

FOR  
MATURE GAMERS



# THE UNBEARABLE LIKENESS



NOT JUST ANOTHER FACE IN THE CROWD

FOX  
COUNTRY  
1

Simon Brake & friends

For 7th Edition

CALL of CTHULHU  
THE MODERN ERA

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# Introduction

Matthew Stowe is a small time criminal, who lives and works in New York City. When he's not working the doors of the small club Black Star, in Lower Manhattan, he makes a little money dealing drugs. His usual sideline is pills, which he sells to a wide range of clients, from street hoodlums to professional party-goers. There is nothing particularly unique about Matthew Stowe. However, things change when circumstance introduces him to Shang Tomas after a particularly drunken night out.

Shang Tomas is a ruthless but manipulative young thug, who leads a small gang based out of Chinatown. Though Matthew finds the younger man somewhat unsettling and unpredictable, he is also charming and, importantly, his money is good. Over time they establish a routine - Matthew is to supply Tomas with drugs that he delivers in person, for a regular fee. This system works fine for many months, with Matthew dropping off a package at the restaurant Setting Sun Kitchen before starting his Saturday night shift on the doors at Black Star. One Friday, Matthew is unable to make his regular appointment due to a unexpected emergency at the club. He knows he cannot let Tomas down, and so sends in his place his younger brother Luke, who has been living with him at his small flat in Brooklyn, having recently moved away from the

Luke isn't far behind...





*“Bro, listen, all you have to do is walk into the Setting Sun...”*

family home. Matthew neglects to ring ahead to let anyone know that Luke will be dropping off the package for him. As Saturday night rolls over into the early hours of Sunday, Matthew is concerned to have not heard anything from his brother. Once his shift ends he is unable to get hold of him on his phone, and returning to the flat reveals that he has not returned. Matthew begins to fear the worst, thinking that perhaps Tomas has not been happy with this sudden change of plan. He is correct.

Terrified both that something has happened to his brother and that Tomas is now angry with him, Matthew spends much of Sunday in his flat. Unable to

rest he eventually leaves the flat in the evening, risking the rain to pick up some cigarettes at a nearby shop. Whilst he's out he thinks he glimpses his brother, but when he tries to locate him again he is gone.

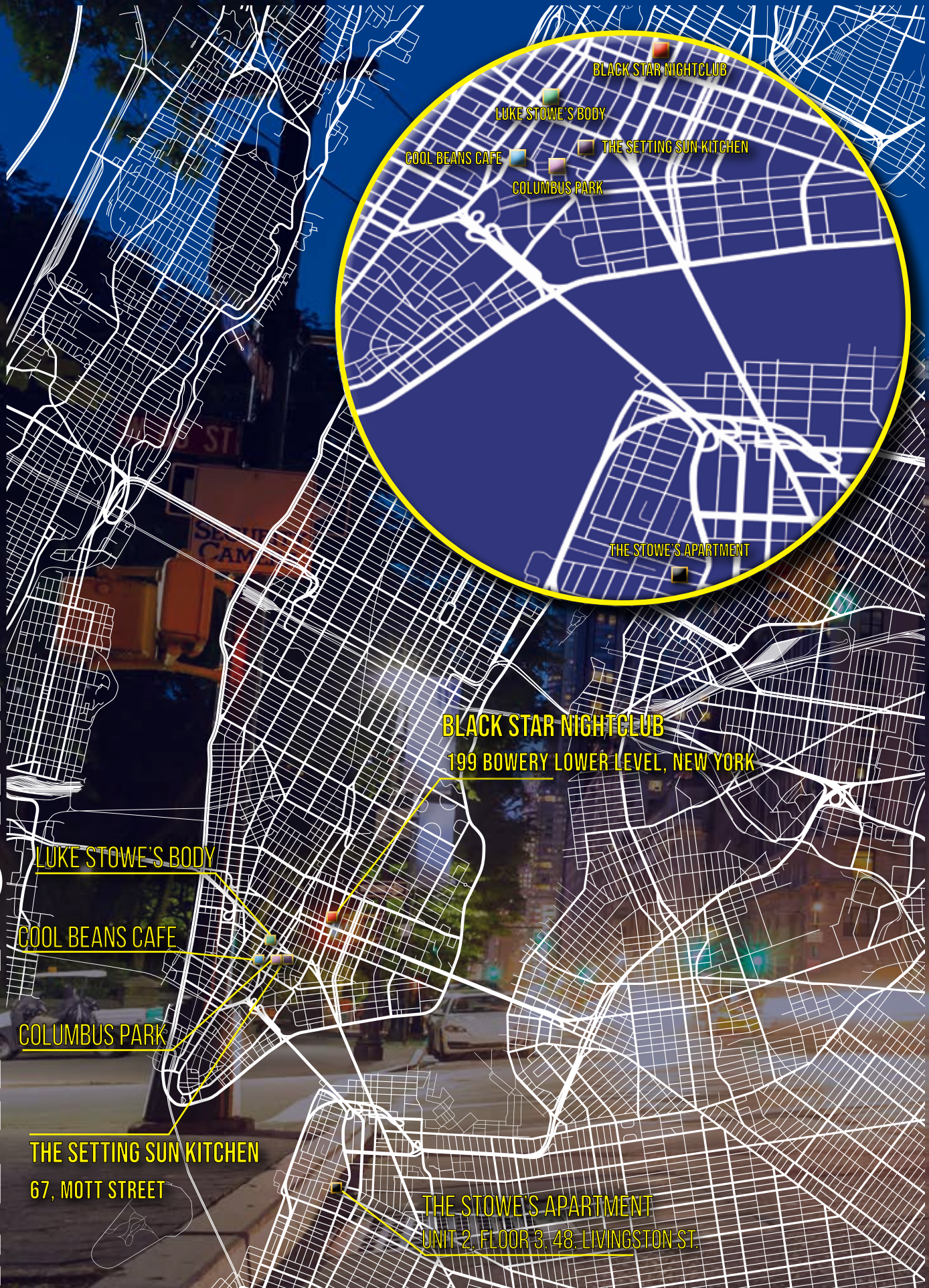
On Monday morning he is visited by the police, who have found Luke's dead body dumped in an alleyway. Matthew is asked to identify it, which he does. He is subsequently given the week off work. That night his phone lights up with Luke's ID, but there is no voice at the other end. Peering out a window onto another rainy night he sees Luke on the opposite side of the street, looking up at him. He smiles. Matthew screams.

