



Hidden Within

A Call of Cthulhu Scenario

By Avery M. Viers



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HIDDEN WITHIN

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SUMMARY

Earl and Lizbeth Lander are dog breeders who live near the city of Toledo, Ohio. Their nephew, Isaac Lander, has called for an investigation into the couple based on their state when he last visited. He found his Aunt and Uncle to have gained nearly twice their weight and acted in a strange manner. The police are no help, so he has called on outside aid before he leaves the area to return home. Little does he know that there are worms of another world hiding all around, giving secrets to their hosts in exchange for their bodies.

This is made for new or moderate Investigators, and depending on how it is played, it can be combat-focused. It is set in the 1920s near the city of Toledo, Ohio but could easily fit in to any other timeframe or city. Having an Investigator with some kind of medical experience would be most beneficial for the game.

KEEPER INFORMATION

Two weeks ago, when Earl Lander was burying a dog in the woods behind their house, he discovered a large metal canister just under four feet of dirt. After spending the next few hours trying to dig up the rest of the cylinder, his activity awakened some old parasites that had been living within the canister all these years. While the sun was setting and Earl was still working on excavating his wonderful find, two of the parasites were able to crack open the metal of the silvery cylinder. They made a beeline for the man, but lucky for him a loyal dog jumped in the way of the attack. The parasites burrowed into the dog's body and remained inside, the dog looking swollen, fat, and strangely happy.

Once this happened, Earl was quick to rush home and inform his wife Lizbeth about what had happened. They quickly agreed the dog should be put down and inform the local college of what they had found in the hopes to get some answers.

However, once Earl had gotten up the nerve to finally put down the loyal pup, he discovered something wondrous. When the dog lashed out with a bite at its master out of fear, Earl's mind was elevated to a place far away, a dream of intense pleasure and happiness that paled the real world into something dull. His consciousness was still of this world, but Earl began to see more than ever, the magics and wonders of a hidden world.

After this, he devised a different plan. He would end up studying the effects of the parasites himself, feeling a personal drive to live in the heightened reality he had been in for just a moment more. Beginning his macabre investigation into the parasites, Earl ended up dragging his wife and the other pooches in to help.

In the end, they all end up infected and helpless to the parasites within their bodies. That is when the Investigators step in.

A Desperate Plea

The scenario begins with one of the Investigators being contacted by Isaac Lander. The connection between the two can either be that Isaac has heard about some past investigations and exploits by the investigator, or the investigator is an old friend.

Isaac Lander is a soft-spoken young man in his early twenties who runs a small flower shop in Detroit. The clothes he wears are cheap, but put together to look stylish, and he takes rather good care of himself.

After a few pleasantries are exchanged, Isaac speaks calmly about his visit to his family in the area. He had just arrived for a day or two to meet with his parents and decided to visit his Aunt Lizbeth and Uncle Earl who lived nearby. The pair lives in a small house Earl had built when they first married just outside of Toledo. Earl is a contractor and helps on other building projects in the area, while his wife stays home and breeds golden retrievers to sell.

When Isaac went to visit, he noticed the dogs acting strange, barking, and whining at him. All of them seem well-fed, being a bit bloated. His Aunt and Uncle were no different. When they answered the door, they had gained a large amount of weight and seemed to be constantly laughing or giggling. He left quickly without entering the house, which the pair were insistent to keep him out of.

He informs the Investigators that he did contact the police about his aunt and uncle's condition but was blown off.

Throughout it all, he is very insistent that his family be checked up on. From how they looked, he fears for their health and lives. He is willing to pay (Around \$50) to have the Investigators check in on his family and see what the problem is, but if the Investigators at first refuse, offers double.

If asked anymore about the situation, he will say that he left before anything more could be

determined. He leaves an address for his aunt and uncle's house and phone number to contact him and begins his return to Detroit, leaving the Investigators to handle the situation.

