

UNAUSSPRECHLICHEN KLUTZEN

CREDITS

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Thank you to Jennifer Wong, Giulia Barbano and Scott Dorward.
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BOILERPLATE

This playset is an accessory for the *Fiasco* role-playing game by Bully Pulpit Games.

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For more information about *Fiasco* or to download other playsets and materials, visit www.bullypulpitgames.com.

If you'd like to create your own playset or other *Fiasco*-related content, we'd like to help. Write us at info@bullypulpitgames.com.



“When you play, play *hard*.” - Theodore Roosevelt

THE SCORE

ARE YOU INSANE?

All you wanted to do was impress the cute redhead from the coffee shop. Several ancient texts later, there's a mile-high squid striding across the landscape, devastating everything in its path. And you're pretty sure it just stepped on the redhead.

Unausprechlichen Klutzen takes H P Lovecraft's stories and repeats them as farce. It smashes together worldly ambitions with world-destroying horror.

BOOK CLUB

The Atrocity Archives, Charles Stross. *A Study In Emerald*, Neil Gaiman. Everything by H P Lovecraft and Ramsey Campbell.

But don't worry about being faithful to anything that Lovecraft wrote. Make it up. You want Mi-Go to look like reindeer? Or Cthulhu to resemble the Marshmallow Man? Go ahead.

In fact, you needn't know anything about Lovecraft to play this play-set. Simply read any unusual name (Cthulhu, Cthonian, Mi-Go) as "Big Bad Thing". You'll be right.

OPTIONAL RULE: MADNESS AND INSIGHT

Replace one black die with a green Madness Die and one white die with a clear Insight Die.

When the Madness Die is chosen, the scene ends badly, as if the die were black. However, the player whose scene it is must narrate their character's mind breaking. That character goes irretrievably mad.

When the Insight Die is chosen, the scene ends well, as if the die was white. And the player whose scene it is must narrate their character suddenly understanding the horror of the cosmos. This also means they go irretrievably mad, of course. But in a happy, gleeful way.

If you get Madness or Insight, you don't leave the game. You keep playing. Madly. (This optional rule uses the Stunt Dice: Golden Panda Style hack, from *the Fiasco Companion*.)

RELATIONSHIPS...

1 WORK

- Librarian and borrower
- Students
- Vendor and customer
- Artists
- Therapist and patient
- Drifters

2 FRIENDSHIP

- Friends since childhood
- Fellow thrillseekers
- Correspondents who, until now, have never met
- Bully and follower
- Barflies
- Best friends forever

3 FAMILY

- Newlyweds
- Parent and child
- Distant cousins
- Uncle/aunt and nephew/niece
- Sick relative and caretaker
- Siblings

4 ROMANCE

- ◻ Service worker and customer with inappropriate crush
- ◻◦ Star-crossed lovers
- ◻◦ Flirtatious co-workers
- ◻◻◻ A blind date
- ◻◻◻ Boss and subordinate
- ◻◻◻ Lovers too shy to tell

5 CRIME

- ◻ Frustrated hitmen
- ◻◦ Fence / Supplier
- ◻◦ Gambler / Bookie
- ◻◻◻ Con man / mark
- ◻◻◻ Crime boss / Second-in-command
- ◻◻◻ Lackeys

6 MYSTERIOUS

- ◻ "I am writing to invite you to witness a peculiar event"
- ◻◦ "I have news of your family"
- ◻◦ "I have certain evidence that you may wish to see"
- ◻◻◻ "I am unsure what drew me here"
- ◻◻◻ "I have an offer for you, which you may find surprising"
- ◻◻◻ "I had a dream"

...IN OUR DOOMED WORLD

NEEDS...

1 TO GET LAID

- ... for the first time
- ... with the love of your life
- ... to have kids
- ... with someone dark and dangerous
- ... with that person you cannot bring yourself to talk to
- ... for research purposes

2 TO FIGURE OUT

- ... why that thing is at that angle
- ... what the letters mean
- ... who your parents really are
- ... the truth behind the stories you heard as a child
- ... the strangely-shaped pattern you keep seeing
- ... everything

3 TO GET REVENGE

- ... for a prank that was *not funny*
- ... for a relationship that went wrong
- ... for years of thankless hard work
- ... on everyone who doubted your dreams
- ... on the thief of your family's heirloom
- ... on the whole damn town. No, world. No, maybe just town.

4 TO GET POWER

- ... over people's minds
- ◻ ... over the person you love
- ◻ ... to give moral guidance
- ◻ ... before T K Sedgewick does
- ◻ ... to protect the city you love
- ◻ ... to live forever

5 TO GET THE JOB DONE

- ... by finishing the construction
- ◻ ... by opening the best damn fish restaurant in town
- ◻ ... by getting everyone to see the show
- ◻ ... by beating Wilson at his own game
- ◻ ... by winning the game
- ◻ ... by Friday at 7.30pm

6 TO BE HAPPY

- ... with the best cup of light-roast coffee in the city
- ◻ ... with a nice, normal family
- ◻ ... by chemical means
- ◻ ... by getting the hell out of here
- ◻ ... through the power of art
- ◻ ... by living like there's no tomorrow

...IN OUR DOOMED WORLD

LOCATIONS...

