THE CULTISTS

This is a Lovecraftian horror role-playing scenario set in 1928. It is written with Call of Cthulhu in mind, but it can easily be adapted to Trail of Cthulhu or other horror games.

Notes

This is a story to be played by adults: there are some gruesome scenes with violence and disturbing imagery. It might be possible to adapt the scenario if any of the players is not an adult, though. Just make sure you do it beforehand and don’t try to pull it off as you play.

Story concept

A group of Christians from Boston are captured by cultists and kept, together with other people, in what seems to be an abandoned jail in the middle of nowhere. They will (presumably) try to escape and find out what the cultists want.

Player Characters

The player characters are a group of Christians from Hyde Park, in the suburbs of Boston. They are all religious and went to the same church. The ones with stronger faith are marked:

• **Fithian Finch**: Math teacher, 25 years old. Lonely person, generally quiet. Known to the rest but not very well.
• **Ozias Wilcox**: Hotel receptionist, 37 years old. His parents were killed by a thief who broke into their house. Friendly but somewhat shy with strangers. Strong faith.
• **Ezra Smith**: Architect, 32 years old. He lost his wife and daughter in an accident about a year ago. Used to be happy and energetic, but the incident seems to have made him bitter and moody.
• **Noah Wolcott**: Bank clerk, 34 years old. A man of strong faith that has problems with his wife.

Once the players have chosen a character, they can see their full stats and backstories. They are near the end of this document.
Narrator summary

The scenario title (“The Cultists”) refers to the PCs. They are all insane and they are in a mental hospital. However, in their eyes they are normal (“Christians”) and the hospital employees will seem crazy. All the actual Christian symbols they will see in the building and in the employee uniforms will look like crazy cult symbols. The bibles they may see in the library will look like arcane, occult texts with twisted morals, etc.

Throughout the text, everything will be described as the PCs see it, as that is how you should describe it.

Narrator notes

This is a short but relatively open scenario. You will need to improvise and figure out the story as it progresses. The following notes will help you, though, even in a hurry:

- Read the whole document once first.
- Take note of the main goals of the story.
- Keep the timeline and the character cheat sheet always visible while narrating.
- Make sure you read likely questions, and that you can refer to them when needed.
- Use the the NPCs to unblock situations and pull the story forward in interesting directions.
- Use the nightmares to confuse and scare the players. Except for the first, premonitory one, the rest don’t actually have a specific meaning.
- Keep track of time! You will most likely need to play 6-8 days. A useful way to fast-forward time is to ask the players if they want to do something specific, and otherwise skip to the next point in the day schedule (or, if you are really pressed for time, the next event in the timeline).

Main goals

Feel free to reinterpret or adapt details in the story and the NPCs. The essence is:

- The players should try to escape.
- The players should not forget they are all religious.
- The players should be scared of what the cultists will do, and fear for their lives.
- The flashes at the very end of the game should make it clear that the characters are the cultists after all, and that they were in a mental hospital all along.

This scenario is not about the players figuring out that the characters are crazy.

Non-Player Characters

This is a non-exhaustive list of non-player
characters that will probably appear in the scenario. They have different aspects or variants that you can mix and match according to how the story unfolds. Use them to the story’s advantage.

Reuben Temple
He is a deeply religious person, looking for a way to escape.
• Can nudge the PCs towards a plan.
• Will join the PCs if they take the initiative.
• Will introduce them to the only priest in the prison, Ezekiel.
• Could know the building well enough to help plan the escape.
• He could introduce them to Jarvis.

David Dill
One of the youngest prisoners. Christian. Impatient, nervous type. He will be happy about the characters and the possibility to escape, but will get desperate and try to escape by himself, losing a leg in the process.

Ezekiel Edwards
Protestant Priest. He will be a red shirt (ie. will “die” to make a point of how dangerous the place is).
• He might only join the other Christians now that they have a “critical mass”.
• The PCs should be drawn to trust him.
• He could know Dr. Moniz well and want to fight him.
• Could come up with the idea of praying (with the rosaries) to help them.

Caleb Cadwell
Old Christian, but doesn’t really hang out with the other Christians in the prison. He will end up losing his tongue.
• Might need some convincing to join the other Christians, including the PCs.
• Might have some differences with the other Christians in the prison.
• Might not be initially friendly to the PCs.

Jarvis Witherell
In his 50s, very thin. Hard to read, but seems trustworthy... most of the time. He has good relations with the guards so he can get small favours and small items for him and for the rest.
• He has contacts and can get items.
• He might demand some form of payment.
• He might try to abuse his power.

