



GREGORY PERKINS

Founder / Funder

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You're is one of the three original founders of Gatekeeper Cloud Services. You've funded it out of your own pocket, and you'll continue to pay until some real funding comes in. You hand-picked William Rice to be your CEO, and Henry Warren to be your CTO. Warren unfortunately had second thoughts about the venture after developing the initial Keystone platform, forcing you to... Off-board him.

This company is your life, now more than ever since you're fifty and newly single. Short-lived marriages, all of them to younger women. Maybe it's your confident look, or your charming smile. One glance is enough to know you're the Boss. People who call you arrogant are just envious: What's wrong with signalling your status through costly watches and ostentatious jewellery?

To play Gregory

- Let them know who's in charge. Assert your dominance and status over everyone else.
- Stand still and silent, and let others talk too much. Until they spell their own doom.
- Reminisce about the early days of the company. Inflate your accomplishments all you like, but avoid the topic of Henry Warren at all costs.
- Walk slightly hunched and crane your neck from side to side, like a vulture hunting for prey.

Secrets

Starting the company as a front for the Cult of the Gatekeeper was your idea: What better way to tap into the untold knowledge held by Yog-Sothoth. After all, every attempt to have Him manifest inside one of your wives ended with disastrous results.

Henry Warren was a necessary sacrifice. Poor Hank, Keystone was its creature... You and Bill and Gregory killed him for the glory of Yog-Sothoth. And to secure the first round of funding. He was having second thoughts about the cult. The official version is that he taking a long vacation.

But Hank was right: Your faith wavers. Though you're not squeamish about the sacrifices, it's more who you sacrifice to. Mighty Azathoth holds far greater power! That's why you want to alter the Invocation of the Gate and the Key to summon the Demon Sultan. Azathoth will blast everyone without his Sigil and grant you its strength. So you can begin a greater enterprise from scratch.

Objectives

- Recruit four new adepts, or it will be the end of the company. You, Bill, and Seneca must draw the Sigil of Yog-Sothoth on the right arm of the new adepts by the all-hands meeting at 16:00.
- Summon Azathoth. You must draw its Sigil on the left arm of the new adepts and get them to show it during the ritual. All without Seneca or Bill noticing!
- Convince Adela to have dinner with you after golf tonight. Oh, yeah, get her to take the Sigil of Azathoth or she won't be alive by then.

Skills

- *Authority* on GCS.
- *Expert* on Weddings.
- *Expert* on Hunting.

Co-workers

➤ *William “Bill” Rice* is a friend, and co-founder of GCS. He is dedicated, but single-mindedly pursues wealth, and does not understand real power. It’s why you’d rather start over from scratch, instead of giving his new project a chance. He says Sentinel will be a game changer, but you just feel like he’s playing at wearing Hank’s shoes without being big enough to fill them.

➤ *Adela Sorazos* is a fascinating woman. A bit stern, but she gets shit done. She’s a perfect business partner for someone like you, driven and intriguing.

➤ *Ernest Frye* is a cowboy hot-shot, and you’re not sure how much is bluster and how much is real talent. But Adela brought him on to trim the fat, and you trust her judgement.

➤ *Seneca Billings* is a force to be reckoned with. They broke through your defences and insisted on joining your team. You agreed: You admire their ambition.

➤ *Noah Lapham* is a typical grouch of a tech-y guy. He was the only one around to take Hank’s place when he left, but his lack of respect for authority grates on you, and you wouldn’t be sad to see him replaced.

➤ *Josef Silva* is one of the most melodramatic men you’ve ever met, but he could sell ice cubes to a polar bear.

➤ *Alice Warren* is Hank’s daughter all the way. Strong-headed, and a genius. And she’s getting too close to the truth. Bring her in, or find an excuse to fire her before she wrecks everything up.

➤ *Surajit “Randy” Chandra* is a slick little suck-up, but you’re the one he sucks up to, so you tolerate it.

➤ *Fern Czanek* is the lynch-pin of the office. Without her, everything would fall apart. She’s bit loopy sometimes, but solid and reliable when it counts.

➤ *Francis Morgan* is all genius and unruliness. Or complete madness, maybe. You don’t get them, and you assume that they don’t get you.

