

A Tableau of Red

Helen Yau

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MODERN DAY





GROWN
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UK



A Tableau of Red



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MODERN DAY

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Content Warning: This book has a depiction of self-harm in the first encounter and implied animal cruelty throughout.

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CONTENTS

7

Introduction

8

Keeper's Information

9

Keeper's Map Of Barcelona

13

Act One: The Investigation

16

Act Two: The Artists

22

The Studio

27

Act Three: The Finale

28

Statistics & Abilities

31

Play Aids & Clues

37

Pre-Generated Characters

INTRODUCTION

Nestled on the North East coast of Spain, Barcelona is the capital city of Catalonia. A city that never truly sleeps, its days and nights are equally filled with good food, beautiful music and an incredible and creative arts scene. This scenario begins in a laid back seafood restaurant in Rambla del Raval. The investigators are currently being hosted by their good friend from their home town;

Shawn Lexington. Having joined the faculty of 'La Universidad de Artes Combinadas'* in January, he has spent the last couple of months running a community summer program. As summer is now drawing to a close, Shawn has invited the PCs to spend the weekend with him before his normal teaching resumes. As the evening continues, Shawn is in good spirits, and enjoying his time to relax.

*ENG: 'The University Of Combined Arts'

KEEPER INFORMATION

For the past few weeks, summer school artist Cesar Dominguez has been dreaming of a strange world. Walking through a landscape of vivid colours and patterns, his vision pulsates in time with discordant melodies and whispers. Strange moving shapes in the corner of his sight have been urging him to share his visions with others, so they too can join in the harrowing beauty.

Up on waking, Cesar finds himself surrounded by sketches; drawings on paper, his bedding, even his own limbs. But no matter what he draws, he cannot copy his visions. Through a mounting obsession, Cesar seeks out other class mates in turn to ask for their help. But as he describes his visions, and shows them his incomplete sketches, they too find themselves dreaming of a stygian world. As the nightmares continue, the artists begin seek out bodies to carve, trying desperately to share the world with others.

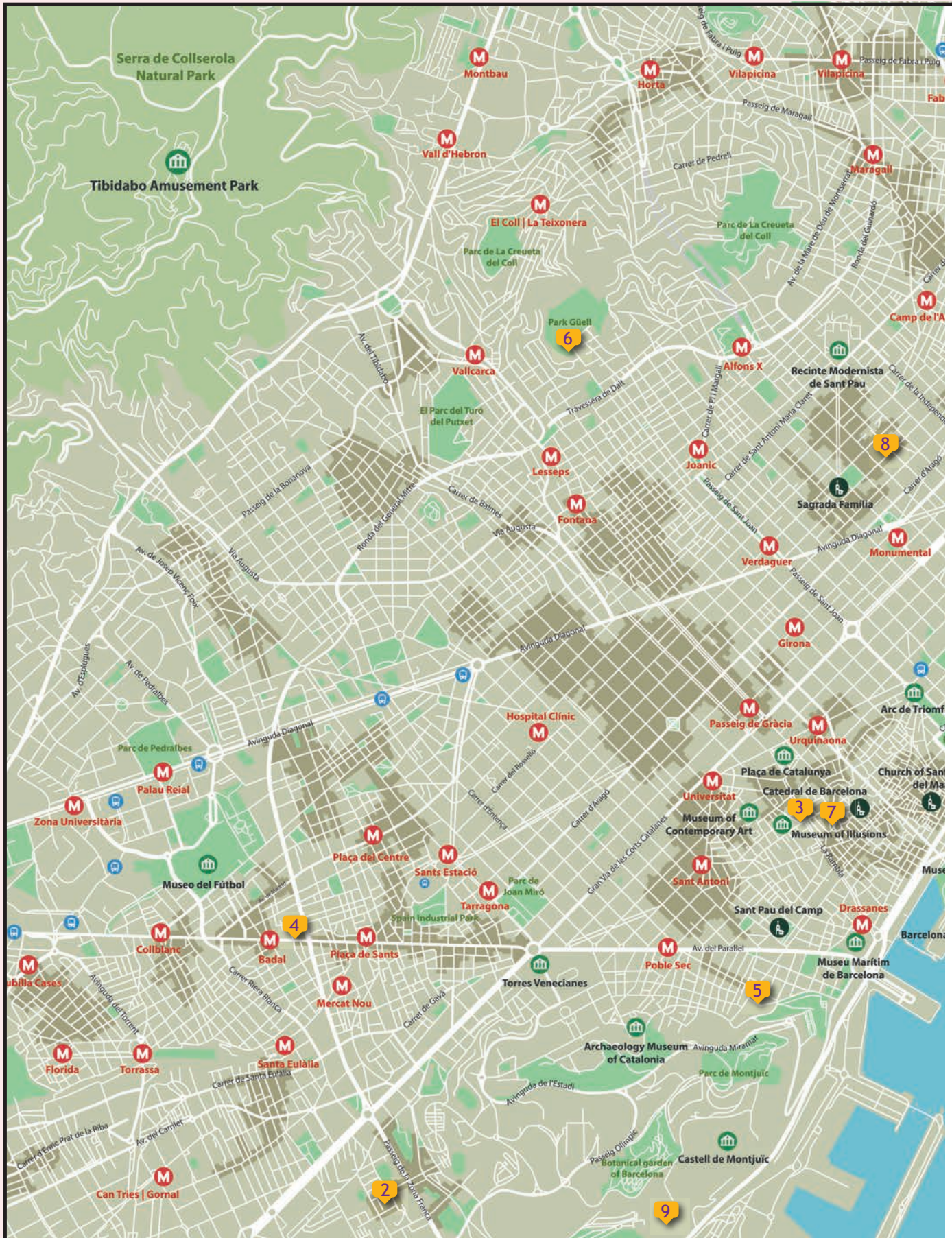
Unbeknown to them, the things in their dreams are trying desperately to escape, using the artists talents and obsessions to find a doorway through. Once the artwork is complete, they will use it as a portal to enter this dimension.

INVOLVING THE INVESTIGATORS

This scenario begins in a small seafood restaurant called 'El Pez Bailando'*. Sat in a table in the front window of the restaurant, the investigator and their friend Shawn are enjoying a relaxing meal. Drinks are flowing, and everyone is having a lovely time. A small band is playing on a raised area to the left of a bar made of the polished driftwood. Most of the tables are full, and there is a lively atmosphere. There is also background noise, which will hinder other tables hearing the conversation with Marie. The whole restaurant smells of spices and wine.

As the plates from the main course are served and the drinks refreshed by two waiters, a young woman barges into the restaurant. With her hands in her pockets, she uses her shoulder to open the door. Even with her head down, and her short black hair falling in front of her face, Shawn recognises her as Marie Ruiz; one of his students from his summer class last month. Without waiting for an invitation, Marie sits in the empty chair next to Shawn, and puts her hands under the table. As Shawn greets her, she raises her head. Marie's eyes are swollen with dark circles under. Sweat is pouring down her face, and she is crying. Rocking in her seat, she keeps repeating 'the red is just not right'.

*ENG: 'The Dancing Fish'

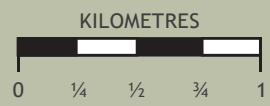




BARCELONA/BADALONA

LEGEND

- DENSE RESIDENTIAL
- PUBLIC PARKS
- RAILWAY
- PUBLIC BUILDING
- METRO
- BUS STOP
- TRAIN STATION
- RELIGIOUS BUILDING
- ZOO/PRESERVE
- SCENARIO LOCATION



At any invitation to talk about the ‘red’, Marie will slowly rest her arms on the table in front of her. Both arms are covered in streaks of blood, and numerous cuts and scratches. Her left arm has a deep and wide cut running down the forearm. The flesh has been stapled back to hold the wound open, and the white of the bone is visible. A **Sanity** check is required from everyone at the table (1/d4).

A successful **Medicine** or **First Aid** roll will show that the jagged nature of the wound is due to multiple exploratory cuts made in the flesh over and over. It would have been exceptionally painful, and taken a long time.

Investigators who make a successful **Spot Hidden** roll will reveal blood under Marie’s nails, and on her fingertips indicating that the wounds were self-inflicted; **Sanity** check (0/d4).

Allow the investigators time to react to the scene in front of them before bringing a waiter over to check on their meal. As he takes in Marie’s injuries in front of him, Marie picks up an investigator’s dinner knife, waving it in front of the waiter’s face. She begins to sob, screaming at Shawn that he should have taught her better and that they are not good enough artists. Marie begs Shawn to ‘make it like it is’. Pulling at her hair, she drops the knife, and runs crying out of the restaurant.

WHAT SHAWN KNOWS

Marie was a quiet student who excelled in sculpture and photography. Over the six weeks, her sculptures became darker and darker. Her last piece was an abstract piece she called ‘a place of trees’, but no matter what she did,

she couldn’t seem to get it to her liking.

The class was only small, but she regularly sat with the same four students; Mateo and Emilia Gómez; twins who live together in Poble Sec, Javier Velez; a computer programmer from Gràcia, and Cesar Dominguez, a Librarian from El Clot.

Marie had told Shawn that she lived alone with two cats in an apartment in the Gothic Quarter.

Shawn is really concerned for Marie. Describing her as a ‘friendly girl’, he is worried for her. He asks the investigators to help him locate Marie, if only because it is clear she needs medical attention.

EVENTS

During the course of the scenario, the artists will become more and more insane as the voices from their dreams urge them to complete their installation. They will become more and more desperate to find the right materials. The following events can be used when the keeper feels it is most appropriate.

