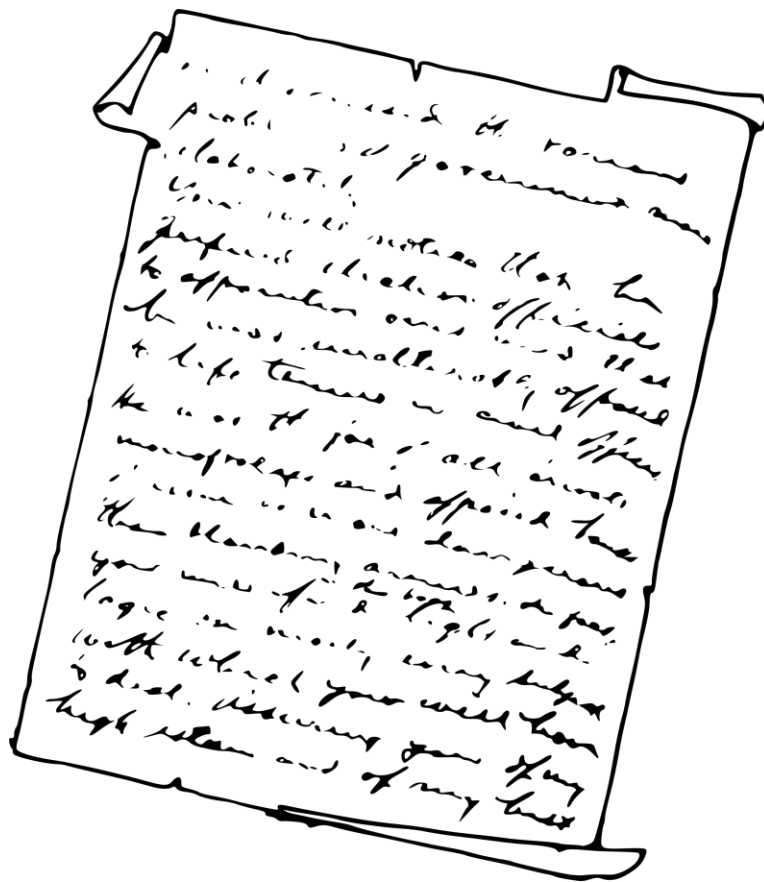


AN INVITATION IN YELLOW

A Call of Cthulhu Scenario for 3-4 players
Written by Patrick Viggo Moeller



CREDITS

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PLAY TESTING

I would like to give thanks to my play testers for their patience and valuable feedback.

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KEEPER'S INFORMATION

The investigators are invited by Willard Barlow, a doctor of medicine and acquaintance whom they have not seen for years, to dine and stay the night at the old neglected villa, Gilmore Estate at the edge of the railway town of Dartmouth, Massachusetts near Whiton Woods. He has been doing experiments and research into the theory of the collective consciousness, authored by the late Doctor Aldous Brewer, and has made an interesting discovery and observation, which he wished to share with the investigators. However, during his experiments, he managed to provoke 'something' beyond human comprehension, and from there on and out, everything went terribly wrong. When the investigators arrive at the train station, they will realize something is off, but they have no idea what is in store for them until it is too late.

This scenario is nominated for five hours of play, and is ideally played by four investigators, however three will suffice. Among recommended skills are hypnosis, pharmacy, library roll and locksmith. The investigators are all acquaintances of Dr. Barlow. Perhaps they studied at the same university, were colleagues, or share the bond of friend or family. Furthermore, this scenario is written with the assumption that the investigators bring few, if any, weapons. If any investigators consider bringing a weapon, the keeper should remind them, that as far as they know, they are invited to a quiet dinner with an old acquaintance whom they have not seen for a very long time. Is it common practice to bring a weapon to such an event? The most frequent answer is, and should be, no, of course not. The rule is of course susceptible to the exception. An investigator might have a background as an old incorruptible police officer, who has a beef with the American mob, and as a result always brings a concealed firearm for personal protection.

WHAT HAPPENED

Dr. Barlow is a doctor of medicine, who specializes in the treatment of mental illnesses, and a former professor at the Miskatonic University. He stumbles upon an article by the late Dr. Brewer on the theory of the collective consciousness, whereby it is possible to contact other personalities from another time through a subject by a combination of powerful drugs and hypnotherapy. Not only does his experiments reveal results, which support Dr. Brewer's theory, he also notices that subjects suffering from multiple-personality-disorder (MPD) seem to be more susceptible.

The university condemns his research as too controversial and claims it pseudoscience, whereby Dr. Barlow is subsequently expelled from Miskatonic University. In great disappointment and shame, he moves from his apartment in Arkham to Gilmore Estate in the summer of 1915 without notifying his entourage in isolation.