Walter Moniz
The doctor. He is a sadist that makes pointless experiments on the prisoners.
• He could believe the “pain theory”.
• He could not believe it.
• He could try to turn guards and other
prisoners against the PCs.

**Samuel Pettibone**

He is a junior doctor, mixed with the patients to study their day-to-day and effects of the new treatments. He presents himself as a kind, helpful person, and will be sympathetic but distant if they mention their religion.

- He could be a “spy”: really be one of the cultists pretending to be a prisoner to gain the trust of the other prisoners. Could snitch if the PCs want/do something edgy.
- If asked about his religion, he will say he doesn’t believe in what the PCs believe in but will be vague (“I’m spiritual, there are many points of view”).
- He could be turned against Walter Moniz.
- He could defend Walter Moniz.
- He could help the PCs get some rosaries.

**Hubbard Wadsworth**

This is Fithian’s friend, who he hopes will call the police and somehow find them. The other PCs will have heard of him, but never seen him before. One possibility is that he will appear in the jail. Hubbard should probably be elusive with answers, and maybe look confused.

The last day, though, he will wonder why people are calling him Hubbard, as his real name is Harry Woodward. Hubbard Wadsworth doesn’t really exist, it’s simply Fithia’s imaginary friend. Fithian could realise he isn’t really Hubbard, or maybe be in denial.

**Likely questions**

**Past**

*What do they remember from before?*

They had a pretty normal life. All Christians (of course, what else!), knew each other from before, went to the same church, lived in the same neighbourhood.
How did they end up here?
Some men came to take them while they were at home (alone). They wore satanic symbols and used “Christian” as an insult. The PCs didn’t have time to tell anyone about it, so no one is warned about it or knows where they are or why they are missing.

This place
Where are they?
In the first floor (ie. not ground floor) of what seems like an old, abandoned prison in the middle of nowhere, maybe in the countryside. Other prisoners don’t really know more than that, and they refer to it as “the prison”. If they ask people where they are from, it will be from different places in Massachusetts, mostly centred around Boston (Worcester, Somerville, Waltham, Quincy, ...).

How many people are in there?
In total there’s probably around 30 people there (that they can see). In principle they can talk to anyone, but if they talk to many people on the same day the guards will give them a warning and, if they insist, put them in their cells. If they want to talk about anything delicate, they will have to hide and/or whisper and/or stop the conversation often, so they don’t have time for a lot (as they’re constantly watched).

The Cultists
Who are they?
A group of people with strange beliefs. The cultists take care of them, but often punish them, and they are (of course) not allowed to escape.

How many are there?
There are around 10 guards that they can see at any given time. However, they rotate sometimes. All considered, there seem to be around 15-20 in total.

What do they believe in?
They believe in a violent God that wants to destroy what it deems corrupt. They refuse to name their deity, or maybe don’t have a name for it.

What do they want?
According to some, to destroy this corrupt world and make something new. According to others, to keep the world running properly, and for that they need payments (could connect to “the pain theory”).

The other prisoners
Are there other Christians?
When mentioning/discussing religion, some
guard will come and shut them up, demanding they stop harassing people with their nonsensical beliefs. There are a couple of Christians, but very few. Many are atheists.

**Are there brainwashed people?**
Some prisoners seem to be brainwashed by the cultists and have started believing the same nonsense. If the PCs ask someone and that someone admits believing the same as the cultists, that prisoner will immediately call the guards and they will get aggressive, maybe to the point of hitting the PCs. Afterwards, that prisoner will be treated better.

**How long have they been here?**
Varies, but most people will say at least “months”, and many will say “years”. Someone might even say “as long as I can recall”... because they cannot recall their life before this.

**Why were they taken?**
Their beliefs don’t match those of the cultists. Or they had impure thoughts. Or they are broken inside. Or they didn’t deserve living with other people. Or they were taken to be “purified” (these are likely to be brainwashed).
There are rumours of some of the “purified” joining the guards or being let free.

**Is it possible to obtain resources?**
People will point to Jarvis Witherell. Depending on what they’re asking for, it might be impossible to get, or take a long time, or cost money/things.

**Nightmares**
There are a number of suggested nightmares for the PCs. Use them whenever you feel like it, with whichever PC you feel like it. The first (“Grinder nightmare”) is special, though.
Each nightmare will make PCs lose 1D2/2·1D2 sanity points.

