



# Song of the Ancients

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@deathbyimage

*A custom Dread scenario set within the Cthulhu Mythos by H.P. Lovecraft*

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# Synopsis

It is 1954, Several weeks ago, you were approached by a Doctor Robert Carlyle, the curator of the Arkham Museum located in Arkham, Massachusetts. A frail, older gentleman nearly in his sixties, he seemed desperate for your expertise in a curious matter. After further inquiry, the old man informed you that mysterious events have plagued his beloved museum, with no direct cause or reason though he had his suspicions. While he could not go into any particular details, he disclosed that should the matter remain unresolved, the museum would be forcibly closed. Carlyle promised a finder's fee for your assistance on this delicate matter. Upon your arrival the Arkham Museum, you discover that you were not the only investigator beseeched by the aging caretaker. You recognize some of them, but the others you are uncertain about; a thunderstorm approaches and you all hurry along the inside.

## Not Your Standard Dread game...

While this scenario follows many of the traditional formats and structure for a Dread game, there are new mechanics and rules to gauge and measure the sanity of the player characters. Please read the "Sanity" portion below.

### The Host

The Host shall play as the curator, Dr. Robert Carlyle along with an ensemble cast of non-player characters (NPCs). As the Host, you are the guide the investigators (the players) through this scenario and Arkham Museum.

### The Cast

The player characters for *Song of the Ancients* will start out as investigators hired by Dr. Robert Carlyle as they explore the Arkham Museum, gather clues, and ultimately face whatever truths lie ahead.

- **Socialite** - You are part of the high social life within the township of Arkham. You have always had a natural curiosity for the strange and mysterious. At the request of your family, you were asked to assist Dr. Carlyle's dilemma.
- **Detective** - It has been several years since the Second World War, you have taken a life of being a private detective at the end of your deployment. Some memories are hard to forget, and times have been tough for someone who endured the horrors of the conflict.
- **Academic** - You are a professor from the attached Miskatonic University on loan from the institution to aid Dr. Carlyle's pressing concerns.
- **Believer** - You Dr. Carlyle a number of years ago and since then have kept a civil relationship with each other. The curator asked for your presence for reassurance and he has remained open-minded to your unique perspective.
- **Smuggler** - You are a well-versed researcher on loan from the British Museum, or so your credentials state. You are in fact a smuggler hoping to make off with the Obelisk of Tiamat.
- **Polymath** - You grew up with a knack of various intellectual pursuits, as a result, you are a variety of multidisciplinary skills and expertise. The local Chief of Police heavily recommended you to Dr. Carlyle to solve the mysteries of the happenings within the Museum.

## The Optional Cast

This version of Dread supports up to eight players or you may switch out certain characters for another. You may use these characters if you have more players, read the later sections regarding advice for larger groups.

- **Paranormal Investigator** - While Dr. Carlyle can be open-minded to new ideas, the field of paranormal forensics is one he has not quite found any validity. But the curator reluctantly hired you after various reports from the museum staff.
- **Security Guard** - You are one of the other museum guards like Clay Swanson, you have only worked a short time within the building but Dr. Carlyle felt the need for added security. If this investigator is used for this scenario, you may remove Clay Swanson from the story.

### **Non-Player Characters (NPCs)**

- **Dr. Robert Carlyle:** The aged curator for the Arkham Museum of Antiquities and Oddities. An inquisitive individual with a spring in his voice and step. Deeply concerned with the well-being of the museum and the staff.
- **Silas Jameson:** One of the museum staff, typically the handyman and custodian for the building. He has been working with Dr. Carlyle since the beginning and knows the ins-and-outs of the building as well.
- **Clay Swanson:** Clay is one of the museum's security guards during the night shift. Dr. Carlyle asked Swanson to stay with the investigators to safeguard the property, its contents, and the well-being of the other investigators. He has worked for the museum for five years, and personally knew the deceased guard that sparked Carlyle's desperation to seek help. May give insight to the hauntings within the museum.

