

# Scenario Upgrade Pack:

# The Stars Are Right!







## IMPORTANT NOTE

This pack is not a standalone product, but an add-on supplement designed to enhance an existing *Call of Cthulhu* product — “*The Stars Are Right!*,” a book of modern day scenarios published by Chaosium, Inc. Two editions of this supplement have been published over the years — the first in 1992 (as CHA2337) and the second in 2004 (as CHA23100). For this upgrade pack to be at all useful, you will need to own a PDF or printed copy of one of these editions of “*The Stars Are Right!*” At the time of writing, printed copies of this book are no longer easy to find, but it is still possible to purchase PDF versions of the second edition book at a very reasonable price. Check with Chaosium’s online web store ([www.chaosium.com](http://www.chaosium.com)); the PDF may also be available via DrivethruRPG and other similar sites.

### ***So what is this pack, and how can it enhance my Call of Cthulhu game?***

The idea behind this pack is to provide a *Call of Cthulhu* Keeper with some resources which he or she can use to enhance the running of scenarios from “*The Stars Are Right!*” using the most recent, seventh, edition of the game rules.

The resources contained in these pages are of three types:

- **Notes on updating plot elements for the 21<sup>st</sup> Century:** The majority of the scenarios in “*The Stars Are Right!*” were written in the early 1990s and have not been substantially revised since then. Unsurprisingly, some plot elements — in particular the use of technology — now seems mildly anachronistic. To overcome this, we have suggested a number of plot tweaks that better reflect the world of 2017 (though, of course, these will eventually become outdated as well; such is the nature of “modern” scenarios).
- **New renditions of the Scenario Handouts:** Each of the original scenario handouts from “*The Stars Are Right!*” has been re-created as a prop-quality colour image. In many cases the format of clues has been revisited to modernize them, for example converting 1990s-era newspaper articles to 2017-era news website stories. Some “bonus” handouts, which were not in the original book, have also been added.
- **Statistic blocks and updated mechanics for 7<sup>th</sup> Edition:** While the “conversion” required to use older scenarios with the newest edition of the *Call of Cthulhu* rules is very slight, and can mostly be done “on-the-fly” during play, as an aid to time-poor Keepers we have included 7<sup>th</sup> Edition conversion statistics wherever needed.

We hope that these resources enhance both the Keeper’s experience of running these scenarios, and players’ experience of playing them. Many thanks to **Richard Watts, John Tynes, André Bishop, Fred Behrendt, Steve Hatherley, Gary Sumpter, Kevin Ross, David Conyers, and William Jones** — the authors of these scenarios. Without their visions of a horrific modern world, these scenarios would never have existed in the first place.

# ***Clear Credit***

To make use of the materials in this PDF you will need to own a copy of either Chaosium's publication "*The Stars Are Right!, 1<sup>st</sup> Edition*" (CHA2337) or "*The Stars Are Right!, 2<sup>nd</sup> Edition*" (CHA2337). Electronic copies of the 2<sup>nd</sup> Edition book may be purchased direct from Chaosium ([WWW.CHAOSIUM.COM](http://WWW.CHAOSIUM.COM)) or via other retailers.

"*The Stars Are Right!*" was first published by Chaosium in 1992 as a collection of seven roleplaying game scenarios, written by a collection of writers. The second edition was published in 2004 and reprints the original seven scenarios and adds an additional two.

Chaosium and the original scenario authors retain all copyrights to the scenarios in "*The Stars Are Right!*". This PDF does not reprint any copyrighted materials from the Chaosium publication but does contain works derived from material in that book.

This PDF contains reverse-engineered versions of the handouts from "*The Stars Are Right!*" These were designed and rendered by Dean Engelhardt for this pack. The text contained in these handouts is copyright by Chaosium and the original authors.

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This PDF contains new statistic blocks which are derivative works, created by re-imagining the game statistics from the original scenarios in light of the common game mechanics particular to the most recent, seventh, edition of the ***Call of Cthulhu*** roleplaying game.

*Scenario Upgrade Pack: "The Stars Are Right"* was published by Cthulhu Reborn in 2017.  
([WWW.CTHULHUREBORN.COM](http://WWW.CTHULHUREBORN.COM))

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Note that the handouts in this PDF are provided in both fully-rendered, texture-rich versions and also as plain text. The former looks more like realistic movie props but also demands more of players to extract the relevant clues. The plain text versions are clear and unambiguous and also searchable.

Both versions of the handouts are contained in this file as *separate PDF layers*. Consult the documentation for your PDF reader for instructions on how to turn individual PDF layers on and off.

# Upgrade Pack Contents:

## Scenario 1 — Love’s Lonely Children

**Original Scenario created by: Richard Watts**

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Statistics for COLIN HAMMOND	18	23	12
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Page Reference Notations: the two published editions of *The Stars Are Right!* each make use of their own book layout, splitting the contents over a different number of pages. This means that page numbering is not common across both editions. Where this pack makes reference to the location of a particular scenario element, we have either explicitly separated out the first edition page number and the second edition page number (as in the table above) or used the notation “see *TSAR* page X/Y”. In the latter case, the number before the slash (i.e., “X”) denotes the page number in the first edition *The Stars Are Right!* while the number after the slash (i.e., “Y”) denotes the page number where the equivalent text appears in the second edition book.