**The Grinder nightmare**
It happens on the first night. To maximise paranoia among the players, it’s suggested that whoever *refuses* to take the special Friday treat will have the nightmare. If no one refuses, *everyone* will have the nightmare.
Note that, once they start meeting more characters, the PCs that had the nightmare will recognise who was in the queue (but will only remember the order with a successful INT roll).

**Tundra nightmare**
The tundra nightmare is especially
appropriate on Thursday night, as Ezekiel is “taken care of”. It might be especially appropriate for Ozias or Noah.

**Bug nightmare**

The bug nightmare is especially appropriate for Ezra but can be used on any character.

**First Blood**

Allan Atwood is a big, muscular man who is usually seen with Ben, a thin, gawky man with big glasses. On Saturday, at breakfast or lunch, Allan will get Ezra’s locket, and will tease and provoke them saying “Come on, junior, take it from me” or some such. That night he will get the first punishment the PCs will see (two fingers chopped off). From the point of view of the PCs, they will hear very loud, upbeat music in the middle of the night (which will wake them up). They will also hear screams, which the music is apparently trying to suffocate. This will happen (almost) every time there is a punishment, see the timeline.

The next day for breakfast, Allan’s food tray will fall to the floor and the PCs will notice his missing fingers, if they hadn’t before (SAN 1D2/2+1D2).

In that same breakfast, or maybe at lunch, Ben will attack Ezra accusing him of being the culprit behind Allan’s missing fingers. He will fight a bit, and will bite Ezra. Before dinner Ben will get a harsh punishment (all teeth pulled out), and by dinner the PCs will notice it (SAN 1D2/2+1D2).

**The other Christians**

There are other Christians in the prison: Reuben Temple, Ezekiel Edwards, David Dill, and Caleb Cadwell. The latter is older and doesn’t get along so well with the rest, or anyone else in the prison for that matter. The rest will come greet the PCs on Sunday if the PCs haven’t looked for other Christians first. Ezekiel is actually a priest, and will likely offer himself for silent prayers or similar.

**The “pain” theory**

Ezekiel will have a theory: that the cultists believe that pain is needed to keep the world running. They could even have this jail to keep people suffering and ensure the needed flow of pain.

**Ezekiel’s plan**

Ezekiel wants to make a special prayer to help them escape. The idea is making a special prayer that will give them strength and willpower so that they can fight the guards. He will propose the PCs to join, and will only organise it if they do.
For the prayer, if the PCs decide to join, he will get rosaries, candles and sacramental bread through Jarvis. In reality, the bread will be some trippy magical shit that will help them contact other planes. Similarly, the rosaries and candles will be special items needed for a summoning ritual.

Another part of the plan could be destroying cultist symbols in the jail to reduce their power.

Ezekiel will be very paranoid about the cultists not finding out about the plan, and indeed they will seem to find out, because Ezekiel will get a lobotomy.

**Other plans and ideas**

Another interesting plan or addition to Ezekiel's plan is to build some kind of weapon, like a shiv from a mirror and a ripped towel. The mirror would most likely have to be ordered through Jarvis, and they might have to pay something for it.

**Caleb’s rant**

At lunch on Monday, Caleb will explode in a rant about how the people keeping them in the jail are crazy cultists that cannot be trusted. He will get very nervous, almost violent, and the guards will try to shut him up. He will fight for a while, but ultimately stop.

That night they will hear music and screams. The next day at breakfast the PCs will notice he has no tongue (SAN 1D2/2•1D2).

**David’s demise**

Before Jarvis can bring the needed parts, possibly on Tuesday 27th, David will confess that he has had a terrible nightmare and he realises he is the next. This will be the same grinder nightmare the PCs have already have. Because of it, he will want to try to escape on his own and there will be no way to make him change his mind. Naturally, this will end up badly for him.

David will try to steal some keys from one of the guards, but ultimately he will be caught before he can get away. There won’t be any music that night, but he won’t appear the next morning in the showers or breakfast.

On Wednesday 28th at lunch they will hear music and screams. At dinner they will see David… without a leg (SAN 1D2/2•1D2).

**The lobotomy**

On Thursday 29th at night, and if nothing stops it, Walter Moniz will perform a lobotomy on Ezekiel. On Friday Ezekiel will appear stuporous and confused. He will not talk at all, and eat a lot. In the middle of the breakfast he will shit his trousers and seemingly not care. He might also have a
The big reveal

There are roughly three different ways to trigger the end: they followed Ezekiel’s plan, they found some alternative way to escape, or they just don’t seem to find a way out even after Ezekiel, and possibly Fithian, have had a lobotomy.

