that the simulated terror does not lead to actual panic. At this point, it stops being a game.

Sight Unseen is designed to be run with three players — although it can be used for as many as six in campaign games with pre-existing characters — and two or more staff, a Keeper, a Stage Hand, and possibly an NPC Actor. It is ideally suited as an introduction to *Cthulhu Live 3rd Edition*, as it can be run for a small group and with little reliance on the rules system. Indeed, it can be run with no rules at all other than appropriate safety guidelines. Four pre-made characters have been included, but are unnecessary when running a rules-free session of this scenario.

PLAYER'S INTRODUCTION

Arkham General Hospital, a teaching hospital linked to the Miskatonic School of Medicine, has a sterling reputation. Its hallways are clean, its doctors are competent; and its relaxing atmosphere and friendly staff make recovery a joy. One should be thankful that such a fine medical facility exists among the old buildings and venerable manses of Arkham.



KEEPER'S INTRODUCTION

Doctor Hubert Langley is Arkham General's fastest rising surgeon, but his life has taken a dark turn as of late. As part of his residency, Langley worked for a time in the Emergency Room. One night, a most peculiar patient was brought in, a frail old man who looked half-starved and was covered in self-inflicted wounds. Shockingly, the old man had plucked his eyes out with his own yellow-nailed fingers. As sedatives were administered and surgical tools applied, Langley found his gaze constantly drawn to the fleshy pits of the old man's hollow eyes. Morphine silenced the old man's raving voice, but it was too late. Langley had been enchanted by the dark wisdom hidden behind the withered man's empty gaze.

The patient was eventually confined to the psychiatric ward of Arkham General. Dr. Langley took a more than professional interest in the old man's recovery and spent many a long night at his patient's bedside. As the days passed, the two changed from Patient and Doctor to Master and Acolyte.

Volde, as the old man called himself, was a solitary worshipper of a foul and ancient god known as Um-G'lash the Unseeing, a dancer in Azathoth's court blinded by the Demon Sultan in an act of gleeful cruelty. Um-G'lash offered great wisdom and power to its followers. Volde possessed such wisdom and was willing to pass it on to Dr. Langley, for a price.

On the night he was brought into the hospital, Volde had tried, and failed, to summon his foul god to the earth. His body was too old and frail to contain the energies he sought to channel. But Langley, with his keen mind and youthful vigor, might succeed where Volde had failed. The old man died little more than a month after he had been admitted to the hospital. Volde directed Dr. Langley to his library, a collection of tattered manuscripts and fragments detailing the worship and summoning of the Unseeing One. Volde died with a crooked smile upon his lips, for the last words he heard were those of Dr. Langley swearing an oath to succeed where his master had failed; to summon Um-G'lash to this Earth and let the Unseeing One wax mighty upon the flesh of man.

BLINDFOLD AND SAFETY

Sign Unseen requires a trust to exist between the Keeper and the players. While the players are blindfolded, there is an increased risk of something going wrong. A panicked player may collide with a wall or possibly another player. A player may have achluophobia (fear of the dark) or Aphenphosmophobia (fear of being touched) and may be at risk of a panic attack during the course of the game. The Keeper should speak to all prospective players beforehand and if a potential player has one of these conditions, it may be better to have that individual work on the staff.

A safe word should also be implemented for the game and covered during the pre-game briefings. If any player's experience moves well outside of their comfort zone and they become overwhelmed or panicked, they have only to call out the safe word and the Keeper will call an immediate time-out, remove the player's blindfold, and assess the situation. If everything goes well, then the game can be resumed in a few short moments. The safe word or phrase should be easy to remember and unlikely to come up during the normal course of the game (e.g. Sassafras, Sink the Bismarck, Green Jelly).

The Keeper must also be mindful of the safety of the staff. During one play-test session, a panicked group of players ran into a room and slammed the door in an attempt to escape the monster. In doing so, they slammed the door in the Keeper's face, leaving him with a nasty bump on the head (but otherwise no worse for the experience). The Keeper and staff will need to keep on their toes and be mindful of the kind of unintentional harm the players are capable of during the tense situations that can occur in this scenario.

Remember, it is the Keeper's responsibility to ensure that the players have a good time and stay free from harm while they do it!

GAME TIMELINE

0) Pre-Game Setup

Prepare the playing area, props, and special effects. Brief staff. Distribute character packets if needed. Brief players.

1) Checking into the Hospital

The Investigators gather in the waiting room of Arkham General Hospital. Have Dr. Langley or the Orderly take Investigators through pre-op procedures. Have the Investigators sign medical consent forms and/or waivers. If you are charging an event fee, you may wish to collect

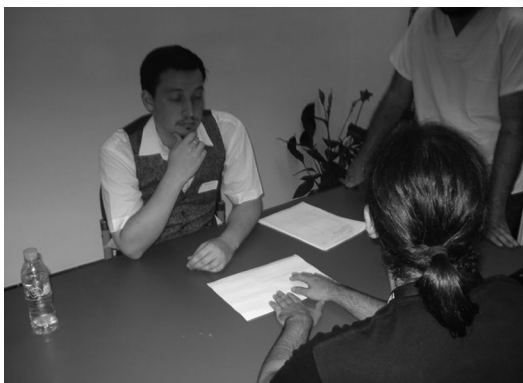
it at this time as a medical insurance co-payment. Ideally, hospital gowns or bathrobes will be on hand for the Investigators. Ask that the players bring pajamas or sweat pants and get them into gowns and

bathrobes. Wearing only light garments, bathrobes, and slippers will increase their feelings of vulnerability later in the game much more than if they remain in their street clothes. Be sure a privacy curtain or adjoining room is available for changing.

This time is best used to create the impression of a safe, sanitary, medical environment and to give the Investigators time to get comfortable with their surroundings and each other. Once the above procedures are complete, Dr. Langley and the Orderly escort the Investigators to the pre-op room.

2) Pre-Op Sedation

With check-in procedures complete, Dr. Langley announces that it is time to administer sedatives and prepare for their individual procedures. Patients are instructed to lie on their hospital beds.



Courtesy of: Pablo Valcárcel

Hand them each a “sleeping pill” and a small cup of chilled water. Use Smarties, mints, or similar small round candies to represent medication. (If you know your players have an active sweet tooth, you may offer additional candies under the guise of antibiotics or immune suppressors.)

After each of the patients has taken their pills, slowly dim the lights in the room. The Keeper should describe the creeping sensation of being overtaken by chemically-induced drowsiness.



