

CTHULHU
Confidential

**THE
SHADOW OVER
WASHINGTON**



Chris Spivey

Publishers

Simon Rogers and Cathriona Tobin

GUMSHOE One-2-One System Design

Robin D. Laws

Author

Chris Spivey

Development and Editing

Cathriona Tobin, Gareth Ryder-Hanrahan

Art Direction

Cathriona Tobin

Cover Art

Christian Knutsson

Interior Art

Anthony Moravian, Jeff Porter, Christian
Knutsson

Layout

Cathriona Tobin, based on a template
by Christian Knutsson

Copyright © 2018 Pelgrane Press Ltd.

Cthulhu Confidential and GUMSHOE One-2-One are trademarks of Pelgrane Press Ltd.

Pelgrane Press is co-owned by Simon Rogers and Cathriona Tobin.

TABLE OF CONTENTS

The Shadow Over Washington	4	The Thing that Flows	24
Cast	4	Confronting The Doctor	26
Relationship Map	5	Break On Through	26
Scene Flow Diagram	5	A Million Years Before Racism	27
Langston Montgomery Wright	6	Truth in All Sizes	28
The Story So Far	6	Countless Captives	29
Timeline	8	The Great Library	30
Scenes	8	Grand Theft Yithian	31
In the Dame's Court	8	Shock Therapy!	33
One Man's Madness	10	Ancient Prisons, Redux	34
Hidden Truths	13	Antagonist Reactions	37
Timeless Idols	14	The Shadow Over Washington Problem Cards	38
Shamus to the Left of Me, Pls to the Right	15	The Shadow Over Washington Edge Cards	44
Jennifer Whyte	18	Langston Montgomery Wright	47
Gabriel's Grace	19		
Other Lives	20		
Ancient Prisons	21		
Howard on My Mind	22		
SCIENCE!!!	23		

THE SHADOW OVER WASHINGTON

We need the stars... We need purpose! We need the image the Destiny gives us of ourselves as a growing, purposeful species. We need to become the adult species that the Destiny can help us become! If we're to be anything other than smooth dinosaurs who evolve, specialize, and die, we need the stars... When we have no difficult, long-term purpose to strive toward, we fight each other. We destroy ourselves. We have these chaotic, apocalyptic periods of murderous craziness.

— Octavia Butler, *Parable of the Talents*

Langston knows an ancient enemy is rising, but he is trapped a million years away. An extraterrestrial intelligence inhabits Langston's body, dodging bullets as well as a monster controlled by a madman. All the while, Langston's sanity and the nation's capital city are on the line.

Cast

Dwayne Brooks, 22, the victim. Dwayne was a man looking for his purpose but his body is now possessed by a Yithian, and his mind is lost in the past.

Mary Church Terrell, 79 (1863-1954), the client. A national activist for civil rights, suffrage and a founding member of the National Association for the Advancement of Colored People (NAACP). Mary is a powerhouse, who is always in motion.

Doctor Graham Wilson, 67, a respected member of staff at Forest Haven Asylum. Also a madman, a former member of The Ones Who Follow the Shadows, who now tortures Yithian hosts for their knowledge and power.

Pauli Murray, 32 (1863-1954), brilliant Howard law student and civil rights activist who was Dwayne's former classmate and associate.

Culton and Nina Brooks, 51 and 55, Dwayne's parents, both worried about their drug-addled son's impact on their reputation. They view their success as a beacon for others, and Dwayne could destroy that.

Laura Brooks, 27, Dwayne's older sister. She is sure her brother is not insane or on drugs. She knows about the group Dwayne fell in with.

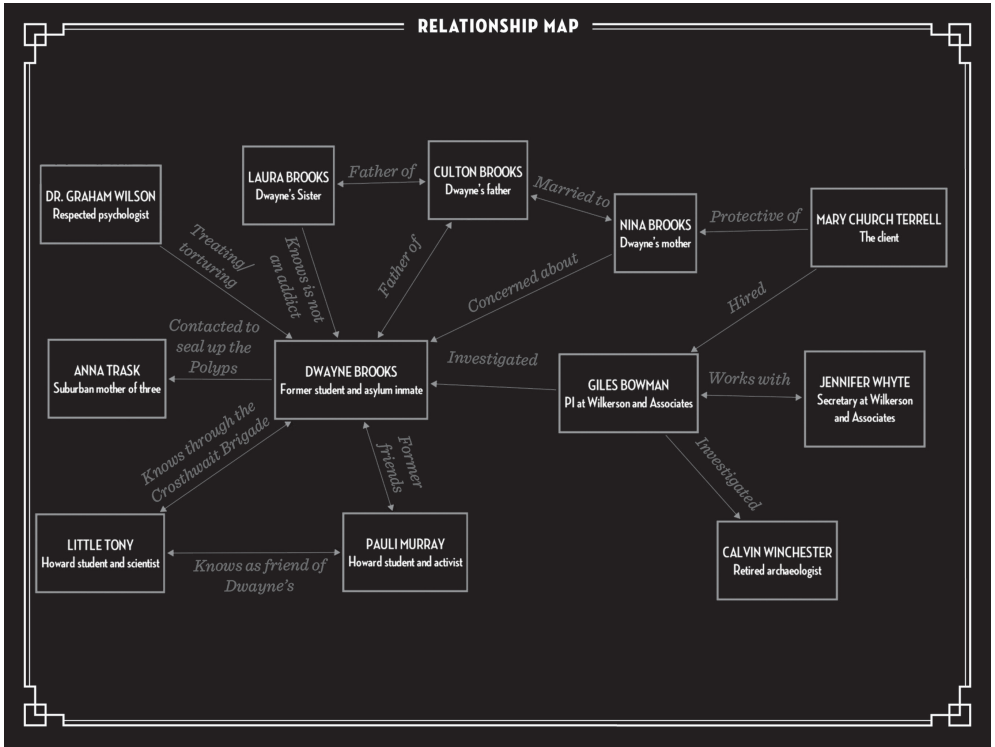
Jennifer Whyte, 28, Girl Friday, brave and smart secretary of the PI firm Wilkerson and Associates and possible contact for Langston.

Calvin Winchester, 48, retired archaeologist. This victim with missing time holds the key to unlocking the case.

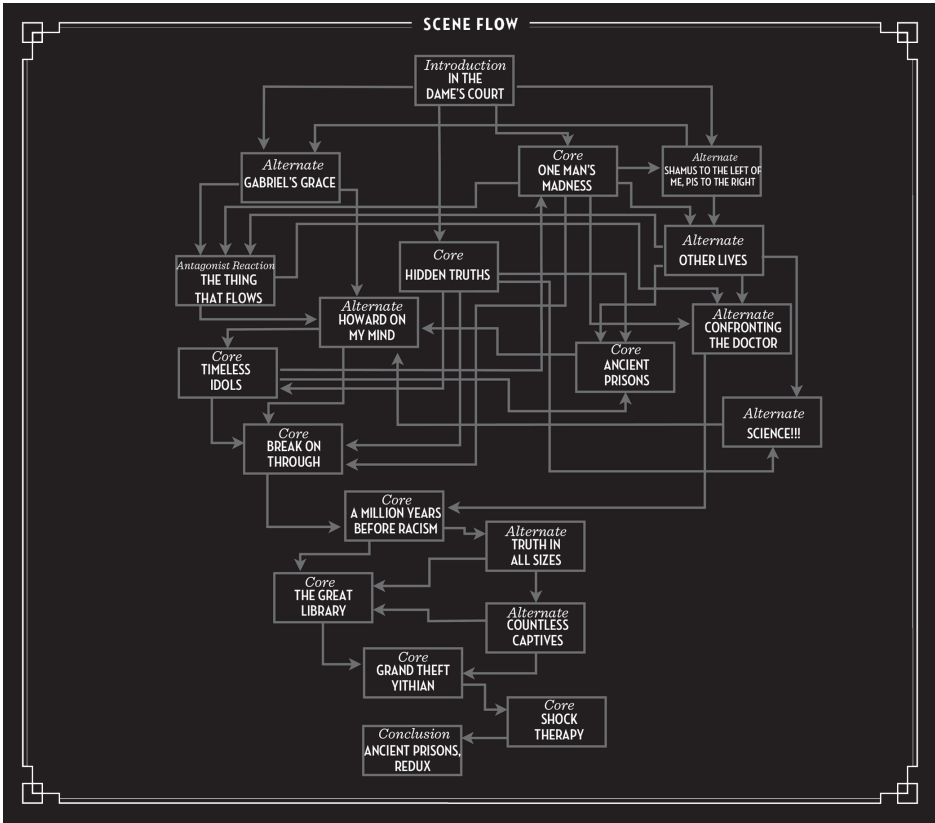
Anna Trask, 42, a mother of three who shares Dwayne's "disease", making her the target of Doctor Wilson.

Anthony "Little Tony" Williams, 24, archaeology student at Howard under Calvin Winchester, and member of the Crosthwait Brigade.

RELATIONSHIP MAP



SCENE FLOW DIAGRAM





LANGSTON MONTGOMERY WRIGHT

Private Eye

INVESTIGATIVE ABILITIES

- Assess Honesty
- Bargain
- Chemistry
- Cop Talk
- Cryptography
- Evidence Collection
- Flattery
- Inspiration
- Intimidation
- Languages
- Oral History
- Physics
- Psychology
- Reassurance
- Research
- Streetwise

GENERAL ABILITIES

- Athletics
- Cool
- Devices
- Driving
- Fighting
- Filch
- Preparedness
- Sense Trouble
- Shadowing
- Stability
- Stealth

STORY

Langston Montgomery Wright is an African American WWII vet who battled Nazis across Europe until he took shrapnel saving some GIs. He was honorably discharged, and sent home to Washington, DC, a city that's near busting. He's a second class citizen trying to make a place for himself in a world that challenges him at every turn. He uses his smarts, morals and willingness to do whatever it takes to make rent, solving cases and battling enemies, one Mythos threat at a time.

(As an African American in the 1940s, Langston has Interpersonal Abilities, but usually does not start with the upper hand in social situations. As such, he must pay 2 Pushes for his first Interpersonal challenge of any scenario).

The Story So Far

Dwayne Brooks is a smart guy; he's the son of two Howard University professors. He loves a party, but books more, and the approval of his parents most of all. When the war started, he was conflicted...should he join to help the nation? His parents wanted him to, but he had no interest in dying for people that don't see him as equal. Despite his reservations, he tried to enlist, but was rejected like so many other African Americans because he wasn't "brave", "smart" or white enough to serve. He started to drink a lot, at his parents' disapproval, and joined a youth movement, the Crosthwait Brigade. Dwayne's parents believed their darling boy had become an alcoholic.

In fact, Dwayne was possessed by a Yithian, a being sent from the distant past to investigate the disappearance of a group of Yithian agents. These agents were sent to ensure that a Yithian vault under Washington remained secure across time, but perished in a mysterious accident instead of completing their mission.

Dwayne's parents noticed his strange behavior, his increased intellect and mastery of languages he never studied. Eventually, this behavior forced Dwayne's parents to place him in St. Elizabeth's Hospital. Soon afterwards, Dwayne was reassigned to another physician: Doctor Wilson of Forest Haven Asylum claims to have a new treatment that can cure Dwayne in about a year.

How Yithian Body Swapping Works

The Yithians possess people through the use of communication devices. The Yithian's and victim's consciousnesses switch corporeal forms, with the mundane sentience hurled back in time to the Great City, and doomed to reside in one of the Yithians' cone shaped bodies. The Yithian controls the human body and carries out their plans with no concern for the repercussions of those actions for the victim.

While the possession occurs, the victim appears to be having a seizure or stroke. Their eyes roll back into their heads, their breathing becomes labored, they collapse, and pass out for a short span of time. When they awake, their hands flex and squirm, and they use unusual language, having trouble with pronunciation as they try to acclimatize to the new body. If under the watchful eye of a trained doctor during the possession, the physician is certain it is a stroke, but may notice the recovery time is a bit unusual.

It takes time for the Yithian to adjust to the human body, almost as if they are a newborn in the body of an adult, fumbling its way to sentience. While the Yithian has the person's memories, the memories are only a cold, shallow reflection of their relationships with people, and their faces never display emotions without effort. A possessed person could describe the grisliest deeds in a perfectly calm tone. Anyone who knew the human before possession can instantly see they are different, and feel like something else is looking at them through their loved one's eyes.

Human commonality is frequently lost, like the use of utensils, or manners in general. They often speak in phrases from decades, or even centuries, before and after the current time. It is nearly impossible for the Yithian to hide their advanced intellect, need to study, and desire to carry out their missions. They can master a book with perfect recollection at a quick glance (a minute or two).

The victim is allowed "free" rein of the Great City of the Yithians if they agree to write down the details of their lives in a book in the great library. The victims frequently meet others from all times and places, but their memories are wiped before they leave, and only show up in fragmented horrific dreams, which they must endure for the rest of their lives. These haunted dreams create a constant feeling of déjà vu when major events happen, as the victim may know the outcome of a war, feeling like it has already happened, when the first bomb drops.

Unfortunately for Dwayne, Doctor Wilson is a former member of The Ones Who Follow the Shadows, the cult of humans formed to serve the Yithians in exchange for power. A member since his youth, he has only ever wanted one thing: immortality. He betrayed his fellow cult members on their mission, and now intends to capture

and interrogate the Yithians who come forward to investigate his treachery. One by one, he will capture the time-travelling minds and force them to submit to him. The Great Race have conquered time, but he will conquer them!

