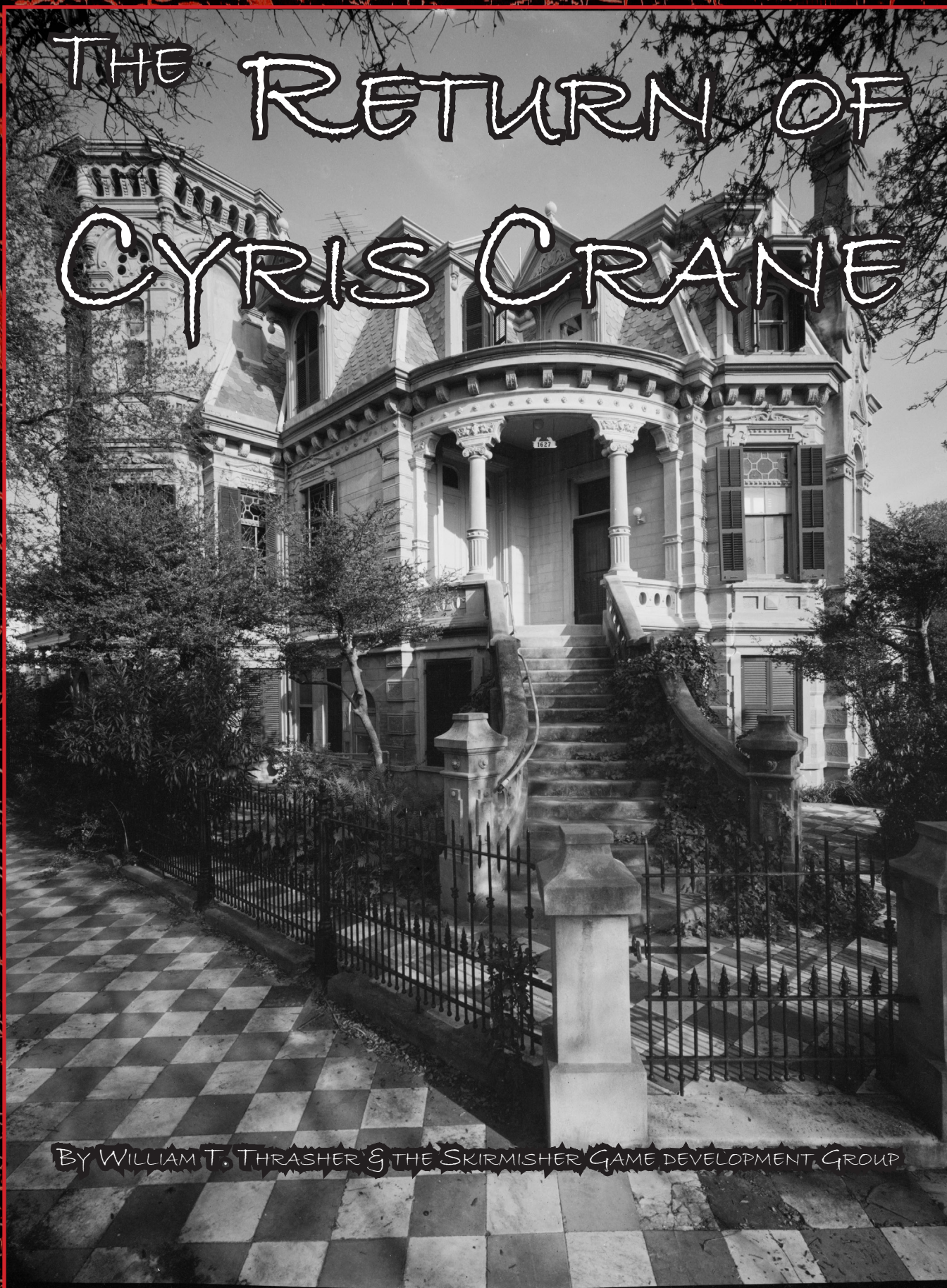
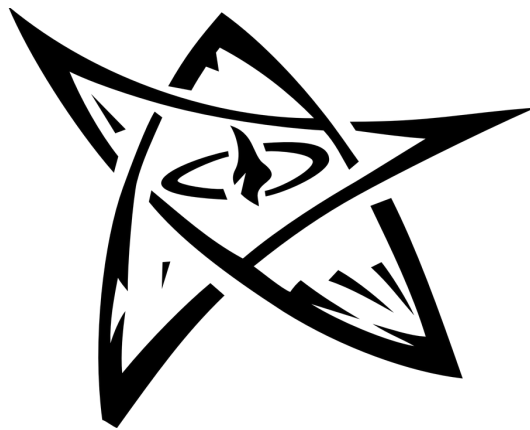


THE RETURN OF CYRIS CRANE



BY WILLIAM T. THRASHER & THE SKIRMISHER GAME DEVELOPMENT GROUP

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Cthulhu Live 3rd Edition

THE RETURN OF CYRIS CRANE

BY WILLIAM T. THRASHER

The Return of Cyris Crane is a LARP scenario designed to be played with minimal staff and a small number of players. The only staff required are the Keeper and, if possible, a Stage Manager. The Keeper should familiarize himself with each character in this script as certain important details are integrated into their backgrounds.

Setting

Crane Manor, Arkham Massachusetts, 1917

Dramatis Personae

Cyris Crane – Wealthy eccentric

Eleanor Dewitt – Crane's devoted daughter

Arthur Dewitt – Eleanor's husband and once master of Crane Manor

Claypool – Cyris Crane's former butler

Oliver Fontaine – Student of the occult and friendly rival of Cyris Crane

Phineas Theodore Riley – The Crane family lawyer

Otm Raj Kubar – Assistant to Mr. Riley

Professor Ogden Leftbridge – Miskatonic University professor

Howard West – Crane family physician

Walter Page – Reporter for the *Arkham Examiner*

Agnes LaBelle – Jilted sweetheart

Mayor Thomas LaTravolta – Mayor of Arkham

Player's Introduction

Cyris Crane is one of the wealthiest and most respected men in Arkham. A brilliant businessman, loving father, and world traveler, Cyris was the New England ideal. Sadly, this past autumn, misfortune befell Cyris Crane and his health took a turn for the worse.

