

Call of Cthulhu – Step in Time

Introduction

Step in Time is a Call of Cthulhu scenario for 3-5 players, set in the modern day. The adventure takes place primarily in the Sky's Window Pavilion, a popular music venue in the fictional city of Melland, New York, and the surrounding buildings, though the further setting is malleable, and can be adjusted for effect. Step in Time is intended to be run as a standalone adventure, though can easily be adjusted for use in larger campaigns.

Step in Time follows the mysterious hospitalization of Audrey Oren, a singer in the pop idol group 'Major/Minor Melodies'. Audrey's attack is both strange and horribly timed, as Major/Minor Melodies was supposed to perform a final performance at the Sky's Window Pavilion in a few days' time. The group's manager, Xander Westley, expects foul play. However, he doesn't trust in the police to solve the case fast enough, as the rest of Major/Minor Melodies pushed Xander to allow them to perform anyways, adjusting the performance to be a 'vigil' of sorts for Audrey. Thus, Xander hires the Investigators to look into the matter, alongside involvement from the police. However, the Investigators will find that this attack is far from ordinary. And how, exactly, does it connect to Major/Minor Melodies as a whole?...

Keeper's Introduction

Step in Time is a site based investigation focused on Sky's Window Pavilion and the Major/Minor Melodies. Sky's Window Pavilion is a popular music venue stationed in a skyscraper, the top floor of which serves entirely as the performance room. The Investigators' main focus should be around uncovering the true nature of the Pied Piper as an avatar of Nyarlathotep, and what roles Lyn and Audrey played in the summoning of the Pied Piper, and what their plans are in regards to that.

Due to what the Pied Piper did upon initial contact, Audrey doesn't fully remember the event, and her physical state does her no favors in that regard. Thus, the main meat of the campaign follows discovering and dismantling Lyn's involvement in the event, and then dealing with the result of Lyn and the Pied Piper's work, should things come to pass.

Step in Time is organized into two 'acts'. Act 1 involves the Investigator's initial digging into the secrets behind the 'attack' on Lyn Hanima and Audrey Oren at the behest of Xander Westley, their manager. Act 1 is more free form, giving the Investigators free reign to look around Sky's Window Pavilion and the relevant, nearby buildings (namely Crystal Lake Suites, the hotel where the Major/Minor Melodies are staying, and Melland General, the nearby hospital where Audrey has been placed due to her encounter with the Pied Piper). However, Keepers should keep in mind that Act 1 has a time limit, and should pace themselves and their players. Time needs to be given to allow the Investigators to find enough evidence, but they should not be allowed to find everything vital in half a day.

Act 2 features the Investigators dealing with Lyn and the Pied Piper, and their efforts to stop the deadly performance that the two have worked to set up. This section is somewhat more linear, in that there is a very defined goal that the Investigators work to stop, even as the Pied Piper channels their Mythos abilities through Lyn.

Keeper Only Backstory/Events So Far

Major/Minor Melodies is a pop idol group, and has been popular for the past 3 years. However, the group has come into some trouble as of recent, to the point that it has damaged their effectiveness as a whole. Their main singer, Lyn Hanima, was beset by a viral infection that hurt her voice and left her bedridden for a week. Her recovery went smoothly, or so everybody thought. Despite the fact that she was mostly recovered, her voice was still not returning to the state it once was. Concerned, with a deep feeling of unease, Lyn and Xander Westley, Major/Minor Melodies' manager, set up an appointment with a medical professional, intending to give a good look at Lyn to make sure everything was okay. Things turned out to not be okay.

It turned out that the infection had done more than just made Lyn sick. It had damaged her vocal cords, causing mild vocal cord paralysis. Many in depth examinations were done, but all revealed the same thing: Lyn could be healed, but not fully. She would be able to breathe and speak normally, but her voice would never be able to get louder than it currently was, and would continue to get quieter as the days went by. Most importantly, after a few weeks, she would not be able to speak above a whisper. And she would never sing again.

In response to this, Xander was quick on the draw. He worked to set up a final concert for Major/Minor, wanting them to have a strong sendoff. The decision was made to keep Lyn's condition a secret until after the concert, not wanting to damage the performance's attendance or the group's sales. They would perform this final concert, and then afterwards, the group would disband. Most of Major/Minor was okay with this outcome, feeling as though they had a good run, and that this was an unavoidable end...

Lyn, however, was not willing to let things end like this.

Her entire life had been built in this direction, and she had worked tirelessly to get herself here. To have all of that hard work rendered irrelevant, just because of pure bad luck, was not something she could accept, not in the slightest. And if modern medicine couldn't help her, there had to be *something* that could. Things would not end here.

The first place Lyn thought to turn was to her fellow group mate and best friend Audrey. The two were quick to confide in each other, and such a situation was something that would easily push the two into private discussion. Audrey had already began to look into things, knowing what kind of distraught her friend must be feeling. The internet is a valuable resource, and Audrey had told Lyn one day what she had found. It may seem far fetched and ridiculous, but she figured Lyn would be willing to try anything. And she was right.

Still, the idea Audrey proposed was, frankly, kind of ridiculous. She had looked into the concept of the occult, and its ties to music. Surely, Audrey had thought, there was something out there that could heal Lyn's vocal cords, if only they could contact it. The two spent time squirreled away, looking online for anything they could that would lead to a result they could agree on. It took a few weeks, but they finally found it: a disregarded and supposedly debunked post on an occult internet forum. A ritual for summoning the Pied Piper of Hamelin.

Lyn found it ridiculous, of course, that this could even be a valid course of action to take. To think that a folk legend would be something that could help her seemed unbelievable. However, the account that had posted the ritual swore up and down, all across the forum, and the internet as a whole, that this was real. And when Audrey reminded Lyn that she didn't have other options, as well as having on reason *not* to try, the two decided to give it a shot. And if things didn't work... well, nothing ventured, nothing gained. They just never expected it to actually work.

In the dead of night, in Lyn's room in the nearby hotel, the two made contact with the Pied Piper, summoning the strange figure to their room. The two, startled that the spell actually worked, were forced into gibbering silence as the Piper demanded a tithe. It knew what the two wanted, but it would never work for free. When they didn't respond, the Piper made its own tithe.

Audrey had her blood extracted. Not enough to kill her, but enough to make an attack known, enough to hospitalize her. And the Piper told Lyn that it did not appreciate being summoned for kicks. However, it knew she held sway, and told her the stakes. For her upcoming performance, she would dedicate it to the Pied Piper. She and her bandmates would perform for it, and it would arrive during the show to claim its payment. In exchange, it would restore her voice to its former glory. Refusal to comply would result in her death. The Piper would not work for free, and being called here counted as work.

The Piper then made its exit, using the Cloud Memory spell on Audrey to make her forget the context of the event.

The next day, Audrey was admitted to a nearby hospital, and Lyn proposed that they make the upcoming concert dedicated to Audrey's recovery. Fans would love to attend such an event, believing that they were attending and helping their favorite group remain in operation. Xander did not like the idea of running the show without Audrey, but the other band members accepted the idea enough that he was forced to relent.

However, the situation did not sit right with Xander. Something about the supposed attack on Audrey and Lyn seemed... incorrect to him. So, he decided to take preventative measures. In addition to getting the police involved, he hires an additional group to look into things for him...

Involving the Investigators

No matter what form the Investigators' group takes, they will be brought into the scenario the same way: being hired by Xander Wesley, manager of Major/Minor Melodies. However, there are a few things that Xander wants looked into, offering the Investigators a multitude of ways into the tangled mess of the Major/Minor Melodies.