Timeline

The following events occur before Langston gets the letter from Mary Church Terrell:

- Over a million years ago, the Yithians build a vault under what will be Washington DC. Polyyps infest the vault, but the Yithians believe the vault will be safe to open millions of years in the future, after the extinction of humanity.
- A decade ago, members of the Ones Who Follow visit the future site of the Washington National Airport. They are murdered by one of their number: Doctor Wilson
- 147 days ago Dwayne is possessed by a Yithian
- 102 days ago, Calvin Winchester's home is robbed by the Crosthwait Brigade
- 92 days ago, Anna Trask is possessed by a Yithian.
- 90 days ago, Dwayne is committed to St. Elizabeth's Hospital
- 60 days ago, Doctor Smith agrees that Dwayne should be transferred
- 52 days ago, Dwayne moves to Forest Haven Asylum.
- 31 days ago, Brooks notices that Dwayne's condition has worsened
- 22 days ago, Doctor Wilson discovers the existence of Anna Task from Dwayne
- 19 days ago, Terrell recruits Wilkerson and Associates to look into Dwayne's case
- 5 days ago, Wilkerson and Associates detective, Giles Bowman, interviews Dwayne
- 4 days ago, Doctor Wilson discovers Anna Trask's location
- 3 days ago, Giles Bowman commits suicide
- 2 days ago, Langston gets a letter from Terrell
- 1 day ago, Doctor Wilson sends a shoggoth after Anna Trask's family, and kidnaps her

Scenes

IN THE DAME'S COURT

Scene Type: Introduction

Lead-Outs: One Man's Madness, Hidden Truths, Shamus to the Left of Me, PIs to the Right, Gabriel's Grace

If this is your player's first time sleuthing as Langston, they must choose a Starting Problem, like the four given in the opener for "Capitol Colour" (*Cthulhu Confidential*, p. 282). If you've already run at least one scenario for your player, the detective may have lingering Problems still in hand. In that case, write an introduction that connects the most salient of those Problems to the following assignment.

If Langston has Problem 2, "Short on Rent" (*Cthulhu Confidential*, p. 282), at some point in the adventure when he arrives back at his two-roomed house, he finds his landlord, Joshua Penn, a portly white man with a chip on his shoulder for being flat footed, wanting his money. A bit of Reassurance gets him to leave for that evening, but he'll be back the next day. This scene might work well before the shoggoth attack ("The Thing That Flows", p. 24).

A few days ago, Langston received a handwritten letter from Mary Church Terrell asking Langston to visit her at 326 T Street, NW in Washington, DC at 0600 today. Langston knows of Terrell as an activist for civil rights for women and African Americans, and Oral History recalls her book, *A Colored Woman in a White World*, explores the politics of skin color and the ethics of passing for white. Rosamund swears that it's one of the greatest books in print, and has urged Langston to read it.

Terrell's address leads Langston to a wood-framed duplex, close to 2,400 square feet with bricked exterior walls, located in the LeDroit Park neighborhood. A quick rapping of knuckles on the door is greeted by a teenager dressed in a freshly pressed black suit. The teenager introduces himself as Thomas, offers to take Langston's coat, and leads him toward the study.

Mary Church Terrell is seated at a Victorian-style wooden desk, her fingers blazing away on a typewriter. Once she notices the two, she takes a long moment to examine the private eye, Psychology notes she is sizing Langston up and trying to determine the measure of his character before speaking.

If Langston has Problem 3, “Eternal Outsider” (*Cthulhu Confidential*, p. 282), Problem 41, “Tetanus Shot” (*Cthulhu Confidential*, p. 286), Problem 8, “Cosmic Truth” (*One For the Money*, p. 40) or Problem 28, “From Beyond” (*One For the Money*, p. 43), Mary looks at him for an extra beat, her demeanor steely, and her tone, when she speaks, is noticeably cold. Mary waves Thomas out of the room, and requires an Interpersonal Push to ease her concerns. If Langston doesn’t have those Problems, she smiles at him and allows Thomas to stay, as she views Langston as a good role model: a black man who served his country honorably, returned home wounded, and still does what he can to help his community. Also, if Langston has read *A Colored Woman in a White World* and mentions the book, she warms to him.

“Scout speaks highly of you, and assures me you can prevail in a matter where others have failed.” She motions Langston to the chair across from her and pours him a cup of coffee.

“My friends, the Brooks, are good people, both Howard professors. Their youngest, Dwayne is, an engineering student. He has a nervous condition - they put him in a sanitarium, but his condition seems to have worsened, according to his parents. They’re worried about what his doctors are doing to him. I need you to investigate why his recovery seems to have stagnated at best.”

Once finished, she refills Langston’s coffee and has Thomas bring in a piece of spongy pound cake. The cake has the milled taste of powdered milk and not enough rationed sugar to offset it. Additional questioning or requests for more details provides the following:

- The family’s spirit and reputation has been damaged by this ongoing nightmare with their son. This needs to be kept as quiet as possible for them to retain any semblance of normalcy. This could destroy the Brooks, if not handled discretely.

- Dwayne has been behaving oddly for months, and became addicted to alcohol and possibly drugs.
- (Core, “One Man’s Madness”) Dwayne has been moved to Forest Haven Asylum under the care of a Doctor Wilson. This was three months ago. **Psychology** remembers reading about the asylum that was built in 1925 on some 250 acres up in Fort Meade, Maryland.
- (Alternate, “Gabriel’s Grace”) Originally Dwayne was taken care of at St. Elizabeth’s before being moved.
- (Alternate, “Shamus to the Left of Me, PIs to the Right”) You’re not the first detective they’ve hired. The other detective has not returned Terrell’s calls, and seems to have dropped the case. His name is Bowman; he works for Wilkerson and Associates.
- (Core, “Hidden Truths”) Dwayne lived with his parents right up until they had him hospitalized. They talked about his strange hours, the strange crop of friends he began associating with, and some unholy books he was reading.
- (Core, “Hidden Truths”) Dwayne was a student at Howard and likely has a number of friends, or at least fellow students, who know him, but his family would know more about them.

Once Langston has finished asking questions, Mary asks Langston if he would like to accompany them to church. It’s Sunday after all; she believes that education and religious faith are safeguards against discrimination. They should be used in tandem to strengthen African Americans.

If Langston goes, she takes him to Lincoln Temple United Church of Christ at 1701 11th Street, NW. The choir is singing as they enter and the pews near the front are empty, awaiting Mary and Thomas and now Langston. The services last all morning and part of the afternoon. Reverend Barnett gives an impassioned sermon on duty and service to others. Langston earns an Interpersonal Push, but loses half of the day, and it’s unlikely Forest Haven will admit him tonight.

ONE MAN'S MADNESS

Scene Type: Core

Lead-In: In the Dame's Court

Lead-Outs: Break On Through, Other Lives, Shamus to the Left of Me, PIs to the Right, The Thing That Flows, Howard On My Mind, Confronting the Doctor

If Langston decides to talk to Dwayne, he finds himself on a quiet twenty-odd mile drive to Forest Haven Asylum, as there's precious little traffic on the road other than military vehicles and the occasional civilian hoping their gas ration gets them where they need to go and back home.

A little **Research** footwork into Forest Haven Asylum reveals:

- The Asylum opened in 1925 and patients live in dorms surrounded by trees.
- The two administration buildings were finished in 1940. The main building functions as a hospital with a dental facility, psychiatric laboratory and x-ray capabilities.
- There is a focus on physical activities and recreation: a running track, baseball field and basketball court fill some of the green space between buildings.
- It is a progressive institution, with a focus on teaching people with intellectual disabilities usable skills, like milking cows and gardening, to allow them to find jobs.
- The 250 acres houses 22 buildings, called cottages, with bucolic names such as Elm, Maple, or Hawthorn.

Medical Assistance



While not a practicing doctor any more, a letter of reference from Reverend Thompson goes a long way to help establish Langston some credibility. Without a letter, Langston needs to spend a Push to be allowed access beyond the security.

One main road leads directly to the main Administration Building, with cottages dotting the landscape, and a group of patients working in a garden under the careful eye of staff in the distance. At the front door of the building stand a pair of burly white security guards, ready to act at a moment's notice. It takes a good story with **Flattery** and a Push, or a letter from Thompson, to get Langston past the security guards unaccosted. Otherwise, the guards thoroughly "search" Langston, and a senior member of the staff escorts him to the admin desk. Gain Problem 4, "Once Around the Block."

The receptionist, Cheryl Dennis, is warm and friendly to everyone who comes in. If asked about Doctor Wilson, she smiles and says with a slight quiver in her voice that he's a good doctor. A little **Inspiration** gets her to open up once her co-worker steps out for a cup of coffee.

- He transferred to Forest Haven a little over three years ago.
- No one really knows a lot about him.
- He will be coming on duty in an hour.
- He is an exceptional doctor and his reputation here is beyond reproach.
- Doctor Wilson pushes to take charge of cases where he believes he can make a difference. Young Dwayne, for example - Doctor Wilson fought to have him transferred into his care.
 - (Push) Hespends most of his time in his private laboratory, which is unusual, as his patients are in the Maple and Oak cottages ("Confronting the Doctor", p. 26).

If asked to speak with Dwayne, Cheryl arranges for a guard to escort Langston out to one of the secured cabins, and mentions he's the second private eye to talk to him. An **Inspiration** Push gets Langston the name of the other detective, Giles Bowman, who was here two weeks ago (Alternate, "Shamus to the Left of Me, PIs to the Right").

The security guard, Arty, escorts Langston out to a small shed behind Maple Cottage. He unlocks it and opens the door. Langston finds Dwayne sitting at a table reading through a book of symbols. The young man's head jerks to look at him, but something about his movements is unnerving. He's clearly been sedated, but that's not all that's going on.

Dwayne looks at Langston almost as if he knows him. The man's voice modulates, slightly, as he speaks, and it has a detached quality to it, akin to someone speaking from the bottom of well echoing upward. Languages picks up the occasional shifting consonants and peculiar word

choices throughout the interview. The young man's manner of speaking seems to be that of someone twice his age, or an English professor vying for tenure.

During any questioning, Dwayne stops at one point and looks Langston directly in the eye, "*The smell of burning gas, flesh and cries of the men trapped in a Sherman. The lack of concern of the white brass watching the black enlisted burn alive and pushing the rest of the 761st forward. All to capture Morville-lès-Vic.*" Shaking his head slightly, "It never changes. Even when the troops march into Vietnam. White is right."

Dwayne shares the following based on questions:

- He's suffering from some form of amnesia. There are gaps in his memory. He cannot account for all of his actions.
- (Core/Pipe Clue, "Break On Through") Dwayne reveals he joined a group called the Crosthwait Brigade (**Research** recalls a black inventor named David Crosthwait from the '30s), a group of brilliant youths dedicated to stopping the war through science.
- He has never used drugs, but he has consumed plenty of moonshine, provided by one of the Crosthwait Brigade. (An **Inspiration or Languages** Push gets him to reveal the group is composed of seven members and Anthony, a bit of a tough character, is the leader.)
- If asked about Doctor Wilson, **Psychology** notes Dwayne's flinch, almost as if he has been struck. A **Psychology** Push sees him eye the guard at the door before speaking. Doctor Wilson has been trying to cure him of his mental ailment and says it is going well. The guard refuses to leave, and if Langston insists, or tries to be alone with Dwayne, go to Challenge "Learn to Read the Room" (see p. 12).
- (Alternate, "Other Lives") If asked if there are other people such as himself, or if the doctor has determined whether his condition is contagious, Dwayne mentions a friend of his with a similar condition, Anna Trask. He has never told Doctor Wilson about her. He can provide Langston with her address. (Dwayne is using Langston to deliver a warning to Anna, as

FAUX COGNOMEN

Stability

Penalty: -1 For every day after Sunday it takes for Langston to visit him

-1 For every day after Sunday it takes for Langston to visit him

Advance 5+: You stare into Dwayne's eyes, trying to read the young man as you're interrogating him. His tone, body movements and the way he slips between a long dead language and English are disturbing...but more fascinating. Gain Edge 2, "Knowledge Above All."

Hold 2-4: You stare into Dwayne's eyes, trying to read the young man as you're interrogating him. His tone, body movements and the way he slips between a long dead language and English are disturbing. You're smart, but can't keep up with the shifting languages.

Setback 1 or less: You stare into Dwayne's eyes, trying to read the young man as you're interrogating him. His tone, body movements and the way he slips between a long dead language and English are disturbing. The words of that language burn themselves into the back of your mind and you could swear the shadows are moving in unison. Gain Problem 5, "Questionable Reality."

Extra Problem: Problem 6, "Glimpse of the Unknown."

he wants to be sure she can stop the Polyyps, and Doctor Wilson has threatened that he is about to capture another host for his collection.)

The Good Doctor

If Langston wants to meet Doctor Wilson, Arty escorts the private eye back to the main building. Then he is taken to the second floor of the hospital, where the guard stops in front of a large glass window. Through the window, Langston can see an aged doctor in his late 60s, standing next to a young man strapped to a table. On the sides of the young man's head are what look like two wet wash cloths. In his right hand, Doctor Wilson holds a long metallic prod that sparks with electricity.

Psychology notes the fear in the eyes of the man strapped to the table, as the doctor gives him yet another dose of current. For a few moments, Langston watches the horror show play out before him. Eventually, at Arty's prompting, Doctor Wilson exits the room to speak with him.

Evidence Collection spots the remains of a defaced tattoo of some archaic symbol on the man's arm before he rolls his sleeves down. A **Languages** Push figures it's a bastardized version of Punic but a glance can't deduce anymore. Rosamund may be able to help identify it ("Howard On My Mind, p. 22).

- (Alternate, "Shamus to the Left of Me, PIs to the Right") Doctor Wilson admits he spoke to the private eye Giles Bowman a few days ago, but told the man nothing of note. **Assess Honesty** detects that he isn't revealing the whole truth.
- If asked about the books Dwayne is reading, Wilson lies and says he is letting him read them to keep calm. It's called adjustment theory. It's a slow process of taking him off of one addiction by substituting something more acceptable and reintroducing his old life.
- If Anna Trask is mentioned, Doctor Wilson feigns never having heard of her. **Assess Honesty** notes the lie and **Psychology** the gleam of excitement in his eyes.
- If questioned about any of his lies, or if Langston seems to be suspicious of him, Wilson becomes nervous, mentions having other duties, and if pushed, he screams for

security - go to the "Learn to Read the Room" Challenge. Once Langston leaves the asylum, Wilson will keep an eye on his movements ("The Thing That Flows", p. 24).

