

The Pied Piper, Avatar of Nyarlathotep

Of seemingly average height and build, the Pied Piper is a strange figure. They are androgynous, cloaked in a dark green robe that hides most of their features. Their face is fair, very attractive, and their eyes are hidden behind a curtain of hair. They can produce a strange, dully reflective wind instrument from inside their cloak that they can use to play their tune. Any Investigator succeeding a **Spot Hidden** roll on the Piper's instrument realizes that it appears to be fused with the hand that holds it, and that the Piper's whole arm, and maybe even their entire body, functions as an otherworldly instrument. This realization forces the unfortunate Investigator to lose 1/1D4 Sanity.

Tips for Playing The Piper: The Pied Piper is an avatar of Nyarlathotep first and a folk legend second. Their main goal is to cause chaos and despair within mankind. However, the Piper sees potential in Lyn, if not as a priestess of Nyarlathotep, then as a quick avenue into chaos. The Piper prefers to watch Lyn flounder in an attempt to stick to the plan, but does not actually want the plan to fail. As long as they make it to the show unhindered (reach Act 2 without knowingly being disrupted by the Investigators), the Piper will stay away. However, if the Investigators are nosy enough to draw the Piper's attention (which will have to be a *lot* of nosing), the Piper will use their powers to subdue the Investigators, and then likely feed them to a Hunting Horror.

Attributes:

STR 50
CON 80
SIZ 60
DEX 90
APP 90
INT 430
POW 500

HP: 14
DB: None
Build: 0
Magic Points: 100
MOV: 10

Skills:

Art/Craft (Acting, Wind Instruments) 99%, Hypnosis 99%, any other skills the Keeper desires at 99%

Attacks:

Attacks Per Round: 1
Fighting (Brawl): 70%

The Pied Piper prefers not to fight, opting using their musical abilities to subdue any foes that desire conflict. However, they can club enemies with their instrument limb and bare hand for the typical human 1D3 damage.

Upon dropping to 0 HP, the Pied Piper will let out a cacophonous screech through their instrument, and then proceed to be sucked through it and revert to their true form as Nyarlathotep, screaming all the

while. Anybody within 100 feet is deafened. Hearing this horrible sound costs 1D2/1D10 sanity, but only if they do not witness the transformation.

Armor: None. However, dropping the Pied Piper to 0 HP only causes them to revert to their true form, Nyarlathotep, and to escape into interstellar space, leaving behind any monsters he had summoned.

Spells:

Any Spells the Keeper desires. Specific spells that can serve use in Step in Time are as follows:

Cloud Memory, Dampen Light, Enthrall Victim, Trance, Pipes of Madness, Greater Trance (see attached doc)

The Pied Piper, as an avatar of Nyarlathotep, is able to summon Mythos monsters. For the purposes of Step in Time, they can summon Hunting Horrors and Servitors of the Outer Gods at the cost of a single magic point.

Sanity Loss:

No loss for seeing the Pied Piper in their base form.

1/1D4 Sanity for recognizing the nature behind the Piper's horrifying 'instrument limb'.

1D2/1D10 Sanity loss for hearing the Pied Piper's horrifying death keen without seeing their transformation into Nyarlathotep.

1D10/1D100 Sanity loss for witnessing the transformation of the Pied Piper into Nyarlathotep, as the viewer is forced to witness the true form of the Crawling Chaos.

Lyn Hanima, Idol Falling from Grace

Lyn is an attractive woman in her mid 20s, who works as the lead singer of the popular idol group Major/Minor Melodies. She has long black hair, usually done up in a lengthy ponytail, and tan, freckled skin. Though still beautiful, her recent hardships have caused her appearance to become a little more haggard. Stress has caused her to appear far more tired when not on stage, with aspects like frazzled hair, slouching posture, and red eyes more common when she's not performing. Her idol outfit mirrors the rest of Major/Minor, consisting of a poofy white skirt, fishnet stockings, and a white top with a sheer black overlay. Lyn has taken to wearing the outfit regularly, much to Xander's chagrin.