- Xander wants a further investigation into the circumstances behind the strange 'attack' on Lyn and Audrey the night they summoned the Pied Piper. Due to Audrey's current state and Lyn's shaken attitude on the matter which Xander doesn't wish to push, he needs somebody to look into the incident. Thus, he can hire the Investigators as a group of private investigators.
- Similar to the above reason, Xander wants somebody to look into Lyn and Audrey's physical and mental states. While Audrey is the only one who suffered physical wounds from the event, Xander (correctly) believes that Lyn is hiding something from him. In this situation, the Investigators would be serving as doctors and psychologists, trying to get information from both Lyn and Audrey.
- Alternatively, Xander needs security beefed up. Believing the incident to be from an outside force, Xander hires some security guards in addition to the police, not wanting anything else to get past them. In this case, Investigators would be simple security guards, easily caught up in the mysteries of the event if they bother to do their jobs.

Though it is easier to keep cohesive is all Investigators in the same group, Keepers shouldn't limit Investigators if they want to split up between the three options above. Perhaps have Xander group them up so that they can monitor each other, or have the Investigators simply be a group with multiple specialties that Xander pays to assist him.

Act 1: Inspecting the Set Dressing

Starting the Investigation/Hired by Xander

The investigation begins at a very concrete point in the story. However, once the initial scene has played out, Investigators are free to do whatever they see fit in whatever order they like. Read or paraphrase the following passage for the Investigators:

“The city of Melland, New York faces an exciting prospect. A popular idol group known as Major/Minor Melodies has recently been set to perform at the famous Sky’s Window Pavilion within the week. To the public, things are set, and excitement titters around the city as fans of the group come from out of town, ecstatic to see their favorite idols live on stage.

However, not all is well. It seems that the city harbors not just fans of Major/Minor Melodies, but vicious rivals as well. For reasons unknown, a brutal assault was laid onto two of Major/Minor’s members, Lyn Hanima and Audrey Oren. Though she survived, Audrey has currently been hospitalized, and Lyn is under psychological evaluation. The event was showcased on the news, sending fans reeling at the suddenness of the incident, as well as making them worry for Major/Minor’s sake.

The next day, the group’s manager made an announcement, saying that due to the wishes of the members of Major/Minor, the show would continue on without Audrey. Many fans were astonished, but it was emphasized that this was a desire from the group, and that everybody would still enjoy the show to the fullest.

That was not the end of things, however. Major/Minor’s manager hired more security, concerned over the safety of the group. Most of the security hired was set to observe Sky’s Window Pavilion, intending to keep the venue safe until the concert.

With the show beginning in just two days time, you have been called up to the office of Xander Wesley, manager of the Major/Minor Melodies, for reasons unknown. You are escorted by police officers, who then leave as soon as you have been dropped off at the door to the office. Once the final person arrives, the officer who escorted them calls Xander through an intercom on the wall, letting him know that everyone is there, then instructs you to wait until summoned...”

Once gameplay proper starts, the Investigators will find themselves gathered in the hallway outside of Xander’s temporary office in Sky’s Window Pavilion. If they are not familiar with each other, give them this chance to talk amongst each other, and build a little bit of confusion and concern. In reality, Xander is just trying to figure out what to say to the Investigators, and is using this time to think. If the Investigators already know each other, and/or simply don’t feel the desire to talk to each other, get Xander to summon them into his office after a moment.

In the event that Investigators are antsy and headstrong, there is an intercom embedded into the wall, which was used by the police officer who called him initially. The intercom allows two way communication between anybody in the hallway and the person sitting at the desk in the office. If an Investigator calls to Xander using the intercom, he will not respond.

Once the Keeper and Investigators are ready, the door to the office will unlock, and Xander will open it up, and beckon the Investigators inside.

Xander's Office

Xander's office is a standard fare, usually given to people in managerial positions like his. The room is rather small, consisting of a polished oak desk, a desktop computer, and a large window overlooking the city. A couple of abstract paintings decorate the walls and a (fake) potted plant sits in the corner, soaking up the sun. A cushy swivel chair is placed behind the desk, and a couple of fixed, padded chairs sit in front of the desk for visitors. Finally, a small laptop computer next to the monitor for the desktop, open and humming. This is Xander's personal computer.

Upon their arrival, Xander will beckon a couple of the Investigators to sit in the padded chairs, while taking a seat in his chair behind the desk. Once they're settled, Xander will tell them that he has some specific tasks for them. They are free to decline, however, they must choose before he tells them what the tasks are, as this is something he needs to keep on the down low. In addition, Xander will pay them extra to keep their mouths shut, though he will obviously pay them more if they decide to do this work for him. The Keeper is free to set this going rate, but as a default: Xander's base pay for any Investigators already working under him is \$350 per day. He will pay the Investigators \$700 per day to keep their mouths shut, and will bump it up to \$900 per day if they do this work for him.

When the Investigators accept his proposition (as they should, as declining means there is no game!), Xander will reveal his motivations: he believes that the assault on Audrey Oren was a result of foul play. He will tell the Investigators that this attack came from far too out of nowhere to be led on by anything but somebody who had it out for the group. If pressed for suspects, Xander will admit that he doesn't know who exactly would have carried out such a task. But that is why he's asking the Investigators to do this. If asked why they were picked, Xander will say that he looked over their files/resumes, and decided that they seemed the most appropriate (if they were security guards or medical professionals), or that he saw their information on the internet and decided to contact them (if they are private investigators).

If prompted about what he knows about the 'assault', Xander will willingly reveal the following information. He will begin with the first three points, elaborated on as needed, and will readily reveal the other points if/when prompted:

- The event itself happened two days ago.
- Audrey and Lyn, the group's lead singer, were inside of Lyn's apartment room in the nearby hotel known as 'Crystal Lake Suites'.
- Lyn's room is on the 14th floor.
- As far as anybody is aware, an unknown third party arrived at Lyn's apartment between 1AM and 4AM and attacked the two women.
- Despite both women being present at the time of the assault, only Audrey was physically harmed. However, Lyn seemed to have sustained some emotional trauma, and has trouble recounting the event without breaking down.
- Xander has been told that there was nothing found on the security cameras in the hallways of Crystal Lake Suites around the time of the assault.
- Audrey has been admitted to the nearby hospital, Melland General, to recover.
- At the insistence of both women, as well as the rest of the idol group, Major/Minor Melodies will go on with their scheduled performance, which is set for the end of the week (two days).

In regards to the above information, Xander should willingly give out the first three pieces of information. The other four should only be given out if they would answer an Investigator's question.

A successful **Psychology** roll will tell the Investigators that Xander is not telling them something. A **Charm** or **Fast Talk** roll will get him to talk. If questioned after a success, Xander will admit that he finds something 'wrong' about this whole scenario, and is afraid for the safety of Major/Minor Melodies. However, his feeling is more of a 'hair on the neck standing up' rather than anything super concrete. He says that he's reluctant to share this feeling because it's just... not logical. However, that feeling is why he summoned the Investigators in the first place. A failed roll will not produce anything except for Xander kicking the Investigators out of his office and insisting that they go do the jobs he's now paying them for.

Before they leave, Xander will gift each Investigator with a key pass on a lanyard featuring the logo of Major/Minor Melodies, as well as his phone number. He will explain to them that the key passes will allow them to get into some of the areas that are normally restricted in Sky's Window Pavilion. However, some locations are restricted further, to Xander, members of Major/Minor, and approved faculty. If the Investigators wish to get into such a place, they will have to call Xander using the number he gave them, and he will have to approve it. He also lets the Investigators know that he isn't to be contacted frequently, as he's busy working on keeping the show for the weekend on track.

Sky's Window Pavilion

Sky's Window Pavilion is a large, twenty story skyscraper that serves as a very, very fancy venue for music and the performing arts. It is often used as a place for expensive concerts featuring exclusive bands and the like. Much of Sky's Window is commercial, with several back rooms and exclusive floors used for management and maintenance of shows and the building itself.

