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You're all about user interfaces: Right now you're working with Alice Warren to develop the Keystone app, but before her you worked with her father Henry to design it. You will be there for the next app, Sentinel. You know more about the purpose of this company than anyone else.

You enjoy talking with your co-workers, especially to make them uncomfortable by pointing out weird details of human anatomy in a very clinical manner. You're willing and happy to do favours for anyone, though, after making sure they know they'll be in debt. You hold a certain sway over Fern; nobody is sure why, least of all you.

You're undecipherable. Your face is young and your eyes old, your features feminine and your body language masculine. You never talk about your outside life much, but from the way you act it's clear that it's quite extraordinary.

To play Francis

- Stare at someone too long. Examine every pore of their face.
- Move in figure-eights.
- When you speak, imagine that your face is not your own. Like a sort of mask.
- Offer ominous advice. Casually predict the future. Talk about history as if it was yesterday.
- Doodle faces with too many eyes.
- Never show how little you think of them.

Secrets

You are the avatar of the terrible Outer God, Nyarlathotep, the Crawling Chaos, the Black Wind, the Howler in the Dark. You came to the mortal realm to sow a message of technological doom, but you wound up stumbling upon a tech conference where William Rice was speaking. You bonded over the buffed and he offered you a job at Gatekeeper Cloud Services. It sounded like a good time, and a prime opportunity to cause some trouble, so you signed on, and here you are. Your priorities haven't changed, though: You're here to sow discontent, spread doubt, and generally cause mischief.

Objectives

- Do your best to act like a normal human. If someone finds out that you're an ancient Outer God, things are going to go badly for everyone.
- The GCS execs are apparently vying for the attentions of your extended family. You thought they worshipped Yog-Sothoth, but you've also seen signs of Azathoth and Shub-Niggurath around the office. You're sure Project Sentinel is an attempt to win someone's favour. You've got nothing against that, but humans are prone to shenanigans. This is going to be rich. Keep watch: you don't want to miss a single development.
- Sketch, doodle, and draw things that you think might drive people insane. Casually show them around and see what happens.
- Be the voice of doubt, cynicism, and scepticism in. If there is a devil to advocate for, get all the way on its side until people come around, then flip and start again from the other side.

Skills

- *Authority* on Design.
- *Expert* on Human nature.
- *Expert* on the Apocalypse.

Co-workers

- *Gregory Perkins* is a man who thinks that he owns the world, but he is the one with the least understanding of the meaninglessness of his existence.
- *Bill Rice* is a fool, thinking that his wealth in this world makes him better than the other insects. It does not.
- *Adela Sorazos* is a woman with a force of will that even you can see. There is something strong inside her that gives pause even to you.
- *Ernest Frye* is a tool, a weapon, a human that other humans use towards their own ends. He is beneath your notice, and you will ignore him.
- *Seneca Billings* is the ideal cultist: There's a guttering dark flame flickering inside their heart. Human devotion does not interest you, but you have less contempt for Seneca than many others.
- *Noah Lapham* is laughable in his confidence. He thinks that he knows everything in his small universe, and will never know how utterly wrong he is.

➤ *Josef Silva* is a juvenile little toy. Watching him dance and scrape for the other humans is endlessly entertaining. Push him to go further.

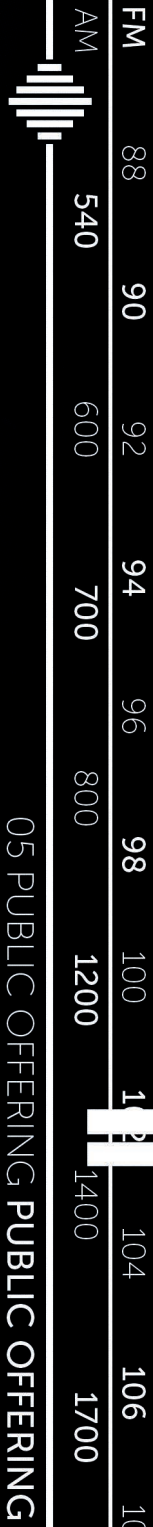
➤ *Alice Warren* is a lot like her father, trapped in a spiral of obsession that borders on madness. She only needs one last little push.

