

THE CALL OF THE NECRONOMICON

a **FIASCO** playset

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Introduction...

“The Call of the Necronomicon” is a fiasco playset set in the world of the Cthulhu Mythos invented by Howard Philips Lovecraft. As you will see the most setup elements are quite generic but some elements are related to the Cthulhu Mythos. Most of these elements are inspired by the work of H. P. L. himself but some are taken from stories written by August Derleth, Robert E. Howard and others. These elements are not self-explaining. If you do not know the story they are taken from you will not understand them. This is no problem. When setting up the game choose elements you understand and ignore the others.

In this playset the categories needs and locations is of special importance. While the other categories have have some Mythos elements and many generic elements, the needs category and the locations category have only Mythos elements, i.e. these categories will ensure that the game has to do with the Cthulhu Mythos. In addition to that you should feel free to give other elements a Mythos-related meaning, too. E.g. grandfather’s ring might be a relic at the same time or the baby that died too early might have been used as an offering by some cult. Be creative!

In addition to the setup tables this playset also provides a modified version of the tilt table. This is very similar to the original one provided by Jason Morningstar in the Fiasco basic rules but I added some mythos related tilts.

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Relationships...

1 Family

- 1 Parent and offspring
- 2 Grandparent and grandchild
- 3 Siblings
- 4 Cousins
- 5 Aunt/uncle and nephew/niece
- 6 Distant relatives

2 Work

- 1 Professor and student
- 2 Psychiatrist and patient
- 3 Rivaling antiques dealers
- 4 Painter and model
- 5 Pastor and believer
- 6 Real estate broker and client

3 Past

- 1 Criminal and parole officer
- 2 Former schoolmates
- 3 Same (ex-)girl/boyfriend
- 4 Lived in the same house at different times
- 5 Former business partners
- 6 Keepers of a shared secret

4 Romance

- 1 Former one-night stand
- 2 Current lovers
- 3 Engaged
- 4 Spouses
- 5 Divorced
- 6 Life-long crush

5 Friendship

- 1 Drinking buddies
- 2 Best friends
- 3 Friendly enemies
- 4 Long-time enemies
- 5 Platonic friends
- 6 Friends with benefits

6 Mythos

- 1 Read the same Mythos tome
- 2 Shared an encounter with a Mythos creature
- 3 Current and former owner of a magical artifact
- 4 Members of the same cult
- 5 Members of the rivaling cult
- 6 Cultist and soon to be offering

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Needs...

1 To get a certain Mythos toom

- 1 ...to perform a ritual
- 2 ...to understand what he saw
- 3 ...to find out more about his/hers ancestors
- 4 ...to get a higher position in a cult
- 5 ...to learn a spell
- 6 ...to destroy it

2 To get a certain Mythos object

- 1 ...to perform a ritual
- 2 ...to heal somebody
- 3 ...to find out more about his/hers ancestors
- 4 ...to get a higher position in a cult
- 5 ...to sell it for a lot of money
- 6 ...to destroy it

3 To forget

- 1 ...the creature he saw
- 2 ...the non-Euclidian angles he saw
- 3 ...the story the old man told him
- 4 ...his family heirloom
- 5 ...the deformed corps
- 6 ...the dream he/she keeps having

4 Get away

- 1 ...from a cult
- 2 ...from a creature that follows him/her
- 3 ...from a person that wants to stop him
- 4 ...from his family heirloom
- 5 ...from a person within a cult
- 6 ...from all this un-christian stuff

5 To understand

- 1 ...his dreams
- 2 ...his family history
- 3 ...what the object he found does
- 4 ...how to "befriend" the Great Old Ones
- 5 ...if Pluto really is Yuggoth
- 6 ...if Lovecraft's stories are based on the truth

6 To destroy a certain Mythos object

- 1 ...to save his life
- 2 ...to help a friend
- 3 ...to stop a ritual
- 4 ...to stop a cult
- 5 ... to release its power
- 6 ...to start a new life

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Locations...