A: Ezekiel’s plan

If they follow through with Ezekiel’s plan (even after he has the lobotomy, in which case he will naturally not join), there will be a point in which the fight with the guards will look pretty grim. At that moment, they will hear a very loud thunder and everyone will stop and look. They will hear an increasingly loud buzz, and slowly everyone will look through the windows to watch what is coming from the sky (if there aren’t any windows, some outside wall will simply be destroyed).

The PCs will be ecstatic to see that angels are coming to help them fight the guards, and every other prisoner will be absolutely terrified: people will die of heart attacks, they will kill themselves in various ways, etc. These angels look exactly like they had imagined from the Holy Book’s descriptions. Before describing them, the PCs will have their flashbacks. Once the flashbacks are over, you can describe the angels as “pinkish giant lobsters with several sets of articulated limbs, bat wings, and a somewhat circular, flat head full of antennae”. The angels will kill everyone in the jail, and bring the PCs to God as a gift for their faith (yes, they die, too, but for the PCs it will be amazing).

B: Alternative escape

Once they are out of the jail, they will still have to figure out where they are, and where and how to run away before the cultists come for them.

As they try to find clues or directions, they will turn to the building and see a sign. Before reading it, all PCs will have their flashbacks and the story will end. The sign, naturally, reads “Arkham Asylum, for the criminally insane”.

C: No good plan

At some point there will be a police raid. The police is investigating Walter Moniz after accusations of patient ill-treatment. So the police will come and will get several witnesses for questioning. None of the PCs will be questioned, even if they insist (in fact, the more they insist, the less reliable witnesses the police will think they are).

The police has come to question people, not
“save” them, which might confuse the PCs. At some point in some conversation he will mention that Oliver Griffith (the priest in the PCs’ church!) has committed several murders. Then, the police will mention the name of the place where they are (“Arkham Asylum”). But *before* revealing the name, all PCs will have their flashbacks, and the story will end.
Daily reference

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Fithian Finch

_math teacher (25yo). Lonely, quiet person. Known to the rest, but not very well._

Hubbard Wadsworth (didn't go to the same church; Fithian's hope). Church priest Oliver Griffith as supportive father figure.

Ozias Wilcox

_Hotel receptionist (37yo). Parents killed by thief. Friendly but shy. Strong faith._

Feels guilty for not saving his parents. Worked for years in small hotel (his father worked there, too). Used to shallow interactions. Feels that God had abandoned him. He will do anything to prove that his faith is strong enough.

Ezra Smith

_Architect (32yo). Lost wife & child. Bitter and moody, was happy and energetic._

Problems coming to terms with the accident. Has been reading religious texts obsessively. Maybe the world is doomed and the cultists are not that crazy.

Noah Wolcott

_Bank clerk (34yo). A man of strong faith that has problems with his wife._

Wife problems started when participating more in church. Intends to fight cultists and show God, and his wife, that his faith is strong and is used to fight evil. It might be God's plan!
Timeline

- **Friday, Nov 23**th: Story starts, at around 16:00. They will have something special for dinner, and the nightmare (see who will have the nightmare).
- **Saturday, Nov 24**th: Someone (*Allan Atwood*) will steal Ezra’s locket (pendant with a picture of his family). That night they will hear screams and music that will wake them up.
- **Sunday, Nov 25**th: Allan will have a small accident at breakfast (his tray will fall) and the PCs will realise both his index fingers are missing. A friend of his (*Ben Beckwith*) will attack the PCs and bite one of them. An hour later, still by day, they will hear the song again, playing very loud, and some screams for a long time. If they haven’t met the Christians yet, Reuben will introduce himself and mention Ezekiel. By dinner they will meet Ben again, but he will have no teeth.
- **Monday, Nov 26**th: At lunch time, someone (*Caleb Cadwell*) is arguing with someone, and explodes in a rant about the people keeping them. He says they are crazy cultists and that you cannot trust them. Some guards shut him up. If they haven’t asked around for how to get resources, Ezekiel will mention Jarvis Witherell (about the rosaries). That night they can hear the music and the screams.
- **Tuesday, Nov 27**th: If they try to talk to Caleb, he will have no tongue. Also, that night someone else (*David Dill*) will try to escape. They will hear some struggle, but no music or screams.
- **Wednesday, Nov 28**th: They will not see David at breakfast or lunch. At lunch they will hear the music and some screams. At dinner they will see him without a leg.
- **Thursday, Nov 29**th: Ezekiel will talk a lot to different people and will get the rosaries, preparing for an escape on Friday. That night, music again but no screams.
- **Friday, Nov 30**th: They will see Ezekiel for breakfast, but he will be a zombie. This is the day when shit should go down. If they don’t do anything, Fithian (a PC!) will be taken for a lobotomy at night (the character will effectively “die”, ie. be out of the game).
Non-Player Character Cheat sheet

• **Allan Atwood**: Big, scary guy. Tattoos can be seen at the end of the sleeves.

