

"The Drooler in the Dark: The Dog That Should Not Be"©1996,1998 Call of Cthulhu

Dr. Michael C. LaBossiere, ontologist@aol.com

I stood at the door, my face pale. A cold sweat dampened my brow. I turned to look at my companion to see how he was faring.

"Prepare yourself, Joe. We are about to face something so horrible and evil that I am surprised that the very earth does not reject its presence."

"What is this horror?" said Joe.

"The Drooler in the Dark, the Dog That Should Not Be..." I said, my voice trailing off to a whisper.

"A Hound of Tindalos!" Joe cried as a look of terror crossed his face.

"No, far worse." I said as the door swung open, revealing It.

"Oh, look at the cute doggy!" said Joe, stepping forward to meet the Beast.

"No, Joe!" I cried, but it was already too late...

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Disclaimer: Any resemblance between persons or dogs, living or dead, and the characters in this adventure is purely coincidental.

Keeper's Introduction

This adventure is intended as a bit of comic relief to break up the usual tedious monotony of death and insanity that the intrepid investigators have grown so accustomed to. This adventure works best if it is properly set up before it is played, so as to enable it to be sprung upon the unsuspecting investigators. The set up for the adventure is as follows: First, one of the investigators needs to become romantically involved with a NPC. Second, that NPC must buy a dog for a pet. Unknown to the NPC, he or she will acquire the Drooler in the Dark which will manifest itself as it's current body grows from a cute puppy to a malign mass of canine flesh. While the Drooler is growing up, it will seem like other puppies and will cause no more destruction than any other growing and hyperactive young pup. However, when it

reaches full growth, it will become serious trouble for the investigator.

Running the Drooler

The Drooler will be basically a background element in the campaign which will involve the investigator who has been singled out for this horrid fate. The investigator will be forced to interact with the Drooler every time the investigator visits his or her loved one. The following charts are used to generate the actions of the Drooler. Of course, the Keeper may freely chose an action for maximum humor. The Drooler will never harm its owner, who will never punish it severely no matter what it does.

Situation: The Drooler meets the investigator or a friend of the investigator.

Roll (1d6)	Action
1	Drooler rams its nose into the victim's groin. If victim is male, he takes 1D3 and must roll under his constitution X 3 on % dice or fall to the ground for 1D10 minutes during which time he can only emit high pitched noises indicating his horrible pain. If victim is female, she will be embarrassed, but unharmed.
2	Drooler vomits on victim's shoes. Really embarrassing and the acidic vomit eats up the victim's shoes and inflicts 1D2/round until washed off.
3	Drooler relieves itself on victim. Not harmful but certainly not enjoyable.
4	Drooler barks insanely for 1D6 minutes and will not stop.
5	Drooler runs away, requiring the investigator to chase the damn thing down. It will lead the investigator through the worst places it can find (dumps, swamps, crack houses, etc.). Eventually it will ditch the investigator and return home.
6	Roll twice and apply the effects.

Situation: Investigator introduces the Drooler to one of his/her pets.

Roll (1d3)	Action
1	Drooler vomits on pet. Pet takes 1D3/round until it is washed off.
2	Drooler drags the pet around until it is just about dead, then lets it go.
3	Drooler eats the investigator's pet.

Situation: Investigator is sitting down, watching TV or working.

Roll (1D6)	Action
1	Drooler sneaks up on investigator and emits an unearthly howl causing a loss of 1D3 Sanity points on an unsuccessful Sanity check roll, no loss if the roll is made.
2	Drooler leaps into the PCs lap and vomits on him / her. The vomit inflicts 1D3/round until washed off.
3	Drooler get between the investigator and his work, TV, etc. and will refuse to move.
4	Drooler begins eating the PCs shoes, whether they are being worn or not.
5	Drooler begins to bark insanely and will not stop until the investigator goes away.
6	Roll Twice.

Situation: investigator and romantic interest are smooching, etc.