## The Opposition/Mission

### The Obelisk of Tiamat

This stone obelisk is actually a small column with odd cuneiform inscriptions depicting the Sumerian goddess, Tiamat. The artifact was procured in an expedition by British scholars before the war, but once hostilities began, the archaeologists managed to keep the obelisk safe until they found safe passage back from the deserts of Iraq. The relic was placed under the stewardship of the British National History Museum before being extradited to Arkham prior to the bombings in London. From the original twelve archaeologists, only one remained from excavation to final delivery. An odd curse seemed to follow whoever owned or possessed the relic. Shortly after delivery, the last researcher perished in a fire.

Dr. Carlyle had various scholars and antiquarians assess the stone column but yielded nothing under than the reference to the goddess Tiamat, some bizarre ritual, and some significance to the sea. The Museum has been the witness to various odd events once the obelisk arrived. Accidents, voices, strange sightings near and on the premises at night. At least one of the security guards was found mauled in a gruesome fashion, which prompted concern for the old curator to reach out for skilled investigators to solve the mystery soon.

The Obelisk will begin to chime an unearthly song at midnight. Once activated, various portals to the Unseen Realm will allow great monstrosities (possibly birthed from Tiamat) to manifest into the Museum. The creatures range in various shapes and sizes but most are either quadrupedal or humanoid in appearance. Feel free to add toothy maws and tentacles. The song the Obelisk chimes is a beacon for a greater evil, but it requires the completion of a ritual in order for the true nature of this artifact to be revealed. Once activated, the great and mighty Cthulhu shall awaken and rise from the depths of the sea to claim the world once more.

The investigators will need to research the Obelisk to find a method to seal the song once and for all while preventing the ritual from being completed to summon the Great Cthulhu.

## **The Cult of the Ancients**

The Cult of the Ancients is a mysterious group with unknown origins but them to have a strange relationship with various ancient sites and artifacts from an ancient world. They have followed the journey of the Obelisk of Tiamat to Arkham, lurking in the shadows, waiting for the appointed time to harness the power of the object, complete the secret ritual to summon the Great Cthulhu.

As the clock strikes closer to midnight, the cultists will make their move and infiltrate the museum. They may view the investigators as worthy sacrifices, threats, or may even ignore them all together. The cult's members consist of various individuals within a spectrum of status, races, nationalities, and sexes. The cult may have even infiltrated the township of Arkham as well long before the artifact arrived here.

## **Spawn of Tiamat**

Once the obelisk activates, portals from the Unseen Realm and creatures known as the spawn of Tiamat emerge from them. They are unnatural creatures that will hunt and stalk their prey. Most are four-legged but some can also be bipedal humanoid shaped. Defeating these beasts will require possibly some weapons or fire to combat them.

The creatures will not harm any of the Cult of the Ancients, as they possess a special talisman that regards them as allies. However, the spawn moves independently from the cult, as they are driven by the primal desire to satiate their hunger.

# The Museum

The Arkham Museum will be the focal point of this Dread scenario. This October in 1954, a dreadful thunderstorm rolls over the township and makes it hazardous to leave the confines of the Museum. The building has two primary landings connected by a central staircase towards the back of the building, a basement access can be found at the base of the main floor stairwell. The building was constructed and finished in the summer of 1858, serving as a museum and hosting some of the classes for the university before its completion years later.

## Main Floor

- Main Lobby
- Prehistory Exhibit
- Natural History Exhibit
- Gift Shop

## Second Floor

- Stone Age Exhibit
- Antiquities Exhibit
- Science Exhibit (Chemistry & Physics)
- Astronomy Exhibit

## Basement

- Boiler Room
- Archaeology Research Lab
- Archives
- Business Offices

## The Township of Arkham

Arkham, Massachusetts is located in an area between Innsmouth and Dunwich, a notable characteristic of the town would be the many of the buildings sport the gambrel rooftops. The town supports a population of nearly 2700 souls, a thriving sea life with a small port for shipping and fishing companies to thrive. A train station connects the town of Arkham to the rest of the New England area which led to its growth and expansion after the turn of the century. In recent years, the entire town has a full electrical grid with the exception of a few outlying areas still running on limited to no power.

Arkham has a vibrant social scene with many of the founding families still in residence of the township, various collectors of oddities can be found in the commercial district where exotic objects and trinkets are often unloaded at the ports. The Miskatonic University made Arkham an academic destination for the study of the classics, antiquities, and the expanding natural sciences.

