

The Uncivilized Guest

A Dark Summonings Introductory Adventure

Eunice and Barton Olmstead-Hewitt (of the New York Olmstead-Hewitts) are well known for their flashy and fancy dress balls. Invitations are coveted and rare. Eunice always makes certain that an interesting batch of people is invited and that the entertainment is second to none. Some of the guests this time include Eunice's good friend Veronica Sellers, mild mannered Dr. Edgar Winston, Officer Patrick Mulhoney, and of course, the Adventurers.

Unbeknownst to Eunice and Barton, Veronica is a member of the OTU, a secret society dedicated to the study of the Occult. Veronica recently found a book in the Society library that contained a formula created by one Henry Jekyll. This book was part of the equipment stolen when the OTU split off from the Stella Mautautina, so there will be an insert saying "Ex Libris SM." This formula gives one great strength and endurance, but the book indicated some unfortunate side effects. Veronica decided to create the formula and test it on someone so incredibly mild-mannered that the effects would be dulled a bit.

Unfortunately, the ingredients were listed in the form of medieval riddles, riddles far too difficult for Veronica to solve herself. So she asked her good friend Eunice to allow her to host a scavenger hunt at her next party. Veronica decided that a small golden statue from the Society would make an excellent prize. Veronica also came up with 5 extra clues for the hunt to round the total things needed to ten (and to hide what the true ingredients for the formula really are). Once she gets the ingredients, Veronica will retire to her room to make the potion, and will then slip it into Dr. Winston's drink, but I'm getting ahead of myself.

Cast Characters

Eunice Olmstead-Hewitt: Fabulously wealthy nouveau-riche society babe. Known for hosting the best parties where anything could happen. Invitations to her parties are treasured and coveted all over the social scene. She does most of the record-keeping, so she knows that the family is almost out of money. She is planning on having her diamond necklace stolen for the insurance money.

Barton Olmstead-Hewitt: Eunice's Husband. A bumbling alcoholic who just isn't too bright. Still, he has the keys to the house and the money's in his name. He likes to play poker, giving the others an opportunity to do something if they don't like to dance or solve mysteries. Barton has a secret cache of wine or scotch or brandy, and always carries a flask.

Veronica Sellers: Member of the OTU. She wants to produce the potion and slip it in Dr. Winston's drink. She has no idea what she's getting the party into. She keeps the door to her room locked. Veronica is Eunice's best friend.

Officer Patrick Mulhoney: A friend of Barton's. Officer Mulhoney was invited to keep the peace. Not that they'd admit it, but the Olmstead-Hewitts are secretly afraid the Adventurers will rob them blind. Mulhoney will not arrest his friend Barton for breaking Prohibition. Mulhoney is also in on the plot with the diamond necklace.

Dr. Edgar Winston: A mild mannered Psychiatrist. Dr. Winston will later become the Monster. Dr. Winston is a friend of the Olmstead-Hewitts and Ms. Sellers. If Dr. Winston is killed after he drinks the Jekyll formula, he becomes the monster permanently. Dr. Winston has no memory of what happens when he becomes the monster.

The Monster: What Dr. Winston turns into. It has a tough hide and tough bones. It rampages a bit and will claw people who get too close. It will eat any meat it sees lying around (which is how clever people will slip

it the cure). It doesn't like closed spaces and will eventually run off into the night, giving Dr. Winston a chance to return, confused. It completely heals each time it transforms into being.

The Band: It would be nice, although not necessary, to have a live band. This is supposed to be a dress ball after all. If nobody with musical talent is willing or available, a victrola or old-fashioned record player will be fine. These can be replacement characters for people who died.

Assorted Servants: Minor characters, who can be used as replacement characters for people who die.

