

Seven Small Eyes

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Notes:

1. The following adventure is written to be run using The Laundry Files RPG by Cubicle Seven. All terminology, setting and system is explained in the main book.
2. As a group, player characters are referred to as the "PCs". Specific characters are referred by surname. The player group is interchangeable with their characters, so "note to the PCs" means "note to the players".
3. Descriptions and "read to players" are presented in *Italic* and boxed. Read those beforehand.
4. Words marked in **bold** are proper names and arcane phrases that can be Googled to expand on the game background. Make sure to have smartphones on hand for those.

Premise:

Characters

[Peter Warbel](#)

[Kurt Artin](#)

[Scott Ranner](#)

[Susan Flanney](#)

[Mary Hamil](#)

[Character backgrounds and their connection to the plot](#)

The Background

Plot Breakdown

[0.Characters cubicles](#)

[1. Mission Briefing](#)

[2. Manchester](#)

[Events](#)

[Important Locations](#)

[\(1\) Portland Tower](#)

[\(2\) Bootle Street Police Station](#)

[\(3\) Birch Community Center](#)

[\(4\) Alan Turing Building](#)

[\(5\) Oak House](#)

[\(6\) Central Manchester University Hospital](#)

[\(7\) City of Manchester Stadium](#)

[In conclusion](#)

[Noteworthy people](#)

[Moving on](#)

[3. \(8\) Agecroft Cemetery- The Gateway Summoning](#)

[What the ceremony is about](#)

[The End](#)

[4. Debriefing](#)

Running the game

[About the setting](#)

[The Laundry](#)

[Gear](#)

Premise:

The PCs are agents of the Laundry and are assigned to investigate the disappearance of an important Laundry asset, William Norton. Clues from the past of each of the PCs are pivotal for the conclusion of the mission.

Characters

Peter Warbel

Age: 25/ Position: Predictive Branch/ Assignment: Foresight Drawer

Str 10/ Con 11/ Pow 6/ Dex 9/ App 13/ Int 18/ Siz 15/ Edu 14

Effort 50%/ Endurance 55%/ Luck 40%/ Agility 45%/ Influence 65%/ Idea 90%/ Know 70%

Mov 10| Damage Mod. +1d4| MWL 7| Exp Bonus 9|

HP 13 / _____

SAN 30 / _____

Dodge 38% / Art (Drawing) 55% / Art (Sculpture) 55% / Bureaucracy 30% / Gaming 30% / Hide 30% / Insight 55% / Knowledge (Art History) 45% / Language (French) 41% / Listen 45% / Persuade 35% / Research 65% / Sense 30% / Spot 80%.

Peter Warbel was a quiet student of modern visual art in **Manchester Metropolitan University**. For his major he teamed up with **Kurt Artin** and **William Norton** to develop “**iSigil**”, a cryptographic application for iOS that picks each pixel in a given image, and extrapolates from the traits of that pixel a fractal that congeals into a simple figure. All fractals are overlaid on each other, a process that would give pleasing wallpapers and screensavers. Unfortunately, the app also created a consecutive series of **Dho-Nha diagrams** that warped reality around them and allowed Norton to receive messages from... somewhere. It all went pear shaped when the app appeared on every smartphone and PC in the office building the three were renting. People turned out dead very quickly that day. **The Laundry** came knocking that day and the cleaners had to clear at least twenty cases of level 2 possession. Peter left that day with a minor case of un-banishable possession and a massive case of madness. He was recruited to **the Laundry** after a year and a half of hospitalization on **The Farm** and was placed in the **Predictive branch** ward.

Peter is a **quiet, aloof artist type**. He seldom speaks unless it's important. He often times communicates through paintings and scribbles. He doesn't feel right without a drawing utensil in his hand and if desperate will result in using his own blood to draw.

Kurt Artin

Age: 26/ Position: Mathematical Meddling/ Assignment: Diagram Explorer

Str 13/ Con 15/ Pow 12/ Dex 13/ App 13/ Int 16/ Siz 17/ Edu 21

Effort 65%/ Endurance 75%/ Luck 60%/ Agility 65%/ Influence 65%/ Idea 80%/ Know 105%

Mov 10| Damage Mod. +1d4| MWL 8| Exp Bonus 8|

HP 16 / _____

SAN 60 / _____

Dodge 26% / Appraise 35% / Computer Use (Programming) 75% / Computer Use (Magic) 20% / Insight 65% / Knowledge (Law) 30% / Language (Latin) 40% / Persuade 70% / Repair (Electronics) 70% / Research 60% / Science (Cryptology) 40% / Science (Mathematics) 80% / Sense 30% / Spot 30% / Technology Use (Sensor System) 70%

Kurt Artin was a brilliant mathematician at **Manchester University**. At the age of 25, he was already working on his doctorate dissertation. As a side project, Artin helped develop the “**iSigil**” algorithms with his childhood friend **William Norton**. Thankfully he just looked at the algorithms and not the diagrams that resulted. However he saw the changes in his childhood friend: the lack of hunger and sleep, the constant muttering of “*C’ebumna gnaiih Shudde M’ell. Hupadgh Shudde M’ellnyth.*” and the dead look in his eyes. Norton was losing it rapidly while he was working on “iSigil”. When the office was overrun with worn-eyed freaks Kurt was the one who was sound enough to be any help to the

authorities and was rapidly afterwards recruited to **The Laundry**. Working to develop a stable occult app to be used by field agent based on “iSigil” , he is currently his own mad little mathematician, exploring the deep curves of known sigils and circles.

Kurt is a thinker in its purest form. He is easily excited and will go off on bursts of inspiration. He is however, caring and considerate and will likely translate Peter’s silence into long, winded lectures. Kurt is also one of the saner persons around, though you wouldn't know it by looking at him.

