

Grand Providence Hotel

Grand Providence Hotel is a scenario for *Monsters and Other Childish Things*. The scenario has been designed to be played with the pre-generated characters included. These characters include 4 children and 4 monsters. For an eight player game each player plays a single character (either a monster or a child). With 4 players each players should play one of the children and the monster of the player sitting next to them. In the eight player game there is a danger that the monsters may outshine the children so the GM should pay special attention to creating opportunities for the children to get “spotlight time”

Background

The game is set in The Grand Providence Hotel, in New York 1900. The Grand Providence was originally built by the grandfather of the current proprietor, Joseph Ward. Joseph Ward was a powerful sorcerer and designed the Hotel using his knowledge of unnatural geometry so that the architecture of the building would warp the surrounding reality, making it easier to contact the extra-dimensional horrors with whom he did business. For many years Joseph increased his personal power by sacrificing the occasional guest at the Hotel to his alien allies.

However, not all extra-dimensional creatures are evil incarnate and some of these creatures formed an alliance with Joseph Ward's son, Ethan, and cast a spell trapping Joseph on the sixth floor of the hotel. Joseph was still able to exert some of his powers through the hotel, but his power diminished with every floor. Ethan determined that the lower three floors were safe from Joseph's influence and so blocked off the stairway to the fourth floor.

In time the Grand Providence Hotel was inherited by Ethan's son John Ward. Although John had been warned by his father that the upper floors should never be opened, he didn't really believe his father's fanciful tales of sorcerers and monsters. Therefore, when money got tight John decided that it was foolish to be foregoing the income that could be obtained from renting the upper floors. He had the barriers to the fourth floor removed and began renting the extra rooms. The first guests to stay on the fourth floor will be the Lovecrafts, the Millers, and the Carters.

The spell binding Joseph Ward is written on a scroll which has been hidden behind the portrait of Ethan Ward in the lobby. The spell remains active for as long as the scroll remains intact. Joseph seeks to have the scroll destroyed but he does not know where it has been hidden and his minions are limited to

floors 4 to 6. For a long time Joseph was able to do nothing. However, when the 4th floor was re-opened Joseph saw his chance. His plan is simple – convince someone to find and destroy the binding scroll.

The player characters are the children of the families who will be staying in the fourth floor as well as Charles Ward who is the son of the hotel proprietor. The children have all met and befriended one of the monstrous inhabitants of the Grand Providence Hotel.

The Characters

The following children are the PCs:

Charles Ward (age 10): Charles is the great-grandson of Joseph Ward. His parents now run the Grand Providence Hotel. Charles and his family live in apartments on the ground floor of the Grand Providence.

Agatha Miller (Age 10): Agatha is an English girl. Her family are staying in the Grand Providence while in New York to attend a family wedding

Howard Lovecraft (Age 10): Howard is in New York with his mother to visit his father in a nearby insane asylum.

Randalf Carter (Age 10): Randolph's father is a journalist who has brought Randolph along on one of his assignments to New York.

The following monsters have bonded with the children:

Dexter Ward (Charles' monster): Dexter is a doppleganger who has decided to take Charles' form.

Minion (Agatha's monster): Minion used to be a servant of Joseph Ward, but has since broken free of his master's control.

Ulthar (Howard's monster): Ulthar is an intelligent cat who considers himself the true proprietor of the Grand Providence. He has been with the hotel since the time of Ethan Ward and was part of the alliance that imprisoned Joseph Ward.

Squamous Joe (Randolph's monster): Squamous Joe is an indescribable, extra-dimensional horror who has slipped through the cracks in reality around the Grand Providence.

The Hotel

The Grand Providence has a total of 6 floors. Until recently only the lower three were used. The higher up the building one goes, the greater the influence of Joseph Ward.