Props Required

- ☐ A Gold Statue: Personally, I envision this to be a tentacle-faced creature with the inscription F'Tagn on the base (SAN check vs. 3). It is, in fact, a red herring. It was stolen by Veronica Sellers from the OTU, and is the prize for the scavenger hunt.
- ☐ An Old Book: The writings of Hermes Trismesthis Written in Old English. Also taken from the Society, it should have two clues, "Ex Libris SM" on the inside front cover, and the cure for the Jekyll formula somewhere inside. The actual Jekyll formula should have been ripped out from the book and on the person of Veronica Sellers.
- ☐ Two Vials of Potion: For when the Jekyll formula is produced and when the cure is made.
- ☐ Assorted Alchemical Gear: To be found in Veronica Seller's room.
- ☐ Assorted Upper Class Party Supplies: A punchbowl and glasses. Croquet set, candlesticks. Ritz stuff...
- ☐ A deck of cards
- ☐ A Diamond Necklace: Eunice will hide it to make it look like it was stolen.
- ☐ A flask of brandy for Bart.
- ☐ A few other bottles of Alcohol for the bar
- ☐ A Gun, billy club, handcuffs, flask of whiskey: For Officer Mulhoney

Alchemical parts:

- ☐ Feather
- ☐ Milk
- ☐ Onion Skin
- ☐ Apple Core
- ☐ Wool (can be clothing)
- ☐ Egg Yoke
- ☐ Mint
- ☐ Rain (Rein) Water
- ☐ Brandy (Brand-E) (in the bar)
- ☐ Honeycomb
- ☐ Forged Steel
- ☐ Pine Cone
- ☐ Hare Hair (rabbit fur will do)
- ☐ Cotton Thread
- ☐ The eye of a potato

RTL B Supplies:

- ☐ Stars
- ☐ Dice
- ☐ Unlucky Badges
- ☐ Overconfident Badges
- ☐ MANA

- ❑ Sanity
- ❑ I look Unusual badges.

Clues

Current Events

Much of the alcohol in New York State is smuggled in from Canada. The police often turn a blind eye to this.

It is believed that the Olmstead-Hewitts assist in smuggling alcohol from Canada.

It is rumored that the Jones gang will be making a play to control the alcohol flow near Lake Champlain.

Area of Knowledge: Occult

The Ordo Templar Urdum has a lodge in New York City.

The Ordo Templar Urdum split off from the Stella Mautautina.

The Stella Mautautina has no lodges in the United States.

Even those who do not practice Alchemy can brew potions if they have a formula.

Hermes Trismethis was a famous medieval alchemist.

Alchemy

While most alchemical formulas use esoteric ingredients, some use common, everyday items.

Hermes Trismethis was a famous medieval alchemist.

Law

Prohibition is laxly enforced on the local level. Only federal agents really care about it.

The Riddles

Many of these riddles were written by Ben Llewellyn and he should get credit for them. I will include the answers at the very end of this document to allow you to guess the riddles yourselves. You're welcome.

Easy: (Veronica wrote these).

- E1. She did the derring do.
She earned the great renown.
And no one called her "chicken"
Nor could defeat her down.
- E2. Kith and kine think me fine.
A drink that's udderly bovine.
- E3. Although you discard me to eat what I contained,
You still shed tears when I am removed.
- E4. I am the army that ends in the middle.
Some might call me seedy.

E5. Though I might sound quite sheepish,
 My warmth is quite divine.

Moderate: (These are part of the Jekyll formula)

M1. When the chicken enslaved her children
 What did she make them wear?
 (They found it quite burdensome).

M2. I produce phrases and increase interest
 But you need pepper or a spear to make me.

M3. My first is something done to horses as a rule
 My second is where they are led
 Together, I just fall.

M4. Make your mark then call out to the fifth.

M5 Gathering this sweet wall
 Can cause a “brush” with stinging pain.

Hard: (These are part of the Jekyll Solution)

H1. My first and second are both crimes
 (although the first is in past tense)
 Together they become strong and hot
 Then can be used for defense.

H2. My first is wasting sadness;
 My second is a peak.
 Together we build places
 Where you can climb and seek.

H3 My first and second are the same
 When the first leaps, the second quivers
 The second keeps the first warm
 When it has the shivers.

H4 With me you can sew
 What you do reap.
 And you do reap.
 What you can plant
 And then spin.

H5 A sightless eye
 From below the ground
 Eat me and die
 Survive on what I surround.

Research from the Studies of the Writings of Hermes Trismethes

(Her book)

Allow the player to choose a number from one to six. Let them roll and then given them the results below. Each research result takes 10 minutes.

Research Results:

Lib Use vs. 5: The beast formed is still yet a man, and can be brought back as such, but if you kill the beast, the man shall surely perish.