## Love's Lonely Children: Updating for the 21<sup>st</sup> Century

All of the primary themes found in this scenario – pornography, prostitution, shadowy nightclubs, badly behaving musicians, and drug addiction – are still relevant to a 21st Century setting. All remain dark but pervasive elements of life in most large cities. The Keeper might wish to replace the heroin addiction of some of the NPCs with a more recent problem drug (Ice or Crystal Meth or whatever is currently making headlines).

Some Keepers might want to morph the punk music stylings of “The Rising” into a more recent rebellious musical genre (although there are certainly still plenty of garage punk bands out there, so leaving it unchanged would work as well). One thing that will almost certainly need a minor tweak is the means by which investigators track down the music of “The Rising” – while real-world physical music stores still exist, streaming music services are just as likely to be the medium of choice for investigators listening in. Some Keepers might find the notion of a pornography store called “Hammonds Adult Books” to be slightly anachronistic – feel free to rename it to something else; it’s important that the shady establishment still sells at least some printed books, but it can equally well be a more general-purpose (mom & pop sized) adult products store that sells all manner of items.

Music > Punk > The Rising



**Sweet Anarchy**  
The Rising >

Songs Ratings and Reviews Related

	Name	Artist	Time	Popularity	Price
1.	Don't Believe	The Rising	3:19	██████████	\$0.99 ▾
2.	Hate Trumps All	The Rising	2:58	██████████	\$0.99 ▾
3.	Urban Reckoning, pt 1	The Rising	3:40	██████████	\$0.99 ▾
4.	Thinking Ain't Illegal	The Rising	3:03	██████████	\$0.99 ▾
5.	Lost and Lonely	The Rising	2:55	██████████	\$0.99 ▾
6.	Sweet Anarchy	The Rising	3:14	██████████	\$0.99 ▾
7.	Bach at the Moon [feat. St. Hubbins]	The Rising	3:47	██████████	\$0.99 ▾
8.	Urban Reckoning, pt 2	The Rising	2:19	██████████	\$0.99 ▾
9.	The New Berlin [feat. A\$\$h]	The Rising	3:55	██████████	\$0.99 ▾
10.	Cannibalistic Consumer Culture	The Rising	3:33	██████████	\$0.99 ▾
11.	God Hates the Prez	The Rising	3:33	██████████	\$0.99 ▾
12.	Urban Reckoning, pt 3	The Rising	3:33	██████████	\$0.99 ▾

▶ Preview All Total: 12 Items

★★★★★ (58)  
Released 2016  
© 2016 MELTED MIRROR RECORDS

\$14.99 Buy ▾

### Bonus Handout: Album listing on iTunes Store



News

## WOMAN BRUTALLY MURDERED BY DERANGED KILLER

*Dismembered Body Found in Caulfield Park*

Updated: A

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FRANCESCA GAMBINO / STAFF; FACEBOOK

by Roberta Sterling and Alden Richards, STAFF WRITERS

**CAULFIELD PARK** — The body of Katherine Louise Hammond, a seventeen year old prostitute of no fixed address, was discovered early this morning in downtown Caulfield Park by city workers.

Pieces of the body wrapped in black plastic bags were found in several garbage cans along the edge of the park's ornamental lake.

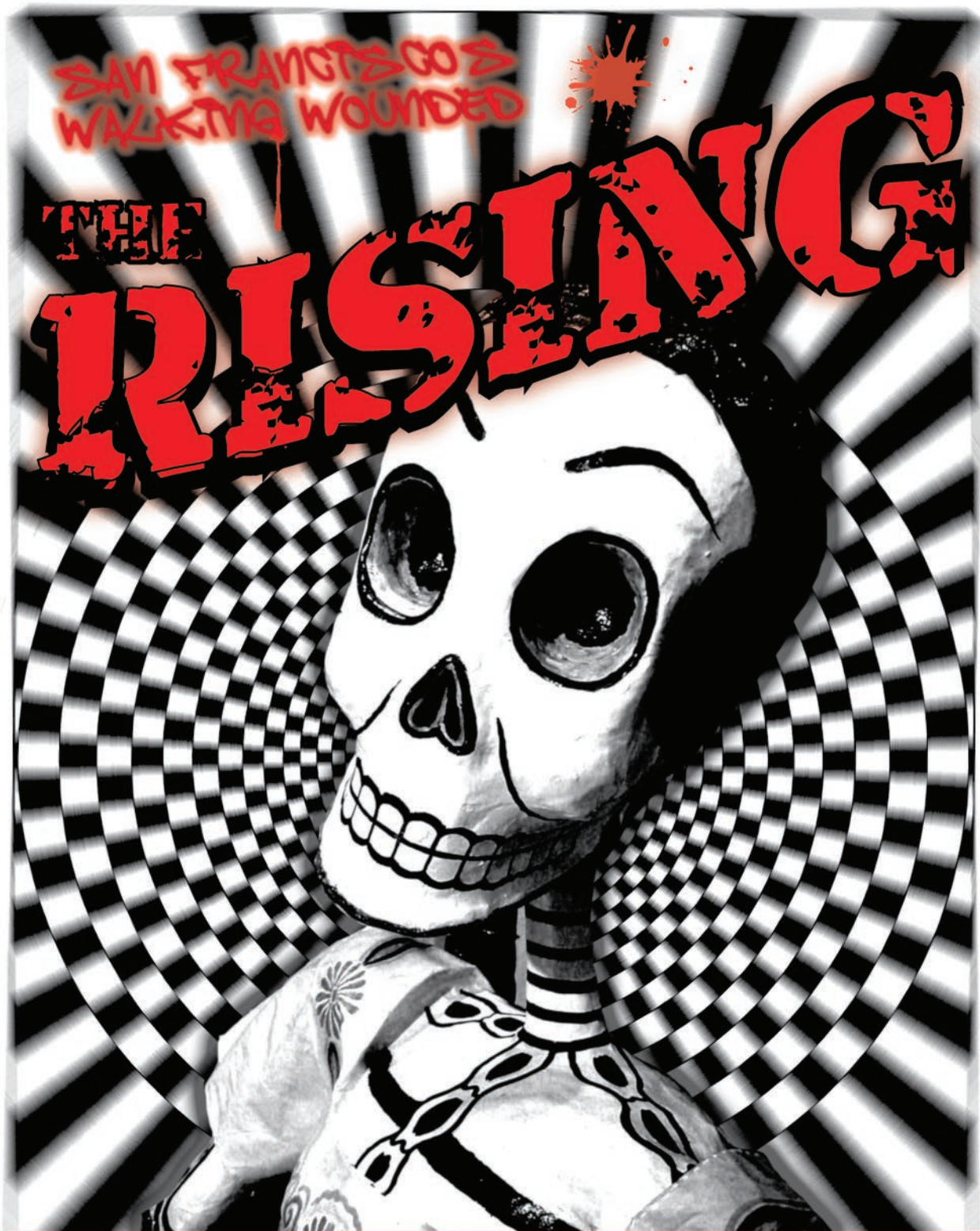
Police spokesperson Detective Sergeant Margaret O'Halloran said that the corpse had been crudely dismembered with a heavy instrument, possibly an axe. The body was also marked by numerous savage bite wounds. These wounds, although definitely human, indicate a possible jaw or facial deformity of distinctive appearance.