If Langston tries breaking into the asylum, run the Challenge "Confronting the Doctor", p. 26.

LEARN TO READ THE ROOM

Fighting

Advance 8+: Three of the security goons jump you. You give better than you got, but they're trained to restrain people and knock them out. You dance around enough and manage to limp back to Adeline. Gain Edge 1, "Strength in Weakness".

Hold 3-7: Three of the security goons jump you. You give better than you got, but they're trained to restrain people and knock them out. You wake up a few hours later outside of the gate in Adeline, with a shiner and a note pinned to you: "Don't Come Back."

Setback 2 or less: Three of the security goons jump you. You give better than you got, but they're trained to restrain people and knock them out. You wake up a few hours later outside of the gate in Adeline, with a shiner and a note pinned to you: "Don't Come Back." Gain Problem 7, "Shrapnel for the Memories."

Extra Problem: Problem 4, "Once Around the Block."

HIDDEN TRUTHS

Scene Type: Core

Lead-In: In the Dame's Court

Lead-Outs: Break On Through, Ancient Prisons, Science!!!, Timeless Idols, Howard On My Mind

Going to the neighbourhood where the Brooks family lives, Langston can feel the difference between this area and his small two room house on the outskirts of town. If he goes during the day, he can see young black kids running and playing in the street, and people rushing off to work. Everyone is friendly.

The Brooks live in a multi-story home up six stone steps to a solid oak door. The time Langston arrives dictates who greets him after knocking, but each person tells a similar story. Between 0600-1000, Dwayne's older sister Laura is getting ready to head out. From 1000-1300, Nina, Dwayne's mother, is between classes. From 1300-1600, Culton is grading papers. After that, the entire family is present.

What the Brooks know:

- (Core/Pipe Clue, "Break On Through") (All) Dwayne mentioned meeting up with his friends at some dive bar on U Street. One of them, Little Tony, came from money and bought it to turn into apartments or some such thing.
- (All) Dwayne had a previously unseen passion to master certain things, such as points in history, language, art and science, although not engineering- he seems to have thrown away a lot of his work to make additional space.
 - (Push) Art of a grotesque nature (nudes and worse) and folklore. The mumbo jumbo magic crap all seemed childish but he frequently mumbled about how hard it was to find and would be easier in 50 years' time.
- (All) Dwayne stopped attending class shortly after he was rejected from the army.
- (All) He began collecting odd books and seemed to know dozens of languages. This was strange, given he barely learned French when the family lived in New Orleans.

- (All - Requires a Push) He kept strange hours and Nina and Culton finally admitted him after he came home one night with cuts on his hands and claimed to have no memory of what happened. That is when the family decided he needed help.
- (Laura) "I don't believe my brother was on drugs. He has always been too obsessed with our parents' approval to do anything that would permanently destroy their trust. He mentioned something early on about a 'machine'? Sounds like they were just a group of eggheads crying about the war."
- (Alternate, "Howard On My Mind") (Laura) "Before...the change...Dwayne had taken up with a group of activists and became friends with a...Pamela, Patricia, Pauli or Paulina. I am not sure of her first name; he always called her Murray. A law student, I think?"
- (Nina) "I wanted him to serve like my father did in World War I. He is smart enough to be an officer, and I never thought he would fail. Lady Roosevelt made strides for us, but the only way to make room for us is to prove our worth."
- (Culton) "I never wanted him to join the army; it doesn't make sense for a black man to throw his life away for a white country." He stops and looks at Langston for a long moment. "No offense, but if you were my son, I would tell you that too."

After talking to the family, Langston is allowed to sleuth around Dwayne's room, if he asks. The room is stacked to the ceiling with books ranging from ancient languages to occult to theoretical physics books. Multiple Josh White albums reside on the desk, and one on the record player. Langston places the needle on the record, the words echo out filling the room.

....Got my long government letter, my time to go,

When I got to the Army, found the same old Jim Crow.

Uncle Sam says, 'Two camps for black and white.'

But when trouble starts, we'll all be in that same big fight.

*If you ask me I think democracy is fine,
I mean democracy without a color line.
Uncle Sam says, 'We'll live the American
way.'*

- (Core, “Ancient Prisons”) **Evidence Collection** finds a map of Washington National Airport with six sites along its exterior circled.
- (Core/Pipe Clue, “Break On Through”) Under the bed is a notebook filled with symbols. **Cryptography** translates enough of the foreign signs to know it is some kind of address, but a cipher is needed to figure out the numbers.
- (Core, “Timeless Idols”) A pile of old documents ripped into pieces has been stuffed behind a book-case. Once assembled, **Streetwise** recognizes a house layout and a plan to break in. The address is written on the back of one scrap of paper.
- (Alternate, “Science!!!”) On the desk beside the record player is a piece of steel-hard, flexible metal.
 - A Push turns up a bloody wallet with a few C-notes. If Langston keeps it, gain Edge 4, “Blood Money.” Obviously, Dwayne must have roughed up someone pretty bad to get this money. A call to the police station doesn’t turn up anyone reporting a theft.

TIMELESS IDOLS

Scene Type: Core

Lead-Ins: Ancient Prisons, Hidden Truths, Howard On My Mind

Lead-Outs: Ancient Prisons, Howard On My Mind, One Man’s Madness

Langston may want to speak with the victim of the planned robbery, after figuring out the location from the nearly destroyed plans in Dwayne’s bedroom (“Hidden Truths”, p. 13). Or he may come here after discovering the airport was an archaeology dig site decades ago and Calvin Winchester was reported to be speaking numerous unknown languages (“Ancient Prisons”, p. 21).

Handle With Care



Langston is going into an upscale white neighborhood and this could easily go sideways. The following are options for Keepers looking to increase the realism of their game.

- If Langston has Problem 8, “Unseen Foe”, the Crosswaite Brigade call the police on him and watch from a distance. The police mention getting a tip but don’t say who it was from, as they drag Langston downtown. Gain Problem 1, “Questioned Downtown”
- A nosy neighbor spots the private eye, and the burly man follows Langston around. He never approaches but makes sure he is visible to the private eye. Any sort of altercation alerts the entire neighborhood.
- If Langston has Problem 19, “Blacklisted GI” (**Cthulhu Confidential**, p. 284) or Problem 11, “Torn Off Base” (**One For the Money**, p. 40), an MP patrol recognizes him and decides to take a special interest in him. The army taught them that all “blacks” are useless soldiers, and he just proved it.

Langston has two choices, he can either research the robbery address or venture into the neighborhood on the doorstep of Embassy Row.

Research or Cop Talk turns up the following:

- Calvin Winchester is an archaeologist; a decade ago, he conducted a series of digs on the proposed site of the new National Airport.
- There were reports of an accident or break-in at the dig, and rumours of an explosion. Nothing came of the ensuing investigation, although Winchester had a mental breakdown of some sort shortly afterwards.
- Calvin Winchester was robbed some weeks ago and the police haven’t arrested anyone.

Calvin answers his own door and won't let the private eye in. He'll answer questions from the doorway if a little **Flattery** about his career is applied. He provides the information above about the robbery, and adds the following:

- (Core, "Ancient Prisons") The item was a local find, from around where the airport is. He discovered it around ten years ago. It was a carved stone - probably the work of the Nacotchtank Native American tribe from hundreds of years ago.

Assess Honesty notes he is hiding something. An Interpersonal Push encourages the archaeologist to open up. He invites the private eye inside before continuing.

Calvin leads Langston to his study, past walls lined with the same symbols as those used in Dwayne's books. Calvin pours a large vodka for each of them, and they sit in his study. Then he reveals the following:

- "The stolen item was a crystalline square of some kind, that seemed to glow from the inside and I could swear at times my hands passed through it, like it wasn't there... but it was."
- "We found it digging out near the new airport."
- "That same night, I saw... there were people there, and this shape, this... wave with eyes. I must have dreamed it. I must have dreamed it."
- "I had a nervous breakdown. The police looked into the reports of intruders, but they found nothing except earth that had been churned up."
- There are framed images on the walls. Some are photographs of glyphs found carved on the rocks at the airport site; others are hand-drawn sketches. Winchester explains that he drew those symbols during his breakdown. Rosamund may be able to tell Langston more about them ("Howard On My Mind", p. 22).
- During the breakdown, he felt broken and unstuck. A brilliant doctor helped him recover - Doctor Wilson (Alternate, "One Man's Madness", p. 10).

Assess Honesty confirms that Calvin believes everything he is telling Langston, and the man is close to a psychotic break.

SHAMUS TO THE LEFT OF ME, PIS TO THE RIGHT

Scene Type: Alternate

Lead-Ins: In the Dame's Court, One Man's Madness

Lead-Outs: Other Lives, Gabriel's Grace

Langston knows that Mary Church Terrell hired another private eye, and they may have some useful information, or at the very least, they ought to apologize to their client for running out on her. Tucked away on a small corner in the shadow of the War Relocation Authority (WRA) building are the offices of Wilkerson and Associates. The original one-story building has been retrofitted with two additional floors for housing. The office is open from 0900 to 2000, five days a week.

Jennifer Whyte is the Girl Friday of Wilkerson and Associates. She always wanted to be a detective, growing up reading about Kate Warne, a detective and spy from the Civil War. For the moment, this is as close as she has come, and she values her job.

A little **Flattery** or **Inspiration** gets her to open up and talk shop to a fellow minority detective. She won't spill the beans on any of their cases but will point him in the right direction.

Jennifer provides the following if questioned:


- The agency has five detectives, all of whom are out on cases. Only one is still in DC, but has not come in to work for a couple of days now.
- She knocked on his door upstairs but no one answered. He has done this before - it means he's gone on a bender.
- If Langston asks, Jennifer tells him that Giles lives on the second floor, Apartment 206, and it's whites-only upstairs. She is happy to have him call Langston whenever he shows up. **Psychology** believes her but knows Giles won't make the call.
- (Core, "Gabriel's Grace") "The Church case... Wesley, another private eye at the firm, didn't talk to the boy but Giles did...eventually. About five days ago. He had to, after what the boy's old doctor said ("Gabriel's Grace", p. 19).

- (Push) Giles seemed rattled after talking to the kid, and said something about multiple personalities. He did mention similar cases (Alternate, “Other Lives”) from a private hospital that allows home care. She thinks Giles was going to follow up, but never heard for sure. She provides Langston the address.

If Langston has Problem 1, “Love in All the Wrong Places” (*Cthulhu Confidential*, p. 282) and makes a play for Jennifer, she is receptive of the advance. She’s open to dating the wounded-war-hero-turned-detective, knowing the duo will have to endure the deadly pressures of society, but a moment of happiness in a dark world is worth any price.

If Langston decides to risk going upstairs, go directly to “The Hall” Challenge.

Handle With Care

 If Langston goes upstairs, any of the following are options for Keepers looking to increase the realism of their game.

- The young girl requires an Interpersonal Push not to scream.
- If the girl screams, go directly to the Setback result, and Langston doesn’t escape. Gain Problem Card 1, “Questioned Downtown”.
- The security guard punches Langston and pushes him down the stairs. Gain Problem 10, “Kidney Punch”.
- The security guard calls for the cops before Langston can beat feet. Gain Problem 1, “Questioned Downtown”.

THE HALL

Upstairs there is a long grey hallway and single staircase leading up. If he is spotted, there is no place to hide or excuse to be made. The dangling sign “No Blacks!!! Hispanics!!! No Jews!!!” is visible from the door.

Stealth

Penalty: -1 if Langston has Problem 16, “Banged Up Knee”

Advance 5+: As you slowly ascend the single stairwell, a door to the right creaks open for a second. Sweat materializes on your brow, but the door closes. You shoulder check your way into Apartment 206 and close the door behind you before a couple emerges from their apartment across the way, missing you by only by a moment. Gain Edge 5, “Creeps Out Like The Shadow.”

Hold 2-4: As you slowly ascend the single stairwell, a door to the right creaks open for a second. Sweat materializes on your brow, but the door closes. Then a six year old girl bolts down the hall from the other end. Your eyes meet; you know if she screams, you’re a dead man. The entire world stops...then she smiles at you and runs past.

Setback 1 or less: As you slowly ascend the single stairwell, a door to the right creaks open for a second. Sweat materializes on your brow, but the door closes. Then a six year old girl bolts down the hall from the other end. Your eyes meet; you know if she screams, you’re a dead man. The entire world stops...then she smiles at you and runs past. You spin around and slam into building security. He shoves you down the stairs in one fluid motion. Gain Problem 11, “Pushed Down a Flight of Stairs.”

Inside Giles' apartment is not a pleasant sight. Go directly to Challenge "Hole in the Head."

HOLE IN THE HEAD

To do this job, you gotta be made of stern stuff. No matter how good a detective you are, if you can't take the grisly, you're done for.