Lib Use vs. 7: To produce a potion, one must have the correct materials; the ingredients must be mixed carefully, and heated over a flame until the concoction boils. It must then be cooled with an equal part of water and then it will cause the desired results.

Lib Use vs. 5: Give the player the handout Ye Potion of the Be'st

Lib Use vs. 8: Give the player the handout Ye Cure of ye Be'st

Lib Use vs. 7: The Beast who is formed half of man and half of magic will take over the body of he who consumes the potion. Beware, for the beast is uncontrollable and unstoppable. It is ravenous and shall eat all that – or who – is put in front of it.

Timeline

All times are in hours:minutes after game start.

0:00 Eunice welcomes guests to the party. Barton announces the wet bar and tries to start a poker game.

0:20 Veronica announces the scavenger hunt and brings the statue out to show people. Mulhoney makes sure that nobody gets too near the statue. It is locked back in Veronica's room.

1:15 Start pushing the players to figure out the clues.

1:45 By now, the essential clues should have been solved and Veronica has given out the prize, which I'm sure folks will research. Veronica retires to her room with a "headache."

2:15 Veronica returns and slips the potion in Dr. Winston's drink.

2:25 Dr. Winston screams and turns into the monster.

2:30 During its first rampage, Dr. Winston kills Veronica.

The monster keeps rampaging until the players manage to "cure" it.

Eunice Olmstead-Hewitt

You are the socialite wife of millionaire industrialist, Barton Olmstead-Hewitt. Actually, Barton isn't that bright, but the money is in his name, so you stick with him. Actually, you keep track of all the finances, and you're starting to run low; you do a lot of entertaining.

Poor Barton doesn't know -- you don't like to bother him with such details -- so you've worked out a little scheme to make some more money. Tonight you are hosting a dress ball; you've invited a number of interesting people, many of whom could be suspects. Suspects for what? Why, for the robbery, you're planning on faking tonight.

You see, at some point during the evening, you are going to "discover" that your very valuable and highly insured necklace is missing (actually, you'll just hide it in a secure place). You'll complain to your good friend Officer Mulhoney who will try to find the thief. Of course, there is no thief, and the necklace will never be found. Ha! And then you get the insurance money, in your name, not Barton's.

Tomorrow, Mulhoney will fence your necklace and keep half of what he gets. You'll keep the other half, and you'll be back on your way to riches. Meanwhile, you have to keep your guests happy. You don't know many of them, except Veronica Sellers. She's your best friend, and has been since college. She stayed over last night and has been keeping to her room. You're looking forward to reminiscing about old times with her.

Actually, Veronica has asked for a favor, a fun one. She wants to hold a scavenger hunt, and she says she has a special prize for the winner. You told her that it was fine with you, and you cannot wait to see what the prize is.

Important Items

A Diamond Necklace

Barton Olmstead-Hewitt

You've got it all: a successful business, a loving wife, and lots and lots of money. You basically flaunt your wealth at parties, the theatre, and other social functions. Your wife, Eunice, loves to entertain and invite the most fascinating people to her parties.

That's why you're really looking forward to the party tonight. You'll get to drink (your good friend, Officer Patrick Mulhoney, looks after you), play cards, and impress the riff raff. Eunice is even wearing her prize diamond necklace, just to show off. Don't worry, though, it's insured. And, like we said, Officer Mulhoney is here to look after you.

Eunice's best friend, Veronica Sellers, arrived last night, and has been keeping to her room. She's always been very shy; that's why you were surprised when she announced that she'd like to hold a scavenger hunt at the party tonight. Sounds fine to you, although you prefer more adult activities like drinking and playing cards.

You get your alcohol from the Jones Gang, a small group of bootleggers who bring it down from Canada. You actually owe some money to the Jones Gang for the last batch. You understand that a member of the gang will be here to pick up \$200 cash. But you only have \$150 on you. Jones is unwilling to take your check and wants to deal only in cash. Suits you; that way it can't easily be traced back to you. But you'll have to do some fancy gambling to raise another \$50 tonight.

Important Items

A Deck of Cards, Lots of bottles of alcohol.

Officer Patrick Mulhoney

You are a typical, down to Earth, Police Officer of the 1920s. You are close friends with Barton and Eunice Olmstead-Hewitt and you nearly radiate competence and honesty.