Venturing into the Arkham hill country following another of his archaeological fancies, the aging Crane became lost in a sudden blizzard. Searches were conducted but Cyris was never found. As the harsh winter continued, Cyris was declared dead. His daughter and son-in-law mourned as they took up management of the Crane estate. However, with the spring thaw came a miracle.

With the first blossoms of spring, Cyris Crane returned to Crane Manor. Family and friends were overjoyed. As it happened, Cyris had been caught in the unseasonable snowstorm while hiking in the Arkham hills. Overcome by hypothermia, he was found by a pair of trappers and nursed back to health in the hospital of the small mountain town of Ipswich. Cut off from the outside world for the duration of the winter, the simple doctors did what they could to sustain Cyris, who was also suffering from temporary amnesia. With the coming of warmer weather, Cyris' recovered enough both physically and mentally that he could set back for home.

Unfortunately, Cyris' health is failing, due in part to his advancing age and substandard treatment at the hands

of simple country doctors. At Cyris Crane's request, his daughter Eleanor has sent out invitations to some of the old man's closest companions to celebrate his return. It is Eleanor's hope that the sign of so many familiar faces will bolster her father's spirits and aide in his eventual recovery.

Keeper's Introduction

The part of Cyris Crane should be played by an experienced role-player. Give the player portraying Cyris a special briefing before the game in order to explain his full character background, motivation, and relationships with the Investigators. This can include everything in the Keeper's Introduction except the identity and motivation of Crane's assassin, which should be kept secret.

Publicly, Cyris Crane was an upstanding man of power and privilege. Born from modest New England stock, Cyris parlayed his family's meager landholdings into a sizable fortune in the span of a few years. Renowned as both a keen businessman and academic, Cyris made the Crane name the most well-respected in Arkham. Unbe-



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knownst to his colleagues and family, however, Cyris owed his success to the forces of the occult.

Cyris became enamored with the occult while attending an anthropology course at Miskatonic University. As fascination led to serious study, Cyris spent long nights in the university library bent over obscure tomes. After graduation, Cyris took a hand in managing the family land and, within a year, had turned the scant real estate into a profitable source of income. With money in hand, Cyris was able to expand his studies.

Spending a summer in Europe, Cyris uncovered the secrets of alchemy in Great Britain. In Italy, he studied the art of demonology hidden within the Vatican Library. In Germany, Cyris first laid his eyes upon the black-letter edition of the *Necronomicon*.

Upon his return to the United States, Cyris used his newfound wisdom to gain an unimaginable level of influence in the world of finance. Turning lead into gold provided the capital. Secrets gleaned from the lips of demons allowed Crane to manipulate and often blackmail reluctant business partners. Crane's power, both occult and temporal, grew.

Crane took a wife and she bore him a daughter. Despite his dark leanings, Cyris truly loved the girl, vowing never to reveal to her how the Crane fortune was made. The family lived a privileged life in the towering manor house Cyris had build in the isolated Arkham countryside.

Following the premature death of his wife, Cyris sent his daughter to boarding school and resumed his world travels. In the following years, Cyris' occult library grew. It was during a trip to India, however, that Cyris' downfall began. Overcome by greed, Cyris stole a rare parchment from a group of Hindu yogis who refused to part with it at any price. Unknown to Cyris, he had stolen from the high priests of the Thuggee. The cult vowed revenge.

Returning to Arkham, Cyris was welcomed back by his recently graduated daughter and her fiancé, Arthur Dewitt. With his daughter's happiness in mind, Cyris gave their marriage his blessing and then spent the next year in seclusion, studying the wealth of arcane relics brought back from his travels.

In early autumn, news reached Cyris of a ring of Neolithic standings stones found in Arkham's northern hills. Still healthy and agile due to his alchemically enhanced longevity, Cyris ventured forth from Crane Manor on the pretense of taking a rambling holiday through the hills. Cyris set off that October, hoping to find the stones and unlock any secrets they might keep. But Cyris Crane would never see the stones.

As Cyris approached the stone's alleged location, he was attacked by a Thuggee assassin. His occult skills could not protect him against a trained killer. Within moments, Cyris was strangled to death and his body thrown off a cliff into the river below.

The cold grip of winter came early that year, and the

corpse of Cyris Crane lay frozen and preserved in the riverbed. With the spring thaw, the corpse washed up on the riverbank, where the maggots and worms of the earth set about their grim task. However, the disembodied and deranged will of Cyris Crane was not powerless. Death had stripped Cyris of the last of his sanity. With a sorcerer's skill, Cyris reanimated his body, taking possession of the worm-ridden corpse and willing it into a semblance of life, disguising his decomposing visage with a potent glamour.

So it was that Crane shambled back to Crane Manor to settle his affairs, take revenge upon those who had done him wrong, and make full use of his second life.

Cyris Crane

EDU: 17 DEX: 7 CON: 12 POW: 20

Wounds: 12 Magic: 20 Luck: 5 Shade of Terror: Red

Skills: History 4, Anthropology 3, Accounting 4, Occult 5, Library Use 5, Latin 4, Babylonian 3, French 4, Mysticism 5, Cthulhu Mythos 2, Brawling 2

Possessions: Key to your private study.

Note: As an undead thing of the Cthulhu Mythos, Cyris Crane uses the Façade Chart, entering play at *Foreboding*. Additionally, he is repelled by the Elder Sign. When confronted with this potent artifact, Cyris loses 1 Façade level. When reduced to 0 Façade, Cyris' glamor fails, exposing his true undead form to the world.