Stability

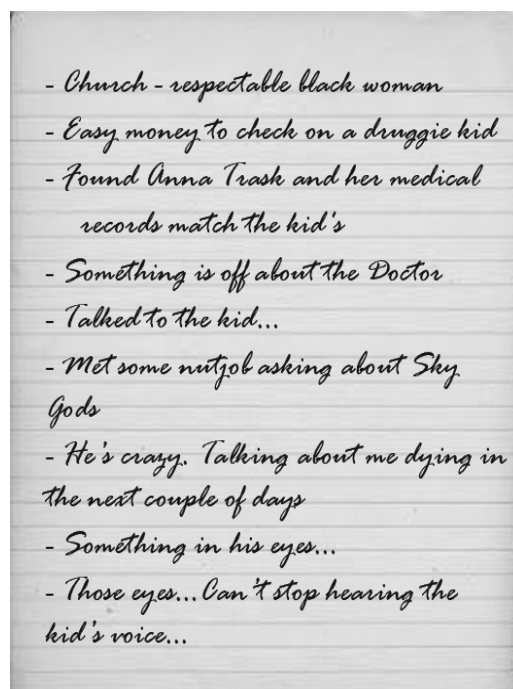
Advance 5+: You slide into the room, smooth and steady. Instantly, the stench slams into you like some 300-pound mook with a hate on for you. You see Giles, or rather what's left of him, in a reclining chair with his brains blasted all over the wall behind him, and a revolver at his feet. But what's one more body? You saw worse in the war. Gain Edge 3, "World Weary Veteran."

Hold 2-4: You slide into the room and instantly, the stench slams into you like some 300-pound mook with a hate on for you. A gory hole in the center of Giles's head and bits of skull welcome you. At his feet, a revolver is missing a single round. It's always rough to see someone do himself in; for a moment you think of Shelton, a private from North Dakota who couldn't take the war.

Setback 1 or less: You stumble into the room, slamming the door. The stench slams into you like some 300-pound mook with a hate on for you. A gory hole in the center of Giles's head and bits of skull welcome you. At his feet, a revolver is missing a single round. You can't hold it in and yak like a school kid drinking sour milk. Gain Problem 7, "Shrapnel for the Memories".

Once Langston has come to grips with the body, he can investigate the small apartment. Dried blood and burn marks line the top of the recliner. It appears to be a suicide. (In reality, Doctor Wilson will acquire the mind-transfer device from Langston after he is sent into the past. He then kills Giles from the future by taking over the man's body and committing suicide before transferring back to his own body). Near the body is a bloodstained suicide letter; however, **Languages** notes that the handwriting doesn't match Giles' other notes around the apartment.

Langston locates a small notepad taped to the underside of a fish tank. Flipping through the notes shows that they turn to paranoid ravings after interviewing Dwayne. Giles doesn't keep detailed notes, they're more like highlights for himself to spark ideas.



(Alternate, “Other Lives”) **Evidence Collection** finds a medical file for Anna Trask, and some additional digging turns up her address. According to the file, she’s a middle-aged housewife who suffers from memory loss and aberrant behaviour, just like Dwayne Brooks.

Anna Trask's Medical Records



If Anna Trask’s medical record is taken to Ernest Thompson, the doctor-turned-holy-man notes that the body has an unusual chemical imbalance. The vitals show immense stress on the body, as if the person is massively overweight, addicted to drugs or something else. The blood pressure is off the charts, the heartbeat is significantly increased and it reports that she only slept an average of a few hours every four days. This type of damage could be irreversible if maintained for any significant length of time. At the very least, her life is probably shortened by a decade.

If Langston doesn’t call the cops, Giles will be found in another three days by a determined Jennifer who decides it’s time to find him. If Langston calls the cops, he gains a Push for knowing he did a solid for another PI and whatever family the man may have had.

If he goes down and tells Jennifer, she calls the police and tells Langston she will tell them she found him. Gain Edge 6, “Sister in Arms.” Jennifer can replace any of Langston’s current Sources who may have been killed, becoming a recurring ally in Langston’s life, and sending cases his way that Wilkerson and Associates won’t touch.

JENNIFER WHYTE

Corporate Secretary and Occasional Private Eye



The Girl Friday of Wilkerson and Associates, Jennifer Whyte is a tough customer who uses words, smarts and the occasional right hook to get the job done. She’s seen the seedy underbelly of DC and knows that there aren’t any angels...just the occasional shamus trying to do right.

Investigative Abilities: Bureaucracy, Forensics, Law, Locksmith, Reassurance, Research

GABRIEL'S GRACE*Scene Type:* Alternate*Lead-Ins:* In the Dame's Court, Shamus to the Left of Me, PIs to the Right*Lead-Outs:* The Thing That Flows, Howard On My Mind, One Man's Madness

Langston could investigate the previous hospital that helped Dwayne, or try to contact Doctor Smith, Dwayne's previous doctor, for the records.

Research highlights that St. Elizabeth's Hospital in Southeast was built in 1855 to specifically serve the criminally insane residents and military of Washington, DC. It was one of the first hospitals to care for injured African American soldiers during the Civil War. Psychology recalls it pioneered hydrotherapy, psychodrama and animal companions. Currently the hospital can serve 7,000 patients if needed.

The 350 acre site covers both west and east sides of Nicholas Avenue (formerly Asylum Avenue). A call to Langston's janitor friend James Jackson can get him access to a janitor's uniform as well as unfettered access around the sprawling complex. It takes him a day to locate and obtain Dwayne's medical record without getting caught.



A call to Myrna can easily have a copy of the file and any other of Langston's needs brought to her office with a little

Bureaucracy and minimal questions. This copy of the file also contains a few doctor's notes otherwise left out.

Dwayne's file mirrors Anna's (p. 18). It goes into detail about unusual body chemistry and imbalance, and mentions his high intelligence and previously exemplary record at Howard University ("Howard On My Mind").



Hartman can order the file sent to him, as the facility also contains military personnel.

Only the basic file is provided.



If Dwayne's file is taken to Ernest with Anna's, he correctly deduces that both patients are suffering from the same ailment.

Additional notes from Doctor Smith:

If questioned, Smith says that young Dwayne Brooks appeared confused and secretive. He seemed to have developed some sort of alternate personality, but was trying to hide these symptoms from Doctor Smith, and was not at all co-operative. Privately, he found Brooks to be off-putting and discturbing, as if Brooks was studying him rather than the other way around. Smith was therefore very willing to hand the case over to Doctor Wilson when the opportunity came up ("One Man's Madness", p. 10).

OTHER LIVES


Scene Type: Alternate

Lead-Ins: One Man’s Madness, Shamus to the Left of Me, PIs to the Right

Lead-Outs: The Thing That Flows, SCIENCE!!!, Confronting the Doctor, Ancient Prisons

After discovering the existence and location of another person that has Dwayne’s condition, Langston may decide to make his way over to the house. He’ll likely be cautious, given Dwayne’s hushed tone about the woman.

Handle With Care

 Langston entering a white neighborhood either day or night could have any number of additional and deadly encounters.

Langston is stopped by a patrolling cop and questioned for a lengthy time. If he is holding Problem 3, “Eternal Outsider” (*Cthulhu Confidential*, p. 282) or Problem 4, “Uppity So and So,” (*Cthulhu Confidential*, p. 282) the “interview” lasts even longer again. Gain Problem 13, “New Day, Same Shit”.

Langston is watched the entire time by a neighbor, and must pass a Stealth 4 test to reach the Trask house. Otherwise Gain Problem 1, “Questioned Downtown.”

Whenever Langston gets to Anna Trask’s home in Northwest the lights are out and the door is shut. Testing the handle finds it broken, and it swings open slightly into a darkened room.

Light from outside or a flashlight reveals the carnage before him. Everything in the living room appears crushed, with a thin layer of blackish slime over it. The bodies of six people have been crushed into little more than piles of reddish goo (Alternate, “SCIENCE!!!”, p. 23).

WEIGHT OF THE MYTHOS

Stability

Penalty: -1 If Langston has Problem 6, “Glimpse of the Unknown”.

Advance 4+: You understand better than most the sheer amount of power it takes to crush a human into pulp. Your mind instantly leaps to overpressure from an explosion...but you know nothing known to man could do this. Gain Edge 2, “Knowledge Above All.”

Hold 2-3: You understand better than most the sheer amount of power it takes to crush a human into pulp. Your brain flies through hundreds of equations to find something capable of this feat. You find yourself holding onto the stair railing as the reality of that comes home.

Setback 1 or less: You know nothing known to man could ever do this. No amount of science can overcome something this powerful. Gain Problem 14, “Finite Understanding.”

Extra Problem: Problem 15, “It’s Coming for You”

Evidence Collection notes one of the few remaining photos revealing a family of seven. Based on Anna’s age, she is likely the mother of the three children, wife of the middle-aged man, and daughter of the two older people, based on her resemblance to them.

Evidence Collection also finds the tattered remains of a book of road maps of Virginia. It looks like it was open to the page showing the Washington National Airport before the catastrophe struck (“Ancient Prisons”, p. 21).

It appears whatever happened erupted out of the ground floor bathroom and flooded throughout the house.

A full search of the house doesn’t turn up a seventh person or pile of crushed goo. **Evidence Collection** at the back door discovers the lock has been picked. A woman’s shoe abandoned on the

path, and broken hedging, suggests someone was dragged toward the street. If Langston has spoken to Dwayne (“One Man’s Madness”, p. 10), he can guess that Dr. Wilson has probably kidnapped Anna (Alternate, “Confronting the Doctor”, p. 26).

ANCIENT PRISONS

Scene Type: Alternate

Lead-Ins: Hidden Truths, Timeless Idols, Other Lives

Lead-Outs: Timeless Idols, Hidden Truths, Howard On My Mind

A few hours of **Research**, or spending a Push on **History** after speaking to Dwayne, uncovers that nearly a decade ago, Washington National Airport was the site of Calvin Winchester’s greatest discovery, and that he was “peculiar” for some time afterward, speaking in unknown tongues (Core, “Timeless Idols”).

Washington National Airport is a short drive southwest of DC. It’s located in Virginia, but won’t be officially considered as such until 1945. The western part of the airport was once a Virginia plantation and the east lays on DC mudflats.

The airport is large, guarded, and sees a high volume of traffic, but fortunately for Langston, the sites marked on the map from Dwayne’s room are outside the airport. A sense of déjà vu slowly begins creeping into the back of Langston’s mind as he explores the area.

It’s an oddly windy day, with the breeze blowing this way and that, seemingly at random. At times, Langston seems to hear disturbing, discordant piping at the edge of his hearing, but it must be a hallucination, as there’s no visible source for the strange noise.

If Langston checks all six sites, it will take roughly half a day. The first two sites show signs of digging, but not recently. (Core, “Hidden Truths”).

The third marked site is the same place where Calvin Winchester went mad, ten years ago.

At the fifth site, a quarter of mile from recent airport construction, Langston finds the construction has slowly begun again. A few

EVADING PATROLS

Langston can hear a jeep speeding his way. It’s obviously a GI patrolling the area, since the construction is back in force.

Sense Trouble

Bonus: +2 If Langston has Edge 5, “Creeps Out Like The Shadow”

Advance 8+: You know if they spot you, they’re gonna toss you out of here and double the patrols. You hide under a gas truck and watch the security patrol speed by. Gain a Push.

Hold 4-7: You know if they spot you, they’re gonna toss you out of here and double the patrols. You hide under a gas truck and watch the security patrol slowly pass by.

Setback 3 or less: You know if they spot you, they’re gonna toss you out of here and double the patrols. You roll under the gas truck and jam your knee doing it. Gain Problem 16, “Banged Up Knee.”

Extra Problem: Problem 17, “Gas On”

tractors can be seen unearthing and destroying rock formations.

(Alternate, “Howard On My Mind”) As the security patrol vanishes into the distance, Langston is drawn to a pattern of large archaic symbols carved into the stone. **Languages** or **Cryptography** can’t decipher them, but can tell they are ancient, although they appear to have avoided the weathering effects of the passing centuries.

If Langston goes to the sixth site, he spots an odd patch of freshly turned earth, as if something burst out of the soil. It obviously happened recently, but if Langston’s spoken to Calvin Winchester, he notes that the earth disturbance is similar to police records or photographs of the aftermath of the alleged break-in ten years previously. (Doctor Wilson was here with his shoggoth, trying to break into the Yithian vault beneath the airport.)

HOWARD ON MY MIND*Scene Type:* Alternate*Lead-Ins:* Ancient Prisons, Hidden Truths, One Man's Madness, Gabriel's Grace, The Thing That Flows, Timeless Idols*Lead-Outs:* Timeless Idols, Ancient Prisons, Break On Through

Langston has a number of reasons to come to Howard; researching the symbols in Dwayne's books (p. 14) and Calvin Winchester's house (p. 15), the shoggoth (p. 24), possession, or looking to chat up some of Dwayne's college friends (p. 23). The private eye travels to Northwest DC, to the sprawling campus of Howard University. He's greeted by the sight of black students rushing to class, the school guard practicing firearm drills on the field, and activists making signs for an upcoming protest.

Combined with her depth of knowledge, and access to Howard Library, Rosamund is able to provide the following information:

Symbols

- The symbols Langston saw on Dwayne and Calvin's walls, and at the airport if he's been there, have been located in a few places across the globe; Australia and Antarctica are the most recent finds of the last thirty years. If he has only seen the symbols in Dwayne's, Rosamund is able to tell him about Calvin Winchester ("Timeless Idols", p. 14).
- A number of noted occult scholars, such as Armitage, came from Miskatonic, to look at the symbols at the airport dig ("Ancient Prisons", p. 21).
- The language is ancient, dating back thousands of years, possibly one of the first languages painted on cave walls.
- **Occult** notes that the symbols likely form some kind of leyline or summoning circle.
- **Cthulhu Mythos** realizes that the symbols are beneficial in some fashion, or that's Rosamund's best guess based on the design.

If Rosamund is taken to the airport site, she can't identify it, but references similar signs, like the protective Elder Sign. She is sure it should not be disrupted.

Possession

There have been many cases down through history, but nothing can be found at Howard that matches Dwayne's case.

Doctor Wilson's Punic symbol tattoo

- **Occult:** If Langston mentions Doctor Wilson's tattoo, the two spend hours in the stacks searching for something similar. They eventually turn up a few references to a small cult that formed in ancient Carthage, around the belief of a sky god that can move between the heavens by controlling a loyal human vessel. The cult serves them in hopes of acquiring wealth, and immortality, or out of fear. There has not been a report of them since 1750s.
- **Cthulhu Mythos:** The cult serves the Great Race for scraps of technology and has been known to go to any extreme to help them. Little is known of the Great Race other than they are not confined by time.

