



# SENECA BILLINGS

## HR / Human Resources

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You're the Human Resources Director for Gatekeeper. You know everyone's secrets, and of course you're bound by professionalism... Though you can't help but make a few cryptic remarks on someone's salary or tendency to complain. Truth is, it only takes a bit of prodding to make you talk.

The point is you like knowing anything. You're a black belt in Google fu: As soon as someone mentions a topic, you've already looked it up and started showing off the depths of your knowledge. Understanding what you read is superfluous.

You've got many interests, all of them trendy: history, cocktails, jazz music. You collect vinyl records you don't listen to and old paperbacks you don't read. You even got a piloting licence. You've got a bit of a belly on you, but you carry it proudly.

### To play Seneca

- Waggle your finger in the air when you're saying something deep and want people to know.
- Tell people things they probably already know, as if they were complete news to them.
- Splay out your feet and walk lightly. Stick out your belly, and point it at whoever you're talking to. Look upward when you're thinking.
- Ask someone a question, then answer it before they get a chance to answer themselves.
- Carry around a notebook, write in it and refer to it often.

### Secrets

You're the is the newest member of the cult of the Gatekeeper. Before you it was only Gregory, William, and Henry Warren (the creator of Keystone, GCS's killer app, may he rest in peace). You can't wait to induct everyone else at GCS into the cult, and you'll do anything to assist Bill in his quest to do so.

As the latest recruit to the cult, it falls on you to make sure that everything is set for the Invocation of the Gate and the Key. It'll be held during the 16:00 all-hands meeting and by then all acolytes must be instructed on where to stand, what to chant, who to sacrifice to Yog-Sothoth... Well, maybe they don't need to know everything.

### Objectives

- Recruit four new adepts, or it will be the end of the company. You, Greg, and Bill must draw the Sigil of Yog-Sothoth on the right arm of the new adepts by the all-hands meeting at 16:00. You're also in charge of instructing new acolytes on the ceremony. Not necessarily on its results.
- Gauge the results of your experiment on Josef and Randy. You've attempted to instil secret words of power in their minds by disguising them as marketing busywork for Bill's new project. It's called Sentinel and it's the future of the company.
- Prove your blind faith to Bill. He speaks for the Gate and the Key. You want to win him over.
- Challenge anyone who thinks they know more than you do. TRIVIA BATTLE.
- Figure out where the hell Francis came from, and get their record straight in your system.

## Skills

- *Authority* on Salaries.
- *Expert* on Secrets.
- *Expert* on Knowing everything.

## Co-workers

➤ *Gregory Perkins* is the real boss, but you wonder where his loyalties actually lie. Still, he seems like a good person to get cosy with, business-wise.

➤ *Bill Rice* is an amazing visionary. He will lead this... Organization to do great things, and you have placed your full and complete faith in him and his wishes.

➤ *Adela Sorazos* is efficient and ruthless. You admire that about her, but you know she is not to be trusted.

➤ *Ernest Frye* is slime. He's always trying to wheedle into everyone's business, especially yours. Your commitment to confidentiality with regards to company records infuriates him, which you enjoy.

➤ *Noah Lapham* is one of those guys who thinks that he's so smart that he can get away with being a huge jerk. You know he's paid more than he's really worth.

➤ *Josef Silva* is a silly little man, always causing office drama. You could wrap him around your little finger, if you gave him any thought... But you really don't.

➤ *Alice Warren* is the daughter of Henry (R.I.P.), floating around the office like some sort of nosy ghost. You don't think she's suspicious of you, anyways; even though you're the one who e-mailed her from her father's account to tell her he was getting a nice, long vacation. She thinks she's a hotshot, but she's getting ripped off and frozen out.