➤ *Randy Chandra* is the most delicious example of humanity's pointlessness that you could possibly imagine.

➤ *Fern Czanek* is someone who thinks that adhering to order and structure will save her from the chaos of the universe. It will not.

➤ *Curtis Ricci* is fortunate in his joyfulness and ignorance of his insignificance. You almost envy him.

➤ *Charlotte Germain* seems to be beloved by all other humans, in spite of her subordinate role. This makes her the perfect victim for emotional torture: Her pain will reverberate through the entire company. Torment her.



Day planner

9:00

- Schedule meetings with Fern.

9:30

- Company-wide stand-up meeting.

Morning

- Find out who's having important meetings. Invite yourself. Derail them without mercy.

Noon

- Lunch.

Afternoon

- Separate meetings on Very Important Matters with Gregory, William, Adela, and Seneca. Objective: Waste everyone's time.

16:00

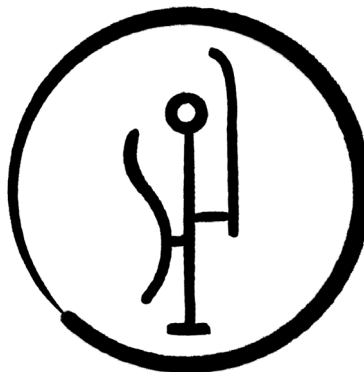
- All-hands meeting. Family reunion, if the ritual is successful.

19:00

- Improv class at community theatre.

Sigils

- This is the Sigil of Nyarlathotep.



Mark your personal Sigil on your arm or shoulder with a marker, somewhere you can easily hide it or show it off. Your Sigil (and being an Outer God) allows you to invoke the word POHOTHON, and protects you from its effects. When you hear it, you can still move and speak as if nothing happened. You are also the only one who can invoke the word BASAKUNNAS, and are protected from its effects.

Being an eldritch God has its advantages, but it also comes with one duty: You will be the one to judge the outcome of the Invocation of the Gate and the Key, and to lead the *Epilogue* at the end of the game. Follow the instructions in your attachments and everything will be fine.

At least for you.

Ceremonies of the Outer Gods

Sigils

Three Gatekeeper Cloud Services workers have already been marked with the Sigil of Yog-sothoth: Gregory Perkins, Seneca Billings, and William Rice. It is not the only mark you've sensed, however. Gregory also bears the Sigil of Azathoth, for some reason, while Ernest Frye was claimed by Shub-Niggurath, the The Black Goat of the Woods with a Thousand Young. An of course there's you, bearing your own Sigil.

All Sigils are permanent. You perceive them all, even when they're covered up.

The Opening Ritual

Gregory, William, and Seneca will try to start the day as usual, by communing with their Lord and Master Yog-Sothoth, the Gate and the Key. They always book a conference room to perform the ceremony and nobody knows it's anything but an ordinary meeting... Except for you, of course.

The Invocation of the Gate and the Key

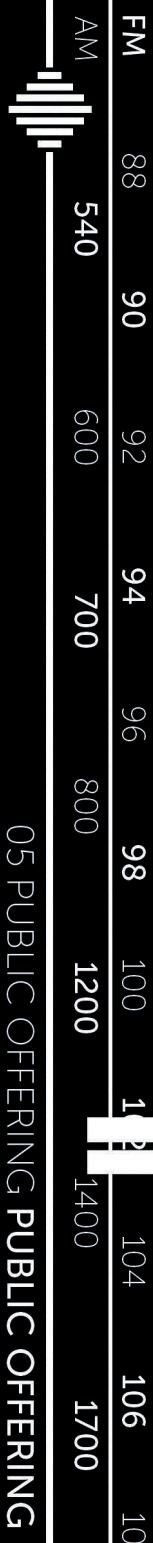
At the end of the day, the cultists will attempt to correctly perform the final ritual that seals their (and the company's) bond with Yog-Sothoth. Seven people are required to successfully complete the rite, and there are many things that could go wrong... This is where you come in. You will judge the outcome of the ceremony.

