

## INTRODUCTION OR “HOW TO USE THIS MINI-SCENARIO”

This is a super cheap, super mini scenario for use in your Call of Cthulhu gaming circles. Please note that these are intended to be used with the most recent version of the CoC RPG at the time of original publishing, the 7<sup>th</sup> edition. You will note that I have provided very few stats for use, if any. This is not out of laziness so much as it is intended that you take the time to prepare for your game and gauge the NPCs and assorted nasties to your players. Also there are no character sheets. As a player I have always found that it is best to roll your own. A GM can massage the results or suggest a player do certain things with their character, but rolling stats and assigning personal preferences is part of the whole experience.

The best use for these are the sort of game that occur on short notice when you have nothing prepared, or you just want to introduce someone to the game or perhaps you want a diversion, a “one-off” game to break up a monotonous campaign that is losing steam. Make it yours! Enjoy.

### How To Use This:

- Buy this scenario, its cheap! \$1 US only! That’s, like, what, a coffee, a donut (or doughnut as we say in Canada)! (Done)
- Read it before hand and make whatever prep you need i.e. Roll up your own stats for NPC or use a generator app to do so or if you are like me, just wing it. This is supposed to be fun and improve-ish.
- Give the players the background provided and ad lib whatever you like
- Instruct the players to create characters based on scenario suggestions or your own modification therefor. I won’t judge!
- Start game.
- Eat snacks
- Smile at an evening well spent with your friends

Also before I forget, thank you again to Simon Bray for the use of his art!

Sean Liddle  
Summer, 2019

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## BATHORY'S CHILDREN

### BACKGROUND FOR GM

Year: 1984

Location: Berlin, Germany

### Summary for Players

(Intended to be shared prior to gaming and character creation).

*It is 1985 and you are members of a black metal band on holiday in Berlin. You are invited to a show! A rival metal artist is having a secret show in a small venue nearby in a rural town. What the hell! Metal is metal! Rawr!*

### SUMMARY FOR GM:

The makeup of the characters should be at the decision of the players to roll and run. They need to have at least three band members. Other characters can be roadies, techs or managers/assistants. If however you wish you can streamline things and prepare some pre-gens.

The gig they have been invited to is a trap. Manfred Blitz is insanely jealous and in fact, insane. He is a devotee of esoteric arts (not a secret) and has funded through his music worldwide searches for mystical writings and knowledge. His plan is to bring the band on stage, play a few songs, expose them for who they are, drug them and take them to the woods to a cabin where he will have the children of the night (Shub Niggurath's servants) haul them away. The plan is that they appear to all watchers to have them appear to be partying away the night, head off to party in the woods (while he heads home for the night, disgusted with their actions) and there they vanish.

## BRIEFING FOR ALL PLAYERS

*"You are all playing the members or possibly employees of a Black Metal band from Boston, Mass. Called Bathory's Children. You are on a bit of holiday. A label enforced holiday. Your recent tour went very badly after the death of a rabid fan who ran onstage during your rendition of Kill the Who Offends ye" and slit their own throat in front of a few thousand onlookers and television cameras for the local music station. You have all been angry, despondent and generally freaked out. The Label has paid for an all expenses vacation to the heart of European music, Berlin, for a week, so you can all explore, see some shows and rekindle your desire to perform and record. It has been two days and you are all back into laughing at each other's jokes, dressing incognito and sneaking around the city pretending to be regular tourists. This is needed due to your international fame and the resulting paparazzi and other issues associated with such. It's Monday morning and your manager has slipped you all an invite to a show this evening. Manfred Blitz is playing a smallish club in a nearby village under an assumed band name to try out some new material. He personally invited you which is odd as you have found him to be a bit of a rival in the past. His assumed band name is "KrakkenX" He suggests you bring some instruments if you have them (you do)."*

## TIMELINE

**(Player/Character specific introductions should occur one on one between GM and player prior to game)**

### PART 1: Monday

#### Morning:

Party awakes and discusses what to do for the day.

Invitation arrives. Manager, Ted, hands it and suggests the band members attend. Manfred Blitz is a rival and he KNOWS that this is a challenge. Even though they are incognito, kind of (people still recognize them), he suggests they bring their equipment and prepare for a band war type event. It will take an hour to get to Wandlitz so he suggests they make sure they are ready to go for 7:00 pm.

Party can spend balance of day exploring city, relaxing, whatever time allows and whatever GM wishes to do. If GM wants to, they can fast forward to evening.

## **PART 2: Evening – The Pub – Die Brauhaus**

At 7:00 pm the bar is already mostly full. Young patrons who don't look like metal fans are mixed with older black jacketed folks.

The pub is a typical corporate modern pub made to look like an old fashioned bar from the early 20<sup>th</sup> century. Two main bars, four washrooms, a small live music hall separate from the bar that holds approximately 200 people. Staff are very German in nature and friendly loving the idea of two true metal bands being present for the night.

When they enter they are immediately greeted by Manfred which again they find odd as he has always been a bit of a jerk to them, dismissive of their skills even though they more than double his sales year after year even between albums. If questioned he laughs off the comments and such he has made in the past and if pressed will claim that he would love to work with them perhaps on a joint venture, a super group of sorts.