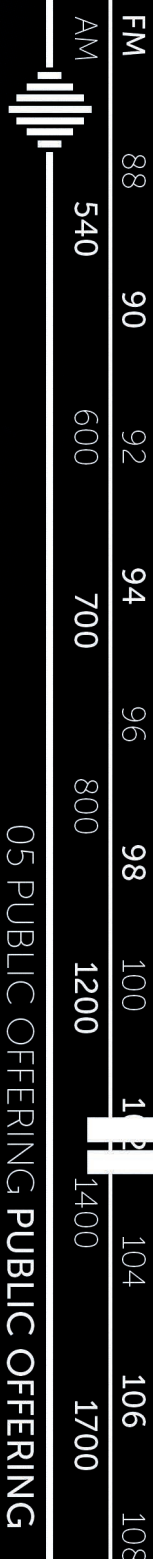
➤ *Surajit "Randy" Chandra* is a skeezy hipster, only interested in making sure everyone knows him. His spasmodic need for attention is useful for his job, but he's really gross to be around.

➤ *Fern Czaneck* is one of the only people that pulls her weight around here. She should be getting paid double her salary, for all the crap she puts up with.

➤ *Francis Morgan* is an anomaly. You're not sure when they started, or how they got here, but they're in the system... You wish you had any idea where they came from.

➤ *Curtis Ricci* is a big dumb sweet-heart. You love going out for drinks with him after work. He makes you laugh, and almost nobody is able to do that.

➤ *Charlotte Germain* is a good listener, a great friend, and a ray of sunshine at the office. You don't know what you'd do without her around.



## Day planner

9:00

- Set up meetings with Fern.

9:30

- Company-wide stand-up meeting.

*Morning*

- Meeting with Gregory and Bill to celebrate opening ritual.

*All day*

- One-on-one meetings with every employee (Noah, Josef, Alice, Surajit, Fern, Francis, Curtis, Charlotte) to talk about benefits and future prospects. Great excuse for recruitment.

16:00

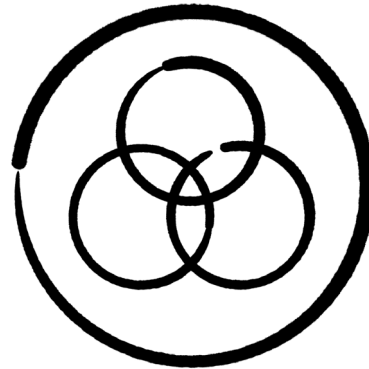
- All-hands meeting. Celebrate the Invocation of the Gate and the Key.

18:00

- Infiltrate the private supplication to Yog-Sothoth you spied inside Bill's planner.

## 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.

## Invocation of the Gate and the Key

At the closing of the day, at the 16:00 all-hands meeting, we will perform the ritual that seals us (and our company's) blood-bond with Yog-Sothoth. Seven people are required to complete the rite according to the formula, but we have no option left but to attempt the ritual even with fewer people: The alternative is bankruptcy, failure and oblivion.

To begin the ritual, one of the three senior cultists must say the Word of Power that forces those who do not bear a Sigil into stillness and silence: «*POHOTHON!*».

Gregory, William, and Seneca stand at the points of a triangle, arms outstretched, and repeat the opening ritual. Together they chant: «*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!*».

Three new adepts of the cult stand at the opposites of another triangle, overlapping the first but upside-down. The fourth stands at the centre of both triangles.

Cultist no. 1 reveals their Sigil and calls: «*BENATIR!*».

Cultist no. 2 reveals their Sigil and calls: «*CARARKAU!*».

Cultist no. 3 reveals their Sigil and calls: «*DEDOS!*».

Cultist no. 4 reveals their Sigil and calls: «*ADRICANOROM!*».

Cultist no. 1 chants: «*O Thou that dwelleth in the darkness of the Outer Void, come forth unto the Earth once more, I entreat thee!*».

Cultist no. 2 chants: «*O Thou who abideth beyond the Spheres of Time, hear my supplication!*».

Cultist no. 3 chants: «*O Thou who art the Gate and Way come forth, Thy servant calleth Thee!*».

Cultist no. 4 chants: «*IA! IA! Come forth! Come forth! I speak the words, I Break Thy bonds, the seal is cast aside, pass through the Gate and enter the World I maketh Thy mighty Sign!*».

All seven cultists finish together: «*TALUBSI! ADULA! ULU! BAACHUR!*».

If the ritual is successfully performed, Cultist no. 4 in the centre will be possessed by Yog-Sothoth, and may exercise His power. Hopefully a second round of funding is magically provided, Sentinel is a success, and GCS goes on to become the Next Big Thing!