The First Visit

On the first visit to the house, most will look relatively normal. The house was built by Earl Lander only three years ago, with no wear in the light blue it is painted in. There is an outhouse in the back, and next to that, there is a larger, fenced area with several dog houses and golden retrievers inside. It is a half hour drive from Toledo and is nestled into a forested area in between the farmlands of Ohio.

There are seven dogs within the fenced area, and anyone looking at the dogs will see that they are not well. Each Golden Retriever is overgrown, panting heavily, and laying around instead of playing in the ample room given, save for two normal looking dogs that keep away from the others. The large dogs seem happy nonetheless, wagging their tails all the while. A few of them struggle to move closer to the Investigators but give up within a few feet.

The windows of the house are all closed, and the curtains are drawn. The house is quiet except for the occasional sound of light giggles. On the first knock on the door, the giggles grow louder. It is only on the second that a grunting response is given, followed by a full-blown laugh.

Mrs. Lander is the one who answers, her face and limbs looking thin in contrast to her bloated body. She wears an oversized dress that is clearly a blanket roughly stitched together to cover her body.

At first, she will ask if the Investigators are there to buy one of the dogs, saying that "we are selling them fast. Better get one before they are gone." As she speaks, she giggles lightly and constantly, as if manic.

Should the Investigators buy a dog, it will cost them 10 dollars per dog. If on the first visit, the Investigators grab one of the healthy dogs, congratulations! They now have a young golden retriever to take care of. If they bought one of the fat, infected dogs, they will be in for more hardships.

If the parasite feels in anyway threatened, such as if its host is about to be cut open or it feels some form of damage to the host, they will escape and try to find a safer host to inhabit. This will be anyone nearby. In each infected dog, there is about 2 Parasites inside.

The Investigators will find that any further conversation with her is only met with evasion and rejection to answer. If asked about Isaac Lander, she will reply that she loves the boy very much, but he is a bit too soft. If asked if they are okay, she will laugh loudly and say that "The two of us are fine. Better than

we have been in years." Further pressing will lead to only rebuffs and laughter.

If the Investigators look at the food the dogs are being fed, they will see it is red, raw, and covered in hairs and bone bits. If asked where they got the food, she will be evasive. A **Persuade, Charm, or Fast Talk check** will let Mrs. Lander reveal that they are supplied from Fredrick Farm, a half hour journey East of the Lander Home.

If the Investigators try to break into some part of the house here, Mrs. Lander will appear with a 12-gauge shotgun and try to scare them off. A **Spot Hidden, Psychology, or Guns check** will show that Mrs. Lander poses no threat. Her finger is off the trigger and she is too sluggish to pursue them. If the Investigators press forward, she will threaten to call the police. If even that doesn't work, she will open fire.

Toledo Police

While nearby, there is little the police would wish to do about the topic. If asked to investigate the house, they will either refuse to go out of their way when there is no clear crime or check up on the couple and leave shortly after.

With a successful **Fast Talk or Law check**, the police will reveal that there was a break-in at a local veterinary clinic in the area. All that was reported stolen was a few surgery tools and drugs. The Police suspect the Landers might have something to do with it given that they raise dogs in the area but did not find any evidence when they went to investigate. Should the Investigators go to the veterinary clinic, they will get the same amount of information.

If called to the property by Mrs. Lander when the Investigators are caught snooping around, they will arrest the offenders and take them to a lock up cell for the night. Mrs. Lander refused to press charges, but the police keep an eye on the Investigators from that point on.

Veterinary Clinic

The Clinic is a small brick building with only one operating room, a bathroom, and an office inside. From the outside, it can be seen that one of the windows has been boarded up. Dr. Sharon McCurdy is the only veterinarian on duty. He is an older, plump fellow with clear pale skin and thinning blonde hair atop his head. No animals are kept within the building unless they are recovering, and currently there are none that are doing so.