They can stow their gear in the back room that has been made empty for their use and they can use it as they wish.

At 9:00 pm Manfred takes the stage. He plays a set of five or six songs then invites the band to do the same with a bit of time for setup. After the two sets it is close to 11:00 pm. The bar is full now and hot. He gets up on stage at a break and announces a challenge with an impartial judge who will decide the winner based on applause and noise level. Both bands then take turns, with a coin flip deciding who goes first, and play two songs each. The visitors ultimately win. A successful listen with a hard success ONLY will determine that it really should have been awarded to Manfred.

After the show ends, everyone meets at a large table set aside with free food and drink. All band members from both bands enjoy the evening. After a few drinks, Bathory's Children black out, drugged.

## **PART 3: The Cottage – Forest Northwest of Wandlitz**

The band awakens a few hours later. It is still dark out, two hours before dawn. Manfred is happily eating sausages and cheese and drinking apple juice watching them. He smiles as they wake and begins a long diatribe in German. Then he begins in English.

"So my rivals, you shall be gone. You drank heavily like typical Americans, got into your cars and wandered off into the night. They will find your cars and your van a ways from here. They will be burning in a field. They will assume you got tangled up with those neo-Nazi folks and in some sort of a fight with the immigrants they hate. I however will be on a flight to New York for a tour I start in a few days. What will happen to you? A surprise my friends. A surprise! I've spent my profits scouring the globe for evidence of, well, no, I shall not tell you. Another surprise! Just leave it to be that if you had time to read my lyrics you would know what I mean. It would all come to you! Ha ha ha!"

He then continues to laugh as he walks out the front door, leaving it open and propping it with a heavy log.

The band can now try to escape. They have been zip tied to chairs, the chairs have been bolted to the floor. They can try to use strength to break the bonds a hard success needed for the first bond (due to lack of leverage) then a regular success for each other limb. Alternatively they can come up with another way to escape. Each attempt takes 2 minutes. They have half an hour until the creature shows.

When all are freed, they will be able to wander the cottage and the adjacent shed and attempt to find weapons or anything else they wish to find. Their personal belongings are gone. There is no phone or electricity. The following are the only things of note they will find with successful searches or spot hidden rolls.

Two flashlights (lantern type), older, functioning batteries  
Three hammers  
Assorted tools  
A crowbar  
A shotgun and 10 rounds of ammo  
Small can of motor oil  
Two disposable lighters (one has fuel, both spark)  
Miscellaneous personal belongings from former owners  
Books

## PART 5: The Battle

Exactly thirty game minutes after Manfred leaves, a strange noise erupts from the woods. The characters may wish to investigate or try to barricade themselves, but either way they are shortly attacked without any further warning by five black clad men with baseball bats and flashlights. They are cultists who like Manfred worship Shub Niggurath. They attack the band trying to drag them deeper into the woods where the horrid noise came from.

If the band defeats the cultists, they will likely choose to investigate the noise that has since died down but still occasionally erupts from deeper in the woods to the north. They will approach an old wartime quarry within which the moonlight shows a small copse of trees. One however is a Dark Spawn of Shub Niggurath! A sixty foot tall tree like creature with writhing tentacles.

San checks for everyone!

They will assumingly back away and try to escape but as they do they are confronted by smaller versions of the Dark Spawn. Three to four creatures that resemble small trees attack them.

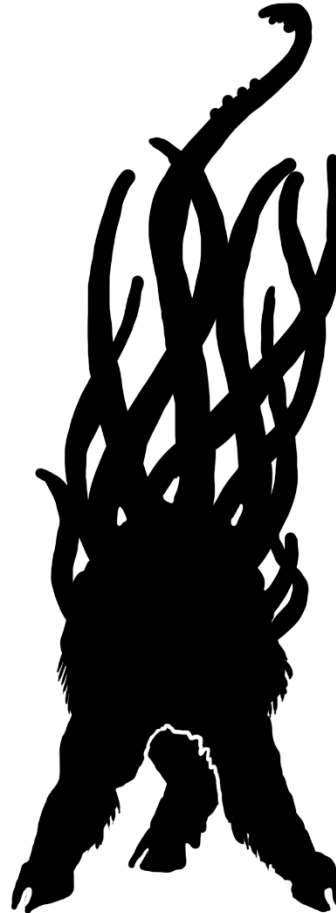
### Dark Young (Young) Stats

STR 30	CON 60	SIZ 40	DEX 55	INT 30
APP 35	POW 30	EDU 20	SAN 00	HP 12
DB: 0	Build: 0	Move: 8	MP: 12	Luck: N/A

When they are defeated, assuming they are, the larger Dark Young screeches aloud and they will flee in fear.

A mile south of the cottage along a gravel road they will find a highway and after a short wait be able to flag down a truck that can deliver them back to the town where their manager awaits.

If they do however wait around they will have to eventually fight the Dark Young. Their survival is not even remotely likely.



Hope you enjoy the scenarios. More to come.

Please send any questions or comments to:

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