Scott Ranner

Age: 24/ Position: Field Support/ Assignment: Cleaner

Str 18/ Con 13/ Pow 11/ Dex 12/ App 7/ Int 15/ Siz 16/ Edu 11

Effort 90%/ Endurance 65%/ Luck 55%/ Agility 60%/ Influence 35%/ Idea 75%/ Know 55%

Mov 10| Damage Mod. +1d4| MWL 8| Exp Bonus 8|

HP 15/_____

SAN 55 / _____

Dodge 44% / Brawl 45% / Firearm (Pistol) 70% / Firearm (Rifle) 65% / Firearm (Shotgun) 50%/ Throw 45% / Bureaucracy 40% / Climb 60% / Disguise 35% / Fast Talk 35% / First Aid 50% / Grapple 45% / Jump 45% / Navigate 40% / Persuade 55% / Sense 40% / Spot 40% / Stealth 30% / Strategy 30% / Swim 45%

Scott Ranner was a corporal in the 52nd Infantry Brigade serving in Afghanistan from September 2007 until the unfortunate events on December 5th. A section was sent into an ancient ruin near **Khost** in northern Afghanistan. They were supposed to aid a group of American boffins into the site to look for weapon caches, at least that’s what they were told. In truth they found a massive **Chalcolithic** city, full of colossal arches, round entrances and large curved stone slabs. The city was a maze of tunnels and structures, most of them round and gigantic . A large assortment of towering palm tree statues, 20 meters tall the smallest of them, stood in an enormous cavern in the middle of the city's tunnel system. On each of the statues were carved the horrible things, laying on their sides, moving through walls and adorning the curved stone slabs. Little by little, the section dwindled until Scott was left alone with the boffins, paranoia gnawing at his mind. The sound of shooting echoing through the tunnels and then the smell scorched of pork...

Scott was later found wandering the desert, naked and bleary-eyed. He was interrogated but the only thing he could say was “Wgah'n Shugg, gof'nn f'ebumna gnaiih Shudde M'el”. He was taken into the Laundry after he was recovered. He is now a cleaner. Scott was informed that the “American boffins” were **Black Chamber** agents investigating a **Deep Seven** stronghold. The children of **Shudde M’ell**. Scott is a loyal soldier that will obey orders to the letter. He is rough and tough and ready for anything... until he loses his lunch. Scott is a person to be led and rarely leads. He is friendly to those around him and will never be pretentious or obnoxious. He is quick to anger and is extremely squeamish, though his stoic mannerisms will rarely show it.

Susan Flanney

Age: 21/ Position: Financial Control/ Assignment: Occult Accountant

Str 12/ Con 8/ Pow 10/ Dex 11/ App 16/ Int 17/ Siz 10/ Edu 15

Effort 60%/ Endurance 40%/ Luck 50%/ Agility 55%/ Influence 80%/ Idea 85%/ Know 75%

Mov 10| Damage Mod. 0 | MWL 5| Exp Bonus 9|

HP 9 / _____

SAN 50 / _____

Dodge 22% / Firearm (Pistol) 40% / Appraise 45% / Bargain 70% / Bureaucracy 80% / Etiquette 30% / Knowledge (Law) 60% / Knowledge (Accounting) 45% / Knowledge (Business) 30% / Listen 45% / Persuade 70% / Research 70% / Science (Mathematics) 30% / Sense 30% / Spot 50% / Stealth 30%

Susan Flanney was a young intern in the **DBF Accounting** office in Manchester. She was two months from finishing her MSc degree at **Manchester University** when to the office, late in the day on

December 5th, walked a customer. He wore a dirty brown suit and stank like he was in front of a fire recently. He also wore extremely dark sunglasses, but behind them was a glow. He identified himself only as “Mr.M” and requested “The-auditor-of-financial-papers-regarding-the-purchasing-of-a-large-plot-of-land”. To any question or other comment Susan said to him he replied “No...that's fine...”. When Mr.M entered the room of Mr.Avninder, the investment and purchasing consultant, Susan heard a muffled conversation and shortly after high pitched, inhuman scream that field the building. After the scream all screens (computer, laptop and phone) showed a strange screensaver of twisted lines. At once all the people around Susan grabbed their keyboards, flung them around the acoustic ceiling grid and hung themselves from them. When the Laundry team finally broke through into the office they found Susan playing tea party with a Fluttershy doll, a computer mouse and the severed head of Mr.Avninder. She called the mouse “Mr. C’ebumma gnaiih”.

She was placed in the farm for a year and later was recruited to the laundry under the title occult accountant, a low stress job dealing with the budget of R&D departments. Susan is a cheerful high strung young lady. Her brush with madness brought her to denial and she will look at fantastic things as mundane. Susan will take care of others and will cheer everyone up and will take charge whenever things look down. However, Susan is at financial control, one of the dreaded demon offices of Capital Laundry Services. She does her job mercilessly and is very goal oriented, she wouldn't let anything get between her and her assignment.