1st Floor: This floor contains a lobby, restaurant, and the living quarters of the Ward family. Joseph Ward cannot exert any influence on this floor. The lobby contains labelled portraits of the three proprietors of the Grand Providence (Joseph Ward, Ethan Ward, and John Ward). The scroll binding Joseph Ward in his prison is hidden behind his portrait. There is also a smoking room attached to the restaurant which contains large padded armchairs in which gentleman guests may read the daily papers. There are shelves lined with leather bound books. Most of these are works of fiction and non-fiction of interest to the general reader, but some books of arcane knowledge (formerly belonging to Joseph and Ethan Ward) have been mistakenly included on the shelves.

2nd-3rd Floors: These floors contain standard guest rooms. Joseph Ward cannot exert any influence on these floors

4th Floor: These guest rooms have recently been refurbished. Joseph Ward is able to see and hear everything that occurs on this floor. He is also able to create illusions, snuff out lights and control the opening and closing of doors, windows etc.

5th Floor: This floor has not yet been re-opened by John Ward. Joseph Ward has considerable power on this level. In addition to the powers he has on the 4th Floor he is also able to warp space and animate objects that are part of the hotel.

6th Floor: This is Joseph Ward's prison. The entire floor has been magical sealed into a pocket dimension and is inaccessible for as long as the binding scroll remains intact.

Travel between floors

The floors of the Grand Providence are connected by the main stairway, the servants stairs and the elevator (see below). Ethan Ward had built walls blocking the stairs (both the servants and the main stairway) between the third and fourth floors. John Ward removed the barrier on the servants stairs, but didn't bother with the main stairway, figuring that the guests would rather take the elevator. The doors into the 5th floor from the staircase landings have been locked (and the keys long since lost) and marked with runes preventing the passage of any unnatural creatures (this includes the monsters). The 6th floor has actually been magically sealed into a small pocket dimension. The boundary between the 5th and 6th floors is marked by an impassable, reflective barrier.

The elevator: There is an electric elevator connecting floors 1-5. The elevator is actually an intelligent entity and was one of those who helped imprison Joseph Ward. The elevator communicates via “The Bellhop” who is actually just an extension of the elevator. The lift has buttons for floors 1-5, but the elevator will refuse to take anyone to the fifth floor unless convinced that it is a matter of dire urgency.

He is unhappy about the 4th Floor being used but is obeying John Ward's instructions under sufferance. Statistics for the elevator are given in the NPC section.

Plot synopsis

The scenario begins in the restaurant of the Grand Providence during dinner time. Three of the children (Howard, Agatha, and Randolph) will be dining as guests while Charles is helping wait on tables.

Sometime during the evening Joseph Ward will send his nightgaunts to the 4th floor to abduct some hostages. The hostages will be imprisoned on the 5th floor and Joseph Ward will demand to be given the binding scroll that imprisons him as the price for their safe return. However, if Joseph Ward is able to destroy the scroll this will release him from his prison leaving him free to terrorise the world (which would generally be a Bad Thing). Hopefully the children and their monsters will instead attempt a rescue mission.

What about the grown-ups?

At some stage the children might think to ask some responsible adults for help. In the first instance adults are unlikely to believe fanciful tales about monsters and wizard and are likely to dismiss

bothersome children (remember, this is the era when “children should be seen and not heard”). However, even if the children are able to provide convincing evidence that something is amiss, the adults are not equipped to effectively deal with Joseph Ward's minions or rescue the hostages. When dealing with evil wizards it helps to have some monsters on your side. Adults who try to deal with Joseph Ward are likely to end up captured or killed.

Order of Events

The following sections describe the likely order of events (although this may need to be changed in response to player actions). The game starts when the guests have assembled for dinner in the restaurant

Dinner in the Restaurant

This scene is intended to give the children an opportunity to get to know one another and to get into some monster related hijinks. The Grand Providence is very full at this time (hence the need to rent out the 4th Floor rooms) so the restaurant is also very busy. The Lovecraft, Miller and Carter families will all be dining in the restaurant. Charles will be expected to help serve the guests.