I am Cyris Crane and I am something else. I remember being accosted by a foreign type while searching for those accursed standing stones. I remember every sensation as he strangled me and threw my body over a cliff. I remember the moment my heart stopped. Yet my mind went on.

A lifetime of exposure to the occult and my own indomitable will ensured that I did not truly die. I returned! Although my body is a corpse, cold and unloving, I walk again. However, like all dead things, I decompose. This unlife cannot last.

In my study there lies a copy of the infamous *Necronomicon*. Within its pages lies an incantation known as *The Crossing*, which will allow me to exchange souls with an unwitting target. I will live again in a healthy, living body while some other poor creature suffers the fate of the worms that gnaw. I possess the only key to my study but I cannot enter there. In my days among the living I placed a powerful relic, the Elder Sign, within the study to protect against sinister occult forces. Now, as something other than human, the stone wards against me as well.

I have instructed my daughter to invite a select few of my closest friends and allies to visit and celebrate my return. I must use them to acquire the incantation. I must acquire a new body and ensure that it stands to inherit my estate so that I may maintain possession of my fortune in my new life. I must have a body of living flesh!

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Eleanor Dewitt

EDU: 12 DEX: 12 CON: 9 POW: 12

Wounds: 9 Magic: 12 Luck: 3 Shade of Terror: Yellow

Skills: History (Renaissance art history) 4, Fine Arts (painting) 3, French 4, Latin 3, Library Use 2, First Aid 2, Mathematics 2

My father, Cyris Crane, sent me to be educated in the finest boarding schools in the world. This has given me a deep appreciation for the fine arts and humanities. In this respect I take after my father, an avid anthropologist and collector of rare *objects d'art*.

While my father was not often present in my life, I know he loved me. That is why I mourned so grievously when he became lost and presumed dead in the Arkham hill country. The sizable estate my husband Arthur and I inherited did little to comfort me. I was elated when father returned to me. Yet, I fear losing him again.

It is clear that father's health is failing. His mind has also not fully recovered from his recent ordeal. That is why I hope so dearly that seeing some of his old friends will strengthen his spirits.

Howard West

EDU: 16 DEX: 10 CON: 9 POW: 10

Wounds: 9 Magic: 10 Luck: 2 Shade of Terror: Blue

Skills: First Aid 4, Biology 4, Medicine (Surgery) 5, Chemistry (Medications) 3, Forensics 2, Library Use 2, Mathematics 2, Fine Arts (Literature) 2

Possessions: Doctor's bag

I've been the Crane family physician for years. Cyris Crane is willing to spend top dollar on the health and well-being of his family, and I'm worth every penny. The only black spot on my record is the sad passing of Cyris' wife. Sadly, her condition was incurable at the time. I have resolved to make sure such a thing never happens again. No Crane shall die needlessly so long as I am their doctor!

Strangely, Cyris has refused to see me since returning from his ordeal in the hill country. I find it peculiar that Cyris would turn away his trusted physician, especially after suffering such maltreatment at the hands of a country doctor. Rumors of Cyris' failing health concern me. Thankfully, his daughter has invited me to the celebration tonight. With any luck, I can see to Cyris' health and ensure that all is well. I may have lost his wife, but I shall not lose Cyris!

Walter Page

EDU: 11 DEX: 12 CON: 8 POW: 14

Wounds: 8 Magic: 14 Luck: 3 Shade of Terror: Yellow

Skills: Photography 3, Psychology (lie detection) 3, Locksmith 3, Sleight of Hand 3, Law 2, Mechanics 2, Library Use (reference library) 3, Brawling (improvised weapons) 3, Evade 1

Possessions: Camera, notebook, pen

I'm not technically invited to tonight's party. That's never stopped me before. As a reporter, it's my duty to show up uninvited and ask the hard questions. My editor at the *Arkham Examiner* has sent me up to Crane Manor to get an interview with the old man. Apparently, wealthy gadabout Cyris Crane survived landslides, amnesia, and the harshest blizzard Arkham has seen in decades only to return home unscathed. Stories of disaster and survival really sell the papers. Admittedly, this isn't the assignment of my dreams, but a lot of influential people will be here tonight. Maybe I can pick up a few leads and find a real scoop.

Arthur Dewitt

EDU: 14 DEX: 11 CON: 10 POW: 10

Wounds: 10 Magic: 10 Luck: 2 Shade of Terror: Blue

Skills: Accounting 3, Gambling 3, Brawling 3, Handgun 3, Sports 4, First Aid 2, Law 2

Possessions: Dice, pistol (damage 4)

I love my wife Eleanor. I also love her father's money. When I found out Eleanor's father was *the* Cyris Crane, I knew I couldn't afford to let a catch like her get away. Marrying Eleanor is the best thing I ever did. She's a beautiful, goodhearted woman, and her access to the Crane fortune allows me to live the life of the idle rich. It also allows me to indulge my favorite pastime: Gambling!

When Cyris Crane was declared missing and presumed dead, I comforted Eleanor as best I could. Still, I couldn't suppress a smile when the old man's last will and testament was read. We both inherited a large share of the Crane estate. But it turned out the old buzzard wasn't dead. As such, he reclaimed all that Eleanor and I had inherited. I hate Cyris for not having the common decency to stay dead. Good thing I have a plan.

Phineas Theodore Riley, the Crane family lawyer and executor of the Crane estate, will be attending tonight's festivities. I plan to make special arrangements with the lawyer to ensure I maintain control over the Crane fortune. All I have to do is show that Cyris is *non compos mentis*. Once Cyris is declared unfit to manage his own affairs, the money will be mine permanently. This shouldn't be hard to do; the man has been acting strangely ever since he returned home. Now, if only I could find a person skilled in the science of psychology among the guests to point out the old man's obvious mental instabilities ...

