

THE LOCKSMITH - a one sheet adventure for TRAIL OF CTHULHU

?? **The Hook** : Your father turns up on your doorstep in the middle of the night with a problem - there is a dead prostitute in his bed.

The Horrible Truth : Suzette was killed by the Locksmith, a beast that can only cross sealed thresholds & preys upon those who keep things hidden from their rightful owner. It was once Hal Andrews - this form is a result of a failed ritual to contact Yog-Sothoth.

Midnight Knocks (Scene type: core)

In the middle of the night, your father arrives on your doorstep. *Did you know he was in London?*

He has been hiding something (**core**) but reveals it when he gets inside. There is a dead prostitute in his hostel bed. He didn't kill her (**assess honesty, streetwise**). *Is he still with Mother? Is his prostitution habit a surprise to you?*

Father's wallet was stolen last night. He left Suzette in his room while he went to find her fee. She was dead upon his return.

Rowton House (Scene type: corpse)

Father's room was left in a hurry. The sheets are haphazardly cast across the bed, partially covering the body. She was thrashing when she died (**medicine, evidence collection**).

Closer inspection of the body calls for a **four point stability test**. All of her orifices are sealed over with skin: mouth, eyes, cunt, all. A **one point medicine spend** thinks to cut beneath the sealed eyelid: her bloodshot eyes suggest death from suffocation.

The room is thoroughly defensible. The windows are painted shut (**architecture**) and the lock is brand new (**locksmith**).

A **one point streetwise spend** spots Suzette's handbag has a hidden compartment full of cash.



A Second Victim

To spike supernatural terror, the Keeper might have the Locksmith attack the pimp whilst the investigators visit him.

Waterside Tam (Scene type: confrontation)
 Tam resides beside Regent's Canal. He is a good pimp who looks after his patch and his girls. He is on edge - Suzette should have returned hours ago (**credit rating, reassurance, streetwise**) - so if pushed will send in the lads, and there are half as many as there are investigators.

Waterside Tam and his cronies have the same statistics: Athletics 6, Fleeing 6, Health 8, Scuffling 4; armed with knife (-1).

Cop talk or **streetwise** will reveal that Tam sleeps opposite the condemned Andrews building on Morgan Street.

A Thief is Caught (Scene type: corpse)
 Retracing Father's steps to the bar can locate the wallet thief (**bargain, cop talk, intimidation**) whose hideout is on Morgan Street. **Evidence collection** can see that a window overlooking the street has been freshly broken. The front door is locked.

Inside, the thief's room is squalid. The twisted body of the thief is crumpled beneath the broken window. The corpse is identically sealed as Suzette's, with one difference - a shard of glass from the recently broken window has been fully healed around.

There is a large suitcase in the room half-full with many, many wallets & purses.

The Andrews Property (Scene type: finale)
 At one end of Morgan street lies the once-formidable Andrews property, now with a sign reading "Danger of Collapse; Do Not Enter". **Architecture** or a **physics spend** will reveal the structure is actually completely safe.

The building is the lair of the Locksmith. Hal Andrews used to live here (**accounting**) and was once a wealthy transport tycoon. In later life, he became obsessed with thresholds (**library use,**

New Creature : The Locksmith

The Locksmith is a corrupted humanoid, its pallid flesh splitting with myriad orifices - lipless mouths, nostrils, arseholes - that form and collapse within moments.

The Locksmith can only pass through sealed thresholds. An open door holds it back as much as a wall does.

Game Statistics : Abilities (Athletics 6, Health 5, Scuffling 8); Hit Threshold 4; Stealth Modifier +1, Stability Loss: +1.

Weapon : Skin-on-skin contact heals the target d6 Health points - if target Health is full, it seals their sensory (eyes, ears) or respiratory (nose mouth) orifices. Every strike incurs a **five point stability test**.

Armour : Wounds caused by piercing and cutting immediately heal over. Fire cleanses it of orifices for a moment but deals no lasting damage. Blunt force trauma will harm it.

occult). He enacted a ritual to become an avatar of Yog-Sothoth, sealing himself in his home. The ritual was incomplete and Hal became the Locksmith, driven to punish folk who keep things hidden from those deserving of them.

The building is labyrinthine and almost all of the doors and windows are sealed tight, be they through sturdy lock or wood and nail. Of course, the Locksmith can pass through these thresholds so long as they are sealed: observing this calls for a **three point stability test**. So long as it is able, the Locksmith will attack and retreat guerilla-style.

If it is completely overwhelmed, the Locksmith will finally flee through the upper floor windows that have been bricked up a hundred years before because of the window tax - **law** or **history** will reveal these as potential sealed thresholds.