Early examination shows the cause of death was due to loss of blood, and shock. Although final tests are yet to be made, a preliminary check showed a large amount of heroin in the victim's bloodstream.

Hammond is believed to have died sometime between the hours of 11:00 p.m. last night and 1:00 a.m. this morning.

Hammond's boyfriend David "Spider" Holloway, a musician with a popular underground band called "The Rising" is currently assisting police with their enquiries.





**ONE SHOW ONLY — SEE IT OR DIE**

**THIS SATURDAY @ THE PIT**

**DOORS OPEN @ 8 — THE RISING WILL BE @ 11:30**

**SUPPORT — NUTCRACKER SUITE**



Bonus Handout: Photograph outside Hammonds Store



...We are the Rising Men, featuring "Change of Face", "Wireless Love", "Antisocial Media", and "Hipstergram dot com".

---

## THE RISING

Current Recording Back Catalogue

SINGLES

- "Kill The Law" c/w "Meat"
- "Go Home Homophobe" c/w "Shoot It (If It Thinks)"
- "Disbelieve, Disobey, Destroy" c/w "Capitali\$tic Xma\$ Orgy"

ALBUMS

- **Sweet Anarchy**, featuring "Thinking Ain't Illegal", "Don't Believe", "Lost And Lonely", "Cannibalistic Consumer Culture", and "Sweet Anarchy".

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ALBUMS

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## THE R

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## Lonely Children Papers #2



## Lonely Children Papers #3

# The REVELATIONS of CLARK

Volume  
VIII

Beyond a gulf in the subterranean night a passage  
leads to a wall of massive bricks, and beyond  
the wall rises Y'golomac, beset by the  
rattled and eyeless figures of the dark.  
Long has he stood behind the wall, and those  
which crawl over the wall scuttle over his body  
never knowing it to be Y'golomac; but when his name  
is spoken or read he comes forth to be worshipped or  
to feed and take on the shape and soul of  
those he feeds upon for those who read of evil  
and search for its form within their minds call  
forth evil, and so may Y'golomac remain to  
walk among men and await that time when the  
earth is cleared off and Crulku rises from his  
tomb among the weeds ...

# Statistics for “Love’s Lonely Children”

## Conversion to Call of Cthulhu, 7th Edition

### 7E MECHANICS FOR RESEARCHING “THE RISING” (TSAR page 6/10)

Investigators can find interviews and reviews describing The Rising by searching book stores/libraries (**Library Use** roll) or by searching online (**Computer Use** roll).

### 7E MECHANICS FOR DIAGNOSING SPIDER (TSAR page 8/11)

Investigators meeting lead singer, Spider, can attempt to fathom his blank stares in a couple of ways: a **Science (Chemistry)** or **First Aid** roll will confirm that he is not on drugs, while a **Psychology** roll will suggest shock as the cause of his affliction.

### 7E MECHANICS FOR FORCING THROUGH THE CROWD (TSAR page 8/12)

Investigators need to make a **STR** roll to force their way through the crowd, and must also make a **DEX** roll to avoid slipping on spilled drinks.

### 7E MECHANICS FOR EXPLORING THE SQUAT (TSAR page 10/14)

Investigators stepping through the gloom must each make a **Luck** roll; those who fail find that their path takes them across floorboards that have been ripped up. Successfully navigating such an obstacle requires a **DEX** roll; failure inflicts 1D2 damage).

### 7E MECHANICS FOR EXAMINING KATHY’S PHOTOGRAPH (TSAR page 12/16)

Investigators inspecting the photograph may deduce with an **INT** roll that the middle-aged couple are Kathy’s parents; a further **INT** roll makes the connection that Kathy’s parents might be the owners of Hammonds Adult Books which is the shop exterior visible in the photograph’s background. Investigators who succeed in an **Art/Craft (Photography)** roll can determine that the picture was taken on a cheap disposable digital camera.

