

Zgrozy:

# AN INNER CALL

A scenario for Call of Cthulhu 7th edition



# A Great Old One calls!

An *Inner Call* is a scenario for *Call of Cthulhu* 7th edition. It can take place anywhere around the world in the Roaring Twenties and can be converted to other time periods – especially to the modern era. It mentions some European characters; it doesn't need to happen in Europe. It's suitable for any investigator team and will probably take one or two sessions. Characters from our [Investigator Archetypes for Zgrozy](#) supplement are a good fit for this scenario.

The plot is strongly inspired by Lovecraft's most famous story – *The Call of Cthulhu*. The main antagonist of the scenario is professor Konstantin Wasserman, a psychoanalyst who stumbled upon knowledge of the Cthulhu cult in his world-spanning research. The professor is convinced that the global reach of Cthulhu-related beliefs is because this Cthulhu must be an inactive part of the human psyche imagined by people all around the world as a gigantic ancient monster. Wasserman has started experiments aimed at awakening Cthulhu within humans, and the tragic consequences of those experiments will provide the main challenge the investigators face in this scenario.

*An Inner Call* has one more similarity to *The Call of Cthulhu* – both stories are told via notes and archives. Lovecraft's story starts with Francis Wayland Thurston browsing his dead uncle's documents and finding therein proof of the Cthulhu cult's activity. Similarly, *An Inner Call* begins with the investigators noticing a menacing turn of events described in a popular newspaper. A large portion of the scenario consists of lists of information to be gained by researching clues found in those newspaper articles.

This scenario doesn't require you to decide if Cthulhu exists within your campaign. It's up to the Keeper if this Great Old One is really just a figment of the human psyche or if Wasserman's experiment was successful because it connected people to an ancient being who waits dreaming in the sunken city of R'lyeh.

*An Inner Call* is a part of the *Zgrozy* series. To find out more about *Zgrozy* please visit our [Facebook page](#), see our [other releases](#) or subscribe to our [newsletter](#).

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## Background

Konstantin Wasserman, a psychoanalyst, has stumbled upon many mentions of Great Cthulhu in his field research. This Cthulhu, known to many cultures on each continent, is supposedly an entity sleeping on the ocean floor. One day Cthulhu will wake up, enter the human world, and change humanity into a wild, gleefully violent race that will destroy the world in a pyre of ecstasy and freedom.

Wasserman interpreted those legends via the lenses of psychoanalysis and concluded that Cthulhu must be a name instinctively given by humans to the destructive instincts dwelling within each of us – what Sigmund Freud, the founder of psychoanalysis, called “Thanatos.” Wasserman even presented this theory to Freud, but the Viennese doctor considered his colleague’s theory laughable, and they parted in strife. Carl Gustav Jung, another psychoanalyst at odds with Freud and a great theorist of group unconsciousness, initially was sympathetic towards Wasserman’s research. After some time, however, Jung grasped the terrible truth that made him sever all ties to Wasserman – the professor wanted not just to research Cthulhu but to actually awaken the creature within people!

Abandoned by his more experienced colleagues, Wasserman put even more effort into his research. He got the perfect chance to conduct his experiments after a bloody prison riot in his home country; the government agreed to give him a free hand in trying to rehabilitate the rioting inmates through reeducation. Professor Wasserman organized what was officially known as an experimental prison, but it was nothing more than an austere and remote location where he could perform a ritual called *Ascension of R’lyeh*, meant to awaken Cthulhu within the inmates. However, it’s the professor himself who became most affected by the rite, mutating into an inhuman being that tore the inmates apart! And that’s not all. A Cthulhu figurine left by the professor in his apartment before he moved to the prison starts to wake something monstrous in his neighbors. Daphne Rutstein, a journalist who’s been investigating the professor’s actions for some time, already knows too much and grows keen to repeat his experiment. The investigators enter the scene as further disasters loom closer and closer.

## Hooks

An *Inner Call* starts when the investigators became interested in an unexplained carnage in Wasserman's experimental prison. The city where this prison was built must be near the sea, a lake, or a wide river, but beyond that, it can be set anywhere around the world.

The first news of the carnage to reach a broad audience is a feature in *Modern World*, a local but high-standard newspaper from the region where Wasserman has built the prison. Daphne Rutstein, a journalist, was near the prison in the morning following the massacre and described everything she saw - her article is being reprinted or paraphrased by newspapers across the country and abroad. No matter where the investigators live, they gain access to the article below one day after the massacre.

Each handout is repeated at the end of the scenario for ease of printing.

### A prison massacre!

Once again, with a heavy heart, I have to inform the public opinion about tragic events in an important prison. As the Readers surely know, an experimental prison was recently opened near our city. It was meant as a place where Konstantin Wasserman, a controversial psychoanalyst, could work to rehabilitate the participants of last year's notorious state prison riot. First reports about the project's progress have suggested that the professor is on the right track.

Last evening, however, another riot took place - and this time with seemingly ritual connotations! I managed to speak with residents living close to the prison, and I've heard repeatedly that during the riot, not only sounds of fighting and violence were heard but also, quoting my informants directly, "strange chants" and "animal-like sounds." Some witnesses reported seeing strange lights and shapes over the water, near to the prison, but such reports are probably mere fancies of imagination.

The mystery is even stranger due to an unsettling fact; informants stress that the inmates seemed to fight not only against the prison's guards but also against each other as well. Could professor

Wasserman have made a mistake so horrible that he fanned his inmates' violent, anti-social tendencies instead of quelling them?

The night after the massacre happened, the prison was surrounded by the police. The officers let no one near this terrible place. If my sources are correct, the police did not enter the complex either. It can be understood given the horror of last night's events - and yet one would hope for our country's law enforcement to be braver...

-Daphne Rutstein, *Modern World*, 4.04.1926

Most investigators will find this macabre and weird story more than enough of a hook to start an investigation. However, stories with a personal connection to a given group are always more engaging. I recommend that you suggest additional investigator motivations after showing the players this handout but before starting the actual scenario. Here are a few examples:

- One of the investigators was Wasserman's associate or perhaps a patient, but they recently lost contact as Wasserman started to avoid people.
- Reading the article reminds the investigators that they have already heard of Daphne Rutstein - she seems to be a brave and observant person and a potential ally.
- *Modern World* becomes extremely popular after Daphne's feature, and it seeks new columnists, especially ones writing about strange events like those the investigators' research.
- Investigators' friend, contact, or associate was working in Wasserman's prison. If you choose this hook, this particular character should have survived the massacre, but it's up to you to determine if they fled to the city or are still hiding in the prison.

There are many more possibilities - too many to list them all. But feel free to look for them: when you read the rest of the scenario, think about how the investigators can be connected with Non-Player Characters, events, and places described therein.

## Opening scenes

The investigators' motivation will be the key factor in deciding how the scenario should start. You can use one of the opening scenes suggested below or invent one of your own.

### Starting at the start

The most typical opening – the session starts when the investigators have just arrived in the city near Wasserman's prison. The mood is tense, the citizens are passionately discussing the recent tragedy, and newspaper sellers are loudly advertising the *Modern World* issue with Rutstein's article on the massacre. The investigators can quickly gather other important articles about this case and start the investigation by following the clue that interests them the most.

### Underway

You can also start a bit earlier, with the investigators currently traveling to the city via train, car, or any other means of transport befitting the setting and their Credit Rating. It will give them time to talk about their suspicions and form their first hypotheses before the investigation actually starts. If they travel by public transport, you can extend this scene by allowing them to read some or all articles from the earlier issues of *Modern World* – further handouts you'll find on the next page.

They can also meet an important Non-Player Character during their journey. Perhaps a member of the Lamarque family is traveling to their home city alongside them; maybe Daphne Rutstein is just returning from a press conference or other occasion? Introducing those characters early will allow you to show more aspects of the story at the start and establish relationships that will remain important throughout the scenario. It also has the potential to make the chosen character far more central to the story than they would otherwise be.