Mary Hamil

Age: 23/ Position: Occult Forensics/ Assignment: Lab Assistant

Str 5/ Con 9/ Pow 16/ Dex 16/ App 15/ Int 14/ Siz 13/ Edu 18

Effort 25%/ Endurance 45%/ Luck 80%/ Agility 80%/ Influence 75%/ Idea 70%/ Know 90%

Mov 10| Damage Mod. 0 | MWL 6| Exp Bonus 7|

HP 11/ _____

SAN 80 / _____

Dodge 52% / Firearm (Pistol) 40% / Appraise 35% / Bureaucracy 60% / Computer Use (Programming) 60% / Fine Manipulation 30% / First Aid 71% / Knowledge (Law) 60% / Knowledge (Anthropology) 60% / Medicine 35% / Navigate 30% / Psychotherapy 40% / Research 45% / Science (Forensics) 43% / Science (Mathematics) 52% / Spot 40% / Stealth 30%

Mary Hamil was recruited to the Laundry straight from the stand after her three years at the Criminology Department in Manchester University. She uncovered, as part of her studies, a connection between the **1994 “House of Horrors” case** and weird ancient druidic cult activities related to the **Lancashire Coalfield**. After publishing her thesis she was contacted by a Laundry agent that politely told her that she is right, and she have to sign **Section 3 of the Official Secrets Act** in blood, and that her thesis is classified under codewords **DEEP SEVEN** and **CHARCOAL WITCH**.

Mary was one of the first agent at the **DBF Accounting** scene, aiding Dr. Ford in corralling the shambling RHR to banishing grids and creating a profile of the un-deceased and the mass summoning that caused the situation. Mary was the one who found Susan Flannery and helped her during her psychological treatment in the Farm.

Mary considers herself a fully trained and experienced operative that does not need the aid of others, however she is very kind and provide advice to “Newbies”. She is an extremely knowledgeable operative though her tolerance to new operatives is extraordinarily thin. She will harass and mock her peers and every opportunity and will sigh deeply when something stupid is said. Despite this, Mary is very supportive of her peers and her insults and jabs usually encourage people to do better and place them at an adversarial mood when only depression is left.

Character backgrounds and their connection to the plot

All PCs are relatively new to the Laundry, completing their Field Agent courses about two months ago, and are all roommates, living in Southwark, London. Their offices are located all in The New Annex

facility in South London. All PCs are familiar with each other and know what field operations entail. You might have noticed most PCs are Manchester U students and this is not coincidence. All PCs were born in or around Manchester and are familiar with local lore and the area to some degree. If a player says “I know this place, I want to go to it” allow him because he’s indeed familiar with it. Try and incorporate this into the investigation.

Phrases of occult lore

“C’ebumna gnaiih Shudde M’ell. Hupadgh Shudde M’ellnyth.”-”Our pit father Shudde M’ell. Born of servants of Shudde M’ell”

“Y’hupadgh C’ebumna gnaiih Shudde M’ell” “I, born of our pit father Shudde M’ell”.

“Wgah’n Shugg, gof’nn f’ebumna gnaiih Shudde M’ell”-” reside in the earth realm, children of pit father Shudde

”M’ell” (Deep Seven)

The Background

Note: This is for the GM to know what is going on and the players to find out. Also, The PCs backgrounds are pivotal for this, read those first.

About two years ago three “buddies” created a startup company around a deciphering algorithm one of them discovered. The algorithm took the RGB color value of a single pixel, and the x/y position in comparison to the original size of the image. Those were used to program an auto-drawing tool to create a fractal and then shrink it to several sharp simple lines. This process happened simultaneously to all pixels in the image so the final rendered image is an overlaid mass of lines. Through experimentations the program rendered an overlaid assortment of summoning grids, all at once. At the beginning the object was to create something artistic. An image generated from math and computing yielding something beautiful and perhaps even producing some useful data about similarities of images.

The head of this weird project was, then program and mathematics doctorate student, William Norton. His two associates are now referred to as Peter Warbel and Kurt Artin.

Norton was the visionary, he built the program and tested it night and day, running it on all manner of images to fine tune it and get a perfect equation output of the visual spectrum. Unfortunately Norton scanned a weird drawing of **Marjorie Cameron** Warbel found. The image contained the hidden layers of summoning grids described above. Norton went mad when viewing the symbols. His mind swarm with millions of class 1 entities that were quickly banished by the overlaid banishing grids also found in the drawing. Among the voices Norton heard, only one remained for long. The voice of Shudde M’ell, the great worm that live inside the earth.

Through the guidance of the great worm Norton reversed his algorithm and embedded hidden grids in common images. As a test he broadcasted them to all the office computer (as described in Warbel’s account of the events above).

After the gruesome events (See Artin, Flanney and Hamil accounts) Norton was captured by the Laundry and institutionalized in The Farm. He has gone through many banishing rituals and both psychological and medicinal treatment but to no avail. Norton always heard the whispers of Shudde M’ell. After more than a year in The Farm, Norton escaped.

He soon joined “**The Church of the Earth Father**”, a neo-pagan cult dedicated to ancient Sumerian rituals surrounding the god **Ninhursag**, and quickly moved up to be the cult’s leader. Under orders from Shudde M’ell, Norton needs to perform a ritual to set the English coalfield ablaze and create a Chthonian stronghold in the land of Dagon.

Nortons meteoric rise to the leader of The Church of the Earth Father and his “escape” from Laundry custody was planned and orchestrated by one of the Dark Commissioners of the Black Chamber. That fact flew under the radar of the Laundry... for the most part. There’s a reason Angleton is briefing the PCs himself, in his cryptic way.

The Laundry kept close eye on Norton, until three weeks ago when he vanished from their view and two new RHR turned up driving on the M6 from Manchester to London.

Plot Breakdown

1. Briefing at Angelton's Office
2. Manchester
3. The Cemetery
 - a. The Stadium
4. Debriefing

0.Character cubicles

This section is skippable but it builds the PCs personalities for the players. Read those sections in sitting order of the players playing the PCs:

Warbel

The constant hum of the giant Blue Gene supercomputer cases is broken by a scratching sound of pencil on paper. The constant scrying eyes of thousands of cameras on thousands of crystal balls creates the slither of heat that breaks the near freezing air. To this room enters your overseer, Mr. Butler, trembling. He places a note on the table and runs away. "What's that fluffy?", you ask the camera in front of you, "I need to be in Mr. Angleton's office on Wednesday? O! goody!"