1 Arkham

- 1 Miskatonic University
- 2 Arkham Sanitarium
- 3 Wooded Graveyard
- 4 Witch House
- 5 St. Mary's Hospital
- 6 Christ Church

2 Innsmouth

- 1 New Church Green
- 2 Marsh Refinery
- 3 Gilman House
- 4 Town Square
- 5 Devil's Reef
- 6 Manuxet River

3 Antarctica

- 1 Lake's camp
- 2 Starshaped mounds
- 3 Inside the aeroplane
- 4 Mountains
- 5 Ruins
- 6 Tunnels

4 Providence

- 1 Halsey House
- 2 Prospect Terrace
- 3 Brown University
- 4 John Hay Library
- 5 John Carter Brown Library
- 6 The Ward Mansion

5 Lovecraft Country

- 1 Dunwich
- 2 Kingsport
- 3 Salem
- 4 Rockport
- 5 Martin's Beach
- 6 Miskatonic River

6 Other Worlds

- 1 Yuggoth
- 2 R'lyeh
- 3 Plateau of Leng
- 4 The Dreamlands
- 5 Big Hall of Celaneo
- 6 The darkness between the worlds

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Objects...

1 Information

- 1 ...about the location of a relic
- 2 ...about the location of a cult site
- 3 ...about who bought what in an antiques shop
- 4 ...about certain incidents in a psychiatry ward
- 5 Someone else's diary
- 6 Membership list of a cult

2 Mythos tome

- 1 Necronomicon
- 2 Cultes des Ghoules
- 3 Pnakotic Manuscripts
- 4 De Vermis Mysteriis
- 5 Unaussprechlichen Kulten
- 6 Book of Eibon

3 Relic

- 1 The colour from out of space
- 2 The Shining Tapezohedron
- 3 The Silver Key
- 4 The Sedefkar Simulacrum
- 5 Pickman's painting
- 6 The Black Stone

4 Sentimental

- 1 Grandfather's ring
- 2 A picture of a famous occultist
- 3 Baby shoes of a child that died way to early
- 4 A locket with a lock of hair inside
- 5 An old love letter
- 6 A Christian relic

5 Transportation

- 1 Taxi
- 2 Hearse
- 3 Motorcycle
- 4 Automobile
- 5 Helicopter
- 6 Sports airplane

6 Weapon

- 1 Brass Knuckles
- 2 Knife
- 3 Sword
- 4 Pistole
- 5 Rifle
- 6 Shotgun

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A lovecraftian Insta-Setup

Relationships

For three players...

- Mythos: Members of the same cult
- Family: Siblings
- Past: Lived in the same house at different times

For four players, add...

- Friendship: Best friends

For five player, add...

- Work: Pastor and believer

Needs

For three players...

- To destroy a certain Mythos object to save his live

For four or five players, add...

- To understand his family history

Locations

For three, four or five players...

- Arkham: Miskatonic University

Objects

For three or four players...

- Mythos tome: Necronomicon

For five players add...

- Sentimental: A locket with a lock of hair inside

Tilt Table...

1 Mayhem

- 1 An out of control rampage
- 2 A frantic chase
- 3 Something/Someone dangerous gets loose
- 4 Spectacular self-destruction
- 5 Cold-blooded score settling
- 6 Misdirected passion

2 Tragedy

- 1 An unexpected death
- 2 Somebody's life is changed in a bad way
- 3 Pain, followed by confusion
- 4 Death, right on time
- 5 Confusion, followed by pain
- 6 Struggle, followed by death

3 Innocence/Guilt

- 1 Somebody is not as innocent as it seems
- 2 Collateral damage
- 3 A well-meaning stranger intervenes
- 4 Betrayed by friends
- 5 Somebody develops a conscience
- 6 Someone panics

4 Paranoia

- 1 A stranger arrives
- 2 What seems like dumb luck isn't – things are afoot
- 3 Two people cross paths and everything changes
- 4 A sudden reversal
- 5 The thing you stole as been stolen
- 6 Somebody is wathing, waiting for their moment

5 Failure

- 1 A stupid plan, executed to perfection
- 2 Something precious is on fire
- 3 A tiny mitake leads to ruin
- 4 A good plan comes un raveled
- 5 You thought it was taken care of but it does not
- 6 Fear leads to a fateful decision

6 Mythos things

- 1 Someone start to have a dream
- 2 A ritual leads to a desired effect
- 3 A ritual lead to a surprising effect
- 4 Someone who should be dead appears
- 5 Someone goes mad
- 6 A strange creature appears

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