If asked about the break-in, Dr. McCurdy can only give a little information. During the night a week ago, someone had broken into the clinic and stolen operating tools and medicine from inside. The doctor highly suspects either the Landers or Eric Fredricks, a

local cow farmer. Both are the only people in the area who have animals in such numbers that surgery might be needed on a more regular basis.

The Investigators may bring one of the Lander pooches to Dr. McCurdy to find out what is wrong. After a short examination, the veterinarian will conclude that there is some kind of parasite or infection inside that is causing them to swell as much as they are. He prescribes either a round of strong drugs to kill the possible infection, or to cut the animal open to remove the possible parasite. No matter the decision, the parasites inside will erupt out of the animal should the cure be administered. Should it be a dog, 2-3 parasites will be released. The parasites will most likely attack and burrow into Dr. McCurdy, leaving him in a similar state to the Landers and their dogs.

The Parasites

The parasites look closer to centipedes; however, they are as long and thick as a grown man's arm span and are colored a deep, vivid blue. Both ends of their body have lamprey-like mouths that will grab onto anything it can. Because of their multiple legs, they are able to quickly catch up to their prey. They must. Without a living host to hide in, light will quickly make them rot into nothing but fine blue ash. **After 2 combat rounds (around 12 seconds) in sunlight, they will be reduced to ash.**

Removing the parasites is a difficult, but not impossible, thing to do. With a **Medium Medicine check**, it is possible to remove one of the Parasites inside a host. This check will have to be done for each Parasite. On a failed check, the parasite will dig in deeper to its host, dealing 1d4 damage.

Lander Home

Room 1: The Kitchen. It has some modern amenities, like a brand-new refrigerator, but it is still a simple design. It is fused with a small dining set on the far wall opposite of the stove. Looking in the fridge will show that it is completely empty, save for a few empty jars with red residue. The shelves in the kitchen tell a similar story, mostly empty besides a few cans of vegetables.

Room 2: At one point in time a dining room, it is now used as storage. All manner of business receipts, clothes, furniture, and books lay inside, all coated in a thick layer of dust. There is a desk inside that has seen some moderate activity, as it has less dust than everything else in the room. Looking around the desk reveals a small stash of cash (40 dollars), a sale book for the dogs, and a book called *Sogni di Rovine Romane*.

Looking over the book (**Accounting or Library Use check**) shows that the couple has sold

quite a number of dogs through the years, and as recently as April 27th, two dogs had been sold; one to Eric Fredricks and one to Cynthia Woodring.

The book is one that seems to have been from the Toledo College. It is an Italian text written by a Miss Francesca Romano, written in 1896. The Book is called *Sogni di Rovine Romane* (Dreams of Roman Ruins) and details the author's journey through modern Italy to Roman landmarks, and the dreams she had there when under chemical influences.

Sogni di Rovine Romane (Dreams of Roman Ruins)

Italian, Francesca Romano, 1896

Sanity loss: 1d4

Cthulhu Mythos: 0/+1

Mythos Rating: 4

Study: 4 weeks

Spell: Circle of Protection (Warding)

Info: Details the author's journey through modern Italy to Roman landmarks, and the dreams she had there when under chemical influences. Most of the writings are unconnected streams of consciousness, but the process she uses to lucid dream and protect herself from those that live beyond.

Room 3: A guest bedroom that has quickly been converted into a rough laboratory. More mason jars line the room on quickly made shelving, each filled with dog organs of all kinds. The bed is soaked in blood and other foul bodily fluids, the skeletal remains of a dog still on the sheets. Scattered around the room are surgical supplies seemingly made for animals.

A desk pushed against the corner of the room has an open journal on it, filled with the musings of Earl Lander (**Birth of a Dozen Handout 1**). Besides the writings, it is filled with complex chemical and mathematical equations that a **Medicine, Chemistry, or any Mathematic check** will show that the effects of the mysterious parasitic liquid are close to a strain of Peyote, and that the correct amount to use per experience is 50 mg. The way the Landers have been using the substance, which Earl Lander has dubbed Blue Haze, has been to place the amount at the end of a knife and stab it into their arm, legs, or torsos. Too little of the Blue Haze and the effects disappear shortly. Too much and a person could lose themselves to it. The effects are the same as when the Parasite uses its Burrow, except the sanity loss for failing the CON check is a 1d4 instead of a 1d8+2 and there is only 3 points of CON loss.