Tips for Playing Lyn: Lyn has a lot going on behind the scenes that few know of. To most, she appears to be a frazzled woman who seems to be frazzled for an unknowable reason, never raising her voice and always skittish. Xander and the other members of Major/Minor attribute her behavior to her health issues (the damage to her vocal cords) and the recent assault on Audrey. In truth, Lyn is slowly losing her mind due to her encounter with the Pied Piper. She (rightfully so) believes that she is already in too deep with the Piper, and that she must follow through with the plan, even if it costs the life of dozens of innocent people. Her forceful coercion of Elias has not helped either. Lyn is deeply conflicted, yet deeply motivated. She despises what has come to pass, yet dedicates herself to it, for her own safety and her own future.

When talking to others, especially about the incident or anything relating to Elias, Lyn clams up and refuses to speak, and also refuses to see anybody about this, knowing that one wrong move will give away her entire plan. Her skittish nature is attributed to many things, but it is truly because she is hiding something big.

Attributes:

STR 50
CON 40
SIZ 50
DEX 55
APP 75
INT 60
POW 60 (65 base – 5 for initial Contact Pied Piper spell)
EDU 60

HP: 9
DB: None
Build: 0
Magic Points: 12
MOV: 8
Sanity: 46

Skills:

Art/Craft (Singing, Dancing) 75%, Charm 70%, Cthulhu Mythos 6%, Intimidate 50%, Listen 50%, Psychology 50%

Spells: Contact Pied Piper

Xander Westley, Suspicious Manager

Xander is a bulldog faced man, with a shaved head and fair skin, and acts as the manager for the popular idol group, Major/Minor Melodies. He is tall and bulky, with some muscle, but he is closer to chubby than he is to muscular. He dresses well, usually in pressed suits, and takes good care of his physical appearance.

Xander, being the manager of Major/Minor, is a very busy person. The reason the Investigators even know that anything is off at all is because Xander hired them to do some digging. He doesn't have time to dig around himself, but still wants the digging done. It's hard to catch Xander out of his work, and even if one does, he's quick to jump back into it.

Tips for Playing Xander: Xander's first and foremost concern is keeping the members of Major/Minor Melodies safe. He might seem like a gruff hardass, but he truly does care, and he likes to think that they care for the work he's done for them (at the very least). He does his best to make sure that the members of Major/Minor are okay, and seems even more concerned than normal after the Piper's assault on Audrey. To others, Xander is indeed a gruff hardass, and tends to shoo people away so he can get his work done. Still, he will do his best to find time for the Investigators if they need it, and will even accompany them to assist if they need it (especially in the scenario's second Act).

It is possible that Xander might act as a 'red herring' of sorts, with the Investigators thinking that he hired them as a ploy of sorts. In a case such as that, the Keeper should let them believe, but also let the Investigators know that nothing he does seems connected to any of the supernatural events taking place.

Attributes:

STR 60

CON 55

SIZ 60

DEX 50

APP 45

INT 65

POW 60

EDU 70

HP: 11

DB: None

Build: 0

MOV: 8

Sanity: 60

Skills:

Accounting 60%, Computer Use 50%, Law 40%, Listen 45%, Persuade 50%, Spot Hidden 35%

Elias Westworth, The Diva's Captive

Elias is a fit young man, fresh out of college for electrical engineering. He has lightly tanned skin and a short shock of blond hair, appearing more like a surfer than an engineer. Elias obviously takes care of himself, but current events have left him a little haggard. He appears rather tired often, though most chalk it up to stress about his first real job being for such a big group. His clothing is simple, typically consisting of a collared short sleeve shirt with the Sky's Window logo on it, alongside simple shoes and brown pants.

In reality, Elias' world is crumbling around him. He has been dragged into something far darker than he understands, and cannot hope to resist, lest his job and, worse, his life be completely ruined.

Tips for Playing Elias: Elias is, first and foremost, afraid. His dealings with Lyn have him confused, as he does not understand in the slightest why she needs him to make such malicious changes. On the other hand, he cannot share his worries about Lyn, because if she hears of him doing so, his life will more or less be over, condemned for a crime he didn't commit. Though normally reserved according to his coworkers, Elias appears even more skittish than he normally is. He fears of slipping up and revealing things one way or the other. If confronted heavily (especially with the help of Nora, Xander, or Jason), Elias will crack and spill the beans.

If left unopposed going into Act 2, however, he will be enthralled by the Piper, and his mind broken. At this point, he is no longer Elias, and any clues as to his involvement in the case will be gone forever.