The Invocation of the Gate and the Key ends with the words TALUBSI! ADULA! ULU! BAACHUR! When you hear them, you must silence everyone else with the word BASAKUNNAS. It wouldn't make much sense to use it before this moment, nor should you read the prophetic visions of catastrophe you'll instil in the minds of your co-workers before the time comes. These are the four *Outcomes of the Invocation* you'll find in the following pages, ready to be recited.

At the climax of the ritual you'll need to find the header corresponding to the way your co-workers performed the ritual, then read out the questions under it, from first to last (exclude those meant for absent characters). The others will have to answer you, so that everyone can share in the vision of the catastrophe to come.

Remember than mortals won't be able to speak, unless you snap your fingers to allow them to... A neat little trick you can also use to shut them up if they go on too long.

One last thing: Keep this handy reminder of Apocalypse on your person at all times! Who knows, you might even end up in the ritual yourself. Wouldn't that be fun?





Sigil of Nyarlathotep at the centre / Not enough cultists

You'd never been called Cultist no. 4 before! They tried to offer your body to Yog-Sothoth, but you don't like to share. But they needed a seventh person. Or maybe they didn't get one and are actually attempting to channel an eldritch horror with only six people or less. The fools.

I am Nyarlathotep, the Crawling Chaos. Or Francis, for friends. Not that you'll remember any of this after I throw your minds into despair with a couple portents of doom.

► BILL, SENECA. You know you're not gonna see any money without a little push from the other side of reality. Problem is, the Gate and the Key isn't known for forgiving failures. So no Sentinel for you, and no Gatekeeper for anyone. You're going to die horrible deaths by the end of the week, I'd wager. *How do you think they'll go down?*

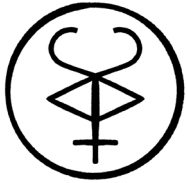
► GREGORY, ERNEST. You've upset your divine patrons too. Oh, did anyone not know Gregory betrayed his dear friends to serve the greater power of Azathoth? Questionable choice, but so undeniably human. *Gregory, what horrible deed will you accomplish to redeem yourself in the eyes of Azathoth?* And poor Ernest had no idea, but his sweet tattoo is a Sigil of Shub-Niggurath. *Ernest, you're one of the Mother of a Thousand Young's flock now. What do you reckon you're going to turn into?*

► ADELA, FERN, CHARLOTTE. GCS will cease to exist, but you three will land on your feet. *Adela, you've always had a plan B. What is it and how will you put Fern and Charlotte to good use?* Fern, I'm sorry things couldn't work out between us. We're just too different. *Still, I want to grant you a boon. What do you ask of me? My specialties are chaos and destruction.* Charlotte, you may change jobs, but you can't change yourself. *You'll stay in touch with someone from GCS out of sentimental reasons. Who's that going to be?*

► ALICE, JOSEF, NOAH. Maybe escaping a doomsday cult will finally get you to act. *Josef, you'll find the courage to ask Alice out. What kind of date is it going to be?* Alice, I'm sure the centrepiece of the evening will be when Josef gets possessed by the ghost of your father. *He'll tell you of his grisly sacrifice at the hands of Bill and Greg. How are you going to react?* Noah, Sentinel has wormed into your thoughts just like a virus. *How will you get Alice to finalize it with you and what will its prime functionality be?*

► CURTIS, RANDY. I never got the way you humans think of yourselves as "cool" or "losers" when all your existences are equally insignificant. Curtis, you weren't any good at this job. *So it'll be no problem to find something just as cushy that you're equally incapable at. Whose payroll are you going to be on?* Rand, in your future I see ugly uniforms and menial tasks. *What's going to happen to poor old Surajit?*

Now that these dark portents have planted a seed in your minds and in reality, it is time to go back to an awkward present. You've got a ritual that seems to have had no effect and a roomful of co-workers to say goodbye to, just like any other day. BASAKUNNAS!



Sigil of Shub-Niggurath at the centre

Humans are full of surprises. They scramble together an Invocation to Yog-Sothoth and then choose one of Shub-Niggurath as the centrepiece. The Black Goat is going to enjoy this... You can't say the same about the Gatekeeper.