### 7E MECHANICS FOR BREAKING INTO HAMMONDS ADULT BOOKS (TSAR page 12/16)

The stout back door of the store has STR 70. Climbing

up the drainpipe to the second-story window requires two rolls: a **Climb** roll and a check to see whether the flimsy drainpipe will hold the investigator’s weight. The latter is an **opposed roll** where the drainpipe’s **STR** of 70 is opposed to the investigator’s **SIZ** – if the investigator overcomes the pipe’s **STR** it collapses. Falling – either due to a failed **Climb** or due to collapse of the pipe – inflicts 1D6 damage unless the investigator succeeds in a **Jump** roll.

### 7E MECHANICS FOR ESCAPING USING UPSTAIRS BEDROOM WINDOW (TSAR page 14-15/19)

Investigators may wish to use the awning below the bedroom window as a convenient method of escaping the room. Success with either a **Climb** or **Jump** roll will get an investigator safely onto the awning – but it is a flimsy construction and large investigators may easily break it. Make an **opposed roll** comparing the awning’s **STR** of 60 against the investigator’s **SIZ**. If the investigator overcomes the awning, he or she is rudely deposited on the pavement for 1D3 damage.

### 7E MECHANICS FOR HEROIN SOLUTION IN BATHROOM (TSAR page 15/19)

Investigators can identify the dangerous drug with either a **First Aid**, **Medicine**, **Science (Chemistry)** or **Science (Pharmacy)** roll. Injecting even a small amount of this drug would likely kill someone – treat a small (1ml) dose as a Strong Poison dealing 2D10 damage, halved by an Extreme success on a **CON** roll. A larger (2ml) dose would be a Lethal Poison dealing 4D10 damage, halved by Extreme success on a **CON** roll. The Keeper should rule that any larger dose – such as a full 20ml syringe – simply kills any human recipient immediately without any roll; if used against a larger creature a full syringe deals 200 hit points of damage, halved to 100 hit points by Extreme success on a **CON** roll.

### 7E MECHANICS FOR FIGHTING Y’GOLONAC

Investigators who wish to stick a syringe into the flabby form of Y’gonolac must first succeed in a **DEX** roll as well as a normal **Fighting (Brawl)** attack – damage from a heroin overdose is given above. If the avatar takes more than 75 points of damage it flees from Colin’s form.



## STATS for HONEYSUCKLE ROSE, age 39, Prostitute

STR 55 CON 50 SIZ 45 DEX 65 INT 55  
APP 65 POW 50 EDU 55 Sanity 45 Hit Points: 9  
Damage Bonus: none Build: 0 Move: 9 Magic Points: 10

Fighting 65% (32/13), damage 1D3 + Damage Bonus  
Broken Bottle 65% (32/13), damage 1D6 + Damage Bonus  
Dodge 30% (15/6)

Skills: Charm Customer 80%, Credit Rating 2%,  
Listen 60%, Persuade 75%, Psychology 75%, Sleight  
of Hand 25%, Stealth 75%, Strut Provocatively 80%

## STATS for KARL MCIVOR, age 23, Drummer

STR 70 CON 60 SIZ 50 DEX 75 INT 55  
APP 50 POW 60 EDU 45 Sanity 60 Hit Points: 11  
Damage Bonus: none Build: 0 Move: 9 Magic Points: 12

Fighting 65% (32/13), damage 1D3 + Damage Bonus  
Broken Bottle 65% (32/13), damage 1D6 + Damage Bonus  
Dodge 40% (20/8)

Skills: Art (Play Drums) 75%, Climb 45%, Credit  
Rating 35%, Listen 40%, Mechanical Repair 35%,  
Persuade 40%, Psychology 40%, Sleight of  
Hand 30%, Sneer 100%, Stealth 30%

## STATS for BAZ ELLIOT, age 19, Guitarist

STR 65 CON 60 SIZ 70 DEX 70 INT 75  
APP 60 POW 65 EDU 50 Sanity 65 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 13

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Dodge 35% (17/7)

Skills: Art (Play Guitar) 80%, Art (Sing) 45%, Credit  
Rating 35%, Electrical Repair 35%, Law 50%,  
Mechanical Repair 40%, Psychology 40%

## STATS for DAVE JOHNSON, age 20, Bass Guitarist

STR 60 CON 65 SIZ 65 DEX 65 INT 60  
APP 60 POW 50 EDU 60 Sanity 50 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 10

Fighting 60% (30/12), damage 1D3 + Damage Bonus  
Club 60% (30/12), damage 1D6 + Damage Bonus  
Dodge 30% (15/6)

Skills: Art (Oratory) 45%, Art (Play Bass Guitar) 75%, Art  
(Sing) 20%, Climb 50%, Credit Rating 30%, Elec.  
Repair 40%, Listen 50%, Mechanical Repair 50%,  
Operate Hvy Machinery 15%, Psychology 45%,  
Spot Hidden 40%, Throw 40%

## STATS for SPIDER HOLLOWAY, age 21, Vocalist & Rhythm Guitar

STR 65 CON 60 SIZ 80 DEX 70 INT 80  
APP 75 POW 85 EDU 60 Sanity 85 Hit Points: 14  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 17

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Dodge 40% (20/8)