Shoggoth

If Langston follows up with Rosamund seeking answers after he's attacked by the shoggoth, she recognizes the creature and tells him the little she knows with her **Cthulhu Mythos**. She knows of it from a different mythology and it goes by The Ocean of Eyes.

- The Ocean of Eyes is a nearly unstoppable abomination of gelatinous mass with the strength to crush trucks.
- Its rolling mass reduces the impact of any attacks on it. Bullets are useless.
- Some accounts insist that the creatures do not exist - that they are only hallucinations brought about by certain rare herbs or horrors born of insanity.
- Some believe that a mystic in 850 AD summoned down a lightning bolt that killed both man and monster.

Dwayne's Friends

Asking around Howard after Dwayne gets a number of questionable stares and students claiming to not know him. **Assess Honesty** notes the lies, and if pointed out, a few students tell him about "Jane Crow" Pauli Murray. They also whisper a warning about her being arrested a couple of years ago for breaking the Jim Crow segregation laws and sitting in a whites-only area with her girlfriend. If asked about the nickname, the only comment is she is obsessed with ending racism and sexism.

Langston finds Pauli with an integrated group of black and white students on the lawn in front of the law building. A little **Oral History** gets Pauli to step to the side and provide him a bit of information about her friendship with Dwayne.

- Dwayne always seemed to be looking for something. They spent hours debating and planning together, but he didn't like their approach of focusing on economic change.
- Pauli knows him for a little over a year, but recently, he seemed different. He stopped coming to meetings, and his debating shifted focus to idealism. It was like he suddenly didn't have interest in people, just in some anti-war project he was working on.
- He talked more about the shape of history, about how a small group of people - in the right place, and armed with the right information - could change the world. He seemed almost to be trying to test people, to see if they were worthy of whatever plan he had in mind. The Crosthwait Brigade was only a stepping stone for him.
 - A Push gets Pauli to reveal that Dwayne forgot their names, and he told them that the war would end on September 2, 1945, but that it didn't matter. Then he mumbled something about Korea, Vietnam, and Iraq.
- (Alternate/Pipe Clue, "Break On Through") He always talked about the symbols on the machine, and someone called Little Tony.



If Langston decides to go to Scout and see if the newspaper archives have any information, he has a bit of luck using what he knows about Dwayne (and Anna). The duo find a yellowing and brittle copy of the Miskatonic University Crier dated 1918, talking about Nathaniel Wingate Peaslee. A few facts stand out reading the crumbling paper:

- A noted change in behaviour, combined with increased intelligence
- Mastery of previously unknown languages, and knowledge of folklore, art and certain periods of history
- Unusual body tics and vocal fluctuation

SCIENCE!!!

Scene Type: Alternate

Lead-Ins: Hidden Truths, Other Lives

Lead-Outs: Howard On My Mind

Langston doesn't have a lot to go on other than the piece of silverish crystalline material he found in Dwayne's bedroom (p. 14) and the black slime from Anna's house (p. 20). He may decide it's time to use a little science at the Naval Observatory, 3450 Massachusetts Ave in North West, to piece together some of his clues. He can easily slip in and take over the lab for a night without being noticed.

Running a number of tests with **Chemistry** and **Physics** on the piece of material Takes Time, and yields the following results:

- The material is flexible as rubber, and has the tactical resistance of a 14 inch piece of steel
- It seems to absorb any energy directed towards it. Electrical energy seems to generate the most response with the atoms expanding.
- It is holding onto the energy to power some unknown function, meaning each part of the larger object can retain energy and is unlikely to be overloaded...
 - (Push)...or the amount of power is so large it needs to be dispersed as to not kill the user.

- Once powered, the object interferes with radio signals. It is almost as if it is swallowing them from the atmosphere. (In actuality, the powered crystal is sending those signals back into the past; this is not something Langston will know for quite some time.)

It requires a larger sample of additional experiments.

Chemistry on the black slime from Anna’s house (p. 20) reveals:

- It is amoeba-like and still alive
- Based on the cells’ deterioration rate, this thing could survive for centuries
- The gelatinous masses never seems to stop moving
- It flows like a thick liquid that is capable of squeezing itself into any opening

Langston can tell that the slime is something beyond his realm of expertise; his Source, Rosamund, is the only one who might be able to help him identify it (“Howard On My Mind”, p. 22).

THE THING THAT FLOWS

Scene Type: Antagonist Reaction

Lead-Ins: One Man’s Madness, Gabriel’s Grace, Other Lives

Lead-Outs: Howard On My Mind, Confronting the Doctor

Once Doctor Wilson is aware of Langston (this occurs after the private eye visits Forest Haven), he watches his movements. If Langston goes to either St. Elizabeth’s or the Trask home, the former cultist acts to squash the sleuthing pest. Wilson sends the shoggoth to dispatch Langston, similarly to how he sent it to deal with Anna’s family before capturing the Yithian-possessed woman.

Any time after that, the shoggoth can strike at Langston in his two-room house on the outskirts of town.

THE RISING TIDE

The wind howls as you sit in your small house. It’s not much, but you have a roof over your head and that’s better than a lot of folks. The wooden walls creak ever so slightly from the strong breeze...you think.

Sense Trouble

Penalty: -1 If Langston has been drinking his troubles away.

Advance 10+: You hear a faint rumbling sound and the tap begins dripping. You start to make your way over toward it, but that nagging feeling in your gut moves you instead toward the other room, right as a massive tidal wave of viscous black fluid erupts out of the sink. You slam the door shut after catching a glimpse of it. Gain a Push.

Hold 5-9: You hear a faint rumbling sound and the tap begins dripping. You make your way over toward it. Before you reach the kitchen, it erupts out of the sink, filling the room with a viscous black fluid. You better think quickly or you’re dead.

Setback 4 or less: You hear a faint rumbling sound and the tap begins dripping. You make your way over toward it just in time for a massive black slimy tentacle to slam into you. The force sends you crashing through the door towards the other room. Gain Problem 18, “Cracked Rib.”

Extra Problem: Problem 12, “Bad Mood”

DROWNING IN SHOGGOTH

The horrific pus-filled mass of rolling slime is nearly shapeless, with eyes and tentacles appearing and vanishing into its undulating mass. The train-sized thing destroys everything in its wake.

Stability

Bonus: +1 If Langston has Edge 1, “Strength in Weakness”

Penalty: -2 If Langston has Problem 6, “Glimpse of the Unknown.”

-1 If Langston has been drinking his troubles away.

Advance 6+: The unimaginable horror before you crushes everything as it flows towards you. Then its movements click together for one perfect moment. Gain Edge 7, “Euclidean Geometry.”

Hold 4-5: The unimaginable horror before you crushes everything as it flows towards you. You’re rattled and about to get crushed! Get moving!

Setback 3 or less: The unimaginable horror before you crushes everything as it flows towards you. A scream erupts from your mouth as it surrounds you. Gain Problem 19, “Shattered Sanity.”

Extra Problem: Problem 20, “One for My Sanity”

SHATTERED HOMES

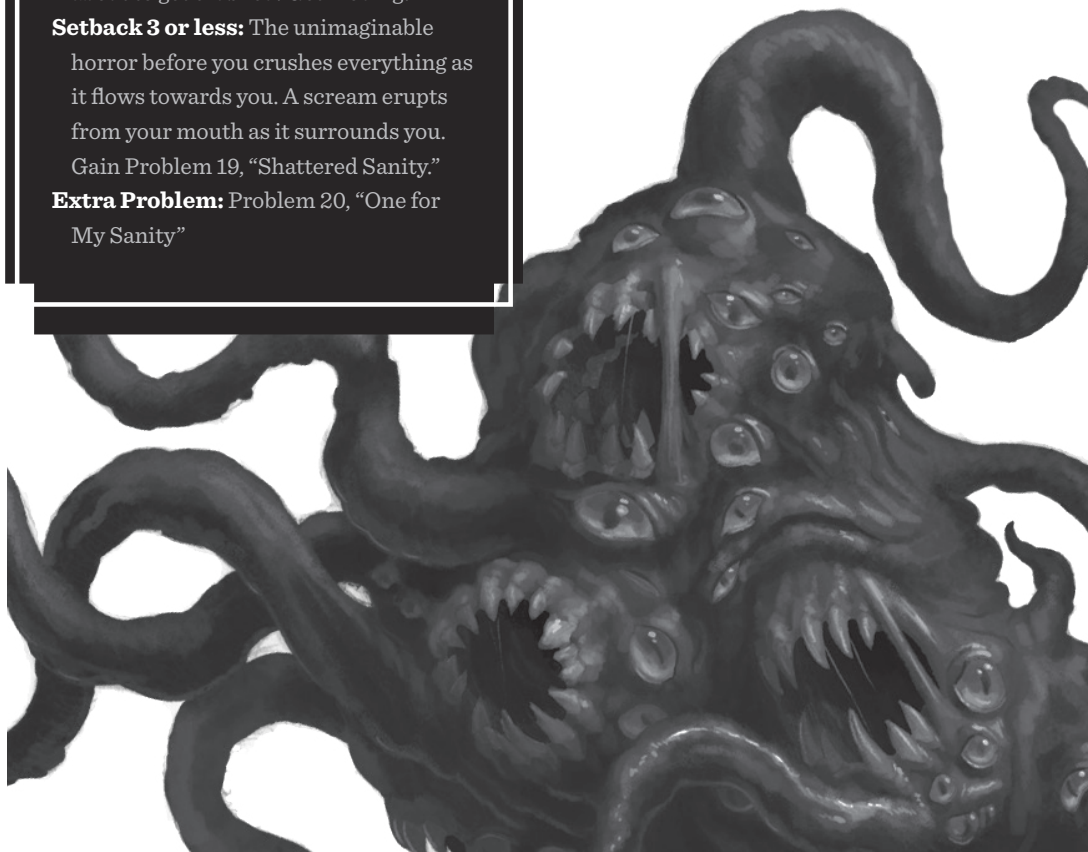
Eyes pop and explode into pus as the wave of rotten-smelling slime destroys your home charging at you. You gotta run or you’re capped!

Athletics

Advance 10+: You scoop up the keys to Adeline and roll out of the door in one fluid motion. It’s gonna cost a pretty penny to fix up your pad, but you leave it and the shoggoth in the dust. Gain a Push.

Setback 9 or less: You scoop up the keys to Adeline and roll out of the door in one fluid motion. You leave your destroyed home and the shoggoth in the dust. Gain Problem 21, “Homeless.”

Extra Problem: Problem 22, “Trouble with the Law”



CONFRONTING THE DOCTOR*Scene Type:* Alternate*Lead-Ins:* One Man's Madness, The Thing That Flows, Other Lives*Lead-Outs:* A Million Years Before Racism

If Langston tries breaking into Doctor Wilson's offices at Forest Haven, or challenges Wilson, then run this scene.

Wilson's private laboratory at Forest Haven is a two-storey building. The ground floor is for public consumption - it's here he meets the families, receives visitors and treats patients. Upstairs is his Yithian-derived laboratory, crammed with stolen wonders and occult books. Here, he keeps the relics stolen from the Ones Who Follow he betrayed, the secrets granted by their Yithian patrons over the centuries. He's got a salvaged Yithian mind-exchange machine - Wilson doesn't dare use the device himself, but he's managed to set it up to disrupt the local chronosphere. Any Yithians "landing" in Washington in the 1940s have a harder time adjusting to their new human bodies than usual, giving Wilson the opportunity to swoop in and have them committed to Forest Haven - or, if he cannot capture them through legal channels, to kidnap them as he did Anna Trask ("Other Lives", p. 20).

Downstairs, behind a locked door, is where Wilson keeps his prisoners - none of them wholly human. There's a row of cells for time-shifted Yithians, adjoining a room that can only be described as an interrogation chamber. The instruments are designed to force the compliance of both the human host body and the Yithian mind controlling it. There are jars of scopolamine and other "truth drugs", a polygraph machine, knives and other implements of torture, but there are also bizarre geometric paintings and wind instruments designed to torment Yithian minds.

Anna Trask is the only prisoner here right now; there have been other Yithians here in the past, but they've perished under Wilson's interrogation, and their remains have been consumed by the other prisoner.

The other prisoner's 'cell' is a large water tank marked with the same weird symbols seen at the airport (p. 21). It's a shoggoth, magically compelled and bound to serve Wilson.

However, Langston has only a brief time to search Doctor Wilson's offices before the doctor attacks him. Soon after Langston enters the building, the doctor activates the Yithian mind-transfer machine and targets it at Langston. The machine can work through walls and other barriers, so the doctor can snatch up Langston's mind even if the detective isn't in the same room. To Langston, it's as everything around him seems to melt away as he's hurled back in time... (Core, "A Million Years Before Racism", p. 27)

BREAK ON THROUGH*Scene Type:* Core*Lead-Ins:* One Man's Madness, Timeless Idols, Hidden Truths, Howard On My Mind*Lead-Outs:* A Million Years Before Racism

Langston has the address of the Crosthwait Brigade's dive bar headquarters. It's an oddity for a building on U Street to appear in disuse, given the need for housing. The brick building has a door in the front and on the side; both are locked. A bit of force opens either door with an echoing crash. Or Scout can easily pick the lock, assuming Langston brought him along.

The dark, unused one-story building smells of dried booze, urine and motor oil. The four rooms are filled with boxes, crates, machinery covered in sheets, and countless empty bottles of hooch.

Standing on a table in the back room is a curious object, a piece of carved stone. This is the Yithian relic stolen from Calvin Winchester by Dwayne. He told the other members of the Crosthwait Brigade to protect the item, claiming that it was part of his plan to "protect the future" - which they assumed meant agitating against the war and bringing about eventual world peace.

