

The Five Dreams Of Joe Smith

A Call Of Cthulhu Adventure

A 1920s Call of Cthulhu for players with characters in the mental health field. At least one of the investigators should be a psychiatrist, psychologist, etc. This adventure can be easily used as an opening night game for a small group of players with any level of experience. The length of this adventure in game time is over two months, and should take several sessions of play.

Background: Longtime Arkham resident Joe Smith has recently sought the services of a local psychiatrist. (Smith's locale can be made to fit anywhere in New England, save northern New Hampshire). Over the past two weeks he has been experiencing terrible nightmares. These nightmares are so intense that he cannot sleep more than two hours a night. He is beginning to show signs of long term fatigue. The game begins at the opening session between a psychiatrist or psychologist and Mr. Smith.

Joe Smith: Mr. Smith is a 57 year old retired electrician who is a lifelong resident of Arkham. He was married for 33 years to Alice (Trottier) Smith, another Arkham resident. Two years ago she died of breast cancer. Having saved money diligently during their lives, plus the \$25,000 life insurance policy of Mrs. Smith, Joe retired and mourned for almost two years in near isolation. He began camping again early this spring. Camping has been a lifelong passion, but he was unable to go anywhere for the three years before his wife's death, as she needed constant attention. He is a hardworking honest individual, who served 6 years in the Marines, from age 16 - 22, and received a discharge with high honors. He then married Alice soon after leaving the service. They never had children. Both were devout Catholics and were considered upstanding members of their community. Mrs. Smith did a great deal of volunteer work for the church, and her husband was a deacon. Both were faithful and caring to one another, loved camping and golfing. Their marriage, overall, was quite successful.

The First Session: Keepers should have the players roll-play out the interview. This requires that the Keeper become very familiar with the material. Mr. Smith will be very honest during the opening interview. He really does have nothing to hide. The subject is well dressed, focused, and quite articulate, but looks physically exhausted. After the initial questioning, Mr. Smith will begin to describe his problems.

Four weeks ago Mr. Smith went camping but cannot remember where. He remembers packing his car Friday afternoon, but the next thing he remembers is smoking a cigarette in his bed at 8:45 a.m. Tuesday morning. He must have driven home as his car was in the driveway, but both his camping gear and wallet are missing. Since then he has been having the same nightmare:

Dream One: "There are bright, bright colors in the blackness. I see myself in a mirror through the darkness. My nose begins to drip blood. I reach for my handkerchief, but my head explodes into a mass of red pulp. I wake up haunted, unable to go back to sleep."

Mr. Smith states he sleeps about 2 hours a night and feels run down all the time. He constantly feels like he is getting a cold, and is rapidly losing his appetite. He eats less than one full meal a day. A psychiatrist will probably recommend a shot of vitamins and some sleeping pills. However, these pills keep him asleep, trapping him with the same dream playing over and over. After the third day, when he is physically feeling a bit better, he throws the pills out, and will refuse them here on in.

What is Really Going On: Joe Smith, still grieving his beloved wife's death, decided to take back up

with one of the couple's true passions: camping. Never having camped up in Canada before, he decided to head up that way for a month or two. Driving from dawn to dusk, he reached Pennsylvania, New Hampshire at night fall. He pitched camp in the woods near the only attraction for many miles, Whitehead's Magical Color Caves. The caves were alleged to hold magic in them, and all wishes would be granted. Beautifully bright lights of all colors are seen at the bottom of the cave, each one meaning a certain type of wish had been granted. However, these lights are nothing more than MiGo down below mining for ores and elements not indigenous to Yuggoth.

