

They're really putting their foot in it this time! Four plumbers do their best to untangle the mess of the

WHITE HOUSE OUTHOUSE!

The Job: The four PC investigators are Washington DC plumbers, employees of *PooPoo Rooters*, who have maintained the buildings at 1600 Pennsylvania Avenue for years. Two PCs to a van, all four have security clearance to unclog the presidential pipes. 6 AM (6:00) and the four are getting into their vans when they receive a call about an emergency leak.

The Present Mystery: The pipes are in the sub-basement, built in the renovations during the Truman years (1945 – 1953), and located directly beneath the Record Library, almost 3,000 LPs donated by the Recording Industry Association of America. Cultist **Boyd Longview** is the long-standing curator of the record library. For whatever reasons you devise, one day he slips downstairs and paints a Yellow Sign (SAN 1/1D6) on the wall of the laundry, located in the room next to the main sewer pump. Sign painted, he summons a **Spawn of Hastur** (SAN 1D6/1D20), a skull-faced octopoidal creature that can compress its huge bulk thin enough to pass from the water softening tank, through the pipes, and throughout the White House (*Malleus Monstrorum*, 49-50). Boyd then returned to the library collection and dropped the needle on Rage Against the Machine's *Evil Empire*. The spawn moves through the pipes, bursting them and caving in sections of the walls and ceilings. When the PCs arrive, the sub-basement is knee-deep in water.

The McGuffin: Buried in one of the old basement's walls is a **pipe wrench** from 1972. When the spawn passes from the sub-basement and into the West Wing, the dislodged pipe wrench falls to the water-covered sub-basement floor, along with other bits of rubble, brick, and broken mortar. This pipe wrench is a magic weapon that can damage the spawn.

The Mythos Connection: Robert E. Howard wrote a few stories in which the main character hit his head, causing his consciousness to travel back in time and inhabit a previous, often barbarous incarnation. Both "People of the Dark" (*Strange Tales*, 1932) and "The Children of the Night" (*Weird Tales*, 1931) use this trope. So, we'll use it, too.

The Muck: The investigators are led into the sub-basement, dirty water up to their calves. One investigator, somehow, touches the pipe wrench (or gets hit in the head), and is overcome with psychic vibrations, rendering him unconscious. Hand out the second set of investigators, matching up the first names. The investigators suddenly "wake up" in 1972, their consciousnesses mysteriously occupying new bodies, former incarnations of their current selves.

They are in a flooded basement – the same basement? – and a man in a polyester leisure suit stands on a stairway yelling at them, "Fix the damn clogged pipes!"

The 1972 Mystery: The man on the stairs is **G. Gordon Liddy**, one of the men responsible for the Watergate break in. He and his cronies, H. R. Haldeman, John Erlichman, John Dean, and Howard Hunt, are desperately trying to destroy the evidence of their burglary by flushing the stolen tape recordings down the toilet. Using separate bathrooms, this plan (too) has failed horribly and clogged all the plumbing. Liddy, in haste, called the plumbers to fix the pipes. Meanwhile, another conspirator and secret cultist of Hastur, **John Mitchell**, Nixon's Attorney-General and Chairman of the Committee to Re-elect the President (CREEP), has summoned a spawn of Hastur to slosh through the pipes and devour the evidence. As Nixon's presidency crumbles under a façade of lies, Mitchell isn't against using the spawn to destroy his co-conspirators. How the investigators figure this out is up to you. Mitchell paints a sign of Hastur on a bathroom wall, and memos from his office find their way into strange, plumbing-connected places. In any case, the primary clue the investigators need to acquire is the sight of Mitchell controlling the spawn's action by whistling. The tune itself is slightly eerie (SAN 0/1D2). Since this is a past-life experience, once the players have discovered the clue, you as the Keeper can mercilessly kill their 1972 investigators. Maybe the spawn tears them apart like tissue paper. Maybe Liddy, driven mad with patriotic fervor, charges into the basement with dead rats hanging from his belt and an Uzi machine gun in each hand.

The Connection: The investigators should remember the macabre whistle, and can repeat it. The tune draws the spawn from wherever it is located – perhaps snaking its way to the presidential bathroom – to the whistler. Remember that the president is heavily guarded, and if the spawn attacks him while he is indisposed on his porcelain throne, a barrage of gunfire erupts from the nearby secret security team. Depending on who the president is – you get to pick the date for the modern portion of this scenario – the investigators might not *want* to stop the spawn of Hastur. If they do whistle-call the spawn back to the basement, the pipe wrench ignores the rubber armor protection of the spawn's hide, inflicts 1D10 points of damage, and grants the wielder a **Bonus** die in combat.

Catching the Cultist is not a big part of this scenario, but the investigators might notice some yellow paint on Longview's and Mitchell's sleeves, suggesting the yellow paint used to inscribe the yellow signs on the wall. If confronted, both will whistle for their rubbery Mythos guard dog.