Many of the rooms the Investigators are going to be digging into will be locked, for staff and faculty only. However, their key pass given by Xander should, usually, be sufficient to get them into most places. Any place which requires higher authorization (such as Xander's office itself and the prep rooms for Major/Minor Melodies) will be noted within the document, and its specific requirements will be clarified. Otherwise, Keepers are free to add as much or as little restriction as they want in terms of access, which can hamper the digging of Investigators who lose or damage their key passes. As a general rule, a key pass scanner can be bypassed with a successful **Electronics** roll. However, this roll must be made for each scanner encountered, and enough tampering may lead to the Investigators drawing attention that they don't want.

Office Suites

The office suites primarily take up the back rooms of Sky's Window's tenth and eleventh floors. They are used by those in managerial positions, typically the people taking care of a musical group's finances and planning. There are a surplus of offices, most of them empty. The offices are usually there in case a large amount of music/acting groups are performing on the same day or in quick succession.

The primary thing of note on these floors is Xander's office, which the Investigators will easily recognize from the hallway when they see it. Xander is usually in his office from 8AM to 12PM, and from 2PM to 8PM. Most of his time is spent on the phone or his computer, talking and planning. His two hour break is used for lunch primarily, though he also uses it to help members of Major/Minor out with any problems they might have at the time. After 8PM, he locks up the office and proceeds to his apartment in Crystal Lake Suites.

If Investigators want to search Xander's office, it will take a **Charm**, **Persuade**, or **Fast Talk** roll, or for them to break in while he's not there. His lunch time is always a good opportunity, or they could find a way to draw him away. He is easily moved out of his office by concerns for his charges, the members of Major/Minor. A successful **Fast Talk** roll or a real issue will convince him to quickly vacate his office. Opening the lock on the door requires a successful **Locksmith** roll.

Once inside, the Investigators will not find much that they didn't see upon their original visit. The only difference is that, if they are coming in during lunch or after hours, then Xander's laptop will be gone. The desktop computer is password protected, requiring a successful **Computer Use** roll or an Extreme **Luck** roll to unlock. On it, they will find nothing of interest. Perceptive Investigators (or those who make a successful **Idea** roll) will realize that Xander does all of his work on his laptop. For further information about Xander's laptop and its content, see 'Xander's Room'.

Searching the desk reveals not much either, simply notes written on scraps of paper and sticky notes, detailing the names and phone numbers of the owners of Sky's Window Pavilion, the people who set up the renting of rooms in Crystal Lake Suites, the Investigators themselves (or the companies they work for), and a direct line to the local police and Melland General. If the Investigators are unsure of the truthfulness of these notes, a successful **Computer Use** or **Library Use** roll alongside a computer,

mobile phone, or phonebook will reveal all of the numbers and names to match up to what they say they are.

Also within the desk is a general outline of the performance to be done on the weekend. The show will begin at 8PM, and will last for two hours, until 10PM. There is a list of songs that Major/Minor will perform in what order, as well as notes on the visual effects needed for what songs at what times. Investigators will be able to note that this itinerary has had the times for the show's start/end changed, whited out and replaced with the current times. If Xander is asked about the time changes, he says that the group agreed on a later showing. It was originally scheduled to start in the afternoon and go until the evening, but the members of Major/Minor voted to push it back.

If the Investigators decide to search the other offices for clues, they will need higher authorization than their current key passes. They can either bypass the scanners (with a successful **Electronics** roll), or ask Xander to open the doors for them. Whichever way the Investigators choose to enter, they will find the other offices empty. Major/Minor Melodies is the only group set to perform this weekend, so no other music or acting groups have shown up.

Sky's Window Venues

If the Investigators decide to, the venues themselves are available to be searched in the days prior to the performance.

To start things off, there are multiple venues within Sky's Window Pavilion. The very top floor, floor twenty, features the building's most famous venue, known as 'The Glass Pane'. The four floors below it, floors nineteen, eighteen, seventeen, and sixteen, are all smaller venues of their own. All venues, including the Glass Pane, feature the venue itself, as well as the following amenities for the public: bathrooms, a concessions booth, and areas marked for merchandise sale, if desired. All venues have a well maintained stage with a rigging system for maintenance and show work, as well as a wide space for the crowd below the stage that can be filled with chairs if needed.

The backstage areas contain the following for the performers/faculty: four break rooms, three for the performers and one for the staff, an instrument room for storing any needed instruments, a backup breaker room for the rig, a maintenance closet with materials needed to repair and maintain the devices mounted on the rig, a small office for managers, and a makeup/prep room. The office and break rooms requires special authorization to get into, which can be provided by Xander, Nora, Jason, or any member of Major/Minor. (For information on Nora and Jason, see 'Sky's Window Staff').

The stage itself is mainly just that, a stage. However, there is also sufficient space to the side for props and stageside lighting and effects. In addition, off to the side is a control panel for everything on the rigging system.

If the Investigators decide to search any of the venues aside from the Glass Pane, they will find nothing. The other venues are empty, not having anybody there to perform in them.

The Glass Pane

The Glass Pane is Sky's Window Pavilion's main attraction. For the most part, it is similar in layout to the venues below it. However, the stage area itself is much larger, as is the room for the crowd. The rig in the Glass Pane is much larger, and can support far more lights and devices for special effects. Most notably, however, is the definite feature of the Glass Pane: a massive skylight window, which extends

over a majority of the room. The glass is made of reinforced material, allowing the window to survive most of the things nature throws at it.

Unknown to most of the individuals in the building, things in the Glass Pane have been subtly altered, though only astute Investigators will notice that something is wrong. In truth, it was Lyn herself who has made these modifications, with the help of an electrical engineer who works at Sky's Window named Elias Westworth (See 'Sky's Window Staff').

Unlike the other venues, the Glass Pane is, while not bustling, definitely occupied. Maintenance workers and Sky's Window staff work to set the place up, adjusting the layout of the stage and the lights to Xander's specifications. Even though they have special rights to be there thanks to Xander's executive meddling, not everybody is aware of who let the Investigators do this and nobody knows the reason, as Xander has not spread around information on his suspicions. If the Investigators dawdle too long, fail to find the clues that are here for them, or spend too much time harassing the employees, Keepers shouldn't be afraid to have the Investigators ushered out by the lighting or maintenance crew, or even security. They can always come back, after all.

The first thing of note is the panel that controls the rig. All of the lights and effects devices on the rig are currently temporary, as lighting for the show is still being worked out. However, a Hard **Electronics** or **Electric Repair** roll will reveal something strange. A minor change to the wiring and set up to the rig means that when a certain area of the rig is activated, all of the lights and devices attached to the rig will shut off. This change is easy to confuse with other aspects of the rig, and can be misconstrued as a way to pass over a faulty channel. A regular result on the same roll will simply reveal the change as a workaround to the faulty channel, with no mention of the lights and devices shutting off.

Another thing of note is the lock to the main door on the audience floor. First, a successful **Spot Hidden** roll can be made on the door to determine that something is wrong with the lock in the first place. A successful **Locksmith** roll will reveal that the lock is broken. If the door were to be locked, then it would not be able to be unlocked from the inside as it normally would, as the locking mechanism would stick. The door still locks and unlocks normally from the outside, though unlocking from the outside requires a key. A Hard success on the same roll will reveal that the damage was likely intentional. The damage seems too clean to have been a result of being worn down from constant use.

Another thing of note, which can be seen with a successful **Spot Hidden** roll, are the security cameras around the venue. A success on the previously mentioned roll will reveal that around half of the security cameras in the area have been pointed towards the floor, and appear to be disabled. The only people who are aware of the situation are Jason and Nora (as well as Elias), who can recount the issue upon being asked. The entire camera system has been experiencing some overload, and some of the cameras needed to be shut down to lower system stress. A successful **Charm** or **Fast Talk** roll will allow the Investigators access to the security room, under supervision, of course.

The security room is on the floor, and consists mainly of a computer that manages various security measures, mainly the cameras. Investigators who are able to access the system with a successful **Computer Use** roll can find something strange. The system is indeed overloaded, though apparently by something within the system itself. In addition, the cameras that have not been severed from the system have been set to loop starting at 10PM and ending at 11PM. If asked about it, Nora will be just as confused, and Jason will promise to look into it.