➤ *Curtis Ricci* is a huge goofball, but he cleans up pretty good, and he’s never steered you wrong, products-wise. How that is even possible is a mystery to you.

➤ *Charlotte Germain* always puts you in a good mood, even if she is kind of a dope. She’s not your type, but you have a certain fondness for her, regardless.

Day planner

9:00

- Schedule meetings with Fern.

9:30

- Company-wide stand-up meeting.

Morning

- Meeting with Bill and Seneca to celebrate opening ritual.
- Meeting with Noah, Alice, and Curtis about Gatekeeper Cloud Services roadmap.
- Meeting with Fern and Charlotte to request report about office workflow.

Noon

- Lunch with Adela, Bill, and Ernest.

Afternoon

- Walk-around one-on-one meetings with Josef, Randy, and Francis.
- Find time to prepare for the Invocation.

16:00

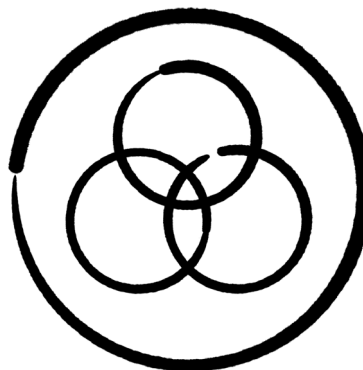
- All-hands meeting. Celebrate (and alter) the Invocation of the Gate and the Key.

18:00

- Golf and cocktails with Henry Berg, CEO of Black Goat Technologies, to talk about acquiring them.

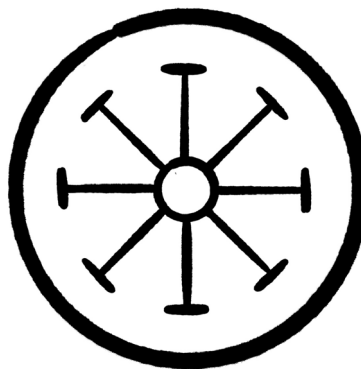
Sigils

- This is the Sigil of Yog-Sothoth.



Mark it on your right arm or shoulder with a marker, somewhere you can easily hide it or show it off. Your Sigil 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.

- This is the Sigil of Azathoth.



Mark it on your right arm or shoulder with a marker, somewhere you can easily hide it or show it off.

Ceremonies of the Outer Gods

Greetings

Members of the Cult of Yog-Sothoth can recognise each other through this greeting:

The first cultist opens with: *«He is the Key»*.

The second answers: *«He is the Gate»*.

If there is no danger of being seen or overheard by unbelievers, conclude by joining palms and chanting: *«He is the Key and the Guardian of the Gate. IA Yog-Sothoth!»*.

Opening ritual

After the morning stand-up meeting, daily communion with Yog-Sothoth must be induced through a short ritual. The ceremony must be held privately and no one else must know that it is taking place. The ritual is as follows, and must for no reason be interrupted once it begins. Of course it needs not be learned by heart: Formulae exist to be read from.

Three supplicants stand in a triangle, arms outstretched. Together they begin the ceremony by chanting: *«Yog-Sothoth knows the Gate. Yog-Sothoth is the Gate. Yog-Sothoth is the Key and the Guardian of the Gate»*.

Seneca chants: *«Past, present, future, all are one in Yog-Sothoth»*.

William chants: *«He knows where the Old Ones broke through of old, and where They shall break through again»*.

Gregory chants: *«He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread»*.

Gregory reveals his Sigil and calls: *«GAENERON!»*.

William reveals his Sigil and calls: *«ZAGAM!»*.

Seneca reveals their Sigil and calls: *«BITRU!»*.

The supplicants chant: *«BENATIR! CARARKAU! DEDOS! IA! YOG-SOTHOTH!»*.

At this point, the meeting may proceed with discussion of cult matters. To conclude, the ritual must be completed in the following manner:

Seneca covers their Sigil and chants: *«From across the Black seas of Infinity and beyond the mists of time, Yog-Sothoth watches and waits»*.

William covers his Sigil and chants: *«He is the Guardian of the Gateway between worlds»*.

Gregory covers his Sigil and chants: *«He alone holds the Key to unlock the Gate»*.

Together the supplicants call: *«CALDULECH! DALMALEY! CADAT!»*.