Room 4: The main bedroom. Inside is a bed in the center of the room and a dresser on each side for the Mr. and Mrs. of the house. Clothes and feces litter

the floor among dirty plates and empty cans of food. Earl Lander lays on the bed, body so swollen he is unable to move.

He is hardly conscious as the Investigators walk in, moaning and crying quietly. He can only speak very little, in hush sounds as to not disturb the creatures churning around inside of him. A **Spot Hidden check** will let the Investigators see the parasites squirm and move just under his skin as he speaks, giving them a guess that there is around 5 or 6 of the things inside. (**Sanity check** 0/1d4). All the time, Earl Lander is only asking for one thing; burn it all.

Should the Investigators spend too much time in the room or are too loud, five to six Parasites will burst out of the Mr. Lander's body, killing him and filling the room with blood. Seeing this is a **Sanity check** (0/1d6)

Room 5: Living room. Here is where Lizbeth Lander has spent most of her days after being infected. While she is slightly more mobile than her husband, she still has trouble moving from place to place.

There are a few small couches inside, as well as a radio set and a bookcase. The furniture is stained with blood and feces, the same that pools on the floor.

Mrs. Lander will be sitting on the couch, body still horribly swollen, with a shotgun resting on her lap. It is up to the Keeper whether she is awake or not at this time. If she is awake, she is instantly hostile to the Investigators, laughing as she swings the shotgun at the them like a club. She will refuse to stop until she is either incapacitated or killed, in which case the Parasites inside of her will try to escape.

Room 6: Outhouse. If the Investigators root around in the hole, they will be covered in a horrid smell. Oh, and they will find nothing important.

Room 7: The door to the cellar. It is locked, but a **Hard STR check** will be able to crack open the door if the key cannot be found.

Inside, the Investigators will find many jars of red and yellow soup, each faintly glowing a bluish hue in the dark cellar. A **Spot Hidden check** will show that there are identifiable hairs, bones, nails, and skin fragments inside of the glowing jars. (**Sanity check** 0/1d4)

Room 8: Doghouse. A dead dog is inside, with the ashen remains of three parasites. With an **Investigation check**, it looks like the parasites were burned, yet there are no signs of burning on the wood of the doghouse of the wood.

Room 9: Doghouse. Two swollen dogs sit inside, tails wagging and happy.

Blue Haze

The Parasites give a kind of hallucinogenic to their victims that Earl Lander dubbed Blue Haze. The Blue Haze cannot be extracted from the host's body, but injecting parts of the body, such as blood, saliva, and others, can give the same effect in a more controlled form. Mr. Lander's research into the drug showed that it is close to a strain of Peyote, and that the correct amount to use per experience is just under 50 mg. The way the Landers have been using the substance has been to place the amount at the end of a knife and stab it into their arm, legs, or torsos.

The effects are the same as when the Parasite uses its Burrow, except the sanity loss for failing the CON check is a 1d4+2 instead of a 1d8+2 and there is only 3 points of CON loss.

*A **Constitution check** is made during the injection. On a success, the target is shown images of an altered world, losing 1d6+2 sanity and gaining 2 INT. On a failure, the target loses 1d4+2 sanity, loses 3 CON, and falls unconscious. (INT can only be increased by 20 in this way. CON will fall to 10 and stay there.)*

Fredrick's Farm

The property has only two buildings; a small white farmhouse where the Fredricks live and a large red barn where they keep the cattle he raises. Besides the cows that are grazing in the field, Investigators can also see chickens, pigs, and two golden retrievers watching over them. The dogs will come to greet the Investigators before Mr. Fredrick does. Both dogs are grey around the muzzle, friendly until their master is threatened, and not infected.