Attributes:

STR 55

CON 55

SIZ 60

DEX 65

APP 50

INT 70

POW 30

EDU 75

HP: 11

DB: None

Build: 0

MOV: 8

Sanity: 30

Skills:

Computer Use 40%, Electrical Repair 40%, Electronics 70%, Locksmith 30%, Mechanical Repair 50%, Science (Engineering) 40%, Science (Physics) 70%, Spot Hidden 30%

Nora Gothenn, The Glass Pane's Coordinator

Nora is a stout and short woman in her late 40s. Her build is stocky, and she has pale skin and a busy demeanor about her. Her red hair is often tied up in a bun, and she has a pair of thin reading glasses balanced on her nose. Despite her busyness, Nora never appears to be wanting for energy, and always has a pep in her step. She is usually dressed in a navy blue suit, and carries around a clipboard and pen for managing things on the go.

Tips for Playing Nora: Nora is a busybody, and always wants to be working on something when she's on the clock. She enjoys helping, but doesn't like to coddle or hold hands while doing so. She also dislikes wasting time, and will be upfront with that. Nora genuinely wants to help the Investigators to the best of her ability, but doesn't want them to waste her time either. Still, she knows that helping them is helping herself, and she will go out of her way to assist if it means they finish sooner.

Attributes:

STR 45
CON 55
SIZ 60
DEX 50
APP 60
INT 65
POW 45
EDU 65

HP: 11
DB: None
Build: 0
MOV: 7
Sanity: 45

Skills:

Accounting 60%, Charm 45%, Computer Use 45%, History 20%, Library Use 40%, Listen 40%, Persuade 50%

Jason Rikkel, Head of Pavilion Security

Jason is almost the stereotypical security guard. He stands decently tall, with tan skin and a shaved head. He is well built, strong and intimidating. Jason is a hardass and definitely looks the part, with his face typically painted with a scowl. He is usually dressed in a somewhat tight collared shirt and tan pants. His pistol is set firmly into its holster, with a strap keeping it firmly locked on his hip, and very easily within reach.

Tips for Playing Jason: Jason takes his job seriously, and isn't entirely pleased at how much free reign the Investigators have been given to run around. Still, he has been briefed by Xander as to what their deal is, and begrudgingly allows them to do what they need to. This doesn't, however, mean he will let them go unwatched while on the grounds of Sky's Window. If the Keeper believes the Investigators are overstepping their bounds (which tends to be very likely), they should not be afraid to send Jason on their tail to keep them in check. Still, if shown respect, Jason will respect the Investigators back, and can be a bigger asset than he originally seemed to be.

Attributes:

STR 70
CON 65
SIZ 65
DEX 55
APP 50
INT 50
POW 70
EDU 60

HP: 13
DB: +1d4
Build: 1
MOV: 8
Sanity: 70

Skills:

Fighting (Brawl) 50%, Firearms (Handguns) 70%, Firearms (Shotgun) 40%, First Aid 40%, Intimidate 50%, Spot Hidden 50%

Audrey Oren, Victim of the Piper

Audrey is an attractive woman in her mid 20s, who works as an idol in the popular idol group Major/Minor Melodies. She's the strongest out of the group, built well. She has pale skin, a thick amount of freckles, and fiery red hair usually tied up in a bun. Formerly, her role in the group was the 'rebellious' sort, often playing the part of a rough and tumble gal who doesn't play by the rules. Despite her role, Audrey was close with the other members of Major/Minor. Lyn was her best friend, and the two were close. However, events prior to the start of the scenario have driven her insane, and she now resides in Melland General with uncertain hopes for recovery.

Tips for Playing Audrey: Thanks to the appearance of the Pied Piper, Audrey is hurt both physically and mentally. The events of the night drove her into indefinite insanity, and the Piper's Cloud Memories spell make it impossible for Audrey to know what happened. She is lost, completely confused, and just plain insane. However, her desire to help Lyn hurts interactions as well. Audrey doesn't want to reveal anything about Lyn that Lyn hasn't already said, and will purposefully clam up, even moreso than 'normal', under certain circumstances. Still, the damage inflicted upon her hurts her still, and the right questions can draw information out of her without her realizing.