# Story Structure & Gameplay

In this tale, the Host will establish the atmosphere of Arkham and the Arkham Museum. The night as the hint of storm brewing not far from the shore. The museum is located further north of the township with only some buildings for storage or living quarters for the caretaker.

The focal location of this scenario takes place within the confines of the Arkham Museum.

## Setting/Backstory

*Share this with the investigators (players) before the start of the game (after questionnaires are fine)*

- It is October, autumn has already set in but Arkham is set along the coastline of Massachusetts. The days are cool, there are often afternoon and evening rain, and the nights are even cooler.
- There was a newspaper you may have saw within the past week or two that read “*Museum guard found dead, assumed animal attack.*”
- Dr. Carlyle has individually spoken with you prior to your appointment and arrival. Your designated meeting time is at 8 in the evening in the museum’s main lobby.
- As the group assembles, a thunderstorm begins to roll into the area and become treacherous.

## Tower of Dread/Game Setup

You need the following materials:

- A tower of wooden bricks
- Several index cards
- An obscured container to hold the index cards (such as a box or a hat)

After assembling the Tower, each player pulls two blocks from the Tower and keeps them in front of them and their questionnaires. These blocks represent each character’s Sanity (see Sanity section below). Afterward, the Host shall pull three blocks from the Tower, these will represent clues that the investigators will find during the scenario.

Additionally, write down the following phobias on some index cards and shuffled into a container that the players cannot see inside:

Astraphobia	Agoraphobia	Claustrophobia	Monophobia
Entomophobia/Arachnophobia	Bathophobia	Nyctophobia	Catoptrophobia
Allodoxaphobia	Chronophobia	Sedatephobia	Xenophobia

## Sanity

Each of the players at the start of the scenario will have two blocks. These blocks represent each investigator’s sanity and mental fortitude.

During the course of the scenario, the investigators will have their sanity tested. Whenever an investigator(s) encounters a troubling revelation or faces off against unknown horrors, the player must pull a number of bricks from the Tower to retain their sanity. A player may refuse this pull and must instead put of their sanity blocks onto the Tower instead.

In the event that an investigator has no sanity block or loses their last sanity block, they must pull a phobia from the container. Give a rough description of how the phobia manifests, or allow the player to narrate their psychological episode. A player can accumulate more than one more phobia over the course of the scenario. For each phobia, an investigator must pull two blocks whenever their sanity is tested.

If the Tower collapses during one of their sanity pull, the character is driven mad and no longer an active player.

You may gain a block of sanity from the Host in the event you find or retrieve a clue relevant to the scenario.

## Clues

After assembling the Tower, there should be three blocks pulled from it for the Host. Throughout the course of the scenario, the investigators may search for information on the Obelisk of Tiamat, the Cult of the Ancients, and the Great Old Ones. Each clue will provide the means and method to stop and seal the power of the obelisk. You may prepare an index card for each clue and write on them as follows:

**Obelisk of Tiamat** - *The relic pulses with unearthly energy, as if awakened from an ancient slumber. The cuneiform had stumped the various researchers for months, almost years. A dialect lost to the ages, yet in your eyes, the script reassembles into something familiar. You blink again and the vision fades, yet its memory lingers. "Goddess of the seas and mother of the ancient ones, her call beckons her children once more. A darkness shall be cast by the Great Old Ones of yore."*

**Cult of the Ancients** - *In the back of your mind, a persistent truth has always lingered in your mind, or perhaps in the minds of all of humanity. A silent force that stirred and guided the world, biding their time from the shadows. Hidden in plain sight, they worshipped an ancient creed perhaps before even civilizations began. A covenant across the ages, guarding a truth beyond foul and dark.*

**Great Old Ones** - *Stories tell of gods and demons, before Adam and Eve, they roamed across this world and beyond. God did not forge these beings, for they existed perhaps even before him. Perhaps birthed from the chaos and darkness of creation before the Lord's light. It does not matter, for the tales all remained the same. Titans that roamed the Earth before God, ancient and terrible until they slumbered into whatever foul dreams one could not begin to fathom. One name struck you, incomprehensible yet an instinctual and phantasmal utterance left your lips. You knew not how you came to it, but you suspect evolution never forgot its true name. "Cthulhu. Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn. In his house at R'lyeh, dead Cthulhu waits dreaming."*

While having all three clues is not imperative to sealing the artifact, they will be helpful when sealing the Obelisk of Tiamat (see Sealing the Artifact section below).