Mr. Fredrick is a simple man who really does not wish for any large notoriety. They will shrug off any investigator at first but will allow entry with a little money or convincing (**Persuade or Fast Talk check**). The patriarch of the family walks with the Investigators the entire time they are on his property, not letting them out of his sight.

If asked about supplying food for the dogs the Landers keep, he will say that he was told by Mr. Lander that that was no longer needed, and that they had found another way to feed the dogs. Mr. Fredrick is obviously upset about this and isn't shy about bashing the Landers for finding "cheaper food elsewhere". If asked where they might be getting the food now, Mr. Fredrick can only guess. He suggests they might be doing a bit of hunting or roadkill gathering to feed the dogs.

When asked about the Landers, he will say that he has bought multiple dogs from them in the past, and they are good to have around the farm. He states

he hasn't had any problems with the Landers until recently. He had bought a dog from them last week, and it had been so lazy, fat, and frankly strange, that Mr. Fredrick had put the animal down and buried it.

If the Investigators wish, they can dig up the body of the dog, but this will take a **Persuade or Fast Talk check** for Mr. Fredrick to allow. Once they dig up the body, Investigators will find the body of the dog still moving, like something is inside of its body. If the dog's corpse is jostled too much, two Parasites will burst out and attack the Investigators and Mr. Fredrick.

After the two Parasites are killed, Mr. Fredrick will burn the body of the dog with kerosene and demand to know what is happening. Should the Investigators blow him off, he will grow more hostile, even to the point of grabbing a gun and demanding yet again. In his mind, he has a family to protect from whatever it was he just saw. If the Investigators do tell him what they know, he will calm down and offer his aid. His "aid" means burning down the Lander home and killing all of the dogs there. It will take a **Persuade check** to calm him down enough to stop this plan, should the Investigators wish. He will offer the Investigators aid in other ways, such being a canister of kerosene, a 12-gauge single shotgun, or anything else within reason.

Mrs. Cynthia Woodring's House

A small, single story suburban home surrounded by a few other small, similarly built housing. Mrs. Cynthia Woodring lives alone, her husband dying several years ago, living off her savings and a secretarial job at a local business.

On arriving at the house, Investigators will find the lights on and the door unlocked. The House only has four rooms: a kitchen that is connected to the front door, a living room next to the kitchen, and a bedroom and bathroom that can be entered through the living room. It is neat and orderly inside and would be a nice place if not for the rotting smell and feces.

Any calls for anyone inside will be unanswered. Mrs. Cynthia Woodring lies in her bedroom, stomach and chest swollen to twice the size of the rest of the woman's body and unable to move. (**Sanity check** 0/1d6) The dog is not in the room, and is in a similar state in the bathroom, swollen to an ungodly degree. (**Sanity check** 0/1d6) Once either of the swollen lifeforms see the Investigators, they will begin to scream as their bodies are torn open to show the parasites inside.

The dog's body will birth two parasites, while Mrs. Woodring's body will birth three. Both will still be alive after the birth, but their bodies are twisted in such a way to make it impossible for them to move.

Mrs. Woodring, back to her senses, will beg to be killed.

There is not much else to find within the house.

The Shed

The shed can be found by following a faint trail into the woods surrounding the Lander's home. A **Track check** can easily find the path Earl Lander walked to and from the shed. If this is failed, it will take an extra hour or two to finally locate it in the dense forest.

