

The Intruder Within

A Call Of Cthulhu Adventure

Sarah Anderson has recently returned from a five-week cruise in the Atlantic Ocean. Her grandmother, Ethel Anderson accompanied the younger Anderson, but died of coronary failure three nights before docking. Her death was perfectly natural, but may play as a red herring in the game. While aboard the ship a waiter named Miguel drugged the two women's dinner one night, the stole into their cabin. It was then that he violated the virgin Sarah with an unholy child. Miguel was a half-breed Deep One, who jumped overboard and back into the sea before the women even awoke. Upon awakening, it was quite evident Sarah had been violated.

SETTING: This adventure is set in 1920s Massachusetts, but can be placed in any other time periods. However, a Cthulhu now campaign may take a very different course if an MRI is performed on the mother and the demon seed is revealed. The carrier may wish to abort the pregnancy immediately. But if she doesn't, it may lead to some interesting moral dilemmas in the game, with an excellent chance of role-playing.

PLAYERS: This adventure calls for 2-3 players and a Keeper.

SYNOPSIS: Sarah Anderson has recently returned from a five-week cruise in the Atlantic Ocean. Her grandmother, Ethel Anderson accompanied the younger Anderson, but died of coronary failure three nights before docking. Her death was perfectly natural, but may play as a red herring in the game. While aboard the ship a waiter named Miguel drugged the two women's dinner one night, the stole into their cabin. It was then that he violated the virgin Sarah with an unholy child. Miguel was a half-breed Deep One, who jumped overboard and back into the sea before the women even awoke. Upon awakening, it was quite evident Sarah had been violated. Compounding this grief, her grandmother passed away the next night.

Sarah has returned home to Arkham. She is a devout Catholic and will not consider an emergency termination by her doctor. Now mourning the death of her beloved grandmother, she must also face the fact she is carrying an unknown man's child. The Keeper can work the players in from many different angles. They may be Sarah's family, a doctor, a psychiatrist or psychologist, or a family friend or nosy neighbor. Whatever scenario the Keeper chooses, the information presented below can be manipulated easily to fit your game. This is very much a scenario where the Keeper should add his or her own touches to add the true horror flavoring.

PLAYERS KNOWLEDGE: The Keeper should reveal to players as much of the previous information as is necessary to get the game in action.

THE ANDERSON RESIDENCE: For this adventure the Anderson residence is located in the French Hill District of Arkham. It can be moved to any town with ease. The neighbors are close enough to hear screaming or gunfire should things get hectic. The residence is a two story gabled house, with three stone steps leading up to the front door. Sarah is in bed per doctor's orders, and players who make a fuss or might upset her will not be allowed to visit the young woman. Also in the house are Sarah's parents, John and Catherine Anderson as well as a 19-year-old brother Thomas. Thomas is the starting fullback for Miskatonic's football team in his sophomore year.

Depending on the character's credentials they may or may not be allowed to visit Sarah. Doctors, nurses and psychologists who were sent for by the family are welcomed right in. Busy-body neighbors or other

types of this ilk will not even be allowed in the door. Sarah has fits of screaming from the pains in her stomach, and these can be quite unsettling. From time to time the neighbors are sure they hear things as well.

SARAH ANDERSON: This poor young woman is only 22 years old and recently graduated from Miskatonic with a degree in Home Management. She has no recall of the night she was drugged and assaulted, and even deep hypnosis will reveal nothing. Presently she believes she is 14 weeks along, but looks about ready to have the child. In her fifteenth week Sarah awakens from a dream and begins to wail. She has begun having terrible nightmares about things crawling up from the bottom of the sea. She is beginning to believe she is carrying some sort of monstrosity, and her sanity is beginning to slip. Medical and Mental Health experts could be called in here if there is that type of character(s) in the group.

In her sixteenth week she will be very large and an abnormal form will be seen pressing out against her stomach's flesh. It almost appears to be some sort of tentacles. Sarah's sanity is now in jeopardy, and she is in constant pain. Her nightmares have become more and more vivid and she is frightened to fall asleep. It is the baby communicating with her. Keepers should flesh these days out with the horror of the poor girl's ordeal. Let the atmosphere develop as the player's desperately try to comfort and save Sarah's sanity.

WEEK SEVENTEEN: At midnight on the third day of week seventeen, Sarah begins to shriek uncontrollably. The baby is coming, and it is ripping her apart. If there are medical characters, a very bloody and horrific birthing scene of the creature is definitely needed. Nothing better to freak out the players but with an over-the-top scene like this. The creature is three-quarters tentacled abomination, one quarter human. The gender is undeterminable, and the child weighs almost ten pounds. The face looks like that of an octopus with a deformed nose. Sarah will go into shock after the child slithers out of her, but will not die.