## Consulting experts

If the investigators are known experts of strange cases and the occult, the scenario can open with a Non-Player Character asking them for advice. This NPC can be Julie Lamarque, one of her parents, Ursula Grey, or Sergeant Roman Foxborough – each of them has reasons to suspect that they're dealing with something inhuman. It can also be Daphne Rutstein herself, willing to learn more about the world of the occult under the pretense of further investigating strange events around the prison massacre.

This opening scene can play out in two ways – the person seeking advice can either visit the investigators or invite them for a visit to the city. In the first case, the scenario's prologue will play out far outside of the main events; in the second one, the opening will be similar to the **Underway** option but with a more straightforward goal and more space for creating initial hypotheses. In both cases, the consulting character's arc will probably become the most prominent one.

### Fieldwork

You can also open the scenario in media res – the investigators are just approaching Wasserman's prison. This location is perfect for the story climax but opening the scenario there also presents interesting possibilities: the investigators meet nervous and confused policemen, experience the influence of professor Wasserman's violent dreams, and maybe even confront the being he became.

Starting the investigation in town will give the investigators room to gradually understand what Wasserman did and then stop the effects of his experiments. Starting near the prison gives the story a different pace – the investigators quickly see the consequences of the professor's deeds firsthand, maybe even killing him, and then search for clues as to why what they saw happened and what to do to prevent it from happening again.

# Plot

After arriving in the city - or even while underway - the investigators will easily get Daphne's further articles about professor Wasserman and his research, those articles are presented in the Investigation section and repeated for printing on pages 23-26. Further into the scenario, you'll find clue trails the investigators can follow after reading the articles. Before reading about those, however, you should learn about the key Non-Player Characters. This section describes them, their motivations and plans, and the many dangerous things they can do if the investigators won't stop them.

## Professor Konstantin Wasserman

A psychoanalyst who is trying to balance his research between scientific precision and his foible for the occult and mystical. He's long been more fascinated by Jung's archetypes theory than Freud's atheistic worldview. After discovering the widespread cult of the "Great Cthulhu" he decided that this being is the greatest riddle the human subconscious has to offer.

In the scenario, the professor appears as a degenerated monster with only the last shreds of his humanity left. The *Ascension of R'lyeh* rite he performed changed him more than anyone else subjected to it. Now he's a grotesque being with large slimy tentacles instead of limbs, greenish rubbery skin, and an amphibian face. Seven snake-like tongues ending in suckers protrude from his mouth. Konstantin didn't suspect his experiment would cause such a total transformation and now regrets performing it. Tired and appalled, he retreated into the body of water upon which he cast the rite and tries not to move from there despite his murderous instincts. He's half-asleep, and he unconsciously sends violent visions into nearby minds. He'll sense if someone enters the prison and then, fueled by rage and shame, he will lose all inhibitions and try to murder the intruder.

As long as Konstantin is asleep, those within half a mile from him lose 0/1D3 Sanity upon entering this area and for every 8 hours of staying there.

## Sample complications

- Violent visions sent by Wasserman make the policeman guarding the prison fight with each other, forcing their superiors to send a larger group of local police in their stead. After some time, this group might start fighting as well.
- An inhabitant of a nearby village becomes affected by the dreams and visits the city to harm someone they have a grudge against. This person can be a makeshift NPC or someone important to the story.
- Wasserman emerges from water and murders the policemen. Only one of them escapes to the city; he's exhausted and traumatized. He claims it was a wild animal attack and will confess the truth only to someone who wins his trust.
- Wasserman heads to the city to reclaim the Cthulhu figurine. When he enters the aura of violence emitted by the figurine he goes completely berserk and murders his neighbors. Julie Lemarque can die by his hand, run away, or mutate into a similarly inhuman being.
- After losing his humanity completely, Wasserman can repeat the *Ascension of R'lyeh* ritual on any huge body of water - consequences of this tragedy are described on page 11.

**STR 95 CON 95 SIZ 95 DEX 75 INT 70**

**APP 15 POW 65 EDU 85 SAN 7 HP 19**

**Damage bonus: +1D6 Build: 2 Magic Points: 13 Move: 9**

**Skills:** Anthropology 70%, Cthulhu Mythos 35%, History 55%, Intimidate 90%, Library Use 65%, Listen 70%, Psychoanalysis 80%, Spot Hidden 70%, Stealth 55%

**Attacks per round: 2**

**Tentacles** 50% (25/10), damage 1D4 + damage bonus

**Dodge** 40% (20/8)

**Armor:** 2 points of thick rubbery skin

**Spells:** *Ascension of R'lyeh*

**Sanity Loss:** 1/1D8 SAN to see professor Wasserman.

## Daphne Rutstein

A journalist wholly devoted to her job, conscientiousness, and social responsibility, but also insatiable curiosity. So far, those traits went hand in hand, making her the perfect employee at a high-standard newspaper like *Modern World*, but now she is tempted by the new occult world she discovered and might become a villain.

Rutstein is highly concerned with public morals and social norms. When she took an interest in Wasserman and learned about his Cthulhu theory, she initially considered it to be both insane and immoral. She was haunted by the thought that a serious scholar researched such gibberish and started contacting Konstantin's informants from various continents. The more signs of the Cthulhu myth she encountered, the more she believed that the professor's theory might be true. She understood what Wasserman is after right before he used *Ascension of R'lyeh* - and in the prison ruins, she got proof that she was right.

Daphne's in a grey zone now, and her curiosity might get the better of her. She has enough data to reconstruct the *Ascension* ritual, and she can perform it at any time. She can't help being fascinated by the power of this rite but performing it would mean wreaking great havoc and abandoning every bit of social order and care for others she ever stood for - and yet it's still a tempting thought...

When the investigators enter the picture, Rutstein is completely torn between her morals and her all-consuming curiosity. What she does with the ritual depends entirely on how the action develops. What's sure, however, is that her own anguish shows her that people aren't ready for Wasserman's research - this subversive knowledge makes even someone like her consider a terrible crime! Her actions will combine possessive protection of her and the professor's research, and a phony conviction that she works for the good of all.

## Sample complications

- Fearing that the investigators will discover her plans or perform the ritual themselves, Daphne publishes a slandering article about them in *Modern World*. The article might suggest that they are Satanists or some other dangerous occultists or that they are hindering the investigation. Feel free to invent other slanders fitting the situation. Daphne might sign her article or publish it anonymously depending on what "evidence" she gathers and how afraid she is of the investigators.
- Daphne bribes one of the secondary NPCs with money or a promise of help to hinder the investigators' actions.
- Daphne uses her police contacts to briefly detain the investigators, or to have a group of policemen or even a police detective follow them.
- The ultimate threat Daphne can present is, of course, repeating the *Ascension of R'lyeh* rite. This action would cause great panic and a crime wave in the city. Possible consequences of this crisis are described on page 11.

**STR 50 CON 70 SIZ 50 DEX 40 INT 65**

**APP 50 POW 55 EDU 60 SAN 42 HP 12**

**Damage bonus: - Build: 0 Magic Points: 11 Move: 8**

**Skills:** Art/Craft (writing) 70%, Cthulhu Mythos 8%, Disguise 40%, Fast Talk 65%, Law 50%, Listen 60%, Locksmith 40%, Persuade 55%, Spot Hidden 60%, Stealth 55%

**Brawl 25% (12/5), damage 1D3**

**Dodge 20% (10/4)**

**Spells:** *Ascension of R'lyeh*

## Julie Lamarque

Teen daughter of a pair of private French teachers who moved here for a well-paid job to teach a wealthy family's kids. They all live in the same high-class tenement as professor Wasserman. If you're running *An Inner Call* in a Francophone country, they can be Dorokhovs, a Russian family, and the girl's name is Yulya.

Julie is an intelligent young woman who's often seen wandering around near Wasserman's apartment, hoping to understand his work. Unfortunately, it means that she's been severely affected by the Cthulhu figurine left by Wasserman in his study and emanating an aura similar in effect to *Ascension of R'lyeh*. The entire tenement is nervous due to this, but Julie is the only one affected strongly enough to mutate - tiny sucking maws appear on her hands in situations that provoke aggression.

So far, she's harmed only one person - Ursula Grey, her best friend. It happened when Ursula visited and tried to convince her to move in with her because there's "something bad" in the tenement. Julia couldn't accept her friend's observation, became angry and hit her, causing her maws to appear and leave small bites on Ursula's neck. Ursula didn't accept what happened and talked herself into believing that her friend simply scratched her neck with her fingernails. Miss Grey ran away after the accident, and the friends 'haven't talked since.

This incident shook Julie and made her more focused on controlling her mutations. Whenever possible, she tries to stop arguments between Maurice and Marguerite, her parents. Of all people made dangerous by Wasserman's research Julie is the one most unwilling to harm anyone. She can be dangerous, however, both due to the mutation and her attempts to keep people at a distance and avoid difficult questions. Trying to question her might make her stressed enough for her mutation to manifest itself again.

## Sample complications

- Julie attacks one of the investigators during a conversation.
- Just as the investigators arrive at the tenement, Julie is trying to intervene in a brawl between two neighbors and accidentally attacks one of them.
- Julie runs away from her family to break free of the tenement's ominous aura. She rents a room in the same place the investigators live.
- Feeling drawn by something in Wasserman's apartment, one day, Julie breaks in and steals the Cthulhu figurine!
- You can combine the two above options - now Julie lives next door to the investigators and keeps the figurine there, soaking the characters and their neighbors in the violent aura!

**STR 50 CON 50 SIZ 50 DEX 50 INT 50**

**APP 50 POW 50 EDU 65 SAN 31 HP 10**

**Damage bonus: - Build: 0 Magic Points: 10 Move: 8**

**Skills:** Fast Talk 40%, Language (other - English or other international language) 40%, Language (Other - the local one) 20%, Language (Own - French) 65%, Listen 40%, Spot Hidden 40%

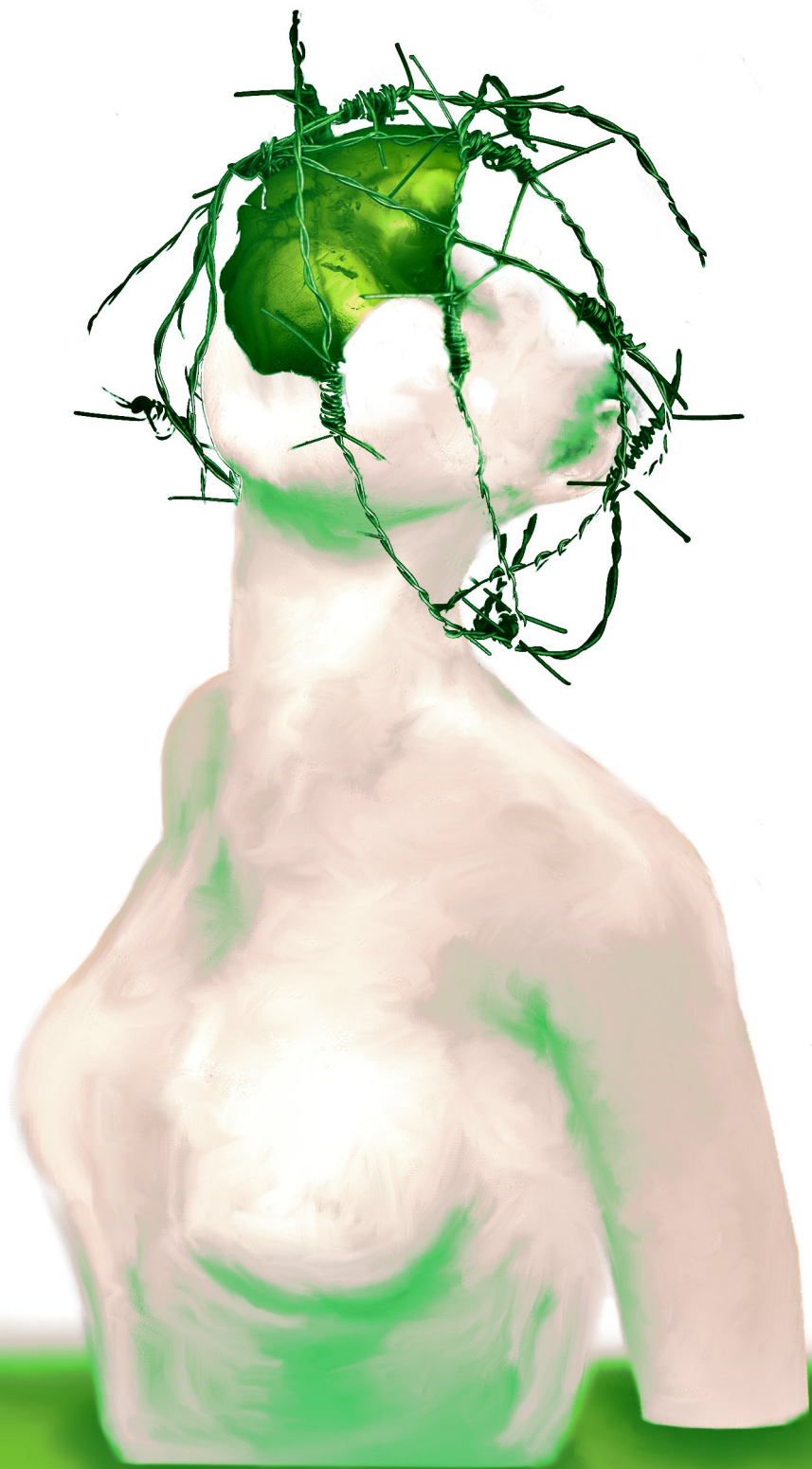
**Attacks per round: 1**

**Maws on hands** 40% (20/8), damage 1D6. If the attack touches a victim's skin, they lose 2D6 STR due to blood loss. Drained STR comes back at a rate of 1D6 per day of normal activity or 2D6 per day of rest. If an investigator isn't aware of Julia's mutation, her first attack has a bonus die.

**Dodge** 25% (12/5)

**Sanity Loss:** 1/1D6 SAN to see Julie's maws appear, 1D3/1D10 SAN to be a victim of this attack.





## Ascension of R'lyeh

This ritual was performed by professor Wasserman and might be repeated by Daphne Rutstein. Investigators might learn a partial or full version of this rite by analyzing the writings of those characters - details are given in sections about the prison and about Daphne's apartment (p. 18-19) and two versions of the ritual are described for the players as handouts on pages 28-29.

**Cost:** 10 magic points, 1D6 Sanity points, and optionally 10 POW (see below)

**Casting time:** 15 minutes

*Ascension of R'lyeh* can be cast only next to a lake, sea, wide river, or other large body of water. The person performing the ritual starts by meditating and establishing mental contact with Great Cthulhu. Then, at the last minute, they have to violently and repeatedly strike the surface of the water. The spell's power makes a cyclopean, monolithic and ancient structure emerge from the water - partially an obelisk, partially a pyramid. The structure is visible to living beings only, vanishes from camera recordings, and people seeing it aren't sure if it's an actual object or a hallucination. After about a minute, the structure submerges back into the water.

The structure rises to a height equal to the width or radius of the body of water it was summoned in, but no higher than 666 meters (about 2200 feet). Every human who sees it loses 1D3/1D8 SAN and becomes violently aggressive if temporary insanity occurs because of this loss. What's more: people who enter such rage have to make a **POW** roll and permanently mutate upon a failure.

If they lose 5 to 7 SAN, it will be a minor mutation similar to Julie's. It can have different aesthetics, but it will be concealable, and it will give identical attack options - unless the Keeper has a different but similarly minor idea in mind. Such a character will usually keep perfect self-control. However, they will lose 0/1D6 SAN each time they're in a situation where violence would be an effective solution. If this loss causes insanity, they will attack using their mutation.

Poor souls who lose 8 SAN mutate like professor Wasserman if they fail the **POW** roll - they get his attacks, armor, and physical stats (**STR**, **CON**, **SIZ**, **DEX**, and **APP**). From now on, their needs are killing, devouring, and sometimes resting. An investigator mutated that way has to make a **POW** roll each time they're able to hurt anybody but don't want to - with a Regular success, they won't, with a Hard one, they regain self-control for an hour, and with an Extreme one for a day. With a failure, they perform a violent action and lose 1D3/1D10 SAN. Their violent actions will also cause them SAN losses, probably spiraling fast into indefinite or permanent insanity and a total loss of human inhibitions.

The spellcaster can sacrifice 10 POW to exclude themselves from the spell's effect. They still lose SAN to cast the spell, but they don't lose it upon seeing the structure, and they don't risk mutation. Wasserman didn't take this precaution, sure that his mind could cope. He was very wrong.

The rules above are what I propose as a default option, but each group of players has their own preferences about how scenarios can permanently change or scar investigators. If you think the default mutation rules are too harsh - or too mild - feel free to modify them.

## Repeating the ritual

Performing *Ascension of R'lyeh* once again would be a crucial event of the adventure. Performing it in a place where many people would become affected should be saved for the climax – and it surely won't feel like a happy ending. Daphne is the most probable candidate to be the one repeating the rite, but you can also decide that after some time, or have Wasserman return to the city and repeats the forbidden rite there.

It might so happen that the notes about *Ascension* get into other Non-Player Characters' hands – Julie and Ursula are good candidates. Whether other people would be willing to perform the rite depends on what they've learned and experienced during the session but feel free to make it happen even if they don't have a perfectly clear reason to do so. *Ascension of R'lyeh* is the archetypical forbidden knowledge, something that urges you to use it just because you can.

This forbidden power gradually corrupts Daphne and may do so with other NPCs, but can it corrupt an investigator? It depends on how do you deal with taking away players' control over their characters. If an investigator becomes temporarily insane during the scenario, you might forego rolling for insanity effects and declare that this insanity results in a desire to perform the rite – especially if it was gained by seeing Wasserman, Julie's mutations, or Daphne's notes. You can simply state to the player that their investigator feels tempted to repeat the rite and leave it for them to decide if they succumb to the temptation or opt to roleplay out their urge to fight it. You can also rule that an investigator tempted to perform *Ascension of R'lyeh* does so if given a chance unless they roll a Regular success on a **POW** roll. Neither option is clearly better; using either (or none) of them depends on your group's preferences.

Always have the scenario pacing and player agency in mind when deciding that someone – an NPC or an insane investigator – decides to perform *Ascension of R'lyeh*. Using this ritual will always be a serious crisis, but the scope of this crisis can be moderated using the spell's reach – casting it over a pond, where only a dozen people will see the structure, will cause trouble but won't be a disaster, casting it over a bay of a vibrant seaside resort is a local apocalypse.

If the investigators keep finding themselves with interesting things to do, you can finish the session without anybody using the ritual. If they hit a dead end, it might be a good moment for Daphne or Konstantin to perform *Ascension* over a small body of water, affecting only a few victims. It will significantly raise the tension in the city and in the scenario, and interaction with the rite's effects will give the investigators numerous new clues as to what is really going on.

When the rite is performed, it should generate some threats that affect the investigators directly. Below are a few examples:

- If they see the structure themselves, its powers will affect them like everybody else.
- They can be attacked by a man driven mad or even mutated by the ritual.
- People panicked by others' sudden aggression can get in the investigators' way by running into them or even trying to drag them away from the crisis scene in a goodwill gesture.
- Police will appear at the crisis scene soon, cordoning off the area and restricting access to potentially vital clues.
- The investigators can happen upon the person performing the ritual, either during or just after. During would allow them to stop it while right after will create a tense and emotional scene. The spellcaster can react to what they just did with various extreme emotions and behaviors, from ecstasy to deep despair. They may be mutating just as the investigators arrive on the scene.

## Other characters

None of the Non-Player Characters described below is as dangerous as Konstantin, Daphne, and Julie, but they can turn out to be quite important to the overall plot.

### Ursula Grey

Julie's best friend and a recent employee of *Modern World*. Since Julie attacked her with her maws, she hides her neck under a scarf and pretends that she feels cold all the time. She loses herself in her work to forget about the attack and keeps promising to herself that she'll soon go back to the tenement to find out what really happened there - then decided she'd better not.

Ursula is an inquisitive, diligent young woman and a quick learner. She's very grateful for a chance to work in a high-standard newspaper, and she admires Daphne Rutstein. Before the incident with Julie, she was perfectly happy with her life.

Ursula can become the investigators' helper - especially if she notices their interest in strange cases. She can direct them toward the tenement and help them investigate it. If she learns to trust them, she can even show them the wounds of Julia's attack and admit that she has no explanation for those injuries.

Finally, Ursula has also noticed that Daphne has become more secretive and might be planning something - and she might share this insight with the investigators.

**STR 55 CON 50 SIZ 50 DEX 65 INT 55**

**APP 60 POW 60 EDU 70 SAN 56 HP 10**

**Damage bonus: - Build: 0 Magic Points: 12 Move: 9**

**Skills:** Art/Craft (photography) 40%, Art/Craft (writing) 50%, Dodge 32% (16/6), Fast Talk 40%, Listen 45%, Spot Hidden 45%

## Maurice and Madeleine Lamarque

A move from France began a prosperous but also quite nervous life for Julie's parents - they earn a good living here, but they have no friends and are dependent on a few wealthy families that hire them to tutor their children. Their neighbors treat them like a curiosity - they boast about having such educated and worldly neighbors but also distrust them slightly.

These circumstances cause them to be hit especially hard by an aura of violence that engulfs their tenement. They try to hide their negative emotions from their neighbors so as not to antagonize them. Still, they keep arguing at home about returning to France or even threatening each other with suggestions of a divorce. Since her attack on Ursula, Julie tries to calm down the tensions in their home, and things are a bit better, but if questioned by investigators, the two will surely mention lots of regrets and irritations about their current situation.

They had a harmonious marriage before this crisis. Maurice and Madeleine are both open-minded, inquisitive people, a bit spoiled by luxury but deeply caring for their daughter.

Both share the same base stats:

**STR 50 CON 50 SIZ 50 DEX 50 INT 60**

**APP 55 POW 50 EDU 65 SAN 42 HP 10**

**Damage bonus: - Build: 0 Magic Points: 10 Move: 8**

**Skills:** Brawl 30%, Credit Rating 60%, Dodge 25% (12/5), Language (other - English or other international language) 40%, Language (Other - the local one) 30%, Language (Own - French) 65%.

**For Maurice add:** Anthropology 45%, Fast Talk 50%, Psychology 50%

**For Madeleine add:** Law 40%, Listen 50%, Spot Hidden 50%

## Roman Foxborough

The police sergeant in charge of the team that watching over the abandoned prison. A disciplinarian who is working hard for a promotion but also genuinely caring for his subordinates' wellbeing. He's read Daphne's articles and considers their mentions of occult and ritual phenomena to be nothing more than hoaxes aimed at attracting a wider audience. He is affected by Wasserman's dreams but believes he is simply irritated due to how important his mission is. He's also aggravated by the fact that many of his subordinates believe Daphne's revelations and suspect some evil force is at work at the prison.

Sergeant Foxborough is free to leave his subordinates; visiting the city if he needs reinforcements or hears of anyone conducting an unofficial and amateur investigation into professor Wasserman's projects. He can be either an ally or an adversary of the investigators. His demeanor will depend on what he knows about them and how they initially interact with him. It'll be terribly difficult, however, to convince him that recent events really have a supernatural origin, requiring a Hard or even Extreme **Persuade** roll depending on the circumstances.

**STR 60 CON 55 SIZ 65 DEX 70 INT 55**

**APP 65 POW 60 EDU 50 SAN 57 HP 12**

**Damage bonus: +1D4 Build: 1 Magic Points: 12 Move: 8**

**Skills:** Intimidate 65%, Fast Talk 50%, Law 55%, Listen 50%, Persuade 40%, Psychology 45%, Spot Hidden 50%.

**Brawl 45% (22/9), damage 1D3 + damage bonus.**

**Firearms (.32 pistol) 60% (30/12), damage 1D8.**

**Dodge 60% (30/12)**

His subordinates have similar stats - remove the interpersonal skills and reduce Dodge and Law to 40%.

## Carl Gustav Jung

A famous Swiss psychoanalyst who, unlike Freud, believes that Wasserman's theory regarding Cthulhu could be right. If the scenario stalls, you can introduce Jung to speed it up - he arrives in the city after hearing of the massacre and starts his own investigation. Let's conveniently assume he was just visiting the country that the scenario takes place in.

He can unwittingly cause a crisis that will give investigators additional clues, for example, be attacked by Julie, notice the mutated Wasserman, or accidentally push Daphne to perform *Ascension of R'lyeh* over a small body of water. If one of the investigators dies or becomes unplayable, the player can assume the role of Jung for the rest of the scenario. Jung's native language is German, but he speaks most European languages.

Carl Gustav Jung is an important historical figure, and you can find more info on him online. You don't need this info to run *An Inner Call*, but it can be useful to expand this character and the scenario's psychoanalytic background. If you're not playing in the classic era, you can replace Jung with any prominent psychologist.

**STR 50 CON 50 SIZ 50 DEX 50 INT 85**

**APP 65 POW 72 EDU 90 SAN 68 HP 10**

**Damage bonus: - Build: 0 Magic Points: 14 Move: 6**

**Skills:** Anthropology 85%, Art/Craft (writing) 70%, Credit Rating 65%, Dodge 25% (12/5), History 60%, Language (other - English) 65%, Language (other - French) 40%, Language (other - Latin) 55%, Language (own - German) 90%, Listen 45%, Occult 90%, Psychoanalysis 90%, Psychology 70%, Spot Hidden 60%.

# Investigation

After reading the "A prison massacre!" article, the investigators have a few leads to follow. When they arrive in the city you set this scenario in, they'll be able to easily obtain further excerpts from *Modern World*. After Daphne's last article, the newspaper became quite famous, the locals have dug up older issues connected to the case and discuss them passionately. Asking anyone about Daphne, professor Wasserman or *Modern World* is enough to be given one of the excerpts below. If the investigators visit a library or a city archive searching for *Modern World* issues, they'll easily find all four.

## Psychoanalysts in strife!

Professor Konstantin Wasserman, a leading psychoanalyst, has once again cut himself off from this field's world-class specialists. Our Readers surely remember how, after extensive research of world folklore, Wasserman ended his cooperation with the famous Viennese scholar Sigmund Freud, accusing him of "primitive materialism and soullessness." To our great surprise, Wasserman has announced today during a guest lecture that he's stopped cooperating with Carl Gustav Jung as well - a Swiss psychoanalyst who parted with Freud due to reasons similar to Wasserman's. Professor Wasserman didn't give details about his argument with the famous researcher, limiting his explanation to a single cryptic sentence: "Jung isn't willing to acknowledge the bitter truth about the spiritual nature of man, known to our culture ever since Nietzsche's writings."

-Daphne Rutstein, *Modern World*, 2.06.1925

## Freud's great mistake

The editors asked me to explain the reasons for my strife with professor Sigmund Freud, the founder and unquestioned leading scholar of psychoanalysis - the field I myself research. I understand the fear of local enthusiasts worrying that our understanding of the human mind will lag behind the global trends due to my personal prejudices, and thus I offer explanations. Professor Freud, an atheist, and a materialist sees gods and demons as handy metaphors for psychical processes but is unwilling to accept the consequences of this line of thinking - the fact that you can address the mind the way you would a god or a demon! I believe it's time for our civilization to learn to address its unconsciousness this way. I'm sure now that old heresies

were wise in declaring, "That is not dead which can eternal lie, and with strange aeons even death may die."

-Konstantin Wasserman, *Modern World*, 2.09.1925

## Science for safety's sake

The entire country is still in shock after the prison riot described in detail in last week's weekend issue. One of the most difficult questions posed by this situation is of course: what to do with the rioters? Keeping them in their current prison could end in another mutiny. A solution was unexpectedly proposed by a famous psychoanalyst from our region, professor Konstantin Wasserman. He met with government officials and offered to create a special prison intended to rehabilitate the rioters using modern therapy techniques. As an important scholar and an active member of the global psychoanalytic movement, Wasserman managed to convince the officials. The prison will, in fact, be set close to our fine city.

-Daphne Rutstein, *Modern World*, 1.10.1925

## Professor Wasserman's blasphemies

Today I visited professor Wasserman in his apartment to interview him. Before we started talking, however, I became captivated - if 'that's the right word - by a hideous and unsettling figurine on one of the shelves. The artwork portrayed a human being in a grotesque act of transforming into an indescribable, seemingly seaborne creature. The professor noticed the impression this figurine made on me and commented on it in vile words, maintaining that this "humble curio" is a primitive representation of the deepest truth about humans, the world, and the God! Seeing that he is, in fact, a madman and a blasphemer, I decided to cancel the interview and advise you, dear Readers, to forget about this man and his "research."

-Daphne Rutstein, *Modern World*, 13.02.1926

Info contained within those articles should give the investigators plenty of leads to investigate. The following pages describe the most likely ones. Printable versions of those articles are on pages 23-26.

## On Wasserman's trail

### General knowledge

Basic info on professor Wasserman is common enough among the educated that investigators have them without any rolls:

- Professor Wasserman is a talented psychologist, especially interested in the psychoanalytic method started by Sigmund Freud.
- Wasserman has traveled throughout the world, meeting other experts in his field and gathering folklore that seemingly reveals common elements of the human subconscious. Such a lifestyle is common among psychoanalysts.
- In his youth, Wasserman was successful as a therapist, but for the last few years, he's been entirely devoted to collecting research objects, lecturing, and writing. He has also been travelling relentlessly.
- Wasserman has not actively conducted research experiments in years. Wasserman himself suggested the reeducation plan that was accepted by government officials and it was his first practical project in years.

### Local gossip

In the city where Wasserman lives, the investigators can gather further information by making **any social skill** roll or listening to gossipers and making a **Listen** roll with a penalty die. A Regular success provides one piece of information, two for a Hard, and all three for an Extreme.

- The investigator learns the professor's address.
- People living there have been very nervous for a few days, and police intervene there often despite it being a good neighborhood.
- Wasserman usually returned home while working in the prison, but he hasn't been seen in more than a week.

## Academic gossip

Investigators connected to academic circles can learn more about Wasserman. The information below can be gained with an **Anthropology, Medicine, Occult, Psychoanalysis, or Science** (relevant specializations) roll - one for a Regular success, two for a Hard, and three for an Extreme. Investigators can make an **EDU** roll instead, but in that case, Hard successes count as a Regular and an Extreme as a Hard success. The academic gossip is:

- Wasserman has fully devoted himself to his theoretical studies after a world tour, during which he purportedly discovered globe-spanning traces of an extremely old belief.
- Initially, during his research, Wasserman often repeated that he hopes he's wrong. Later he started evading precisely those people who've heard it from him most often.
- Wasserman has long been a pacifist and abhorred violence, but recently he's started practicing fencing and, some say, Far Eastern martial arts.
- At a recent psychoanalytic conference, Wasserman quarreled with Carl Gustav Jung. Some say that Jung begged him to stop his research.

Upon hearing all this, investigators might want to call or write to Freud or Jung. Both answer the phone and write back as fast as distance allows. Freud explains that Wasserman has abandoned serious research for silly superstitions, isn't willing to elaborate further, and holds Wasserman in obvious contempt. Jung is reluctant to speak in any detail but mentions that Wasserman is right about the demons sleeping in the human mind but wrong in his desire to awaken them. Anyone speaking to Jung or reading his letter can make a **Psychology** roll to notice that he is genuinely worried about Wasserman.

## Wasserman's tenement

A visit to the tenement is one of the tensest moments of the scenario. When investigators arrive, start with a brief scene showing the dark and violent mood that is pervasive here, for example:

- The police are just driving away with a well-dressed man who has a bloodied forehead.
- A book hits a first-floor window from within.
- A nervous woman goes for a walk with a dog on a leash. Seeing the investigators, the dog tries to break away and attack them.

All **social skill** rolls directed at tenement residents gain a penalty die, and a failed pushed roll will result in a resident attacking the investigators. If a fight with a resident ensues, use the Lamarque stats to represent them, but add a bonus die to **Brawl**, and a penalty die to **Dodge**. The first time an investigator is confronted by a resident's verbal or physical aggression, they lose 0/1D3 Sanity and responds in kind if this Sanity roll fails.

Talking to the inhabitants and passing social skill rolls can reveal the following information:

- Yes, we're all nervous here, and no one knows exactly why. Maybe it's the heating?
- Professor Wasserman was never very sociable; he kept to his own apartment.
- The day before yesterday, Ursula Grey, Julie Lamarque's good friend, was seen running away from the tenement with bloodstains on her neck.

Everyone knows which apartment belongs to the Lamarques. If the investigators visit the Lamarques, use info provided in Julie's and her parents' descriptions.

## Wasserman's apartment

The professor lives in a spacious apartment locked with a very simple lock. If the investigators don't have the key from the professor's study at the prison, they can break in with a **Locksmith** roll or a Hard **STR** roll. If you want to complicate the situation, you can introduce a neighbor who enters this floor of the tenement just as the investigators fiddle with the door.

The apartment consists of a study with a library, a bedroom, a kitchen, and a dining room. Everything is arranged with upper-class taste, and the walls and shelves are filled with memories of his various travels. Doors open into a hall, and the hall leads straight into the study - investigators who look through the door see at once what's on the desk.

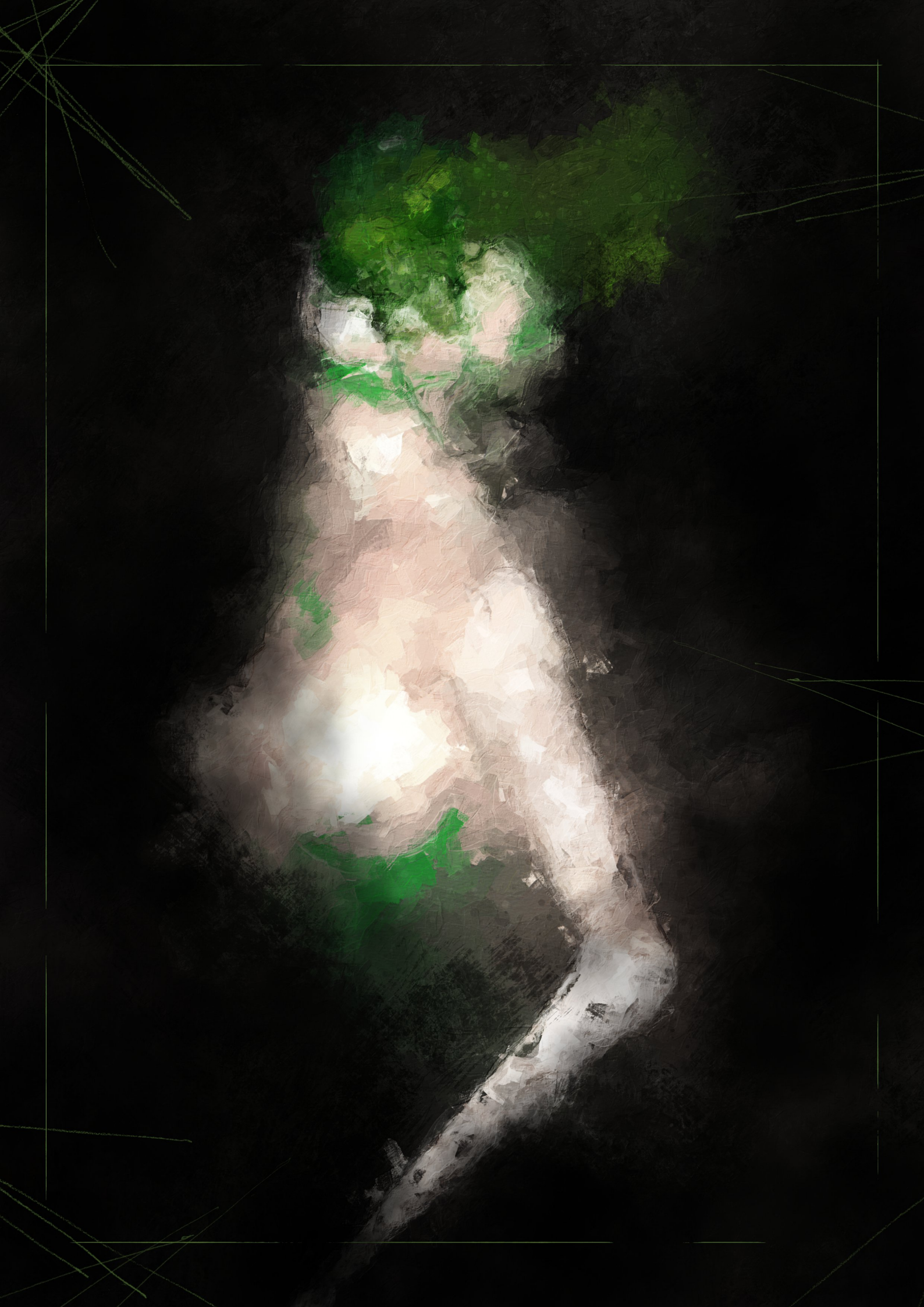
An eight-inch tall statuette a representation of Great Cthulhu that most appeals to Wasserman's psychoanalytic interpretation of the being - a woman undergoing a change into an abhorrent, inhuman creature. Multiple tongues slither from her mouth, some resembling snakes and other tentacles, while the skin on her back is being torn apart by a pair of membranous, bat-like wings. Her face shows a mixture of pain and ecstasy, and the entire artwork seems strangely dynamic. Anyone looking at it can't help imagining how the transformation would proceed further, changing the woman into something completely alien.

Anyone seeing the figurine loses 1/1D6 Sanity. Failing this roll always results in a violent action of some sort, and temporary insanity gained here will make the investigator aggressive. In one-shot scenarios, the Keeper can even decide that investigators becoming insane due to the figurine have to make a **POW** roll or mutate as Julie did.

Destroying the figurine stops the aura of aggression permeating the tenement, and taking it someplace else moves the aura there. The fact that this object resonates with an unnatural power is clear to anyone looking at it as long as it's intact, so investigators showing it to Non-Player Characters gain a bonus die to any **social skill** rolls to make someone believe in unnatural events.

The book collection that's left here contains only philosophical, psychological, and ethnological classics.





## The prison

The prison where Wasserman conducted his experiment is surrounded by a stereotypical brick wall, but the inside is mostly single-story tin barracks. It's under the watchful eye of Sergeant Roman Foxborough and a dozen of his subordinates.

The policemen's orders are not to let anyone into the prison and not to enter it themselves. The order was given by a high ranking government official – a deputy minister for domestic affairs, for example – who visited the prison a few hours after the massacre. Foxborough complies with the order and doesn't seek to understand the reasons behind it. His people are nervous and suspect something unnatural happening in the prison. Just like in the tenement, the first tense interaction with them causes a loss of 0/1D3 Sanity and a brief aggressive action if losing at least one point. This effect works in addition to the effects of Wasserman's dreams.

The policemen sleep in tents set around their cars. They split their duties: three always rest, the other three and Foxborough guard the main entrance, and the rest patrols the area surrounding the prison in three pairs. They're trained enough to control the aggression that boils within them, but if provoked to use violence, they'll be extremely fierce – give them a bonus die in any **attack rolls**, and a penalty die to **Dodge**.