Also on the table are various machine parts - mirrors, rods, wheels, wires and other components, laid out but unassembled. These are the parts of a Yithian mind-exchange device, waiting for Dwayne

to return so he can send his mind back to the distant past.

As Langston enters, the carved stone at the core of the assemblage begins to glow, the rock becoming oddly translucent like polished quartz.

. Whenever he investigates the object, start the Challenge “Ambushed by Little Tony.”

AMBUSHED BY LITTLE TONY

You hear a shuffling of feet and turn in time to see Little Tony, white and elfin in stature and looks, swinging a bat twice his size, with murder in his eyes.

Fighting

Bonus: + 2 If Scout is with Langston

Penalty: - 2 If Langston has Problem 8, “Unseen Foe”.

- 1 If Langston broke down the door, as the noise altered Little Tony

Advance 8+: You easily sidestep the attack and deliver a roundhouse punch. He flies back a few feet into the construct, knocking it over and himself out. The impact launches the translucent object towards you. As it flies through the air, a dull blinking light catches your eye, almost like some alien Morse code your brain can’t make out. Gain Edge 8, “Pulp Hero.”

Hold 3-7: You take the bat to the back and sucker punch little Tony. The two of you slam into the construct, and then the ground, together. The translucent object scuttles toward you, with a dull blinking light like some alien Morse code your brain can’t decipher.

Setback 2 or less: You take the bat full on the back and crash into the construct. The translucent object scuttles toward you with a dull blinking light like some alien Morse code your brain can’t decipher. Gain Problem 23, “Within an Inch”

Extra Problem: Problem 24, “Shifty Weasel”

(Core, “A Million Years before Racism”) Langston feels the blinking light scratching at the back of his mind, as if something is groping for him from some distant place; his consciousness is hurled back in time, and a Yithian takes over his body.

A MILLION YEARS BEFORE RACISM

Scene Type: Core

Lead-Ins: Break On Through, Confronting the Doctor

Lead-Outs: The Great Library, Truth in All Sizes

Langston awakes to no pain and groggily takes in every aspect of his surroundings with eyes that seem to focus in greater detail. He finds himself on the ground in a massive stone vaulted chamber, with the ceiling lost in swirling shadows, and enormous black glass circular windows blocking his view of the outside.

Rising - rising without standing, as if his legs are inflating, not unfolding, Langston can see the octagonal flagstones that make up the entirety of the floor. A point of light suspended ten feet in the air slowly advances toward the private eye. Getting closer...closer... until Challenge “We’re Not in DC Anymore”.

WE'RE NOT IN DC ANYMORE

You watch the light get closer and closer until you see three monstrous ten-foot-high, conical outlines made of scaly, stretchy matter, with four foot-wide, flexible tentacles. Two of the tentacles have razor sharp claws, the third has four horn-shaped appendages for movement, and the last glows with three dark-colored eyes. On the head are four flower-like tubes, and its nether region has eight squid like tentacles.

Cool

Bonus: + 1 If Langston has Edge 2, “Knowledge Above All”

Penalty: - 2 If Langston has Problem 19, “Shattered Sanity”

Advance 8+: Your brain slams shut and won't process any more information. You can deal and eventually this dream will be over. Gain Edge 9, “Denial Is More Than a River.”

Hold 4-7: You try to block out the reality of the situation. You lie to yourself, telling yourself this just a dream, but you know better. You need to get home before you snap.

Setback 3 or less: You see the truth of the universe advance on you. You can't lie to yourself or block it out. Humanity is a speck of dust on a leaf of the universe. Gain Problem 25, “True Comprehension.”

Extra Problem: Problem 20, “One for My Sanity”

The trio of Yithians stands in a cyclopean corridor of stone that's some thirty feet high and wide. Curvilinear mathematical hieroglyphs line every wall. One of their number carries a large cylinder-like object Langston is surprised to find he recognizes as a weapon. The trio provides the following answers to questions:

- He is 150 million years in the past.
- He is granted access to their Great Library (Core, “The Great Library”) if he follows the rules, causes no trouble, and writes down the history of his time.
- He is free to speak with others such as himself (Alternate, “Countless Captives”)
- The creatures have mastered time travel.
- One of theirs has gone to Langston's time to investigate an ongoing problem. There is some sort of distortion in that period that confuses and disturbs the Great Race.

Psychology detects one of the trio is different, and that one approaches as the other two recede back into the darkness. The form extends a clawed hand and begins clicking. Langston hears, “Greetings my new friend. I am Nevil Kingston-Brown and I am from the 25th century. Of course, you must have questions and I shall answer them as we move through the city.” (Alternate, “Truth in All Sizes.”)

TRUTH IN ALL SIZES

Scene Type: Alternate

Lead-In: A Million Years Before Racism

Lead-Outs: The Great Library, Countless Captives

The first day Nevil walks Langston through the city and shows him where the Great Library is, the place Langston will spend most of his time writing down his life for the Great Race. Nevil gives Langston a moment to look at himself before beginning.

LANGSTON'S NEW SHELL

You realize your head is on a flexible neck that retracts and allows you to view your full body. Walking involves viscous layers on the underside of the cone contracting and expanding.

Stability

Bonus: +2 If Langston has Edge 7, "Euclidean Geometry"

Penalty: -2 If Langston has Problem 23, "Within an Inch"

Advance 7+: You look down at your scaled cone body and accept it. You know that people are not their bodies but their minds, and that's all you. Gain Edge 2, "Knowledge Above All."

Hold 4-6: You look down at your four tentacled arms, moving by some unknown substance on your face that retracts and expands in slow jerky movements. It could be worse; you could be getting beaten to death by a guy with a bat in an abandoned dive bar.

Setback 3 or less: You look down at your four tentacled arms, moving by some unknown substance on your face that retracts and expands in slow jerky movements. Your card has likely been punched in your time, and now you're a monstrous lackey. Gain Problem 26, "One of Them."

Extra Problem: Problem 27, "Life Choices"

- The Great Library where everyone documents their life, is their destination (core, "The Great Library").
- We can talk among ourselves when not working in the Great Library (Alternate, "Countless Captives").
- The city is a subterranean structure and none of them have seen the outside.
- Their bodies are anemonoid in nature; think of it as a composition of vegetable and animal matter.
- They require no sleep and our nourishment comes in liquid form.
- They burn their old, wounded and any Yithian showing defects. (Psychology notices Nevil's eyestalks sag worriedly as he looks at Langston).
- If questioned, he explains Langston's fate is sealed.
- (Push) The Great One that switched places with Langston was diseased and only has a fortnight left before incineration.
- The Polyps, giant, nearly invisible creatures beyond description, are the only things the Great Race fear, and they have trapped them underground.
- The guards and defensive mechanisms at all of the doors are to combat the Polyps if they escape.

That ends Langston's first "day."

COUNTLESS CAPTIVES

Scene Type: Alternate

Lead-In: Truth in All Sizes

Lead-Outs: The Great Library, Grand Theft Yithian

Nevil relays the following through conversation:

- The Great Race has mastered time travel, and chronicles all of history.
- They have also mastered industry and technology which allows them ample time to engage in art, culture and research.
- Art is almost as vital as science is.
- They have permission to roam the city, as long as they chronicle their old lives.

This scene plays out over the rest of the week unless Langston tries to escape. Langston may realize that both Dwayne and Anna are here among the other Yithian captives. Languages pieces together snippets of hundreds of different languages being conveyed through clicking sounds and clawed pinchers. Some of the others speak to him once they discover he is from earth. They question him about the year. What world events have transpired?

Khephnes

Khephnes knows the secrets of Nyarlathotep and will tell the time-displaced PI about the master of chaos, the countless masks of the dark god, and his Egypt of the 14th dynasty in 1700 BC. Khephnes has no interest in going home; there is too much knowledge here.

Z'zutysua

A Serpent man from the Battle of Macroom. He'll describe the taste of human flesh, and how this form lacks the senses of his own reptile body. If only he knew the outcome of the battle. Which side won? Did they find the talisman?

Lady Hester Lucy Stanhope

A British adventurer, traveler and socialite from 1837, who performed one of the first modern excavations of the Holy Land. Hester is curious about new archaeology techniques.

Ciccitz

One of the beetle race that rises up after humanity's fall, Ciccitz wants to know more about human weaknesses and is stunned by their continued survival. He'll follow Langston once he learns he's human, looking for vulnerabilities.

Oral History in the room of scholars leads Langston to a conical creature slumped over against one of the walls. **Reassurance** rallies the thing that is now Dwayne to speak. If questioned, he can provide the following information:

- He joined the Crossthwait Brigade because he wanted to do something to make his family proud.
- The device was to show that people of all colors could work together to build something useful. When powered, it could create a massive signal jammer. They wanted to help, but didn't want to kill anyone.
- (core, "Grand Theft Yithian) Anna discovered a communications relay to switch bodies is in the other dome. She tried to steal a hover vehicle, but was shot with a Lightning Gun and taken away. No one has seen her since.
- There are four other people here who were captured by Doctor Wilson.

THE GREAT LIBRARY

Scene Type: Core

Lead-Ins: A Million Years Before Racism, Truth in All Sizes, Countless Captives

Lead-Outs: Grand Theft Yithian

Week two

The immense hall of the Great Library is filled with cone-shaped scholars writing in massive tomes of cellulose material, documenting every moment of their existence for the Great Race. Walking the hall reveals endless shelves of hefty tomes documenting all known history, culture, languages of Earth and more for millions of years. One book is assigned to Langston to inscribe his life and times.

Using the rod-like object grasped in his clawed hands for endless hours, he is expected to write. Even in this grotesque new form, his handwriting appears the same, even though the words are written in some hieroglyphic mathematical equations.

The tables are each the height of a full grown man and made of heavy hewed stone. The vast bookshelves are constructed from some pre-historic wood capable of holding tons of runic tomes, and every wall covered with strange hieroglyphs.

During his writing and research Langston discovers the following facts:

- Doctor Wilson (core, "Keeper of Lost Souls") was a cultist who worships Yithians.
- His branch of the cult were all killed in an accident in the 1930s; the cult will not be re-established until the 1960s, when the spiritual descendant of the Crossthwait Brigade becomes the Yithians' new network of agents in America.
- The Yithians believe Wilson to be dead.
- There is a barrier or haze obscuring the Yithians knowledge of the period from 1940-1960 in Washington. The source of this "haze" is unknown - several Yithians have tried to investigate. None have returned.
- Captive minds are purged of all knowledge before being sent back.

- There is a Yithian crypt under Washington National Airport. It was made as a storeroom for Yithian relics, but became infested with the hated Polyps and sealed. The technologies buried there will be of use to the Great Race in the time after humanity.
- If the vault is opened prematurely, the Polyps will escape and devastate humanity.
- The Yithians have a council that dictates actions for the society and is focused on what is best for the race. They have something similar to court trials for those with new ideas (core, “Grand Theft Yithian”).

COMPUTING IN THE PREHISTORIC ERA

You sneak up to a metallic looking desk with multiple mirrors on all sides, and four five-foot-long indentations. You slide your appendages into the indentations, and the eight mirrors all blaze to life.

Devices

Bonus: +2 If Langston has Edge 7, “Euclidean Geometry”

Advance 11+: The machine and you are one being. Your brain accesses vast quantities of information, and you discover an ancient chant that’ll keep the Polyps locked away. Gain Edge 10, “Mythos Insight.”

Hold 5-10: The machine and you are one being. Your brain accesses vast quantities of information and you discover an ancient chant that’ll keep the Polyps locked away, regardless of the stone, for a few centuries.

Setback 4 or less: You try to access the machine and a jolt of power rips through your body. It powers down.

Extra Problem: Problem 29, “Too Much Information”

GRAND THEFT YITHIAN

Scene Type: Core

Lead-Ins: The Great Library, Countless Captives

Lead-Outs: Shock Therapy

This scene is triggered when Langston tries to escape, or after two weeks, when Yithian guards come for him, as his form is diseased and due to be incinerated. If Langston chooses to talk to the Yithians about Dr. Wilson, and becoming their agent against him, have the player provide a story and go to Challenge “Five Ambivalent Yithians.” If he flees, go to Challenge “Escaping in Style.”

FIVE AMBIVALENT YITHIANS

You are taken by hover car to a massive court building and led before a tribunal of Yithians. It’s you, a few guards and your judges. Silence fills the grand room. Your words are the only weapon you can use to defend your life. You know one wrong word will mean the furnace for you.

Sense Trouble

Advance 10+: Your clicking echoes around the great hall as you tap into the greatest lawyers and philosophers of all time from your reading in the Great Library. It’s more performance and logical reasoning than law. But the tribunal agrees to send you back. Gain Edge 11, “Agent of the Yithians”

Hold 4-9: Your clicking echoes around the great hall. Hours turn into days, but eventually a majority of the tribunal agrees to send you back.

Setback 3 or less: Your clicking echoes around the great hall and falls short of what you needed. The guards move toward you. Gain Problem 14, “Finite Understanding” and immediately go to the Challenge “Escaping in Style.”

Extra Problem: Problem 9, “Focus Damnit! Focus!”

ESCAPING IN STYLE

You know it's time to leave before they kill you, and that Yithian lives the rest of your life. You race to a hovercar and undulate into it.

Drive

Bonus: +2 If Langston has Edge 7, "Euclidean Geometry"

Advance 6+: Some skills are universal, and you got Wild Bill to thank for this one. You dart past security and land at the communications relay Dwayne told you about. You're golden, baby. Golden! Gain a Push.

Hold 3-4: If only the squad could see you now, driving an alien hovercraft. You land hard at the communications relay Dwayne told you about, destroying some sort of radio dish.

Setback 2 or less: You get the thing flying somehow. The first barrage of shots hits you, and smoke billows out of the hovercraft. By some miracle, you crash land at the communications relay Dwayne told you about. Gain Problem 30, "Crash Landing."