Finally, out of the three performer break rooms, two of them have been 'claimed'. Investigators who mention this to any of the workers in the area and pass a successful **Charm**, **Intimidate**, or **Fast Talk** roll will be told that one of the idol members themselves requested personal access to one of the rooms.

So one of the break rooms is for Major/Minor as a whole, and the other was requested by a singular member. Mentioning this to Xander will strike some confusion in him, as he mentions that all of Major/Minor typically share a break room. Regular workers will be unable to tell Investigators which of the members reserved the room for themselves. However, Nora (See ‘Sky’s Window Staff’) is aware that Lyn has requested the break room for herself.

This break room is like all of the others, with two couches, a minifridge, and a coffee table. Lyn’s Break Room is empty for the most part, save for occasional moments where Lyn herself is in it, and will remain that way until the evening of the show (See ‘Setting the Stage’). In addition, there is a singular microphone on a stand, wired into the wall. A successful **Electric Repair** check will let an Investigator know that this wiring is far too intensive for a microphone of this make, and indicates that it is likely connected to something outside of the room. An Investigator with this knowledge who makes a successful **Spot Hidden** roll back in the Glass Pane proper will be able to find that the microphone is wired into the speaker system there.

In addition, the break room features a laptop with a cracked screen, plugged into the wall by a simple charger. This is Lyn’s laptop, which she has stored in here for safekeeping. The computer is off and locked. However, an Investigator can gain access through the password with a successful **Computer Use** check. If turned on, the laptop struggles to life, and the Investigators will get access to Lyn’s current tabs, which consist of searches related to the Pied Piper of Hamelin, as well as mentions of what appear to be multiple occult forums and websites. Once the Investigators have looked over Lyn’s tabs for a minute or two, the laptop lets out a whine and dies, despite being plugged in. A successful **Electronics** roll reveals that the motherboard has sustained some strange, heat related damage, and the laptop will not turn back on.

Sky’s Window Staff

Much of the staff working at Sky’s Window are not aware of much about Major/Minor, only conducting the work related to their show. Most random staff members know about as much about Major/Minor as the Investigators do, if no less. They are aware of the name Major/Minor, their presence for the show on the weekend, and of the names Lyn and Xander. However, there are a few influential individuals that contribute more than the regular workers: Nora Gothenn, Jason Rikkel, and Elias Westworth. Any poking around will eventually lead to these three, though Elias’ role will be far more obfuscated than the other two.

Nora Gothenn, The Glass Pane’s Coordinator

Nora Gothenn is the individual responsible for convening with Xander in order to organize and manage the Major/Minor Melodies show from Sky’s Window's side of things. She is a busy woman, always seeming to be in the middle of something when talked to.

Enough poking around at the Glass Pane will either draw Nora’s attention, or prompt her to seek the Investigators out on her own. The Keeper is free to insert Nora at any time in the story, though preferably it would be once the Investigators have bothered her staff enough that it prompts a visit from her, as she already has enough going on as is.

Once introduced, Nora will recognize the Investigators for who they are, having been briefed by Xander on the presence of his own private investigators. She is more than willing to assist the Investigators, as the sooner their work in the Glass Pane is done, the sooner she can get back to her own

business. Nora's main role is to serve as a source of information for the more inner workings of the Glass Pane.

Her first relevant piece of information is her knowledge of the Glass Pane. If the Investigators have any questions about the Glass Pane itself or the Major/Minor performance scheduled for the weekend, she can answer them. Keepers can use Nora to provide the Investigators with any hints relating to the Glass Pane that they have missed/locked themselves out of. While Nora is not aware of the situation with the lighting rig or the door, she is aware the break room situation, and will reveal that Lyn has personally requested it with a successful **Charm** or **Fast Talk** roll. Nora is able to let the Investigators in, but will not do so unless a **Charm**, **Persuade**, or **Fast Talk** roll is succeeded on.

Nora is also well aware of the staff working under her at the Glass Pane. If requested, she can read out a list of names and relevant jobs. Keepers can be flexible with Nora's staff roster, though as a baseline, there should be around 20 names, one of which is always Elias. A sample roster is included for meticulous Keepers. However, she will also tell the Investigators not to interrupt her staff with baseless questioning, as they've got a lot of work to do before the show on the weekend.

If the issue about the door is brought to her, Nora will suggest taking things to Jason. However, if the Investigators become aware of the changes to the lighting rig, then she will instruct them to discuss things with Elias, as he was the one assigned to that project. If asked, she will accompany them to find Elias, and can likely be a deciding factor in getting him to crack.

Jason Rikkel, Head of Security

Jason Rikkel is the current security head for Sky's Window Pavilion. He is one of the few people that Xander has informed as to who the Investigators are and what they're doing. He doesn't have a lot of free time, far from it, but the presence of the Investigators is more than enough to draw his attention, and potentially distrust.

Initially, Jason is not necessarily an asset. His position and job mean that he needs to keep order, something that the Investigators, by the nature of their task, are likely to upset. Therefore, on a technicality, he is opposed to them. If the Investigators are getting too nosy into things that aren't relevant, or are doing things that start to overstep their bounds, the Keeper should have Jason show up and scold them. He has access to security cameras, though it should be noted that, thanks to Elias, Lyn is able to work around these cameras.

Jason's true asset to the Investigators is his presence in confrontations. If the Investigators gain his trust and provide proper evidence, a confrontation with Lyn or Elias will be made much easier by Jason's presence.

Keepers are free to use Jason as much or as little as they need in the first Act, though his presence will be more apparent in the second Act.

Elias Westworth, The Diva's Captive

Elias Westworth is probably the most important of all the individuals working at Sky's Window at the moment, but not because his work is invaluable. No, Elias is currently being coerced and blackmailed by Lyn, as she needs somebody with skills like his in order to execute the Pied Piper's plan. After learning about his skills, Lyn approached Elias with an ultimatum, one massively in her favor. Either he help her out with some 'minor' tasks, or she'll tell everybody that he was the one who assaulted her and

Audrey. They both knew that, as the days went on, Crystal Lakes and Xander would be more and more desperate for a culprit to pin the blame of the attack on. And nobody would actively disbelieve Lyn.

Elias' position is a precarious one. On one hand, he knows something strange is going on with Lyn, and doesn't want to be complicit in whatever she's having him do. On the other hand, she's holding his career and, more importantly, his life as a regular citizen over his head. So he must either help her out with a plan he has no ideas about the depths of, or have his life ruined beyond repair by Lyn's words. So he chooses to comply with her, hoping (futilely) that whatever he's helping her with amounts to nothing.

Something important to note about Elias is that he is entirely unaware as to the depths of Lyn's plans. All he is aware of is the changes he's been requested to make (rewiring the control panel, tampering with the door lock, altering the security cameras). However, he will do his best to distance himself from Lyn, as well as Major/Minor as a whole, under the guise of being a nervous fan. Anybody who is a follower of Major/Minor and succeeds on a **Know** roll, or who has succeeded on a **Computer Use** roll to look into their discography, can tell with successful questioning that he is not actually aware of much of their music.

Elias is typically on the site of Sky's Window for a good portion of the day, beginning around 10AM and leaving work around 7PM. He does various odd jobs around the building, but takes a couple hours usually to work in the Glass Pane, helping the more experienced engineers with their work there. Once his shift is over, Elias will wait until most of the others leave, then return to the Glass Pane to check on the rig's control panel, making sure that his work there isn't going to be changed.

The Major/Minor Melodies

Of note, in regards to individuals to talk to, are the remaining members of Major/Minor Melodies. Outside of Audrey and Lyn, there are three other idols, bringing Major/Minor's numbers up to five. The remaining members; Zephia Crown, Shuri Vieratan, and Elodie Park; all worry about the two in their own ways.