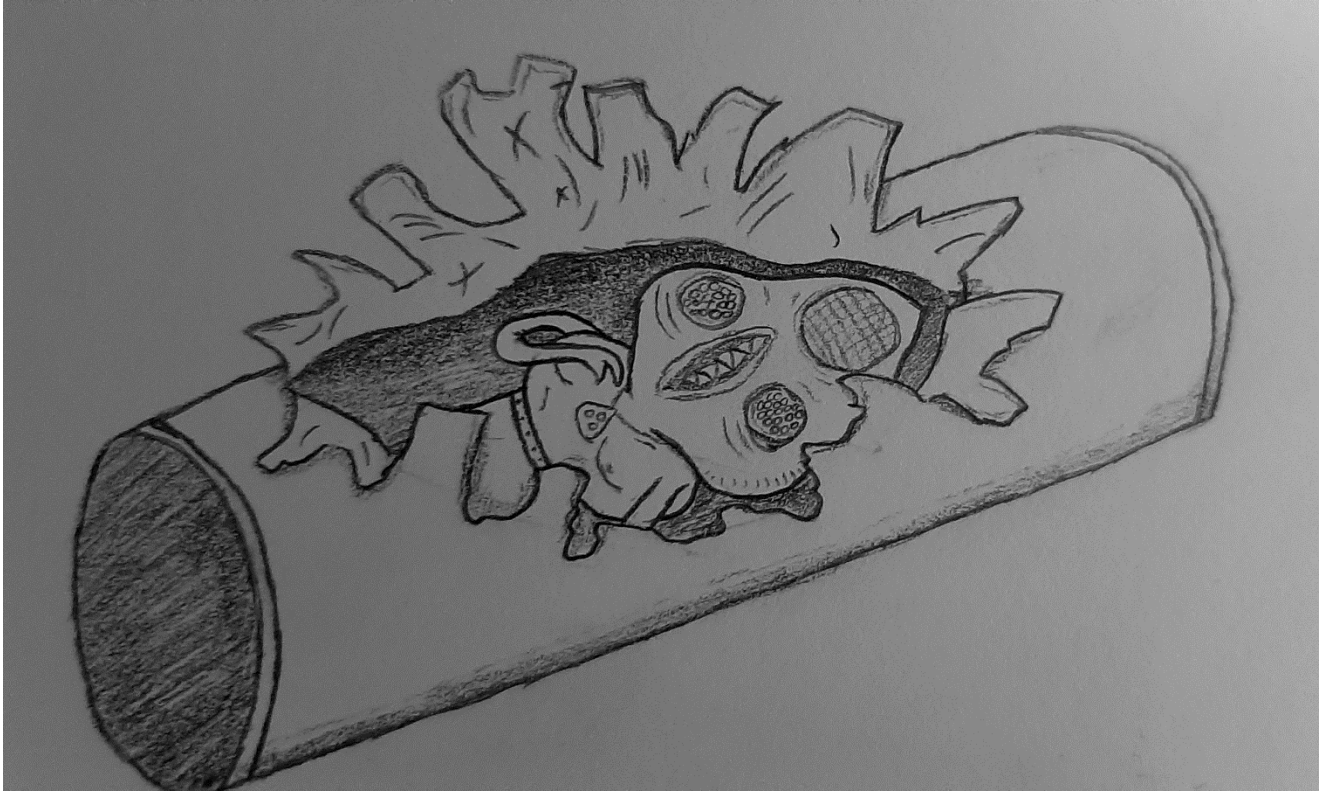
The shed is a newly built wooden structure made of rough planks. It is built from the hastily chopped down trees that had surrounded it. It is sturdy all the same, without windows, the only entrance being a single wooden door, presumably stolen from some other structure.

The door is locked but can be easily broken down with a **Strength check**. Inside, a large pit has been dug, with a steep slope that reveals a thin, glossy metal container that has been cracked open from the inside. A single body can be seen from the inside, by any description being alien (**Sanity check** 1/1d8).

It has a large, triangular shaped head with three insect-like convex eyes. Its mouth is still hanging open in a snarl, showing the sharp teeth inside. The body of the creature is short and fat, the arms thin and two fingered, with anything below the torso encased in a metal casing. The metal casing below its waist is cracked open, showing the eaten and torn insides of the creature. There is a small, golden necklace around the creature's neck with three blue gems set in a triangle inside. It has no special properties.

