

## Edlar Wellingleby

2(10) HP · 20 instinct

### LOCATION

- Main Lab
- Does not move

### INTERACTION

*On players entering lab during experiment:*

"Who are you? Can't you see I'm in the middle of an important experiment?!"

Will run and say everything he knows (not much!) at the first sign of danger.

### NOTES

- A foppish aristocrat, who self-styles as a successful academic. In reality, he has no achievements or qualifications to speak of, but he has plenty of money to fund others (whose discoveries he will happily take credit for).
- He doesn't know the full extent of what's going on in the facility.
- He has written the secret codes to the doors in his notebook.

## Anodesia Antigone

2(10) HP · 40 instinct

### LOCATION

- Main Lab
- Does not move

### INTERACTION

- Silent on meeting the players if they interrupt the experiment, letting Wellingleby talk.
- Will not reveal that she knows what's going on, except to save her own life.
- Will coordinate with Duckton to eliminate players if she feels they're a threat.

### NOTES

- A hard-working scientist, and the real brains behind the facility.
- Though she is not necessarily a "true believer" in the occult stuff that they have stumbled across, she is more than willing to use anything and everything—including occult magic—to further her career.
- She is responsible for the human experimentation in the lab.

## Buck Duckton

3(10) HP · 40 instinct

### LOCATION

- Security Checkpoint, meditating.
- When alerted to player's presence, will put on his hat (to hide occult tattoos all over his scalp).
- Keeps a shotgun nearby, but won't carry it to greet players.
- Stays near the security checkpoint.

### INTERACTION

*On seeing players from the other side of the security checkpoint:*

"Well hey guys! You must be the new contractors. Sit tight and I'll get you your schedules and gear."

- Initially, will play dumb.
- However, he is a true believer: he will sacrifice his own life to allow the completion of the ritual.
- Is ruthless, and will kill players.

### NOTES

- A large, intimidating security guard.
- He is secretly a cultist, fully corrupted by worship of Cthulhu etc.
- In his quarters, you can find information that indicates he was once a decorated researcher and academic—he has an archaeology degree, and a PhD in history.
- Carries a combat shotgun.

## Ned Bupkis

1(10) HP · 30 instinct

### LOCATION

- Initially working in the lobby on a control box next to a door that is sliding open and closed.
- If undisturbed, will move to the HVAC around the 5:30 mark.
- Will be attacked (and killed) by a monster from the HVAC system at the 6 minute mark.

### INTERACTION

*On seeing players in the lobby:*

"Oh, hello!" (wipes his greasy hands on his Moroi overalls)  
"pardon my manners, I wasn't expecting visitors. How can I help you folks?"

*If told that the players are contractors:*

"Oh, the new employees! Gosh, my memory really isn't what it used to be. I could have sworn y'all were scheduled for tomorrow! Well, no matter: let's get you all set up. If I remember correctly, one of you is the new janitorial supervisor, and as you can see you've got your work cut out for you. If you wouldn't mind, we just had my birthday party in the mess, so if you could sort that out we'd all be very grateful. Two of you should be new test subjects, as far as I know: why don't you head down to the East wing to the patient waiting area and Dr. Antigone should be with you shortly. And finally one of you is supposed to be my personal saviour: an engineer! I cannot figure out the darned doors, so I'm hoping you can save my bacon. If you come with me, I was just about to head to the utility closet next to the HVAC to get some tools."

### NOTES

- A well-meaning, partially deaf janitor.
- I can't decide if he's in on what's going on at the facility.

## Standard Cthulhu bot

3(10) HP · 60 instinct

- Is blind, echo-locates.
- Will try to strangle usually: if caught, this is a body save or unconscious and rolling death saves.
- Two in cages in kennels, one has escaped the cage and is wandering the station after the 3 minute mark.
- Wearing a collar that will zap into submission when the word "fhtagn" is spoken.

## Larger Cthulhu bot

4(20) HP · 80 STR / -0 INT

- If caught, it will crush someone. No save here: if he catches you, you're dead.
- (initially strapped down in secret lab, will be released when power fails)

## Timeline & Events

### 0 Minute 0

Players arrive

### 3 Minute 3

One of the creatures in the kennels slams on the door from the inside, punching it out a little.

### 6 Minute 6

That same creature reaches the HVAC room. If the players haven't intervened, Ned will be there at this point. The creature will kill him.

**IF PLAYER PRESENT** If a player is there, they will see wires slowly descend from the ceiling, and wrap around Ned's neck.

### AFTER STOPPING ARTEFACT

- The station's power will go out.
- If they have asked Ned about the timer, he will have explained that it is timing for some kind of power surge. The scientists are doing some experiment that requires a lot of power, and the timer represents how long until they have charged some battery or something. When it hits 0, the scientists power up the artefact, and the resulting surge cuts power to the rest of the station. The timer is visible everywhere as a warning that power is about to go out at the indicated time.
- Of course, on all previous loops the players never saw the power go out, since once the artefact gets "powered up" the loop just starts again.
- However, if they have managed to disrupt that process somehow, the station's power will still cut out.
- This will unlock all of the cages and doors in the station.
- In particular, the extra-large patient in the secret lab, who was part-way through the cthuluification process (in other words: has not had a collar applied yet), will be released, and will make his way towards the lab.

## Excavation

- **Laser Cutter**
  - Missing battery
  - 1d100 DMG
  - 6 shots, when charged
  - 1 round recharge between shots

## Workshop

- Battery for laser cutter
- **Unused collar**
  - Commands etc work on it

## Secret lab

- **Super-soldier serum**
  - Body save on anyone who uses it, if they fail they die
  - If passed, huge strength boost
  - Also, if passed, they understand and can speak fluently R'lyehian

## Security Checkpoint

- **Combat shotgun**
  - 4d10 DMG
  - Buck Duckton is meditating nearby, and will keep the shotgun nearby.

## Main Lab

- **Artefact**
- Energised by power cords
- It is possible for one person to lift it, but only just. They would not be able to run or move quickly

## Handouts

### Lobby

- Large map

### Quarters

- **Wellingleby's diary** (*in his quarters*)
- **Antigone's todo list** (*in her quarters*)

### Library

- **Dictionary of R'lyehian words to English**