Skills: Art (Play Guitar) 45%, Art (Sing) 85%, Credit  
Rating 40%, Fast Talk 35%, Glare 100%,  
Jump 40%, Listen 60%, Psychology 35%

## STATS for COLIN HAMMOND, age 45, Purveyor

STR 50 CON 45 SIZ 55 DEX 70 INT 80  
APP 40 POW 65 EDU 60 Sanity 0 Hit Points: 10  
Damage Bonus: none Build: 0 Move: 7 Magic Points: 13

Fighting 35% (17/7), damage 1D3 + Damage Bonus  
Dodge 40% (20/8)

Skills: Accounting 45%, Art/Craft (Photography) 70%,  
Credit Rating 25%, Cthulhu Mythos 12%,  
Grovel 75%, Listen 70%, Persuade 60%,  
Psychology 60%, Rub Hands Nervously 100%,  
Stealth 30%, Whine 80%

## STATS for EDITH HAMMOND, age 42, Domineering Wife

STR 70 CON 75 SIZ 95 DEX 50 INT 75  
APP 40 POW 75 EDU 50 Sanity 0 Hit Points: 17  
Damage Bonus: +1D6 Build: 2 Move: 6 Magic Points: 15

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
(or fighting maneuver to strangle for 1D3 per round,  
maneuver required to break free)

Kitchen Knife 50% (25/10), damage 1D6 + Damage Bonus  
Axe 50% (25/10), damage 1D8 + Damage Bonus  
Dodge 20% (10/4)

Skills: Accounting 55%, Credit Rating 25%, Cthulhu  
Mythos 5%, Intimidate 95%, Nag 100%,  
Persuade 70%, Psychology 70%

## STATS for Y'GOLONAC, Great Old One

See page 329 of the *Call of Cthulhu*, 7th Edition rules.

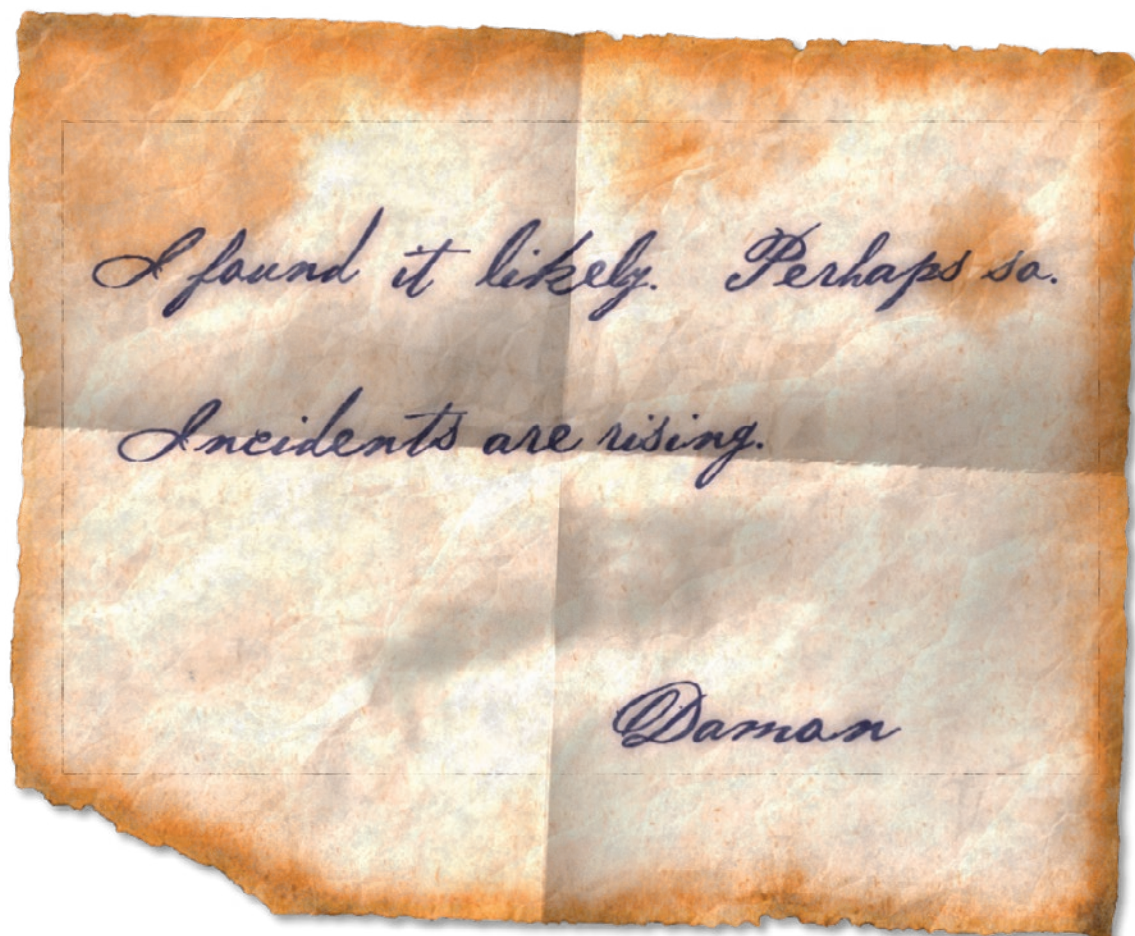
# Upgrade Pack Contents:

## Scenario 2 — Nemo Solus Sapit

Original Scenario created by: John Tynes

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Statistics for HECTOR SIMONE	34	40	18
Statistics for TYPICAL ORDERLY	34	40	18

Bonus Handout: Note written on crumpled paper





## ***Nemo Solus Sapit: Updating for the 21<sup>st</sup> Century***

This scenario's basic themes – mental illness and alternative therapies – still feel fresh and relevant to the 21st Century. However, the scenario's descriptions of computers and communication technology definitely feel a little dated. The notes which follow provide some updated descriptions which are more credible in a modern (2017) context.