By winter 1916, five patients escape Arkham Asylum and make their way to Whiton Woods near Dartmouth by train hopping. In their search for food and shelter, they break into Gilmore Estate, and when Dr. Barlow discovers them, he does not see a group of burglars, but as an adequate opportunity to reassume his experiments. The most promising subject was Eugene Hepburn, a creative drawer who stutters and suffers from multiple-personality-disorder. His dominant personality is helpful, peaceful, and submissive, while his recessive personality is devious and unpredictable. With the application of powerful hallucinogenic drugs, and hypnotherapy, Dr. Barlow manages to contact several different personalities most prominently a roman personality by the name of Cassius Postumus, who has a horrible tale to tell. As time went by Mr. Hepburn sported sudden great knowledge of ancient roman affairs, and mastered the Latin language. Dr. Barlow concluded, that not only was it possible to reach different personalities, but it was also possible for Mr. Hepburn to tap into the knowledge of these personalities.

Thrilled by his discovery Dr. Barlow invites the investigators, all whom are acquainted in some manner, to dine with him at his villa, where he will reveal his research. In the meantime, Dr. Barlow choses to make the horrible mistake of employing Mr. Hepburn as his personal manservant taking into account, that Mr. Hepburn has shown a marvelous improvement in behavior, and teaching him how to handle practical household work. His most grievous mistake will turn out to be his decision omit to keep Mr. Hepburn under lock and key.

Between the invitations are sent, and the time of arrival of the investigators, things take a turn for the worse. During one of his experiments, Dr. Barlow managed to provoke a presence through Mr. Hepburn, which has Mr. Hepburn suffer a range of terrible nightmarish visions, and fits where he speaks in tongues and authors a series of strange and horrid scribbles. The being affecting him is Hastur – the unnamable, also known as the King in Yellow. Through the nightmares, Hastur gives Mr. Hepburn's recessive personality instructions to gather the other patients and bring him sacrifices. During sacrificial nights, Mr. Hepburn frees the other patients and together they sneak out of the villa kidnapping the locals of Dartmouth, and summoning an unbound Byakhee to accept their sacrifice on behalf of Hastur.

One night Dr. Barlow discovers his patient's nighttime stroll, and decides to follow them. Horrified by the appearance of the Byakhee, he runs screaming back for the house, alerting the other patients of his presence. He manages to reach the safety of the attic, but not much time passes before the monster smashes through the roof and takes Dr. Barlow back to the ritual site, ripping him to pieces before taking what is left back to Aldebaran, a star in the Taurus constellation. The following day, the investigators arrive on 2 March 1920 like cattle ripe for slaughter.

WHAT MUST BE DONE AND HOW TO DO IT

The ultimate goal for the investigators is to stop the sacrifices and defeat the Byakhee, which comes to accept the patient's sacrifice on behalf of Hastur.

The Byakhee poses the greatest challenge to the investigators. Despite being vulnerable to physical damage from e.g. firearms and melee weapons, the Byakhee can easily dispatch investigators itself. Furthermore, the premise of this scenario will dictate, that only a few, if any, conventional weapons are in play. The scenario does admit the investigators the chance to gather some weapons, but the Byakhee may be a tough nut to crack nonetheless.

The most effective way to defeat the Byakhee is to learn the bind Byakhee spell from Cassius Postumus, a roman personality who witnessed and recorded the use of the spell by a mysterious stranger, or by studying the scribbles on the wall in the basement. If no investigators are able to speak Latin, they may enlist the aid of Mr. Hepburn. The spell allows the investigators to bind the summoned Byakhee to their will, and command it to leave – or reign havoc upon the patients.

In order to contact the personality, the investigators will have to use Dr. Barlow's hypnotherapeutic techniques combined with the powerful drugs found in his study. Without the use of the drugs, the investigators are required a successful **hypnosis roll**.

Bind Byakhee (Separate Binding)

Cost: 1 Sanity point.

Casting time: 1 round.

Procedure: An attacking creature cannot be bound by the person it is fighting; however, it could be bound by a person able to hold back from the fray. A creature presently bound cannot be re-bound until its present command is completed. A creature to be bound must be visible to the caster and within 100 yards. Binding requires an opposed roll and opposed rolls cannot be pushed; if the opposed roll is failed, the caster is in trouble!

DRAMATIS PERSONAE

Below are the characters relevant for the scenario.

Doctor Willard Barlow, sacrificed acquaintance

Dr. Barlow was a middle-aged doctor of medicine and sported a great interest in the health of the human mind, which had dominated his research during his occupation as a medical professor at the Miskatonic University. He was known for being a likeable and curious person, who always sported well-combed hair and spectacles.