Actually, you aren't nearly as honest as you might seem. You have a number of underworld connections, and are helping smuggle alcohol into the area. You keep Barton well stocked with liquor, and recently Eunice has asked for your help with a special project of hers.

Eunice is holding a dress ball tonight and you're invited. This is typical; Barton and Eunice often invite some really strange folks to the parties and are afraid they'll be robbed blind. You're there to keep the peace. However, tonight Eunice is planning on being robbed. She'll be wearing her diamond necklace which she will discover missing at some point in the evening.

Actually, Eunice will stash the necklace somewhere and will get it to you at some point in the evening. You're supposed to search for the thief, but instead you're going to take the necklace and fence it. You get to keep half the money you get for fencing the diamonds and Eunice gets the other half. Seems fair to you. You wonder if Barton knows what's going on.

A member of the Jones Gang is here tonight with the \$200 you will get for fencing the necklace. You don't know who he is, but he should contact you when the time is right.

Other than the necklace thing, though, you're more or less off duty. You have to keep the guests in line, but you don't have to arrest anyone unless you really feel like it. You usually just toss back a few drinks and play cards with Barton. Tonight may have a bit more excitement, but it's really just another one of Eunice's flashy parties.

Important Items

Gun, Badge, Billy Club, Handcuffs, Flask of Whiskey

Veronica Sellers

You are a member of the Ordo Templar Urdum, a secret society dedicated to studying the Occult and the unknown. You have been a member for some time now, although nobody -- not even your best friend Eunice -- even suspects.

Recently, you were browsing through the Society Library, and found an alchemical formula which is supposed to grant the recipient great strength and regenerative abilities. Sneaking the book home, you found that the ingredients to the potion were written in the form of riddles. You had no idea what was supposed to go into it.

Luckily, you had an idea. Your close friend, Eunice Olmstead-Hewitt, was holding a party this weekend and had invited you. You like Eunice, although you don't think much of her husband, Barton. All his does is drink and play cards.

In any case, you asked Eunice if you could hold a scavenger hunt, and she agreed. You can use the scavenger hunt to get others to bring you the ingredients. You've even come up with several red herring clues which you've added to the hunt. The person who brings you the most items wins a small gold statue you've liberated from the Society. And once you have all the ingredients, you can make the potion.

The only thing you're scared of is that the book mentions possible side effects. That's why you decided to test the potion on someone else. Looking over the guests, you think Dr. Edgar Winston might be the best choice, but if something happens, you have no problems with using Barton as a backup.

Important Items

Book, Alchemical Gear, Small Golden Statue, Clues for Scavenger Hunt

Dr. Edgar Winston

Oh dear. You are a typical absent minded professor. Your very nice and kind and meek and timid. You are a Psychiatrist. You have been invited to this party because Eunice Olmstead-Hewitt likes to invite a wide variety of guests to her affairs. You don't mind it too much. The gentility and the formality make you feel right at home, although you do have to admit you are intimidated by Eunice's husband, Barton.

At the moment, you just want to socialize. You genuinely like people, although many do intimidate you. You've taken a bit of a shine to another of Eunice's friends, Veronica Sellers, and you think she likes you too. She's having some sort of scavenger hunt tonight which sounds fabulous.

You just wish you could shake this sense of foreboding. Something bad is going to happen tonight. But that's just not reasonable, and you're a man of science.

Band Member

You have been hired to play at this social function. You can make up your own history.

Important Items

Musical Instrument

Household Staff

You work for the Olmstead-Hewitts. Barton is a drunk idiot and Eunice is an overdomineering shrew. But as staff, you keep your thoughts to yourself.

The Monster! [Edgar Winston, Too]

Aaaargh! You are an awful ravenous beast. You have large, bugging muscles; long, sharp claws; and dangerous teeth. You want to kill and run and destroy and eat meat. You will rampage through the house, causing chaos and then you will run outside. After about five minutes, you can return as your normal self. You will continue changing into the monster every half hour or so for about five minutes.

Here's what you do when you change:

1. Scream like you're in pain. Clutch your head (maybe disheveling your hair at the time)
2. You may wish to grow a claw from under your coat. Be near a doorway when you change and then step outside, white headband and let the monster player slip in. Changing to the monster is a SAN check vs. 8, and the monster itself is a San check vs. 5.
3. Rampage for a while, then run away. Come back as Winston after 5 minutes. Any damage you have taken as the monster is healed when you come back. You have no memory of what happens during these rampages. You may not use weapons as the Monster.
4. Make sure to kill Veronica on your first rampage.