### **Updated Description of Van Dyson's Office (TSAR page 22/27):**

Van Dyson's Office contains a standard modern personal computer, which is left on throughout the day (albeit with the screen locked with a password code whenever Van Dyson is away from the desk for more than a few minutes). Using this computer Van Dyson can access the Internet and also files stored on the Center's restricted Local Area Network. The network is separated from the outside world by several layers of security appliances – firewalls and network monitoring devices. This makes accessing the Center's sensitive internal files from outside a difficult proposition: if a would-be hacker already has detailed information about the network configuration he or she would still require an Extreme success on a Computer Use roll to bypass the protections; without such information an additional Luck roll would be needed as well.

The segregation of the Center's network from the world-at-large is not absolute, however. Van Dyson has installed equipment which enables him to establish a Virtual Private Network (VPN) tunnel between his office computer and the computer in his home (see the description of his house). From the office, a temporary connection can be established by clicking an icon on his desktop and entering the appropriate password ("Van Logo") – this allows the contents of his home computer to be browsed until such time as the connection is severed by the user or left inactive for more than five minutes. It is also possible to establish a VPN connection from Van Dyson's home computer to the Center's network (see the description later).

The Van Dyson Center's network contains mountains of information, divided into two categories – a restricted folder of digital recordings of patient sessions (which are still called "session tapes" despite there being no physical tape), and administrative records. Investigators can track down the "session tapes" relating to Newcomb – these reveal van Dyson's descent into madness. Listening to the entire set takes well over 200 hours and inflicts a sanity loss of 2D6 on the listener while simultaneously boosting his or her Cthulhu Mythos skill by 10 percentiles. If the investigator chooses to only listen to parts of the recording the Keeper will need to decide how much is learned about Newcomb and Van Dyson, and what sanity loss and skill increase results. Even a brief sample of the recorded sessions will reveal the menace of Van Dyson.

Apart from the carefully restricted folder of "session tapes" the rest of the network is fairly open. A scan reveals financial and accounting files which show that the Center is making a healthy profit partly thanks to several wealthy patients and partly thanks to extortionate fees that Van Dyson collects from lectures and seminars as an invited speaker.

### **Updated Description of Van Dyson's Study (TSAR page 30/36–7):**

The study in Van Dyson's house is a duplicate of his office at the Center. A gleaming, modern computer graces a tasteful but minimally-decorated desk. Accessing the local files on the computer requires either the doctor's password ("Van Logo") or a Hard success with a Computer Use roll to bypass. Generally there is not much of interest on the local system – some saved email correspondence sheds some light on the network of rare book dealers he has been in touch with in search of obscure items like John Dee's *Necronomicon*, *The Book of Eibon* and *Unaussprechliche Kulten*. None of the emails suggest that any of the book dealers have been able to locate these obscure titles.

In order to allow himself access to files on the Center's restricted network, Van Dyson can establish a (temporary) Virtual Private Network tunnel. This requires the user to enter not only the doctor's password but also a time-sensitive six-digit code from a security fob (a small keychain-like device with an LCD display which updates every 30 seconds). Usually Van Dyson keeps the VPN fob locked in a filing cabinet in the corner of the study.

If needed, Van Dyson can also use the VPN fob to connect his cell phone or tablet to the Center's network, effectively allowing him to upload or listen to "session tapes" from anywhere.



# The Van Dyson Center

Where Empathy is a Science®



Empathy Therapy®

Becoming a Patient

You Are I

About Samson, CA

Site Map

## The Van Dyson Center

### Official site of Empathy Therapy®

Dr. Petroff Van Dyson, Founder  
Hector Simone, Administrator

Office and Therapeutic Address  
6700 Lynn Parkway North  
Samson, CA

Samson, California

The Van Dyson Center is a modern residential retreat located in the serene mountains northeast of the city of Samson, California.

Miles from the hectic day-to-day world of both northern and southern California, the Center offers an oasis of calm which serves as the perfect backdrop for Empathy Therapy® treatment.

To enhance the atmosphere of calm segregation, the Center maintains its own state-of-the-art systems which ensure cell phone signals cannot be received anywhere within the facility. This contributes to the pervasive



Dr. Petroff van Dyson  
Academic Hall of Fame,  
Scarsborough Institute

## What is Empathy Therapy®

Painful things happen to nearly all of us at some time in our life that become stamped on our subconscious, to be carried along as we journey through our lives. The memories of these can cause depression, phobias, panic and anxiety attacks, and a host of other symptoms. The root cause of many of these negative outcomes lies in the fact that we, alone, have experienced the pain. What burden would be lifted from our shoulders if only another person could truly, deeply, and profoundly experience precisely what we have felt? For the first time in the history of psychology there is a way to access deeply-buried feelings through EMPATHY, thereby reducing suffering. It is, in essence, the first science of psychotherapy.

[CLICK HERE FOR AN ILLUSTRATION OF THE 3 HARMONIC FACETS OF EMPATHY](#)  
[CLICK HERE FOR AN ILLUSTRATION OF THE RESONANCE-EMPATHIC PRINCIPLE](#)

Patients' interviews.