Eugene Hepburn, mad manservant

Mr. Hepburn, 28 years old, was Dr. Barlow's newly employed manservant after showing a betterment in his condition - that is until he sacrificed him in the name of Hastur, the unnamable.

In conjunction with Dr. Barlow's experiments, Dr. Barlow had managed to contact a roman personality several times within Mr. Hepburn. As a result, Mr. Hepburn shows a sudden knowledge of ancient roman history and affairs, as well as a great grasp of the Latin language both written and spoken.

During the experiments, Dr. Barlow also managed to provoke the attention of Hastur, a great old one, who has plagued Mr. Hepburn with several nightmares, blackouts, and hellish visions, instructing his recessive personality to carry gather the other patients and carry out horrible sacrifices in his name.

He has been a patient at Arkham Asylum as long, as he can remember. During a riot at the Asylum he, and four other patients managed to escape, and train hop from Arkham to Dartmouth, where he made his way to Gilmore Estate and met Dr. Barlow who offered him shelter. He suffers from multiple-personality-disorder (MPD), which means, he has more than one distinct personality within him.

When in his dominant personality, he stutters heavily when he speaks, but is characterized by being a friendly individual with a willingness to help, if he can. At the other end, is his recessive personality, which is devious, violent and unpredictable. When this personality is in control, the dominant personality experiences it as a blackout, and recalls nothing except a few obscure glimpses. If anything is out of the ordinary, the dominant personality will attempt to conjure up possible non-incriminating explanations. If pressured enough, his dominant personality may recall details, and events from the actions and knowledge of his recessive personality with either a **Charm, Fast Talk, or Intimidation roll** depending on the situation.

TIMELINE OF EVENTS

Below is a quick timeline, which sums up dates of important events.

Wednesday, 21st July 1915
Dr. Barlow moves from Arkham to Gilmore Estate
Thursday, 14th December 1916
Five patients escape Arkham Asylum.
Tuesday, 2nd March 1920
Invitations are sent to the investigators.
Thursday, 11th March 1920
Mr. Hepburn has his first fit.
Saturday, 13th March 1920
Mr. Hepburn has a second fit, and assaults Dr. Barlow.
Monday, 15th March 1920
First local citizen from Dartsmouth sacrificed
Thursday, 18th March 1920
Dr. Barlow is sacrificed.
18.00, Saturday, 20th March 1920
Investigators arrive at Dartsmouth train station.

PLAYER'S INFORMATION

The scenario begins with the investigators receiving an invitation from an old acquaintance, Doctor Willard Barlow, to come dine with him on 20th March, at his estate near Dartsmouth.

The investigators have not heard from Dr. Barlow in several years, but suddenly he has something quite exciting, which he intends to share with the investigators, though remaining vague in his letter.

He is a doctor of medicine specialized in mental illnesses and a professor at the Miskatonic University, but was rumored to have a fallout with the university, and subsequently no longer associated with the institution.

They recall him as a charming, intelligent and curious individual.

Hand the investigators **handout # 1**.

A LIKEKLY CHAIN OF EVENTS

ARRIVAL

Upon arrival at the Dartsmouth train station, the investigators are the only ones who get off the train including Henry Stanford, and are greeted by an empty station, and empty streets.

On the bench is an edition of the local newspaper, The Dartsmouth Dazzler. If any investigator chooses to pick up the newspaper, hand them **handout # 2**.

The investigators are kept waiting until 19.00, when a local cab pulls up, and offers them a ride.

"Pardon me misters 'n missis. I couldn't help but to notice, that you've been standing there by ye'selves for close to an hour now. You see business is slow during the evenings, and if ye need a lift, then perhaps we could help each other, yes?"

If the driver is inquired regarding the newspaper article, or the empty streets, he will not be able to tell more, than what is already written in the article. He does know of Dr. Barlow, but not much since he has been keeping mostly to himself save buying a large amount of groceries from time to time.

Once the investigators arrive and knock on the door, they will be greeted by Mr. Hepburn, who seems surprised to see them. He is in his dominant personality, and stutters as he speaks.

The investigators will most likely state their business, and even point out, that Mr. Hepburn was supposed to drive them from the train station. He will attempt to conjure up a non-incriminating excuse, which he in his dominant personality firmly believes to be true.

"I-i-I apologize. Didn't Dr. B-barlow notify you? He went away yesterday in a g-g-great hurry. He didn't s-s-say where h-h-e was going. But he s-s-hould b-b-e b-b-ack early tomorrow. P-please come inside!"

Mr. Hepburn invites the investigators to come inside and stay the night. He leads them into the dining room, and prepares some food.