1 THE CITY

- ◻ A rented room, with blackened walls
- ◻◦ A shadowed, cobbled street
- ◻◦◦ A courtyard of strange dimensions
- ◻◦◦◦ A maze of alleyways
- ◻◦◦◦◦ A district of ill-repute
- ◻◦◦◦◦◦ Lost

2 THE TOWN

- ◻ The Ellingboe Museum
- ◻◦ A restaurant, smelling of damp and bile
- ◻◦◦ A shop of blasphemous trinkets
- ◻◦◦◦ The creaking, stinking docks
- ◻◦◦◦◦ A bookshop with no customers
- ◻◦◦◦◦◦ A flowery, hillside suburb

3 THE UNIVERSITY

- ◻ An old laboratory bench, partly burned
- ◻◦ A locked room, filled with annotated charts
- ◻◦◦ The furthest corner of the library
- ◻◦◦◦ Professor Parkhurst's former office
- ◻◦◦◦◦ The specimen room
- ◻◦◦◦◦◦ The room that makes you want to run

4 OLD

- ◻ The clifftop house, whispered about but rarely visited
- ◻◦ A dark church of twisted architecture
- ◻◦ Squat, uninhabited stone huts
- ◻◻ Stone circles on remote hillsides
- ◻◻ A farm, where the animals are strangely quiet
- ◻◻◻ The Whitmore House

5 UNDERGROUND

- ◻ The blocked entrance to long-forgotten catacombs
- ◻◦ Passageways between cellars
- ◻◦ Mining tunnels, where strange voices echo
- ◻◻ Caves whose existence was rumoured, but never proved
- ◻◻ An eerily beautiful ancient city
- ◻◻◻ A dark and oppressive ancient city

6 LONELY PLACES

- ◻ An ever-shifting, icy plain
- ◻◦ A windy, dreamlike desert
- ◻◦ A vast, timeless and uncaring forest
- ◻◻ A twisting wood of folktales
- ◻◻ A foggy, howling moor
- ◻◻◻ The *Jennifer*, a ship

...IN OUR DOOMED WORLD

THINGS...

1 ARTISTIC

- ◻ A painting of blood and flesh
- ◻◦ Purposeful, mocking music
- ◻◦ A monstrous carving in unknown stone
- ◻◻ Whirling, reminiscent dancing
- ◻◻ Daemonic piping
- ◻◻◻ “Let us never speak of the thing in the box”

2 LITERARY

- ◻ Darkly significant scribblings
- ◻◦ A warning, nonsensical yet worrisome
- ◻◦ An invitation, unusual yet compelling
- ◻◻ A letter, regarding events, folktales and conjecture
- ◻◻ An unspeakable oath
- ◻◻◻ A surprising translation of the Necronomicon,

3 MUNDANE

- ◻ An unscrewed doorknob, carefully hidden
- ◻◦ A blackened key
- ◻◦ A gun with two shots fired
- ◻◻ A flask of coffee, smelling faintly of juniper
- ◻◻ A previously-unnoticed door
- ◻◻◻ Thick, velvet curtains, smelling of dust

4 ANCIENT

- ◻ An inscribed stone of disturbing colour
- ◻◦ A constellation of stars
- ◻◦◦ Carvings depicting the history of a race
- ◻◦◦◦ Mathematical etchings
- ◻◦◦◦◦ Jewellery, glowing, eerie and beautiful
- ◻◦◦◦◦◦ A technological device of unknown purpose

5 SCIENTIFIC

- ◻ A meteorite, embedded in the wet earth
- ◻◦ A crackling radio
- ◻◦◦ Dissection equipment, not yet cleaned
- ◻◦◦◦ A device for boring through rock
- ◻◦◦◦◦ A darkly stained map
- ◻◦◦◦◦◦ A wax cylinder, on which voices are recorded

6 INEXPLICABLE

- ◻ A mechanical cylinder
- ◻◦ A Shining Trapezohedron of strange insights
- ◻◦◦ A pearlescent sphere in a carved box
- ◻◦◦◦ A corpse, slowly dissolving
- ◻◦◦◦◦ An amulet, inscribed with a picture
- ◻◦◦◦◦◦ A bloodstained opening

...IN OUR DOOMED WORLD

BAD IDEAS

Here are bad ways to solve your characters' problems. Try them out!

RAISE CTHULHU

Cthulhu is a big squid-like thing who sleeps under the Pacific ocean. He sends dreams to people and grants immortality. With your help, he can rise from his watery grave and take over the world.

ACCEPT A MI-GO'S OFFER

The Winged Ones have buzzing voices and build mines in remote areas. They offer to show you the universe. This means removing your brain and putting it in a space-travelling container. Omelettes, eggs.

MAKE A DEAL WITH THE DEEP ONES

They live under the sea and make deals with humans. Most often, the deal is: you give them sacrifices, they give you gold and fish. They might also mate with you, producing hybrid offspring. Go with it.

SUMMON A SHOGGOTH

Shoggoths are huge, bubbly, amorphous and multi-talented. They rush towards people and eat their heads. They also imitate voices, making them popular at parties.

STEAL A MYSTICAL OBJECT

Try stealing a Shining Trapezedron, a Cthonian egg or a Hound's amulet. What have you got to lose?

FIND A SPELL

For any other problem, there's a spell to fix it. Whether you want immortality, resurrection or simply a source of food, there's an incantation to fit your needs. Ask your local occultist.

IF YOU LIKE THIS...

You'll like Graham Walmsley's *Stealing Cthulhu*. As he puts it, "many Cthulhu games feel the same. You shoot cultists. You do rituals. You unearth a buried god that's like every other god you've dug up. This book shows you how to make your games new and horrifying: by stealing from H. P. Lovecraft."

Stealing Cthulhu also contains *Cthulhu Dark*, a complete, rules-light roleplaying game. You can find out more at Graham's site, Thieves of Time: <http://www.thievesoftime.com/>