# Keeper's Information

Matthew Stowe's life changed as soon as his path crossed with that of Shang Tomas. Tomas, like many of his close friends and family, is a member of the Tcho-Tcho race, via Chinese immigrants. A particularly ambitious young man, he's been studying the old gods under a Tcho-Tcho elder Uncle Tcheou, though his particular interests are in the applications of sorcery for personal gain. He's indulgent, using his talents to acquire drugs, wealth and girls.

Tomas and his family live on the edge of Chinatown, where they own the restaurant Setting Sun Kitchen. The family and business is distrusted by many of the other local residents, largely because they keep to themselves in case some of their more depraved traditions should come to light. The restaurant is therefore a small place, down a set of stairs illuminated by the neon Setting

# NEW YORK



BLACK STAR NIGHTCLUB

LUKE STOWE'S BODY

COOL BEANS CAFE

THE SETTING SUN KITCHEN

COLUMBUS PARK

THE STOWE'S APARTMENT

**BLACK STAR NIGHTCLUB**  
199 BOWERY LOWER LEVEL, NEW YORK

**LUKE STOWE'S BODY**


**COOL BEANS CAFE**

**COLUMBUS PARK**

**THE SETTING SUN KITCHEN**  
67, MOTT STREET

**THE STOWE'S APARTMENT**  
UNIT 2, FLOOR 3, 48, LIVINGSTON ST.





Sun Kitchen sign above it. The cuisine is a mix of Chinese and Japanese, as well as a few special recipes (it isn't immediately clear in what language these particular dishes are in, and the English description underneath would seem to clarify that they are pork and chicken dishes, though a successful Cthulhu Mythos roll will identify the language as Tcho-Tcho).

Some months ago Uncle Tcheou left New York to visit "the old country" - whilst he made sure to safeguard various items and books it would be unwise to allow his student access to, he left a few books for Tomas to study. However, between the pages of one book, apparently being used as a bookmark, Tomas found a pendant consisting of a red crystal on a gold chain. After several week's study Tomas found a passage that suggested that the pendant would allow him to cast the spell Consume Likeness with fewer restrictions than usual, by storing some of the essence of the dead person's soul within the crystal. After testing the

effectiveness on a few homeless drunks, he wanted to try something a little more ambitious. And so, when Matthew failed to make his usual delivery of a package, sending his brother instead, Tomas took the opportunity to kill the innocent youth and eat part of him, claiming his identity as his own. Suddenly new doors are opened to Tomas, as he is able to walk the streets of New York as a young white man. This has distracted from his studies somewhat, as he has access to a lifestyle (and girls) he never considered before. He's also been using Luke's likeness to terrorize Matthew, although this is simply because he finds it amusing to do so (particularly when he's high on the types of drug he regularly pushes through the Setting Sun restaurant).

He has no particular desire to enact any sort of revenge. Matthew, of course, is convinced otherwise, that he is being haunted by the spirit of his dead brother, who wants him to pay for sending him to his death.



## The Investigators Arrive

The player characters can be introduced to the story at four points, depending on the type of investigator they are, what kind of play they enjoy, and how much time you are allowing for the game.

*Day One* allows the characters to discover Luke's body themselves on Sunday. Later that day the police investigation brings in the brother on, alerting him to the situation, and grants opportunities to chase up potential leads. *Day Six* represents a meeting with Matthew on

Friday night, either by chance or design, after he has seen his brother's 'ghost' several times, whilst *Day Seven* features an encounter with the haunted brother as he flees from Luke's apparition in broad daylight.

Beyond this point the days continue to roll past but, by this time, Shang Tomas may well have set his sights on the inquisitive investigators.

## ***STARTING ON DAY ONE***

If you're planning on having the investigators experience as much of the investigation as possible, it's best to start them off with the day that Luke's body is discovered. Depending on the type of investigators you have, you might want to have them stumble across the body themselves, and give them the opportunity to poke around before anyone does (although they are, of course, disturbing a crime scene).

If your investigators are likely to be called in to help police with their investigations, or to take over for them, then you can postpone their involvement until the afternoon, by which point the police will have done much of the ground work, and the body will have been discovered by a homeless man called "Mac," who will prove important as events unfold.

### ***Day One - The Morning***

#### ***The Body***

Luke Stowe's body is found in an alleyway just off East Broadway, whether that's by a homeless man early Sunday morning or the investigators themselves. The young man's clothes are covered in blood, and it seems reasonable to believe that he died from blood loss. Finding the body is worth the standard *0/1D3 SAN* loss. Should anyone examine the body closely it will become apparent that Luke has had

his throat sliced open, but if anyone lifts the young man's t-shirt they will see that he appears to have had his midriff savagely torn open, and his organs ripped into. This is worth a *1/1D4+1 SAN* loss (minus any points lost with the previous roll). A *Medicine* roll at this point will indicate that some organs are missing, and that the corpse has been partially eaten, though an additional *Medicine* roll will need to be made to learn that the teeth marks are human and not animal (relevant *Science* specializations may be substituted for *Medicine* in both cases). There does not appear to be anything else wrong with the body, nothing left in or around the body, aside from what will turn out to be human saliva around the bite wounds.