While cooking, he unconsciously slips a glass of Mebaral, a type of barbiturate, which serves as a sedative, into the food.

Some investigators may refuse to eat, or be suspicious. Mr. Hepburn may attempt to have those investigators ingest Mebaral by serving alcoholic beverages from before the prohibition. Father Stanford will naturally thoroughly reject the beverages.

During the dinner, the investigators may opt to start asking questions concerning Dr. Barlow's whereabouts, or the nature of what he wanted to show them. Mr. Hepburn will claim ignorance in every way, and assure them, that they may have their questions answered in the morning, when Dr. Barlow comes back.

As an attempt to redirect the conversation, Mr. Hepburn may begin to lecture about roman history and affairs.

Mebaral Overdose

Mephobarbital, Mebaral for short, is a type of barbiturate usually used as a sedative in mental hospitals, or against sleeplessness.

During the night, investigators who dine must take an **extreme constitution roll**. Those who fail will suffer from an overdose.

Symptoms of the overdose include, profound sweating, respiratory issues, nausea, dizziness, faster heartrate, and blurred vision.

In order to be relieved of the effects of the overdose, the investigators must administer the drug, Naxolone, which is used to block the overdose effects of various opioids.

Without finding the empty Mebaral bottle in the kitchen, it is impossible for an investigator, even of a medical profession, to figure out, what is wrong, and what has to be done.

Once the bottle is found, the investigators may roll a **Pharmacy roll**, in order to find the cure. If the investigator should fail, or no investigator possess the skill, a **Library roll** may be made at Dr. Barlow's study in order to identify the cure.

Naxolone may be found in Dr. Barlow's study among other drugs used in conjunction with his experiments.

While affected by the overdose, all regular physical rolls and skill rolls become hard, and hard rolls become extremely difficult. A **hard constitution roll** must be made every fifteen minutes. If the roll fails, the investigator coughs up blood, and loses one hit point, which cannot be recovered with first aid, or medicine rolls, until Naloxone has been administered.

THE NIGHT

When the investigators are fast asleep, Mr. Hepburn's recessive personality wakes. Each door to the guestrooms has a slide-lock on the outside, which he uses to lock the doors from the outside. He has likewise tampered with the electricity leaving the entire house in complete darkness. This night he intends to bring Hastur five sacrifices within one night beginning with Father Stanford. The other patients are preparing for tonight's sacrifice in the woods.

Mr. Hepburn sneaks into Father Stanford's room during the night, and bashes him in the head with a poke-iron dragging him out into the woods for sacrifice.

It rains heavily during the night. A random investigator who suffers from an overdose will wake up. If none suffers from an overdose, a random investigator wakes up feeling extremely thirsty.

The investigators find their doors locked, and when the curtains are drawn away, they find bars on the outside of the window. They may attempt a **hard STR roll** to break it open – extreme if overdosed.

Mr. Hepburn in his dominant personality will show up, help them out eventually, and naturally claim ignorance. If the investigators manage to break upon the door, he will show up shortly afterwards likewise claiming ignorance.



DR. BARLOW'S HOUSE

Apart from a ground floor, the estate has a first floor, as well as an attic, and basement. Below is a description of the various rooms within the estate.

GROUND FLOOR

Foyer

The floors are well trodden, and some floorboards have broken under years of negligence. In front of the front door is a pair of wet and muddy boots, as well as a wet jacket, which Mr. Hepburn used while dragging Father Stanford outside.

A regular **Spot Hidden roll** will reveal a few fresh bloodstains on the floor in the middle of the foyer.

Front Room

The room is filled with old furniture, with textured cover, and hand carved wooden armrests. The front of the fireplace is decorated with a dusty Persian carpet, but the poke-iron is missing.

On the wall, above the fireplace, is a stuffed deer-head, and below it, a .22 bolt-action rifle. The rifle lacks ammunition, and the bolt has been dismantled effectively making it unable to fire. It may however, be used as a club.

At the table is an old newspaper article. **Handout # 3.**

Greenhouse

The greenhouse contains a wide array of strange and exotic plants.

A **Biology roll** reveals the plants contain powerful narcotic chemicals or toxins, and are only native to the remotest parts South America, Asia and Africa.

Garage

Contained within the garage is a green Huselton Model 40; however, any traces of the car brand has been removed.

A **Mechanical Repair roll** reveals the brand of the car.

The electrical control cabinet is placed in the corner, and has been tampered with. A successful **Electrical Repair roll** may bring back the electricity to the house.

Dining Room

The room were the investigators dined during the evening. Plates and leftovers remain.