Instruct each player to lay back and close their eyes as you dim the lights. If you play this scenario in a room without a dimmer switch, simply walk around the room and turn each light source off one by one.

When the room is at its darkest, approach each player and blindfold them. Instruct players to leave the blindfolds on until the Keeper says to remove them (for suggestions on blindfolding, see Props and SFX on page 17). Once each player has been robbed of sight, quickly and quietly prepare the rooms for the next scene. Consider raising the volume of any background muzak or fading in relaxing, ethereal, ambient music at sufficient volume to mask the sounds of the Keeper and assistant quietly turning over some items of furniture and spreading around various props and effects that will be in the next scene.

Alternately, the players can be led, one by one, into an operating room where they can be blindfolded individually and then led back into the pre-op room as it is being reset for the next scene.

3) While You Were Sleeping (Time Lapse)

A number of events transpire while the Investigators are sedated. This is not verbalized to the players, but they will begin to piece the horrific clues together before long. Dr. Langley strides into the Investigators' room, hovers above their unconscious forms, and carves their eyes from the sockets with a surgical scalpel. With the fresh, gory orbs, Langley begins his ritual to summon Um-G'lash. He loses control of the ritual, botching the binding spell. The Outer God rampages throughout the hospital, killing everyone except the Investigators and the Orderly.

4) Awakening

If background music is used, fade from the ethereal "sleeping" music to the regular hospital muzak or an alternate muzak track broken with static and distortions. Cruel Keepers may wish to remain absolutely silent at this point, leaving it up to the Investigator's own initiative to wake up and begin exploring their new environment. If the players do not take action of their own accord in a reasonable amount of time or the Keeper wishes to move the game swiftly along, simply proceed to the following scene.

5) A Call in the Dark

The room's lone telephone rings. The phone should be placed somewhere within easy reach of one of the Investigators so that they do not need to leave their beds and stumble upon the two bodies too early on.

When the phone is finally answered, Lieutenant Andrew Marsh of the Arkham Police Department will be on the line. He demands to know just what is happening inside the hospital and what, if anything, the Investigators have to do with it. If asked, Lieutenant Marsh explains that an hour ago the hospital's EMS dispatch stopped answering their phone lines, and any officer sent to investigate has likewise failed to maintain radio contact. Before the Investigators or the police can exchange much more information, the line is cut.

6) Exploration

The Investigators are now free to come to terms with their blindness and explore their surroundings. This is essentially a Free Play period and the Investigators may do as they wish. As the players explore their faces — particularly if the surgical gauze blindfold with a little syrup is used — quietly whisper to each of them that they find ragged, painful holes where their eyes once were. If at any time the Keeper feels play is progressing too slowly, he may insert appropriate monster sound effects to goad the players into action. The following two scenes occur in no particular order. Simply enact them when the players make the appropriate discoveries.

7) Disoriented Orderly

Lying slumped against the main door is a hospital Orderly. He is relatively unharmed, although the trauma of witnessing the horrors of Um-G'lash has shattered his mind. He is also the only living person remaining in the hospital except for the Investigators. The Orderly is unconscious and will remain so until disturbed by a player.

The Orderly awakens if he is moved, searched or examined in any way. Alternatively, the Keeper may wish the Orderly to awaken after the Investigators have had enough time to erroneously conclude that he is dead. Either way, ensure that some physical contact exists between the Orderly and an Investigator so that his awakening has maximum impact. If done well, this scene can get a big scare out of the players.

When disturbed, the Orderly snaps awake and flies into a panic. He thrashes about, babbles incoherently, and grabs the nearest Investigator; shaking him and gibbering questions. The Orderly takes note of the Investigators' eyes, whimpering that they are eyeless like all the other corpses.

After the Investigators have been sufficiently spooked, give them a chance to try and calm the Orderly. As the Orderly begins to settle down, Um-G'lash will emerge. The foul god tramps down the hallway toward the room, attracted by the frantic cries of the

Orderly, groaning and hissing as it comes. The Orderly begins to shriek as the Outer God draws nearer, gibbering about its claws, tentacles, fanged maw, and blind, empty eye-sockets crusted with dried blood and ichor. At the height of tension Um-G'lash crashes through the room and seizes the Orderly. Kicking and screaming all the while, the Orderly is dragged from the room and devoured. Investigators nearest the door are splashed with gore and spittle, feeling the reeking heat of the monster's breath, and listen helplessly as the beast swallows its latest meal. Satisfied, the Unseeing One wanders away down the corridor.

8) The Remains of Doctor Langley

Dr. Langley is dead; his corpse slumped over a chair or backed up into a corner within the room. Langley has been severely injured, and any examination of his body will be a disgusting, bloody experience. Several things can be discovered by examining Langley's corpse.

Eyeless: Doctor Langley's eyes have been gouged out, leaving two dripping sockets. The eyes can be found gripped tightly in his left hand. Prying the eyes free without damaging them will be a difficult task as rigor mortis has set in, giving the doctor a vice-like grip.

The Tape Recorder: Doctor Langley keeps a tape recorder in his jacket pocket. The recorder is loaded with a cassette and can be played by the Investigators. The contents of the tape can be found in The Langley Tapes #1 in the Keeper's Handouts section that begins on page 27.

Ritual Documents: Tucked into another pocket or scattered around Langley's corpse can be found a dozen or more sheets of aged parchment containing the rituals to summon, bind, and dismiss Um-G'lash. The papers can be simple blank sheets aged with tea to feel old and crinkly. The Investigators are blind, so nothing needs to even be on the pages. They are there to add to the frustration and hopelessness of the Investigators, giving them the tools they need to escape the crisis, but leaving them unable to use those tools.

After the useful items have been removed from Langley's corpse, consider having Um-G'lash stomp by once again, seize Langley's body and drag it from the room to be devoured. For greatest effect, pull the body away while the players are still in physical contact with it, giving the game staff a chance to spray them again with gore and spittle. For practical purposes, having Langley devoured at this time allows the Keeper or staffer representing his body to get off the floor and back to work behind the scenes. If the players did not pry loose and secure Langley's eyes by the time he's dragged off, consider placing them against a nearby wall so they won't be stepped on and could be found again later.