SHAWN LEXINGTON IS KIDNAPPED

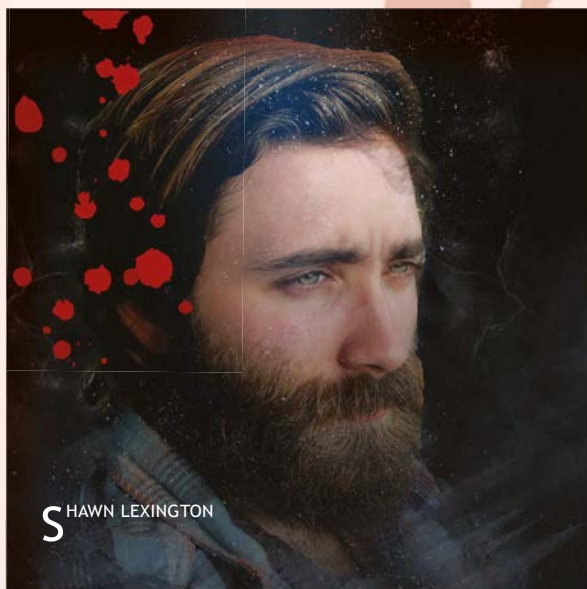
Having text one of the investigators (*Shawn Lexington invites the investigators to spend the weekend with him in Barcelona. They go out for dinner. Marie interrupts*) to say that he is going to meet Marie (*Player Handout #1*), Shawn does not meet the investigators again. He has been taken, and killed by the artists. He will be part of the living forest tableau. Should anyone try to contact him by phone or text, they will receive a message saying that he is ‘very

busy right now, but I will drop you a message as soon as I am free. Speak soon. S.’. If the investigators do not contact Shawn, do not prompt them. Let his face in the tableau be the first they know they have lost their friend. In the event the investigators do not locate the storage on their own, Cesar will decide that the investigators are the perfect people to be in front of the altar in his tableau, and will text them from Shawn’s phone, giving them the address, and telling him that he has found the artists. He will tell them that they need to see what he has discovered.

Once the investigators arrive, the artists will have been prepared, and will attack.

THE ANIMAL PAGEANT

Having discovered through Shawn that the investigators are looking for them, the artists will create an artwork out of animal blood and bones. Inside the living area of one of the artists homes, the investigators discover a scene made out of some of the ani-



mals which have gone missing over the past week. Stitched together, the pets have been turned into a horrifying flesh and fur covered tree. Cats, Dogs and smaller creatures have been stitched together to form a tree. Ribs form the branches, and entrails hang from the ceiling, forming vines. Investigators will need to make a **Sanity Roll (1d3/1d6)**. For more information on the missing animals, see ‘*Where have the animals gone?*’ in **The Investigation**.

THE HOMELESS COMMUNITY START TO GO MISSING

As the investigators move around Barcelona, a hard **Spot Hidden** check will note sleeping bags and blankets on the street, but no one sleeping in them. Under the promise of food and shelter, the students have gained the trust of many people in need. These people have willingly followed the students back to the storage building, where they have been killed and dismembered. If investigators choose to follow up this lead, they will find Father Pérez. Working closely with the homeless community, he will be able to tell the investigators about ‘About four or five kind people with flasks of tea’, and a ‘lovely young lady with dark hair’ who have been out, speaking to people sleeping on the streets, as well as the Refugio de San Cristóbal. There are numerous people who are willing to point the investigators in the direction of the Shelter See ‘*The Streets*’ section in **The Investigation**.

THE FIRST ACT: THE INVESTIGATION

THE POLICE

The police are understandably concerned should the investigators contact them. However, unless the investigators are familiar with the



police, or succeed at a hard **Fast Talk** or **Credit Rating** roll, they will not be willing to help.

Over the past two months, there has been a dramatic increase in missing animals, with one animal sanctuary even reporting a break-in and theft of all of the cats. A number of mutilated cats and dogs have been found recently in the gothic quarter. They appear to have died from blood loss. If the investigators wish to follow this lead up, they can find stories relating to the theft of many beloved pets in *Player Handout #2*.

THE WITNESS

If the investigators search the streets for information on the missing homeless population, they will find many people are initially not willing to answer any questions. Strangely, if the players offer food and drink to people they meet, they might find it harder to get information with the NPCs beginning to worry that they are the group of people

who are making their friends disappear. Using either a successful **Spot Hidden** check or **Persuade** to convince others to talk to them, the investigators will locate Father Pérez just off the main tourist streets. Here, he is working with a number of people to clean up a courtyard which looks like it has seen a street fight in recent days. There is a smell of rotten milk as the players enter the courtyard, and broken bottles lie in a pile, recently swept up.

Initially suspicious of the investigators, the priest is able to provide a number of leads.

Father Pérez met Marie nearly one year ago, with Marie volunteering at the shelter. Working on the same committee, the priest has spent time with Marie on various charitable causes, raising considerable sums of money for both the Church, and the shelter.

Over the past week, Marie had contacted the priest at the homeless shelter, saying that she had been discussing her volunteering role there with friends. They were interested in helping out also. Marie said that she had a contact in La Floresta, who was looking for people to help in the woodlands. Passing a **Psychology** roll will uncover that Father Pérez was amused by the conversation. When speaking to him, Marie did not actually say, help in the forest, instead said 'Help be the forest'. The priest thought it was strange, but assumed Marie had just stumbled over her words.

Father Pérez is unable to believe that Marie is doing anything sinister, choosing to believe that Marie and her friends are indeed working to help



M ARIE RUIZ

the community. He has heard rumours that people who go with the art students are not seen again at the Refugio (Shelter), but he believes that is because the students are helping people to get work out of town in the surrounding areas. Whilst he does feel it is likely they are being taken advantage of, which he says he needs to talk to her about, but he has no inkling that the students are killing people. If asked, Father Pérez will happily accompany the investigators to the Refugio de San Cristóbal. He is also, on a **Fast Talk** or hard **Persuade** check, able to provide the investigators with Marie's home address.

Father Pérez says that the best people to speak to would be those who have been working for Marie. He confesses he hasn't seen them around recently, but they might still be working. As well liked as the priest is, the investigators might be better off asking the regulars at the shelter.

REFUGIO DE SAN CRISTÓBAL / PAR-RÒQUIA SANT CRISTÒFOR

The shelter is one of the largest in the city. Set in Saint Christopher's church, it has been providing food and shelter to the community for over 20 years. A small door set into a modern extension on the side of the church opens into a large square room, with high windows. The room is light and airy, with a number of skylights. At the north end of the room, a large mural has been painted across the whole length. Primarily in blues and greens, it looks as if the artists have used Miro as inspiration. It is clear that different people have painted the mural, and there are signatures all along the edges of those who contributed.

A number of long wooden tables and pews which have been repurposed from the church stretch the length of the room. To the North, a long bar with hot food and urns of hot drinks is stationed, and a

smaller round metal table is to the right of this, with large jugs of water, and bottles of squash. The room smells of vegetable soup, and slightly stale coffee.

Settled in on the tables, nine people sit, eating and talking. There is a subdued atmosphere in the room. A successful **Listen** check will overhear a group of three people close to the food area who are talking about a missing friend called Maya. If the investigators approach, the group of speakers will fall silent. The investigators will need to gain their trust before they are willing to open up. This can be done by **charm** or **persuade**, both of which will convince them to open up about their concerns.

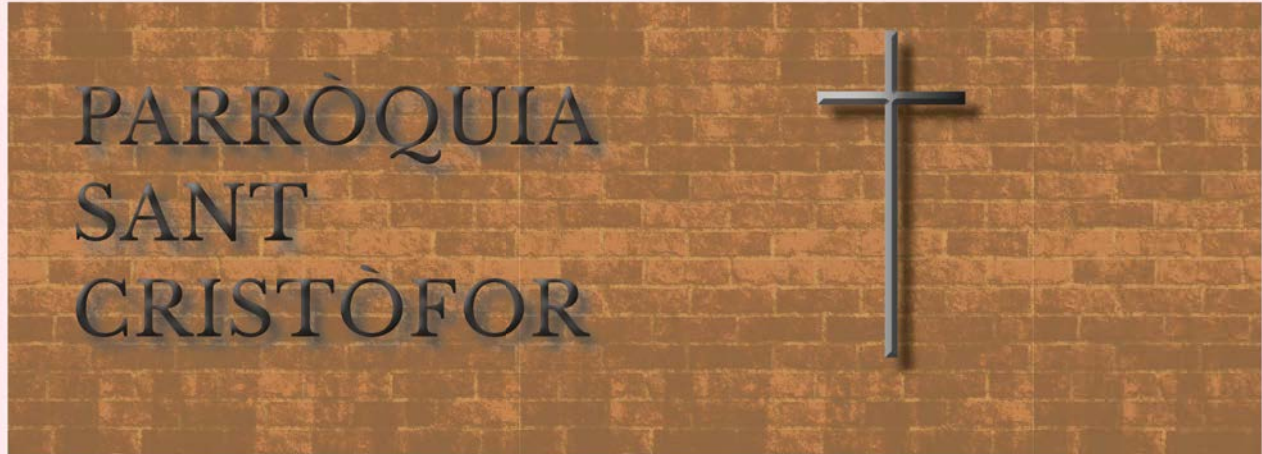
It started three days ago. Marie and four other people came around at dinner time, saying that they had work opportunities in the woodlands on the outskirts of the city, including food and shelter. Maya went along with the group, and no one has seen or heard from them since. They are convinced something has happened, but given the length of time Maya has been missing, the police will not open a missing persons case. The group can provide a descriptions of all the artists, as well as providing further information on Marie.