Watch here for continual updates with new videos



Marika F.



Amanda H.



Scott T.



Leonard C.



Unity

Self-help books describing the power of Empathy Therapy are also available for sale, please click here

"Dr. Van Dyson's work has touched so many people. Each time he appears on my show, the network is literally inundated with calls from people from right across the country, all of them desperate to know more about how they can be healed through empathy." — Doctor Bill, The Good Health Network

## The Empathy Revolution

We live in a truly revolutionary time. Never before in the history of psychology has a psychotherapy technique perfectly aligned its basic principles,

## Bonus Handout: Website for the Van Dyson Center

## DIAZ TRANSPORT, INC.

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Address 1600 campus Drive

Phone on file Hours 2 Stairs        Elev. Freight

Special Instructions Pack entire office contents inc. computers etc

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Date Wed

Company Name The Ventura Apts Contact Candice Lee

Address 2121 Willaston Blvd, Apt 4D

Phone on file Hours 1 Stairs Y Elev.       

Special Instructions Key supplied. Leave boxes in room to right of entrance

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Date       

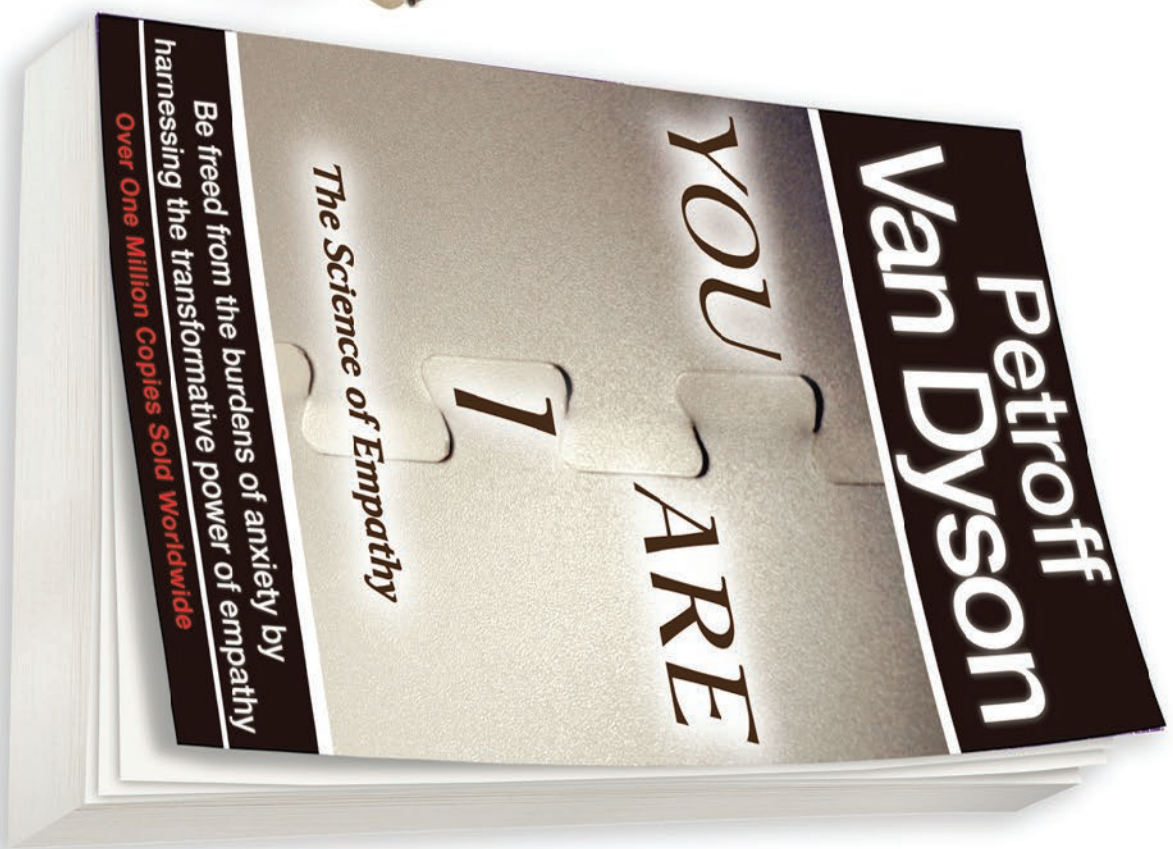
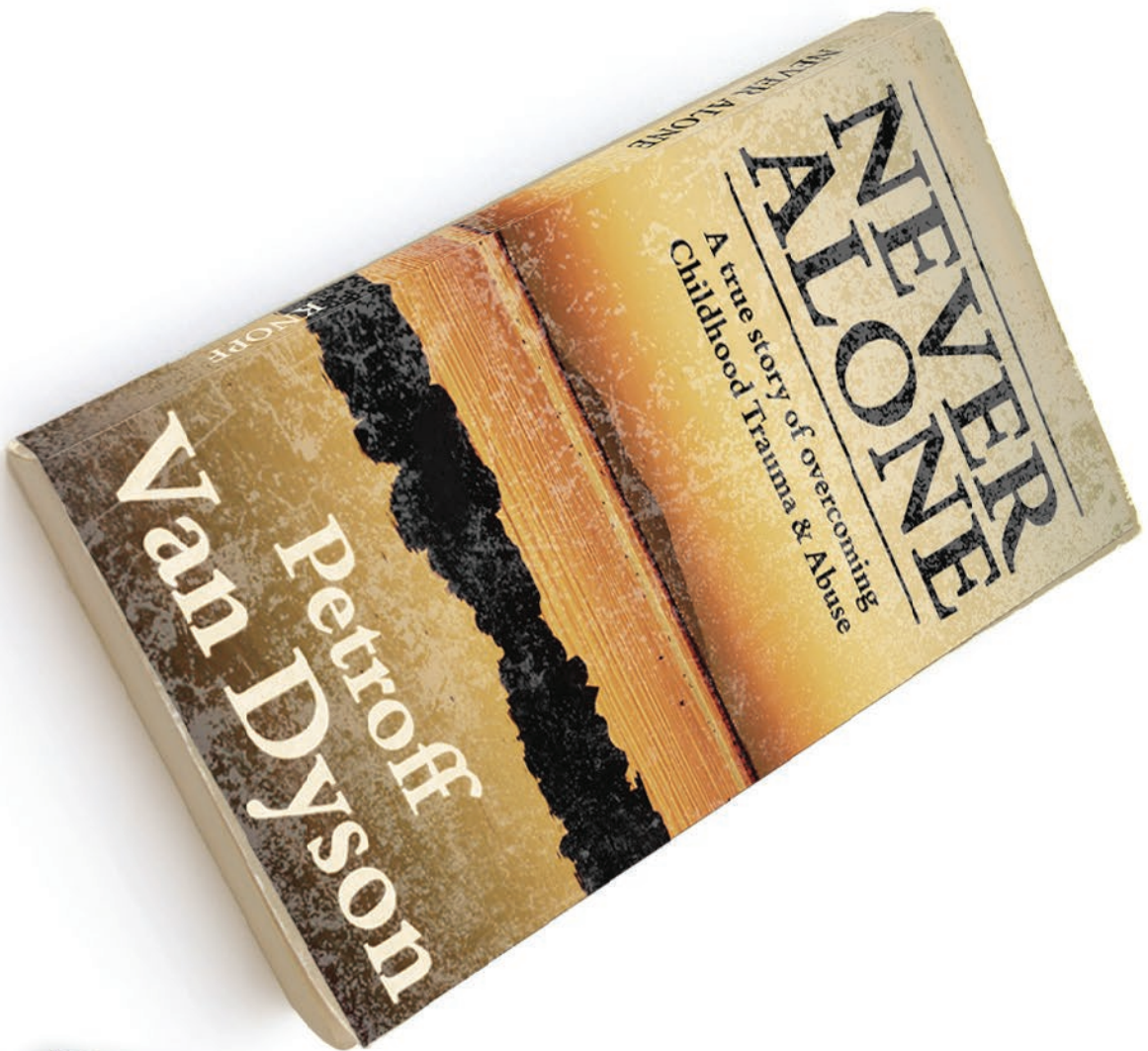
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\* By signing this form, the Customer, or duly appointed delegate, confirms that the full and total bill of items conveyed by Diaz Transport, Inc., was sighted following relocation and confirmed to be in the same condition as prior to relocation. Under no circumstances will refunds or payments be made with regard to damaged or missing items after the customer signature has signified acceptance.