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Claypool

EDU: 14 DEX: 8 CON: 8 POW: 15

Wounds: 8 Magic: 15 Luck: 3 Shade of Terror: Orange

Skills: Professional Skill [Manservant] 4, first Aid 3, Cooking (fine cuisine) 3, French 4, Mechanical Engineering 3, Small Melee Weapons (fencing foil), Library Use 2, Accounting 2, Mathematics 2

Possessions: Sword cane

I have served Cyris Crane for many years. A true gentleman's gentleman, I never inquired into Mr. Crane's private dealings, allowing my esteemed employer to keep his secrets. However, I know Mr. Crane harbored a number of dark appetites. Mr. Crane's study was a room from which all but Crane himself were barred. The few times I was permitted within, typically assisting with the installation of some new fixture or *object d'art*, Mr. Crane's interests were of an occult nature. Nevertheless, I refused to inquire as to what betided within the study walls.

I was disheartened when Mr. Crane's death was announced. I hoped to continue to serve the Crane family under Cyris' daughter Eleanor. However, I was relieved of my position, as Mrs. Dewitt wished a more traditional home life for the children she hoped to one day bear. I was retired with a generous pension.

With the unexpected return of Mr. Crane, I hope to resume my position within the household. Retirement does not suit me. I am a servant and am meant to serve. Still, my hopefully-brief retirement has given me time to practice the fine art of fencing, my favorite pastime.

Professor Ogden Leftbridge

EDU: 16 DEX: 9 CON: 8 POW: 12

Wounds: 8 Magic: 12 Luck: 3 Shade of Terror: Yellow

Skills: Anthropology 4, Latin 4, Occult 3, Library Use 4, Chess 3, History 3, First Aid 1

I first met Cyris Crane when we both attended Professor Armitage's anthropology course at Miskatonic University. From there, Cyris went on to become a respected man of wealth and influence, while I chose a scholar's life, eventually becoming an instructor at venerable Miskatonic University.

Since those early days, I have kept in touch with Cyris. Volumes of correspondence have passed between us over the years. With my academic connections and Crane's frequent world travels, we have helped each other answer key questions about the world and its peoples.

Over the years, Cyris has amassed quite a collection of medieval manuscripts and artifacts of obscure origin. Rumors of Crane's failing health have led to more rumors of an impending death. It is my hope that Cyris can be persuaded to donate his collection of rare manuscripts and curios to Miskatonic University. I also plan to spend the night recounting old tales with Cyris Crane, my friend and fellow Miskatonic alumnus.

Oliver Fontaine

EDU: 15 DEX: 8 CON: 8 POW: 14

Wounds: 8 Magic: 14 Luck: 3 Shade of Terror: Yellow

Skills: Mysticism 4, Occult 5, Latin 4, Babylonian 3, Library Use 3, History 4, Psychology 2, Anthropology 2, Hypnosis 3

Spells: *Mesmerism*

Cyris Crane has been my friend, mentor, student, and rival. We first met in the now-defunct Starry Wisdom Cult of Providence Rhode Island. Since then, we have shared fraternal brotherhood in several occult organizations. Together, we have uncovered many of the Earth's dark secrets and reaped the benefits of occult elucidation. Still, the bond I share with Cyris Crane is one of secrets, and to this day when people inquire as to how I know the old man, I smile thinly and respond, "We are old, old friends."

Most believe Crane's absence this past winter was caused by natural disaster and medical maltreatment. I do not. In his last letter, Cyris informed me he was venturing into the hill country to investigate rumors of a circle of Neolithic standing stones. I believe he found these stones and spent the past several months learning their secrets and tapping into some great power. In the spirit of gentlemanly rivalry, I intend to discover just what this secret power is, and how I can profit from it. As a skilled mesmerist, this should not be difficult.

Phineas Theodore Riley

EDU: 13 DEX: 9 CON: 9 POW: 14

Wounds: 9 Magic: 14 Luck: 3 Shade of Terror: Yellow

Skills: Psychology 4, Law 5, Library Use 3, Accounting 3, French 3, History 3, Latin 2, Mathematics 2

Possessions: Original Cyris Crane will, blank Crane will

It has been my pleasure to represent and advise Cyris Crane in all legal matters. This arrangement has also been exceptionally profitable. I respect the man for his keen mind, and felt it was society's loss when he was declared dead. However, with his recent return I have made ready for the inevitable legal tangle that will arise from settling, and now resettling, his estate. At the time of Mr. Crane's reported death, his daughter Eleanor and son-in-law Arthur Dewitt inherited the Crane estate. Of course, as Mr. Crane was not dead, all assets will return to him. My loyalty to the Crane family runs deep and I know it is in my best interests to stay on their good side.

Mr. Crane has instructed me to draft a new last will and testament, which he plans to revise tonight. Apparently, he finds the old will unsatisfactory. I have done as he requested, curious to see what changes Mr. Crane plans to make. I have brought my manservant Otm Kubar with me this evening. The cunning foreign lad's assistance has made my life so much easier. I suspect I may need his aid tonight.

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Agnes LaBelle

EDU: 13 DEX: 8 CON: 9 POW: 14

Wounds: 9 **Magic:** 14 **Luck:** 2 **Shade of Terror:** Yellow

Skills: Fine Arts (Literature) 4, Etiquette 4, Psychology 2, First Aide 3, Latin 2, French 3,
Fine Arts (Fashion) 3, Library Use 4

Possessions: Silk fan, opera glasses, extremely sharp hatpin

Cyris Crane was your sweetheart in college. A quiet and bookish lad, he was intellectually refined and not the boisterous college man that was so typical at the time. Sadly, the two of you would never have a future together.

After graduation Cyris devoted more and more of his time to business, and when his world travels began he seemed to have no time for you. When Cyris returned to Arkham no sooner had you looked him up than you discovered that he had already taken a wife. Still, your love for him never died. When Cyris' wife past away you did your best to console him. Part of you hoped that his attentions would again fall upon you, but it was not to be. Cyris again retreated into his world of books and business.