• **Ben Beckwith**: Allan’s protégé. Thin, clumsy and ungraceful. Big, round glasses. Allan and him will blame the PCs for their fate.

• **Caleb Cadwell**: Grumpy old man, half bald, overweight. Christian, but doesn’t talk to the other Christians.

• **David Dill**: One of the Christians. Nervous type, energetic, ruthless. Thin. Insomniac eyes. Will try to escape but fail.

• **Reuben Temple**: Deeply religious person looking for a way to escape. *Nudge PCs / join their plan / introduce Ezekiel / know building well / introduce Jarvis.*

• **Ezekiel Edwards**: Protestant Priest. Red shirt. *Trustworthy / know Walter Moniz well / come up with the idea of praying with rosaries.*

• **Jarvis Witherell**: Can get small favours and items. *Contacts / Demand payment / Abuse his power.*

• **Samuel Pettibone**: Kind, helpful. *Spy / snitch / prisoner turned guard / pro Walter Moniz / against Walter Moniz / help with rosaries.*

• **Walter Moniz**: Sadistic doctor. *Believes “pain theory” / Doesn’t believe “pain theory” / Could try to turn guards against PCs.*
Player character Cheat sheet

The following are the suggested characters for the players. See full backstory and stats for players in the next pages.

**Fithian Finch**

*Math teacher (25yo). Lonely, quiet person. Known to the rest, but not very well.*

Hubbard Wadsworth (didn't go to the same church; Fithian's hope). Church priest Oliver Griffith as supportive father figure.

**Ozias Wilcox**

*Hotel receptionist (37yo). Parents killed by thief. Friendly but shy. Strong faith.*

Feels guilty for not saving his parents. Worked for years in small hotel (his father worked there, too). Used to shallow interactions. Feels that God had abandoned him. He will do anything to prove that his faith is strong enough.

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Wife problems started when participating more in church. Intends to fight cultists and show God, and his wife, that his faith is both strong and can be used to fight evil. In fact, it might be God's plan.
Fithian Finch

Math teacher (25 years old). Lonely person, generally quiet. Known to the rest, but not very well.

Fithian has been a lonely person all his life. He has only had one close, life-long friend: Hubbard Wadsworth. Hubbard didn’t go to the same church but they lived close enough to meet from time to time. Fithian’s hope is that Hubbard will look for help once Fithian fails to go to the next appointed meeting.

Fithian’s father died in the Great War and since then he has lived with his mother. Religion is pretty important for Fithian. The church priest, Oliver Griffith, has sometimes been a supportive father figure.

**Ozias:** Friendly and social person. He keeps people engaged at church, such a strong faith.

**Ezra:** Good to see him finally getting better and find a direction in life. Sometimes he’s scary with his mood swings.

**Noah:** Someone Fithian can relate to: proud of his faith, but somewhat lonely and focused on church after he is having problems with his wife.
## 1920s Era Investigator

Name: Ethian Finch  
Player:  
Occupation: Math teacher  
Age: 25  
Sex: M  
Residence: Hyde Park, Boston  
Birthplace: Hyde Park, Boston  

### Characteristics

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### Hit Points

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|      | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 |
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### Investigator Skills

- Accounting (05%)
- Anthropology (05%)
- Appraise (05%)
- Archaeology (05%)
- Art / Craft (05%)
- High-school Math (70)
- Religion (60)
- Charm (15%)
- Climb (20%)
- Credit Rating (100%)
- Cthulhu Myths (00%)
- Disguise (05%)
- Dodge (half DX) (40)
- Drive Auto (20%)
- Elec Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (25%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (50%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Law (01%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Persuade (01%)
- Pilot (01%)
- Psychology (10%)
- Psychoanalysis (01%)
- Ride (05%)
- Science (01%)
- Sleight of Hand (10%)
- Spot Hidden (05%)
- Stealth (20%)
- Survival (10%)
- Swim (20%)
- Throw (20%)
- Track (10%)

### Weapons

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<th>Weapon</th>
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<th>Range</th>
<th>Attacks</th>
<th>Ammo</th>
<th>Mall.</th>
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### Combat

- Damage Bonus
- Build
- Dodge
Ozias Wilcox

Hotel receptionist (37 years old). His parents were killed by a thief who broke into their house. Friendly but somewhat shy with strangers. Strong faith.