They describe Marie as a friendly face, who is regularly helping at the shelter. However, over the past few weeks, she has become withdrawn. She has begun to bring friends with her on her visits. They all had dark circles under their eyes, and were extremely pale. The group of friends appeared to be taking direction from a deaf man, who looked the most ill, with grey skin and sunken cheeks.

The artists said, if there were any more people who wanted to work, to meet tonight at a storage building on the edge of the Zona Franca.

THE SECOND ACT: THE ARTISTS

WHEREIN OUR INVESTIGATORS TRACK DOWN
A CADRE OF THOSE FORSAKEN TO THE ART



WHERE HAVE ALL THE ANIMALS GONE?

NEWSPAPERS

If the investigators follow up on the lead produced in the local paper, *Ara*, they will come across an article written by journalist Carla Malone. Carla is happy to meet the investigators in *The Wild Rover Irish Pub* just off Las Ramblas. Carla will happily talk to the investigators about her article. Over the past three weeks the newspaper has been getting phone calls regarding missing pets. Mainly cats, but a few dogs also. They all appear to have gone out of the past few weeks, and never returned. The dogs were all taken from the beach front when their owners were distracted. At first, it looked like isolated incidents, but then as more and more reports came in, it began to look a lot more like targeted attacks. The paper began to collate the stories into one article. At present count, over 50 pets have disappeared. Then all of a sudden, it stopped. No more animals have been

reported taken. This change occurred 3 days ago after the police were called to an incident. When Carla arrived, the area was cordoned off. But her informant in the police said that some sick individuals had killed all the missing pets, and stitched them together. He said it looked like some kind of twisted animal monster. It didn't look like all of the missing pets, but at least half.

Carla can also provide information about a local animal sanctuary which has also been broken into. She isn't sure, but they might have more information.



TIME LINE OF EVENTS

Tuesday 30th July

Cesar begins to dream of a living forest made from flesh.

Wednesday 31st July

Cesar wakes from his dreams to find his bedding, his walls and his own arms covered in sketches of the forest, but it does not seem as perfect as his dream.

Monday 5th August

Cesar speaks to his friend from art school, Marie, to ask for her help on perfecting the works. She begins to dream of the forest. Cesar drops out of the art class to concentrate on perfecting the 'living forest'.

Wednesday 7th August

Marie shows her new statue to Shawn Lexington, her art teacher. He is concerned with the violence of the piece, but does not take it further.

Friday 9th August

Marie and Cesar ask the rest of their art friends for help.

Cesar drives nails through his ears so he cannot hear anything other than the whispers of the creatures from his dreams.

Saturday 17th August

Shawn Lexington invites the investigators to spend the weekend with him in Barcelona. They go out for dinner. Marie interrupts. The horror begins.

THE CITY ITSELF

Barcelona is a bustling city on coast of Spain. Known for its incredible architecture and arts, in addition to its well deserved reputation as a foodie heaven, Barcelona attracts tourists from all parts of the world. This melting pot of incredible culture, art, food, and business, makes Barcelona a unique and incredible city to visit, and live. From the beautiful sun drenched beach, to the undulating Collserola hills draped in trees, the city is full of people seeking adventure. The city itself has examples of architecture ranging from the Roman Temple of Augustus in the Gothic quarter, to the whimsical La Sagrada Familia. Barcelona itself is a mix of the gothic and modern, with brightly lit restaurants and shops, and labyrinths of narrow streets and alleys which zig-zag across the city, pulling swathes of walk ways into cool shadow against the heat of the Spanish sun.

Spilt into various regions which can all be accessed using public transport, the various neighbourhoods are linked by the metro, and served by over 200 bus stops, with many underground stations in addition to cable cars. it is easy for the investigators to make their way around the city.

The neighbourhoods of Barcelona can be very varied, from the tourist trap of the Gothic quarter, to the industrial Zona Franca, below is a quick run down of a number of different neighbourhoods your investigators might encounter. Additional information has also been provided to help set the scene for your investigators in the named areas in the adventure.

BARCELONETA

With an old town feel, the buildings are tall, and the streets are narrow. This is a triangular shaped district, with a large beach area. Home to nightclubs, bars and restaurants, this area has a bustling nightlife. It is said to be one of the best areas to try Paella. This area is also home to one of the largest aquariums in Europe.

EIXAMPLE

One of Barcelona's most easily recognisable districts, at the centre of the City. Home to some of the city's most iconic architecture. A number of leading modernists, including Gaudí. Unlike many other districts, the streets in Eixample are wide, and full of shops, restaurants, bars, cafes. It is very easy to travel to, with nearly all the metro lines crossing through.

EL RAVAL

Sometimes called seedier than many of the other districts, the area near the port used to house Barcelona's red light district. The area is smack between two large and well known food markets; Mercat Sant Antoni and La Boqueria (on the famous Las Ramblas, which runs down the side of El Raval). The streets are noisy, prime pick-pocket territory, and yet, it is a fantastic part of the city. The area is home to a number of museums, as well as restaurants and cafes.

SANT MARTÍ (INCLUDING EL CLOT, BELOW)

Sant Martí is widely known for the extremely popular beach Platja del Bogatell, with many sculptures along the sea front. A largely residential area, with large grey apartment buildings, and shopping centres. Cheaper housing in the area has led to a very multicultural population, including an older generation which provides the main backbone of the community. Large gyms, open air sports grounds and football pitches makes this a great area of sports fans, and the active.

EL CLOT

Situated in the North of the city, El Clot is a neighbourhood in the Sant Martí district. It is a winding maze of narrow shadowy streets, flanked by tall apartment buildings. An area which is not known to be high on the tourist map, it is a less busy, but no less beautiful area. One of the oldest neighbourhoods in the Sant Martí district, it has an industrial history, with a strong background in textiles. El Clot is a very Catalan neighbourhood, and the residents proud of their history and heritage. It is not unexpected to see Catalan flags hanging off of balconies. If the investigators need anything, there is always a friendly face walking on the street who is happy to guide them where they need to go.

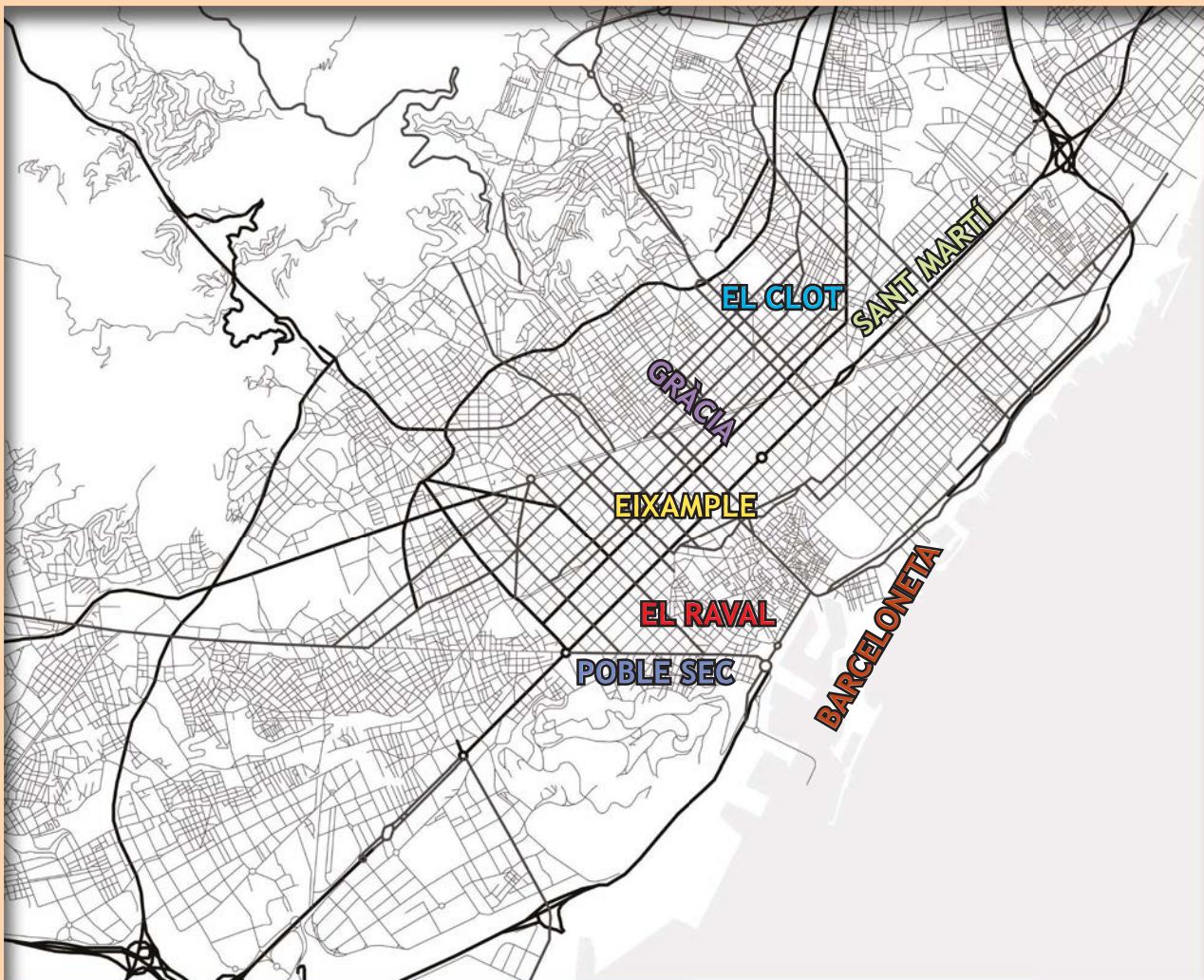
The Parc del Clot is a fantastic setting should you wish to have your investigators spend more time in the area. Set in the ruins of a 19th Century warehouse, the space is a curious mix of industrial stonework, open space, grass and water. Beautiful walkways lined with date palms cross the park itself, and the ruins include large stone chimneys and stone arches. At the centre of the parc is an irregularly shaped pond, full of fish.