9) An Unsuccessful Raid

Sometime after the Investigators have encountered the Orderly and examined Langley's remains, Lieutenant Marsh makes a second appearance, along with a squad of Arkham's finest. Muted and down the hall, Lieutenant Marsh knocks on the door to the hospital and demands to be let in. If the players call out, Marsh responds that he and his men shall rescue them. He urges the Investigators to stay where they are. Marsh dismisses any warnings of monsters as ramblings of madmen or visions brought on by an overdose of painkillers. Marsh and his men burst into the hospital. The Investigators hear the dreadful sounds of Um-G'lash stalking the halls. The alien god strides past the Investigators' room and proceeds to the hospital entrance. What follows are horrible sounds of violence and death as Um-G'lash slays the helpless officers. The Investigators can only listen helplessly as the police discharge their weapons into the near-invulnerable body of the Outer God and are ripped apart one by one.

10) Desperate Times

By this point, the Investigators should be able to find the second of Dr. Langley's tapes, on which he has thoughtfully recorded a translation of a ritual that may banish Um-G'lash (see The Langley Tapes #2 on page28). Now the players have a real chance of getting out of this seemingly hopeless situation. If the Investigators follow the instructions found on the tape properly, they will be able

to banish Um-G'lash, returning the foul god to Azathoth's court.

11) The Ritual

Um-G'lash detects the psychic activity of the Investigators the moment they begin the ritual. The Outer God has not had such freedom in millennia and has no desire to leave our dimension and will attempt to disrupt the ritual. It begins by stomping and roaring at the entrance to the Investigators' room, hoping to panic them and break their concentration. If this does not work, it physically attacks its foes. Um-G'lash storms into the room and grips the nearest Investigator in its mighty talons. The Outer God drags its victim from the room and into its gnashing maw. Have the staff member portraying Um-G'lash grip the victim and whisper that he or she is being eaten alive. Encourage the player to ham it up as he or she is dragged from the room, screaming and gurgling all the while until finally silenced by the crushing jaws of Um-G'lash.

If the surviving Investigators have had their concentration disrupted by the horrors described above, they need to begin the ritual anew. If this is the case, Um-G'lash may have time to devour a second victim. If the remaining Investigator cannot finish the spell as described by Doctor Langley's notes in a timely manner, then he too shall be killed. With no one left to banish Um-G'lash, the Outer God shall be free to terrorize the people of Arkham and beyond. If the ritual is performed successfully, Um-G'lash is pulled back across the infinite voids of space-time and banished once more to Azathoth's court.

Conclusion

When the game has ended, regardless of the outcome, remove the players' blindfolds. Give everyone a moment to relax, then offer to show them just what they have been interacting with all night. If the game is done well, the players will have just as much fun learning how the various special effects were done as they had while being harrowed by Um-G'lash. Everyone should have a good laugh when they see the monster is no more than a person in monster gloves and a few wet towels.

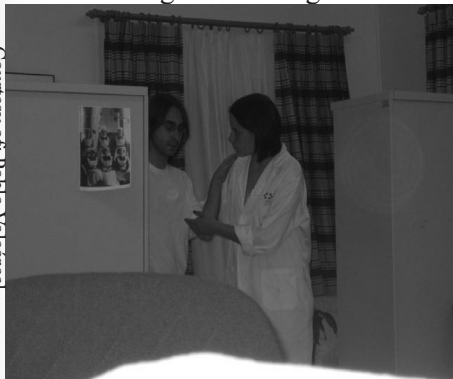
LOCATIONS

Sight Unseen is intended to be run within two or more medium-sized rooms. A waiting room and pre-op room are the only locations necessary, although more may be added.

The Waiting Room: This room should be large enough to fit several comfortable chairs and a receptionist's desk. A number of features, such as a fish tank, paintings of the seaside, and mind-numbing muzak can be added to enhance the impression of a hospital waiting room.

The Pre-Op Room: This room should be large enough to comfortably fit three beds and Doctor Langley's desk. The beds can be folding cots or long tables covered with sheets. The room

Courtesy of: Pablo Valcarcel



should have enough floor space to accommodate the bodies of Langley and the Orderly and for players to feel their way around. Place a few papers, pens, and similar office supply items on Langley's desk. A telephone should be on the desk or on a side table next to one of the

beds. Depending on the desires of the Keeper, a larger room could be used to give the blinded Investigators more space in which to explore and come across the bodies, or a smaller room used to create a truly claustrophobic experience.

The impression of a hospital room can be created simply and effectively with a minimum of preparation. All that is needed are clean sheets and a medical chart or two. If you wish to create a more elaborate setting for your game, additional medical charts may be added, as can balloons and cards left by the Investigators' friends and well-wishers. Rubber tubing from a hardware store and water-filled sandwich baggies create cheap and easy saline drips. These are great for players to burst open and become entangled in later when searching around in the darkness.

Special care must be taken to ensure the safety of the players while they are sightless. Make sure the floor is cleared of any obstacles or loose items that may cause anyone to trip. Likewise, clear the play area of any sharp or fragile objects, such as table lamps or vases. Take the same care you would exercise when childproofing a room.

Additional Rooms

For a more elaborate game, the Keeper may wish to add an additional room or two. Any of the following make excellent additions: surgical theater, storage room, cafeteria, or morgue. Truly diabolical Keepers may add a maternity ward with crates lined with towels standing in for cribs. Scattered baby dolls and disjointed heads and limbs slicked with corn-syrup can be placed for the player's searching hands to discover.

While additional rooms add to the Keeper's burden of providing a safe environment in which to play, they also effectively add to the complexity, tension, and horror of the game. Additional rooms also incorporate an additional level of challenge for the players, as they may need to leave the supposed safety of their room and wander the halls of the hospital searching for a room that contains some vital clue or tool. Consider placing Langley's office at the end of a long hall that the players must traverse to acquire the mad doctor's recorded translation notes.

PROPS AND SFX

The Corpse of Doctor Langley

The simplest way to create a convincing corpse is to have the Keeper or Stage Manager cover themselves with appropriate gore effects and lay limp in a corner of the room or splayed across the floor like a discarded rag doll. The gore can be as simple as a liberal application of watered down corn-syrup. Remember that the sensation is touch, not sight, so the expense and potential staining of stage blood can be avoided. For a more gruesome effect, simulate the Doctor's horrible wounds by cutting gashes in his shirt and/or pants and packing them with wet rags rolled into loops of "entrails," along with other creepy, tactile representations of viscera.

Langley's hollow eye sockets will be difficult to simulate. For the sake of simplicity, drip copious amounts of syrup around his eyes, as if he was crying tears of blood. If the Keeper has more experience with stage makeup, he may be able to apply liquid latex wounds and scarring around the eyes and over the eyelids themselves. This method is only recommended for Keepers who have had experience with liquid latex and are capable of taking all necessary safety precautions. It is also more complicated to undo once the individual has been dragged away and needs to resume game support duties.