When Cyris was reported dead this past year you were among those who mourned. The service was lovely, befitting of the man you loved and admired but who gave you so little in return. This spring, when you learned that reports of his death had been premature, you decided you would meet Cyris one last time at his homecoming. Perhaps his brush with death will have shown him just what his life was missing, You will give him this one final chance to rekindle the love you once shared. After that, it will be over and you will waste no more time seeking his affections.



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Mayor Thomas LaTravolta

EDU: 14 DEX: 9 CON: 10 POW: 12

Wounds: 10 **Magic:** 12 **Luck:** 2 **Shade of Terror:** Yellow

Skills: Law 3, Military Science 3, Etiquette 10, Handgun 3, Psychology 3, Networking 3, History 3, Streetwise 3

Possessions: Pistol, mayoral sash

You are the honorable (for the most part) mayor of Arkham. You fancy yourself a natural leader. You were Phi Beta Cappa at Miskatonic University. You served in the Great War as a commissioned officer. And when you returned home to America you began your esteemed career in politics.

You have the natural talents of a leader. A sharp mind. A booming voice. And most important of all, a flock of gullible constituents. Still, a little money never hurt. Cyris Crane has given to your campaign in the past, however sparingly, and you hope that with the proper social maneuvers, he will do so again. You are familiar with Mr. Crane from the various social functions you have both attended in the past. You understand that Mr. Crane is an alumni of Miskatonic as well, and hope you can turn this to your advantage. Still, you fear Cyris Crane as much as you respect him. You have heard stories from other politicians that he always knows what is going on behind the scenes. Little dark secrets and things like that. Things he has no business knowing. With any luck, you will be able to stay on his good side.



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Otm Raj Kubar

EDU: 9 DEX: 13 CON: 11 POW: 12

Wounds: 11 Magic: 12 Luck: 3 Shade of Terror: Yellow

Skills: Martial Arts (disarm, trip, lightning strike) 4, English 3, Professional Skill [Manservant] 3, Occult 2, Law 1, Slight of Hand 4, Gambling 2

Possessions: Thuggee assassin's garrote

Note: Otm is a cultist, and therefore uses the Façade chart.

In this country I am known as Otm, manservant of Phineas Theodore Riley. The truth is far more complex: I was born and raised in the streets of Calcutta and, at the age of 16, I was indoctrinated into the Thuggee, the cult of killers. Worshiping and performing my craft under the watchful eyes of the priests of Kali, I honed the murderer's art. Every death became a sacrifice to the dark goddess my cult reveres.

Years ago, Cyris Crane sought to plunder the occult secrets of India. So great was his greed that he purloined a sacred parchment from the high priests of the Thuggee. I was dispatched to avenge that slight.

I tracked Cyris Crane to Arkham. Through trickery, I became the manservant of Crane's lawyer, a tactic I felt would allow me to understand my prey and foresee his movements. Last autumn, I ambushed Cyris Crane on a remote mountain pass. Wrapping a length of silk around his neck, I strangled the last breath from his body. Without ceremony, I tossed the corpse over a cliff. That was the end of it – or so I thought.

Cyris Crane has returned. I know this to be impossible, yet no one disputes his identity. I have traveled to Crane Manor with my employer that I might solve this mystery. If this man is a fraud, shame be upon him and those he deceives. If Cyris Crane has come back from the dead, then I will see to it that he returns to his grave – Permanently!

Game Timeline

Following is a step-by-step chronology of the steps a keep should follow when running this scenario.

0 – Pre-game Preparation: Prepare monster costume and other special FX. Decorate playing area. Distribute character packets. Select an experienced role-player for the role of Cyris Crane.

1 – The Guests Arrive: Play begins as guests arrive at Crane Manor. As the guests are introduced and begin to mingle, Crane will be in his room gathering strength for the evening's celebrations. He will not wish to be disturbed.

2 – Crane's Homecoming: Roughly 15 minutes after the last guest arrives, Cyris emerges from his room to join the festivities. This scene is a free-play period, with Cyris and the guests mingling and furthering their individual agendas. Likely events during this scene include:

∞ **Otm and Crane:** When Otm first encounters Crane,

it will become abundantly clear that the old man is the same Cyris Crane he murdered in the Arkham hills. Likewise, Cyris will recognize Otm as his murderer. This moment of revelation costs both characters 1 Façade Level.

∞ **Medical Examination:** A cursory medical examination (Difficulty 24) using the Medicine, Biology, or First Aid skills will reveal that Cyris not only still suffers from many severe injuries, but that his injuries are inconsistent with his story of survival. Also, Cyris has clearly been strangled.

∞ **Psychological Examination:** Any Investigator spending a decent amount of time interacting with Cyris Crane can make a Psychology or Psychoanalysis test (Difficulty 26). A successful test reveals that Cyris is not acting like his old self and is clearly suffering from intense mental trauma.

3 – Wheels in Motion: By this point, Crane and the Investigators should have set their plans in motion. Likely actions and their effects upon the game are as follows:

∞ **The Study:** Several characters have reason to break into Crane's study. This can be accomplished through the use of Crane's key, or by picking the lock with a Locksmith or Mechanical Engineering Test (Difficulty 35).

∞ **The Elder Sign:** If Cyris has played his cards right, the Elder Sign will be removed from his study. Keep in mind that Cyris is unable to enter a room warded with the eldritch stone.

∞ **Skullduggery:** It is highly possible that someone will attempt to kill Cyris from this point onward. Anyone inflicting bodily harm upon Cyris is subject to a Sanity Test (Yellow SoT) as carrion worms, not blood, spill forth from the resulting wounds. Likewise, Cyris loses 1 Façade Level for every 4 Wound points of damage he receives. As an undead being, Cyris does not breathe and therefore cannot be strangled.