If you are killed as the monster, or die as Winston:

1. Give them about five minutes to dispose of the body.
2. If they have chopped up the body, it will reform itself from the pieces. San check vs. 9.
3. At this point, you will no longer change back to human, and should keep rampaging at random intervals.

Ye Potion Of Ye Be'st

Ye shalle gether ye following elements, and ye shalle mixe them in ye crucible as in the form of ye alchem until ye have the potion.

Ingredients:

When ye chicken enslaved her children
What did she make them wear?
(They found it quite burdensome).

I produce phrases and increase interest
But you need pepper or a spear to make me.

My first is something done to horses as a rule
My second is where they are led
Together, I just fall.

Make your mark then call out to the fifth.

Gathering this sweet wall
Can cause a "brush" with stinging pain.

But be ye warned: the be'st produced can cause great pain along with great strength and unthinking brutality.
You cannot kill the be'st by normal means for once dest, it remains forwever.

Ye Cure of Ye Be'st

Ye shalle gether ye following elements, and ye shalle mixe them in ye crucible as in the form of ye alchem until ye have the potion. Ye needest a skille in Alchemy and must best a challenge of 5 to prepare this potion.

Ingredients:

My first and second are both crimes
(although ye first is in past tense)
Together they become strong and hot
Then can be used for defense.

My first is wasting sadness;
My second is a peak.
Together we build places
Where you can climb and seek.

My first and second are the same
When the first leaps, the second quivers
The second keeps the first warm
When it has the shivers.

With me you can sew
What you do reap.
And you do reap.
What you can plant
And then spin.

A sightless eye
From below the ground
Eat me and die
Survive on what I surround.

This be the only way to stop ye Monster. Else all is lost.

Q & A

I've tried to anticipate some of your questions.

Q: What if Dr. Winston is killed before he is drugged?

A: Veronica switches to plan B: Barton Olmstead-Hewitt

Q: What if Veronica is killed before she drugs anyone?

A: A previously unmentioned conspirator of hers comes to take her place in the plan.

Q: What if Dirk (no such thing as overkill) Parham radically dismembers Dr. Winston after he is drugged?

A: C'mon; this is supernatural horror we're talking about here. Do you think a little thing like chopping a fellow into ground beef will stop the monster? The players get the added pleasure of watching the parts reassemble themselves into the monster (SAN Check vs. 9) before it goes on to rampage.

Q: What if the players can't figure out the clues for the scavenger hunt?

A: Maybe a kind NPC will help if they're really, really stuck.

Q: Hey! How will Veronica know if the players are bringing her the correct ingredients for the potion if she cannot figure them out herself?

A: Veronica will have to be smart enough to know when someone else has figured out the right answer, although she can't solve them herself.

Riddle Answers

(All of these items must be available to the players)

E1 Feather

E2 Milk

E3 Onion Skin

E4 Apple Core

E5 Wool

M1 Egg Yoke

M2 Mint

M3 Rain (Rein) Water

M4 Brandy (Brand-E)

M5 Honeycomb

H1. Forged Steel

H2 Pine Cone

H3 Hare Hair (rabbit fur will do)

H4 Cotton Thread

H5 The eye of a potato

My dear friends. Thank you for taking part in this scavenger hunt.
Please bring the answers to me and I will keep score. The one who finds
the most items wins the prize.

She did the derring do.
She earned the great renown.
And no one called her "chicken"
Nor could defeat her down.

When the chicken enslaved her children
What did she make them wear?
(They found it quite burdensome).

Kith and kine think me fine.
A drink that's udderly bovine.

I produce phrases and increase interest
But you need pepper or a spear to make me.

Although you discard me to eat what I contained,
You still shed tears when I am removed.

My first is something done to horses as a rule
My second is where they are led
Together, I just fall.

I am the army that ends in the middle.
Some might call me seedy.

Gathering this sweet wall
Can cause a "brush" with stinging pain.

Though I might sound quite sheepish,
My warmth is quite divine.

Make your mark then call out to the fifth.