Ambitious Keepers may wish to create a full body corpse prop to represent Langley's remains. If this route is taken, it may be possible to create a fleshy prop head from which the Investigators need to physically pluck the Doctor's eyes.

General Gore

Within the context of *Sight Unseen*, all gore effects must be tactile rather than visual. Creating the feel of mangled flesh can be accomplished in a number of ways, as follows.

Red Meat: If the Keeper is not shy about wasting food or possibly offending the sensibilities of the players, real meat is perhaps the most realistic gore effect. Preferably, a mixture of

ground beef and jerky can be prepared to simulate putrid flesh and gristle.

Monster Salad: Another option is to mix mashed up tomatoes and other pulpy fruits with torn up sponges and corn syrup. This slurry is particularly effective in creating the impression of damaged organs and connective tissue.

Pudding: Warm tapioca pudding mixed with filler, such as gelatin, torn sponge, baby food, or bits of meat, makes another interesting gore effect, representing clotted blood and soft tissue. A dollop of this mixture makes an excellent stand-in for torn gobbets of flesh.

Any of the above-mentioned effects can be smeared over a body to create a mangled corpse, or liberally applied to various parts of the body to simulate specific wounds. The Keeper may also wish to splatter the players with any of these effects whenever the Unseeing One takes another victim.

The Langley Tapes

Make sure that a handheld tape recorder is hidden within one of Langley's pockets. The tape recorder should be loaded with the first of the Langley Tapes and rewound somewhere toward the beginning of the tape. The second tape should be hidden within the drawer of Langley's desk. The text of the tapes and notes regarding background sound effects are included later in the script.

Ritual Papers

As discussed earlier, leave a scattering of crinkly, tea-aged papers around Langley's corpse and in his pockets to frustrate players. A Keeper with a cruel sense of humor may wish to write phrases such as "No Peeking" or "Cheaters Never Win" upon the aged parchment just in case a player attempts to lift their blindfold and gain some ill-gotten insight into the ritual.

The Orderly

The Orderly has only suffered minor injuries, and as such will require little in the way of preparation. Tattered hospital scrubs and a drizzle of fake blood should be all that is needed.

Other Corpses

Once the corpses of the Orderly and Langley have been devoured, the Keeper and Stage Manager are free to move quietly around the area. If multiple rooms are used, they are encouraged to lay down repeatedly as “new corpses” for the players to find as they explore the devastated hospital. If the game staff owns any latex severed arms, legs, heads, or other body parts, be sure to leave these where players will encounter them. Other small props, useful tools, or red herrings to raise false hope could be found on some of the bodies, and might include a key ring, a cell phone that proves to have a dead battery, or a pocket game system that blares out a loud noise when turned on and brings Um-G’lash hissing and shuffling to investigate.

If the players chose to explore near where they heard the massacre of the police, they may find a few remains. The Keeper and Stage Manager can pin badges on their shirts that players will be able to feel when searching. Players may find a walkie-talkie that could open a new line of communication with the outside or perhaps some emptied pistols or shotguns clutched in the hands of the slain officers.

Firearms

The Keeper may elect to leave one cap pistol still loaded among the remains of the officers. Blind, panicked, and confronted with a foe that is near-invulnerable, the Investigators are likely to be a much greater danger to themselves once armed. If they elect to discharge a firearm in the direction of sounds they hear, be alert to other players in the line of fire and apply damage accordingly. A fun alternative, but one requiring very rigid safety considerations, would be leaving a loaded air-soft pistol to be found by the players. This should only be brought into the game if the players’ blindfolds are thick and secure enough to protect their eyes and the Keeper and Stage Manager wear protective eyewear. It can be very amusing to watch a player, emboldened with the weight of a pistol in his hand, listening for the steps of Um-G’lash and accidentally shooting another player by mistake.

Um-G'lash

The Unseeing One is an easy monster to create. No costume need be assembled as the players only experience Um-G'lash as a sound and a presence until the climax of the game. If the Keeper or Stage Manager is adept at making horrific animal sounds, then they may create the roar of Um-G'lash themselves. If not, a variety of free monster sound effects can be found on the Internet. The Keeper should avoid using a monster sound effect that the players are likely to be familiar with (e.g., some sounds, such as the roar of Godzilla, are so iconic to specific monsters, that they will immediately break the mood of the game once played). When an appropriate monster sound has been found, or mixed using audio editing software, simply play the sounds back on a portable CD player with speakers or a boom box whenever the Unseeing One makes its presence known.

To create the sound of Um-G'lash tromping through the hospital, have the Keeper or Stage Manager slip into a pair of heavy boots and walk in a series of wide, heavy steps. If the floor surface permits, consider wrapping the boots with wet towels to give each footfall a disgusting wet thud and a sucking, squishy sound as the boot is lifted. Add heavy, gurgling, breathing noises whenever the monsters passes near a player.

Keep a spray bottle filled with lukewarm, salty water handy. When the Unseeing One passes close by, mist the players with the warm, salty exhalations as it breathes on them, or hit them with a heavier spray of spittle when it attacks or devours someone right beside an Investigator.

You may wish to give Um-G'lash a unique scent representing the stench of non-terrine tissue or the foul breath of an ageless beast. Such a scent can act as an olfactory clue signaling the approach of the monster long before the players hear its thunderous footsteps. Limburger cheese is one option, as is any other foul-smelling foodstuff. In one play-test session, these scent effects, combined with the gore effects mentioned earlier, caused several of the players to gag reflexively. While this was all in good fun and in keeping with the spirit of the game, the Keeper is advised to keep

close track of the players in the event that an involuntary bodily function causes complications and requires a pause in game play.

Additional creative “foley artist” items can be kept with the actor representing Um-G’lash. A cloth sack full of beef jerky, smoked meats, or other snacks can be masticated to create rending and chewing noises. Celery stalks can be twisted and broken to create the sounds of bones being broken. A squirt gun of watered down, possibly salted corn-syrup can be used for an arterial spray to jet across a player. Use your creativity tempered by a consideration of the locations you’re in and what can be safely cleaned up.

It may come to pass that the Investigators cannot banish Um-G’lash quickly enough. If this is the case, then the Unseeing One attacks and devours the Investigators one by one until they are silenced or the dark god is banished. When Um-G’lash makes an attack, have the actor use a pair of oversized monster gloves or tentacles to firmly grip the Investigator and pull him or her from the room. For a particularly disgusting tentacle effect, roll up large towels and wet them down with warm water. When slapped over a shoulder or around a limb, the players will feel as if they are being grasped by a sopping length of slimy, otherworldly tissue.