Mr. Smith had the terrible luck of camping too close to a concealed exit from one of the caves. Some MiGo found him and brought him back for tests and surgery. Smith became a tool of the MiGo without ever knowing it. The ever-scheming MiGo already had a use for him - assassinate Ralph Russell, the owner of Russell Mining and Logging Company. Mr. Russell has been pressuring the land's owner, Jerome Whitehead to sell. The MiGo mining has gone on for a decade without interruption, and has been most valuable to the Fungi from Yuggoth. Mr. Russell has been very persistent, even stating he is ready to challenge Whitehead's deeds in court. The Fungi know he must die. Mr. Smith is now waiting for instructions from his operator. This operator is a junior librarian at the Miskatonic University Library, Thomas Kent. Now that the MiGo want Russell dead, players will watch helplessly as Smith's life unravels right before them.

Time Table: The first part of this adventure follows a very strict timeline. After the murder, players will dictate the pace.

May 1925

Friday, 29: Joe Smith leaves his house in Arkham at 4:30 a.m. to reach Pennsylvania, NH, the Canadian border, by sun down: 7:25 p.m.. He arrives at Whitehead's Magical Caves, around 8 p.m., and camps in the woods nearby. During the night he is discovered and kidnapped by MiGo. He is operated upon and programmed over the next few days to be a Fungi slave. Smith was then put in his car and drove back to Arkham, with frequent stops for gas food and rest. He did not act abnormally at all, and no one working at these places will remember him.

June, 1925

Wednesday, 3rd: Joe Smith "finds himself" sitting in his bed trying to light a cigarette. He was captivated by the flame and the match burnt down, singeing his finger. This minor bit of pain brought him back into consciousness.

Monday, 8th: Joe Smith has DREAM ONE for the first time. He wakes screaming and cannot get back to bed. This same dream will reoccur over and over during the next two weeks, making sleep nearly impossible for the man.

Tuesday, 25th: After two weeks of almost no sleep, Joe Smith has APPOINTMENT ONE. That night he experiences DREAM TWO during a drug induced sleep. Smith begins to become haunted by this even more disturbing dream which reoccurs every night.

Tuesday, 30th: APPOINTMENT TWO.

July 1925

Thursday, 1st. - Saturday, 3rd.: Steals several books from Miskatonic Library. Smith is in a trance-like state during these episodes.

Monday, 6th.: Late night he experiences DREAM THREE.

Tuesday, 7th.: APPOINTMENT THREE.

Wednesday, 8th. - Thursday, 9th.: Steals more books from Miskatonic Library.

Friday, 10th.: DREAM FOUR.

Saturday, 11th.: Caught stealing a book on handguns by undercover cop who had been contacted by junior-librarian Thomas Kent.

Monday, 13th.: Arraigned in court. Agrees to pay \$50 fine. Released.

Tuesday, 14th.: APPOINTMENT FOUR.

Wednesday, 15th.: Joe Smith walks up to Ralph Russell, a man he has never seen before, in front of his Boston office and shoots him in the head in front of three dozen witnesses: 3:19 p.m. INVESTIGATOR DREAM ONE.

After the First Session: There are some remarkable parts to Smith's missing time story, but nothing to alarm anyone in the psychiatric field. At best, the grieving Mr. Smith is blocking out painful memories, and with that, his short term memory is going. Perhaps some cocaine treatment could help him....

The first four scenes of the game will take place in the investigator's office and be mostly role-play. Mr. Smith should come off as a genuine, decent man who obviously is suffering inside quite badly. Once he shoots Ralph Russell, the investigators will be brought into the fold as his defense psychiatrist, (this is also a great place to bring in other player characters). With defense money coming in and the intense media coverage investigators may make a name for themselves. They automatically gain a 1 d.6 bonus to their Credit Rating.

Session Two: Mr. Smith is looking a great deal more tired and he has a hard time engaging as well as focusing in on conversation. He cannot remember much of what he does during the week. If the player suggest keeping a journal for next time, he will forget about this once he leaves the office. At the start of this session, he begins talking about his latest nightmare:

Dream Two: "I'm in a very red room with full bookshelves covering most of the walls. All the books are red. A man with bright red beard and hair wearing a white suit approaches me. His face is hard to make out. Just his red, red beard. In a mechanical voice he says, "Take this," handing me a red book with a lock on it. When I look up from the book, the man is gone, and the lock on the book is open. I look down again and my skin is hanging off my bones. I know I am dying of brain cancer. I wake up screaming at the sight of my own body."