GRÀCIA

The Epitome of Barcelona cool, Gràcia was originally a small independent town on the outskirts of the city before it was swallowed up in the 1800s. There is still something of a village feel about the district. With a diverse community, families live alongside young hipsters, and elderly residents mix with those younger members in the multitude of cafes, bars and boutiques. The streets are pedestrian only, so the sound of cars is certainly muted if at all heard in the neighbourhood. The Metro serves the area extensively, so it is both quick and easy to reach by public transport. Music plays from open balcony doors, as the hip and bohemian shop on the expansive streets. With independent boutique shops, museums, and galleries, Gràcia can be seen as the centre for arts in Barcelona. People sit outside independent cafes, watching the world go by, along with the people. It certainly feels as if people watching is a hobby of the area. Whether this is a positive or negative for your investigators is up to you.

POBLE SEC

Home to the lively theatre strip, as well as a thriving music scene with bars and cabaret in abundance, Poble Sec easily can earn the title of the most bustling and lively district in Barcelona. Between the port and Montjuïc (a beautiful hill in Barcelona, crowned by the remains of the Castle of Montjuïc), Poble Sec is an incredible mix of cultures. Avinguda del Paralís is a very busy artery through the neighbourhood, and one of the main streets in Barcelona. With small narrow streets radiating off, there is a quiet and relaxed charm to the district. With the chatter and noises of the main street, the smaller, narrower and more maze like streets, with their tall apartment buildings, and long shadows offer a respite to the tourists and shoppers. However, tall buildings cast deep shadows, and there is plenty of opportunity for the investigators to feel cut off from the main city.



THE ANIMAL SANCTUARY

Finding the correct sanctuary is easy. Either the investigators can ask Carla for the address, or they can use a successful **Spot hidden** roll to find it in the local press. Newfywater Animal Rescue Centre is on Avenida del Paralel. When the investigators arrive, the car park is empty, and the main building is locked. The front window has a board nailed to it. A smell of burning wood and paper wafts across the investigators. Passing a **Listen** check will hear voices coming from behind a wooden door, around the left hand side of the building.

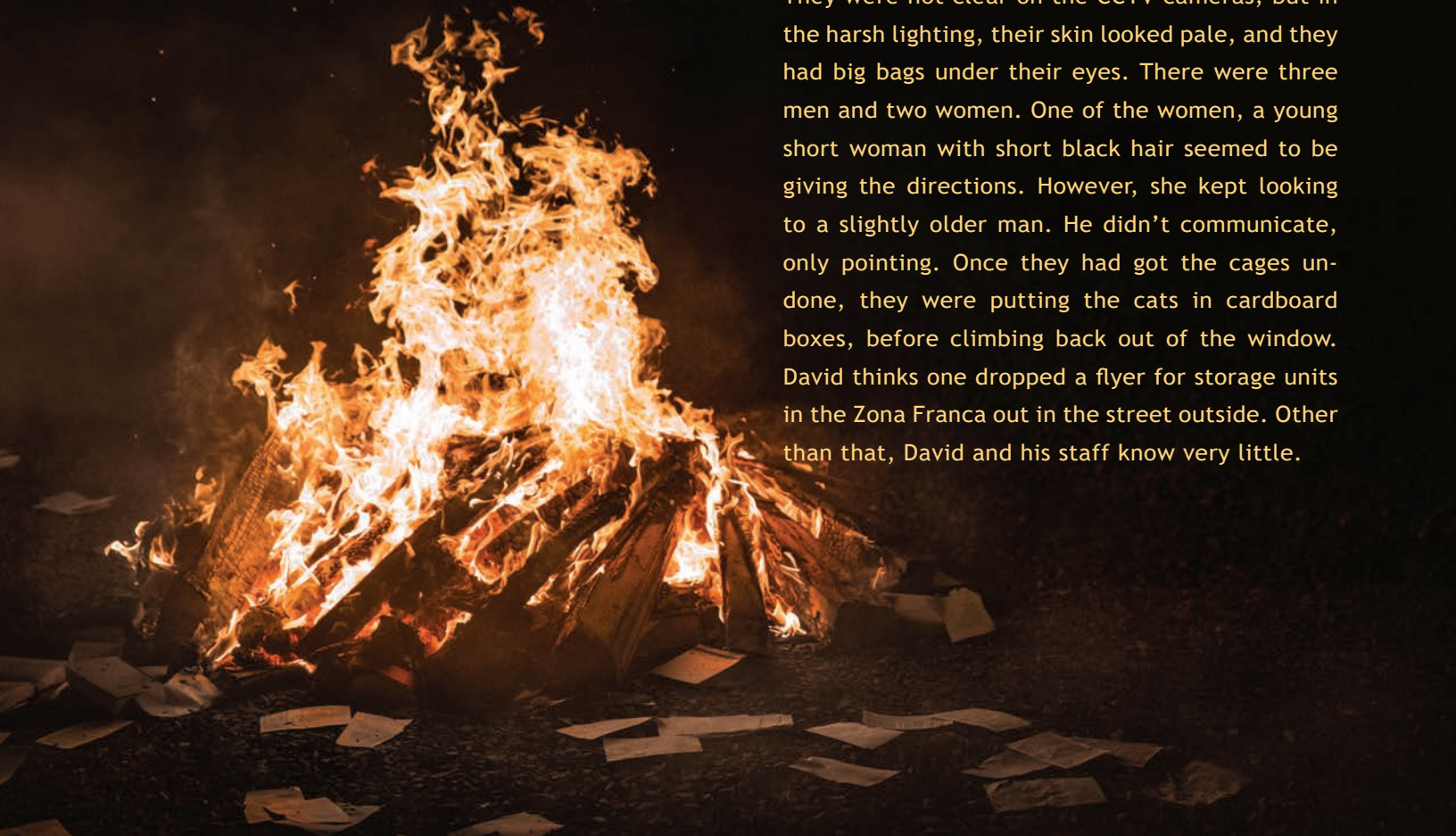
Through the wooden door, the investigators find themselves in an enclosed courtyard. A metal fire escape runs down the back wall. In the middle of the courtyard, around a stone chimney, are four workers from the sanctuary. They are piling paperwork into the fire. The smell of burning paper is much stronger here, and at least two of the staff

have tears running down their faces against the acrid smoke. As its reputation has been trashed the workers are disposing of paper and wood materials and clearing out the building. Be aware that David's English skill is at only 30%.

A short man, with close cropped red hair, and a small beard will introduce himself as David.

He initially does not want to talk about the break in, and theft of the animals. But by convincing him that the investigators are not here to laugh at the crime, rather to help, he will slowly begin to tell his story. Regardless of his attitude towards the investigators, we will be very short and curt when speaking to them.

David knows very little, other than the security cameras show 5 people in dark clothing smash the front window before climbing in. They were not very subtle, and anyone could have seen them. They were not clear on the CCTV cameras, but in the harsh lighting, their skin looked pale, and they had big bags under their eyes. There were three men and two women. One of the women, a young short woman with short black hair seemed to be giving the directions. However, she kept looking to a slightly older man. He didn't communicate, only pointing. Once they had got the cages undone, they were putting the cats in cardboard boxes, before climbing back out of the window. David thinks one dropped a flyer for storage units in the Zona Franca out in the street outside. Other than that, David and his staff know very little.



THE STUDIO

OUR INVESTIGATORS ARE GIVEN A CHANCE TO CONFRONT
SERIAL ANIMAL ABUSERS AND MURDERERS

THE ART STUDIO

The art studio is a square room with large skylights. With a short corridor connecting the two rooms, it appears at first to be much smaller than it is. A work bench runs in a 'U' shape through each room. On the walls, and hanging from the ceiling are various artworks, from photographs, to large oil paintings, it is multi use room. At the front of the room, flanked by two doors to the storage areas, is a large desk. This is where Shawn teaches his classes. On the table is a list of all the students, and their last projects.

Though the corridor, are the students last art works. If the investigators have found the student project list of Shawn's desk, they will have no difficulty in identifying Marie and her friends' work.

Item 9;

'The living forest'

- Created by Mateo, this is a large canvas which is streaked in reds and purples, creating dark interlocking branches. Cut into a knife, the white of the canvas can be seen through the thick paint. With a hard Spot Hidden or relevant Art skill, the colours are not randomly placed, and the whole canvas depicts a face with small eyes, set far back from a large gaping maw. Rows of crooked teeth protrude at unnatural angles.

Item 10;

'Treading water, stay above the surface'

- Created by Emilia. Sculpted from wire, it is a large face with multiple faces

Item 13;

'Release'

By Cesar Dominguez. A series of black and white photographs. Close ups of different textures, it is difficult to recognise what anything is. They appear to be fibrous in construction.