About ten years ago a thief broke into their house and killed his parents. He still feels guilty because he wasn’t able to save them. He worked for many years in a small hotel, where his father, to whom he was very close, also worked. Not very social, is used to very shallow interactions with strangers, which makes him polite and friendly but somewhat shy with strangers when they go beyond polite small talk.

His faith could never explain why God let his parents die in such a gruesome way, which sometimes made he feel that God had abandoned him. When the cultists captured him he took it as a confirmation of sorts. He is afraid and ashamed that his faith is not strong enough, so he will do anything to prove that his faith is, and has always been, strong.

Fithian: Quiet, young fellow. Seems somewhat lonely, it must be extra difficult for him to be trapped here.

Ezra: Good man with a sad story behind him. It’s no wonder he loses his temper from time to time. His interest in studying the bible is admirable. Clearly, tragedies like his sometimes have good sides, too.

Noah: Impressive faith. He’s quite the soldier, likes to engage with heretics and spread the word of God among non-believers.
**1920s Era Investigator**

- **Name:** Ozias Wilcox
- **Occupation:** Hotel Receptionist
- **Age:** 37
- **Sex:** M
- **Residence:** Hyde Park, Boston
- **Birthplace:** Hyde Park, Boston

### Characteristics

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### Investigator Skills

- Accounting (25%)
- Anthropology (25%)
- Appraise (25%)
- Archaeology (25%)
- Art/Craft (25%)
- Firearms (25%)
- Firearms (Handgun) (25%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (25%)
- History (25%)
- Intimidate (25%)
- Jump (25%)
- Language (Other) (25%)
- Language (Own) (EDU)

### Weapons

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<th>Range</th>
<th>Attacks</th>
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<th>Malf</th>
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### Combat

- **Damage Bonus:**
- **Build:**
- **Dodge:**
**Ezra Smith**

Architect (32 years old). He lost his wife and daughter in an accident about a year ago. Used to be happy and energetic, but the incident seems to have made him bitter and moody.

Ezra had everything in life, but lost it about a year ago when his wife and his daughter died in an accident. He is still grieving and has had problems coming to terms with it. He had a big crisis of faith, feeling that he wasn’t a good enough Christian, but started recovering a couple of months ago. He wants to rebuild his life but doesn’t know when it’s appropriate to start, so he has been trying to focus on his faith instead. He has been reading religious texts obsessively, trying to find peace and a meaning for what happened, and answers about a new direction for his life.

After the cultists got him he has been wondering that, if God lets all these things happen to good Christians, maybe the world is doomed and the cultists are not that crazy. He will be careful to talk about any of this, though.

**Fithian:** A weirdo that cannot talk to people. Better to stick with him to increase our chances, but probably won’t be all that useful.

**Ozias:** A bit of a weirdo, but at least he can talk to people and was relatively engaged in church. No wonder he’s not completely normal after what happened to his parents.

**Noah:** The most normal and reliable of the three. Has problems with his wife, but is engaged in church and is easier to talk to than the rest.
**1920s Era Investigator**

**Name:** Ezra Smith  
**Player:**  
**Occupation:** Architect  
**Age:** 32  
**Sex:** M  
**Residence:** Hyde Park, Boston  
**Birthplace:** Hyde Park, Boston

**CHARACTERISTICS**

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**Temp Insane**

**Indef. Insane**

**Move Rate**

**Out of Luck**

**Sanity**

**Max MP**

**Luck**

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**INVESTIGATOR SKILLS**

- Accounting (05%)
- Anthropology (01%)
- Appraise (05%)
- Archaeology (01%)
- Art/Craft (05%)
- Architecture (70%)
- Charm (15%)
- Climb (20%)
- Credit Rating (100%)
- Cthulhu Myths (100%)
- Disguise (05%)
- Dodge (half DEX)
- Drive Auto (20%)
- Elec Repair (10%)

**WEAPONS**

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<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
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**COMBAT**

- Damage Bonus
- Build
- Dodge
Noah Wolcott

Bank clerk (34 years old). A man of strong faith that has problems with his wife.

Noah has had a mostly very calm and quiet life. When he started participating more in church, studying the bible and helping others, he started having problems with his wife. He didn’t understand why she didn’t support him, or even why wouldn’t she want to join, too.