∞ **Medical Analysis:** In the unlikely event Cyris consents to a thorough examination, a Medicine Skill Test (difficulty 35) is made. A successful test reveals that Cyris Crane should be dead from numerous unhealed injuries. He shows symptoms of advanced hypothermia, has a broken neck, and no pulse. This revelation prompts a Sanity Test (Orange SoT).



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4 – The Worms Turn: By now, Cyris should have selected a new vessel, made appropriate changes to his will, and gained possession of *The Crossing* ritual. All that remains is for Cyris to isolate his victim and perform the rite. This can be as simple as Crane asking the target to speak with him in private, or as complicated as stealing chloroform from West's bag in order to incapacitate and kidnap him or her.

It should also be clear by this point that something is not right at Crane Manor. It is highly likely that Crane's physical and mental peculiarities will be exposed. The stage is set for an exciting climax!

5 – He Lives Again: The climax begins as Cyris Crane successfully transfers his soul into a fresh body, leaving his victim's soul trapped within his worm-ridden former shell. Crane's victim is rendered a weak and gibbering mass by *The Crossing*, passing out from exhaustion at the ritual's conclusion.

Take this time to give the players of the former Cyris Crane and his victim a quick briefing explaining how their roles have reversed. Once more among the living, Cyris Crane is immune to the power of the Elder Sign and will no longer fear it. However, the victim of the ritual is now fully susceptible. A wise player, having taken up the role of Cyris, will place the stone outside the room wherein Crane's old body lies in preparation for the moment when the mortal remains rise as the uncontrollable Walking Corpse.

The following courses of investigation are likely at this point:

∞ A cursory examination of Crane's former body reveals it to be dead, no test required. A full examination (Difficulty 30) using the Medicine, Biology, or Forensics skills exposes the fact that Cyris has been dead for several weeks. This revelation prompts a Sanity Test (Orange SoT).

∞ An examination of the *Necronomicon* (Library Use, Difficulty 35) reveals that Cyris was researching a passage titled the *The Crossing*. A further Occult or Mys-

ticism Test (Difficulty 20) exposes the aforementioned passage as a potent ritual.

Once Cyris' former body is declared dead, his successor inherits the Crane estate. Assuming everything has gone according to plan, the inheritor will be Cyris' new identity.

6a – The Climax: The time has come! As Crane's former body rises as the Walking Corpse, the glamour concealing it's hideous form fails. The mind within the body is thoroughly insane and prone to attack anyone it sees. The walking corpse bares a special hatred for Cyris Crane, who will bare the brunt of the monster's hostilities.

This scene is a free-play period wherein the Investigators must confront the emergent horror of the walking corpse. The Investigators are free to attempt to destroy the monster in any violent fashion. However, if they have researched the Incantation of Banishment, their task will be much simpler.

6b – Alternate Climax: It is possible that Cyris is unable to perform ritual of *The Crossing*. If this is the case, Crane loses the last of his Façade and he becomes the walking corpse. Once Cyris has become the walking corpse, he lashes out at the Investigators, particularly the individuals he perceives as being responsible for his failure.

7 – Conclusion: If all has gone well, the walking corpse will be destroyed or banished, and Cyris Crane will have a new body and a new life with full access to the fortune he created. Regardless, the sanity of the investigators will be shaken by the revelations they have witnessed. And, most importantly, the players will have had a good time.

ROOMS

Following are the areas where the action of this scenario will occur.

Common Room/Lounge

The lounge is the room where the majority of Investigator interactions take place. Decorate the room tastefully, but simply, so as not to distract the players with necessary props and set dressing. Several chairs and two small tables are ideal as far as furniture goes. A recording of classical music, ideally played on a "retro" style CD player, adds appropriate atmosphere. Spreads of *hors d'oeuvres* enhance the atmosphere of sophistication and encourage the players to gravitate into this location.

Cyris Crane's Study

The study has the look of a wizard's workshop. Decorate the room with assorted occult books, mystical diagrams, dribbly candles, and assorted esoterica. The focus of the room is Crane's desk, whereupon his copy of the *Necronomicon* rests. If possible, burn up to three sticks/cones of incense in this room during pre-game preparation.

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The mélange of scents creates the impression of a room impregnated with the residue of years of occult experimentation.

The following items, and their game effects, are found within the study:

∞ **The Necronomicon:** The infamous occult tome is found on Crane's desk. Any Investigator attempting to read the tome must make a Latin Test (Difficulty 35). On a successful test, present the Investigator with a copy of the *Necronomicon* Translation Document (Yellow SoT). Further readings result in a translation of the Ritual of Banishment.

∞ **Alchemical Tools:** An Occult, Anthropology, or Mysticism Test (Difficulty 30) identifies this collection of phials and braziers as an alchemical laboratory. A Chemistry or Geology Test (Difficulty 25) identifies the glittering metal within the brazier as pure gold.

∞ **Occult Paraphernalia:** Anyone examining the study in general makes an Anthropology or Occult Test (Difficulty 35). A successful test makes it clear that Cyris Crane dabbles in some of the darkest of mystical practices. The revelation prompts a Sanity Test (Blue SoT).

∞ **The Elder Sign:** This star-shaped stone is placed near the entrance to the study, preferably just above the door. An Anthropology or Occult Test (Difficulty 36) identifies the stone as an ancient symbol of protection. Until Cyris transfers his soul, he is unable to approach the Elder Sign, nor pass through any doorway where the stone is displayed.

∞ **Weapons:** A pistol (Damage 4) and a ritual dagger (Damage 3) are hidden within the study. A desk drawer is an obvious hiding place. Keepers wishing to give their players more of a challenge are encouraged to find more cunning hiding places.