Artin

"An Excerpt from the Necromonicon, by The Late Mad Arthur Dent" is open in front of you on a page with a complex series of equations detailing the Sigil of the Gateway. You carefully insert each line in the program, making sure to omit any real measurements or ratios. The cubicle around you is white with the only picture being a motivational poster showing Clippy "Only you can preserve paperclip lost". A window pops up on the computer. It reads "Meeting at the New Annex, Basement, room 2A Counter Possession Wednesday 9AM. Signed James Angleton"

Ranner

The chanting is loud enough to be heard about the cacophony of screams and gunfire. The smell of cold dank places hangs in the air. You chant in tune with the others and the entity in front of you squirms and vanishes, leaving a 6 year old girl with a broken neck. Around you four more cleaners look like they try not to puke. You exit the kindergarten, can't hold your lunch. Sgt. Johns approaches you slowly. "Take your time. The other boys can clean the mass alone". You Finnish vomiting and get back on your feet to go to the scene. When your back is turned the sarge' tells you "On Wednesday, 9AM be at basement 2A in headquarters".

Flanney

The Pink cubicle is full of toys and knick knacks. Three ponies stand on the monitor while little Angry Birds plushies sit next to the speaker. The speakers spout a little happy Japanese vocalic song. The screen shows a financial excel spreadsheet monitoring millions of pounds. Your Bluetooth headphones ding and a message appears on the monitor. It reads "Meeting at New Annex, Basement, room 2A Counter Possession Wednesday 9AM. Signed James Angleton"

Hamil

A long strip of dot matrix paper winds through the room. Reading from an old polygraph machine are written on it. The polygraph is connected to a handgun in a freezer, bound in chains and arcane seals. The strip winds into a scanner and fed into a supercomputer that outputs into a crystal ball. Dr. Ford enter the room, tearing the paper and disturbing the wards on the chains. Frustrated you take the note in his hands and start fixing this mass.

The note is left there until closing hours, when you finally open it reads: "Meeting at New Annex, Basement, room 2A Counter Possession Wednesday 9AM. Signed James Angleton"

1. Mission Briefing

The PCs received a message (In Email or note form) to come to basement 2A on Wednesday at 9am. Regardless of who comes first, the door is closed and no amount of knocking will summon the PC. At exactly 9am the door will open of her own volition and a gravely school masterly voice will say “enter!”

The room mostly gives the sense of a dank cave. A chirping sound of tiny cogs and springs emits from the huge oak desk in the center of the room. Behind the desk, an old man sits hunched over an illuminated hood. The old man looks to be sleeping but occasionally shifts or move his head. A semicircle of five chairs lays in front of the table. The walls are covered in stack of Microfiche folders that dampens the sounds of the Memex.

When the last PC enters the room, Angleton raises his head and nods for the PC to seat and start the briefing.

Angleton looks like an old man... that went through hell and returned to this office. His eyes are the strangest thing, you can't look at his face for too long until you start thinking 'there is something back there, and it will eat my brains out'. His voice is even stranger. It sounds like the voice of a calm, modern unmistakably British gentleman, but it also sounds like the voice of Josef Mengele, telling you with each syllable where is your line.

“ Warbel 82%, Artin 82.61%, Ranner 83.172%, Flanney 91.356% Hamil 84.5% Those are the recommendation of Predictive Branch for the success of the mission. All of you scored above and beyond the average for all other experienced agents in this matter. The matter at hand, ladies and gentlemen, is this: we lost someone. We've lost William Norton. Your mission is to find him and bring him back to The Farm. We believe he is extremely disturbed and might possess a danger to himself and others. He was last seen at a coven meeting of some neo-pagan religion near his old office at Manchester University. Your superiors were informed that you are working under my authority on this case.”

(Note: Predictive Branch gives a percent of survival in a mission as a variable, like the percentage of a person or an object in the briefing session. Those are percentage and are not written in stone. Predictive Branch does not see the future, it merely quantifies it.)

If the players ask question answer them as best as you can. Keep in mind that Angleton does not know a lot about the case. Most of the info and ideas should come from the players and their PC knowledge. If the players would like to go “shopping” say that time is of an essence, stay vague the whole time.

2. Manchester

PCs arrive at Manchester about 4 hours after the meeting with Angleton. It is a good idea to prepare a 15 min timer about now. This chapter is broken down into locations that the PCs might visit and gather clues at. Track clues that the PCs might get and try to lead them using the clues and events to the next chapter.

Events

During this chapter keep a 15 min timer on hand. Start the timer when the PCs enter a location or start a scene. Note to yourself the series of events happening at the 15 min intervals. Notify the players of the event if they are in the location or by Angleton phoning in and telling them it happened.

#	Location	Description	Earthquake magnitude
1	Alan Turing Building	The murder and reanimation of Pro. Jonathan Lin.	5
2	Oak House, Manchester University residence	The murder and reanimation of Sam Royal.	4.25
3	Agecroft Cemetery & Crematorium	The square in the cemetery plummets down into a sinkhole.	4.25
4	Central Manchester Hospital Morgue	All the corpses are reanimated for a brief couple of minutes	4.75

Note: Although the events happen in 15 min intervals out of game, in-game they happen in intervals between half an hour to two hours.