## Sealing the Artifact

During the course of the scenario, the Cult of the Ancients will try to unseal the Obelisk of Tiamat to awaken the Great Cthulhu. Whether the obelisks unsealed or in the process, the investigators have a chance to stop the return of the Great Old One by purifying the ritual sight with an Elder Sign. The investigators will need at one clue to be directed to the ritual site in the basement.

In order for the investigators to write the Elder Sign and complete the ritual to seal back the Obelisk, it will require pulls from the Tower. Investigators may use their sanity blocks for these pulls. To seal the artifact, the group may contribute in unison to the pulls. Determining the number of pulls to complete this action will depend on several factors:

- Treat the pull as a sanity pull based on the number of participating investigators
- Whether or not the Obelisk of Tiamat was unsealed by the Cult of the Ancients
- The number of blocks the Host extracted from the Tower while the cultists performed their ritual
- For each clue, reduce the number of necessary pulls

If the Tower falls during this action, the player who touched it last suffers a horrific end, but it doesn't reduce the initial amount of pulls. Reassemble the Tower as normal and the group must start the process again.

# Story

## ACT 1

### Prologue

- The investigators gather at the Front Lobby of Arkham Museum. Dr. Robert Carlyle meets you all and addresses the situation to all you. He informs you all that something unnatural has been happening within the museum and hopes you all will be able to solve the mystery.
- Many of the investigators are friends, references, or colleagues that Dr. Carlyle has recruited or hired.
- If pressed, Dr. Carlyle may reveal to an investigator that he believed there was a connection with the Obelisk of Tiamat's arrival at the museum and the mysterious events, including the death of the security guard.
- Silas and Clay will be nearby but once Dr. Carlyle finishes giving instructions, the two begin to return to their stations. Clay will remain by the front entrance of the museum and lock the doors while checking all other exits while the players investigate the building. Silas will return to the basement to the boiler room. If questioned by any of the investigators, they both will inform them that they are busy and have work to complete. Dr. Carlyle departs from the museum before the growing storm outside worsens.

### Investigate the Museum

- Let the investigators explore the museum. *Hint:* You may have a sheet of paper (or index cards) arranged to show the various exhibits, halls, and rooms of the various floors of the building.
- The Obelisk of Tiamat is located in the Antiquities Exhibit on the Second Floor.
- **Clue:** If an investigator wishes to inspect the Obelisk of Tiamat, there will be a sanity pull required for every active player. Once every player has completed their sanity pull, the Host will place one of the clue blocks onto the Tower to signify the acquisition and read aloud the clue to the investigators.
- If the investigators find the clue in a relatively short time, allow the group to explore the Museum further.

### Lights Out

- After a few minutes, or immediately after finding the clue in the Obelisk, the storm roars outside with a mighty thunderous crash. The power will go out in the building, prompting the security guard, Clay, to guard the main entrance. Silas, the caretaker, will emerge from his office in the boiler room back to the main floor in preparation to restore power to the building.
- Flashlights can be found at the information desk on the main lobby.
- The storm worsens outside, and anyone trying to venture outside will be met with strong winds and battering rain. Silas or Clay will instruct that it's dangerous to head outside.
- Around this point, the time will strike midnight. The Obelisk of Tiamat will begin to emit its ominous song. The investigators will need to make sanity pulls (see Sanity).

## ACT 2

### The Museum Awakens

- Some of the investigators may be compelled to help Silas restore power to the facility. If any volunteer, Silas will relent but give in to the help. Clay will try to keep the rest of the investigators safe.
- Any investigators outside in the storm will need to make pulls to while helping Silas.
- Any investigators inside of the museum will begin to hear noise emanating from somewhere near the second floor. If they choose to search for the source, they will all feel as if they're being watched. Any investigator who lingers with Clay at the Main Lobby will hear odd echoes across the building.
- In all instances, Clay and Silas will be incapacitated. Silas will be injured in his attempt to restore power. Clay will be assaulted when the investigators turn their backs. Both will be severely injured and most likely unconscious. Any investigators who went outside will realize that the road to the museum is severely flooded.
- Alternatively, you may have both Clay and Silas killed.