Events

- Mrs Lovecraft will only manage a few spoonfuls of soup before she declares that she is tired and retires to bed. Howard is left to finish his meal alone.
- Ulthar spots a rat scurrying around the dining room (Dexter had released it earlier as a prank). Can Ulthar eliminate the threat without damaging the reputation of the Hotel?

After Dinner

- When Mrs Lovecraft returns to her room she takes some laudanum to help her get to sleep. This makes her easy prey for Joseph Ward's nightgaunts who having been sent to the 4th floor to acquire hostages. Assuming she returned to her room unaccompanied, by the time Howard returns from dinner she will have been abducted and taken to the 5th floor. The window is wide open and a successful Brains+Notice roll will detect a tuft of Mrs Lovecrafts hair caught on the window latch (the stairs to the 5th level are still blocked off, so the nightgaunts are using the windows to travel between floors).

- Molly the chambermaid has also been abducted by the nightgaunts. Her trolley will be left one of the other guests rooms (either the Millers or the Carters) and the room is only half made up. The window has also been left open. If no-one draws this to the management's attention, Charles will eventually be sent upstairs to find out where Molly has got to.

Night time

Joseph Ward and his nightgaunt minions will continuously harass the occupants of the 4th floor throughout the night. The following are some suggestions for events that may happen.

- One of the children hears a scraping noise at the window. If they investigate they see a pair of nightgaunts using their tails to work the window latch loose. If left to it the nightgaunts will eventually break in and attempt to snatch another hostage (see nightgaunt statistics in the NPC statistics section).
- When one of the children walks past a mirror they see the face of Joseph Ward in the reflection. He attempts to interrogate them, asking who they are and what has happened to Ethan Ward. If they ask, he will freely admit that he has taken prisoners. If the players seem knowledgeable he may demand that they find the binding scroll, otherwise he'll simply demand that the bring Ward to him (he doesn't mind which one). Both Ulthar and Minion have had dealings with Joseph Ward in the past, so the conversation may go differently if one of them is present. (As an alternative Joseph Ward may animate a figure in a painting for this conversation)
- A woman is heard crying for help from the servants stairs.
- The pattern on the carpet rearranges itself so that the words "Release Me" appear.

Getting to the 5th Floor

In order to rescue the hostages the player characters will need to make it to the 5th floor. There are a number of ways of reaching the 5th floor listed below:

- The stairs (either the servants or the main staircase). Both the servants stairs and the main staircase connect levels 4 and 5 (the main staircase is blocked between levels 3 and 4). The doors from the 5th floor landing to the main part of the 5th floor have been locked and marked with a magic sigil that prevents the passage of unnatural creatures (i.e. Monsters). Not even Ulthar's special power can bypass the sigil. The sigils may be removed by the children using

mundane methods (e.g. painting over them, scratching them out). However, the sigils also prevent the nightgaunts from using the doors. In addition to the sigil there is a mundane lock. The key has long since been lost but a successful Hands + Thievery roll can pick the lock.

- The elevator. The elevator is capable of travelling to the 5th floor. However, the elevator is an intelligent entity and will be reluctant to take passengers somewhere so dangerous. However, he may agree if convinced that it is a matter of life and death (Face + Charm roll, may add an extra die for each piece of compelling evidence presented – up to maximum dice pool of 10)
- Climbing out the window: particularly daring characters may attempt to reach the 5th floor by climbing up the outside of the building and entering through a window. This is both difficult and dangerous. Any child character wishing to attempt this must first make a successful Guts+Courage roll. If successful they need to make a Feet+PE roll. If this roll fails the child slips and the GM should roll 10D for damage (treat as a spray attack which cannot be defended). Finally a Hands+Thievery roll is required to open a window. There is no limit to the number of attempts that may be made, but each unsuccessful attempt requires another Feet+PE roll to avoid falling. Bonus dice may be awarded for appropriate precautions (e.g. having a monster tie a rope for the children to climb).