Extra Problem: Problem 29, "Too Much Information".

THE WAYBACK MACHINE

They are hot on your tail; you need to get out of here now. Better hope you understood the language or you're toast.

Devices

Bonus: +2 if you got an Advance on the Challenge "Escaping in Style" for the extra time to decipher the machine .

Penalty: -2 if you failed the Challenge "Escaping in Style", as they are right on top of you.

Advance 9+: You slide your appendages into the crystal machine that glows with that same dull pulsing light you will see in countless millennia. You have a better mastery of the machine than you should, and you switch back into your own body. Gain a Push.

Hold 3-8: You're sure if you were still human you would be sweating. The Yithians are almost on top of you. The sound of galvanized energy fills the air before you're shunted back into your own body.

Setback 2 or less: You reach the machine and slide your appendages into it. A squad of Yithians lurches into the room, and blasts your body with Lightning Guns. Your clicking scream echoes throughout the room and time itself, as your body burns away. Gain Problem 31, "Mental Scars."

Extra Problem: Problem 25, "True Comprehension".

SHOCK THERAPY!*Scene Type:* Core*Lead-In:* Grand Theft Yithian*Lead-Out:* Ancient Prisons, Redux

Langston finds himself strapped to a creaky, blood-soaked gurney with a layer of thick, dried blood crusted over his right eye and torso. Burn marks from extended shock treatment line his body, akin to a Jackson Pollock painting. If Langston made a deal with the Yithians, he returns to his body a couple of days after he was switched; and if he escaped, he returns a month later due to working with technology beyond human comprehension. Gain Problem 32, "In the Hands of a Madman."

The dank room stinks of waste; a chill in the air, and stone stairs leading upward, denotes it as a basement. An array of torture tools line the wall and a monstrous-looking cattle prod is at the center.

There's also a reel-to-reel tape recorder. Rewinding and pressing play produces a recording of Langston's own voice, but weirdly different, weirdly unfamiliar. The cadence is all wrong, the choice of words stilted and unnatural.

"The vault... under the Reagan airport... opens in the Fifth House of Ib... when Yuggoth is above the horizon.... no more... no more. This one cannot endure. But we shall not be thwarted. Ia! There shall be unity of purpose, unity of action, despite your invocation of uncertainty! Look to the future, Graham Wilson, and shudder!"

You must be in Forest Haven hospital, and from the sounds of it, the Yithian in Langston's body has given up vital information about the vault under the Washington National Airport. Wilson must be there now. If you want to free yourself, you gotta move. Run the Challenge "Houdini's Got Nothing On Me".

HOUDINI'S GOT NOTHING ON ME

Some people believe Harry Houdini was a magician, others a fraud with mirrors, but you know better. It's all about body control.

Athletics

Advance 10+: You focus on your breathing and flex. Restrict. Flex. Restrict. The worn leather straps eventually give, as the blood has warped them. Gain Edge 8, "Pulp Hero."

Hold 4-9: You focus on your breathing and flex. Restrict. Flex. Restrict. The worn leather straps eventually give, as the blood has warped them. As you sit up, the metallic arm of the gurney slams to the ground and alerts anyone in the area. You better get moving.

Setback 3 or less: You try to free yourself through flexing and pulling. After a long time, you yank an arm free as new pain lances through you and a cracking sound greets your ears. Gain Problem 33, "Broken Wing."

Extra Problem: Problem 7, "Shrapnel for the Memories".

Once Langston breaks free of the restraints, he hears a terrifying gurgling noise coming from the room next door. **Evidence Collection** locates a patient's robe, a wrench, and a stairs leading outside. It's time to go.

Moments later, something bursts through the wall, intent on devouring the escaping prisoner. It's Wilson's shoggoth-servitor. Run the Challenge "Deadly Hide and Crush".

DEADLY HIDE AND CRUSH

There is no time to chase after Doctor Wilson or act other than to fight down the fear of seeing this undulating titanic mass of death coming for you.

Athletics

Advance 10+: Your time in the Great City prepared you for this. You dive out of the window and sprint to the barn. The destructive wave is in your wake, as you weave through building after building, with it crushing those abandoned shacks until you're out of its sight. Gain Edge 1, "Strength in Weakness."

Hold 4-9: Your time in the Great City prepared you for this. You dive out of the window and sprint to the barn. The destructive wave is in your wake, as you weave through building after building, with it crushing those abandoned shacks until it catches sight of a patrolling guard and goes after them instead. You hope they can escape, but at least you're safe.

Setback 3 or less: Your time in the Great City prepared you for this. You dive out of the window, but the shoggoth is faster. Gain Problem 36, "Crushed to Death."

Extra Problem: Problem 7, "Shrapnel for the Memories"

Stumbling out through the door puts the private eye behind the administration building and beside an empty hospital van. Behind him, the shoggoth smashes Wilson's house and laboratory before sinking away into the sewers.

Stealing the van or finding Adeline lets Langston high-tail it to the airport dig site.

Alternatively, he can take the time to find Dwayne. If he does so, give him Edge 12, "The Patient".

ANCIENT PRISONS, REDUX

Scene Type: Core

Lead-In: Shock Therapy

It's night-time when Langston arrives at the airport. Stars wheel overhead, their configuration oddly unfamiliar after his time under the constellations of a billion years ago. With **Astronomy** and his experiences in the Great Library, Langston can estimate the time of Yuggoth's rise above horizon.

There isn't much time.

Searching the area locates Doctor Wilson's car, parked in a lay-by near the sixth location on Dwayne's map (p. 14). The doctor's nearby, dragging the semi-conscious form of Anna Trask with him towards a rocky outcrop. Strange Yithian symbols are visible in the moonlight, and thanks to his time in the past, Langston can read them fluently. They speak of great danger held below, and warn not to open the vault for another ten million years.

If Langston doesn't intervene, here's what happens:

- Using the information he extracted from the Yithian that possessed Langston, Wilson identifies the entrance to the vault
- There are defensive mechanisms keeping the vault sealed, but Anna Trask - or, more accurately, the Yithian possessing her - can be compelled to open them, driving the Polyps away from the entrance.
- With the vault open, Wilson can steal the buried Yithian technology.

How does Langston stop Wilson? There are three possible options.

- **Fight:** Langston can tackle Wilson on the threshold of the Yithian vault, stopping him from opening the door and recovering the forbidden secrets of the Great Race. Run the Challenge "On The Threshold".

ON THE THRESHOLD

Wilson tortured you, even if your mind wasn't actually in your body at the time. This is a battle across space and time, but it's also personal now...

Fighting

Bonuses: +2 if you've already attempted "Out of the Aeons" and received a Hold.

Advance 10+: Whatever else Wilson is, he's no brawler. One punch and the doctor goes down, inches away from the entrance to the Yithian vault. He's done. Gain Edge 8, "Pulp Hero."

Hold 5-9: You're hurt, and exhausted. Wilson's old. You're both meat. The Yithians, those cold remote intellects, look on, while you and Wilson wrestle in the mud like animals. In the end, the younger creature wins, and you knock Wilson out by smashing his head against a rock. It's over.

Setback 4 or less: You tackle Wilson, but he's tougher than he looks. You can't stop him from touching the stone and opening the vault. The winds howl, and then the world starts screaming... Gain Problem 34, "Polyps on the Loose."

Extra Problem: Problem 35, "Wanted Vet"

- **Sabotage:** Using his knowledge of the Yithians, Langston can try to counter Anna Trask's efforts to disarm the Great Race's protective wards. Run the Challenge "Out of the Aeons".
- **Dwayne's Intervention:** If Langston rescued Dwayne from Forest Haven, then the Yithian possessing Dwayne's body can intercede, countering Anna Trask's efforts. The result of this is similar to an Advance on "Out of the Aeons".

OUT OF THE AEONS

You remember those symbols on the rocks - remember watching the Yithians carving those signs a billion years ago, a warning across the aeons. The door must remain closed!

Cool

Advance 10+: Something rises up inside you - memories of another existence. For an instant, your consciousness spans a billion years. You reach out with tentacle-pincers and manipulate the hypergeometry of the universe. Wilson screams as the rocky outcrop suddenly rotates in space-time, crushing him. The alien presence departs. Gan Edge 10, "Mythos Insight".

Hold 5-9: You don't recall - can't recall - exactly what you do, but you're able to frustrate Wilson's attempts to open the vault. He sees that you're trying to stop him and runs towards you, shouting furiously. Run the Challenge "On the Threshold".

Setback 4 or less: Your sabotage works - sort of. Gain Problem 34, "Polyps on the Loose."

Extra Problem: Problem 7, "Shrapnel for the Memories"

If Langston's able to stop Wilson, then Anna and Dwayne suddenly recover, as if drawing strength from some unseen source. They turn to look at Langston, an alien intelligence behind their eyes.

"This place is unsafe for you. It must not be disturbed again. This one has betrayed the Great Race, and will be removed. We must remake what he has undone, restore our agents in this period. In time, we shall depart, and Anna and Dwayne shall be returned to you. You will not speak of this to anyone. Keep silent, do not reveal, and you shall have the gratitude of the Great Race. Your memory shall remain intact."

Does Langston accept this? Is he willing to tolerate the continuing presence of the Yithian possessors in Dwayne and Anna? If he lets the Yithians complete their mission, and covers up the fact that "Dwayne" is actually an alien mind from the distant past, then Dwayne stays until he transforms the Crosthwait Brigade into a new secret society dedicated to supporting and assisting Yithian time travellers. The Brigade remains dedicated to fostering peace - it's a useful

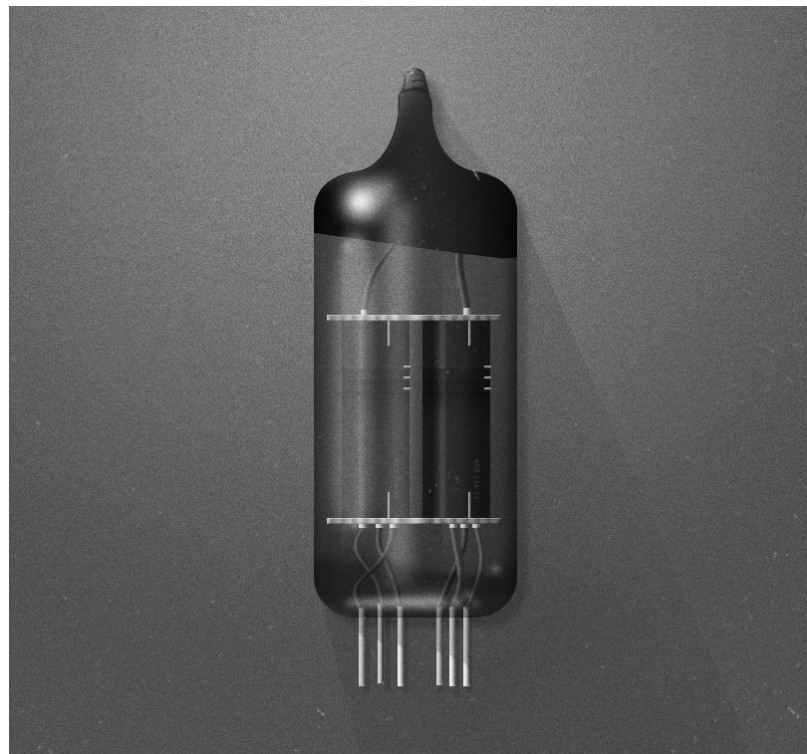
cover for their true purpose. Meanwhile, Anna Trask vanishes for several years, off on some mysterious mission for the Great Race.

If Langston accepts this arrangement, give him Edge 13, "The Gratitude of Yith."

Alternatively, Langston can challenge the Yithians and demand they return Anna and Dwayne immediately. If he does so, the Yithians return to the Crosthwait brigade's headquarters and the mind-exchange machine there. They stand in front of it, there's a flash of light...

And Anna and Dwayne are both returned, whole and unharmed. Langston's defied the Yithians and triumphed - but at the cost of his own memories. Give him Problem 9, "Missing Time."

The Yithian vault remains sealed under Washington. If the Great Race's predictions are correct, it will endure unopened through all America's future rise and fall, through the end of humanity, and into the unknown future...



ANTAGONIST REACTIONS

Trigger	Reaction	Setback	Hold	Advance	Extra Problem
Any time after "In a Dame's Court"	A patrol car pulls up on Langston and shakes him down for being "suspicious". <i>Cool.</i>	3 or less: Gain Problem 1, "Questioned Downtown."	4-7: Langston talks his way out of being arrested.	8+: Langston plays along and does his part in the dance. Gain Edge 1, "Strength in Weakness."	Problem 2, "Walking the Line."
Any time after "In a Dame's Court"	The car of a black family is broken down on side of the road. <i>Devices</i>	3 or less: Gain Problem 3, "No Good Deed".	4-8: You get their car started by siphoning your own gas.	9+: Langston gets the car started. Gain a Push.	Problem 7, "Shrapnel for the Memories."
After asking questions of Dwayne's friends during "Howard On My Mind"	Members of the Crosthwait brigade shadow Langston. <i>Shadowing</i>	2 or less: Gain Problem 8, "Unseen Foe".	3+: You're able to avoid being followed.		
During scene "Truth in All Sizes"	Langston must ingest the liquid food for the first time. <i>Cool</i>	4 or less: Langston vomits out the juice from his four head stalks. Gain Problem 28. "Starving Alien."	5-9: Langston consumes part of the juice and is hungry.	10+: Langston chokes down the juice. Gain a Push.	

The Shadow Over Washington Problem Cards

PROBLEM 1

Questioned Downtown

The Pounders took you downtown for not smiling enough. It burns through most of the day but you avoid a beat down and paying a ten spot to get out. You lost time and your good mood.

You must spend an extra Push on your next spend. Then discard this Problem.