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Cyris' Bedroom

Cyris Crane's bedroom needs to be nothing more than a clean room with a bed in the middle and wastepaper basket to the side. Crane, in an effort to spare his decomposing eyes, has removed the light bulbs from every fixture and lamp in the room, placing the bulbs in the wastepaper basket. A handful of rubber worms and insects scattered about the room offer a sickening clue to Cyris Crane's true nature.



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SPELLS

The spells *The Crossing* and the *Ritual of Banishment* can be researched from the *Necronomicon* with a successful Latin Test (difficulty 35). Details of *Mesmerism* appear below and on the associated prop card.

Mesmerism

This is a simple mind-control spell possessed by Oliver Fontaine. Spend 3 Magic Points and choose one of the following effects:

∞ The target must answer Fontaine's next question truthfully.

∞ The target must obey Fontaine's next three-word command.

Ritual of Banishment

By brandishing the Elder Sign, intoning words of power (see *Ritual of Banishment* handout), and spending 5 Magic Points, the caster destroys the Walking Corpse, reducing it to an inanimate mass of carrion.

The Crossing

This spell allows the caster to exchange souls with a living human target. *The Crossing* requires the performance of ritual gestures and incantations (see *The Crossing* handout) and the expenditure of 6 Magic Points. As this spell effectively reverses the roles of two players, the Keeper must be on hand to brief those involved.

PROPS

The Return of Cyris Crane requires a few simple props, most of which are included with this script and may be reproduced for personal use. Acquiring the remaining props requires a minimum of fuss.

∞ **Necronomicon:** While a prop card has been included to represent this eldritch tome (see below), Keepers are encouraged to acquire a paperback edition of the *Necronomicon* or other suitable prop tome. Simply place the *Necronomicon* prop card so that it protrudes from the pages for the benefit of the players.

∞ **Alchemical Gold:** A handful of stones or irregularly-shaped bits painted gold best represent the results of Crane's alchemical art.

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∞ **Walter Page's Camera:** The young reporter's camera is best represented with an actual camera, preferably disposable or digital. Make sure the camera is unobtrusive, as some players may find the anachronism distracting. The end result will be a fantastic collection of photographs chronicling the game as it happened.

PROP CARDS

Organizing a LARP is a time- and resource-intensive process, especially where props are concerned. Having an authentic early 20th century camera and a massive eldritch tome (or reasonable facsimiles thereof) on hand is an unlikely occurrence, even among seasoned *Cthulhu Live* Keepers. Likewise, the presence of realistic weapon props raises safety concerns, and may be outright forbidden in some venues. For the benefit of first-time Keepers, prop cards representing significant items, weapons,

and spells are included with this script. Simply distribute the item cards to players as indicated by the Possessions entries on their character bios, placing the remaining cards at specific locations within the play area as indicated by the "Rooms" section of the script.

MONSTERS

Make ye the sign of domination by raising your left hand, index, middle, and smallest finger extended. Speak ye the words that impel the transmigration of spirits.

Ia Ia Cthulhu Th'soth
Qan Thradash Voor N'kia
Ia Yog-Sothoth Z'ree
Ia Throdog U'rho K'desh

(The Crossing handout)

Mighty is the power of the Elder Sign, which seals away and banishes the horrors of the Old Ones. With its power shall you banish the manifold horrors of the night! Wield ye the Elder Sign before the manifold horrors of the night, and with mind unclouded call out the words of power.

Ia Yog-Sothoth N'gai
Ia Yelmul N'airb
Ia H'telred
Ia Yog-Sothoth Byak

(Ritual of Banishment Handout)



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The Walking Corpse (Shambling Undead Horror)

EDU: 6 DEX: 8 CON: 12 POW: 10

Wound Points: 12

Magic Points: 10

Sanity Test: Orange

Skills: Brawling 3

Attack: 2 WP bite and claw attack

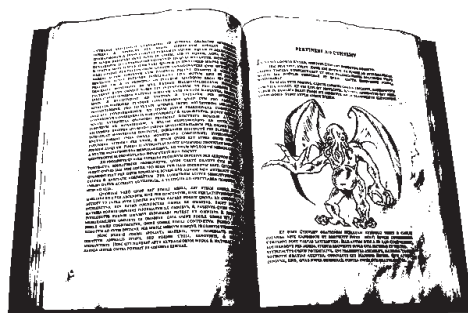
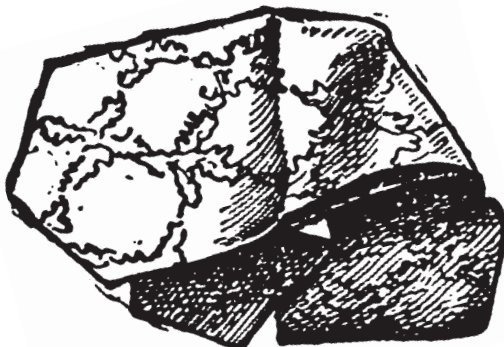
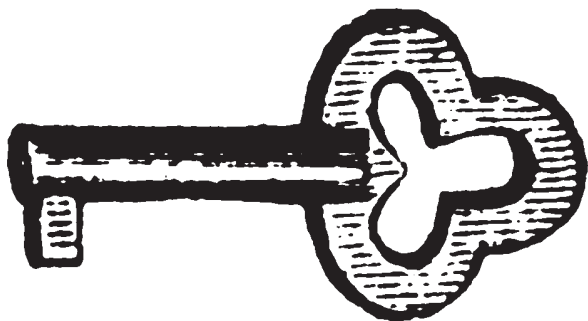
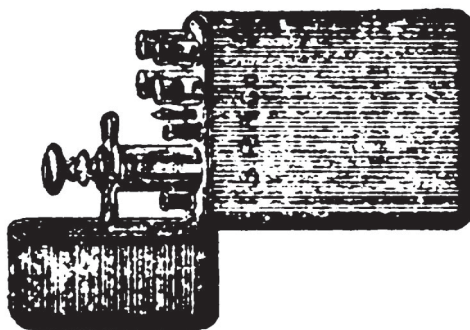
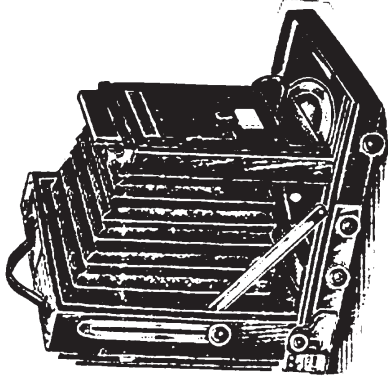
Defense: The Walking Corpse takes only 1 WP of damage from all physical attacks. Fire and magical attacks inflict full damage.