As a whole, the remaining members of Major/Minor can typically be found in two places. During the late mornings and afternoons (from 11 AM to 6 PM), the women can be found in Sky's Window Pavilion. At these times, they are either practicing their set alongside Lyn or discussing their plans for after the group dissolves. The three can be found scattered between any of the following places: the Major/Minor break room, the Glass Pane, one of the smaller venues, or Xander's office.

Outside of these times, the women are found either on the 13th and 14th floors of Crystal Lake Suites, or at Melland General, visiting Lyn or Audrey. Zephia, Shuri, and Audrey all have their rooms on the 13th floor, while Lyn, Elodie, and Xander have theirs on the 14th floor. Unlike in Sky's Window, the three of Zephia, Shuri, and Elodie are typically found together in Crystal Lake Suites.

The hardest part of getting information from the members of Major Minor is actually getting the opportunity to actually talk to them. In particular, Zephia is more than willing to discuss her worries about Lyn and Audrey, but getting into a position to discuss that is difficult. To begin with, it is unlikely that the Investigators will be able to gain access to them outside of their time at Sky's Window without an invitation from the idols themselves. Without Xander's approval or the word of any of the idols, it will be next to impossible to get into any of their rooms in Crystal Lake Suites short of doing something illegal, which can very easily cut the scenario short.

The easiest way to meet with the members of Major/Minor is, predictably, through Xander. Upon request, Xander can be convinced to set up a meeting with the girls. Setting up such a meeting can take as long as a Keeper needs, though typically shouldn't take more than an hour for Xander to prepare. It is of note that, while Lyn will be present, it is very unlikely that she will share any information, due primarily to two factors: 1) she is somewhat playing up her distress at the scenario, and 2) will often have Zephia or Elodie speak in her stead, as the two want to relieve her of as much stress as possible.

An interview with the members of Major/Minor have two possible sets of answers. One set can be obtained from the girls no matter what, while the other can only be obtained from Zephia/Shuri/Elodie if Lyn is not present. The following list consists of the first set. In addition, it details what information is known by which idol member, for Keepers who wish for Xander to be more particular about his arranged interview. It is important to note that the members of Major/Minor are aware of whatever the Keeper needs from them, with respect to the group itself. These lists only serve to highlight the main, important points, in regards to the case itself.

- (Provided by Zephia/Shuri/Elodie) The attack happened when they were all sleeping. None of the three think they were awake when the assault took place.
- (Provided by Zephia/Shuri/Elodie) None of the three can think of anybody who could have wanted to do this to Audrey and Lyn. The idol scene is competitive, sure, but this kind of thing has never been seen before now. If asked, Xander attests that this sort of thing has never happened before.
- (Provided by Zephia/Shuri) Lyn and Audrey are best friends, and the two spent a lot of time together. Lyn will affirm their statement if asked.
- (Provided by Elodie) They all agreed to move the performance time after a request from Lyn. If pressed, Lyn will respond by claiming that she wanted to make sure she had enough energy for the show. Any more pressing Lyn on the info will result in push back by Zephia and Elodie.

The idols know a bit more than they let on, but will not provide this information to Investigators while Lyn is still there. Investigators who suspect the girls of knowing more may make a **Psychology** roll, which will reveal to them that Zephia, Shuri, and Elodie have more information, but aren't saying anything because Lyn is there. Investigators can request a follow up interview from the girls themselves. However, such a request will need a successful Hard **Charm** roll, to convince the idols that they should continue this in a different place and time. Female Investigators only need to succeed on a standard **Charm** roll, as the idols are more comfortable sharing their concerns with other women.

Upon succeeding their **Charm** roll, Investigators who passed will be invited over to the room of one of the girls over at Crystal Lake Suites once they finish for the day. An additional **Charm** or **Persuade** roll from the Investigator who initially succeeded will allow for the rest of the team to join in the interview as well. Otherwise, the meeting will be conducted solo. This meeting will allow for more freedom on the idols' parts, as both Lyn and Xander will not be attending. It is there that the members of Major/Minor will share some of their more private worries about the situation. The following list consists of the second set of information possessed by the members of Major/Minor, this one of the info that they won't share while Lyn is around. It is structured the same was as the first set:

- (Provided by Zephia/Shuri/Elodie) This upcoming performance is to be their last, but not because of the incident. There's a different circumstance (Lyn's illness) that has led to this result.
- (Provided by Shuri/Elodie) (This information is only obtainable following a successful Hard **Charm** or **Persuade** roll) Either/both women will remark about their distaste for voicing this bit

of information. However, they will still share that Lyn has suffered from an illness, which may or may not be the reason for this final concert. Any more pressing in this direction will prompt them to remark that it's not their place to say.

- (Provided by Zephia/Shuri) Audrey had some strange interests, which she seemed more into as of late. She liked to read internet articles about ghosts and other weird supernatural stuff. (This is a hint meant mainly to lead to Audrey's personal computer).
- (Provided by Elodie) Elodie feels like the incident itself is rather strange. After all, whoever committed the assault seemed to be targeting specifically Lyn and Audrey. Both Elodie and Xander were on the same floor, and yet nothing happened to them. If this was an issue against Major/Minor as a whole, why not target everyone on the floor?
- (Provided by Zephia/Shuri) Lyn has been very stressed about the performance, and things have only gotten worse ever since the incident. Things have reached a point where they're worried that Lyn isn't sleeping at all.

Crystal Lake Suites

Crystal Lake Suites is a fifteen story hotel building, just right down the block from Sky's Window Pavilion. It's a high quality hotel service, and reserves its top five floors for performers who are set to perform at Sky's Window Pavilion. At times when famous musicians and performers are set to play, Crystal Lake Suites is often very busy, as people wish to reserve rooms with the fleeting chance they'll get to see their favorite star in the flesh.

As of right now, Major/Minor Melodies is currently staying on both the 13th and 14th floors, the group spread out among the two stories. Many fans have rented rooms in the lower floors, anxious to see their favorite idol. However, the assault on Audrey and Lyn has become popular news, and Crystal Lake Suites are forced to do some PR cover up for the incident. However improbable it may seem, their initial claims that their cameras caught nothing due to an outage are entirely correct. The influence of the Pied Piper has obscured the reality of the event, and as such, only Lyn is aware of the complete truth behind the incident. As of now, they are simply restricting access to the building and trying to find out what the reasoning behind the outage actually was, while also appeasing people who think that they're lying.

Crystal Lake Suites Lobby

One of the first places Investigators might choose to try and look into are the records of Crystal Lake Suites. After all, if they see security tapes for themselves, things might be easier. However, things won't be that simple. The first thing the Investigators will find is that the lobby of Crystal Lake Suites is full of random people, enough that it makes moving through the crowd without touching anybody nearly impossible. There is a front desk filled with frazzled attendants and security guards, with a couple doorways behind it. There are two elevators and a stairwell nearby.

Upon arriving at Crystal Lake Suites, the Investigators should make a **Luck** roll. Upon success, the Investigators will remember that they have heard about Crystal Lake Suites initially claiming that their cameras suffered an outage around the time of the assault. If no Investigators pass this roll, it should be more than easy to hear from one of the many people standing around, waiting to see the members of Major/Minor or talk to the staff at Crystal Lake Suites.

Investigators who spend time talking to people in the crowd may make a **Luck** roll. Upon success, at the Keeper's discretion, they will be provided with some or all of the following info:

- The Major/Minor Melodies are all staying on the 13th and 14th floors.
- The top five floors (11, 12, 13, 14, and 15) are all reserved for performers at Sky's Window Pavilion. Crystal Lake staff are the only non-performers allowed on those floors.
- The crowd is here for two reasons: to see a member of Major/Minor Melodies and to pressure Crystal Lake Suites to fessing up to what happened the night of the assault.
- A strange power outage happened the night of the assault.
- People believe Crystal Lake Suites is hiding something, since they don't want to tell anybody what happened the night of the assault.
- General consensus is that Crystal Lake Suites is protecting one of their employees who committed the crime, though nobody is sure why they would do that.