The body still has ID on it, although it appears the wallet has been rifled through. There's a card with the details of the *Black Star club* on it, a takeaway menu for the *Setting Sun Kitchen* restaurant, with the name *Shang Tomas* written on the front, next to the address. It takes relatively little work to locate these places on a map, and only a little more to discover that Luke lived with his brother, who works at the *Black Star*, and that he himself worked in a shop in Brooklyn. There are no keys or phone on the body. Tomas has taken these.

Much of this information might also be discovered if the investigators get

involved with the police investigation beyond this point. *Persuade* or *Charm* rolls should grant the investigators the opportunity to learn that Luke had his throat cut and died from blood loss soon after, with particularly successful *Persuade* rolls (at *Hard* difficulty) drawing out that the fact that the body was partially savaged by dogs (the police might confirm human bite marks if the investigators push them to pursue this line of investigation, but otherwise they don't question their initial assumption).

*Persuasion, Fast Talk, Charm* or *Intimidation* can also reveal that the body was found by a homeless guy called *Mac*. If the investigators wish to talk to him, see potential leads later.

## Day One – The Afternoon

### *Bringing In Matthew Stowe*

The police find Matthew Stowe at the Brooklyn apartment and invite him down to the precinct, where they ask him to identify the body. If any investigators are present for this they may get the opportunity to speak to him, but *Psychology* rolls show he is genuinely shocked by his brother's death. You might allow an investigator who makes a particularly good *Psychology* roll (or either pushes their *Psychology* roll or attempts to *Fast Talk* Matthew into giving up anything more) to deduce that he seems to be not only stricken by grief but by fear. The more pressure put on him, or the longer he is kept at the station, the more nervous and agitated he will become.



Matthew Stowe under interview

# The Investigation

If the apartment is investigated in his absence, there is nothing remarkable to find in regards to linking Matthew to his brother's death, although there is evidence of drug use (see 'Matthew's Apartment, page 15, for a more detailed description of his dwelling).

It is entirely up to the investigators whether they want to bring this to police attention, and have him charged. Similarly, if confronted and searched whilst at the precinct he will be found to have three pills in his back pocket.

Should he be charged, and locked up, the target of the hauntings will quickly change from Matthew to the investigators, as Shang Tomas finds new targets to play with. If let go Matthew will return to the Apt., where Tomas will continue to terrorize him.

## *Potential Leads*

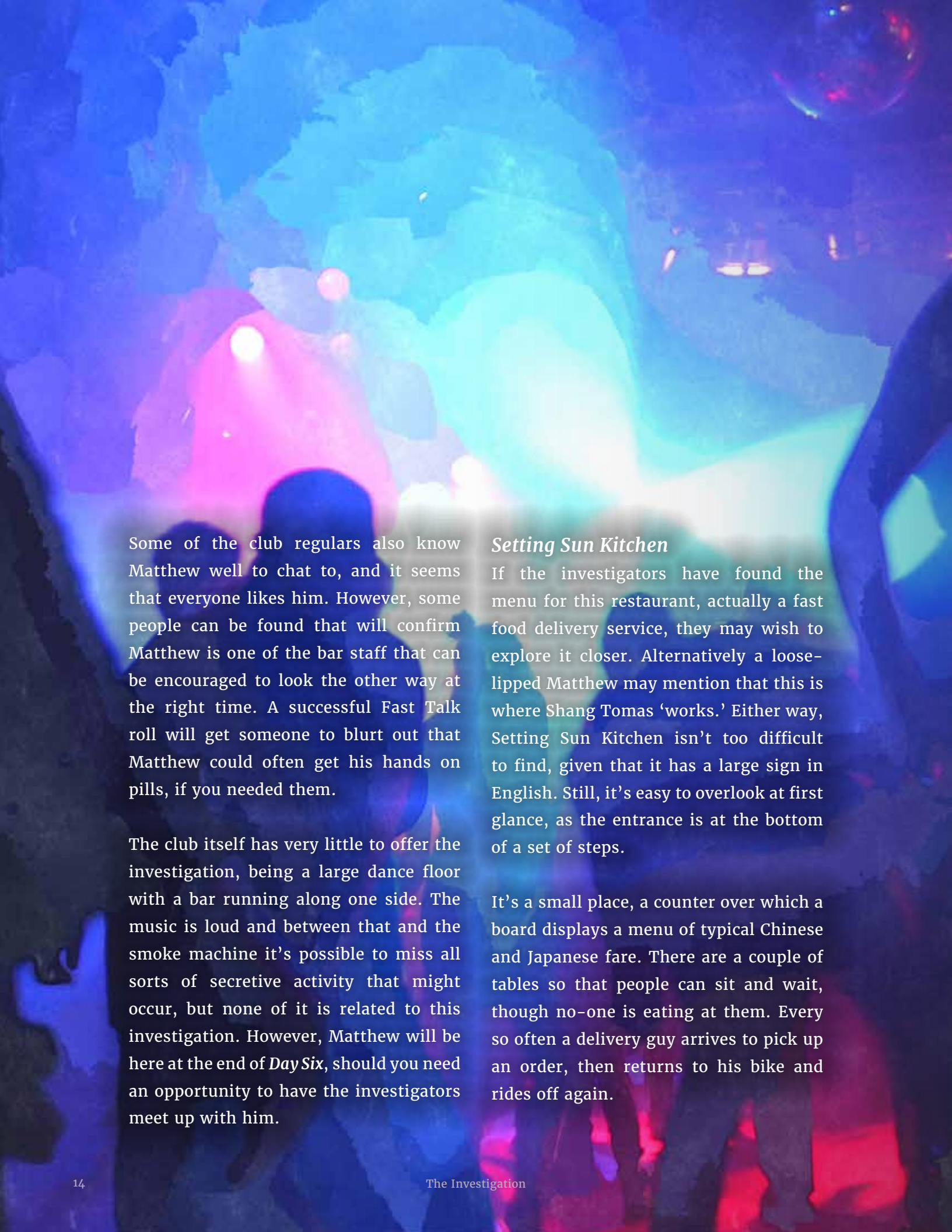
At this point, or at any point onwards, the investigation might lead the player characters towards the Black Star club or the Setting Sun Kitchen restaurant. Other potential locations are Luke's place of work, although it is an electronics store across town in Brooklyn (and, as it presents no further leads, is left for the Keeper to flesh out as desired), or Matthew's Apt., also in Brooklyn. Lastly they might seek out the homeless guy