Session Three: Joe Smith looks even worse, and speaks even more incoherently this time. He reveals another dream he has been having.

Dream Three: "I'm in a confessional asking forgiveness for what I am planning on doing. There is no reply from the other side of the box. I ask again for forgiveness for what I am about to do. There again is no answer. I step out of the box and open the other side. I enter the box and fall into a pit a great depth below. There it is pitch black and I am up to my neck in freezing water. I'm shaking madly. Then I hear it, something is swimming my way and when it is right on me I wake screaming and then break down into tears...."

Session Four: By now Mr. Smith is ready to collapse, and has to be helped into the office. He speaks a bit about being arrested lately. Mr. Smith has no idea why he stole the book. Little does he know he has been set up as a patsy by the agents of the MiGo. He reveals another dream he has recently had.

Dream Four: "I'm sitting in a barber's chair in the middle of the woods with a pile of red books on my lap. The man with the red beard is shaving my head with a straight razor. I notice he is naked, so I say, "Aren't you cold?" He then slices my skull open front to back and pulls my brains right out. I wake screaming so hard my stomach and ribs hurt."

Hypnosis: If a character has the hypnosis skill, or knows a colleague who does, this tactic can be used. Mr. Smith will agree to anything to help him. In fact, the restful benefits of hypnosis may be quite helpful. However, if hypnotized, Mr. Smith will begin to act out his most recent nightmare, and emerge abruptly from hypnosis screaming and violent.

The Night of the Murder: The investigator will no doubt hear the news via the radio or extra edition newspaper, what Mr. Smith has done. This will be quite disturbing for any mental health professional. A Sanity roll should be made. Failure indicates a great depression for 1 d.10, with hours asleep counting. Success results in a quite saddened heart, as Mr. Smith seemed to have been a nice man who was going through a lot. The night the news is delivered, the investigator has his own dream. (If there are more than one investigator, each one has the same dream, though the other players do not know it). There is no Sanity loss for the following:

Investigator's Dream One: Joe Smith stands in the doorway of an abandoned brick building. Somehow you know that he is standing in Canada and you are in America. He waves you towards him. As you approach he holds up his hand in a "halt" position. You stop. Someone is coming up quickly from behind you. Turning around you see - you wake screaming at the top of your lungs.

The Plea For Help: Three days after his arrest, Joe Smith requests to see the investigators. His defense attorneys believe this to be a good idea, and are excited to find out Mr. Smith had been seeking psychiatric help for several months before the killing. This is the day of Ralph Russell's funeral. Mr. Smith is wearing black and white prison pants and a white t-shirt, his own, which reads: Whitehead's Magical Color Caverns, Pittsburgh, New Hampshire. An idea roll will make an investigator take some note.

Investigator Dream Two: The investigator is standing in the darkness. Colors of every kind are flashing in the distance, build in luminance, then shoot past their head. Though this is beautiful in some ways, they know something is behind them, about to strike. They turn and wake up screaming.

Thomas Kent: This red headed, red bearded librarian has been a MiGo agent for 15 years. Mr. Kent is five ten, bespeckled, and quite thin. He is also completely insane and if investigators even speak to him he will inform his MiGo masters via a thought projection machine he keeps in the closet of his bedroom. The MiGo will inform Mr. Kent to eliminate the investigators at all costs.

If this order is given Mr. Kent will begin scheming how he can eliminate the investigators. He will be told by his masters via his dreams, to consult the Necronomicon in the library in order to summon an assassin. Kent will be given the passages to read in the Necronomicon. He will prepare and then Summon/Bind in a creature to destroy the investigators. Keepers should select their favorite beast for this summoning, and decide where the spell is cast. Kent has not considered how to send the beast back.

