

Setting: Arkham General Hospital, Modern Day

Dramatis Personae: Three to Six Unfortunate Patients

RPCs

Dr. Hubert Langley

Orderly

PROLOGUE

Sight Unseen is a *Cthulhu Live 3rd Edition* scenario that plays on the insecurities and vulnerabilities that arise when one cannot use the sense of sight. It requires the players to be blindfolded for most of the game and forces them to rely on their senses of hearing, scent, and touch to survive. Extra care must be taken to ensure the safety of the players and staff, but if executed properly *Sight Unseen* is a thrilling and horrifying experience.

The Keeper must be aware of any anxieties the players possess, particularly those relating to claustrophobia (fear of enclosed spaces) or achluophobia (fear of the dark), and should interview players beforehand to ensure they will not experience any undue distress during the game. *Cthulhu Live 3rd Edition* is fun because it allows us to experience horrific events in a safe and controlled environment. Care must be taken to ensure that the simulated terror does not lead to actual panic. At this point, it stops being a game.

Sight Unseen is designed to be run with three players — although it can be used for as many as six in campaign games with pre-existing characters — and two or more staff, a Keeper, a Stage Hand, and possibly an NPC Actor. It is ideally suited as an introduction to *Cthulhu Live 3rd Edition*, as it can be run for a small group and with little reliance on the rules system. Indeed, it can be run with no rules at all other than appropriate safety guidelines. Four pre-made characters have been included, but are unnecessary when running a rules-free session of this scenario.

PLAYER'S INTRODUCTION

Arkham General Hospital, a teaching hospital linked to the Miskatonic School of Medicine, has a sterling reputation. Its hallways are clean, its doctors are competent; and its relaxing atmosphere and friendly staff make recovery a joy. One should be thankful that such a fine medical facility exists among the old buildings and venerable manses of Arkham.



KEEPER'S INTRODUCTION

Doctor Hubert Langley is Arkham General's fastest rising surgeon, but his life has taken a dark turn as of late. As part of his residency, Langley worked for a time in the Emergency Room. One night, a most peculiar patient was brought in, a frail old man who looked half-starved and was covered in self-inflicted wounds. Shockingly, the old man had plucked his eyes out with his own yellow-nailed fingers. As sedatives were administered and surgical tools applied, Langley found his gaze constantly drawn to the fleshy pits of the old man's hollow eyes. Morphine silenced the old man's raving voice, but it was too late. Langley had been enchanted by the dark wisdom hidden behind the withered man's empty gaze.

The patient was eventually confined to the psychiatric ward of Arkham General. Dr. Langley took a more than professional interest in the old man's recovery and spent many a long night at his patient's bedside. As the days passed, the two changed from Patient and Doctor to Master and Acolyte.

Volde, as the old man called himself, was a solitary worshipper of a foul and ancient god known as Um-G'lash the Unseeing, a dancer in Azathoth's court blinded by the Demon Sultan in an act of gleeful cruelty. Um-G'lash offered great wisdom and power to its followers. Volde possessed such wisdom and was willing to pass it on to Dr. Langley, for a price.

On the night he was brought into the hospital, Volde had tried, and failed, to summon his foul god to the earth. His body was too old and frail to contain the energies he sought to channel. But Langley, with his keen mind and youthful vigor, might succeed where Volde had failed. The old man died little more than a month after he had been admitted to the hospital. Volde directed Dr. Langley to his library, a collection of tattered manuscripts and fragments detailing the worship and summoning of the Unseeing One. Volde died with a crooked smile upon his lips, for the last words he heard were those of Dr. Langley swearing an oath to succeed where his master had failed; to summon Um-G'lash to this Earth and let the Unseeing One wax mighty upon the flesh of man.