Item 21;

'A waking dream'

By Marie. This is a large black and red line drawing showing a trail through a forest. The tree branches are shown to be reaching out to touch the two people walking down a deep red path

Item 22;

'The hunt'

- by Javier Velez. Pieces of a smashed pot have been stuck back together in an intricate pattern. There are sharp edges running through the whole piece.

Storage room 1- Contains a large paint streaked sink, and an old wooden shelving unit with cleaning products, and various paints.

Storage room 2- Is full of papers, wire, and various mediums for sculpting A **Spot Hidden** roll will show that two pairs of wire cutters are missing.



THE STUDENT'S HOUSES

A successful **Library Use** roll will provide the investigators with the full names, as well as the addresses of all of the above students.

Mateo and Emilia Gómez

The Twins live together with their parents in the Poble Sec district. They live in a large apartment on Carrer de Blesa.

If the investigators go to see the family, they have no information where their children are. Yesterday, they packed a bag each and told their parents they were off to stay with a friend to finish an art

project the group were working on. They said they would be back in a few days once it was finished. The family do not know where they are staying, but Mateo and Emilia have been responding to text messages. During the investigators conversation with Mr and Mrs Gómez ,The twins' younger brother is also present. On a successful **Psychology** roll, the investigators can see that the boy is scared, and knows more than his parents.

Luis will not speak to the investigators in front of his parents without a **Hard Charm** roll. This is reduced to a **Charm** roll if his parents are out of the room.

Last night, Luis saw Mateo pack their father's hacksaw, and two knives from the kitchen in his backpack. He is scared his brother is going to hurt someone. For the past week, Mateo and Emilia have been focussed on a project, but they wouldn't let him see. So whilst they were out, he snuck into Mateo's room. With a **Persuade** roll, he will bring the investigators Emilia's diary (*Player Handout #3*)

Javier Velez

Javier lives in a two story town house on Carrer d'Olot. At the end of the road is a set of stairs cut into the rock which ends at the top of the hill and in the Parc Güell. As the investigators approach, Javier is climbing down the stairs from the park. He has gone out to look at some of the mosaic tiles, to see if he can remove them for their artwork. However, there were too many tourists, and he did not want to cause any problems which might cause problems for the group. Allow Javier a **Spot Hidden** (64%) roll to see the investigators.

If he does, he will duck below the stairway wall, and make his way to warn the artists that people are looking into their homes, and not to go back. If he does not see them, he will enter the house whilst they are there to collect the painting.

The Hallway-Stretching to the backdoor, the hallway is long and thin. A bicycle is currently propped up in front of a metal console table. An invoice for multiple shades of purple and blue paints is on the table.

There is a back door out of the building which leads to a small unkept yard. A staircase leads to the living area.

Living Room/Kitchen- An open plan room, the balcony doors are open, with a view over the Parc Güell. An easel has been set up, facing away from the window, and into the room. Investigators looking at the painting will require a **Sanity Check** (0/d3). Trees made of flesh surround a clearing. The fetid oozing sores of the bark appear to drip onto the red sodden earth. In the centre of the clearing is an altar made from bones, a strange green stone. Kneeling before it are six people, their backs showing to the viewer.

A successful **Spot Hidden** will uncover Javier's mobile phone, still charging on the kitchen work surface (*Player Handout #4*).

Bedroom-A large kingsize bed dominates the room, all of the bedding has been torn into strips and hung from the ceiling. They have been dipped in blue and purple paints and left to dry. The whole room smells of chemicals.

Bathroom-Bloody bandages fill the bathroom sink.

The cupboard behind the mirror has been emptied of all its contents, and they lie on the floor.

Marie's house

Marie lives in a small studio apartment in the Gothic Quarter. The building itself is accessed via a small blue door sandwiched between a convenience store and a small café. If the investigators ask the staff of either business, they would describe Marie as polite, softly spoken individual. They last saw her leave her apartment around 7:30pm last night, and rush out of the door to meet a man stood across the alley.

Marie lives on the second floor of a three story building. A twisting staircase opens onto a landing with two doors on. Marie lives to the left (apartment 2B). The staircase continues up to the top floor. If the investigators knock on her neighbour's door, there is no answer.

The Hallway

The apartment has a small entrance hallway, leading to a door into the main living area. The wall to the West is covered in paintings and sketches of various styles and sizes, all displayed in black photo frames. In the middle of the frames is a large black metal mirror. Complex swirls and interlocking patterns has been drawn onto the glass with lipstick, and crayon. Three pairs of shoes are lined up on a small wooden shoe rack, with a gap for a missing pair. A **Listen** roll allows the investigator to hear the sounds of flies from the living area beyond.

The Living Area

A selection of paintbrushes, pens, pencils and crayons litter the floor. On the floor and sofa are piles of rotten tomatoes, tinned tomatoes emptied out onto the floor, strawberries, strips of red photos ripped up, a red street sign, pots of different shades of red paint lie on their sides, their contents spilled. There is a pile of rotten red meat covered in tiny crawling maggots has been tipped onto a chair. **Spot Hidden** reveals a bowl of red and purple stinking thick liquid. Marie has killed her cats, and pulled out their organs, turning them into a horrible paste. This can be uncovered with an **Idea** roll. Their bodies can be found under the bed. All of the items are rotten, and smell of decay. The heat of the Catalunyan summer has made this much worse, and a **CON** Check is required not to vomit from the smell. A swarm of flies buzz by the closed door to the balcony.

A laptop sits open on the coffee table. The computer holds a number of clues which the investigators can follow up on. A successful **Computer Use** roll allows the investigators pull access to her browser history. Hundreds of webpages have been viewed around topics including;

— *Paint suppliers*

— *Creating paints*

— *Mixing pigments*

— *Creating red ink*

— *Blood red paint*

— *Making blood*

— *How to store blood*

— *Where to buy animal blood*

— *Discolouration of blood outside the body*

— *What colour is a human heart?*

Marie's email is currently open on another tab. She has an email from Cesar open (*See Player Handout #5*).

At Cesar's Apartment

As the investigators approach Cesar's apartment, the door across the corridor opens, and a voice calls out. A middle aged man asks if they have come about the smell. If questioned, the man says that there has been an unpleasant smell coming from the apartment across the corridor. He has knocked a couple of times to ask about it, but has had no response.

With a successful **Listen** check, the investigators can hear the sound of buzzing flies from inside. If they do not say yes, the neighbour will declare that 'enough is enough, I'm calling the police'. This should give the investigators a sense of urgency in their search of Cesar's apartment.

Living Area

The front door opens straight into the living area. There are pages everywhere. On the floor, taped to the walls, and laid out on the sofa. They are all covered in sketches, which have then been crossed out, and drawn over again and again in pencil. On the dining table, There is an open pack of disposable razors. All the blades have been removed. An open invoice from a storage company in Zona Franca is on the side (*See Player Handout*

#6).

The Kitchen

All the food items which are white have been taken out. Rice, beans, fat, butter, sugar, onion, cauliflower, garlic, milk, all spoilt, rotten, and infested with maggots and flies. There is a pan on the hob with poached white fish in. This too has gone rancid.

The Bedroom

The bedspread is covered in ink and blood. It is covered in sketches and writing. A pen lies on the floor. The wall has also been drawn on. If the investigators have been to the Art workshop, they will recognise creatures as the same as those in Mateo's drawings.

The Bathroom

Two bloody nails and a small hammer have been discarded in the sink.

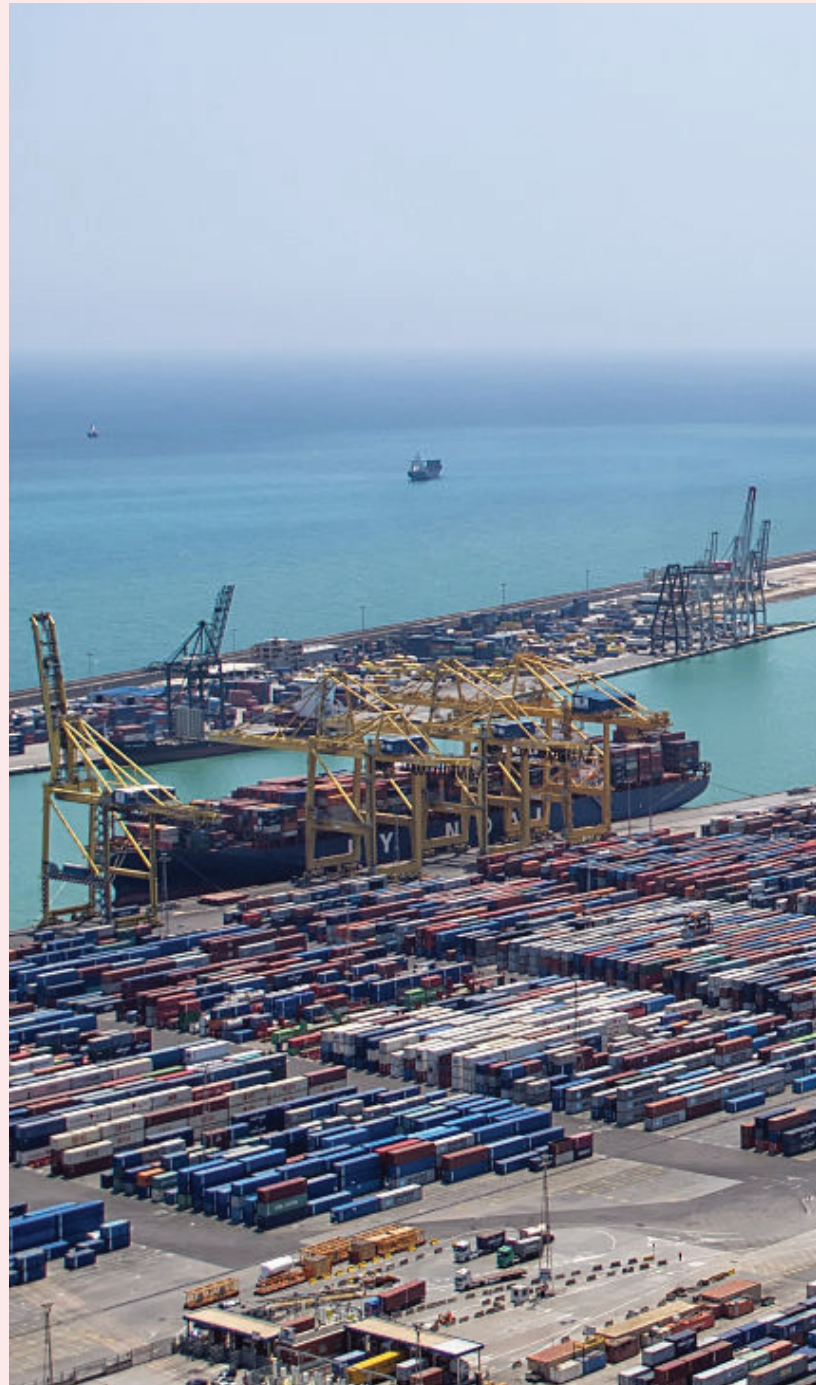
Behind the closed shower curtain, there is a half finished picture on the wall painted in red and white. It depicts a woodland, with faces peering out of the trunks. In the bath, there are chunks of skin and flesh. On the painting itself is hair, and scraps of skin hanging stuck to the tiles (Sanity Check 1/d4).