At any point during their time in Crystal Lake Suites, some Investigators might get the idea to take a look at the exits and entrances, for one reason or another. In such a case, they have two options: inspect everything themselves, or have Moira (See ‘Crystal Lake Suites Offices’) and her staff inspect it for them. The former option requires a majority of the day and a successful **Spot Hidden** roll. The latter simply requires the Investigators to ask Moira if such a thing is possible after they’ve gained her trust. This option also requires a majority of the day (this is a meticulous task), and blocks them off of exploring other parts of the hotel thanks to Moira’s absence, but at least the Investigators will be free to do other things in the interim.

Either way, the results are the same (unless the Investigators fail their **Spot Hidden** roll): none of the conventional ground floor entrances/exits have been altered in any way, with no evidence of forcing/breaking locks or hinges, no broken or cracked windows, and no tampering with the fire escapes. For Investigators who don’t seem to be making any connections, or if the Keeper wishes to throw them an extra bone, have them make an **Int** roll. A success will cause the following question to surface in the Investigators’ heads: if none of the conventional entrances or exits were forced or broken into... how did their mystery assailant get into or out of the hotel in the first place?

Crystal Lake Suites Offices

If Investigators decide to muscle their way through the crowd, one direction they can take is towards the front desk. Catching the attention of an attendant is as simple as calling out to them. However, immediate interaction requires a successful **Charm** or **Luck** roll, to get an attendant to notice the Investigators while also realizing that they’re not there for the same reason as the rest of the crowd. However, Investigators must still convince the attendants and security guards that they have business in the back. This can easily be accomplished if the Investigators show the badges they were given by Xander, as well as invoking his name. Alternatively, a successful **Persuade** or **Charm** roll will get them at least behind the front desk.

When taken behind the desk, the Investigators will find themselves face to face with Crystal Lake’s current security head, Moira Sanpati. Moira looks haggard and stressed, and will take the Investigators into the back offices. She will ask them who the hell they are and what they want. Dropping Xander’s name is the only way for Investigators to proceed down this line of investigation. Otherwise, Moira will just kick them out.

When Xander’s name is mentioned, Moira will say that she’s not sure if she believes them, and wants proof of their involvement with him outside of their Sky’s Window badges, as those could just have been nabbed from Sky’s Window. Investigators who think to call Xander will find him picking up after a few rings, and though he is annoyed at the call, it’s more in Moira’s direction. Otherwise, Investigators will need to get some sort of proof, such as a picture or signature or email sent to Moira, in order to convince Moira to talk to them.

Upon gaining her cooperation, Moira will be able to provide the Investigators with all of the information in the list in ‘Crystal Lake Suites Lobby’. In addition, she can also give the Investigators the following information. The first option is provided voluntarily, and the rest only comes if Moira is asked a relevant question:

- Moira was working here the night of the outage, and it was a genuine event that strangely seemed to only affect Crystal Lake Suites. (A successful **Psychology** roll reveals that she is likely telling the truth).
- That night, Crystal Lake Suites was very understaffed, with only about 10 people on call.

- The outage happened around the same time the assault happened, starting shortly before and ending a while after, as far as Moira is aware.
- Around the time of the assault, no Crystal Lake employees should have been near the top five floors, as they were either dealing with a mess in the lobby or in the offices at the time.
- The ‘incident’ in the lobby was related to a strange influx of rats in the lobby. About half of the staff attempted to deal with the mess, while the others were forced to remain in the offices due to regulations. The rats seemed to clear out around 5AM.

Aside from this information, Moira will mainly act as a ‘guide’ for the Investigators, and will accompany them somewhat during their investigation into Crystal Lake Suites, which she will inform them is for security reasons. Investigators cannot (legally) get into the Reserved Floors without Moira, Xander, or one of the members of Major/Minor with them.

Reserved Floors

As the Investigators have probably learned at this point, the top five floors of Crystal Lake Suites (11th floor to 15th floor) are reserved for performers, mainly those who perform at the nearby Sky’s Window Pavilion. As of the events of the story, only the members of Major/Minor, alongside Xander, are present in these top five floors. To reiterate in a relevant location; Zephia, Shuri, and Audrey have their rooms on the 13th floor, while Lyn, Elodie, and Xander are all settled onto the 14th floor.

For all intents and purposes, the 11th, 12th, and 15th floors are empty. If the Investigators wish to search them, Moira will allow them to, as there’s nothing there. All hotel rooms are the same: they are intended for single guests or couples, split into two ‘sections’. There is the general ‘living area’, as well as an attached kitchenette, with the two areas split with a small, waist high wall. The living space contains a king sized bed up against one wall and a television mounted on the other. Two dressers sit underneath the TV, and a desk is off to the side, underneath a large window that overlooks the city. There is also a nightstand and a small padded chair. The kitchenette has a minifridge, a sink, a small stovetop, and a microwave. There’s a small bathroom off to the side as well, stocked with relevant amenities.

All rooms that the Investigators look into that don’t belong to a member of Major/Minor will look like this. In fact, the only relevant clues on the Reserved Floors are found within the rooms of members of Major/Minor.

Zephia, Shuri, and Elodie’s Rooms

Zephia, Shuri, and Elodie are not at all related to the case, and that can be hinted at in their rooms. However, these rooms can only be entered with the permission of their owners. This can be done either through Xander, or asking one of the idols personally (perhaps after an event like an interview). A **Charm**, **Fast Talk**, or **Persuade** roll is necessary to be allowed into one of the rooms, unless the idol in question personally invites any of the Investigators.

Unlike rooms on other floors, these three rooms are actually populated, and show some minor signs of being lived in. Suitcases are stashed against the sides of the dressers, a few spare articles of clothing litter the bed and chair (in Shuri’s room), and phone chargers, books, and laptops are easy to spot. Aside from these minor amenities, however, the Investigators should find little else waiting for them. As said earlier, Zephia, Shuri, and Elodie are not involved in Lyn’s plot in the slightest, and their rooms

harbor nothing suspicious. Keepers are free to embellish the rooms as much or as little as they like, but should remember that nothing incriminating should be put in any of the three rooms.

Of note, however, is a cot set up in Elodie's room. If asked about it, Elodie will mention that Lyn is currently sleeping in her room with her, to help mitigate anything else dangerous that might happen. The cot is bare bones, simply a cot with a pillow and blanket, and features nothing of Elodie's.

If the Keeper desires to put a bit of a red herring here, allow the Investigators to make **Spot Hidden** rolls in both Zephia and Shuri's rooms. A success will reveal that Zephia's room is much emptier than the others', while Shuri's seems to be more populated. In reality, Zephia and Shuri have a somewhat more intimate relationship than the other idols do, and Zephia is currently staying in Shuri's room. If questioned about it, neither idol will admit it, though a **Psychology** roll will reveal the possibility of a closer relationship. Again, however, this has nothing to do with Lyn or her plot, and can freely be omitted.

Xander's Room

In the grand scheme of things, Xander is not related to Lyn's situation either. Though his work more closely ties him in with Lyn and Audrey than perhaps the other idols in Major/Minor, he still is no more involved in her dark schemes than anybody else. Like with the other members of Major/Minor, a **Charm**, **Fast Talk**, or **Persuade** roll is necessary for entry, unless Xander willingly lets them in.

Xander's room is similarly populated, hosting a slightly more messy atmosphere than any of the idols. Various bits of clothing are draped over the chair and the foot of the bed, and the smell of coffee comes heavy from the kitchenette. The TV is frequently on for background noise. However, the main feature here is Xander's laptop, typically placed on the room's desk.

If Xander has allowed the Investigators in, he will also begrudgingly allow a short search of his room. A **Spot Hidden** check will reveal no clues, as there are none to be found.