Roll (1d3)	Action
1	Drooler decides it has to go to the bathroom. If not taken for a walk, it will relieve itself on the investigator.
2	Drooler begins to bark insanely and will not stop until the investigator goes away.
3	Drooler will stare intently at the investigator. The investigator must match POW with the Drooler and win in order to keep doing what he/she is doing. If not, the mood is shattered.

Situation: The investigator is eating.

Roll (1D6)	Action
1	Drooler leaps up into the PCs plate and begins slurping down food.
2	Drooler gets its paws on the table and vomits on the PCs plate.
3	Drooler gets under the table and rams its head into the investigator's groin (see above).
4	Drooler begins to bark insanely and will not stop until the investigator feeds it. If the investigator feeds it, it will nip the hand that feeds it for 1 point.
5	Drooler gets beside the investigator and breaks wind. The investigator must roll under his / her constitution on % dice or be unable to eat.
6	The Drooler stares at the investigator. The investigator must match POW with the Drooler and win or be unable to eat.

Situation: The investigator is asleep and the Drooler is present (bad move).

Roll (1d3)	Action
1	The Drooler awakens the investigator by stepping on his / her chest and growling. In the process, the Drooler will dump about a liter of drool onto the investigator. Waking up in this manner costs 1D3 Sanity points or 0 if a successful Sanity check is made.
2	Drooler takes the opportunity to eat most of the investigator's clothing, including the investigator's wallet or purse (yumm! Credit cards!)
3	Drooler vomits on investigator. investigator takes 1D3 /round until the gunk is washed off.

Situation: The investigator is taking the Drooler for a walk.

Roll (1D6)	Action
1	Drooler lures the investigator near something dangerous (like traffic) and tries to drag the investigator into the danger.
2	Drooler escapes the leash and the investigator must track it down (see above).
3	Drooler gets into a fight with a really big dog who has a really big owner who really loves his dog and would really hurt the investigator if the Drooler messes up his dog.
4	Drooler waits until the investigator is distracted and then tangles the investigator in the leash and then takes off at top speed, dragging the investigator along. The investigator will sustain 1D3 points before getting free and will look pretty stupid being dragged around by a dog.
5	The Drooler bites the head of a squirrel in front of a group of young children. It then runs over to them and coughs it up onto the youngest child.
6	The Drooler bites the head of an old lady's poodle then coughs the head up on her foot, causing her to suffer a cardiac arrest.

Finish

The Keeper should milk the Drooler for all that it is worth. Remember that the investigator's love interest will not tolerate any harm to come to his/her beloved dog. Eventually, the joke will wear thin and the Drooler can vanish into the night (or perhaps into a concrete filled 55 gallon drum) leaving only the stale smell of doggy vomit and lots of fur behind.

The Drooler

Description: The Drooler always takes the form of a very large yellow dog, with a look of keen, but malign, intelligence in its eyes. The Drooler is a one of a kind supernatural entity which exists to cause trouble for humans. It will cause itself to be born as a dog and will cause someone to adopt or buy it. It will then match its POW against the people or person who bought it and if it wins, the persons or person will want to keep the Drooler, no matter what. The Drooler is a bit evil, but will only resort to full scale violence to preserve its body. Otherwise, it will be content to torment everyone besides those who own it (who are oblivious to its behavior). Naturally, the person or persons who own it will never want to speak or see the person who harms their beloved dog.

Characteristics

STR: 15 CON: 20 SIZ:10 INT: 15 POW: 19
 DEX: 14 HP: 15 MV: 14

Weapon	Attk%	Damage
Bite	80%	1D8+1D4
Ram	95%	See above
Vomit	95%	Inflicts 1D3/round until washed off.

Armor: The Drooler has no armor, but takes minimum damage from non magical weapons.

Sanity: Viewing the Drooler costs no Sanity points. It can emit a howl, that costs 1D3 Sanity points unless the hearer makes a successful Sanity check.