

# The Transition of Ludvig Prinn

By John Almack for the RPG Geek One Sheet Contest 2015

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## Introduction

"The Transition of Ludvig Prinn" is a Trail of Cthulhu scenario set in Arkham on Halloween night in the 1930s. It is intended to be played Pulp-style by three to six Investigator characters of any occupation and can be completed in a single session.

## The Hook

While attending a Halloween party at Dean Howard's house, the Investigators hear a news report on the radio concerning Morgan Albert, a chemistry professor at MU, who is now an escaped mental patient from Arkham Sanitarium. Their host explains that the professor was recently committed for a nervous breakdown, after being found wandering near his home and raving about undead sorcerers. Suddenly, there is a strange noise outside and the dean opens the front door thinking it is trick-or-treaters. Instead, a zombie appears and quickly kills the man. It then turns towards the Investigators...

## The Horrible Truth

Professor Albert resurrected Ludvig Prinn from the dead via his essential salts, using a ritual from his book and an urn of his ashes obtained from European cultists, only to be attacked by the ancient necromancer, go mad and flee for his life. Several days later on Halloween, Prinn raises a horde of zombies to cause havoc, because evil, incidentally upsetting the local ghoulish population. He then summons a star vampire to defend him as he casts a spell to open a magic gateway into another dimension.

## The Spine

Examining the zombie with either **Evidence Collection** or **Forensics (Core Clue)** determines that it was embalmed within the last few years and covered in fresh dirt. A 1-point **Occult** spend suggests it is vulnerable to salt. The nearest active graveyard is Christchurch Cemetery on the south side of town. Unknown to the Investigators, Ludvig Prinn is hidden there in one of the tombs. They may want to track down Professor Albert at his home to learn the truth and to aid them in their attempt to stop Prinn.

## Dean Howard's House

A quick look around the dean's home reveals a couple of obvious weapons, such as knives and a fireplace poker. There is also a double-barreled shotgun and a rifle with ammo inside a locked cabinet. Searching the desk in his study with **Evidence Collection**, the Investigators find an autodex containing the address to Professor Albert's house.

## Encounters in Arkham

Whenever Investigators travel in Arkham, the Keeper can assign encounters from the following table, by choice or rolling a die, as dramatically appropriate. Each should only be encountered once, so if a random roll selects one that has already occurred, then either reroll or replace with it with a 1-point Stability test scene (i.e. a burning automobile, a smashed storefront, a gunshot/scream, a trail of blood, etc.)

### 1. 1d3+1 Zombies

The Investigators encounter a pack of zombies (with no infectious bite) shuffling in the darkness. It is possible that some are children, which could be mistaken for trick-or-treaters at a distance. They will immediately attack anyone within range. During combat, there is a 50% chance that another group of zombies are roaming nearby, which join the others in 1d6 rounds.

## 2. 1d2 Ghouls

Some ghouls from Christchurch Cemetery are lurking in the shadows, angry about all of the shambling zombies. The ghouls may confront the Investigators, but will retreat from obviously superior opponents.

## 3. 1d6+3 Trick-or-treaters

A large group of young trick-or-treaters are returning home late. They are dressed in homemade costumes and have no idea that anything dangerous is happening in Arkham. If frightened, the kids react with normal fear (i.e. scream, cower, cry, etc.), which could attract another random encounter.

## 4. 1d3+2 Pranksters/Cultists

There is a 50% chance of encountering either a few college students out playing Halloween pranks or fanatical cultists (Athletics 4, Health 5, Scuffling 3, Weapons 4, Hit Threshold 3, Knife -1) mystically drawn to the area tonight. Both are wearing dark robes and indistinguishable from each other at first glance. The slightly inebriated students are harmless and will run, if threatened. The cultists might assault outnumbered Investigators, possibly taking them prisoner to sacrifice later.

## 5. 1d3 Citizens

The Investigators encounter some terrified townspeople, who have seen much of what is going on. The citizens may be stumbling around injured, in shock, moaning, covered in blood, etc., and could be misidentified as zombies in the dark. They are of little help to the Investigators.

## 6. 1d2 Policemen

A small police patrol is trying to restore order during what they think is a riot. The policemen (Athletics 5, Health 7, Scuffling 3, Firearms 2, Weapons 6, Hit Threshold 3, .32 Revolver +0/Nightstick -1) warn Investigators that a curfew has been imposed. Any civilians refusing to leave the vicinity or who appear to be looters will be arrested and taken into custody. If outgunned by the characters, they will withdraw to a waiting squad car and call for backup.

## **Professor Albert's House**

The insane but unarmed professor (Athletics 3, Health 6, Scuffling 3, Hit Threshold 3) is hiding out in his home lab in the basement, poring over a copy of Prinn's *De Vermis Mysteriis* and searching for how to undo the trouble he caused. If reasoned with using **Reassurance**, Professor Albert can answer questions and provide Investigators with the proper ritual to reverse the resurrection process. Investigators can also locate it by skimming the tome themselves with **Languages (Latin)**. Once found, it takes an hour to memorize the counter spell. A 1-point **History** or **Occult** spend recalls that the author was originally burned at the stake by the Inquisition in 1542.

## **Christchurch Cemetery**

The crumpled body of the night watchman lies in plain view beside the open gate. **Forensics** reveals he was drained of blood. If the Investigators have not yet encountered any zombies on the street (see above), then they will also be here. Concealed within a large stone mausoleum near the back of the cemetery is Ludvig Prinn (as mummy, Stability 9). He is guarded by a bound star vampire. The necromancer is further protected inside a magic ward (adding 3 more points of armor vs. physical attacks) while he sits chanting the Dho-Hna Formula, an incantation to open a temporary gateway. He will continue casting his spell until it is finished or he is destroyed.

## **Conclusion**

At Midnight, Prinn will complete the spell and then depart for realms unknown. If not stopped by the Investigators, he may someday return to menace Arkham again.