In addition, a sequence of earthquakes shakes the Manchester metropolitan area. Starting in Stockport (to the southeast of the city) and continuing northwest almost straight along the A6 motorway and then through Manchester center, the epicenter of each quake moves at speed of around 1.5km/hr. The magnitude of the earthquakes intensifies from a meager 1.5 to building destroying 7.5 along the way. This is the Deep Seven that Norton is trying to summon up. Some scenes may be interrupted by an earthquake. Decide for yourself which

Important Locations



(1) Portland Tower

A 21-floor high rise located near Piccadilly Square. Its floors are designed in an "open space" environment, with cubicles and thin mobile walls that define offices and boundaries between businesses. This is the location of the first iSigil incident. Two years ago, floor 6 was filled with bodies and strange abominable creatures. Since that incident the floor got refurbished and a DBF Accounting office reopened where it always ways.

Norton came here right after he escaped The Farm to search for his original program. Luckily for the PCs DBF keeps records of everything that comes to the office including Mr.M (of Flannery's record) and Norton. The PCs can go over the files and find the following clues:

- Mr.M requested to purchase "A large plot of land where the Bradford colliery once occupied". The site currently includes Bradford park and Manchester City Football Club.
- Norton visited the accounting office four times in the last year. The records show that he "requested about the 'old office junk'". At one time the records say "he molested an employee. Police were called".

There are no employees that were in here two years ago except 'Old Scotty'. [Lucios Scott](#) is the half mad genitor since the building's construction, in 1962. He sees everything but rarely speaks intelligibly. Scott has seen the aftermath of the iSigil incident and has seen the overlaid sigil that spoke to Norton. Scot was also in the 60's a founding member of the Church of the Earth Father but drifted away in the 70's to seek enlightenment in Buddhism. Lucios may randomly provide clues associated with other locations (see below).

(2) Bootle Street Police Station

The closest station to the Portland Tower and the PCs default headquarters. It is recommended to suggest the PCs will inform the Laundry contact in the station about the current operation.

The Laundry contact in the station is [Superintendent Sandra Battle](#). She was an inspector during the "Close Shooter" case (the iSigil incident).

Supt. Battle is well aware of the situation and has been briefed about Norton and the PCs. If the PCs will get info about recent events (see above) it will be from her.

Other than the contact the PCs may find the old "Close Shooter" case files in the archives of the station.

- The "Close Shooter" incident was blamed on a Church of the Earth Father terrorist attack. According to the report, a small group of fanatics broke into floor 6 of the Portland Tower and gunned-down all the workers and then shot themselves. Those correspond with the Laundry cover-up.
- After some digging, reports about people breaking into the Manchester City Stadium at night and committing strange rituals there, can be found. In the morning there are some strange symbols drawn in chicken blood on the grass. Those have started about the time Norton vanished.
- There are also reports of five strange murders that happened in the past three weeks. The autopsy reports have yet to be added to the incident files. It is assumed that the corpses are still in the morgue.

(3) Birch Community Center

A community center near Manchester University's dormitories complex. The community center once hosted the nightly meetings of The Church of the Earth Father until about the time Norton joined the group. There's no record of the activities of the Church, however after some heavy snooping around the PCs may find [Reena Chowdhury](#), a mother of two and a member of the Church. Her husband has gone with the rest of the Church into hiding. She doesn't know where they are now but she can provide info about the church and Norton's involvement in it.

- At first the Church of the Earth Father was a neo-pagan religion developed in the 60s by an anthropologist researching the mesopotamian myths. The movement attracted a lot of indian and Pakistani students and mainly talked about harmony and prosperity and their connection with sex. The movement broke by the end of the 70s.
The religion was re-invented to be combined into Islam in the early 90s. The Church had about 500 followers in its heyday in the early 2010s and preached togetherness, unity and community. Norton came into the London branch about a year ago. He quickly became the living incarnation of Enki and lead the followers to Manchester.
Under Norton's leadership the Church became more about ancient Enochian rights, given down to earth by Enki himself. Those rights became more and more violent and bloody. Reena tried to leave but her husband became obsessed with those strange rites.
Three weeks ago all the inner Church, including her husband, disappeared along with Norton.
- By asking some of the children or looking through records, Umar Patil hasn't shown up to the karate class yesterday and it is said he's in the hospital.

(4) Alan Turing Building

The main study hall during Norton's education. The Alan Turing building contains the School of Mathematics, the Photon Science Institute and the Jodrell Bank Centre for Astrophysics. William Norton was a student in the school of mathematics and was tutored by [Pro. Jonathan Lin](#).

If he is not already dead by the time the PCs get there, Prof. Lin is a professor of applied mathematics and computing science and may provide information about the iSigil program and the mathematical principles behind it. If he is dead the information can be gained from the PCs, Warbel and Artin, or in the library where the thesis of Norton lies. Note: A Thesis on Integrated Fractals by William Norton is regarded as an arcane text use those rules if the PCs wish to read it.

- The algorithm took the RGB color value of a single pixel, and the x/y position in comparison to the original size of the image. Those were used to program an auto-drawing tool to create a fractal and then shrink it to several sharp simple lines. This process happened simultaneously to all pixels in the image so the final rendered image is an overlaid mass of lines. The dataset extracted could be used to show inconsistencies in the image like those that appear the image has been tampered with or to recreate the image more precisely.
- The programing however has a fault. Norton didn't account for scanning already simple designs.

This will not create enough data to analyze and the program, trying to reach its maximum capacity will loop and eventually get stuck between four pixels (like Conway's Game of Life).

(5) *Oak House*

One of the residential hall of Manchester University located in Fallowfield Campus, about a five minute drive from the Alan Turing Building. This is the largest residential hall in Fallowfield Campus and were William Norton used to live during his studies. His roommate, [Sam Royal](#), is still around completing his major. Aside from the PCs, Royal was Norton's only friend and is known to the Laundry as the last person Norton saw the day he disappeared. If Royal is still alive by the time the PCs get there he can tell them about that encounter:

- Norton rang Royal at about noon-ish yesterday and invited him to the local pub. When he got there Norton was sat in the corner with two large dudes in hoodies to either side of him. The meeting went weirdly. Norton seemed to mostly talk to himself. Sometimes he would pose a hypothetical question to Royal and answer it himself pretty quickly. Norton mostly babbled about "The fate of all humans is to be devoured" and "The sea demons of the deep would boil when the conqueror worm will rise" and other doom and gloom prophecies that really don't make sense. The most he said that is coherent is "Through Agecroft he will be summoned and to Bradford he will come."

If Royal is dead or in the process of being un-alive the PCs may ask around about:

- *The Church of the Earth Father*- there are some residents in the hall that are members of the church. According to their friends, about three months ago some students began to attend the meetings at the Birch Community center. Those attending looked hunted after about a month, they barely ate and usually mumbled to themselves. Three weeks ago all those students vanished.
- *William Norton*- No one really remembers Norton however some of the PCs old friends from their studies may be there and recognize them.
- There have been weird sound coming from the ground and some gas and steam pipes explosions in the last two weeks. There also have been weird sights around town and especially near Manchester Stadium (the area that once was Bradford Colliery): roadrun cats get up and walk away. strange red fogs fill the night and the faint sound of sizzling comes from the ground.
- Some weird stuff also is happening in the Agecroft cemetery. Strange red marks appear on some tombstones, small heaps of new dirt are scattered around and there are no birds.
- Some students look mournful. There is a small memorial shrine with pictures and flowers at the entrance of the girl dormitory. The shrine is dedicated to Meredith Carter, a student. She was involved with the Church of the Earth Father, and had quite a severe change of personality after she joined. She used to be friendly and happy but after she joined she became depressed with a longing look in her eyes. She mumbled incoherent chants constantly and swayed and wobbled like a drunk when she walked. she was killed a week ago, from a car accident.

(6) *Central Manchester University Hospital*

The main hospital in the central Manchester area. The hospital is used by the University as an academic hospital and is used to train medical students and research.

Records of various weird cases can be gleaned from the hospital morgue. Also there is a kid hospitalized in the emergency ward.

- *Morgue*- The PCs find a Laundry contact, [Waldo Hammer](#), running the morgue. He has sent a report back to HQ about the weird deaths and think the PCs are the response. The weirdness started about three weeks ago. Corpses turned up with large burns on them in weird line-shapes. Some didn't have heads, some didn't have limbs. The open wounds on the corpses where the limbs were cauterized before death. There were five corpses with those markings, three were found near Manchester stadium and two were found in the Agecroft cemetery. Four of the corpses were identified as homeless people of various ethnicities, ages and sexes. The other corpse was a 19 year old student named Meredith Carter. Other than that there are no other strangeness currently in the freezers.

- *Emergency Ward*- Umar Patil, 10 years old, was hospitalized 24 hours ago. He was brought by his father with some 3rd degree burns and severe dehydration. What isn't noted in the report is the fact the kid has a severe case of possession.

The timed event (see above) also include the kid exploding (literally) from the possession and the entities will possess the closest empty vessels, read dead corpses.

(7) City of Manchester Stadium

The City of Manchester Stadium is a landmark of the city constructed in the early 2000s. The stadium was built on the Bradford Colliery, an active colliery closed in the 1960s and the top was filled with concrete. Though the stadium had been a major ritual center for the past couple of months, no signs of those rituals remained aside from some residual thaumic energy.

Info can be gleaned from the security cameras and night guards:

- Three weeks ago to the day ,at 00:32 , the cameras picked up some people gathering in the parking lot. They danced around what looks like a basket. At time-stamp 02:41, A couple of the people dropped and a couple ran. At that point the camera broke and the next time stamp is 03:12.
- The night guards say they haven't seen anything weird at that or any other night They are lying. And after a severe enough probing they will say they heard weird language and screaming. There was a red mist around the parking lot and the ground was very hot. At about 02:30 AM they saw people running, screaming, from the mist and heard a deep otherworldly voice. Since that night they had nightmares about a large worm-dog thing.

In conclusion

This bit should allow the PCs to explore Manchester and to gather info about the case. Running this section should take about two thirds of the story runtime.

By the end of the section the PCs should know the following things. If they don't appear in the locations drop in those clues at appropriate locations:

- Norton is a charismatic cult leader. His cult, The Church of the Earth Father, began to be more and more fanatic while Norton was their leader.
- In the past couple of weeks The Church conducted ceremonies at various locations throughout the city. Mainly in the Agecroft Cemetery and the Manchester Stadium.
- In at least one summoning that was reported, a Hellhound was created.
- Right now, as the PCs explore the city, something is going on and there are murders and dead rising.
- The Church has something to do with Chthonians.
- Norton is in Manchester but is in hiding. He was seen at various locations but no one knows where he is now.

Noteworthy people

[-Lucios Scott](#)- "Old Scott", "Great Scott", "Wee Scotty" and other nicknames were given to the old genitor through the years. Lucios Scott is at least 70 years old but no one knows for sure. He is a tall man with a full head of white hair, ending in a ponytail. his eyes are piercing green and his skin is pale and stretched around his thin frame. He is completely bonkers. Spouting nonsense half the time and half the time talking to himself. He does his job, and does it well enough for people to leave him alone. "Great Scott" was one of the founders of the first "Church of the Earth Father" in the late 60s (the current church, headed by Norton is the 4th). Scott is mildly precognitive and may provide clues from future places the PCs will wonder to, even to the finale.

[-Superintendent Sandra Battle](#)- Sup' Sandra Battle is a tough cop. She is in her early 40s and pissed-off at the world. The short, blond and attractive detective struggled all her career through the patriarchal police force. She is tough as nails and doesn't take crap from anyone. She is based on Sandra Pullman from the series New Tricks. Her connection to the Laundry goes to the early 90s and the escape of a

Shogoth from the Invisible College, when she was just a beat cop.

[-Reena Chowdhury](#)- A Pakistani woman in her mid-30s, Reena is a mother of three and is married to Ravi Chowdhury. They lived in East-End London for the past 10 years. five years ago Ravi joined the Church of the Earth father after their fourth son Amit, died shortly after birth. Reena followed her husband for the last five years.

[-Pro. Jonathan Lin](#)- A professor of mathematics at the Alan Turing building in Manchester University. He was the project mentor of William Norton. Pro. Lin was pivotal in the writing of the iSigil algorithm, but after the first tests Norton “fired” his mentor. Pro. Lin is an old English gentleman with old English sensibilities. If he wasn’t a professor of mathematics he would be a drill sergeant. He is slightly confused in his old age, he really reminds everyone like the sergeant of Monty Python (stop it! This has become rather silly). Pro. Lin is part of the Invisible College, the Laundry academic research and recruitment division.

[-Sam Royal](#)- Norton’s friend since college days and the fourth member of the iSigil who left when it was only at the theoretical stage. He now studies Game Theory and other more esoteric applications of mathematics. He is a bit weird but most of the PCs (aside maybe from Rayner) can understand him. He is distracted easily and often goes on long tangents that he cuts short. He may be dead by the time the PCs get to him.

[Waldo Hammer](#)- Waldo is an odd little man. He is the main examiner at the Central Manchester Morgue and on occasion teaches classes at the university. He did sign the official secrets act about twenty years ago. He is a valuable resource for the Laundry, he doesn't know more than “that's quire” in a murder case and the phone number to call. He is twitchy, to say the least, and a bit paranoid, to say quite a lot. Waldo knows everything there is to know about dead people.

Moving on

The PCs get a message from Sup. Battle, alerting them that the police received a call from the Agecroft cemetery. The unknown caller reported that a group of “hooded freaks with a black van” crashed into the graveyard and captured anyone who was there. that was at about noon, six hours ago. The police are preparing to bust in there. She called the PCs as a professional courtesy. If they are not there in 30 minutes she busts in there with a swat team.

3. (8) Agecroft Cemetery- The Gateway Summoning

When you arrive to the cemetery, the sun is already setting and the clouds are blood red. The Graveyard gate is surrounded by a semicircle of barriers and yellow tape. behind the barriers the police are readying themselves. There is a SWAT van and a couple of panda police cars at the scene. This hardly seem enough to take down the cult. A couple of ambulances are also here and it looks like more are on their way.

Behind the walls, a reddish glow emanates from the graveyard and a blood curdling sounds of non-human origins rise and halt the cops talk.

The PCs will arrive the graveyard and immediately be briefed by Sup. Battle. There are close to 20 known assailants with hostages holed out in the graveyard, their exact number is not known. Sup. Battle will want to send the cops busting in there as soon as possible. Note to the PCs that previous cases when the local authorities got involved ended in massacre on either sides. Calling the OCCULOS and the “Plumbers” would be a good choice for backup but only if an occult event is confirmed to be happening. If the PCs will decide to approach the graveyard, they will be attacked by two hellcats (use hellhound stats for those). One shot of a banishing round would deal with those. The graveyard gate has rapidly

deteriorated from the magic and crumbles to the touch. When the PCs enter they will see this scene:

The cultists stand around a huge pit and chant. The pit oozes strange mists and glows with a faint red glow. Dark long shadows crawl around the tombstones. To some of the tombstones are chained some limp humanoid shapes, some large, some small. There are some tombstones with chains that looks like their occupant was removed. Conducting the ceremony from atop a mausoleum, William Norton stands proudly. Behind him a projector, screening images of the iSigil program on what looks like flayed skin of some kind. From the pit, the sound of sizzle and the smell of bacon plums with the mists. A bright, warm red light glows from the pit and stretches strange shadows across the ground in the twilight. The light on occasion flickers and unwholesome sounds, low menacing and huge, like the tectonic plates shattering together, bellows from the pit.

Emphasize to the PCs the following points:

- The official objective of the mission is to recover William Norton, mostly ALIVE if possible. They should deal with any developing situation by reporting it to the proper office.
- There is a hostage situation, with mass human sacrifice. From the empty chains it looks like the ceremony has been going on for a while. Though the official response is “Save how many you can and don’t let citizens die get eaten by Shub-Niggurath”, the PCs don’t have resources to deal with the situation at the scene. The closest Plumbers would be at the Invisible College and would get there in 20 minutes, by then Norton could summon everything he wants.
- The ritual will probably summon something or open a portal to somewhere. A ceremony of this size would probably summon at least a level 4 if not 5 entity. It looks like the ceremony in its advanced stages and could climax at any minute and reach the conclusion.

What the ceremony is about

William Norton is trying to reawaken Shudde Me’ll, a level 5 entity that sleeps under the earth. The great worm will rise to the surface through the old Bradford Colliery, now the City of Manchester Stadium, an act that will torch the Lancashire coalfields. The heat will torch Britain and thus will guarantee a Chthonian stronghold in the Deep one territory. The ceremony at the Agecroft Graveyard is the first stage of the great plan of Shude Me’ll, it will call his children to act for his awakening. The thaumatic residue from the death of people powers the ritual and give it the extra push needed for it to work. The other cultists and the tech strung around the pit also increase the rituals speed and power.

The PCs can do whatever they think will work in order to accomplish their goals. The simplest method is to neutralize Norton however he is protected by a strong ward. They can also insert a virus into the iSigil program that runs the ritual. Another option is to effectively cast a counter spell though this will require a lot of power.

When the PCs start working on the problem start a 10 minute timer. At the end of the time a small Chthonian, around 20 feet long, emerges from the pit. He will devour anything around the pit. Start another 5 minute timer at that point.

Long cylindrical appendages crawl their way slowly from the pit. The long body that follows is covered in steam and congealed blood. The massive figure bellows from the pit and its feelers jut out to consume the moon waxing moon. The tentacled end rapidly drops down to the earth and lands on a chanting robbed man. The consumed screams echo the night and sound so unnatural and inhuman that the others cease from their chanting and run in terror, right into the pit. Unwholesome frightening tones of sizzling flesh emerge from the pit. The tentacles look content.

After the 5 minutes are up, it starts to rain. The Chthonian will retract back into the pit from the touch of water. There are no more cultists aside from Norton. He still can set the Coalfields on fire so the PCs need to stop him.

The End

The PCs will capture William Norton, alive or dead. The Plumbers and Cleaners will get to the scene (Sup. Battle called them). The consequences of the PCs actions will be detailed in the next segment. Try to make the Chthonian sinking back down to the pit the last image.

This scene is the climax of the plot and should be epic. Throw RHR and Hell-animals at the PCs a lot. Sacrifice more than enough people and demonize the cultists. Make this look epic and that the PCs have to save the world and they are the only ones that can do it.

4. Debriefing

After the PCs return from Manchester an investigation has begun. The PCs will be invited into debriefing in front of the auditors. The debriefing sessions will be brief, and will be done one by one. Narratively, do one question for every PC although the debriefing sessions happen on separate dates.

The Auditors office is gloomy and gothic. It looks like a room at a theatrical vampire's crypt, with lush heavy crimson drapes covering the walls. The only furniture are a long semicircular dark and heavy wooden table and the five chairs behind it. The chairs are occupied by the auditors. The humanoid shapes are hidden inside dark robes, their features are hidden in the shadows. The only person that is recognizable is James Angelton, this is not comforting. There is a magnificent carpet on the floor with intriguing intricate images of Islamic inspiration. The Auditors command you to approach and the interrogation begin.

The carpet is laced with a truth guise sigil. When the PCs don't answer truthfully and fully they will but hurt, badly.

Questions that the auditors might ask:

- Why did you not called in the Plumbers immediately?
- Why did you call the plumbers before you fully assessed the situation?
- Why didn't you capture Norton alive?
- How many people were killed on this mission?
- What was the involvement of the questioned civilians with the mission?
- Could you have done it quicker?

And other confusing questions.

This chapter is to remind the players about the harsh ISO 9000 management standards that the Laundry practices. It is a quick drop in tone and used to end with a downer. Question the PCS about what they did do and what they didn't do and what they should have done.

Running the game

This One-shot adventure is writing to be run using The Laundry RPG by Cubicle Seven. The Laundry is

a series of books by Charles Stross that follows the missions of Bob Haward, an agent of the Laundry, while he tries to stop Lovecraftian horrors from destroying the world.

The RPG system is a d100 roll low, the same as the classic Chaosium Call of Cthulhu RPG. Note that aside from the characters there are no statistics of anything in here. Mechanical rolls are arbitrary and should be used at the discretion of the GM. A couple of recommendations about tests:

- Research and investigation: Mainly in the Manchester bit the PCs will do mainly questioning and research. Useful skill are: Bureaucracy, Fast Talk, Knowledge, Persuade, Research.
- Combat: The graveyard scene would probably have some combat involved. Use the combat rules from the book.
- Gear: The PCs have 15 points of mission budget. The PCs may spend as much they like on whatever equipment or service they wish, use your own discretion. All PCs have equipment listed on them that is acquired by their departments. If there is time a visit in the Armory or Q division is recommended.
- Try to not to kill the PCs, just make them insane. Point out constantly that creepy stuff happens in Manchester and it's up to them to save their kingdom. Don't make it too easy for them and make finding info hard and annoying. Also throw them a spooky imagery ones in a while.
- Don't railroad more than you need to. If the PCs don't want to go to X make the relevant knowledge be gained at the Y they do want to go to. This is especially important for the exploration bit.

About the setting

For the GM who hasn't read The Laundry RPG or the books some points that you need to know:

The Laundry

The Laundry (Capital Laundry Services) was a branch of MI5 during WWII and has split from the well-known institute in the following decades. Now Capital Laundry Services has as much to do with MI5 as Kiwifruit and Apple Pies, that is to say: The core is about the same, round and fruity but the former is small more exotic and lacks the robust dough budget and cooking of the former.

Following Alan Turing's near-publication of his third theorem (High dimensional computations can lead to magic) the British had to do something about it to prevent from the whole world from imploding into a black hole pocket dimension, at the very least. During WWII the Laundry was also called to battle the Nazi supernatural assault (think BPRD/ Hellboy).

Several decades of computer advancements later and the Laundry is busier than ever. Now that every wizkid with some computer and mathematical talent can breach into higher dimensional computations, anyone can summon Yog-Sothoth into his hard drive.

Despite this, the Laundry is a backwater black budget project, meaning it stands slightly lower in government budget priority than the Post Office. Not to say it doesn't have budget for the large stuff (the top computer systems for high dimensional virus capture and study don't buy themselves), but the smaller things like company transportation is a sore point.

Gear

If the PCs want gear they can get it when the mission starts, it involves hours of paperwork but it will get delivered eventually.

That's it, this is the end. Run this thing however you would like.

The End