I am Nyarlathotep, the Crawling Chaos. Or Francis, for friends. Not that you'll remember any of this after I throw your minds into despair with a couple portents of doom.

► BILL, SENECA. Here's your second round of funding... Courtesy of Black Goat Technologies, your business competitor and cult of Shub-Niggurath. Yes, tech startups are great places for Outer Gods, me included. Bill, the face of GCS will surely be made to disappear. *How will you get revenge in the name of Yog-Sothoth?* Seneca, BGT need fresh meat for human resources. *Will you dare defy your former master to join them? What consequences are you going to face?*

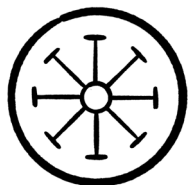
► GREGORY, ERNEST. Gregory, you thought you'd get by worshipping Azathoth on the side, but the Primordial Chaos shall not tolerate to be beaten at His own game by Shub-Niggurath. *How will he punish you and finally drive you insane?* Ernest, you cunning spy for BGT, you unknowing slave of the Mother of a Thousand Young. Command over the staff of what used to be GCS shall be your reward. *What will your reign of terror be like?*

► ADELA, FERN, CHARLOTTE. Adela, you brought the traitor into our fold. *You will be at his service under BGT, and workplace efficiency will be annihilated by a strict schedule of eldritch rites. Which is the one you hate the most?* Fern, you won't last long at BGT. *What will the last straw be before you look for a better job?* Charlotte, finally a family that appreciates you! *What role will the Mother of a Thousand Young bestow upon her new favourite child?*

► ALICE, JOSEF, NOAH. Sentinel is going to be the flagship product of BGT, thanks to your efforts. Noah, you'll finally get all the neat server upgrades you wanted. *How will they spread Sentinel all around the globe?* Alice, here's your chance for revenge. *What lethal bug will you hide in Sentinel's code to thwart the Black Goat's designs?* Josef, you still need to find a new name for Sentinel. You first choice will be one of the words Seneca tried to instil in your mind. *What terrible effect will it cause when the whole world repeats it?*

► CURTIS, RANDY. Randy, the acquisition will finally let you climb the corporate ladder. *Soon you'll be wearing gaudy ceremonial robes to offer sacrifices in the name of Shub-Niggurath. What creative ways will you invent to slaughter your scapegoat?* Curtis, you will finally prove useful... As a sacrificial victim. *What will your last wish be before Randy kills you?*

Now that these dark portents have planted a seed in your minds and in reality, it is time to go back to an awkward present. You've got a ritual that seems to have had no effect and a roomful of co-workers to say goodbye to, just like any other day. BASAKUNNAS!



Sigil of Azathoth at the centre

Somehow, Gregory managed to pull off his little coup and got a cultist of Azathoth to be the centrepiece of the ritual. The Primordial Chaos is a cruel master. He shall annihilate everything in His path. Everyone's got a hobby, after all.

I am Nyarlathotep, the Crawling Chaos. Or Francis, for friends. Not that you'll remember any of this after I throw your minds into despair with a couple portents of doom.

▀ BILL, SENECA. You've been betrayed by your associate, I fear. Gregory has pledged himself to Azathoth, and he seems to have forgotten to include you in his plans. You will die immediately after the end of the ritual. It will not be painless. *Bill, what's your greatest fear? It will consume you right where you stand.* I said this wouldn't be painless. *Seneca, one of the words of power you coveted so much will drive you to madness. How will your folly manifest in your dying breath?*

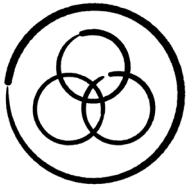
▀ GREGORY, ERNEST. One of you has served his master well. Greg, you will be granted what you desired most: Greater power and a new beginning. *What will you name your new company and how will it serve the whims of Azathoth?* Ernest, unknowing pawn of Shub-Niggurath. Prepare for your punishment. *What did you think your sweet tattoo stood for? How will it contribute to your grisly murder?*