The 5th Floor

Joseph Ward's power is even stronger on the 5th floor and he is able to warp time and space here in addition to the powers he has on the 4th floor

The Infinite Hall

Whichever method the PCs use to gain entrance to the 5th floor they find themselves in a long mirror-lined corridor. At the far end is a heavy wooden door. Joseph Ward uses his ability to warp space to ensure that anyone walking along the corridor will find that the distance to the far door never becomes any shorter. However, it is possible to lose one's way and once someone has started walking the corridor a Brains + Out-think roll is required to find the way back to the entrance.

Joseph Ward will appear in one of the mirrors and make his demand that the characters bring the scroll with the binding spell to him. The characters may be able to trick Joseph Ward into believing they are co-operating in which case he will drop the space-warping effect and let them through the far door

(continue to showdown).

The only other way to escape from the Infinite Hall is to break one of the mirrors. However, the mirrors are unusually tough and destroying one requires the use of a Monster power (e.g. Ulthar's Terrible Yowl) with a height of at least 5.

Showdown

Beyond the Infinite Hall is the area where Joseph Ward has imprisoned his captives. He has gone to town with his space warping abilities and the entire area resembles an MC Escher painting with stairways, corridors and doors placed at bizarre angles to each other. Gravity has also been warped so that any surface may be walked upon, even if, for example, it appears that the staircase is heading up to the ceiling. However, this effect is very disorienting and a Guts + Wind check is required to overcome this initial disorientation (one check may be made each round, with a bonus die added for each round beyond the first). Monsters are not affected by this disorientation.

Navigating to any particular location requires a Brains + Out-think roll. Each of the captives will be held in a separate location. The prisoners are relatively easy to free once located, but will need to be guided to the exit (requiring another Brains + Out-think roll). The complicating factor is that Joseph Ward's Nightgaunts will be present and will try to prevent the rescue of captives. There are a total of 12 Nightgaunts (less any killed in earlier encounters).

Denouement

The player characters should hopefully manage to rescue the captives from the 5th floor and ideally convince John Ward to reseal the 4th floor. Players may take it into their heads to destroy the Grand Providence Hotel. This will not actually destroy Joseph Ward, but will mean that there's little he can do within his area of influence (at least until a new building is built on the site). The danger with burning down the Grand Providence is that the binding scroll may be destroyed, freeing Joseph Ward from his prison...

NPC statistics

Normal adults: assume they have a dice pool of 4 most of the time, or 6 if they are doing something

related to their profession.

The Elevator

Large metal box (1-8) 10D [Attacks (fling people around inside or crush those above or below), Area, Awesome x 2, Defend, Gnarly x10, Tough x15, Useful: travel between floors]
Bellhop (9-10) 9D [Useful: talks, Attack]

The elevator is tough and pretty dangerous to enemies within either the elevator itself or the elevator shaft. However, the elevator has limited mobility (even the bellhop is not able to leave the elevator). The elevator communicates with passengers via a bellhop shaped extrusion.

Nightgaunts

Faceless Head (1)	5D [Defends]
Ugly, prehensile paws (2-4)	10D [Attack, Useful: Can hold victim immobilised, Awesome x2, Gnarly, Wicked fast]
Bat-like Wings (5-6)	7D [Useful: Flying, Tough x2, Wicked Fast]
Smooth, whale like surfaces (7-8)	7D [Defends, Tough x 3]
Barbed tail (9-10)	9D [Attack, Useful: can slip through tiny cracks]

Nightgaunts will attempt to flee if any area is reduced to 0D (although obviously they won't be able to fly if their wings are destroyed)

Joseph Ward

Statistics not given as he is expected to be magically confined for this scenario. If he is freed then feel free to give him any magical powers you like.