### Secrets and Shadows

- If any of the investigators talked to Clay before or during the power outage, The guard will inform them that something unnatural killed his colleague, and firmly believes that the obelisk is something evil.
- Clay and/or Silas has the keys to access the entire museum.
- You may encourage the group to split up, especially if no one has investigated the obelisk yet.
- **Clue:** If an investigator goes to the Basement and searches within the Research Lab or the Archives, they will need to make a sanity pull. Once every player has completed their sanity pull, the Host will place one of the clue blocks onto the Tower to signify the acquisition and read aloud the clue to the investigators.
- While exploring the museum, the investigators will feel as if they are being watched. (They are!)

### Nightmare at the Museum

- Various hazards and terrors will spawn if the group has at least one Clue.
- Possible threats include: the figures in the exhibits become animated (including any remains), Spawn of Tiamat, Cult of the Ancients.
- **Cult of the Ancients:** At least five members of the cult infiltrate the museum despite the storm. Their objective is to prepare a magic circle using a corrupted elder sign to channel the mystical energies needed to unseal the hidden power of the Obelisk of Tiamat. This ritual will take several turns. **Note:** It's recommended that the Host pull blocks from the Tower after each turn but keeps it on a cache on the side. If the number of blocks equal the number of active investigators, the ritual will be completed. In the event the Tower falls from the Host's pull, the ritual is considered completed and Great Cthulhu has been unsealed.
- **Animated Museum Figures:** The figures become infused with the chaotic energies from the obelisk and come alive. From waxed human figures to animated skeletal bones or corpses will assault the investigators.
- **Spawn of Tiamat:** A portal will open once the Cult of the Ancients reach their destination to begin their ritual. These unearthly horrors will attack the investigators and guard the ritual site. If they escape out of the museum, they will cause considerable amount of damage and harm to the townsfolk.
- If you wish to provide tools for the investigators to fight back these terrors and dangers, you may have them search for them across the museum. This will impose danger on them.

## ACT 3

### Battle at the Museum

- At some point, the investigators will need to come to realization that they must stop whatever foul deed is happening and should be directed to the basement.
- Due to the powerful nature of the adversaries, consider having the investigators pull multiple blocks each time. Having the investigators equipped with arsenals will reduce some of the extra blocks needed to fight off the various threats and horrors.
- When dealing with the cultists, the investigators should be able to dispatch them if armed. Upon defeat, the group will contend with the ritual.
- If the investigators interrupted the ritual, they will need to make sanity pulls to deal with the supernatural energies emanating from the corrupted Elder Sign.
- If the ritual is completed, the investigators must seal the artifact again before Great Cthulhu rises from the sea.

### Sealing the Obelisk

- Refer to the Sealing the Artifact section above.
- The investigators fail if there are no more active players in the attempt to seal the Obelisk.
- There may still be threats that try to hinder the investigator's progress whether it might be surviving cultists, spawns of Tiamat, or animated museum figures.

### Aftermath

- Should the investigators successfully seal the Obelisk, the spawn of Tiamat fade out of existence, the animated museum displays revert back to inanimate objects, and any surviving cultists become incomprehensibly insane.
- **If the investigators succeed:** The storm outside quiets and morning begins to peak over the horizon from the sea. Many of the roads were swept by last night's rain, uprooted trees, shattered sailboats, and torn roofs placate the landscape of Arkham. The sea possessed its same mirror-like charm, strangely calm and receded from the storm. The sound of distant seabirds and ship bells offer a modicum of tranquility despite the horrors you all confronted during the long stormy night. You look back at the now silent obelisk, its warmth was now gone.
- **If the investigators fail:** A massive shape emerged from the surface of the stormy sea, hundreds of feet tall, its ominous shape darkening the lightning filled sky. Humanoid in shape, with an array of octopus tentacles on its large cranium, it marched toward the shores of Arkham with purpose. Eyes of endless crimson, it felt the call of the great song. A odd sound emitted from the massive creature, almost a response to the cryptic melody. Lightning crashed again to reveal the ancient god's form once more. The house of R'lyeh had returned once more, and its god was no longer dreaming. Revived and awoke, the sea continued to swell as a massive tidal wave shattered into the New England township. Consumed by the dark waters, Dread Cthulhu marched inward, hoping to bring its dreams into reality at last.