The Storage Unit

At Carrer Número 24, Zona Franca

Cesar has rented a storage unit in a purpose built complex on the edge of Zona Franca. The building is in the middle of two building sites, giving it more of a sense of isolation. The grey temporary

fences have been standing for a number of months, and have a number of posters of various ages advertising music gigs, club nights, art exhibitions and independent plays. A successful Spot Hidden roll will see a hand written flyer for a new exhibit at the Storage unit in two days time.



ACT THREE: THE FINALE

THE INSANE ARTISTS FIND THEIR DESTINY OR THEIR DOOM

THE STORAGE UNIT

Cesar and the students can be found in the middle of a tableau crafted from flesh and bone. Ignorant to the investigators presence, the group of six artists are adding to their masterpiece. Four mannequins constructed from wire, threaded with scraps of skin, flesh and hair stand under a tree lovingly crafted from the limbs of multiple individuals. Cesar is kneeling in the centre of the scene, a strip of skin in his hand as he continues to stitch it to what appears to be a large flower crafted from the contorted faces of multiple victims. On a successful **Spot Hidden** check, the investigator recognises Shawn Lexington's face amongst the grotesque scene contorted in agony (**Sanity Check 0/d6**). The group appear to be working as one, their movements mechanical. The only voice is that of Cesar as he encourages the group to get their installation completed, ready for opening night.

Development

Once the artists are aware of the investigators presence, they will fight to protect their creation. Armed with needles, paintbrushes and knives, they will try to stop the investigators from getting any help. Whilst if allowed to complete the tableau, the flesh creation will begin to crack and split apart. Between the oozing flesh three crea-

tures from the artists' dreams will begin to emerge. **Sanity Checks** are required for the creatures (**0/d10**). These bloodied nightmares hold no horror for the artists, who drop to their knees, heads bowed at the monstrosities and overjoyed. Once a creature has emerged from the flesh statues, it will try to kill all witnesses to its arrival. There is a 30% chance that a bloodied nightmare will attack the closest investigator each round. If it begins to look like they will not succeed against the investigators, they hold the weakest looking investigator for one round before disappearing with the prize.

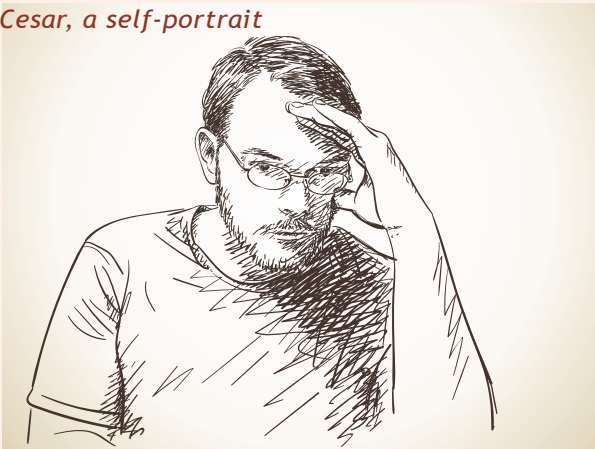
The Aftermath

If the artists are stopped in their mania before the completion of the tableau, they can be subdued. Cesar is beyond help, but the rest of the group can be helped. Cesar's dreams do not stop, and he continues to produce nightmare-inducing artworks in care.

If the Bloodied nightmares are allowed to enter through the tableau unchallenged, their insidious dreams will spread, infecting thousands of residents every night, until they incite mass hysteria, and more and more art is produced, creating

Wrack

Cesar, a self-portrait



Cost: 3 magic points; 1 Sanity point

Casting time: 1 round

This spell will temporarily incapacitate a single target who is within 10 yards of the caster. For the spell to take effect the caster must succeed in an opposed **POW** roll with the target. Intense, wracking pains seize the target, the face and hands blister and drip fluid, and the eyes cloud with blood and become temporarily sightless. The target is rendered completely helpless during the period of the spell's effect.

The effect lasts **1D6** rounds, after which sight returns. In **3D10** minutes, the target fully recovers and can resume normal activity. Traces of physical corruption fade quickly and in 24 hours only faint blemishes can be seen on the skin. Each such experience costs the target **1/1D6+1** Sanity points.

Alternative names: *Woeful Agony of the Wretched, The Festering Blindness of the Seven Hells, Rend Enemy.*

BLOODY NIGHTMARES

(DIMENSIONAL SHAMBLERS),

Dimension-hopping flesh-effigies

char. averages rolls

STR 95 (2D6+12 ×5)

CON 80 (3D6+6 ×5)

SIZ 95 (2D6+12 ×5)

DEX 50 (3D6 ×5)

INT 35 (2D6 ×5)

POW 50 (3D6 ×5)

HP: 17

Average Damage Bonus: +1D6.

Average Build: 2

Average Magic Points: 10

Move: 7

ATTACKS

Attacks per round: 2

Fighting attacks: Dimensional shamblers can attack with both fore-claws using general unarmed attacks they may attempt to grab an opponent and disappear into another dimension.

Fighting 45% (22/9), 1D8 + damage bonus

Grab (mnvr) grabbed and held for 1 round before disappearing to who knows where?

Dodge 30% (15/6)

Armor: 3-point thick hide.

Sanity Loss: 0/1D10 Sanity points to see a dimensional shambler.

A BLOODY NIGHTMARE



PLAY AIDS & CLUES

ALL THE HANDOUTS NEEDED FOR THE SCENARIO

SCENARIO TIME LINE THE KEEPER'S PULL-OUT REFERENCE

TUESDAY 30TH JULY

Cesar begins to dream of a living forest made from flesh

WEDNESDAY 31ST JULY

Cesar wakes from his dreams to find his bedding, his walls and his own arms covered in sketches of the forest but it does not seem as perfect as his dream

MONDAY 5TH AUGUST

Cesar speaks to his friend from art school, Marie to ask for her help on perfecting the works. She begins to dream of the forest. Cesar drops out of the art class to concentrate on perfecting the 'living forest'.

WEDNESDAY 7TH AUGUST

Marie shows her new statue to Shawn Lexington, her art teacher. He is concerned with the violence of the piece, but does not take it further.

FRIDAY 9TH AUGUST

Marie and Cesar ask the rest of their art friends for help. Cesar drives nails through his ears so he cannot hear anything other than the whispers of the creatures from his dreams

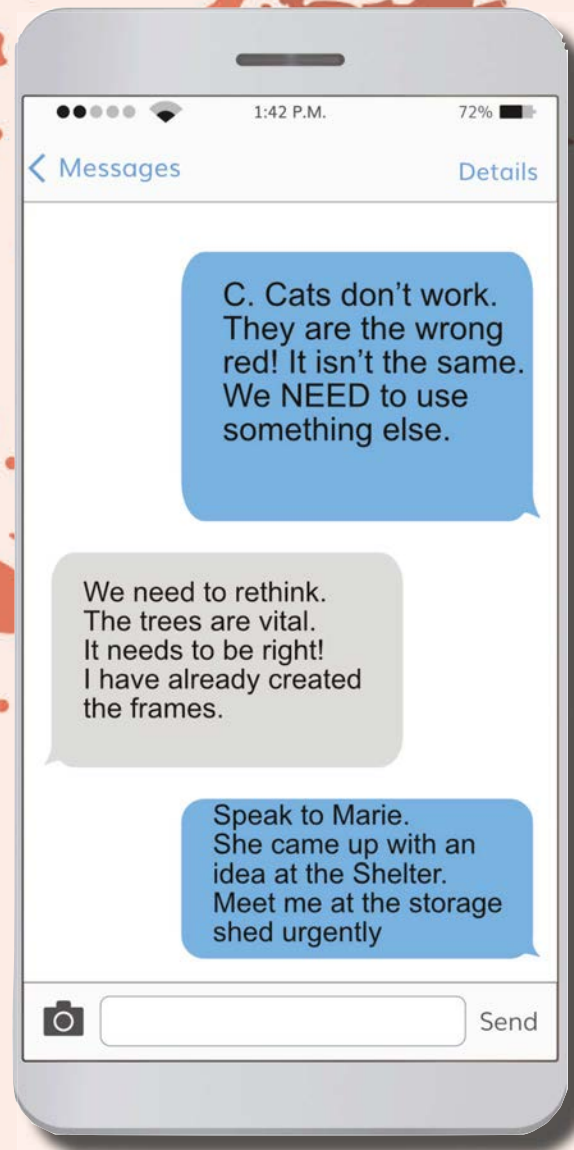
SATURDAY 17TH AUGUST

Shawn Lexington invites the investigators to spend the weekend with him in Barcelona. They go out for dinner. Marie interrupts. The horror begins.