Mac, if you established that he found the body. If Matthew is locked up on charges of possession or dealing, the investigators might want to look into who he bought drugs from. There are a few names on his phone that could point them in the right direction, but it is likely that Shang Tomas will set his sights on them before they have the chance to properly pursue those avenues. As soon as it is known that Matthew has been arrested a lot of people get very closed lips. They certainly won't be answering phone calls from his mobile number, or any unknown numbers, for the duration of this scenario.



## *The Black Star Club*

The club is a fairly unassuming affair, a small and often cramped basement bar on a side street in Lower Manhattan. There's usually two men on the door, and although Matthew isn't there at the moment the two men who are here any given night both know him and have worked with him, and don't have a bad word to say about him. The manager, *Larry Digg*, is also very complimentary towards Matthew.



Some of the club regulars also know Matthew well to chat to, and it seems that everyone likes him. However, some people can be found that will confirm Matthew is one of the bar staff that can be encouraged to look the other way at the right time. A successful Fast Talk roll will get someone to blurt out that Matthew could often get his hands on pills, if you needed them.

The club itself has very little to offer the investigation, being a large dance floor with a bar running along one side. The music is loud and between that and the smoke machine it's possible to miss all sorts of secretive activity that might occur, but none of it is related to this investigation. However, Matthew will be here at the end of *Day Six*, should you need an opportunity to have the investigators meet up with him.

### *Setting Sun Kitchen*

If the investigators have found the menu for this restaurant, actually a fast food delivery service, they may wish to explore it closer. Alternatively a loose-lipped Matthew may mention that this is where Shang Tomas 'works.' Either way, Setting Sun Kitchen isn't too difficult to find, given that it has a large sign in English. Still, it's easy to overlook at first glance, as the entrance is at the bottom of a set of steps.

It's a small place, a counter over which a board displays a menu of typical Chinese and Japanese fare. There are a couple of tables so that people can sit and wait, though no-one is eating at them. Every so often a delivery guy arrives to pick up an order, then returns to his bike and rides off again.

There's no obvious criminal connection here, although select clientele are used to ordering things a little more off-menu. Drugs? Sure. Long pig? Do you even need to ask? If they ask for Shang Tomas, or look around for someone fitting Matthew's description of the guy, they'll have no luck. In fact Setting Sun Kitchen appears to be a dead end. However, it will earn them a tail, as their investigations will arouse suspicion (even if they've not been acting suspiciously, Tomas is aware that leaving Luke's body in an alleyway wasn't a great idea, and if the investigators have already had a run in with Tcho-Tcho thugs then news will have already reached the restaurant).

If the investigators have any jurisdiction to search the place they won't find Tomas amongst the work staff, nor will they find a room that is clearly his. There are countless small Apartments upstairs, one of which is his, but aside from a wardrobe full of clothes (to better assume the identities he has stolen) there's no clue which is his. His window opens up onto the fire escape, which is his preferred route in and out of his own place.

### ***Matthew's Apartment***

Matthew's apartment is on the third floor. The windows in the lounge face out onto a well lit street. The flat has just one bedroom, so Luke slept on the couch in the lounge. As such, whilst Matthew's belongings can be found all around the place, Luke's possessions (clothes in

a suitcase, a collection of books and men's health magazines, and a tablet) are concentrated in one area, tucked into a corner of the room. Matthew has a laptop on a desk in his bedroom, and in a drawer next to his untidy bed he has a small supply of the drugs he deals, twenty white ecstasy pills.

Neither the laptop or tablet have any illegal information on them. Matthew's dealings with other dealers has always been via his phone or face-to-face.

If the investigators come to the apartment whilst Matthew is here, he will be hesitant to talk to them. He is clearly anxious and on edge. After a few sightings of his dead brother, and a few sleepless nights, he has failed a few SAN rolls and is perpetually paranoid. Unsurprisingly he's also had numerous disturbing dreams. He worries not only about seeing his dead brother but also about Shang Tomas coming to find him. And, in order to deal with this, he's been self medicating.

Whilst the pills he refers to as his '*Little Friends*' might have helped ease him into a better frame of mind in the right environment, in his current state it's mostly set his heart racing a little faster, and minor hallucinations are feeding back into his paranoia and superstition. Although he will refuse to say anything about Shang Tomas or any drug deals he has been involved in, he will ask the

investigators whether they believe in ghosts. It will quickly become apparent that he he is terrified that his brother is haunting him, but it will take further *Persuasion* for him to admit that he has actually seen his brother since his death. He'll take a look out of the window, down to the streets below. If appropriate, 'Luke' will be standing there, for a potential *SAN* loss of *o/1*, but the ghost will not linger long enough for someone to descend to the street.

If the investigators give the impression of being on Matthew's side, he will arrange to meet them on *Day Six*, though it takes him several drinks to work up the nerve to leave the apartment.

### *Talking To Mac*

It's not immediately clear where the homeless person called Mac might live, but the investigators can get a rough description from police, as well as being told where he was last spotted (actually in a cafe, where an officer bought him a coffee, and where they apparently knew him). From this cafe, *Cool Beans*, the investigators will be pointed in the direction of Columbus Park, where he can sometimes be found during the daytime. Mac is an old black man with grey hair; when they find him he is wearing blue track suit bottoms, a grubby old coat and clutching a folded up sleeping bag to his chest in one hand, an old paper cup in the other. He'll rattle the cup at them. He doesn't really want to talk about dead bodies, particularly those which were

"*cut up like that guy was,*" but if anyone offers him more than a few dollars, or buys him some food or drink, he'll warm to them. There's not much he can add to his description of finding the body - if anything, he may know less about it than they do - but he will recall that the area is where he's seen those "*Chinatown punks*" dealing drugs before.





Shang Tomas is aware that Mac might know a little bit too much about his activities. The next time they see Mac, it will actually be Tomas.

### ***STARTING ON DAY SIX***

For a quicker game, you can have the investigators learn about the death of Luke Stowe five days after the event. Matthew Stowe may be a contact they already have, or they might be the people he turns to if they claim to be investigators into unnatural activity. He'll either invite them to his apartment, or to the Black Star bar outside working hours, and try to explain what's happened to him over the last week. One final option is to have the encounter be a chance encounter, with Matthew having drunk himself stupid, telling anyone who'll listen about how he's being haunted by his brother's ghost and why he should never have made him go. In this situation they'll probably have to take a moment to get him to talk straight, as his thoughts (and words) are initially all over the place.

#### ***Day Six***

By Day Six, Matthew is a nervous wreck. He's been seeing his brother manifest unexpectedly for nearly a whole week. At first he figured stress was just making him imagine things but now he is convinced. In talking to the investigators, he will begin by asking them if they believe in ghosts, and in response to their answer

will relate the following story. The more he has had to drink, the more free he will be with the details.

Last month he was supposed to drop off a "package" with a shady character in Chinatown, but because of an issue at the Black Star Matthew sent his younger brother Luke in his place. After all, it was just a delivery job - what could go wrong?

If Persuaded to clarify, Matthew admits to the Investigators the package was a supply of 60 ecstasy tablets. He does not look proud to admit this.

Luke's body was found some days later, dumped in a dirty alleyway behind a hotel off Broadway.

Matthew blames himself, of course. He's been too frightened to attempt to contact Shang Tomas, the man the package was being delivered to, assuming (correctly) that he is responsible for his brother's death. Worse still, Matthew explains that his brother has appeared to him over the last week, initially watching him from a distance, but increasingly drawing closer, stalking him through crowds, a faint smile upon his lips.

From this point they can follow up any of the previous leads, including checking in with the police (see *Day One*) if they've not already tried that. The only difference now is that Shang Tomas has been keeping a close eye on

Matthew, and anyone he deals with, and the investigators are now on his radar. Regardless of where their investigations take them they might notice they are being followed (with a successful *Spot Hidden* roll at *Hard* difficulty).

If they've met Mac before, they recognize the old man trailing behind, as if trying to keep up with them. He'll make eye contact and approach them, asking for change. This time, however, it isn't Mac. Tomas has chosen to silence this potential ally to the investigators by stealing his identity, and disposed of the body in a more discrete way, supplying the Setting Sun Kitchen with some fresh meat, albeit not in the best condition.

If they do stop to chat he'll play the crazy old fool perfectly, saying how nice it is of them, that people don't tend to listen to people like him, that he's seen a whole lot of crazy on the streets after hours. He'll make up stories about ghosts if he thinks that's what they want to hear ("*people I know is dead, I've seen 'em walkin' again, in the park at night near that big Egyptian column thing...*"), but if he figures they might know more, he'll try to string them out a bit longer, maybe suggesting that he can get something that'll help with their investigations if they meet him later. He has no intention of doing so, however - he has just come to the conclusion that the investigators might make interesting additions to the catalogue of identities that he currently has access to. Whilst they're speaking



a successful *Spot Hidden* roll may spot the red crystal hanging around his neck. If questioned he'll declare it's a family heirloom. He'll shout and kick and will

otherwise make a very public scene if the investigators try to take it from him.

### **THE PENDANT OF THE RED CRYSTAL**

The red crystal – which doesn't appear to be a ruby – stores the essence of any person or animal eaten whilst worn by anyone eating flesh. When worn the crystal hangs at about heart level, and gets noticeably darker as it draws in a creature's essence.

If the *Consume Likeness* spell (*Keeper Rulebook p.250, The Grand Grimoire p.72*) is cast whilst wearing the pendant; they need only eat some of the victim, with a reduced cost – a couple of hours feeding, and the loss of 10MP with no POW cost at all. Nor does the cannibal lose the likeness of the person when wounded. This adopted likeness won't disappear if the red crystal is removed (or, for example, if an investigator breaks the chain), which Tomas is aware of, but it means that the person who was wearing it is now subject to the usual restrictions if they wish to change form again, or are wounded.

However Tomas isn't aware that if the red crystal is smashed, by taking 5+ *damage* with one blow, the essences of the victims are released. Released spirits are barely sentient, but are driven by

revenge, clawing at whoever is wearing the likeness of one of the victims that was being held (or, if the crystal is no longer in the presence of the cannibal, the nearest person). The essences distract the person they attack, swarming over them, doing 1D4 *damage* each round and giving a 50% *penalty* to all rolls, lasting one round for every soul that was in the crystal.

Tomas has only used the crystal a handful of times but Uncle Tcheou has used it countless times, dating back over centuries. Should the jewel smash whilst Tomas is wearing it he will likely see the wrath of some twenty or so angry spirits.

You might allow anyone who sees the pendant being worn by anyone displaying any magical or supernatural abilities to make an *Idea* roll. Success will indicate that the pendant could well be a focus for the power, although what they do about it is entirely up to them.

Stealing or destroying the pendant does not prevent Tomas from stalking anyone, but it does make it harder to keep up the pretense. He will, of course, be eager to get the pendant back, or will be furiously determined to kill anyone who destroyed it.

There is, of course, nothing in Central Park near the 'big Egyptian column thing' (unless you want there to be), but sending the investigators there gets them out of the way whilst Tomas continues to harass Matthew.

If the investigators spend time with Matthew, in an attempt to see whether he is being plagued by a spirit or not, they won't see anything until the following evening.

### **STARTING ON DAY SEVEN**

This trims the scenario to a quick series of encounters, throwing the player characters in at the deep end with no previous connection to Matthew Stowe or his brother. The investigators are little more than bystanders, either sitting in the same restaurant as Matthew is when his brother appears, or being out on the street when he runs past, hoping to escape from the vision.

The rest of the scenario might not be simple enough to solve without having had so much time to chase up leads, as Shang Tomas will be coming for them almost immediately, but if he then picks them off one at a time there's no reason why you shouldn't have the smartest/luckiest members of the group make it to the end with some idea of what's going on.

## **Day Seven – The End**

### **Before the Chase**

As Matthew is grabbing a bite to eat, having forced himself to leave the apartment, he sits at a window seat watching as it rains outside. If the investigators are with him they'll note that, as he gulps down his food he is, for the first time in a while, calm and quiet. Matthew is staring out at the crowds. It's a busy intersection, with people milling around with umbrellas and raincoats. People wait for the lights to change, a small crowd with their backs to him. On the far side of the road another crowd bundles together preparing to cross.

Matthew drops his sandwich when he sees his brother amongst them. The hooded figure casually lights up a cigarette and takes a drag, before his face settles into a smile. Matthew also imagines he sees dark spirits moving around his brother, but this won't be apparent to anyone else (see the image on *page 5*)

The lights change. The crowds begin to cross the street. Matthew runs.

### **The Chase**

Alternatively you can jump straight into the action. Matthew is running through a public place at night, clearly in a panic. A quick glance won't reveal anyone in pursuit, but a successful *Spot Hidden* roll picks out a hooded figure from the crowds of people passing by, walking but



cutting through the crowds with ease. Although there's no way of knowing this unless they are already good friends with Matthew, but he is being followed by his brother Luke, or someone bearing an uncanny likeness to him. He's not doing anything to stand out - but he does seem to be focussed on Matthew, smiling, and navigating the crowd quickly. If the *Spot Hidden* roll is particularly successful an investigator may notice two other men struggling to keep up with Luke. Both are in hooded coats and look to be of East Asian descent.

Anyone who knows Luke is dead takes a loss of *o/1 SAN*.

If the investigators try to keep up with Matthew it shouldn't be too difficult -

he's concentrating on getting away from his brother. He'll run to Black Star, just two blocks away. His paranoia spiked, he begins to see Luke out of the corner of his eye (if any of the investigators wear a dark hoodie they might also be mistaken for him). When Matthew gets to his place of work he'll slam the door behind them. If the investigators catch up to him before he can shut them out he'll say "*That was my brother. My dead brother.*" If he's not already talked with them he will grab himself a drink at the bar and invite the investigators to listen to his story (as described under *Day Six*).

If the investigators want to step in the path of the brother he'll stop a short distance away from them, looking them over with an arrogant eye. Getting a good

look at him they see that he's a blonde guy in a black hooded jacket, blue jeans, and black gloves. A successful *Spot Hidden* roll will notice a red crystal hanging on a silver chain around his neck. At the same time his companions, the two other hooded characters, will intervene by 'bumping into' and pickpocketing one of the investigators. The plan here is simple - they are causing a distraction.

If they manage to steal a wallet with an investigator's details in it, so much the better. As soon as the investigators are on the backfoot 'Luke' will run, and

disappear into the crowd, incredibly easy for him given his ability to assume the appearance of other people. The two thugs are happy to hang around and fight if needs be, but they'll run if they're losing the fight. If either of them is detained and questioned they'll be abusive, cursing at the investigators in Chinese but not admitting to anything. One of them may have a receipt for pressed duck and wild rice from the Setting Sun Kitchen, if the investigators are yet to pursue that avenue.

\*\*\*\*\*  
 \* **SETTING SUN KITCHEN** \*  
 \* \*\*\*\*\*  
**67 MOTT ST, NEW YORK,**  
**NY 10013 212-963-0541**

-----  
 1 2.99 X 1  
**WILD RICE** \$2.99  
 2 1.30 X 1  
**VEG. DUMPLING** \$1.30  
 3 8.5 X 2  
**PRESSED DUCK / HOISIN SC.** \$17.0  
 4  
**STAFF DISCOUNT @20%** -\$4.25

\*\*\*\*\*  
**TOTAL** **\$17.03**  
 \*\*\*\*\*

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**WHAT DO WE CARE?**

It's entirely possible that, having heard Matthew's story, or having witnessed him running from someone in the streets, that the investigators having no interest in helping this small time criminal. That's fine. If they've at least interacted with Matthew they will have attracted some attention and will be followed somewhere down the line. If they've just watched things unfold from a distance and shrugged, simply conspire to have them bump into Matthew at one of his regular haunts the following day, at which point he may remember seeing them and speak to them (ensuring, once again, that he is seen talking to the investigators, and that they will be followed later).

# The Resolution



## *Later That Night*

Anyone trying to track down Shang Tomas or Mac that evening is in for a fruitless search, so don't drag it out too long. They can still investigate the different locations but Tomas will attempt to kill Matthew this evening. The cat can only play with the mouse for so long.

As Matthew fled from his brother's ghost that evening, he headed towards the club, which will delay his return home. Tomas and his thugs will be waiting for him when he arrives, whether that's soon after he ran away, or much later that evening.

If Matthew arrives home without the investigators, Tomas appears before he can get to his front door. Matthew flees into his apartment and checks that all the

windows are shut. It makes no difference as Tomas has a set of keys stolen from Luke's corpse. As Matthew goes to the window once more, and looks down at his brother's face sneering up at him, two hooded thugs grab him from behind. One of them lets Tomas in, and he then proceeds to torture Matthew, beginning to eat him while still alive, all the time wearing the face of his dead brother.

If the investigators are with Matthew, the thugs will still be in the apartment but they'll remain hidden. 'Luke' will not scare his brother, and so there will be no initial panic to check all the windows. At some stage, however, Tomas will begin his assault, first ringing Matthew's phone, then the flat's entry phone, then appearing in plain sight in the street

outside. Whilst the investigators are distracted the thugs will attack, as above, only in this case having more victims for Tomas to torture (assuming the investigators don't get the upper hand).

Should the investigators not seek out Matthew that night, they'll learn of his death the following day when the police seek out people he's been seen talking to the last few days. They don't believe the investigators are involved but they have to follow up leads. Depending on what sway they have with the police they may discover the gruesome details of Matthew's demise. Assuming they don't say anything that sounds suspicious, they shouldn't be in any trouble. At least not with the police.

Once Matthew is dead, and his identity claimed, Tomas will begin to treat the investigators to the same harassment Matthew was subjected to. If they've no idea what's going on it may appear that Matthew's ghost has returned, much like his brother's did, to blame them for his death. If he can, he will pick off individual investigators so that he can slowly assume their identities and further terrorize the survivors. If they try to bring the fight to him he will seek out a way to end the game early, arranging an assault as he had with Matthew. If one investigator in particular has proved they understand what is happening, he will leave that person til last, as it amuses him to see the panic and fear

in his victim as they desperately try to persuade people of impossible things. Should the only victims he have be locked away for their own good, he'll find a way to them eventually. They're not going anywhere in a hurry, and all he has to do is assume a new identity (this is also the case if Matthew is imprisoned early in the scenario - Tomas will pick off the player characters before turning his attention to his old friend Matthew).

### ***The End?***

If Tomas still lives, and at least one investigator still lives, the game is still on. Tomas continues to stalk his prey, possibly claiming other victims along the way. If Tomas can be overpowered he may be arrested, albeit in his guise as Luke. He is confident that he won't be detained long.

If Tomas is killed he is clearly no longer a problem. His Uncle, however, may be.

### ***USING UNCLE TCHEOU***

Using Uncle Tcheou for anything other than background material is entirely optional. As it is this scenario presents an antagonist and a couple of henchmen who are, for the most part, people rather than monsters. If you want to add an additional challenge, or want to underline the fact that the Cthulhu Mythos consists of horrors beyond the scope of man to deal with, he can be inserted with the minimum of fuss. As an ancient Tcho-Tcho cannibal sorcerer he is as much

[\(Cont.\)](#)



ghoul as Tcho-Tcho, and in many ways something totally unique. His natural form has twisted into something feral, a dark shape somewhere between a hound, a horse and a dragon, writhing with shadows.

Uncle Tcheou will return to New York at some stage, and it's likely he won't appreciate what Tomas has been up to in his absence. There's a very good chance that he'll kill him, or torture him endlessly using some arcane device. Conversely it was no accident that he left the pendant behind. This has been a test for his student, and it's one that he clearly failed. Either way, Uncle Tcheou will be taking back the red crystal.

If you want your investigators to survive, and need a deus ex machina, Uncle Tcheou is it. Before Tomas is able to claim his final victim(s) the elder Tcho-Tcho will confront him, in whichever frail or innocent stolen identity serves him best, before assuming his natural appearance and tearing his pupil limb from limb. Alternatively Uncle Tcheou could turn up after Tomas has been defeated by the investigators. His only real concern will be to reclaim his pendant. Should anyone attempt to stop him retrieving his possession, he will assume his more monstrous form, and kill one of them.

Uncle Tcheou is not without a sense of humour. Having recovered the pendant he may arrange for the investigators to

have a surprise delivery from the Setting Sun Kitchen, accompanied with a note of apology, and a hope that this free meal of what looks like sweet and sour pork goes some way to remedy the situation.

Needless to say, they probably shouldn't eat it.

Conversely, if you're running this scenario for seasoned investigators, or very smart ones that work out what's going on early on, you can provide them with a tough 'end of level' boss by assuming that Uncle Tcheou has returned early, confronted Tomas at some stage, killed him, and added his likeness to his collection of identities. In this case 'Luke' or 'Tomas' will change into his monstrous form as a dramatically appropriate moment, much to the surprise of the thugs that are accompanying him. He will then attempt to kill the investigators himself, to add to his portfolio of alter egos. If the tide somehow turns against him he will be happy to escape with the pendant, although he will certainly plot against the investigators, unless they somehow track him down and finish him off.

Remember that, if the red crystal is smashed whilst Uncle Tcheou has assumed the form of one of the victims within, they will turn on him and tear him apart. Depending on how well prepared the investigators are, this might be their best bet of taking him down.

# Conclusion

The scenario is over when either Tomas or the last investigator has been killed. Once Tomas has died they may have the opportunity to hold onto the pendant, but it should be noted that it won't be of much use to any investigator, unless they develop a taste for human flesh. If the investigators are all killed, you might like to give them the opportunity to give their character an epilogue, detailing a situation where their character is seen to walk again, albeit as one of Tomas' assumed identities.

The investigators might also try to tackle Uncle Tcheou, but that's easier said than done (see sidebox).

## *Rewards And Tragic Repercussions*

If Matthew is saved everyone gains *1D6 SAN*. If he dies, everyone loses *1 SAN*.

Similarly, if any investigators are captured by Tomas, everyone who helps save them gains *1D6*. If they are tortured and killed instead, everyone else loses *1 SAN*.

If the red crystal is destroyed, and the spirits freed, whoever is responsible gains *1D6 SAN*.

If someone keeps the pendant, it causes a loss of *1D6 SAN* to that investigator.

If Tomas is killed or arrested they gain *1D6 SAN* each, plus one more for each thug defeated.

If Uncle Tcheou is defeated then gain *1D10 SAN* each (or *2D10* if they witnessed him in his natural form)

## *Non-Player Characters*

### *SHANG TOMAS*

Shang Tomas is mixed race, part Tcho-Tcho, part Chinese, so doesn't look too terrible in his normal skin. He typically wears a smirk and has an unfriendly gleam in his eye, which do frequently manifest in his other guises.

As Luke he appears as a blonde guy in a black hooded jacket, blue jeans, and black gloves. He doesn't demonstrate any of Luke's actual personality, which disturbs Matthew as much as anything.

As Mac he is an old black guy with grey hair, in blue tracksuit bottoms and a grubby coat. He is a lot more inquisitive than the real Mac was.

In all guises he wears the pendant with the red crystal, though it may require

a *Spot Hidden* roll to notice (arguably, investigators may assume there are several people wearing matching pendants).

Nationality: Chinese/Tcho-Tcho

Age: 22

STR 60 CON 50 SIZ 45

INT 45 POW 65 DEX 65

APP 40 SAN 00 EDU 35

Luck 65

HP 9

MP 13

Move: 8

Build: 0

Damage Bonus: 0

Weapon: Fighting (Brawling) 60%

Knife 45%

Skills: Intimidate 50%, Stealth 55%,

Occult 20%, English 70%, Chinese 40%,

Credit Rating 20%, Cthulhu Mythos 28%

Defenses: Dodge 30%

Spells: Voorish Sign, Consume Likeness, Dominate

## *MATTHEW STOWE*

Matthew Stowe is a young, wiry man, muscular but lean. He has dark brown hair, which is starting to grow a little too long, and perpetual five o'clock shadow on his face. He almost always wears black, black jeans, black t-shirt, black boots.

Nationality: Anglo-American

Age: 27

STR 60 CON 60 SIZ 65

INT 50 POW 70 DEX 65

APP 55 SAN 45 EDU 60

Luck 70

HP 12

MP 14

Move: 8

Build: 1

Damage Bonus: 1D4

Weapon: Fighting (Brawling) 60%

Skills: Intimidate 50%, English 70%,  
Credit Rating 30%, Computer Use 20%,  
Drive Auto 35%, Electronics 20%, First  
Aid 40%

Defenses: Dodge 32%



## **“MAC”**

An old black man, greying hair, wears blue tracksuit bottoms and a grubby coat. Tends not to say too much, instead just rattling a paper cup full of change at people, and he can come across as quiet, withdrawn, scared, but when people stop to talk to him, or buy him food or drink, he brightens up. It's not clear why he's living on the streets, and he never speaks of it.

Nationality: African American

Age: 53

STR 40 CON 40 SIZ 55

INT 55 POW 55 DEX 45

APP 40 SAN 25 EDU 45

Luck 55

HP 9

MP 11

Move: 5

Build: 0

Damage Bonus: 0

Weapon: Fighting (Brawling) 30%

Skills: Intimidate 30%, Persuasion 10%, Stealth 15%, English 60%, Credit Rating 0%,

Defenses: Dodge 22%

## **JONG and DAVE**

Two Chinese gang members, well muscled, have very little to say, have embraced the Tcho-Tcho philosophies (as they understand them) of power and control

Nationality: Chinese/Tcho-Tcho

Age: 21, 19



STR 70 CON 60 SIZ 55

INT 40 POW 60 DEX 60

APP 30 SAN 00 EDU 30

Luck 60

HP 12

MP 12

Move: 9

Build: 1

Damage Bonus: 1D4

Weapon: Fighting (Brawling) 60%

Knife 25%

Skills: Intimidate 60%, Stealth 35%, Occult 10%, English 60%, Chinese 40%, Credit Rating 15%, Cthulhu Mythos 15%

Defenses: Dodge 30%



### ***UNCLE TCHEOU***

Uncle Tcheou usually takes the form of an old frail Chinese man, though he has also been known to take on the appearance of a young Chinese woman, focused, full of purpose. Both of these appearances are non-threatening forms but, in reality, Uncle Tcheou is a Tcho-Tcho sorcerer who has existed for centuries, and whose form now resembles something that vaguely resembles the canine bipedal form of a ghoul, but with traces of horse and dragon, black skinned yet covered in shifting shadows. He is still capable of speech in this form, though it is telepathic. Seeing 'Uncle' in this form costs the viewer 1/1D10 SAN.

Nationality: Tcho-tcho

Age: unknown

STR 80 CON 70 SIZ 65

INT 75 POW 80 DEX 65

Luck 80

HP 13

MP 16

Move: 8

Build: 1

Damage Bonus: 1D4

Weapon: Fighting (Brawling) 60%,  
(Claws) 55% 1D6, (Bite) 35% 1D10

Skills: Intimidate 70%, Stealth 75%,  
Occult 56%, English 60%, Chinese 50%,  
Credit Rating 10%, Cthulhu Mythos 48%

Defenses: Dodge 32%

Spells: Voorish Sign, Consume Likeness,  
Dominate, Clutch of Nygotha, Curse of  
the Putrid Husk, Implant Fear



Uncle Tcheou's Secret Form





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