The Police

The Investigators first interact with Lieutenant Marsh and the Arkham police department when he calls their room. All that is required is a telephone within the play area. The sudden harsh ringing will make a perfect wake-up signal for the Investigators. Have one of the staff speak via a cell phone from outside or a few rooms away. When the phone line is cut, simply have the other staff member unplug the phone from the wall so that the line goes dead.

When the police raid the hospital, a large number of sound effects will be required. The only distinct voice the Investigators need to communicate with is that of Lieutenant Marsh. The Keeper or staff member handling Marsh’s voice can be in the next room yelling into an empty trash can to create a distant, hollow voice.

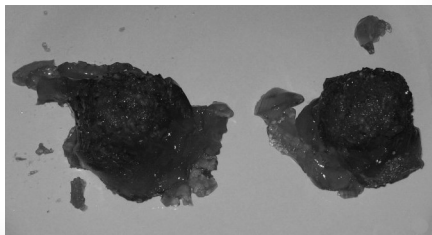
If the Keeper has access to sound editing software, he may wish to prerecord all the sound effects for this scene. If this is not an option, these effects can be created onsite. The scene will play out as described in the adventure timeline. Sound effects needed for this scene include marching police officers, gunfire, the screams of people being slaughtered, and the roar of Um-G'lash.

As silly as it may seem, to create the sounds of police officers tramping into the hospital, wear shoes on your hands and feet and walk quickly in all fours like a tap-dancing crab. The effect is much like the sound of a hurried, out-of-sync shuffle. The sound of gunfire can be created either by playing back firearm sound effects or by firing off toy guns armed with sufficiently noisy caps. To create the impressions of men being slaughtered, the Keeper and Stage Manager gurgle and moan as if their lives were coming to a violent end throwing themselves against walls and making all sorts of violent crashing and screaming sounds. The sounds of Um-G'lash have been described previously. Eventually, the screams and gunfire will cease, although stomping and chewing noises may continue for a while thereafter.

When crafting this scene, be mindful of those who are not playing. If done carelessly or too effectively, neighbors may attempt to contact the real police. The Keeper should consider informing anyone nearby what he is planning so there is no confusion or unwanted attention brought to the game.

Langley's Eyes

Doctor Langley's eyes can be created one of several ways. By far the simplest method is to remove the skins from a pair of cherry tomatoes or large grapes. A gory alternative is to cook a pair of appropriately-sized meatballs and set them in gelatin. When removed from the gelatin, the eyes will have a slimy, drippy texture. Keepers wishing to give their players a treat may use daifukumochi to simulate Langley's eyes. Simply



Courtesy of: William T. Thrasher

thaw a pair of daifuku (a Japanese dessert made from frozen bean paste encased in sweet rice cake) to room temperature and gently roll them into balls taking care not to break the rice cake skin. Daifukumochi can be found at most Japanese food stores.

When creating your eyeballs, keep in mind that at least one of them must be eaten to successfully banish Um-G'lash. Check with the players beforehand to see if they have any allergies or dietary restrictions.

Blood

Creating fake blood for *Sight Unseen* is an easy affair. Because the blood is never seen, only felt, all that is needed is watered-down corn syrup. The risk of staining clothes is removed and cleanup becomes much simpler.

Blindness

The simulation of blindness can be achieved with three cheap sleeping masks, one for each Investigator. Give the masks to the players sometime during Scene Two and quietly inform players that once the masks are put on they are not to be removed until ordered by the Keeper.

For a more realistic effect, blindfold the players with layers of surgical gauze. If the Keeper wraps the Investigator's eyes himself, he can be sure that there is no chance of them seeing their



Courtesy of: William T. Thrasher

surroundings. For added effect, a few drops of syrup can be drizzled around the mask to create the impression of fresh wounds within the Investigators' violated eye sockets, increasing the consternation of players as they start to wonder just what has happened to them!

Music

Proper use of music can be used to further disorient your players, creating a deep mood of paranoia, hopelessness, and creeping insanity. When the players arrive, you can have some light, smooth jazz or bland muzak playing in the hospital waiting area. Increasing the volume of the muzak or fading to a trancelike, ethereal track during their sedated period creates an audible scene transition and helps mask the sounds of the staff resetting the room for the upcoming scene.

When the players awaken from their drugged slumber to a sightless hell, the game staff can either switch back to the bland muzak or light jazz or may create a special third soundtrack with the aid of music editing software. By taking the waiting room track and adding occasional bursts of static and distorted, slowed, or backward segments, an atmosphere of chaos and entropy settle into the game. Distortions might include random slowing of the music, subtle echoes, metallic reverberations, and back-masked or half-heard voices being inserted into the tracks. All these can be created with any number of open-source programs available on the Internet. Such a distorted track suggests the physical chaos and damage caused by the rampaging Outer God, but also the fact that the players can no longer trust their senses.

Smells

The basic special effects of *Sight Unseen* involved auditory and tactile sensations. Olfactory effects can be added as well — there are a number of vile SFX scents that can be purchased online — but are certainly not required to run the game. Just as when considering safe cleanup of any fluids, syrups, or other special effects items used, of course, be mindful of the removal of any olfactory agents used.

SANITY AND THE UNSEEN

You may have noticed that there are no Sanity Tests or Shades of Terror (SoT) listed in this script. *Sight Unseen* poses a number of challenges when it comes to sanity. Players will be unable to see their own Player Cards or any color-coded Shades of Terror markers as detailed in *Cthulhu Live 3rd Edition*. This script is written with the expectation that the players will act out their Investigators' gradual mental deterioration as the game progresses.

If the Keeper wishes to keep track of individual sanity loss as per the normal rules, then the following Sanity Tests apply:

When the Investigators first realize they are blind:

(Yellow SoT)

Examining Langley's corpse: (Orange SoT)

Hearing Um-G'lash: (Blue SoT)

Hearing Um-G'lash devour the Orderly: (Orange SoT)

Hearing the unsuccessful police raid: (Yellow SoT)

Hearing Um-G'lash devour a fellow Investigator:

(Orange SoT)

Completing the ritual of banishment (Red SoT)

If Sanity Tests are used, the Keeper simply keeps track of each Investigator's sanity himself and, and once an Investigator has dropped to Stark Raving Mad, informs him of this.