Howard Lovecraft

Age 10

Feet (1-2) 3

PE 1

Kicking 0

Dodging 3

Guts (3-6) 2

Wind 0

Courage 1

Wrestling 0

Hands (7-8) 3

Thievery 0

Punching 0

Blocking 1

Brains (9) 5

Out-think 4

Remember 2

Notice 1

Face (10) 2

Charm 1

Put-down 0

Connive 1

Background

For a long time you have sought comfort in the company of books rather than people. This is not entirely by choice – you are an only child and your mother has become somewhat distant since your father was committed to an insane asylum several years ago. You are currently in New York with your mother to visit your father in hospital. Your visit this afternoon was quite disturbing. Your father started raving about how you would all be taken by nightgaunts, and eventually the orderlies had to restrain him.

Fortunately, you have befriended ***Ulthar***, a talking cat who lives at the hotel. Ulthar is very well read, and you find him comforting to talk to. However, you have not told your mother about Ulthar as you know she tends to get hysterical whenever you talk about anything “fanciful”.

Agatha Miller

Age 10

Feet (1-2) 2

PE 0
Kicking 0
Dodging 0

Guts (3-6) 4

Wind 1
Courage 1
Wrestling 0

Hands (7-8) 2

Thievery 0
Punching 0
Blocking 0

Brains (9) 4

Out-think 2
Remember 3
Notice 4

Face (10) 3

Charm 3
Put-down 0
Connive 1

Background

You have travelled from your home in England to New York with your parents to attend the wedding of one of your aunts. This is a splendid opportunity for you as it means time away from your Governess and the frightful dancing lessons that people keep inflicting upon you. Your parents are both distracted with wedding plans which gives you plenty of time to pursue your own interests. You are insatiably curious, and you know that grown-ups keep all sorts of strange secrets that you would love to uncover (if you can avoid getting caught).

The other day you happened across a strange creature rummaging around your room. You confronted it and demanded to know what it was doing. At the stern tone of your voice the creature trembled and begged for forgiveness. When you asked again what it was doing it claimed to be looking for socks. You offered it a pair of your father's socks (he has plenty after all). The creature thanked you profusely and asked if it could serve you. It seemed churlish to refuse. The creature looks rather like Frankenstein's monster (yes, you have read the book actually), except that not all the pieces used were of human origin. It calls itself *Minion*.

Charles Ward

Age 10

Feet (1-2) 4

PE 2

Kicking 1

Dodging 2

Guts (3-6) 2

Wind 2

Courage 1

Wrestling 1

Hands (7-8) 4

Thievery 2

Punching 1

Blocking 1

Brains (9) 2

Out-think 0

Remember 0

Notice 0

Face (10) 3

Charm 0

Put-down 0

Connive 2

Background

Your parents run the Grand Providence Hotel. You are expected to help out on occasions, but otherwise you have been told that you are not to bother the guests. However, at the moment you are quite excited as there are a number of children about your age staying at the hotel. Surely your parents couldn't object to you playing with other kids?

There's something else that your parents don't know about. You have a secret friend who looks exactly like you. His name is **Dexter** and he can do all sorts of interesting things. However, sometimes he gets caught doing something naughty and you get the blame. Of course, nobody believes you when you try to explain that Dexter did it.

For as long as you can remember only the first three floors of the hotel were used and the stairs to the fourth floor were sealed off. However, recently (after several arguments between your parents that they thought you couldn't hear) the fourth floor has been reopened and rooms rented to guests.

There's an old cat called **Ulthar** who's lived at the hotel for as long as you can remember. Dexter claims he can talk, but he's never said anything to you.