Notes: The Walking Corpse is an undead thing of the Cthulhu Mythos. As such, it is vulnerable to the Elder Sign. It will not attack anyone who possesses the Sign, and cannot pass through any door warded with the Elder Sign.

The Walking Corpse is all that remains of Cyris Crane's original body. It is a violent, hungry monstrosity with a mind stripped of all sanity and human emotion.

The Walking Corpse is sensitive to bright light. While it suffers no damage from exposure to intense light sources, a bright flash (like that from Walter Page's camera) will stun the Corpse for 1 Round. Once recovered, the infuriated Corpse will direct its hostilities to the source of the flash.

Creating the Walking Corpse can be accomplished with nothing more complicated than a skull or zombie mask. However, Keepers wishing to create a more memorable and visceral monster are encouraged to experiment with rapidly-applied face paint and makeup FX.



Claypool's Cane-sword

A sturdy walking stick concealing a sharp blade.

Damage: 3

Walter's Camera

An old-fashioned camera. Makes a bright flash when used.

Special: it takes 1 Action to refresh the camera's flash powder after each use.

Doctor's Bag

A leather case containing disinfectants, surgical tools, and three doses of chloroform.

Cyris Crane's Revolver

A well-maintained antique revolver, fully loaded with six bullets.

Damage: 4

Arthur's Pistol

A recently purchased Colt pistol, fully loaded with six bullets.

Damage: 3

Study Key

Unlocks the door to Cyris Crane's private study.

Mesmerism (Spell)

A simple mind control spell possessed by Oliver Fontaine. Spend 3 Magic Points and choose one of the following effects:

∞ The target must answer Fontaine's next question truthfully.

∞ The target must obey Fontaine's next three-word command.

Elder Sign

An oddly-angled stone of obscure origin. Protects against the manifold horrors of the Cthulhu Mythos.

Necronomicon

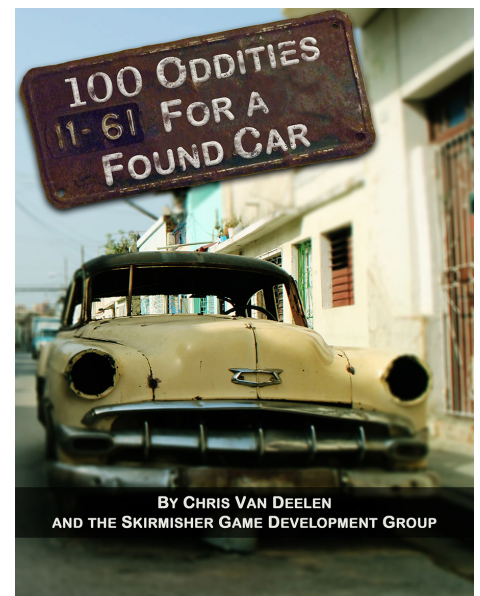
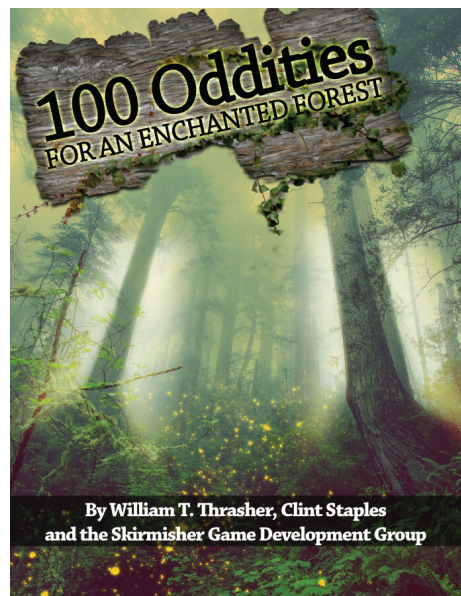
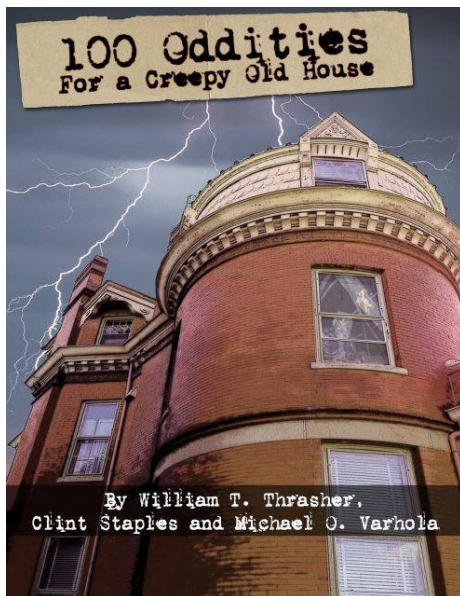
An infamous book of blasphemous lore and dark sorcery. Reading the tome requires a Latin Test (Difficulty 35) and a Sanity Test (Yellow SoT).

Assassin's Garrote

An elegant silk scarf used by Thuggee assassins to strangle their victims.

Damage: 2

Special: When used to strangle, damage increases by +1 each successive Round.



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