The creature must have crashed here ages ago, and only recently did the parasites it was carrying awaken. In one of its hands is a single spherical crystal, light of all kinds slowly glowing from it. Should an Investigator touch this glowing sphere, they will feel the last moments of the creature, its panic and fear, as its body is slowly killed by the Parasites within and it plummets from the stars into the crust of an ancient, molten Earth. This causes the loss of 1d10 Sanity and 2 Cthulhu Mythos. After this has happened, the crystal shatters and loses this property.

There are no longer any Parasites within, and it is up to the Investigators as to what to do with it. The cylinder is too heavy to move by hand and the body of the alien is so old and will begin to crumble as soon as it is touched. Small pieces, such as bits of the metal cylinder and something like the alien's teeth, can be recovered.



RESOLVING THE ADVENTURE

Because of how many people and dogs are infected in this scenario, and the measures some Investigators may take to get rid of them, there can be multiple ways the scenario ends. Should all the Parasites at the Lander home, as well as the ones at Mrs. Woodring's home and the two still alive in the buried dog on Mr. Fredrick's farm, then the Parasites will be cleared from the area. $1d10+2$ Sanity can be regained when the Investigators leave the situation knowing that all the Parasites have been dealt with and there is no more harm to befall the area.

Should one or more of these places have not been found or dealt with by the Investigators, they will find a news article later in the week detailing

how those places were burned down by government agents due to "interests in national security from foreign entities". From this, only $1d6+2$ Sanity will be recovered.

If any of the Investigators found decided to keep some of the jars of animal refuse with them and try to increase their INT with the process that Earl and Lizbeth Lander used, they will not regain any sanity from resolving the adventure.

Isaac Lander, whatever news is given, will refuse to pay the Investigators unless both of his relatives are alive at the end of the scenario (which is unlikely). He will be heartbroken with the news that his Aunt and Uncle died and will not believe the truth of what happened at the Lander homestead.

Stat Blocks

The Parasites

STR - 30 CON - 55 SIZ - 40
INT - 10 POW - 30 DEX - 80

HP: 8

DB: -2

Build: -2

Move: 9

ATTACKS

Attacks per round: 1

Fighting attacks: The parasites work quick with their teeth and sharp legs to tear opening in their prey so they can crawl inside.

Burrow: Should this attack be successful; the Parasite will slip past the skin and imbed itself inside of its target. A **Constitution check** by its targets will be made. On a success, the target is shown images of an altered world, losing 1d6+2 sanity and gaining 2 INT. On a failure, the target loses 1d8+2 sanity, loses 5 CON, and falls unconscious. They will have to continually make these checks every hour until the parasite is removed. (INT can only be increased by 20 in this way. CON will fall to 10 and stay there.)

Fighting: 60% (30/12), damage 1d4

Burrow: 40% (20/8), damage 1d6

Dodge: 40% (20/8)

Armor: None

Skills: Climb 50%, Listen 75%, Stealth 60%

Sanity loss: 0/1d6

Isaac Lander

STR - 40 CON - 45 SIZ - 40 INT - 70 POW - 20
DEX - 60 APP - 75 EDU - 40 SAN - 20

HP: 8

DB: 0

Build: 0

Move: 7

ATTACKS

Attacks per round: 1

Fighting: 20% (10/4), damage 1d4

Dodge: 30% (15/6)

Armor: N/A

Skills: Stealth 60%, Horticulture 70%, Listen 50%, Medicine 40%, First Aid 50%, Persuade 25%

Eric Fredrick

STR - 40 CON - 65 SIZ - 55 INT - 40 POW - 40
DEX - 50 APP - 45 EDU - 35 SAN - 40

HP: 10

DB: 0

Build: 0

Move: 8

ATTACKS

Attacks per round: 1

Fighting: 20% (10/4), damage 1d4

Shotgun (12 Gauge Shotgun (2B)): 65% (32/13), damage 4d6/2d6/1d6, range 10/20/50 yards