Investigators who want to check things on Xander's computer will need to pass a **Charm** or **Persuade** roll to convince him of the necessity of such a search. Only then can they gain access to the files within. There are two important pieces of information on the laptop. The first is awarded immediately, as the file is actually up when the Investigators got to it. It seems Xander was working on it. They find an itinerary for the performance this weekend, once again revealing the shifted time. Investigators who ask about it will be told that he doesn't know why Major/Minor wanted it changed, only that they did.

The second piece is Xander's email. The Investigators looking through his laptop will stumble across his emails after about an hour or so of prodding around, though Investigators who specifically request to see them will find them immediately. Xander's email account contains a plethora of emails about Major/Minor. However, upon scrolling back, they will find some emails from medical institutions, as well as some between himself and Lyn. These emails detail Lyn's illness, specifically: Lyn's vocal cord paralysis, the inability to heal it fully, and how it spells the end for her career. Another group of emails set up this final concert for what it truly is: Lyn's final performance.

Upon the Investigators finding out this information about Lyn, Xander will react poorly if he is around. Having been nearby, watching them, he will notice what they're doing only after they've done it. He will stop them then, slapping his laptop shut and claiming that this is a deeper invasion of privacy than he likes. He's not paying them to dig through *his* stuff. And with that, he will kick the Investigators out, and Moira will back him up.

Audrey's Room

Unlike the others, Audrey has a more intimate connection to the events of this case. However... the event did not occur in Audrey's Room. As such, there is no *direct* evidence in Audrey's room. *However*, there are a couple of clues in Audrey's Room that hint at a much more malicious force behind this attack, if the Investigators can put some ideas together.

Like the other Major/Minor rooms, Audrey's is more populated than the vacant rooms. Clothes are scattered around in a natural way, a couple suitcases are stuffed under the bed, and the bathroom is filled with cosmetics.

However, Audrey's room contains some other amenities that she has brought, which are slightly more concerning. First of note is the stack of books on her desk, which have a variety of strange, almost nonsensical titles. Investigators who take the time to skim the books may make an **Occult** roll, which, on success, reveals that the books are related to dreams and alternate realities, 'mystical healing' of sorts, and especially how dreams and intimate connections to them can be used to 'remove' or 'replace' otherwise permanent injuries.

Another thing of note can be found on Audrey's desk, which appears to be a list of websites, written down in a small notepad. These websites seem innocuous, though anybody who passed the **Occult** roll for Audrey's books will recognize a few words in some of the URLs. Any Investigator who wishes to go through these websites will have quite the tedious investigation in front of them. An Investigator looking into these websites may make a **Computer Use** roll and take 1d4 hours. A failed roll means they found nothing, while a successful roll reveals a common connection among the various websites: all of the websites in question have aspects that deal with healing permanent injuries via dreams and otherworldly contacts. An Investigator who searches specifically for anything regarding the Pied Piper does not make this roll (though they still require 1d2 hours), and is taken immediately to the 'Occult Viewings and Investigations' forum. (See 'Virtual Ramblings on a God').

Investigators who decide to purview the room as a whole will not find too much. A successful **Spot Hidden** roll reveals that for the most part, the room doesn't seem particularly out of the ordinary.

Lyn's Room, Site of a Most Heinous Deed

Lyn's room is the biggest hot spot in Crystal Lakes Suites. After all, it is the site of the beginning of everything currently happening. Still... there are perhaps not as many answers to be found in Lyn's room as the Investigators will like.

Strangely enough, Lyn's room is... rather average, not much different from the rooms of the other members of Major/Minor. Her room is perhaps the neatest out of all of the members of Major/Minor, with very little out of place. In fact, if the Investigators ask Moira relevant questions, she will confirm that not only was this room the site of the assault, but also that they haven't touched this room after moving Lyn to a different room. Investigators, upon hearing Moira's testimony, may be offered an **Idea** roll if needed. Alternatively, if Investigators have seen Audrey in person (See 'Audrey Oren, Harbinger and Victim') prior to their visit, or return here after visiting Audrey, they automatically succeed at this roll. Investigators who succeed can come to the conclusion that this room is far too clean for an assault that damaged Audrey to the extent that it did. So then... is Moira lying? Or has something been misunderstood about what happened here on the night of the assault?

Still, there are some signs of that event present. The most notable of these signs is the rather large bloodstain, about halfway between the door and the bed. The stain can have an appropriate sample

collected with the proper tools and a successful **Intelligence** roll, or a successful **Forensics** roll. If brought to a lab at Melland General, it can be successfully identified as Audrey's blood. It is important to note that the bloodstain seems localized to its spot near the door. A successful **Spot Hidden** roll to look for more blood reveals that the bloodstain is, strangely, the only blood present within the room. There are no other bloodstains in the room.

Investigators checking the entryway can also make a **Spot Hidden** roll. Those who succeed will find that the door is the only entryway into the room, and the door itself seems perfectly fine. It would seem as though there was no forced entry into Lyn's room.

A general search of the room with a successful **Spot Hidden** roll reveals a few other interesting points as well:

- The room is well kept. There appears to be no signs of a struggle.
- Near the desk, there are some small shards of glass in the carpet. (these are some small pieces of Lyn's laptop's screen, which fell upon the Piper's arrival. The screen cracked, hence the shards, but is otherwise operable.)
- There is an empty laptop bag with some related laptop paraphernalia. However, both the laptop and the charger are nowhere to be found. These objects appear to be the only things missing from the room.
- A phone that appears to be Audrey's has fallen under Lyn's bed, near the area where the attack evidently occurred. It is currently dead, though any Investigator who plugs it in will find it locked. A successful **Computer Use** roll finds nothing out of the ordinary on the phone, save for the fact that it has apparently not seen any use since the night of the attack.

Virtual Ramblings on a God

Specific search criteria on Audrey's laptop computer or gaining access to Lyn's laptop can lead the Investigators to coming across a specific, strange user on a website known as the 'Occult Viewings and Investigations Forum'. This user is known as 'PiperThrowaway999', and initially appears to be some sort of internet troll. Most of their posts are either incomplete, or ramble to the character limit, being nearly incomprehensible for the most part. The occasional post is deleted by a moderator, further obfuscating any sort of coherent idea that this user can portray.

However, this user, whoever they are, is far more dangerous than they initially appear. Investigators who read PiperThrowaway999's posts on the OVI forum cannot initially glean much meaning from the nonsense that they have spewed across the forum. They will be able to tell, however, that every single post made by this user mentions, in some capacity, the legend of the Pied Piper of Hamelin. If the Investigators choose to try to find some sort of further connection between this user's posts, or try to look for the same user on other media platforms, they will need to make a **Computer Use** roll and take 1d4+1 hours. Failure on this roll finds no coherent connections, and the Investigators are stuck with what little information they can glean from the OVI forum.

Success on this roll instead reveals something far more worrisome. Accounts with names that are variations on 'PiperThrowaway999' appear across multiple social media websites and forums with relation to the paranormal, and every single post they write make mention of the Pied Piper of Hamelin. These posts are similarly chopped up and ramble-y, and always bear mention of the Pied Piper. As a final step, any Investigators who discover this web of posts across the Internet can make either an **Intelligence** or **Science(Cryptography)** roll (and any Investigator with Cryptography can immediately

recognize this as some kind of cipher). A failure means no further information can be devised. However, upon a success, treat any successful Investigators as though they have just completed an initial reading of the Mythos Tome 'Internet Ramblings on the Pied Piper' (See Misc Attachments).

Melland General

Melland General is one of Melland's more busy hospitals. It lies just a couple blocks down (a fifteen minute walk) from Sky's Window Pavilion. Melland General deals with all sorts of patients, for a variety of reasons. However, right now, Melland General is semi-famous, for they currently host Audrey Oren, idol for Major/Minor Melodies. Even entrance into the ICU wing where Audrey is staying is restricted, for multiple reasons.