When the cultists came he sensed there was something evil going on. He realised they were heretics and they said they were going to take him. He didn’t oppose them because he couldn’t resist them, and because he intends to fight them and show God, and his wife, that his faith is both strong and can be used to fight evil. In fact, it might be God’s plan. However, he won’t mention that he didn’t oppose them, or his God’s plan theory, to avoid being seen as merely searching for glory.

**Fithian:** Quiet kid, probably terrified of being here. We should make sure he gets out safe with us.

**Ozias:** God-fearing and disciplined, should be a good asset while we fight these heathens.

**Ezra:** Understandably bitter and moody after what happened to him. Hopefully he will be helpful in this fight.
Grinder nightmare

Six of the prisoners are making a queue in front of what seems to be a giant meat grinder. The last one is Fithian. The first one in line walks into the grinder, which is on. He doesn’t seem to feel pain as his limbs enter it, but you can hear the sounds of his flesh, muscles and bones being crushed by the machine. However, his grin doesn’t fade and he keeps entering the grinder calmly. Slowly, some kind of bloody paste comes out of the other side of the machine, and into a bucket.

The next person in line checks the bucket, stares at it for a couple of seconds, then nods. Then he leaves the bucket in place, goes back to the line, and walks into the grinder. One by one, they all repeat this process. When Fithian’s turn comes, he looks into the bucket and sees a pool of blood and gore, with small body parts floating. A pair of eyes and a mouth, seemingly from the last person, look at Fithian. The lips move, saying “You have to do it, son. It doesn’t hurt.” Fithian walks into the grinder.
**Fithian grinder nightmare redux**

You are in a doctor’s office. The doctor is there, turning his back to you. He babbles about the “balance in the world” and how to achieve it and keep it. To be able to keep the world’s delicate balance, we need to pay with suffering. Without paying in pain, the world will descent into horrible chaos.

“But, why me?” you ask. “Because you’re the chosen one.”

**Grinder nightmare redux**

You step into the grinder. The world spins and tumbles. You stay calm but get confused for a moment. Then you see Fithian’s face, looking at you puzzled. He says: “We still need more. Come on, it doesn’t hurt.”

**Shaving nightmare**

You wake up and decide to shave. You start shaving and after a while realise that you are not in front of a mirror, but in front of the bars. You are in front of the cell door. You look at “yourself” and see that the other person looks exactly like you, but is wearing cultist clothes. When the other person sees that you realise, he panics and runs away.
**Tundra nightmare**

You stand in the middle of a tundra. It’s cold and you have no idea where to go or where you are. There is a faceless man some meters away. After staring at you, he runs away. He runs towards a small door surrounded by two giant walls of stone. You try to run after him but can’t reach him before he opens the door. Once the man crosses the door, a terrible trembling sound comes and the whole ground starts shaking. Then, a giant torrent of water comes from between the walls, flooding everything. You struggle to keep your head above the water. Soon you start drowning. A figure in a blood-stained white tunic will kneel and reach for your hand, to help. In the last moment the figure will instead bring its hand to its mouth, signalling a secret. You drown.
Bug nightmare

You see a bug in your cell. At first you ignore it. Then you see it’s trying to climb up your shoe... and that you had never seen a bug like that. You squint to see it better, then shake your foot and throw it to the other side of the room.

But it persists. Comes again, you push it away. And it comes again. You step on it. It leaves a disgusting, yet small, dark green mark on your floor. You wonder when you will be able to clean it. Assuming you will have the chance at all.

While you were looking at the mark, you see that three more bugs have appeared, from different directions. Where did they come from? You squash all of them. Now the floor has four disgusting, green marks on it. Is it starting to smell? You frown and wrinkle your nose.

Even more bugs come. You search for something to kill them more quickly, but the only thing you have handy is your blanket and you don’t want that smell in it. You start stepping on them. Soon the floor is covered in the smelly, dark fluid.

But they keep coming, more and more. You start to step on them frantically. They are too many. The sound of dozens of exoskeletons being crushed makes you uneasy but you cannot stop. One of them climbs up your foot, then your thigh inside your pants. You slap it, but others start climbing. Soon you are stepping everywhere and shaking your arms, hoping they don’t reach some body orifice.

You hear a faint sound. Like tiny voices coming from them. You can barely hear them over the sound of the carnage. Their voices get louder and louder until you can finally hear them. They say “Daddy! Daddy! Please don’t hurt us!”