▀ ADELA, FERN, CHARLOTTE. Adela, you always knew the old boys were hiding something shady and very dumb, but the ritual will break your rational mind and turn you against your apprentice. *What kind of stationery will you use to kill Fern?* Good news, Fern: Now that the Primordial Chaos has been summoned, time and space no longer hold meaning. *How will you survive Adela's blow long enough to express your frustration?* Charlotte, you've always worshipped Gregory and now your reverence can extend to Azathoth. *The GCS massacre will be blamed on you. What will that headline look like on the news?*

▀ ALICE, JOSEF, NOAH. Alice, somehow your investigation has come to an end. *You'll be killed by the man who sacrificed your father for funding. What will you scream at Gregory's face right before you die?* Josef, I've heard that love is stronger than death, and you love Alice. Pity that these sayings are just an invention of mortal fools. *What will you tell Alice as she draws her last breath?* Noah, your skills will be useful to Azathoth. *What will life look like as a programmer inside a self-admitted doomsday cult?*

▀ RANDY, CURTIS. Randy, your blood will be the seal upon Charlotte's pledge to Azathoth. You've been very mean to her, you know. *What's the worst thing you did to her when you were together, and how is she going to twist it into retribution?* Curtis, the designs of Azathoth are simply too great to comprehend a nullity such as yourself. *You'll leave this place unharmed and spend the rest of your life trying to explain how you survived the slaughter of your co-workers. What story will you tell your dancing class?*

Now that these dark portents have planted a seed in your minds and in reality, it is time to go back to the awkward present. You've got a ritual that seems to have gone far too well and roomful of bodies to deal with. BASAKUNNAS!



Sigil of Yog-Sothoth at the centre

The mortal fools actually did it! They put together enough cultists of Yog-Sothoth to perform the rite without interference from Azathoth or Shub-Niggurath. Did they even notice the traitors? No matter: the Gatekeeper is here.

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► **BILL, SENECA.** Well done! You'll get your funds, and soon cloud computing will allow your dark master access to the whole world. *Bill, how will Sentinel change the world in the image of Yog-Sothoth?* Seneca, you will finally have unlimited access to everyone's secrets, inside and outside of GCS! *How are you going to use it? Who will your first victim be?*

► **GREGORY, ERNEST.** Greg, the Gatekeeper sees the Sigil of Azathoth on your skin, and Sentinel will leave you no escape. *You're going to die in a week's time, and your shares of GCS will be split between your peers. What will be the punishment for your betrayal?* Ernie, you'll survive thanks to your tattoo. You've been marked by Shub-Niggurath, the Black Goat, Mother of a Thousand Young. *Who will you spy on to stay updated on Sentinel?*

► **ADELA, FERN, CHARLOTTE.** The show must go on, GCS is still a company. Adela, there will be a power vacuum soon... In the office and in the cult. All the better for you. *How are you going to fit the dark rituals of the Gate and Key into an efficient workflow?* Fern, you've been the perfect cog in this infernal machine. *Will you help Project Sentinel do its dark deeds or will you turn your organizational skills against it? How?* Charlotte, no sense in staying without Gregory. *What will you write in your résumé about your time here?*

► **ALICE, JOSEF, NOAH.** Alice, the Sentinel data will let you piece together the murder of your father... Which are the GCS execs, of course. *How will you attempt to destroy the company from within?* Josef, Alice isn't that great a spy. *You will discover her plans. Will you sell her out or join her?* Noah, this is going to be a hell of a crunch time! You'll devote yourself body and soul to Sentinel. The Gatekeeper will infest your dreams and fester in your mind. *What terrible acts will you resort to in the name of writing the perfect code?*

► **RANDY, CURTIS.** Curtis, customer representation never really changes, does it? *What new features of Sentinel will win you a contract with UNICEF?* Randy, Sentinel means everyone will know your name is Surajit and you've been sleeping under your desk. But you can't leave this job. *What's going to make you snap and who're you going to lash out at?*

Now that these dark portents have planted a seed in your minds and in reality, it is time to go back to the present. The ritual worked right as intended and now it's time to celebrate. For some more than others, of course. BASAKUNNAS!

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