## Tips for Running the Game

- The concept is inspired largely by the stories and tales written by H.P. Lovecraft along with other roleplaying games such as *Call of Cthulhu* by Chaosium, Inc. Additionally, the locale was inspired by the cinema movie the *Night at the Museum* franchise. Players are not required to have any background knowledge on the Cthulhu mythos or the *Night at the Museum* franchise.
- The game functions perfectly at 4 to 5 players but can optimally function with 6 players, not including the host. For groups utilizing all 8 roles, it may become necessary to separate the investigators more often into manageable sizes. In such instances, make sure to give each group their opportunity to showcase their story.
- During the Tower setup, with larger groups, there will be more inherent instability within the Tower from the investigators' initial pulls and the pulls from the Host. In the event that the Tower falls during setup, resemble the Tower again and start the set up over again.
- In the event the Tower falls whenever the Host has to make a pull (for the cult's ritual, etc), it is considered a detriment to the investigators. It's suggested that the situation is growing worse, and that the impending doom that will befall everyone may occur sooner than anticipated.
- Due to the nature of the horror genre, especially with the Cthulhu mythos, there will be instances of terror and graphic violence that may occur. It is recommended that all players and the Host discuss their different levels of comfort regarding uncomfortable topics, situations, or images. These should be mutually respected by all parties to ensure a fun experience while allowing everyone to tell their best horror story.
- While this scenario takes place in 1954, you may adjust the time period so long as it has been a fair amount of time after World War 2. If you choose to do it a few years earlier, you may incorporate elements of McCarthyism into the story. Additionally, during this time period, *Brown v. the Board of Education* was concluded, which ended segregation in public schools. Furthermore, if you choose to place your scenario a few years later, you have elements of the early rise of the Civil Rights movement in the United States and the start of the National Federal Highway Act, along with international tensions happening in Russia and several of the communist states. There are still many racial and class divisions, and while it is entirely up to your players to explore these topics, it is heavily recommended that players given a safe gaming environment to voice their concerns and objections. You can find strategies for creating a safe gaming environment [here](#).
- For players who were removed from the game due to a collapsed Tower, the Host may implement these players as part of the cast of monsters and horrors that will plague the surviving investigators.
- Be willing to improvise based on the mood/tension of the table, how much time you may have, and always remember that you're trying to invoke fear in your players. This advice is something to be shared with your players prior to the game, not just reserved for the Host.

## The Socialite

- You have frequented the Velvet Lounge for many years, what has always drawn you there?
- What does your family do to maintain their high status within Arkham society?
- When you were young, what secret about your family did you discover but cannot tell?
- Why was your family upset with your relationship with your recent paramour?
- Your family always had ties with the Arkham Museum and Miskatonic University. What are those ties and why do you resent it?
- Your dreams have always left you restless in your sleep since you were a child, your partying lifestyle has been your coping mechanism since. Who else knows about these dreams and what is their relationship to you?
- Describe a dream that has continually haunted your sleep since you were a child.

## The Detective

- It has been years since your days in Normandy. Where were you when the war ended and what were you doing?
- You lost something important to you. What was it and why?
- What caused you to go into debt after your return home from the war?
- What memory from your time in the war continues to haunt you in your sleep?
- What was the last request from your fellow comrade as they died in your arms?
- Who do you owe money and why did they hand you a letter with a photo in it? What is in the photo?
- You often see the socialite visit the Velvet Lounge, what is the nature of this visit and observation?

## The Academic

- Your theories have left you a mockery of academia, even though you believe them to be correct. What measures would you perform to prove them wrong?
- The Miskatonic University has threatened to remove your tenure. What is your latest thesis or project that you hope will preserve your status and integrity?
- How long have you known Dr. Robert Carlyle, the Arkham Museum curator, and what happened in your first encounter all those years ago?
- Why do you hesitate to publish your latest thesis or project? How did you acquire this research information?
- What shameful act did you commit before you became a tenured scholar at the university? Why must no one ever know about it?
- You have noticed an oddity of coincidences relating to a (number, image, or symbol) throughout your life, describe it and what you think it means to you?