Alternate Sanity Effects

As the mental state of the sightless Investigators deteriorates, the Keeper may subject them to a few symptoms of their encroaching madness. *Sight Unseen* allows ample opportunity to spook the players with auditory and tactile hallucinations. The Keeper may whisper half formed sentences into their ears, drip ice cold water down their backs, or even hold a conversation with one of them until they are convinced there may be an additional living person in the room. Use your imagination and do your best to make the Investigators doubt their remaining senses.

CAMPAIGN PLAY

Incorporating *Sight Unseen* into an Existing *Cthulhu Live 3rd Edition* Campaign

Sight Unseen can be used as an interlude or side story to an ongoing *Cthulhu Live 3rd Edition* campaign with little trouble. Through the course of a campaign, Investigators are likely to suffer any number of injuries, many of which may require professional medical treatment. While healing and convalescence normally occurs during the downtime between games, *Sight Unseen* allows this period of healing to become the focus of a quick side-game. This does come with a significant cost, however, as any characters that survive this scenario will be permanently blinded. While a blind character may be effectively protected from many future sanity tests, the challenges that come with playing a blind character may prove too inconvenient in an ongoing campaign for some players.

Rewards and Experience: If *Sight Unseen* is incorporated into a campaign, it is recommended that any characters who survive this scenario be rewarded with the restoration or two Sanity levels in addition to any Experience they may earn. Alternatively, surviving characters may be granted a psychic power or supernatural sense due to their lack of sight and exposure to occult forces.

Mysticism and the Unseen

If you are running *Sight Unseen* as part of a campaign, or are using the character of Oliver Partridge (Characters, **page XX**), you may wish to give an edge to characters that possess the Mysticism skill or any psychic abilities. At the Keeper's discretion, a blind character with the Mysticism skill may spend 1 Magic Point to gain a sense of the world around them. Give the character vague hints as to the content and arrangement of the room, as well as how many living people are present. Treat his ability like the supernaturally keen hearing or sixth sense that blind characters often manifest in pulp adventure stories. If the Keeper feels this may become too powerful, he may inflict Sanity loss on such characters as they become aware of the horrible psychic presence of Um-G'lash.

TAPE TRANSCRIPTS

The Langley Tapes #1

Note that entries on this tape should be modified to reflect any other characters used in the game besides the ones provided in this script. These suggested entries are a good starting point, but the Keeper is welcome to script or improvise additional entries to expand the length of the tapes and add any real or false leads as desired. Minimal stage directions have also been included.

Have gone over Franks' family history. Patient fits into several high-risk groups, so heart disease comes as no surprise. Have advised a change in diet and surgery to remove the blockage.

Need additional tests on Hooper. Dr. Wayland has his own theories, but I'm ordering X-rays for initial diagnosis. Patient seems relatively fit and young for such bone and joint deterioration.

Note to self: Bud Wilson of PharmaDyne wants to take us all out for steaks next week. He probably wants to sell the hospital on his company's new anti-coagulant.

I've retrieved the last of Volde's notes. The old man's handwriting is atrocious. The papers seem to be written in a bastardized Latin, but I think he may have used some sort of cipher with the key passages. I suspect it will take some time to reconstruct anything useful from these notes.

On preliminary examination, Hooper's X-rays confirm Dr. Wayland's diagnosis of Paget's Disease. I've recommended exploratory surgery to attain a bone scraping for analysis.

Franks is proving resistant to a dietary change. Stubborn about his beer and barbecue. It is going to put him in the ground if he doesn't change his ways.

Note to self: Consult with Professor Hiram Stonebridge at Miskatonic University. My Latin is too rusty to make sense of this document.

Osgood's biopsy has returned. Growth is benign, but is causing

complications. Recommend gastrointestinal surgery to remove growth before further complications arise.

The primary translation is complete. I see what is being offered to one bold enough to call down a god. (*Papers rustling.*) I've gotten most of Volde's manuscripts deciphered and have mapped out the core of the ritual. That's why Volde took his own eyes. The offering to the Unseeing One. But he was too old and frail. He didn't have the resources or the reserves.

Concerned about the correct pronunciation of the Aklo chants. Going to work on back-up tape of my translation notes to test the meter and sound of the ritual passages. Volde had years of study, and look what happened to him. I must be sure that I have the ritual down flawlessly.

Osgood, Franks, and Hooper are all checking in tomorrow for in-patient treatment. The stars are right for the calling and these three will sacrifice their sight to call the Unseeing One. It is time to reap the offering.

(Panicking, overtaken by horror, monster noises in background.)

It didn't work! Did Volde deceive me? No! The old man promised me power. The Unseeing One will not obey my commands. God forgive me, it wasn't supposed to be happen like this. The old god has escaped. The notes! The notes in my desk! There must be some part of the ritual I missed! If the ... (*Tape cuts off abruptly.*)

The Langley Tapes #2

Volde has taught me everything that he could in our brief time together. He has passed, and it is now up to me to finish the work of preparing the way.

(Stumbling on the words, Langley is translating as he reads.)

From *The Testament of the Unseeing* ... Know that in the court of the dread demon sultan there is one ... dancer? ... courtier? ... who is of a most terrible foulness. Wise men seek him yet call him

not for he is ever hungry. Know that his name be Um-G'lash, the Unseeing. Though he is without sight he can be made to see into the souls of men. The hearty supplicant shall offer up the ... portal? ... gateway to the soul. In so doing, may the Unseeing One be called to your side. He shall bring with him the wisdom of the most ancient ones. He shall carry with him the ... potency? ... power of the demon chaos.

Stonebridge was helpful. I am now confident that I will have the ritual translated in time. The old fool was asking too many questions though. He'll have to be dealt with.

(Slightly smoother, Langley has improved his Latin.) Know now the secret calling of Um-G'lash. Through this charm and most cunning art may you summon the Unseeing One unto this mortal sphere. Make ready your offerings to the Sightless God and begin the chant of the calling.

*Iä Iä Yog-Sothoth
Iä Thradash Um-G'lash
Yelmul Nairb Htelred Tsugua
Iä G'mash mwgle G'nar*

If your sorcerous will is strong, the Unseeing One shall appear before you. With all haste make your offering unto Um-G'lash, for if he is not pleased his wrath shall be great. Offer unto him the eyes of the living, that he might see the world he has been called to. As the Unseeing One accepts of the offering, speak the words of binding.

*Iä Nyarlathotep fhtagn
Iä Thedma Azathoth
Iä Gfthada Voor Byak
Iä G'nar Um-G'lash*

If your will be strong, so shall the Unseeing One grant you the awesome power and terrible wisdom you seek.

(Sound of pages being rifled through.)