Kitchen

The kitchen is old and dirty. There are splotches of fat everywhere, and dust on the shelves. A foul smell emits from the sink.

An empty bottle lays on the floor with the label "Mebaral" on it. With a Pharmacy roll, the investigators recognize it being a type of barbiturate used as a sedative. The roll also reveals that their symptoms may very well be connected to an overdose of Mebaral, which can be treated by administering Naloxone.

Room 1

The bedroom of Mr. Hepburn contains an old desk, chair, bookcase, and bed. The linens are dirty and stained with sweat.

The floor is covered with paper, whereupon are strange incomprehensive scribbles and strange abstract drawings.

The wall is adorned with a strange drawing. **Handout # 4**

Storage

The storage contains a variety of different things mostly uninteresting. However, a wide array of clothes in different sizes, both men's and woman's clothes.

A successful **Spot Hidden roll** reveals five pieces of patient's clothes at the bottom. If inspected further, the clothes have a label, which belongs to Arkham Asylum. The names of the patients are written on the label.

Handout # 6.

If an investigator steps into the room, he will have to take a jump test by making a successful **Jump roll** or otherwise plunge through the rotten floorboards and into the basement taking 2d6 falling damage.

Toilet

The bathroom contains a medical cabinet with a wide arrange of drugs. A **Pharmacy roll** reveals the drugs being different sedatives. Most drugs however, are labelled with a letter followed by a number, which leaves it unidentifiable.

Rooms 2-5

The rooms were outfitted with slide-locks on the outside of the door, and bars on the outside of the windows to keep the patients safely contained.

Now the rooms act as the investigator's bedrooms. The rooms contain a bed, a nightstand, an oil lamp, and a chair.

Room 6

Father Stanford's room is outfitted like room 2-5, but shows signs of a struggle. The lamp is broken, and oil has been spilled everywhere. The pillow is bloody, and a bloody poke iron rests on the floor.

FIRST FLOOR

Master Bedroom

The bedroom contains a double bed, nightstand with an alarm clock, wardrobe, and a large safe. With a successful **Locksmith roll**, the investigators may open the safe. The safe contains the bolt for the rifle and ammunition for the rifle for six shots. Mr. Hepburn has the key.

Upon the nightstand lies Dr. Barlow's diary. **Handout # 5.**

Study

The door to the study is locked. The key can be found in Dr. Barlow's jacket in room 1 in the attic. Alternatively, the investigators can gain access with a **successful Locksmith roll**. One of the windows in the study are opened facing the balcony (room 4). If desperate, the investigators may even attempt a **Jump roll** to jump from the balcony and through the window.

The study is claustrophobically packed with a large desk, chair, strap-in chair, and several bookcases comprising a small library containing primarily books of medicine and psychology. One bookcase contains a wide arrange of different drugs labelled with a letter and a number, as well as conventional sedatives, which may be identified with a **Pharmacy roll**. The investigators may as well find the necessary Naloxone to combat the Mebaral overdose.

On the table is a framed article by Dr. Brewer. **Handout # 7**, as well as Dr. Barlow's notes on his experiments mentioning a patient with the initials "EH" several times. His notes explain the types of drugs administered, and the process of the therapy to contact other personalities.

Room 1

The room is small and contains the stairs to the attic. A set of crushed spectacles lie on the floor.

Terrace

Investigators may attempt a **Jump roll** in order to jump from the balcony through an open window to the study. Unnecessary to say, it is a long way down should the investigators fail.

THE ATTIC

Attic

A room used for storage. This is the place, where Dr. Barlow fled and hid himself. A large piece of the roof has been destroyed. Water from rain has damaged the floor.

A **Spot Hidden roll** reveals some claw marks in the roof. Dr. Barlow's jacket and hat lie on the floor. In his pockets is his wallet and keys to his study.

Cell

Located in a separate room, a makeshift cell built by Dr. Barlow for especially troublesome patients, currently holds Laura Kinsworth captive. The door is locked with a slide-lock, and can easily be opened from the outside.

When the investigators enter, Miss Kinsworth will act hostile, fearful that she is next for sacrifice.

She may be calmed down with a successful **Charm, Intimidate, or Persuasion roll**. If successful, she will warn the investigators of some terrible monster from the skies, and in the woods to the north.

"It's coming to get us all! The thing! The big monster thing from the sky! It comes from the star to tear us all to pieces! You have to stop it!"

Afterwards she starts rambling incomprehensively, and beating her head against whatever is within reach.

If she sees Mr. Hepburn, her ramble and screaming will intensify while she shies away from him.