Randalf Carter

Age: 10

Feet (1-2) 3

PE 0

Kicking 0

Dodging 0

Guts (3-6) 4

Wind 2

Courage 2

Wrestling 0

Hands (7-8) 3

Thievery 1

Punching 1

Blocking 2

Brains (9) 2

Out-think 1

Remember 1

Notice 2

Face (10) 3

Charm 2

Put-down 1

Connive 0

Background

Your father is a journalist for a major newspaper. He has brought you along on his current assignment in New York as he thought it would be good for your education. Of course, in between sightseeing trips with your father, there are long periods where you are left to your own devices while your father works. Fortunately you have made a new friend with whom you can pass the time. It began with a dream where you were flying through the night sky above New York with a six-legged lizard-like creature called ***Squamous Joe***. Then when you woke up you found him curled up at the foot of your bed.

Ulthar [monster of Howard Lovecraft]

Knowing eyes (1)	5d (Useful: find hidden things)
Shadowy fur (2-3)	8d (Defends, Tough, Useful: can blend into shadows)
Razor-sharp claws (4-6)	10d (Attack, Gnarly x2, Tough, Wicked fast x2)
Softly gliding paws (7-8)	9d (Useful: can pass through closed doors, Wicked fast)
Terrible Yowl (9-10)	8d (Attack, Area x1, Useful: can cause structural damage to buildings)

Favourite thing: Secrets

Appearance: A black cat with piercing green eyes and an air of superiority

Background

Once you served as a familiar to a powerful wizard by the name of Ethan Ward. Ethan's father, Joseph Ward, was also a powerful wizard and the original builder of the Grand Providence Hotel. The architecture of the hotel was designed to weaken the boundaries between dimensions. While this made it easier for the Wards to cast magic rituals, it also enabled extra-dimensional entities to slip through the cracks in reality surrounding the hotel.

Unfortunately Joseph Ward became corrupted by his dealings with the extra-dimensional beings. When he started sacrificing the hotel guest, you and Ethan realised he had to be stopped. You formed an alliance with some of the more benevolent creatures in the hotel (including the Bellhop in the elevator) to stop Joseph Ward. You were even able to convince Joseph's own familiar (a pitiful creature called **Minion**) to turn on his master. Ethan crafted a spell to trap his father in a pocket dimension. By drawing upon the power of your allies Ethan cast the spell, successfully trapping Joseph on the 6th floor of the hotel for as long as the scroll containing the spell remains intact.

Although Joseph could not leave the 6th floor, he was still able to exert his influence on some of the lower floors. You and Ethan investigated and determined that Joseph's power weakened each floor below the 6th, and by the 3rd floor his influence could no longer be felt. Ethan blocked off all entrances to floors above the 3rd and lived out the rest of his life in peace.

Since Ethan's passing you have become the unofficial guardian of the Grand Providence Hotel. Ethan's son John Ward, who knows nothing of wizardry, now runs the hotel. Much to your consternation he has recently decided to reopen the 4th floor of the hotel. You have tried to convey your concern to him, but unfortunately he is unable to understand you. You should be able to communicate with his son **Charles Ward**. Unfortunately Charles has taken up with an untrustworthy doppelganger calling himself **Dexter**, so you have been keeping your distance.

Amongst the guests staying at the Grand Providence you have found a young boy called **Howard Lovecraft**. He is bright and quite sensitive to the arcane. He reminds you of Ethan when he was a boy and you wonder whether he has the makings of a future magician. You have spent some companionable afternoons together while he has confided in you his concerns about his family.

Another creature has slipped into the hotel recently, some sort of dream-travelling lizard. You intend to keep an eye on him to see whether he is a suitable long-term resident for the Grand Providence – and move him on if he is not.