Player Handout #1

I think I am on to something. Marie text me & asked me 2 meet her & Cesar. They said they needed to show me something & I can help. I am going 2 see them now. I will msg you when I am free. S.

Player Handout #4



New message

Reply Delete Archive Junk Sweep Move

From marieruizartista333@grr.la.es

To cesardombarca68@guerrillamail.cat

Cc

Marie,

You were right. This is the right colour and the right textures. With the wire, it is right! I can make the branches easily enough, but the bark is harder than I thought. It is messy. But it is worth it. With Mateo and Emelia's help, we have managed to get almost all of our materials. But we do need more.

Speak to Lex. He might be the last part we need. The whisperer says he is perfect and we should seek him out as soon as possible. He might be able to help.

I have spoken to the others. Tonight is the perfect night for us to do complete the last touches. We are meeting at 7:30. We might be able to bring forward opening night!

Cesar

Enviado por mi teléfono Android

A Cat Burglar in the city?

By Carla Maloney

Police have been investigating multiple pet thefts over the past week, sources say.

With over 30 pets now reported missing, people are ensuring their pets do not leave their homes.

'We took our Bounce to the park to play only yesterday' said one witness. 'We threw a stick for him, but he never came back. We are devastated. 'He belonged to our six year-old daughter'. Concerned pet owners are advised to keep their pets indoors at all times, and it is recommended that dog owners keep their pets on a lead until the culprit, or culprits are caught.

It was the same dream again last night. But I still could not get to the end

I walked until my legs were sore, and my feet bled. I could feel the flap of skin on my heel rubbing on my shoes, and still, I walked onwards.

The ground turned from sand to soft red packed earth. It is the colour of blood. Of muscle, of tendons. The trees grow thicker here. Branches made of limbs, and bark made from faces. The watch me, watching them. Their eyes fixed on me as I pass. Their mouths contorted into the silent screams of their ever living eternity. But I can't stop. I can't. They say to come closer. I walk towards their whispers. Their words caressing my face. I cannot make them out. I cannot make them out!

I was there again last night. I saw the trees. The whispering, wailing trees. They begged me to stop and speak with them, but I can't. The soil felt wet tonight. It oozed over my feet and into my shoes. Its sticky red coating my flesh. I walked until the trees parted, and I came to a clearing. Such a sight! They were there, backs to me, offering up a goat to an altar. No, not a goat, a stout creature, its forelimbs twisted and broken. As the knife rendered the flesh, I could smell its life draining. The smell of copper and iron. And rancid meat.

As I woke in the morning, I found my bedclothes covered in writing and drawings. Places I had seen, faces screaming, and the words. I cannot read them, but I know what they say. They whisper to me even when I am awake. 'Come. Come and let us in'. I want to let them in!

I am struggling to decipher my writings. The whispers say I should get help. I know who can help. Who will help. Marie. Marie will understand. She will see the beauty in the drawings. She will see the beauty in what the whispers want me to do. Yes. I need Marie. The whispers are louder today. But I cannot make out everything they say. It is louder here. In the city. So loud. I can't make them out. Yes, yes, I will drown on the other noises with the whispers. Yes.

I did it. I can hear nothing but those glorious whispers urging me on to my greatest art of all. The art of life. The art of creation. The art of bringing forth the whispers here. But how? They told me so much. Tried to tell me more. I did it. I did it for them. I took the nails from under the sink with me to the bathroom. I did it. I pushed them into my ears. All the way. Yes. I did it. No more noise. Only them. Only their instructions. Their plans. Their glorious words soon to be made true. No more noise. No more.

And the world will turn red under feet.

Yesterday Mateo and I met Cesar and Marie for lunch. They looked so tired I was worried. I asked if everything was ok, because to be honest, it wasn't!

But they spun me the strangest tale. T made no sense! Mateo laughed at first, and so did I. A blood forest? Flesh branches? Faces for trees? Okay! Someone has been reading far too much horror online. They had even created drawings and their own weird symbols. I thought, that's cute- they are absolutely looking for excuses to spend more time together after the course.

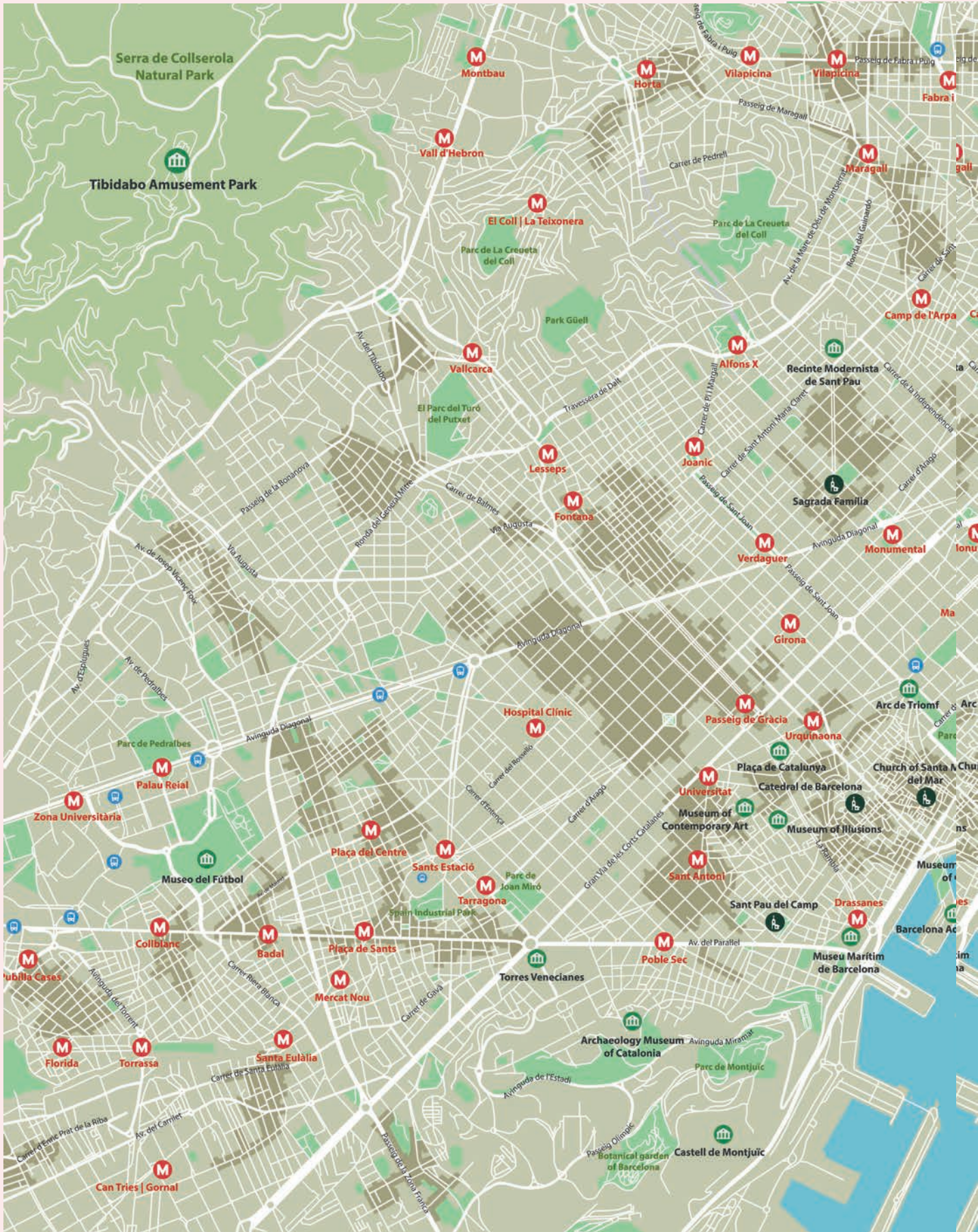
I was an idiot.

Last night I saw the truth. I was there. I heard the beautiful whispers. Tiny sing songs in my brain, fingers through my brain! I walked on the red soil, I saw the oozing branches. I saw the colours! The swirling, bright red colours! Oh I was an idiot. I walked through the trees, down the path to a clearing? There were people there. Not people. Things. Big things. They were chanting, but I couldn't make out the words. I remember thinking it was so beautiful, but I couldn't make it out in my dreams. I remember thinking. If I wasn't dreaming, they could tell me.

This morning, Mateo asked me if I had had any dreams over breakfast. But it was a stupid question. We both knew we had.

We both pleaded with the other- had you heard the chant? Did you hear what they were saying. But no.