Dodge: 30% (15/6)

Armor: N/A

Skills: Firearms (Rifle/Shotgun) 65%, Listen 50%, Intimidate 40%

Earl Lander

STR - 45 CON - 10 SIZ - 90 INT - 75 POW - 10

DEX - 30 APP - 25 EDU - 40 SAN - 0

HP: 5

DB: +1d4

Build: 1

Move: 3

ATTACKS

Attacks per round: 1

Fighting: 20% (10/4), damage 1d4

Dodge: 15% (15/6)

Armor: N/A

Skills: Listen 70%, Occult 30%, Persuade 35%

When killed, and if there is something alive within a short distance to the body, the five Parasites inside of Earl Lander will burst out and try to burrow into a new host.

Lizbeth Lander

STR - 35 CON - 10 SIZ - 80 INT - 70 POW - 20

DEX - 30 APP - 30 EDU - 35 SAN - 0

HP: 4

DB: +1d4

Build: 1

Move: 3

ATTACKS

Attacks per round: 1

Fighting: 20% (10/4), damage 1d4

Dodge: 30% (15/6)

Armor: N/A

Skills: Listen 75%, Occult 10%, Persuade 20%

When killed, and if there is something alive within a short distance to the body, the three Parasites inside of Lizbeth Lander will burst out and try to burrow into a new host.

Dog (Healthy)

STR - 35 CON - 50 SIZ - 35 POW - 35

DEX - 70

HP: 8

DB: -1

Build: -1

Move: 12

ATTACKS

Attacks per round: 1

Fighting: 50% (25/10), damage 1d6

Dodge: 42% (21/8)

Armor: N/A

Skills: Listen 70%, Scent Something Interesting 90%

Dog (Infected)

STR - 35 CON - 10 SIZ - 75 POW - 35

DEX - 30

HP: 8

DB: 0

Build: 0

Move: 3

ATTACKS

Attacks per round: 1

Fighting: 25% (12/5), damage 1d6

Dodge: 15% (7/3)

Armor: N/A

Skills: Listen 70%, Scent Something Interesting 90%

When killed, and if there is something alive within a short distance to the body, the two/three Parasites inside of the dog will burst out and try to burrow into a new host.

(Hiding Within Handout 1)

April 19

- I might as well start this to show what I found. I don't know what the fuck it is, but it ain't from Earth. Dongo, the dog I was supposed to put down there, saved my life from some kinda worm thing. I ran and thought the poor thing died. But when I came back, he was still there, fat and wagging his tail all happy. Something wasn't right about him, so I tried to put him down. He must have sensed something about it though, and bit me.
- I saw something then like everything went blue and wonderful. I could see all the light, all the eyes watching, and hear stuff they were saying. When it was over, it felt like hours had gone by, but when I got back home, it was only a few minutes.

April 20

- The wife says I should kill the dog and tell the police about what I found. I have a better idea. I'm going to show her what I saw when the dog bit me. I'm thinking I can do it just by getting some of its spit in a cut.

April 21

- *She understands now. We both do. It is showing us both new possibilities I couldn't even imagine.*

April 22

- *After butchering the dog and being careful to have all of my body covered in thick plastics and clothes, I have found the parasites within. I only was able to glance at them for a brief moment before they evaporated into ash in the light. Their effects, however, remained in every part of the dog's body. As if it had leached into it, I have Lizbeth running a blender at all times of the day to help store all of the body. The blood, the bones, the skin, all of it can help show both of us the true world.*

April 23

- *I am building a shed over whatever it is that I found in the woods. I can't understand it all right now, but I can feel myself growing smarter each time I use the Blue Haze. With enough time, I should be able to properly discover what exactly that thing is, and what I should do with it.*

April 30

- something isnt rite. hard too think. everthing is bluu. body hevvy. she feels te sam. parsite in body, feel then mov. mistak

Map of the Lander Home