## **The Believer**

- You have dreamt of mysterious lands since you were a child, and lately, they have grown in intensity, describe these places and what you find your dreams.
  
- What tragedy happened to your sibling when you were children, and why were you blamed for it?
  
- Why are you lonely? What characteristics, behaviors, or reasons have caused others to leave you alone?
  
- You met Dr. Robert Carlyle years ago, and has remained one of your friends. How did you meet and what were the circumstances of that fateful day?
  
- You recently read your fortune. What were its contents and what do they mean?
  
- Why do mystics and shamans seem drawn to you? What do they tell you they see about you?
  
- Despite the tragedies and oddities in your life, what is your ritual to stay grounded and centered?

## The Smuggler

- What is your cover and how did you convince the curator, Dr. Robert Carlyle, that your presence was necessary?
- Besides the Obelisk of Tiamat, what other relic(s) do you think you might find inside the Arkham Museum?
- Who hired you for this “job”?
- You heard terrible rumors about the Obelisk. What rumors did you hear about this relic?
- What is your plan to smuggle the Obelisk out of the museum and Arkham?
- You visited the museum a few days ago to case the joint. What happened when you bumped into the Academic?
- You are not from around here, where is home and what did you leave behind there?

## The Polymath

- You are considered a genius in your pursuits, there is almost nothing you do not know. But what is something you have no idea about or its understanding eludes you?
- Growing up, your family has tried to create a sheltered life for you. What family secret do you know about that they tried (but failed) to keep from you?
- For several years, you have directed your intellectual pursuits to criminology and forensics. While the field itself has leaps and bounds for improvement, the local law enforcement within Arkham have been deeply appreciative of your consultations. What happened between you and the Detective in a previous case and why is there animosity between you two?
- You know fear is irrational yet are still flesh and blood governed by chemical reactions. What are your usual coping mechanisms against fear?
- Your life is governed by a strict regimen of rituals and routines to establish some sense of order in this chaotic world. Describe your daily rituals and routines.
- You and the Academic have met multiple times at the university. What do both of you argue about? What has changed in your conversations lately?

## The Paranormal Investigator

- Describe your first paranormal experience. Where was it, when did it happen, and what happened?
- You have dealt with critics your whole life. Retell an experience years prior where both you and Dr. Robert Carlyle, the museum curator encountered the paranormal.
- You use to have a partner. What happened to them?
- You have encountered the Believer once in your travels. Why do neither of you talk about what happened during your last encounter?
- What is your lucky charm that you carry with you at every investigation?
- What is the name of your paranormal investigative agency? How severe as the mounting debt accumulate?
- Since your first paranormal experience, why do you continue to pursue any leads or whispers of odd or strange events?

## **The Security Guard**

- You have worked at Arkham Museum for nearly five years now. Describe the first day on the job.
- Which of your children became ill that forced you take on extra hours?
- When you heard news of your colleague's death, why did you volunteer to help with the investigation?
- Which exhibit within the museum makes you uncomfortable?
- What are some of the other strange stories that happen in museum that you have heard from the museum workers?
- What your routine after you get home from work?
- Describe the tattoo you have. Where is it and why do you keep it hidden?

# Feedback

If you have any feedback on this scenario, please reach out to me on Twitter: [@deathbymage](#) or email me at [archmage@deathbymage.com](mailto:archmage@deathbymage.com)

I would love to improve this scenario.

# Credits

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## SPECIAL THANKS TO MY PATRONS

DM Gloreindl  
Jeff  
SoMattyGamez  
Nizuul  
Robert Walker  
Roy Flaaen  
RPG Kitchen  
Saevrick  
Tyler Kennedy

## SPECIAL THANKS TO

Epidah Ravachol, co-author of *Dread*  
For always being an inspiration

Chaosium, Inc. for their *Call of Cthulhu*  
RPG system and games

*Night at the Museum* for being an inspiration  
For this scenario