Mateo suggested we ask the whisperers what they were saying in person. But we couldn't find the red forest online anywhere. Cesar was right. We need to speak to them again. If we can't go to them. They have to come to us. We need them to come to us.





LEGEND

- DENSE RESIDENTIAL
- PUBLIC PARKS
- RAILWAY
- PUBLIC BUILDING
- METRO
- BUS STOP
- TRAIN STATION
- RELIGIOUS BUILDING
- ZOO/PRESERVE

KILOMETRES

0 1/4 1/2 3/4 1

David Sánchez

Age: 38

Occupation: Architect

STR 60	CON 35	DEX 30	INT 50
APP 25	POW 60	SAN 60	HP 8
DB 0	Build 0	MP 12	Luck 50

Accounting 30%	Library Use 45%
Art/Craft (Technical Drawing) 25%	Listen 40%
Credit Rating 40%	Mech. Repair 15%
Dodge 15%	Medicine 26%
Fighting Brawl 25%	Navigate 25%
First Aid 30%	Persuade 45%
Language: English 65%	Psychology 55%
Language: German 50%	Science (Mathematics) 41%
Language Own (Spanish) 70%	Spot Hidden 50%
Law 15%	



Backstory

You have known Shawn now for over nearly 15 years, having gone to school with him. Since school you meet up every few months, but it is getting harder now you have children. As an architect working on a project to build an apartment complex outside of Berlin. The travel alone takes a day to and from work. Its been three months of constant travel, and work. It has certainly taken its toll on your home life. A week ago, your wife said she wanted a break, as it already felt like she was raising the boys alone. She said that she was taking the children with her to her parents house. Devastated, the first person you turned to was Shawn. He said that he was having a few friends over to his new apartment in Barcelona this weekend, and that you should come too.

It has been far too long since you last met up! Gratefully accepting, you arrive mid afternoon, ready to meet up with Shawn and his friends. Here's to a weekend of old friends and new. Next week, you can speak to Claudia and tell her what a fool she is being, and to come home.

Antonio Rubio

Age: 42

Occupation: Doctor of Medicine

STR 65

CON 44

DEX 65

INT 50

APP 30

POW 90

SAN 90

HP 13

DB 0

Build +1D

MP 18

Luck 60

Charm 50%

Credit Rating 50%

Dodge 32%

Fighting Brawl 35%

First Aid 55%

Language Other Latin 26%

Language Own (Spanish) 50%

Library Use 45%

Listen 40%

Medicine 31%

Natural World 30%

Persuade 33%

Psychology 25%

Science Biology 26%

Pharmacy 26%

Slight of Hand 20%

Spot Hidden 30%

Backstory

Ugh. Great. You were excited when Shawn invited you down to the coast to catch up. But it looks like you were wrong. He didn't just invite you. He invited the whole crew. Great. Just great.

There is going to be bickering, and arguing. There always is. And the guys are going to try to out do each other with the booze. Great. Why do you even still hang out with them? Crikey, you have tried to get away before. But Shawn just keeps pulling you back in.



Carlos Hernandez

Age: 34

Occupation: Computer Programmer

STR 50	CON 60	DEX 55	INT 55
APP 40	POW 50	SAN 50	HP 11
DB 0	Build 0	MP 10	Luck 60

Archaeology 5%

Charm 20%

Computer Use 59%

Credit Rating 55%

Dodge 55%

Electrical Repair 51%

Electronics 47%

Fast Talk 10%

Fighting Brawl 55%

Language: English 55%

Language Own (Spanish) 70%

Library Use 60%

Listen 30%

Psychology 40%

Mathematics 35%

Spot Hidden 50%

Backstory

Shawn and you are firm friends, and old housemates. Living together straight after university, you and he were as close as brothers. This weekend is going to be great. With any luck Caroline and Natalie can behave, and not upset each other. But when does that ever happen?

You have spoken to Shawn about how jealous Caroline gets, but he laughs it off. The girls aside, this is going to be great. Like the good old days. Good food, good wine, and good weather. Apparently he has invited an old school friend. Some guy whose wife has left him. Best cheer him up. He is going to need a good time this week!



Caroline Turner

Age: 34

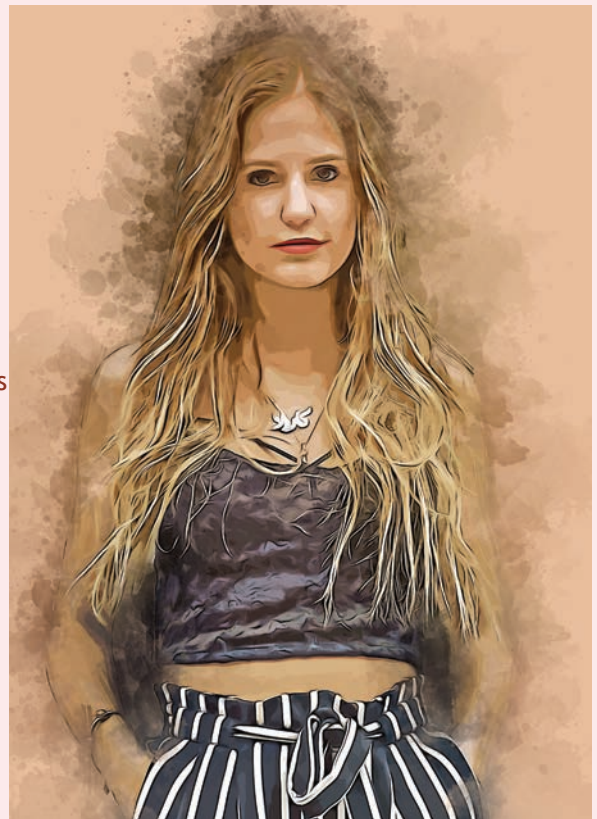
Occupation: Author

STR 45	CON 60	DEX 55	INT 75
APP 65	POW 60	SAN 60	HP 13
DB 0	Build 0	MP 12	Luck 55

Anthropology 6%	Fighting Brawl 30%
Appraise 20%	First Aid 30%
Art/Craft (Literature) 35%	Language Own (Spanish) 32%
Charm 75%	Language Own 80%
Computer Use 55%	Library Use 75%
Credit Rating 29%	Listen 60%
Dodge 27%	Natural World 45%
Fast Talk 40%	Psychology 45%

Backstory

You and Shawn go way back to university. You met on a teacher conversion course. Shawn had studied Art History, and you studied Literature. After university, Shawn went off to become a teacher in the next town along, but you struggled to find a job in a school. To be honest, it was all too ghastly. Eventually, giving up on teaching, you began to write about trips you had been on, and places you visited. Eventually, you fell into travel writing. When Shawn's invitation arrived, it sounded like an amazing opportunity to meet up with some of the others, and head to Barcelona. Great tourist attractions. Great writing opportunities. And lets not forget Shawn. It will certainly be great to catch up with him. As long as that cow Natalie



isn't coming.
Natalie Kelly

Age: 33

Occupation: Personal Trainer

STR 75

CON 80

DEX 45

INT 55

APP 80

POW 65

SAN 65

HP 15

DB 0

Build +1D4

MP 13

Luck 60

Charm 70%

Climb 46%

Computer Use 30%

Credit Rating 29%

Dodge 32%

Fighting Brawl 45%

Jump 35%

Language Own (English) 55%

Language: Spanish 30%

Library Use 45%

Listen 30%

Medicine 11%

Psychology 20%

Slight of Hand 30%

Spot Hidden 60%

Swim 50%

Throw 50%

Backstory

You and Shawn met at the gym a couple of years ago. He was looking for someone to help him get in shape for a half marathon. He seemed like a nice guy, but you were a paid professional, and wanted to keep it that way. About six months after you moved to another gym, you bumped into him in a bar on a night out.

Shawn is great fun, and so were his friends. But not Caroline. She seemed to dislike you the moment you started joining in group activities. You have no idea why. Maybe she likes Shawn? Maybe she thinks you do? Well, she is wrong. Very, very wrong. After all, You have just asked his brother to move in to your apartment. Hopefully, she can keep her thoughts to herself this time.



Sofía Ramirez

Age: 36

Occupation: Artist

STR 55

CON 40

DEX 75

INT 60

APP 75

POW 50

SAN 50

HP 11

DB 0

Build 0

MP 10

Luck 50

Anthropology 36%

Appraise 20%

Art/Craft 40%

Charm 55%

Credit Rating 34%

Fast Talk 20%

Fighting Brawl 50%

Firearms (Handgun) 35%

History 40%

Language English 41%

Language Own (Spanish) 50%

Library Use 55%


Listen 37%

Spot Hidden 60%

Backstory

Oh! Barcelona for a weekend! Shawn is so kind to invite you over. The last time you spoke to him, you explained you were struggling for inspiration. Out of everyone you know, he is the most likely to understand. He is an incredible artist. Totally wasted in teaching, but you just can't get him out of the habit. It's going to be great to see the whole gang again, plus someone else! Great! A new addition.





For the past few weeks, summer school artist Cesar Dominguez has been dreaming of a strange world. Walking through a landscape of vivid colours and patterns, his vision pulsates in time with discordant melodies and whispers. Strange moving shapes in the corner of his sight have been urging him to share his visions with others, so they too can join in the harrowing beauty.

A Tableau of Red takes place in Modern-Day Barcelona and is suitable for 4 experienced Investigators or 5-6 novice ones.

Content Warning: This book has a depiction of self-harm in the first encounter and implied animal cruelty throughout.