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Summ'It

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RPG Geek One Sheet Contest 2015



The Hook

The characters are all part of a delegation to a political summit. The PCs can fill any number of positions: diplomat, staff, guards, and so on. The location and reason for the summit is whatever you prefer.

Summit Hotel

In the hills of a mountain lays the Summit Hotel. It is a luxurious resort that attracts conferences and summits for the rich and powerful. The staff is friendly and the view extraordinary. It has three floors: guest rooms on the second and third, and the conference rooms and main auditorium on the ground floor.

The Spine

After almost getting killed by an avalanche, the player characters arrive late at the hotel. The PCs get acquainted with some of the other delegates, but the following morning the PCs wake up to an abandoned hotel. It is raining outside, and the water level rises. The PCs discover that all the other participants at the conference are gone, and they must find where they went before the water floods the hotel completely.

Running the scenario

This scenario is written with no particular GumShoe game in mind. It therefore has no call-out for what abilities are needed for the clues. The GM should use their own discretion and apply the rules of whatever system they want to use.

The Horrible Truth

Also present at the hotel, hiding amongst the delegates, are followers of the *Magnum Innominandum*. Led by Claud Beck, secretary to the organizer of the summit, they tricked the other participants and staff to sign their summoning spell. The hotel has become the center of a world-shattering event, as their abominable god is entering our reality and twisting it to its likeness. The PCs have limited time to break the spell before the world drowns.

1. Travel

It is winter, and snowing heavily. The PCs' car is only barely able to drive on the snowy road. The PCs are late, and the conference has started. The driver has only a few second to react as a snow avalanche suddenly breaks through the trees and over the road. The car is stuck, and there is no going back. The PCs' only option is going by foot to the hotel.

3. Dinner

During dinner the PCs can learn what has happened so far at the conference. During the day all delegates managed to agree on some important points, and in a dignified session in the auditorium, a protocol was signed. The PCs are told by Claud that they can sign the protocol next thing in the morning.

5. Alone

There is no way to get in touch with the outside world. If the PCs travel down the mountain, they quickly see that everything around them is flooded. If they go up the mountain they discover that the snow is melting due to the rain, and rivers of snowmelt is running down the mountainside.

Some NPCs

Horace Berg – Conference organizer
Claud Beck – Secretary to Horace
Eve Moore – Practical and self-assured
Terrence Harper – Respected Elder
Eugene Abel – Temperamental dandy
Alan Craft – Theoretical scholar
Lisa Little – Scheming rumormonger

2. Arrival

When the PCs arrive at the hotel a few hours later, the days work has ended, and the social program has begun. Dinner is served, and everyone is interested to hear the story about why the PCs are late. During dinner the PCs have the opportunity to talk to some of the other guests at the hotel.

4. Next morning

The next day the characters wake up and find the hotel completely empty. All staff and guests are gone, leaving all their belongings. Outside it is pouring down, which is especially strange considering it's winter. All the lights are out, and the PCs must make due with flashlights.

Mysteries

Where have the guests gone? Where has the staff gone? Why is it raining, and what has happened to the rest of the world? Clues related to each problem are grouped together, but the PCs will probably pursue them haphazardly.

The Guests

Claud's room: In a metal box is the protocol the guests were supposed to sign, but it is entirely void of signatures. On the desk is the key to the hotel safe.

Horace' room: There is a camera on the bed. In it are several pictures of the delegates signing the protocol. One is of Eugen looking angry, and on the next he is walking out.

The Hotel Safe: The safe is located in the reception. Inside is the signed protocol wrapped in plastic. The front of each page looks normal, but on the back are mystical symbols. Eugen Abel has not signed.

Eugene's room: Eugene has used the room recently, and his winter coat and boots are missing.

The Environment

A river: The snowmelt from the mountain increases, and soon a river flows through the hotel.

Crashing down: The foundation of the hotel weakens. The large porch above the entrance falls down.

The ground floor floods: After most of the clues on the ground floor are found, it becomes completely flooded.

Second floor floods: Towards the end of the scenario, the second floor is completely flooded.

If the PCs need to revisit some of the floors after they have flooded, they may need to dive underwater.

The Staff

The Kitchen: In the kitchen many of the knives are missing. On the counter is a plastic-wrapped folder with documents. All the kitchen staff has filled in a form for the summit organizers and signed it. On the back of the paper are ritualistic symbols similar to the protocol

Staff Quarters: There is a similar folder as in the kitchen, but with the names of the rest of the staff. The form belonging to maid Emma Low has not been signed.

Manager's office: The Hotel manager is laying across his desk with two knives in his back.

The Cult Returns

When the second floor has flooded, the cult returns in rowboats. The group consists of Claud and additional cultists equal to the number of PCs. They are armed with knives and have with them the last part of the spell: a scroll they have signed with their mystical names. They intend to perform the last part of the ritual on the roof.

Confrontation

Destroying any of the signed documents makes the weather brighten temporarily, but it soon gets worse again. To end the summoning completely, the PCs need to destroy all spell documents, including Claud's own spell scroll. If they fail, everything becomes water as *Magnum Innominandum* is summoned. If they succeed, the water recedes, returning a world unknowing of the danger it has been in.

Pacing

Give the PCs opportunity to investigate the hotel and find the clues. Spread the dangerous situations out, starting with the environment and gradually moving to the floating encounters. When the PCs have found the pieces of the spell, the cult returns, and with them the final confrontation.

The World

The sky: There is no sun visible, but there are many faint stars. In the sky the stars are not where they are supposed to be, and they move across it too quickly.

A radio: There is a radio in one of the rooms, which is still getting reception. It is near impossible to hear anything through the static, but there are men talking Russian and English. They speak of Houston and the god Apollo.

The rain: The weight of the rain is increasing. After a few hours, rain water it is noticeably heavier than regular water. The sound it makes as it falls also grows louder and being outside becomes painful.

Floating Encounters

Sign me: After finding some of the signed spell documents, a character notices they have a pen in hand, ready to sign.

Eugene Abel: Eugene didn't sign, and is still in the hotel or close by, trying to find what is going on.

Terrified Maid: The maid Emma Low didn't sign the form. She is roaming around the hotel, terrified, trying to find out where everyone else has gone.