THE BABY: This child is a wailing mass of tentacles covered in yellow/green mucous slime. It vomits black bile frequently from a lump of tissue with two holes where a real nose should be. The tentacles already have a Strength Score of 2, and will clutch onto anyone it can. The beast makes a gurgling sound of phlegm in its lungs every several seconds. This poor monster's cry sounds like a severely injured animal begging for the mercy of death's sweet touch. Despite its grotesqueness, the players should strongly be encouraged to not harm the child in any fashion. Should they try, allow the creature to flee out a window, or head for the bathroom, (see The Mother and Child Reunion).

Sarah's parents will not allow their daughter to view the child under any circumstances; that is until the she discovers the child for herself, (see section below). The baby will be kept in the parents' room for the time being. If there are players who are medical specialists this could also be a proper time to bring them in. The baby's blood appears to be a sludgy gray liquid. If poked or prodded, the child will wail hideously, loud enough to be heard across several blocks. Sarah will no doubt hear this as well, unless under heavy sedation.

THE MOTHER AND CHILD REUNION: For several days after the birth, Sarah will cry for her baby. She will at first be told it is dead, by her mother, but the beast's constant wailings tell her otherwise. The poor girl has lost a lot of blood, and is in dire need of psychological help. Depending on the playing party's make-up, there could be ample room for role-play here. However, neither psychiatric help nor drug could help this innocent young mother from what is about to happen to her.

On the fourth day after the birth, Sarah feels well enough to take a bath in the common bathroom on the second floor. She will be left alone in the tub for ten minutes. Once she has settled in and begins relaxing, she will hear the door open, but see no one enter. An unnerving slithering sound follows, then the little beast grabs the lip of the tub with its tentacles, and swings itself into the tub to rejoin his mother. Sarah's screams and cries for help will be heard for hundreds of yards away. Police characters and neighbors could be brought into play now.

When Sarah's parents, brother, and any present PCs enter the bathroom, they will find the young woman in the fetal position, alone in the tub shivering in a state of shock. The child is nowhere to be found, but the toilet is open with bile and phlegm around the bowl. The window above the tub is open, with the same phlegm and bile around its sill. It is at this point her parents will commit Sarah to St. Mary's Hospital for psychiatric observation under Dr. Wingate Peasele. The parents will give very hazy answers about Sarah's baby. Their daughter will offer no information, and is catatonic. After she is admitted, the exhausted parents will confer with the PCs about what to do about the missing child-creature.

WHATEVER HAPPENED TO LITTLE BABY ANDERSON? The creature has indeed swum down the pipes via the toilet. Due to its amorphous composition, it was able to squeeze its body into the shape of the pipe and head out of the house. Therefore, any searches of the Anderson house or surrounding neighborhood will yield nothing. From this point, there are many ways the Keeper can take this story.

PLOT IDEAS

A.) The creature made its way to the water processing plant and freed itself. It has taken residence under the North West Street Bridge, (in Arkham), and has begun eating rats and snakes. Soon it will grow large enough to eat some homeless men. Then, with no more victims under the bridge, it will go into neighborhoods at night looking for prey and perhaps a mate. When the Andersons hear about the grizzly murders, they know they must take action.

B.) The house had a septic system, and the monster went into the tank. It will work its way back up the pipes and enter through the Anderson's downstairs bathroom. The creature will be hungry and very agitated. If the Anderson's survive, they will need player help. If they are slaughtered, the monster will escape to the North West Street Bridge as in A, and begin his reign of killing. Players should be able to put the pieces together that this is the monster.

C.) The creature got out the window and is made its way into a neighboring house, where it has taken up occupancy in the owner's large fish tank. It won't be long until the creature is discovered by the residents of the home. The beast will slay all in the house, and then take residence in the tub; until it is grows too large to fit in it anymore. Players and the Anderson NPCs will notice the stench and noise from the neighboring home that night.

D.) The baby got out of the house one of the two ways, and is now making its way across the city, via the sewer, to find its mommy. Nightly, the creature talks to its maternal target via Sarah's dreams.

These ideas are only a few ways to take this adventure, its also an excellent spot to begin a campaign.

CAMPAIGN IDEAS

A.) The players decide after the game they wish to investigate the cruise Sarah was on when she was violated. With some legwork it is revealed that six other female passengers aboard also suffered the same fate. Investigators may wish to visit with these families, or investigate the Cruise line itself.

B.) The investigators take a cruise that follows the same course. Perhaps a breeder is caught or there are several Deep One agents aboard to inform their fellow flipper-men what rooms to invade.

C.) A rocky island inhabited by Deep Ones and their kin is discovered by the party. If discovered, the Deep Ones will stop at nothing to sink the ships, steal the women, and call in their brethren of the sea, sharks.

D.) If the baby is found and taken care of, several Deep One hybrid agents will come looking for the child. Perhaps they want the baby simply because it is their race, or maybe the child is a chosen one: an infant Dagon.