THE BASEMENT

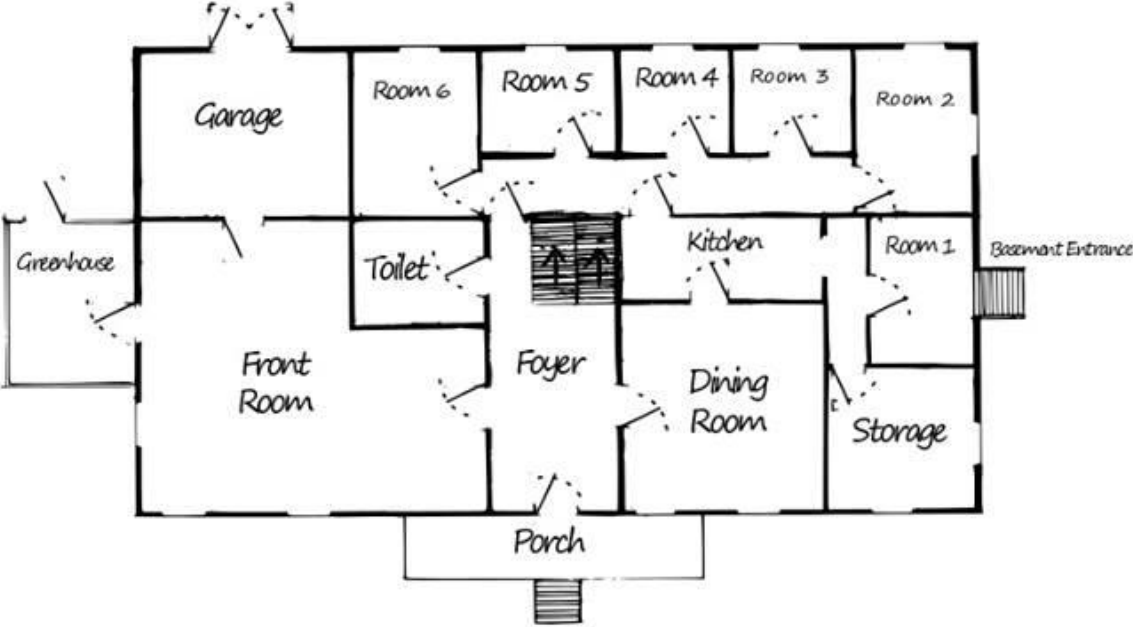
A long text is scribbled in Latin on the wall.

In order to comprehend the text a **Latin roll** must be made. If successful, the investigators are overwhelmed by the strange concepts of catatonic character, which is introduced to them. They acquaint themselves with words like Hastur, Hali, Assatur, Xastur and Carcosa. The text describes a ritual to summon a horrendous beast from Aldebaran. If the text is studied for two hours, the investigators may learn the spell summon/bind Byakhee, and gain 4 % Cthulhu Mythos at a loss of 1d2/1d8 sanity.

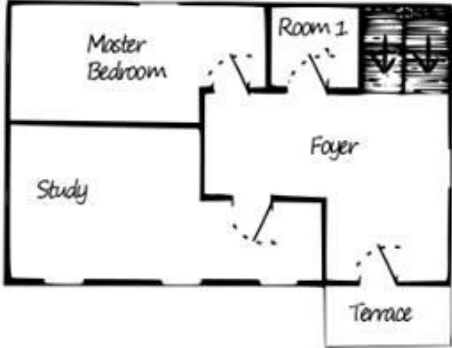
A bunch of clothes and various affections belonging to the patient's victims rest in the corner. With a successful **Spot Hidden roll**, the investigators may spot Dr. Barlow's broken pocket watch reading the date 18th March 1920, and time 3 am.

Furthermore, a drawing is painted on the opposite wall. With a successful **Astronomy roll**, or a hard Intelligence roll, the investigators may identify the drawing as the Taurus constellation containing the star Aldebaran also known as the bulls red eye. **Handout # 8**

Ground Floor



First Floor



THE RITUAL

While the investigators are exploring the house, the three other patients are preparing for tonight's sacrifice.

Once the investigators have explored the house, and found a way to deal with the Byakhee, they should explore the woods to the north as Miss Kinsworth advised. If they should miss this critical piece of information, they may notice a fire coming from the nearby woods at the keepers discretion when most appropriate for the scenario.

When approaching the woods they will see a fire light up, and hear Father Stanford's scream. Coming close they hear the sounds of chanting and whistles. A great bonfire lights up a nearby grove. Two patients dance naked around it chanting in tongues, their bodies painted with strange signs and symbols, while the third patient stands naked on a small elevation blowing a whistle. Father Stanford is tied naked to a tree behind the third patient screaming for help.