Though his power is great, the patience of the Unseeing One is short. When you have learned all that you can, bid him leave this

plane. In so doing shall you pay the price that is due those who walk the eternal void. Have you an athamé ready, lest your hands be not fit for the task. Begin the chant of banishing.

Iä Iä Um-G'lash

Iä Iä Yog-Sothoth

Iä Iä Um-G'lash

Iä Iä Azathoth

Repeat the chant in a clear, strong, voice, stopping for nothing lest you risk your soul. At the end of the second repetition, make the final offering to Um-G'lash. Offer unto Him the eye of a sorcerer. As the Unseeing One savors the sweet juices of the offering, so must you devour the other eye. In so doing shall your pact be sworn with Um-G'lash. Repeat the chant of banishment, stopping only after the Unseeing One has departed from the realm back into the outer void.

CHARACTERS

Seven pre-generated characters are provided for Keepers who wish to run *Sight Unseen* as a stand-alone game (genders of which can be adjusted as needed to match those of the players). The game is designed to run with only three players, although it can be run with as many as six if a truly claustrophobic experience is desired. *Sight Unseen* works best with a very small group of players to increase their feeling of isolation and this may be lost as more players are introduced. The characters detailed below possess a wide variety of skills and are in keeping with the conventions of the *Cthulhu Live 3rd Edition* role-playing game. One cultist character, Oliver Partridge, is included for the benefit of Keepers who wish to run a more challenging game with experienced players. Oliver is just as likely to turn against the Investigators and attempt to serve Um-G'lash as he is to try and save his own hide.

Martin Osgood

DEX: 9

CON: 9

EDU: 15

POW: 12

Wounds: 9

Magic: 12

Luck: 3

SoT: Yellow

Skills: Anthropology 4, Library Use 4, History (Roman, Renaissance) 4, Theology 3, Fine Arts 3, Latin 2, Philosophy (Ethics) 3, Brawling 1, Evade 3

You are a young professor at Miskatonic University, where you teach History and Philosophy. Two months ago, you began suffering from abdominal pains. After a battery of tests, it was discovered that you had a pre-cancerous polyp obstructing your intestines. Miskatonic University has a wonderful healthcare plan, and today you will have the surgery that will rid you of this trouble once and for all.

Elizabeth Hooper

DEX: 9

CON: 9

EDU: 12

POW: 15

Wounds: 9

Magic: 15

Luck: 3

SoT: Orange

Skills: Mathematics 3, Accounting 3, Library Use (Legal Research) 3, Law 4, Fine Arts 2, Psychology (Cross Examination) 3, Sports (Tennis) 3, Streetwise 3, Computers 1, Martial Arts (Disarm, Mighty Blow, Knockout) 3, Evade 3

You recently graduated from a prestigious law school in Boston and, attracted by the city's rich history and old money, moved to Arkham shortly thereafter. You are proving to be quite a terror in the courtroom and have gained a reputation as a biting master of rhetoric. You plan to become a full partner of your law firm by the end of the decade. Unfortunately, you have been suffering from joint pain for the past year. You have been able to suppress it so far, but the pain is quickly becoming unbearable. Your doctor suspects you may have a rare bone disorder. Today, you will undertake exploratory surgery to assess the condition of your joints and attain a bone scraping for study. You hope to get to the bottom of this as soon as possible.

Stanley Franks

DEX: 12

CON: 10

EDU: 10

POW: 13

Wounds: 10

Magic: 13

Luck: 3

SoT: Yellow

Skills: Mechanical Engineering (Automobiles) 4, Electrical Engineering 2, Jury-Rig 4, Locksmith (Car Locks) 3, First Aid 3, Streetwise 2, Sports 2, Gunsmith 2, Brawl (Mighty Blow) 3, Evade 4, Small Melee Weapon 3, Long Gun 3

Good old Stanley! If something's wrong with your car, from a flat tire to a cracked engine block, Stanley will take care of it in no time. You love cars. You've been fascinated by engines since you were a boy, and have been working on automobiles for more than 30 years. These past few months you have been suffering from chest pains. At the insistence of your wife, you went to the doctor and were diagnosed with a heart condition. You are lucky they caught it when they did. After today's surgery, the problem will be corrected and you can look forward to another 30 years of family, friends, and working with the vehicles you love.

Alice Fries

DEX: 7

CON: 9

EDU: 13

POW: 16

Wounds: 9

Magic: 16

Luck: 4

SoT: Orange

Skills: Botanist 4, History (personal) 4, Streetwise 3, Mathematics 3, First Aid 4, Networking (gossip) 3, Accounting 2, Jury-Rig 2, Photography 1, Psychology 1, Evade 2, Brawl 2, Handgun 1

You are a generally kindly mother of two and grandmother of five. You've survived the tail end of the Great Depression, one World War, the rise and fall of Communism, and you're not going to let something as simple as a blocked artery stop you now. Once the doctors have introduced you to angioplasty, you'll be on your feet again. And none too soon, either: Your granddaughter Madeline and her husband have just announced the conception of your first great grandchild. Bless their hearts.

Max Gottfried

DEX: 12

CON: 12

EDU: 10

POW: 11

Wounds: 12

Magic: 11

Luck: 2

SoT: Blue

Skills: Mathematics 2, Communication 3, Electrical Engineering 3, Sports 4, Library Use 2, Jury-Rig 2, Computers 3, Fine Arts 1, Gambling 1, Streetwise 2, Evade 3, Brawl 3

You are a good, but not great, student at Miskatonic University working toward a degree in communications. For the past couple of months, you've been playing rugby on the weekends with your roommate and few friends. Well, you were right up until a nasty trip and tackle. You hit the ground hard, and then Toby's bulk hit you. He told you not to look down, but you did, and you saw your knee bent at an angle it shouldn't have been, and your buddies had to carry you off the field. That all happened a few months ago. Your knee has healed since then, but the tendons are still torn up pretty badly and until they're fixed there will be no rugby for you. One quick graft should be all it takes.

Dale Fortner

DEX: 12

CON: 8

EDU: 13

POW: 12

Wounds: 8

Magic: 12

Luck: 3

SoT: Yellow

Skills: Accounting 4, Forgery (insurance forms) 3, Law 3, Library Use 4, Mathematics 3, Networking 2, Computers (information retrieval, word processing) 3, Brawl 1, Evade 2

Hospitals have always made you nervous. But that's not why your shaking right now. You were born with a deviated septum, a minor and fairly common deformity. Unfortunately, as the cartilage in your nose continued to grow, the deviation became more pronounced. The changes were so gradual that only in the past few years has it become a problem. What started as minor difficulty breathing has grown into sleep apnea, and now you barely have enough energy to make it through the workday. This can all be taken care of with one quick but expensive surgical procedure. Unfortunately, it's a procedure your company health plan doesn't cover.

You didn't want to do anything illegal, but between company downsizing, house payments, and your wife and kid, you just don't have the money for this surgery. Insurance fraud was your only option. You just hope to God you don't get caught. The documents you submitted were perfect forgeries, indistinguishable from the real thing. There is no way you can fail. You just hope the guilt doesn't get to you. Then you'd be trading one lifetime of sleepless nights for another.

Oliver Partridge

DEX: 11

CON: 10

EDU: 11

POW: 13

Wounds: 10

Magic: 13

Luck: 3

SoT: Yellow

Skills: Occult 3, Mysticism 3, Cthulhu Mythos 2, Anthropology (Mythology, Cults) 3, Library Use (Covert Research) 3, Astronomy 2, Jury-Rig 3, Survival 3, Archeology 2

You are one of the enlightened few that understands the true nature of the world. You have perused the contents of forbidden tomes. You have chanted the words of power at the seasonal rites. You have witnessed *them* who come in the night. And when the stars are right, you shall stand with the Old Ones as they reclaim and remake the world of man.

Despite the secrets you hold, you are still mortal. A disease of the liver threatens to end you before your work is done. You have come to Arkham General so that their surgeons might remove the withered tissue that would otherwise send you to an early grave.

RPCs

For the sake of simplicity, all NPCs are presented with only the skills they need to perform their roles within the game. The Keeper may grant them additional skills if needed.

Doctor Hubert Langley

DEX: 13

CON: 10

EDU: 14

POW: 13

Wounds: 10

Magic: 13

Skills: First Aid 4, Medicine (Surgery) 3, Cthulhu Mythos 1, Occult 1

Dr. Langley's background can be found in the Keeper's Introduction.

The Orderly

DEX: 10

CON: 11

EDU: 12

POW: 12

Wounds: 11

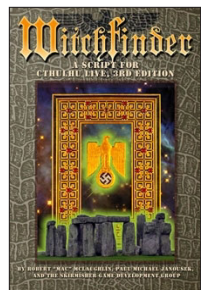
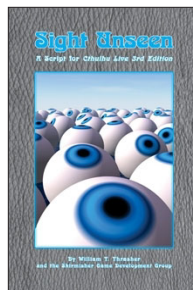
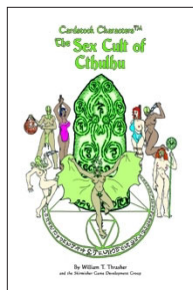
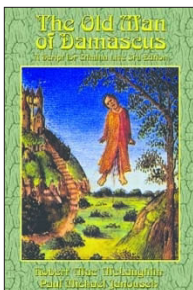
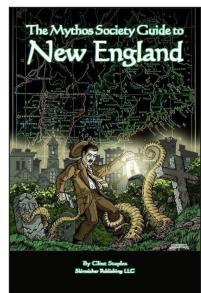
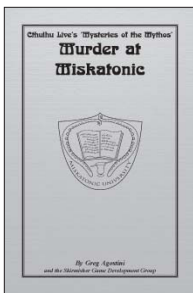
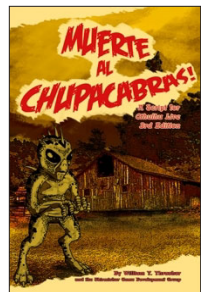
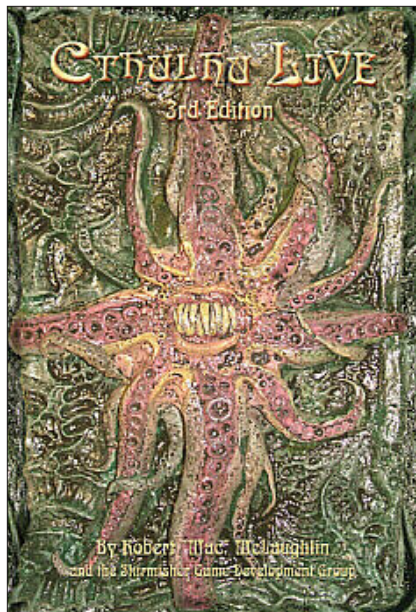
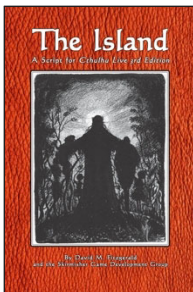
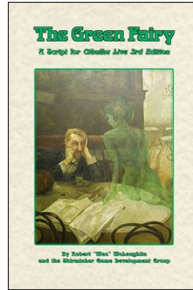
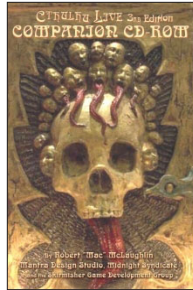
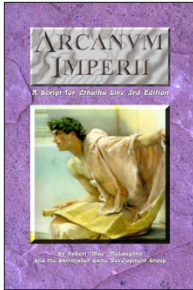
Magic: 12

Skills: First Aid 3, Medicine 1, Psychology 1, Brawl (Knockout, Grapple) 3, Evade 3, Small Melee Weapon 3

The Orderly is a young medical student interning at Arkham General. He is an innocent bystander and ultimately another victim of Dr. Langley's experiments with the occult. He is friendly to the patients and respects Langley.

Cthulhu Live

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Can we trust our senses? How do we know that what we see is real? Are our eyes inherently deceptive and prone to misdirection? If so, then such flawed organs must be removed, for only in blindness can one perceive the truth: that all the world is horror.

Sight Unseen is a LARP experience like no other. When an assortment of Arkham citizens check into the local hospital for surgery, they find themselves blinded by a madman and forced to confront the unearthly terror he has unleashed upon the world.

Sight Unseen is a game script for *Cthulhu Live 3rd Edition* and requires the *Cthulhu Live 3rd Edition* game rules. The text contains the game overview and timeline; detailed guidelines for simulating blindness in LARP, including safety precautions; prop, special effects, and stagecraft techniques designed to play upon your player's senses of touch, smell, taste, and hearing; and detailed character sheets and backgrounds for seven player characters. Ideal as an event for a Live Action Role-Playing (LARP) party with friends or as a convention event, it offers hours of fun, intrigue, and horror.

This download includes three different variants of the game script — color, black-and-white, and background-free — and each of these comes in low-resolution screen-friendly and high-resolution printer-friendly versions.

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