

The Drooler in the Dark

Inspired by real events!



Michael LaBossiere

THE DROOLER IN THE DARK

I stood at the door, my face pale. A cold sweat dampened my brow. I turned to look at my companion to see how he was faring.

"Prepare yourself, Joe. We are about to face something so horrible and evil that I am surprised that the very earth does not reject its presence."

"What is this horror?" said Joe.

"The Drooler in the Dark, the Dog That Should Not Be..." I said, my voice trailing off to a whisper.

"A Hound of Tindalos!" Joe cried as a look of terror crossed his face.

"No, far worse." I said as the door swung open, revealing It.

"Oh, look at the cute doggy!" said Joe, stepping forward to meet the Beast.

"No, Joe!" I cried, but it was already too late...

CREDITS

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INTRODUCTION

This adventure was originally written in 1992 for an earlier edition of *Call of Cthulhu*. The current incarnation is a complete rewrite of the text and an update to the 7th edition of the rules. The original adventure, which is free, and many others can be found at <http://www.eternallibrary.drml.com>.

While some have inferred from this adventure that I do not like dogs, this is not the case—[I am very much a dog person](#).

This adventure was inspired by actual events that took place when I was in graduate school at the Ohio State University. Really.

KEEPER'S BACKGROUND

This adventure is intended as a bit of comic relief to break up the usual tedious monotony of death and insanity the intrepid investigators have grown so accustomed to.

This adventure works best if properly set up well before it is played. This will enable it to be sprung upon the unsuspecting investigators in a murderously humorous manner.

The set up for is as follows: First, one of the investigators needs to become romantically involved with a NPC. Second, that NPC must acquire a dog for a pet (or, rather, be acquired by the dog). Unknown to the NPC, they will acquire the monstrous Drooler in the Dark which will gradually manifest itself. While the Drooler is growing up, it will seem like any other growing and hyperactive young pup. However, when it reaches full growth, it will become serious trouble for the investigator. If time is limited, the romantic interest can acquire the Drooler full grown and ready to cause woes.

RUNNING THE DROOLER

The Drooler is a campaign background element for the investigator who has been singled out for this horrid fate. This unfortunate soul will be forced to interact with the Drooler almost every time they see their loved one. The Drooler will never harm its human, who will never engage in more than token acts of discipline, no matter what the Drooler does.

The following charts are used to generate the actions of the Drooler. Of course, the Keeper is free to select action for maximum humor and suffering. Each chart provides a set of possible behavior based on the situation.

Situation: The Drooler meets the investigator or a friend of the investigator.

Roll (1D6)	Action
1	Drooler engages in a "groin ram" attack against the investigator or friend.
2	Drooler vomits on victim's shoes. This is really embarrassing. The acidic vomit destroys the victim's shoes and inflicts 1D3/round until washed off or 4 rounds pass.
3	Drooler relieves itself on victim. Not harmful but certainly not enjoyable.

4	Drooler barks insanely for 1D6 minutes and will not stop.
5	Drooler runs away. The significant other will require the investigator chase the damn thing down. It will lead the investigator through the worst places it can find (dumps, swamps, crack houses, etc.). Eventually it will ditch the investigator and return home.
6	Roll twice and apply the effects.

Situation: The investigator introduces the Drooler to a pet.

Roll (1D4)	Action
1	Drooler vomits on pet. Pet takes 1D3/round until it is washed off.
2	Drooler drags the pet around until it is just about dead, then lets it go.
3	Drooler eats the pet.
4	Drooler subverts the pet; together they plot against the investigator.

Situation: The investigator is sitting down.

Roll (1D6)	Action
1	Drooler sneaks up on investigator and emits its unearthly howl.
2	Drooler leaps into the PCs lap and vomits on them.
3	Drooler begins eating the investigators shoes, whether they are being worn or not. If the investigator has no shoes, the Drooler targets other clothing or possessions. Smarts phones are its favorite.
4	Drooler begins to bark insanely and will not stop until the investigator goes away.
5	Drooler get between the investigator and their work, computer, TV, etc. and will refuse to move.
6	Roll twice.

Situation: The investigator is smooching with their significant other.

Roll (1D3)	Action
1	Drooler decides it must go to the bathroom. If not taken for a walk, it will relieve itself on the investigator.
2	Drooler begins to bark insanely and will not stop until the investigator goes away.
3	Drooler stares intently at the investigator. The investigator must match POW with the Drooler and win to keep doing what they are doing. If not, the mood is shattered for 1D4 days.

Situation: The investigator is asleep in the Drooler’s presence.

Roll (1D3)	Action
1	The Drooler awakens the investigator by standing on their chest and growling. In the process, the Drooler will spew a liter of drool onto the investigator. Waking up in this manner costs 1D3 Sanity points or 0 if a successful Sanity check is made.
2	Drooler vomits on the investigator.
3	Drooler takes the opportunity to eat most of the investigator’s clothing, including the investigator’s wallet/purse and cell phone.