Upon arrival, the patients have nearly completed the ritual. Unless the investigators attempt to silence the whistling patient immediately, and manage to do so within the first round, the spell is cast and the Byakhee appears. The two other will attempt to protect the whistling patient at all cost.

If it does, it appears unbound and flies down still icy from the journey through space. The sight of the Byakhee prompts a **SAN 1/1d6 roll**. It tears Father Stanford to pieces with its beak, while clearly playing with its prey, which prompts a **SAN 1/1d6 roll**.

CONCLUSION

The investigators are awarded 1d8 sanity, should they manage to defeat the Byakhee. If the ritual is prevented they notice a small light shine briefly from Aldebaran, but otherwise nothing happens, however the investigators gain 1d12 sanity points instead.

Should they fail, or decide to run, the surviving investigators will suffer an additional 1d6 sanity as they read about more horrific kidnappings in the Dartmouth area.

NPC STAT BLOCKS AND SKILLS

Eugene Hepburn, mad manservant

STR 75 CON 60 SIZ 70 INT 50 POW 30
DEX 55 APP 55 EDU 30 SAN 0 HP 12

Damage Bonus: +1d4

Weapons: Wood Axe 1d8+2+db.

Skills: Fighting (Brawl) 40 % 1d3+db, Fighting (Axe) 50 %, Sneak 40 %, Dodge 28 %, Hide 50 %, Other Language (Latin) 50 %.

Items: Key (Safe)

Laura Kinsworth, madwoman

STR 50 CON 45 SIZ 45 INT 50 POW 40
DEX 70 APP 45 EDU 35 SAN 0 HP 8

Damage Bonus: +0

Weapons: Unarmed

Skills: Fighting (Brawl) 40 % 1d3+db, Hide 50 %, Dodge 35 %

Charles Wright, Randolph Banner, Jenny Hopewell, mad patients

STR 55 CON 55 SIZ 55 INT 50 POW 40
DEX 50 APP 35 EDU 30 SAN 0 HP 12

Damage Bonus: +0

Weapons: Unarmed

Skills: Fighting (Brawl) 40 % 1d3+db, Dodge 20 %

The Thing from Aldebaran, an overgrown byakhee

STR 90 CON 85 SIZ 110 INT 60 POW 50
DEX 75 APP N/A EDU N/A SAN N/A HP 20

Damage Bonus: +1d6

Weapons: The Byakhee may strike with two claws granting it two attacks dealing 1d6+db damage each, or bite and hold its victim while draining the investigators blood. The bite deals 1d6 damage, and subtracts 3d10 STR from the victim each round, including the first, until death occurs (at STR 0). The Byakhee remains attached until the victim is drained, or the victim makes a successful opposed STR roll. Escaping death, let the victim rest and regain blood, at up to 1d10+5 STR per day. A Byakhee may hold only one victim at a time.

Skills: Fighting 45 % (Claw), Fighting 55 % (Bite)

Armor: 2 points of thick skin.

Sanity loss: 1/1d6 Sanity points to see a Byakhee

HANDOUTS

HANDOUT # 1

It has been a long time since we last had the pleasure of each other's company, and I regret that the last couple of years have left me isolated. However, I have spent these years, not in idleness, but in outmost diligence. My many years of industry have finally borne fruit, and my luck is changing.

My hand shakes by the thought of what consequence my findings will have, but I have as of yet to disclose my research to the public. Forgive my ambiguity, but no words can adequately describe it. I wish to give you the opportunity to be amongst the first, who get a peek at my research.

It would therefore be my pleasure, if you would do me the honor of questing my home Saturday 20th March for dinner, where I shall disclose everything.

My manservant will meet you, and the other guests, at the train station in Dartsmouth at 6 pm. He will drive you to my home at Gilmore Estate close to Whiton Woods.

Kind regards,

Professor emeritus Willard Barlow.

Dated 2. march 1920.

HANDOUT # 2

The Dartsmouth Dazzler

16. MARCH 1920

STAY INDOOR

The sheriff encourages the citizens of Dartsmouth to stay indoor after dark after several locals in and around the town have gone missing. Five people have disappeared without a trace since 15. March. The latest victim, a young man disappeared near the train station. Authorities refuse to speak out while the investigation is ongoing, but a witness, who wishes to remain anonymous, has allegedly seen a green Huselton Model 40 drive away from the scene.