Attributes:

STR 65
CON 55
SIZ 60
DEX 65
APP 70
INT 60
POW 45 (50 base – 5 for initial Contact Pied Piper spell)
EDU 60

HP: 11
DB: +1D4
Build: 1
MOV: 9
Sanity: 37

Skills:

Art/Craft (Singing, Dancing) 75%, Charm 70%, Climb 30%, Cthulhu Mythos 6%, Jump 30%, Listen 50%, Occult 45%

Zephia Crown, Major/Minor's Sweetheart

Zephia is an attractive young woman in her early 20s, who works as an idol in the popular idol group Major/Minor Melodies. Out of the group, Zephia is the shortest, a young woman with a thin build, fluffy black hair, and dark skin. She's the group's sweetheart and easily fits the part, with a bubbly personality that makes her hard to dislike. Out of the idols in Major/Minor, Zephia is the second most popular, after Lyn, but doesn't let it affect how she treats the others. Zephia values all of her idolmates deeply, and has a particularly close relationship with Shuri.

Tips for Playing Zephia: Zephia tries to find the good in everyone, and has a bubbly and cutesy personality to assist with it. She is worried about Lyn and Audrey, but doesn't know what she can do to help them aside from visiting Audrey and going with what Lyn wants. Like the other members of Major/Minor, she is aware of what's going on with Lyn, and wants things to be as easy on her as possible. In addition, like the other members, Zephia has no idea of the going ons behind Lyn and Audrey's assault. She's incredibly close to Shuri, to the point where... is something going on there?

Attributes:

STR 45
CON 50
SIZ 45
DEX 60
APP 70
INT 60
POW 70
EDU 60

HP: 9
DB: None
Build: 0
MOV: 8
Sanity: 70

Skills:

Art/Craft (Singing, Dancing) 75%, Charm 70%, Fast Talk 50%, Listen 50%, Psychology 50%

Shuri Vieratan, Major/Minor's Cool Beauty

Shuri is an attractive young woman in her mid 20s, who works as an idol in the popular idol group Major/Minor Melodies. Shuri is tall and imposing, giving off the vibe of an aloof and icy woman. She has pale skin, long brown hair, and piercing brown eyes. Despite her appearance, Shuri cares for the other members of Major/Minor, and has grown close to them over the years. She is a woman of few words, and tends to let her actions speak for her. Out of her idolmates, she has a very close relationship with Zephia.

Tips for Playing Shuri: Shuri is very quiet. She's not shy, she simply just doesn't frequently have much to say. Her cool personality and lack of words frequently gives her an unapproachable vibe, though she is close with the other members of Major/Minor. She worries for Audrey and Lyn, but doesn't know what she can do to help them. Shuri feels useless, and does what she can by following Zephia's lead. She's incredibly close to Zephia, to the point where... is something going on there?

Attributes:

STR 55
CON 55
SIZ 65
DEX 60
APP 70
INT 55
POW 50
EDU 60

HP: 12
DB: None
Build: 0
MOV: 7
Sanity: 50

Skills:

Art/Craft (Singing, Dancing) 75%, Art/Craft (Photography) 35%, Charm 70%, Intimidate 50%, Listen 45%, Persuade 50%,

Elodie Park, Major/Minor's Right Hand

Elodie is an attractive woman in her late 20s, who works as an idol in the popular idol group Major/Minor Melodies. She is average in height, with a pair of glasses balanced on her nose. Elodie has fair skin, with short blonde hair and bright blue eyes. In the group, Elodie serves as the prim and proper figure, which pairs well with her natural intelligence. Elodie often helps Xander with his management work. She is somewhat detached from the group, emotionally, but still takes care of the other members in her own way.

Tips for Playing Elodie: Elodie is intelligent and numbers focused, but that doesn't detract from her singing ability. At times, she may seem detached from her group mates, but she really does care for them, even if she doesn't always outwardly express it. Her worry for Audrey and Lyn manifests in thinking of the logistics, wanting to help work things out for the show. Still, she has been sidelined in this regard by Xander, so she tends to look aimless when not practicing with the others.

Attributes:

STR 45
CON 55
SIZ 50
DEX 50
APP 70
INT 75
POW 60
EDU 65

HP: 10
DB: None
Build: 0
MOV: 8
Sanity: 60

Skills:

Art/Craft (Singing, Dancing) 75%, Accounting 25%, Charm 50%, Computer Use 30%,
Library Use 30%, Persuade 70%

Name

Description

Tips for Playing ???: desc

Attributes:

STR

CON

SIZ

DEX

APP

INT

POW

EDU

HP:

DB:

Build:

MOV:

Sanity:

Skills: