

FOOD

OF

THE

GODS

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FOOD OF THE GODS

AN ORIGINAL SCENARIO FOR
CTHULHU DEEP GREEN

By Justin Ford

A MOTH-LANDS
PRODUCTION



INTRODUCTION

Agent Hallow is the handler for S-Squad, a collection of clandestine agents operating out of the Pacific Northwest. Their mission: to investigate and cover up supernatural events on a moments notice.

No cost is too great.

THE SETUP

In Seattle an enterprising chef has discovered a new ingredient. Capable of transforming even the most mundane meal into a transcendent experience, it was never meant for mortals like you or I.

No longer able to restrain herself, Kinder recklessly seeks out hungry diners on which to foist her insidious recipe. Unfortunately for her the first victim is one of S-Squad's own.

Food of the Gods is a slow-burn scenario meant to introduce your players to the concept and tone of supernatural investigation. Use it to acclimate your Agents to their new careers with the Conspiracy and give them an opportunity to cut their teeth on a mission that's sure to leave them hungry for more.

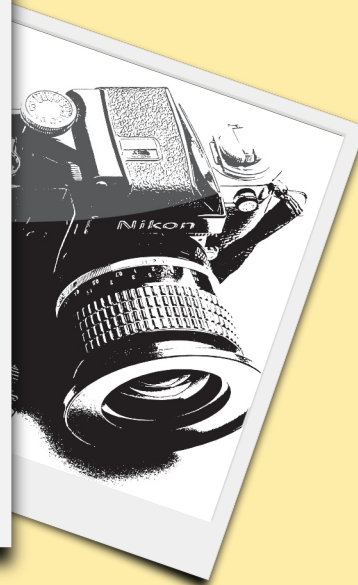
FOR YOUR EYES ONLY

While suspense builds it's on the handler to emphasize the horrors of becoming enmeshed in a conspiracy, of being found out, and of the piecemeal revelations specific to this operation.

Don't be afraid to call for a Stress roll when the Agents discover they are being recorded.

When the secrets of Ambrosia begin to dawn on the team, threaten them with new Insight.

And when they discover the plight of Agent Soirée remind them that they're one simple mistake away from suffering the same fate.



NAME: REGINALD C. WILKS **ALIAS:** AGENT SOIRÉE.

STATUS: DARK.

GENDER: MALE **AGE:** 35. **HEIGHT:** 5'11"

ETHNICITY: WHITE/LATINO **BLOOD TYPE:** AB

ADDRESS: 4500 5TH AVE NE, APT. 303, SEATTLE, WA.

IDENTIFYING FEATURES: US ARMY INSIGNIA TATTOO.
SCAR ON LEFT TIBIA FROM A CLASSIFIED INCIDENT.

SERVED IN: US ARMY (COMBAT CAMERA UNIT)

FAMILY: MOTHER & FATHER. BOTH DISTANT.

MEMBER OF S-CELL SINCE: JUNE-2010 TO PRESENT.

SPECIALTY: SURVEILLANCE & INTELLIGENCE.

NOTES: MIA ONE WEEK. SUSPECTED PTSD.

K-STREET DINER

This diner again.

Hallow always brings you here. The coffee isn't cheap but it gets the blood flowing and The Handler always pays.

You spot her across the room, the brim of a ball cap pulled up over bombed out eyes, shoulders hunched, doing her best to remain inconspicuous. Strange considering the waitress knows her name.

It's time to make your approach.

You saunter up and slide into the booth like its a bus stop. A silence builds until ...

"Pretty early for a fly-by-night?"

The words don't make any sense but you have an answer ready.

"You're not wrong, but the body is ready."

The beginning of another operation.

MENU



<u>Coffee</u>	<u>\$</u>
Drip	1.50
-Refills	Free
Espresso	2.00
Americano	3.50
Latte	4.35
Mocha	4.60



<u>Clues</u>	<u>*</u>
A Suspect	
A Name	x
The Truth	Null
Photographs	Yes
Viscera	
A Confession	Her

FIRST STEPS

Before Agents arrive on the scene, spend time with them at home. One scene with each Agents' anchors should add some heart to this otherwise vicious Operation.

THE TEAM ASSEMBLES

Late in the night burner phones begin to ring and information on S-Squad's next operation begins to arrive. Among other details the Agents receive ID for one Reginald Wilks. Their directive: investigate his disappearance.

Hallow: Get your butts to Seattle. Now. Agent MIA.

The rendezvous point: a 24hr diner on the South side of town.

THE INVESTIGATION BEGINS

Wilks' apartment is located at the edge of the University district. Here he operated a professional photography studio out of his living room.

For the last month Agent Soirée had been assigned to tail Rachel Kinder, AKA: The Worldly Chef. Evidence of his surveillance can be found in encrypted files on his computer, (password: Soir33 4 Thr33).

Wilks also infiltrated the mailing list for Kinder's weekly Supper Clubs but he was made: Rachel served him on a platter to her dinner guests.

Wilk's Apartment: Items of note

- A desktop computer with an operational webcam.
- A "go-bag" hidden beneath the bed.
- A suicide note forged by the grieving Emily Nguyen.
- A nosy neighbor, (Kinder wearing Soirée's skin?).
- Unsanctioned photos of the Agents of S-Cell.
- Photos of various models including Ms. Nguyen.



THE TEAM ASSEMBLES

The site of Wilks' death is the residence of Grant and Marra Swanson. The couple live in a large modern home in the Capitol Hill neighborhood of Seattle and they have a problem: their floorboards won't come clean.

Guilt-ridden by the events of their rapturous feast, the Swansons furtively dart from their home to the curbside trash can carrying empty containers of bleach. Across the street, a neglected dumpster marks the final resting place of Reginald Wilks. Rats and insects chew at the carcass, still entranced by the sweet smell of seasoned flesh.

If questioned, the Swansons' paranoia will flavor their guilt. This can be used against them but Agents using threats of violence or arrest against the pair should consider how they feel about making them relive their experience.

Details from the crime scene

- The Swansons will attest that Wilks brought a friend named Emily.
- Wilks arrived early to meet the chef, Rachel Kinder.
- Wilks took photos of the event space prior to dinner.
- The Swansons believe Kinder is evil.
- Wilks' body is missing two hands and a skull.

THE THREAT: EXPLAINED

Ambrosia is harvested from the shores of dim Carcosa, a bleak dreamworld of dilapidation and decay. How Kinder got her hands on such a delicacy is immaterial, though nosy investigators may just find grainy black-and-white photographs from the factory floor of Carcosa Canning. Investigating this facility turns up only dead ends.

The effects of Ambrosia are difficult to grasp in their entirety but they boil down to this: those who consume the substance suffer from a reversal of orders. Namely the instincts that mark each of us as predator or prey.

The suddenness of this change is so intense and violent that anyone capable of seeing or smelling the victim immediately enter a ravenous frenzy and attempt to feast upon the victim's flesh.

An Agent touching the substance without gloves, or god forbid, tasting a sample of Ambrosia will find themselves beset by crawling pests and fending off the violent advances of household pets until they are able to wash the smell away.

Mosquitoes, ticks, and a select few creatures used to preying upon human beings are immune to these effects. They have learned to control their cravings and to bide their time.



KINDER'S RESIDENCE

Kinder lives in a modest home purchased prior to the construction of her now shuttered restaurant. She isn't there but Agents visiting the residence will find clues painting a singular picture: Kinder has become unhinged. It's time to complete what Agent Soirée started and reign her in.

Clues from Kinder's Home

- Tire tracks in the garage left by Kinders' catering van.
- DVDs containing clips of Kinder's glory days in the talkshow circuit.
- Several goldfish floating upside down in a tank. They seem to have turned on one another. An early experiment with Ambrosia?
- A tin of Ambrosia in the back of the fridge . Smells of honey and fish.
- Kinder's laptop computer. A flashing notification from @friendlydiner of the supperclub mailing list reads:

"What have you done to us?"



THE CALL

The Call is an important vignette you can insert anywhere into the operation. Employ it to illuminate the threat, to throw your Agents a bone, or to add a moment of urgency to an otherwise quiet investigation. No cost is too great.

DISCOVERY PARK

At some point during the investigation agent Hallow receives an unusual message:

Soirée: I need to show you something. Meet me underneath the lighthouse in the park at 11:00.

Concerned, she is quick to relay the information and dispatch the team to Discovery Park.

Waiting near the old lighthouse is not Soirée but Emily Nguyen, client and friend to Reginald Wilks. The amateur model and law clerk sulks on a park bench, halfheartedly feeding birds from a bag of crumbs.

A blacked-out Nikon camera rests at her side.

Emily is traumatized from her ordeal at the Supper Club dinner to which Wilks invited her. Now traces of his flesh can be found between her teeth and, in her pocket, a plastic bag containing Soirée's last meal.

"I remember ... how he tasted ... like nothing else."

If questioned further Emily will wordlessly remove a pearl of a caviar-like substance from her pocket and toss it at the feet of a hungry seagull.

Pigeons peck at the seagull's corpse, worms writhing in its blood. It's as though every creature beneath it on the pecking order, regardless of diet or ability, has suddenly developed cravings for its flesh.

Chewing, choking, gagging, they feed.

The following events lead to the conclusion of this operation but they may not mark the end. After the threat is contained consider: Why was Soirée stalking S-Cell? What messes has Kinder left for the team?

RACHEL KINDER: AWAKENED GHOUL

Armed with strange insights and visions brought on by the effects of Ambrosia, Kinder has stumbled her way into immortality.

Now a shape-shifting ghoul, she craves the flesh of the dead, instinctively seeking to consume the brain matter of her victims, and with it, their memories

Kinder may appear as Agent Soirée or any of her other victims and will not hesitate to use their forms to elicit sympathy or lose the cell in a chase.

Beneath her new skin resides an 8ft slaving mockery of humanity with a bullet resistant hide and a canine snout crammed full of cutting teeth.

As the Handler, consider introducing Kinder to the Agents before they can identify her. She may even attempt to cover up Soirée's trail in his own visage.

A code-red incident is just one bite away. It's up to S-Squad to make sure the guests never put their forks to the plate.



THE TICKING CLOCK

Late into the investigation the supperclub mailing list will come alive. Rachel is holding a spur of the moment event at her old restaurant and everyone's invited.

If S-Squad is monitoring the situation, they will have an hour to arrive on the scene in the face of terrible urban traffic. If not, nervous messages from Ms. Nguyen will tip them off some time later.

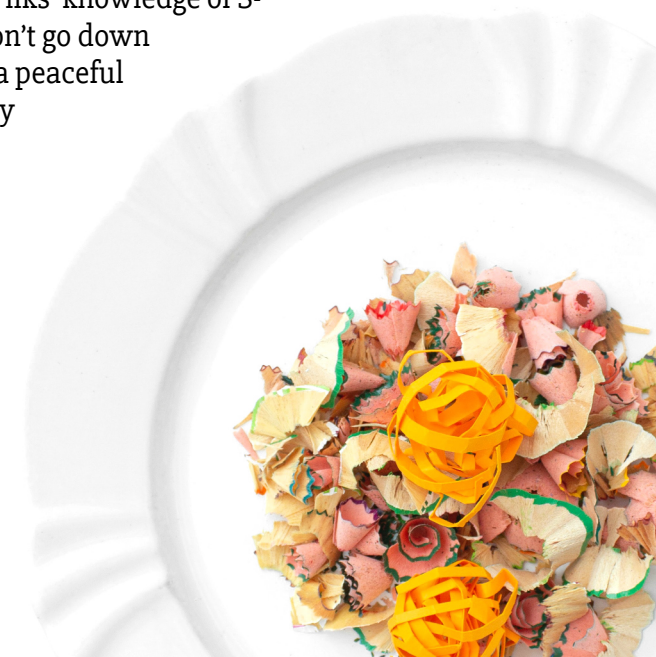
World Eater: I'm cooking up something brand new. Meet me at the Worldly Traveler for a special treat.

JUST DESERTS

Kinder's catering truck idles in the parking lot of The Worldly Traveler. It contains a grizzly surprise: Wilk's hands and empty skull have been impaled on receipt spikes and arranged in a mockery of supplication as part of a brutal ritual.

Nearby, inside the shuttered restaurant Rachel waits on half a dozen excited diners. Newly armed with Wilks' knowledge of S-Cell and his combat training, she won't go down without a fight. Will the agents find a peaceful way out of this encounter or will they succumb to a sinister hunger?

It's time to find out.



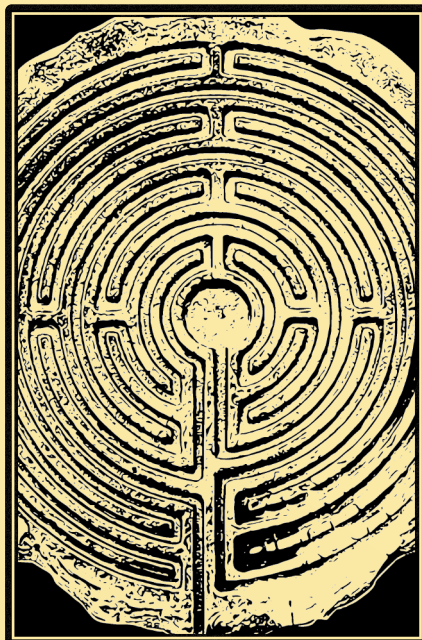
COMING SOON

Look for two new exciting items arriving on the menu soon.



REVEL IN THE DARK

Head to Australia on a dangerous cave diving expedition as a team of scientists runs headlong into the arms of an ancient evil.



THE LINEAR MEN

Take on the horrors that haunt a city as S-Cell falls deeper and deeper into the land of dreams. Can our agents follow the clues to their singular conclusion or will they be forever lost in nightmares?



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Justin (he/him) is a microscopist, writer, and tabletop game designer living in the Pacific Northwest.

To contact him for collaboration or to submit your photo for use in future operations, email him at PageOfMoths@gmail.com.

If you enjoy Cthulhu Deep Green, please leave a review of the game on itch.io. It means the world.

Be safe out there.

-JF