HANDOUT # 3

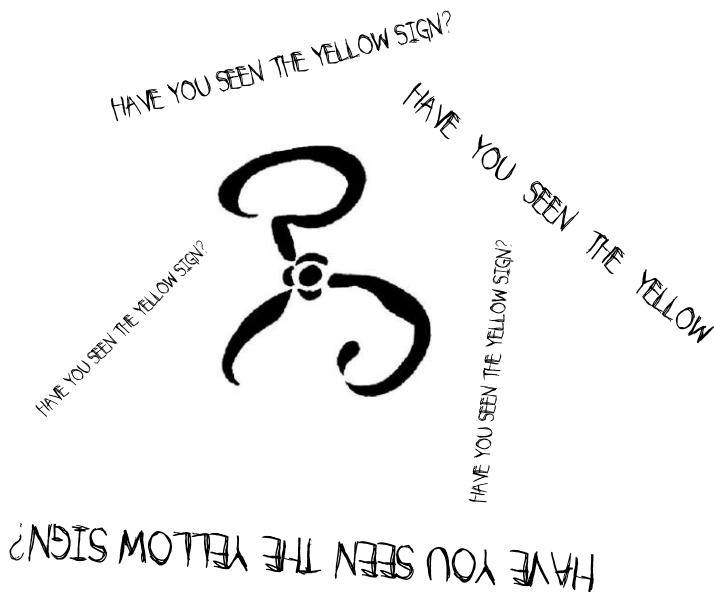
The Dartsmouth Dazzler

14. DECEMBER 1916

MADNESS REIGNS

A group of patients from Arkham Asylum, Arkham, Massachusetts, has escaped the institution during a power outage during the night Sunday 10. December. Most of the patients were caught during the escape, but a handful of patients managed, under cover of dark, to escape the orderlies. Several orderlies suffered personal injuries including, but not limited to, blows to the body and kicks to the head. A railway worker has allegedly seen five subjects wearing the robes of a patient, jump off a freight train and head for the woods.

HANDOUT # 4



HANDOUT # 5

Except from Dr. Barlow's diary.

18th March 1920

He let them out again. Even though my former colleagues would recommend me to take his keys and lock him up with the others, my curiosity as to the nature of their agenda compels me not to. Tonight I intend to follow them, and before the sun rises, I will get to the bottom.

14th March 1920

Last night he cried out again. A sudden fear paralyzes me each time I think back to that horrible night, which I should not recall.

I found him last night shaking and drenched in sweat. He lied in his bed, facing the wall, and spoke in tongues. When I came close, I could see he fumbled around with scraps of paper and a pen. It finally struck me. He was not shaking, but scribbling something. As I came closer to the bed I called out to him, but received no answer. It was not until I put my hand on his shoulder, that he turned around.

The sight made me feel ill. His eyes were milky white, and foam ran from his mouth. He let go of what he had in his hands, and assaulted me in an uncontrolled storm of violence. I was pressed against the wall, and could feel life slowly leave me, and my sight darken. If it was not for the candlestick on the bookcase, then I'd have drawn my last breath.

28th February 1920

As I sit and write, I cannot help but to smile by the thought of, what those bloated snobs at the university will say, when they see the results of my research. They cannot call it pseudoscience anymore. The pieces are slowly falling into place, and this time I have gathered unquestionable evidence, which not only supports Dr. Brewer's theory, but also suggests that it is possible to tap into the knowledge and skills of other personalities.

Subject EH has been reacting especially positively to the treatment, and has shown a series of different personalities, the most prominent being a personality claiming to have lived in ancient Rome during the time of Julius Caesar. The personality presented himself as Cassius Postumus, a roman historian who allegedly had accompanied Caesar's legions during the Gaelic Wars, and could with gruesome detail recite the battle of Alesia.

Nothing could prepare me however, for that gruesome tale about the horrifying beast from Aldebaran. In the beginning, I discarded the story as a result of superstition and subject to circumstance, but could not deny, that the tale had set its mark, and caused an unwavering restlessness, which makes me raise the question; is there more between heaven and earth?

HANDOUT # 6

L.KINSWORTH

C.WRIGHT

E.HEPBURN

R.BANNER

J. HOPEWELL

HANDOUT # 7

Except from Dr. Brewer's article.

If we accept for a moment the theory that the collective unconsciousness is the source of all myth, we have to ask if it is not possible to consciously tap the source? Experiments with hypnosis, sometimes combined with powerful new drugs, have shown some evidence to support this.

Subject A showed little response to any treatments, but B was quite positive. Not only were unsuspected areas of knowledge revealed during these sessions, but at times, the subject demonstrated an entirely different personality. This personality, on the few occasions that it was observed to emerge, used archaic, almost biblical syntax, perhaps indicating that a true archetypal form may have been reached. This personality was very powerful and almost compelling, causing one to wonder if phenomena such as this is not the explanation for the "possessions" of the Middle Ages and, in more recent times, of the voodoo cultists in the Caribbean.

HANDOUTS # 8