PROBLEM 2

Walk the Line

Damn Pounders walked you around the patrol car three times and you "fell"...a lot... with assistance. That shiner burns almost as much as your rage. Suffer a -1 on all General Physical Tests for the day.

Then discard this Problem.



PROBLEM 3

No Good Deed *Continuity*

You did a solid for that family and got them moving again. You watch as their car crests the hill and is gone.

You slide into Adeline and try to start her. Dead. You siphoned off too much gas to get them going. Looks like you're flatfooting for the rest of the case.

Discard at the end of the case or spend a Push to get Hartman's "X" gas ration card for a day.



PROBLEM 4

Once Around the Block

It's the same old song and dance but it never hurts any less. They took your favorite head and slammed it into the doorframe.

Until you Take Time to recuperate, -1 on General tests



PROBLEM 5

Questionable Reality

You've brushed against something beyond description. You can't quite place it, but you can sense a lingering doom.

-2 penalty to all General/Mental Challenges until you Take Time to play cards with Reverend Thompson or get blind drunk.



PROBLEM 6

Glimpse of the Unknown *Mythos Shock*

You know whatever did that to Dwayne is now onto you. Until you find out what it is...

-1 penalty to all tasks until you figure out what creature is stalking Dwayne.



PROBLEM 7

Shrapnel for the Memories

Every time you think you're okay...the war flashes back, pain wracks your body and you remember: you're not on the frontlines anymore.

Shrapnel has a way of sticking to your ribs, you know? Your war wound may not be visible, but damn, if that doesn't smart when you get moving. Fist fighting may not be in the cards for you, but you know your way around a pistol, that's for sure.

Take a -1 penalty to all General / Physical tests, and you can only achieve a maximum of a Hold on Challenges until you Take Time at the doc's or the hospital. It'll burn valuable time, but at least you can move again. Then discard this Problem.



PROBLEM 10

Kidney Punch

You took a hit in the kidney and can barely move. That's a pain that lingers.

-1 to all tasks for the next scene.



PROBLEM 8

Unseen Foe
Continuity

You're being followed. You've seen the same faces too many times. College kids from Howard. Maybe they think you're a cop or some other trouble - or are they working for some other, more sinister force?

Better watch your back.



PROBLEM 11

Pushed Down a Flight of Stairs

You manage to turn and not break your neck after that security goon shoved you. But that's the best part. You slam hard onto the ground and hear a sickening cracking sound as you scurry away.

Gain a Setback on your next two Physical Challenges until you Take Time at a doctor's and then discard this Problem.



PROBLEM 9

Missing Time
Continuity

There are gaps in your memory. You don't know what you did while you were possessed by the Yithian. Did you end up in Doctor Wilson's clutches immediately? Or are there still Yithian secrets to be discovered in that period of missing time?



PROBLEM 12

Bad Mood

That scumlord charges way too much for this place to have the pipes go out...again!

Take a -2 to your next Interpersonal Challenge. Then discard this Problem.



PROBLEM 13

New Day, Same Shit

That piece of shit cop just ruined your day. He grilled you for over an hour in front of a crowd of spectators, pointing and talking about colored crooks.

You're steaming mad.

Any Push requires an extra spend for the next two scenes.



PROBLEM 14

Finite Understanding

You're a trained scientist and believe everything can be figured out. But this goes against everything you believe.

You're shaken to the core. Your next Challenge can only yield a maximum of a Hold. An Advance is considered a Hold, a Hold is considered a Setback, and a Setback gains that Problem Card and you lose a Push.



PROBLEM 15

It's Coming For You

Whatever did that has to know you were here. You're sure of it.

You can't help looking over your shoulder at the sights and sounds, giving you a -2 on your next Cool or Stability test, then discard this Problem.



PROBLEM 16

Banged Up Knee

You really did a number to your knee. It hurts to walk, so you're gonna have to move slowly.

-1 to any Athletics Challenge for 24 hours.



PROBLEM 17

Gas On

You slide under the gas hauler to avoid security, and directly under a gushing leak of gas. You smell of gas until you Take Time to shower.

All Interpersonal Challenges suffer a -2.



PROBLEM 18

Cracked Rib

People always say you hear it before you feel it when you crack a rib. They are all wrong.

Take a -2 on Physical Challenges until you Take Time at the doctors. Then discard this Problem.



PROBLEM 19

Shattered Sanity*Mythos Shock* 

Those thousand eyes peered into your soul and found you wanting. You broke like a sap.

Lower the result of your next Cool or Stability test by one tier. An Advance becomes a Setback; a Hold becomes a Setback. A Setback is still a Setback, but you retain this card until you achieve a Hold.



PROBLEM 20

One For My Sanity

You caught a glimpse of something no man should. You can feel the slime on you even though you can't see it.

Take a -2 to all Cool and Stability tests until you take a stiff drink. Scotch. Bourbon. Rinse and repeat.



PROBLEM 21

Homeless
Continuity

You're used to sleeping rough, and good thing. Looks like you're crashing on someone's floor for a while. That means no pressed suits, and looking disheveled.

If Langston is holding Problem 2, "Short On Rent" (*Cthulhu Confidential*, p. 282), replace this with "Homeless". "Homeless" can only be discarded with two windfall Edge cards (i.e. Edge 4, "Blood Money", and Edge 7, "Deadman Pays the Bills", (*One for the Money*)).

-1 to all Interpersonal Challenges until discarded.



PROBLEM 22

Trouble With the Law
Continuity

Your landlord is a bitter gent and won't let this go. You know a wall of legal trouble is about to plague you for a decade.



PROBLEM 23

Within an Inch

Little Tony goes to town on you with that bat. A hail of blows and ribs cracking is all you know. Other than that, a dull blinking light.

-3 to all Physical Challenges until you Take Time at the doctor's.



PROBLEM 24

Shifty Weasel

Little Tony's a tricky one to get the drop on you. You must be losing your touch. Doubt is the mind killer.

-1 to all Challenges for two scenes.



PROBLEM 25

True Comprehension

You understand humanity is irrelevant and won't change the course of the universe.

Your next Push costs two. Then discard this Problem.



PROBLEM 26

One Of Them *Mythos Shock* *Continuity*

You fought for humanity. Bled for them. Saved them. Now you're a monster dedicated to watching them die and living on.

Take a -2 to all Stability tests until you save someone from a Mythos Threat.



PROBLEM 27

Life Choices

Some people just pick the wrong door every time. Beaten by a cult leader, taking shrapnel and now trapped at the end of time.

You should have stayed in bed.

Your next Push cost two. Then discard this Problem.



PROBLEM 28

Starving Alien

Your scaly cone-shape form needs nourishment. Until you can consume the liquid, all tasks suffer a -1 per day.



PROBLEM 29

Too Much Information

There is so much information. You want to memorize it all. You could change the world with this.

Then that pain starts in the back of your head and works its way forward.

Take a -2 on your next Challenge and then discard this Problem.



PROBLEM 30

Crash Landing

Flames burn away chunks of your body but any crash you can walk...lurch away from is a good crash.

Take a -2 on your next mental Challenge.



PROBLEM 31

Mental Scars

You just felt your own death as your Yithian body died. You felt every moment of that death and know every second going forward is borrowed time.

Take a -2 on next two Cool or Stability checks. Then discard.



PROBLEM 32

In the Hands of a Madman

No telling how long they've tortured you. Feels like years, and worse than when the shrapnel hit you.

Your whole body is burning. Take a -2 on all tasks until you Take Time to heal. Then discard this Problem.



PROBLEM 33

Broken Wing

You did it now. You just broke your pistol arm. It hurts, but not as bad as the rest of you.

Take a -2 on all Fighting Challenges.



PROBLEM 34

Polyps on the Loose
Continuity

The Polyps escaped! You survive the windstorm, but there's no sign of Wilson, Trask or anyone else who was present. The invisible monsters are loose on Washington.

There's nothing you can do about it now but this won't end well.



PROBLEM 35

Wanted Vet
Continuity

All your do-gooding brought the MPs and they got a picture of you. You managed to get away but now they are looking for you.

You better make some high powered friends or get ready for a trip to Sing Sing.



PROBLEM 36

Crushed to Death
Continuity

The shoggoth surged into the room and caught you mid-leap. It crushes you into pinkish goo.

You're dead.



The Shadow Over Washington Edge Cards

EDGE 1

Strength in Weakness

You know, sometimes the only way to win is to lose. You kept your cool and just rolled with the punches.

Your dignity is a bit dinged but you played it smart.

Discard to gain an extra die on any check.



EDGE 2

Knowledge Above All

You've read every book you can get your hands on. You've studied and only feel at peace when you're learning something new.

There is nothing that can't be learned from experiences and you're determined to master them.

Spend to counter a Mythos Shock.



EDGE 3

World Weary Veteran

You grew up in horror and then went to war. There is little in this world that can break you.

You've seen worse. Hell, you've done worse.

Spend for an extra die on any Cool or Stability test, or a +2 bonus to any General/Mental or General/Manual test.



EDGE 4

Blood Money

There's enough here to pay rent for a couple of months, or make someone your pal for a couple of days.

Spend to bribe someone, achieve an Advance on an Interpersonal Challenge or to pay rent.



EDGE 5

Creeps Out Like the Shadow

You keep cool and did the right thing, no matter the cost. You know who you are and you're... smooth!

Spend for an extra die on any skill test except Stability, and then discard.



EDGE 6

Sister in Arms *Continuity*

It's a rare moment when someone else does you a solid and both people understand it. Jennifer's grateful for knowing about Giles, and owes you one.

Spend for an extra die on any Interpersonal or Mental task as you call her for help. Then discard.



EDGE 7

Euclidean Geometry

There's no pattern that a scientist can't deduce given time and talent. You've got the talent and this one...

Spend to counter any Mythos Shock or gain an Advance on any Devices Challenge. Then discard.



EDGE 8

Pulp Hero

Sometimes brains don't solve problems. You just have to give them the old one, two.

Gain an extra die on any Physical task. Then discard.



EDGE 9

Denial Is More Than Just a River

This is all a dream. You just need to not die and it'll be fine.

Spend to reroll a single die on Cool or Stability tests.



EDGE 10

Mythos Insight *Continuity*

You have seen the future, the past and everything in between. Self-preservation snapped that part of your brain shut to save your sanity.

You walk through life with a constant feeling of déjà vu. You know the outcome of major world events before they happen.

But you can tap into it at any time to gain a glimpse of the Universe...at a cost. Langston can gain Cthulhu Mythos skills or a single die of Magic but suffers - 2 on Stability rolls each time. The effect lasts a day from the last time used.



EDGE 11

Agent of the Yithians *Continuity*

You caught a glimpse of the true universe but had it burned from your mind. In the dead of night, in the deepest sleep, you recall the great halls.

While the knowledge is gone, you know you are their agent and have been granted a second life. If you have Problem 8, "Unseen Foe", discard it. You gain a + 1 to a Devices or Stability Challenge once a scenario.

You can call on The Ones Who Follow the Shadows for any one favor, or consider a Mythos shock an Advance. Then discard.



EDGE 12

The Patient

You've rescued Dwayne Brooks from Forest Haven asylum. Dwayne's sedated and barely conscious, and you don't know if he's in there, or if it's still a Yithian mind controlling his body. At least he's no longer in Doctor Wilson's clutches.



EDGE 14

The Gratitude of Yith *Continuity*

The Yithians owe you a favour. You're not sure what the gratitude of an alien race of time travellers means, and you're not sure you ever want to call it in - they're monsters, after all - but it's something to keep in your back pocket.





LANGSTON MONTGOMERY WRIGHT

Private Eye

INVESTIGATIVE ABILITIES

- Assess Honesty
- Bargain
- Chemistry
- Cop Talk
- Cryptography
- Evidence Collection
- Flattery
- Inspiration
- Intimidation
- Languages
- Oral History
- Physics
- Psychology
- Reassurance
- Research
- Streetwise

GENERAL ABILITIES

- Athletics
- Cool
- Devices
- Driving
- Fighting
- Filch
- Preparedness
- Sense Trouble
- Shadowing
- Stability
- Stealth

STORY

Langston Montgomery Wright is an African American WWII vet who battled Nazis across Europe until he took shrapnel saving some GIs. He was honorably discharged, and sent home to Washington, DC, a city that's near busting. He's a second class citizen trying to make a place for himself in a world that challenges him at every turn. He uses his smarts, morals and willingness to do whatever it takes to make rent, solving cases and battling enemies, one Mythos threat at a time.

(As an African American in the 1940s, Langston has Interpersonal Abilities, but usually does not start with the upper hand in social situations. As such, he must pay 2 Pushes for his first Interpersonal challenge of any scenario).

SOURCES



ROSAMUND CARTER, Professor
Anthropology, Archaeology, Art, Cthulhu Mythos, History, Occult, Research.

Brilliant and sharp-eyed. When not in her office or working with undergrads, she is nearly always found in the library, studying and working on her plan to become Dean.



MYRNA BETTY COHEN, Bureaucrat
Accounting, Architecture, Art History, Bureaucracy, Flattery, Law.

She is always in the know about various aspects of the war, based on the comings and goings of foreign diplomats.



REVEREND ERNEST THOMPSON, Pastor
Biology, Medicine, Oral History, Pharmacy, Theology.

The reverend is a wall of a man: once all muscle, he has turned slightly soft with the passing of decades. The two have spent many evenings drinking, playing cards and talking about war.



CORNELIUS "SCOUT" MOORE, Journalist
Assess Honesty, Cop Talk, Craft, Locksmith, Photography.

He is on a crusade for that groundbreaking story that will jumpstart his career, whether it's about Axis spies, corrupt police, questionable politicians, or gangsters shooting up soldiers.



LT. COL MELVIN HARTMAN, Military
Anthropology, Archaeology, History, Languages, Oral History, Theology.

People rarely notice him, and if they do, they underestimate how smart he is — a fact he has used to his advantage to move up the ranks. He is always dressed in his uniform.