Dexter Ward [monster of Charles Ward]

Rubber skin (1-3)	10d (Defends, Useful: can change appearance, Useful: can meld with Charles Ward, Tough x3)
Nimble fingers (4-5)	7d (Useful: Picking pockets, Attack, Awesome, Wicked fast)
Glib tongue (6)	5d (Useful: can make outrageous lies seem plausible)
Capacious stomach (7-8)	10d (Useful: can carry items by swallowing them and vomiting them back up)
Tough skull (9-10)	6d (Defends, Attack, Tough x3)

Favourite thing: candy

Appearance: Can appear to be anything, but your preferred form is to appear as Charles Ward

Background

You are a doppelganger (although you hate being called that), a creature able to change your appearance at will. You have always been envious of humans with their sense of individuality and identity. You decided to learn more about them and see if you could become one of them. The Grand Providence Hotel seemed like a good place to observe people. However, the human that caught your attention was a young boy called *Charles Ward*. You have befriended him as a way of getting close enough to learn more about the ways of humans. From listening into conversations among the guests you know that one important trait of young boys is to be full of mischief, so you always make sure to engage in mischief whenever the opportunity presents itself.

There are several other creatures living at the Grand Providence Hotel. There is *Minion*, a rather pathetic creature who skulks in closets and under beds; and *Ulthar*, a snooty cat who acts like he owns the place. However, you have a plan to bring Ulthar down a peg or two. You have released a large rat in the dining room of the Hotel. Ulthar's going to look like a pretty poor hunter when people see rats running free in the dining room.

Minion [monster of Agatha Miller]

Detachable eyeball (1)	5D [Useful: can remove eye and still see through it]
Ape-like arms (2-4)	8D [Attack, Awesome x2, Useful: carry heavy stuff, Useful: brachiation (swinging like a monkey), Gnarly x2, Spray]
Elongated body (5-6)	8D [Useful: hide in narrow places, Defend, Tough]
Spare parts (7-8)	5D [Defend, Tough x5]
Clawed feet (9-10)	8D [Attack, Gnarly, Wicked Fast]

Favourite thing: stealing socks

Appearance: A roughly man-shaped creature constructed by stitching together parts from many different creatures. Your skin is a patchwork of fur, flesh, scales and feather.

Background

You were created to serve a mighty wizard called Joseph Ward. You liked serving the wizard. He used to shout at you a lot. You assumed that was because he really wanted to make sure that you heard his orders. One day, *Ulthar* the Cat pointed out that Joseph Ward was killing lots of people and that this was a Bad Thing. You grudgingly agreed that the murders were getting out of hand (you were running out of places to bury the bodies) and that Joseph Ward should be stopped. Ulthar and another wizard called Ethan cast a spell that trapped Joseph Ward on the 6th floor of the Grand Providence Hotel.

Since then you have hidden in the hotel, occasionally stealing socks from the guests (unfortunately your clawed feet mean that socks do not last very long). Recently, you were rummaging for socks in one of the guests rooms when you were accosted by a young girl. Her stern shouting reminded you of your long-lost master. You threw yourself at her feet and begged to be allowed to serve her. She asked what you had been doing and when you told her she not only agreed to let you serve her but gave you a pair of socks into the bargain. Oh happy day! Your new mistress is called *Agatha* and you are determined not to disappoint her.

Squamous Joe [monster of Randolph Carter]

Head (1-2)	7D [Defends, Tough x2, Attack]
Very long tongue (3)	5D [Useful: can grab small objects from up to 10m away]
Legs (4-5)	8D [Useful: swimming through dreams, Useful: can walk along vertical surfaces like a fly, Shared]
Iridescent scales (6-7)	7D [Useful: create a blinding flash, Useful: camouflage, Area, Defend, Tough]
Spiny tail (8-10)	10D [Attack, Gnarly x 3, Spray, Tough]

Favourite thing: Dreams

Appearance: A six-legged reptile with scintillating scales and a spiny tail.

Background

Your natural habitat is the dreamlands where you swim among the stars, occasionally diving into interesting looking dreams. However, you are insatiably curious and always looking for new experiences. Not long ago you happened upon the dreams of a young boy called **Randalf Carter**. His dreams were so intriguing that you decided to follow him into the waking world. His world certainly looks interesting and well worth taking some time to explore. You think that when you get bored with this world you might invite Randalf back to the dreamlands with you.