Audrey is the main focus of Melland General. She is a font of information, one that few are able to draw anything from due to her unique situation. Still, Audrey is... present, at least physically. Outside of Audrey's presence, however, there is another important point of information for any prying Investigators: Lyn also shows up at Melland General alongside Xander once a day.

Gaining Access to Audrey

Similar to the situation at Crystal Lake Suites, Melland General is restricting access to the area where Audrey is staying. As of right now, only designated staff members and visitors registered by Xander are allowed into the ICU wing where Audrey is currently placed. And, unfortunately for the Investigators, they are not currently on the list due to the recentness of their tasks.

Initial visits to the hospital will lead Investigators to the lobby, where they will find a similar, albeit smaller and less rowdy, crowd that is similar in nature to the one at Crystal Lake Suites. Investigators will find no relevant information in this crowd, only needing to muscle their way up to the front desk. Though not necessary, a successful *Intimidate* roll can avoid any unwanted confrontations in the crowd.

At the front desk, asking for Audrey Oren will prompt the nurses to ask for their names, and after a quick search, the Investigators will be told that they're not on the list of approved visitors. The situation here is a little easier to deal with (and can provide hints for navigating Crystal Lake Suites if needed). If shown their ID badges from Xander, the nurses will simply request for verbal confirmation from Xander. Investigators who offer to call Xander themselves will have him pick up shortly after. If the nurses make the call, it takes around thirty minutes before their call is routed properly to Xander. Either way, he will let the nurses know that the Investigators are permitted entry, and even mentions emailing the nurses the names to put on the approved visitors list.

Alternatively, the Investigators might be accompanied by Xander himself! In that case, there's no need for muscling past security with rolls or phone calls. Xander himself will vouch for the Investigators, and will bring them to Audrey and Lyn himself.

Ragged Remains: Interviewing Audrey

Audrey is, to put things simply, damaged. She has been wounded and driven insane by the Pied Piper, and their magic has further dampened Audrey's ability to understand her position and recent events. As such, much of Audrey's dialogue will be roundabout and confusing, because that is just how her mind now works. However, there is one persistent thought that remains with Audrey, despite everything, and it is the one thing that continues to drive all of her actions: Audrey wants to protect Lyn, no matter what.

After the attack, Audrey has been stationed in the Intensive Care Unit within Melland General, and has remained there until the current date. Her status is far from good, and she is currently hooked up to many machines and IVs in an attempt to keep her stable. A doctor named Dr. Alfred Ventram is Audrey's main doctor, and is the main source of knowledge as to her condition. He is usually in and out of Audrey's room, but can be persuaded to stay for longer by an Investigator with valid medical credentials.

A successful **Medicine** roll on all of the devices reveals that everything seems to be standard, save for the fact that there are a concerning amount of blood bags, both full and empty, stationed near the bed, and that there is evidence that multiple infusions have taken place. Any Investigator that passes a **Charm, Persuade, or Fast Talk** roll, or who possesses legitimate medical credentials can be informed by Dr. Ventram that Audrey has lost a surprising amount of blood during the assault, to the point where Dr. Ventram wasn't sure she was even alive when she got here. Plus, her body has been slow in accepting new blood.

Audrey herself is just barely awake whenever the Investigators (and potentially Xander) arrive for the interview, and will in fact always seem to be. She is deathly pale, bruised, and battered. If the Investigators are curious, Audrey will blearily consent to a physical examination and an interview, especially if Xander is present.

Investigators who examine Audrey may make a **Medicine** roll. Upon a success, they can find the two major wounds that her body harbors. The first is a dark, purpleish bruise that spans the front of her throat. The second is a pattern of deep, stab-like marks on her abdomen, wrapped in bandages. Finding these stand out wounds also prompts a **Science (Biology)** or **Science (Forensics)** roll. A success reveals that the pattern on her abdomen seems to about line up with the shape of a human's fingers, stuck straight forward, and the markings on her neck seem to be about the size of a human hand.

Talking to Audrey is much more difficult. Investigators should easily be able to see that Audrey is constantly disoriented, delirious, and confused. She talks in stilted, drawn out sentences, and constantly pauses to look around, and down at her injuries. Information that Audrey knows and can (somewhat) communicate is listed in the following set. Note that, due to her current condition, Audrey can only bring up information that she is directly asked about, and the Keeper should try to make her answers both straightforward and nonsensical. Keepers should keep in mind that Audrey knows nothing about the actual event and what happened during it, save for hazy, dreamlike memories.

- Audrey doesn't remember much from the attack. She remembers going to Lyn's room with her after dinner. They were on the computer for a while. Then she woke up in the hospital.
- If asked directly about her injuries, Audrey will claim only that she felt like she was floating. It doesn't even hurt. She also will repeatedly insist that it wasn't Lyn, if pressed.
- If asked about what she was doing with Lyn before the attack, Audrey will talk about Lyn's laptop. She will mention that she and Lyn were 'always on the laptop' recently.
- On the topic of her occult books and interests, Audrey will mention that she likes scary movies. She says she's always wanted to talk to something that doesn't exist, like a fairy tale.
- If the Pied Piper is mentioned, Investigators present should make a **Psychology** roll. A success reveals that Audrey seems to genuinely be confused by the question. She mentions in response that she's heard of Germany on the internet before.
- If asked specifically about why Lyn is okay, Investigators present should make a **Psychology** roll. A success reveals a surprisingly lucid look on Audrey's face, which quickly drops away

into her typical delirious state. She just repeats that she's glad Lyn is okay as long as the Investigators are on the topic.

- If asked about Lyn's illness, Audrey will remain silent until another question is asked.

Keepers are free to give Audrey as much or as little information as they like, so long as that information does not contradict the prior stipulations.

In the end, Audrey

Testing the Waters: Interviewing Lyn

As stated prior, Xander and Lyn visit Melland General once a day, for two reasons. The first is that Lyn insists on visiting Audrey daily, and Xander accompanies her for her own well being. Of note is that Lyn is baffled and genuinely horrified that Audrey does not remember the incident with the Piper, and most of her concerns about Audrey are undeniably genuine. The second reason that the pair visit the hospital is that Lyn had daily psychological counseling at Melland General, as they attempt to help her cope with and recall the necessary information about the event.

For the Investigators, this section can hold some difficulties accessing the necessary information depending on their reason for investigating. Any noted doctors or psychologists among the Investigators will obviously be briefed by Xander, and the group will have no trouble getting to Lyn in that scenario.

However, Investigators without a medical professional will hit some difficult terrain here. Lyn is undoubtedly (from the eyes of the outside world) the premier font of knowledge about the case, as she is apparently the only one coherent enough to remember what happened on that night. However, Xander is overly protective, and the staff at Melland General are committed to their policy of patient confidentiality. As such, it is difficult to gain any sort of knowledge on Lyn without Xander's explicit consent.

Either way, Lyn is always interviewed formally in the mental healthcare ward of Melland General. She has her own room, where she meets with a specific physician alongside Xander. This physician, named Naomi Verasada, is always present for Lyn's checkups and evaluations. In fact, she will be present for the interview as well, and insists that she is there to monitor Lyn's status. Any Investigator who makes a hard **Psychology** roll on Lyn while Naomi is present will find that, among other things, Lyn seems to be keeping a close eye on Naomi, and is vaguely annoyed by her presence.

During an actual interview, any Investigators present should be prompted to make a **Psychology** roll upon the interview being started. Those who get a regular success will find that Lyn rarely, if ever, makes eye contact, and appears to be somewhat sick. A hard success on that same roll will also reveal that much of Lyn's body language is played up somewhat.

Act 2: Final Call, Actors to Front of House

The House Seats

overview of previous knowledge/events

Main Actors

(Lyn, the Piper, the Investigators)

Supporting Cast

(Major/Minor, Elias, Xander, Jason)

Setting the Stage

placeholder

Limited Run (if Lyn is not apprehended)

placeholder

Fight Call (if Lyn is apprehended, but the show continues)

placeholder