If the investigators infiltrate the prison, they'll see proof of the terrible massacre. The corpses haven't been removed yet, bodies of prisoners and guards lie in both the barracks and on the ground between them. It's rather clear that these people died due to extreme physical trauma – they murdered each other. Some bodies, however, were rent apart by a force far beyond human capability. A few bodies have strange wounds that investigators will find similar to wounds left by Julie's maws if they already know about them.

A successful **Medicine** or **Psychology** roll allows investigators to notice that only about a third of the people who died here were the aggressors; the others show signs of defensive wounds as if protecting themselves. The aggressors – both prisoners and guards – attacked with their bare hands even if they had weapons. An investigator notices this detail after asking directly or making a Hard **Spot Hidden** roll.

Seeing what happened in prison causes a loss of 1/1D6 Sanity.

Signs pointing towards Wasserman's office are still readable, and investigators can find it easily. It's a brick building adjacent to the wall, the only non-tin structure inside the prison. After his transformation professor has destroyed his own room and tossed his writings into the fireplace, his plans, however, can be partially deciphered from the scraps that survive. An investigator reading these scraps should receive the handout fragment describing Ascension of R'lyeh (p. 29). If they pass an **Occult** roll or a Hard **EDU** roll, they understand enough to fully grasp the ritual and should get the full description (p. 28). Anyone browsing through the room will also find the key to Wasserman's apartment in the tenement.

When anyone enters the prison, Wasserman senses it and sneaks in. He is led both by lust for violence and by a desire to hide the secrets of his research; he'll have no qualms about killing the interlopers seemingly for "everyone's safety." Let the entire party make a **Listen** roll against Wasserman's **Hide**. Each investigator who succeeds hears a strangely wet, creeping sound approach. If the party decides to run, use the chase rules (see *Call of Cthulhu 7th Edition Keeper's Rulebook*). Wasserman will follow them to the borders of the prison but no further.

Confronting the professor is this scenario's main horror scene and should leave the players with strong impressions. It means that you should play it out in a way that best uses your talents as a horror storyteller. If you're good at action scenes, let him attack openly; if you prefer slow brooding horror, let him stalk the investigators; if you're more into drama and acting, make him speak to investigators and try to persuade them to forget everything they've seen – while straining all his willpower not to assault them instead.

Decide if any policemen notice Wasserman entering the prison or hear the confrontation with the investigators based on your sense of realism or drama.

If the investigators search the edge of the lake, Wasserman will notice them and will try to kill them or scare them away – similarly to how he would react within the prison.

## On Daphne's trail

Daphne Rutstein is far less mysterious than professor Wasserman, but until recently, she was also far less known. That all changed only a day or two ago when her article about the massacre became a nationwide sensation. Now everyone in the city has heard of her and will gladly share the following bits of information:

- Daphne is the main reporter of *Modern World* and she works daily in the newspaper's office.
- She rents in a not very affluent part of the city.
- She's a very conscientious and honest journalist, strongly believing in the public mission of her profession.

It won't be a problem to contact Daphne and arrange a meeting in the office, in her home, or somewhere in the city. Remember that if the investigators enter the newspaper's office, they'll be noticed by Ursula Grey, who might take an interest in them.

How the talk with Daphne goes depends entirely on investigators' actions during it and your current decisions about Daphne's plans. Use info from her description on page 7 to roleplay her during this meeting.

If the investigators visit Daphne's home - meeting her there, breaking in, etc. - they might find her notes about Wasserman's research. They're in the thickest notebook in the house, packed full of photos, notes, maps, and sketches. Daphne has been gathering them for over a year using her contacts at newspapers all around the globe. An investigator who's just visiting Daphne will notice this notebook with a **Spot Hidden** roll; one actively searching her house notices it automatically.

The notebook contains Daphne's attempts to reconstruct Wasserman's research about the global Cthulhu cult and the possibility of Great Cthulhu being a part of the human psyche. The whole notebook is too long to work as an actual handout, but page 27 contains an excerpt - Daphne's thoughts about the case and a summary of the notebook's other contents.

The last paragraph of the summary handout invites the investigator to make an **Occult**, **INT**, or **EDU** roll. If they succeed, give investigators the partial description of *Ascension of R'lyeh* from page 29 - their investigator can perform the ritual right now, but won't understand its full consequences. To fully understand what *Ascension* does, the character must study Daphne's notes using the standard rules for studying Mythos tomes and learning spells. After this period of study give the player the full description from page 28. it's impossible to learn *Ascension of R'lyeh* from Daphne's notes as fast as from Wasserman's burnt writings because Daphne is only reconstructing his research and, to some extent, guessing how this rite should work.

Given its nature, Daphne will be willing to share the notebook with investigators under two conditions. First, she has to be convinced that they have some prior understanding of the occult and the Mythos. Second, she must also be convinced that she no longer wants to perform *Ascension of R'lyeh*.

The notebook is a Mythos tome with the following qualities:

**Sanity Loss:** 1D6

**Cthulhu Mythos:** +2/+5 percentiles

**Mythos Rating:** 20

**Study:** one week

**Spells:** *Ascension of R'lyeh*.

**Optional additional spells:** *Breath of the Deep*, *Contact Deity/Cthulhu*, *Create Mist of R'lyeh*.

## Concluding the scenario

It's hard to foresee how *An Inner Call* will end. This scenario has no pre-set grande finale, only the possible risk of Daphne, Wasserman, or someone else performing *Ascension of R'lyeh* again. Even such a climactic event doesn't have to conclude the scenario; however - after it happens, the investigators might want to find and stop the person responsible or to help deal with the damage done to the city.

The best sign that the scenario's run its course is finding a satisfactory finale to the stories of Daphne, Konstantin, and Julie. One of those arcs might remain unresolved - if, for example, one of those characters simply runs away - but they should return in a further session.

When you feel the story is over, it's time to award the investigators with Sanity points. I suggest the following values:

- +1D8 points for discovering the truth about Wasserman's research and not repeating *Ascension of R'lyeh* rite;
- +1D10 points if none of the Non-Player Characters repeated the rite;
- +1D4 points if someone did repeat the rite, but thanks to investigators' actions, it caused no major damage to the city and little loss of life;
- +1D4 points, up to 3D4, for each situation in which the investigators stopped a negative consequence of Wasserman's experiment, for example, by destroying the Cthulhu figurine from his apartment, protecting the policemen from the mutated professor, or helping Julie.

Experiencing *An Inner Call* makes investigators aware of the Cthulhu cult so you can continue this scenario with other adventures confronting them with this iconic Lovecraftian adversary. It's up to you if, in your campaign, Cthulhu will be an actual entity or a part of the human psyche - it can have its cultists either way.

## Printing the handouts

The following page lists the team behind *An Inner Call*, and page 22 is the beginning of the handouts section. They are of various sizes, but each of them is a separate PDF page for easier browsing and for customization of printing them. Those handouts are:

- Daphne's article that drags the investigators into the case (p. 22)
- Four earlier *Modern World* articles (p. 23-26)
- An excerpt of Daphne's notebook about Wasserman's research (p. 27)
- The complete description of *Ascension of R'lyeh* (p. 28)
- The incomplete description of *Ascension of R'lyeh* (p. 29)

You can just print each of them on a separate piece of paper (making sure the printer is set to scale the size of the print to the size of paper), but the most economical and ecological option is to print pages 27-28 on separate standard-sized (A4) pieces of paper, then printing the other pages as multiple pages per piece of paper and then cutting them out. Each handout is also included as a separate .jpg file.

# An Inner Call

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We kindly invite you to keep track of new releases in our series on our [Facebook page](#). We'd also like to ask you to rate, review or comment *An Inner Call* on its [product page](#). To receive mails about our releases please subscribe to our [newsletter](#).



## A prison massacre!

Once again, with a heavy heart, I have to inform the public opinion about tragic events in an important prison. As the Readers surely know, an experimental prison was recently opened near our city. It was meant as a place where Konstantin Wasserman, a controversial psychoanalyst, could work to rehabilitate the participants of last year's notorious state prison riot. First reports about the project's progress have suggested that the professor is on the right track.