Whitehead's Magical Caves: This extremely rocky and rough terrain flattens out for about six miles. This flat patch of land, along with 700 other acres of rocks and cliffs, are owned by Jerome Whitehead. Whitehead is one of only 5 Negro property owners in New Hampshire. He was given this land by a lumber company when one of their truck's brake released smashing into Whitehead, his wife and child while they were crossing a street in Boston. Both his wife and child were killed. Mr. Whitehead, whose forehead was turned into a knot of scar tissue due to the accident, was given this land by the company, as they bought huge amounts, and found this parcel to be useless to them.

Four years later, Whitehead, now practically a hermit, living in his shack, was discovered by the MiGo, who had recently gated into the area. Though Jerome is their agent, the MiGo allow him to run a money making business (a concept they do not understand), as it acts as an excellent front to the true operation. Whitehead has made quite a sum of money running the only tourist trap for many miles around. Those heading to Canada to drink often stop here and make wishes. Certain colors seen in the caves mean certain wishes have been granted. It is not uncommon for people to come back day after day for weeks until the right color appears for them. The record is 46 days waiting for white. These colors are nothing but the MiGo miner's florescent heads communicating with one another. The opening in the cave is blocked off by a ten foot tall chain-link fence to prevent people from throwing objects like coins into the pit. The MiGo are about 175 feet below, and never come near the surface during the day when the caverns are open. The cavern closes promptly at ten minutes before sundown.

On the property is also Whitehead's Bar-B-Q, run by Whitehead's new lover Loretta Young. Young, a 43 year old former Boston madam, is hiding up here from a murder charge in Massachusetts. Most of the other seven other employees of the facility are in one sort of trouble or another, but know better than to molest or steal from the visitors. All are well behaved, as they have all been tampered with by the MiGo. Any deviation from proper behavior results in swift violence from Whitehead. All but Loretta live in a set of four shacks behind the motel area.

If investigators begin to nose around here, Whitehead will move to get them off the premises ASAP. He will be polite, but can get very nasty and violent when pushed. He is not beyond inviting the investigators to stay over night in one of the cabins, then light it ablaze while the party sleeps. The MiGo may also attack the party in their sleep in hopes of obtaining new slaves and earthly information.

The MiGo Complex: This labyrinth of tunnels runs for miles underground here. The Fungi are well spread out, but about sixty of the three hundred in the area are localized around the caverns. Labs, auditoriums, mating chambers, armories, and dormitories are frequent here. A captured investigator will be rushed into a lab and operated upon after all knowledge is sucked from their minds. An agent in the psychiatric field would be a great boon for the aliens. Death is not always a given. Many investigators are more useful to the Fungi alive than dead.

The Trial: The trial will begin on Monday, October 12, 1925. There is quite a bit of press as there is speculation Smith is an anarchist working for a larger, unknown group. Ralph Russell was also one of the richest men in Boston, and this alone brings press and spectators. About 20 hooded anarchists will be across the street from the courthouse to cheer Mr. Smith on. This group, The Orange Resistance look at Smith as a hero, though Smith would find this group reprehensible. This does not help Smith any, since the jury sees these people too.

The trial will last five days, as all 36 witnesses of the murder are brought in over the first three days. Thomas Kent will also be called to talk about Smith stealing a firearms guide days before the murder. Smith is pleading innocent due to reason of insanity. This new style of defense will prove to be ineffective on any jury, no matter how well the investigators testify on the stand for Mr. Smith. The jury will take 45 minutes to find him guilty of first degree murder and sentence him to life in prison without chance of parole.

Play From Here: There are a great number of games to be played from here. What monster did Kent summon? Will Kent be discovered and his MiGo machine located? Will investigators try and prove Smith insane. What will happen at Whitehead's caverns? Should the investigators try a raid on the MiGo complex, (really bad idea). Feel free to drive the players on through their dreams. The guilt these night time horrors leave the characters with should propel anyone into action. If Kent's first beast fails, he will step up the assault. As to how, it's all up to you.