They are babies.
Fithian’s flashback

Fithian is in his room talking to Hubbard. He is taking his jacket and the Holy Book, preparing to go to church. He says bye to Hubbard. Years before that: Fithian is in high school, in a diner late in the evening. Two milkshakes in front of him, one of them untouched. He is brokenhearted, crying on Hubbard’s shoulder, trying to find comfort. Months before that: Fithian asks Hubbard how he will gain the courage to ask Melissa out. Years before that: Fithian is a ten-year-old boy playing with his favourite toy, a doll of a little boy. The doll’s shirt has an “H” sewn on it.

Fithian’s mother is crying, telling him that she is worried about him. She says his life cannot continue like that. She says she does not approve of that church he is going to now, that it is not helping him. She tells him that he should visit a psychiatrist.

The first scenes repeat, but this time it is clear that in all of them Fithian is completely alone.
Ozias’ flashback

Ozias is a boy. He is playing Ludo with his parents. His mother seems to roll the perfect numbers and is winning. Ozias is losing, as always. He is very angry because his mother always wins. He says that it’s unfair that she is so lucky. His mother is laughing, telling him not to be silly. She says it is just a game and he should not get upset, but it does not help.

Suddenly, the sound of broken windows. The family shuts up, alert. The father tells Ozias to go to his room and lock the door. Then the father runs to the closet and takes his handgun. The mother hides wherever she can.

An unknown person comes. The father shoots at him but fails. The assailant shoots back and hits the father in the lungs. The father falls and soon starts bleeding through his mouth. Some old paintings on the walls grab the assailant’s attention. He picks up several, leaving the house as quickly as he can. The father is left on the floor, bleeding to death.

Soon afterwards the mother leaves her hiding place and sees the father bleeding, soon to be dead. In the meantime, Ozias goes to the kitchen, hearing her mother’s laughter (or is she crying?), still unsure what has happened. He takes a butcher knife.

Ozias stabs his mother multiple times while his father watches in horror and dies. “You are always so lucky! You are always so lucky! Why dad and not you!”
Ezra’s flashback

Ezra is at his family’s funeral, crying. He goes back home, alone, and cries to sleep. Months pass. A much thinner Ezra is eating some cheap, tinned food for dinner again.

Months pass. Ezra is at home reading the Holy Book. He spends hours on it. He spends minutes on every page. It is late in the evening but he is still reading. Ezra’s Holy Book is scribbled by hand.

Months pass. Ezra is still obsessing over it, trying to understand every detail, every nuance. This is important for him. He mutters something about bringing them back from the dead.

Ezra is talking to a person in a private room in a café. This person promises he can help Ezra with his project.

Months pass. Ezra stands together with a group of men wearing strange tunics. Ezra wears a similar tunic. They are all chanting something inexplicable.
Noah’s flashback

Noah is alone in his room, staring at a sign for hours. His wife bangs on the door, trying to get him to open. He doesn’t seem to hear it and keeps staring at the sign. Noah’s wife is crying.

Noah’s wife is talking to him, explaining that they need to talk. She thinks he needs help. He does not seem to understand what she means. Noah’s wife is crying.

Months pass. A group of men are knocking at Noah’s home. Noah’s wife opens the door. The men are dressed like nurses. Noah knows who they are. Resigned, he joins the men without resistance. They put him in a car and start driving. Noah’s wife is crying.
Resources

• History of mental health and institutions:

• [https://en.wikipedia.org/wiki/Lobotomy](https://en.wikipedia.org/wiki/Lobotomy) for information on lobotomies.

• [http://opacity.us/site23_pilgrim_state_hospital.htm](http://opacity.us/site23_pilgrim_state_hospital.htm) for information about Pilgrim State Hospital.

• [https://www.reddit.com/r/AskHistorians/comments/1s3w3w/im_a_patient_at_a_psychiatric_institution_in_the/](https://www.reddit.com/r/AskHistorians/comments/1s3w3w/im_a_patient_at_a_psychiatric_institution_in_the/) Reddit thread about psychiatric institution treatments in the 1920s.

Credits

Scenario idea, text and maps by Esteban Manchado Velázquez. The font is “Old Style” by the H.P. Lovecraft's Historical Society:

Illustration on page 4 is ©[Mar del Valle](https://github.com/emanchado/character-suite).

The character sheets were prepared with “Character Suite”, which uses the RiseHandStar font by Tharique Azeez:
[https://github.com/emanchado/character-suite](https://github.com/emanchado/character-suite)