Last evening, however, another riot took place - and this time with seemingly ritual connotations! I managed to speak with residents living close to the prison, and I've heard repeatedly that during the riot, not only sounds of fighting and violence were heard but also, quoting my informants directly, "strange chants" and "animal-like sounds." Some witnesses reported seeing strange lights and shapes over the water, near to the prison, but such reports are probably mere fancies of imagination.

The mystery is even stranger due to an unsettling fact; informants stress that the inmates seemed to fight not only against the prison's guards but also against each other as well. Could professor Wasserman have made a mistake so horrible that he fanned his inmates' violent, anti-social tendencies instead of quelling them?

The night after the massacre happened, the prison was surrounded by the police. The officers let no one near this terrible place. If my sources are correct, the police did not enter the complex either. It can be understood given the horror of last night's events - and yet one would hope for our country's law enforcement to be braver...

-Daphne Rutstein, *Modern World*, 4.04.1926

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-Daphne Rutstein, *Modern World*, 2.06.1925

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-Konstantin Wasserman, *Modern World*, 2.09.1925



## Science for safety's sake

The entire country is still in shock after the prison riot described in detail in last week's weekend issue. One of the most difficult questions posed by this situation is of course: what to do with the rioters? Keeping them in their current prison could end in another mutiny. A solution was unexpectedly proposed by a famous psychoanalyst from our region, professor Konstantin Wasserman. He met with government officials and offered to create a special prison intended to rehabilitate the rioters using modern therapy techniques. As an important scholar and an active member of the global psychoanalytic movement, Wasserman managed to convince the officials. The prison will, in fact, be set close to our fine city.

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## Professor Wasserman's blasphemies

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-Daphne Rutstein, *Modern World*, 13.02.1926

## A summary of Daphne's notes

The following pages contain my mostly secondhand reconstruction of the long worldwide research by professor Konstantin Wasserman. I compiled it mostly thanks to international contacts who'd surely want to remain anonymous if they knew I'm writing the results of our correspondence down. At this moment, I can't imagine myself publishing it in any way – and yet I can't help imagining these notes copied into a book and waiting on bookstore shelves in five, ten, or twenty years, at a point when professor Wasserman publicly reveals his research or when other people reach and publicize the truths he discovered.

Why am I reconstructing this? Because I believe it's important, but I'm not sure if the professor will ever reveal it. When I started to understand what he was really researching at first, I believed him mad. Now I am starting to suspect he's a genius, but the world might be safer if I was right when I thought he was mad.

So, what has professor Wasserman discovered? For many years his research was centered around a being whose name could be transcribed as Cthulhu or K'tulu, known to many cultures and yet extremely mysterious. The professor was fascinated by the fact that mentions of this entity appear in beliefs all around the world, including in very isolated cultures, making it extremely hard to explain simply as a case of inter-cultural communication. Wasserman met many people believing that it's proof that this Cthulhu really exists but was unwilling to acknowledge such an insane hypothesis.

Instead, he combined the Cthulhu folklore with his psychoanalytic studies, especially with Carl Gustav Jung's theory of archetypes and the collective unconscious. Wasserman has decided that this mysterious creature must be the form human imagination gives to an aspect of our own selves – a wild and brutal aspect that sleeps within us most of the time, as most Cthulhu myths agree that it sleeps somewhere under the sea and will one day return to teach people how to revel in boundless violence and cruelty.

Does it sound crazy? Of course, it does, and yet I dare say that the proof presented in those notes prove Wasserman right. What's more, I also believe him right in his most uncanny discovery – by contacting the professor's informants, I established that he started believing not only in Cthulhu but also in the place the being is alleged to rest in, the underwater cyclopean city of R'lyeh. In Wasserman's theory, Cthulhu is a part of each of us, and R'lyeh is a stimulus allowing us to awaken this part. I believe that among those notes, one could find a way to expose people to this stimulus...

On further pages of the notebook, you find:

- A transcribed interview with a Chinese mandarin sharing stories of a "Great Cthulhu" cult in Tibet.
- An analysis of the Nordic myth of the Kraken suggesting that it's a variant of the Cthulhu myth.
- Daphne Rutstein's notes from her visit to Vienna, where she interviewed Sigmund Freud, his family, and acquaintances. Daphne was there to understand the reasons behind Freud and Wasserman's feud, but she just kept hearing that Wasserman proved to be embarrassingly superstitious and that a publication of his theories would threaten psychoanalysis' scientific status.
- A comparison between Great Cthulhu myths from China, Mexico, Morocco, and Sweden showing intercontinental similarities in its description and widespread belief that Cthulhu will unleash savageness and cruelty in people.
- Muddy speculations on the connection between the underwater city of R'lyeh and the Viking tradition of entering berserk – battle rage. Notes seem to suggest that this rage might have been somehow fueled by a ritual taking its power from R'lyeh but understanding the details will require an Occult roll or a Hard INT or EDU roll.

## Ascension of R'lyeh

**Cost:** 10 magic points, 1D6 Sanity points, and optionally 10 POW (see below)

**Casting time:** 15 minutes

*Ascension of R'lyeh* can be cast only next to a lake, sea, wide river, or other large body of water. The person performing the ritual starts by meditating and establishing mental contact with Great Cthulhu. Then, at the last minute, they have to violently and repeatedly strike the surface of the water. The spell's power makes a cyclopean, monolithic and ancient structure emerge from the water - partially an obelisk, partially a pyramid. The structure is visible to living beings only, vanishes from camera recordings, and people seeing it aren't sure if it's an actual object or a hallucination. After about a minute, the structure submerges back into the water.

The structure rises to a height equal to the width or radius of the body of water it was summoned in, but no higher than 666 meters (about 2200 feet). Every human who sees it loses 1D3/1D8 SAN and becomes violently aggressive if temporary insanity occurs because of this loss. What's more: people who enter such rage have to make a **POW** roll and permanently mutate upon a failure.

If they lose 5 to 7 SAN, it will be a minor mutation - the Keeper knows the details. Such a character will usually keep perfect self-control. However, they will lose 0/1D6 SAN each time they're in a situation where violence would be an effective solution. If this loss causes insanity, they will attack using their mutation.

Poor souls who lose 8 SAN mutate into something totally inhuman if they fail the **POW** roll - again, the Keeper knows the details. An investigator mutated that way has to make a **POW** roll each time they're able to hurt anybody but don't want to - with a Regular success, they won't, with a Hard one, they regain self-control for an hour, and with an Extreme one for a day. With a failure, they perform a violent action and lose 1D3/1D10 SAN. Their violent actions will also cause them SAN losses, probably spiraling fast into indefinite or permanent insanity and a total loss of human inhibitions.

The spellcaster can sacrifice 10 POW to exclude themselves from the spell's effect. They still lose SAN to cast the spell, but they don't lose it upon seeing the structure, and they don't risk mutation.

## Professor Wasserman's ritual

**Cost:** 10 magic points, Sanity points (the Keeper knows the exact amount), and optionally 10 POW

**Casting time:** 15 minutes

The bits of information you're analyzing become whole in your mind. You understand that what you're reading is the instructions to a ritual, and you get the uncanny feeling that performing it will cause real change in the world. What change? You don't know for sure. What you managed to deduce is:

- The ritual can be performed only next to a lake, sea, wide river, or other large body of water.
- The person performing the ritual starts by meditating and establishing mental contact with a dangerous, submerged part of the human psyche. Then, at the last minute, they have to violently and repeatedly strike the surface of the water.
- The ritual will cause something to emerge from the water - a strange, impossible, maybe illusory building or monument. The larger the body of water you perform the rite on, the higher the structure.
- The very sight of this monument will have a great impact on all people seeing it, changing their psyche and maybe even their bodies. This change will, of course, be related to the sleeping part of the mind the ritual contacts. The change will no doubt be terribly dangerous, but you're not sure what exactly it will do.
- Performers of the ritual can shield themselves from this transformation by feeding the force that powers the ritual with their own willpower, permanently losing 10 points of Power (POW).

Your understanding of this ritual is enough to perform it but by no means enough to fully grasp its consequences.