

The Thing that Came from Kynarth!

In his quest to contact his dead mother's spirit, strong-willed Harry Houdini contacts something else, an otherworldly creature that comes to consume the world's greatest escapist!

ONE SHOW ONLY!

Halloween in Chicago, 1921, and the world's most famous stage magician plays the Studebaker Theatre, one of the city's most prestigious playhouses. Billed as a costume party, the audience has arrived wearing their most frightening Halloween costumes, excited to see the great Harry Houdini.

All-Star Cast! The investigators are intimates of Harry: his wife and stage assistant **Bess**, his brother **Dash**, his opening performer **The Great Randini** (Randy Douglas), and the Studebaker's stage manager **E. J. Sullivan**.

An Evening of Thrills! Harry demands that his friends and family (the investigators) join him for a séance before the show. He has invited **Elizabeth Bangs**, a 70-year-old spiritualist, to lead the séance in the hall's dressing room. Since the death of his mother (Cecelia Weisz), Harry has visited spiritualists to see if they can summon her spirit. They never can, and Houdini spends copious amounts of time debunking them—Bangs is no different, and is a class-A charlatan. The group joins hands and concentrates; ask for **POW** rolls. While Bangs has no hope of reaching Mrs. Weisz, another entity notices the group's strong psychic presence. Those who succeed catch a glimpse of the **Thing**, a human-sized figure wearing a long white cloak and hood, having a smooth-featured, human face (**SAN** for 1/1d6). The Thing is a being of pure **POW**, and is not technically malevolent, believing that Houdini desires its help. The apparition floats above the table around which the group holds hands. As soon the group lets go of each other, the vision passes. Unshaken, Harry instructs the Great Randini to get ready for his opening act.

Bangs she confesses total ignorance about the apparition. A successful **Psychology** roll verifies that she's never seen anything like this before, and a **Hard** suggests she's never seen anything truly paranormal. This unchoreographed "success" has her shaken.

Guests enter, dressed in a variety of costumes: witches, ghosts, skeletons, clowns, and a variety of animals. Society-page makers want to say hello to E. J. Sullivan (Sullivan can **Fast Talk** one guest, the bank owner, that he has the money for the Studebaker's monthly loan payment). Dash inspects the Water Torture trick to see if it is properly rigged (**Mechanical Repair**). Bess prepares for the show, and wonders if the apparition rattled her husband (**Psychology**). The Great Randini entertains the crowd (**Sleight of Hand**).

The Thing passes through the room(s) of those fortunate enough to see it (**Luck** roll). It materializes through a wall, floats through the room, then vanishes through the other wall (**SAN** 1/1d6). For now, it is curious about the world it finds itself in.

The Big Show! Houdini takes the stage to thunderous applause. Assistants push the water torture trick onstage. Houdini straps his ankles in the top and is suspended upside-down above the water tank. The Thing floats through the ceiling, above the crowd (**Spot Hidden**).



The lid lowers and Harry drops into the tank. The entity uses its *Madness* spell and sends waves of disturbing psychic energy through the crowd. The investigators can make opposed **POW** rolls with the entity to avoid losing 10 sanity points. Those that fail may then fail to comprehend the horror of the Mythos and retain control of their investigator. Investigators that understand the horror gain 5% in **Cthulhu Mythos** and undergo 1d10 rounds of temporary insanity. The crowd succumbs to the energy and goes mad. Some faint, others run in circles screaming, and a good number believe themselves to be the costumes they wear. Many become psychotically violent and attack their neighbors. The insane audience quickly surrounds the investigators.

The entity floats toward Houdini, who hangs fifteen feet above the ground, trapped. It touches the side of the tank and the glass shatters, spilling hundreds of gallons of water over the stage. A **Hard**

Spot Hidden roll allows investigators to notice the intangible entity recoiling from the spilling water. As it touches Harry, he becomes ethereal like the Thing itself. Together they slowly retreat through the room, the Thing holding the now catatonic Houdini by the bicep. The pair float over the writhing crowd and gently rise to the ceiling, through the second floor above, out through the roof and back towards Kynarth.

The Grand Finale! The Thing can only be affected by water. A glass of water does 1d2 damage, and a pail 1d6. Firehoses, coiled up behind a protective pane of glass at stage left and right, will do 1d10/1d8/1d6 depending on range (10'/25'/ 50' or on the stage/over the crowd/near the ceiling). Once threatened it drops Houdini—who instantly becomes tangible and susceptible to falling damage—and attacks its attacker. Of note, the investigators are based on actual persons. Historically, Houdini survived his encounter with the Thing,

and died on Halloween 5 years later.

The Thing: DEX 80, POW 120, Fighting (burning touch) 75% (1d10), Powers: *Madness*, *Ethereal Touch*, HP 12, immune to physical weapons, Sanity 1d4/1d10.



Reckoning of the Dead Character Sheet

Name: _____ Gender: _____

Occupation: _____ Age: _____

Characteristics

STR DEX INT HP

CON APP POW MP

SIZ EDU Luck Sanity

Skills

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Background & Equipment

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Skills

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