Situation: The investigator is taking the Drooler for a walk.

Roll (1D6)	Action
1	Drooler lures the investigator near something dangerous (like traffic or a sinkhole) and tries to drag the investigator into it.
2	Drooler escapes the leash and the investigator must track it down (see above)
3	Drooler gets into a fight with a really big dog who has a really big owner who really loves his dog and will really hurt the investigator.
4	Drooler waits until the investigator is distracted and then tangles the investigator in the leash and then takes off at top speed, dragging the investigator along. The investigator will sustain 1D3 points of damage each round until they can free themselves with a Dexterity check. The Drooler will stop short of killing the investigator. They will look ridiculous being dragged around by a dog.
5	The Drooler bites the head of a squirrel in front of a group of young children. It then runs over to them and coughs it up onto the youngest child. Everyone who witnesses this must make a Sanity check or lose 0/1 Sanity points.
6	The Drooler bites the head of a senior citizen’s poodle then coughs the head up on her foot, causing her to suffer a cardiac arrest. Everyone who witnesses this must make a Sanity check or lose 0/1 Sanity points. The investigator can use First Aid to try to save the person. If they survive, they will bring a lawsuit against the investigator. If they do not, their next of kin will bring the lawsuit.

FINISH

The Keeper should milk the Drooler for all that it is worth but not push it to the point that it ruins the fun. Remember that the investigator’s love interest will not tolerate any harm to come to their beloved dog. Eventually, the joke will wear thin and the Drooler can vanish into the night leaving only the stale smell of doggy vomit, piles of fur, and emotional damage behind.

THE DROOLER

The Drooler is a one of a kind supernatural entity which exists to cause trouble for humans. It almost always takes the form of a very large yellow dog, with a look of keen, but malign, intelligence in its eyes. It will select a human to be its “owner” and matchits POW against this person. If it wins, the person will want to keep the Drooler, no matter what it does. The Drooler is a bit evil but will only resort to full scale violence to preserve its body. Otherwise, it is content to torment everyone besides those who “own” it (who are oblivious to its bad behavior). It is quite protective of its human(s) and will never harm them or allow harm to come to them.

Naturally, the person who “owns” the Drooler will never want to speak to or see any person who harms their beloved dog.

Drooler in the Dark, the dog that should not be

STR 75 CON 100 SIZ 50 DEX 70 INT 75
 POW 95 HP 14
 DB: +1D4 Build: 1 Move: 14 MP: 19 Luck: 100

Attacks per round: 1

Fighting Attacks: The Drooler typically attacks by biting but is also adept at body slams and tripping humans so that they fall very hard.

Bite/Slam/Trip 90% (45/18) 1D8+1D4

Vomit: The Drooler can vomit on a target in melee range (95/45/18) for 1D3 points of damage per round until washed off/removed or 4 rounds pass.

Groin Ram: The Drooler drives its nose into the groin of its target (95/45/18) for 1D3 points of damage. Any victim with a sensitive groin must make a CON roll or fall to the ground for 1D4 rounds able only to emit high-pitched squeaks of pain.

Unearthly Howl: The Drooler emits a howl from another world. All those within sixty feet that can hear must make a Sanity check or lose 0/1D3 Sanity points. This howl does not affect its “owner”—it sounds like a playful bark to them.

Devour Smart Phone: The Drooler can devour a smart phone in one gulp and store it in its body. It will randomly “tummy text” the contacts in the phone, sending seemingly random but horrid messages (such as “kiludedfulehumenyumeatu”). After 1D6 days it will “pass” the phone in front of the phone’s owner and stare at them, daring them to retrieve it from the steaming pile.

Armor: The Drooler has no armor but takes minimum damage from non-magical weapons.

Skills: Dodge 35%, Intimidate 75%, Jump 90%, Listen 90%, Navigate 70%, Psychology 50%, Spot Hidden 90%, Stealth 50%, Survival 80%, Swim 80%, Track 90%

Sanity Loss: Viewing the Drooler costs no Sanity points.

ABOUT THE AUTHOR

Dr. Michael LaBossiere is a gamer/runner from Maine who went to school in Ohio and ended up a philosophy professor in Florida.

While acquiring his doctorate in philosophy at Ohio State University, he earned his ramen noodle money by writing for Chaosium, GDW, R. Talsorian Games, and TSR. After graduate school, he became a philosophy professor at Florida A&M University. His first philosophy book, *What Don't You Know?*, was published in 2008. He continues to write philosophy and gaming material. He is also a blogger, but these days who isn't?

When not writing, he enjoys running, gaming and the martial arts. Thanks to a quadriceps tendon tear in 2009, he was out of running for a while, but returned to the trails and wrote a book about it, [Of Tendon & Trail](#). He can be contacted at ontologist@aol.com.

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