Bonus Handout: Diaz Transport Work Order





**Bonus Handout: Covers for Van Dyson's Books**

# Statistics for “Nemo Solus Sapit”

## Conversion to Call of Cthulhu, 7th Edition

### 7E MECHANICS FOR INVESTIGATING VAN DYSON’S BACKGROUND (TSAR page 24/29–30)

In general the text presented in the scenario is sufficient although the proper 7E terminology would be:

- Each character should attempt a **Knowledge** roll – any that achieve a Hard success or better learn something of his past; for members of the medical profession only a Normal success is needed while those who work in the field of Psychology automatically succeed;
- If the character’s Knowledge roll was an Extreme success, he or she also knows of the doctor’s divorce;
- Anyone who reads his recent book “*You Are I*” and succeeds in an INT roll notes that Van Dyson’s methods rely on the use of medication to diffuse the patient’s sense of reality.
- Online or library research may also dig up additional articles – each day spent searching permits the investigator one roll (**Computer Use** for online research; **Library Use** for scouring libraries or similar repositories).

### 7E MECHANICS FOR ESCAPING THE EYE OF AZATHOTH (TSAR page 32/38)

If the investigators’ car becomes stuck, they can attempt to push it out by making an opposed roll pitting their combined STR against the car’s resistance of 160. A maximum of three investigators can apply their effort using the system described under “Physical Human Limits” on page 88 of the *Call of Cthulhu*, 7th Edition rules.

### STATS for DR. PETROFF VAN DYSON, age 46, Gifted but Insane Psychologist

STR 60 CON 70 SIZ 65 DEX 65 INT 95  
 APP 60 POW 95 EDU 93 Sanity 0 Hit Points: 13  
 Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 19

Fighting 60% (30/12), damage 1D3 + Damage Bonus  
 9mm Auto 45% (22/9), damage 1D10  
 Dodge 35% (17/7)

Skills: Accounting 35%, Anthropology 10%,  
 Archaeology 10%, Computer Use 75%,  
 Credit Rating 85%, Cthulhu Mythos 30%,  
 Drive Auto 45%, First Aid 45%, History 35%,

Language (English) 105%, Language (German) 75%, Language (Latin) 35%, Language (Russian) 30%, Law 20%, Library Use 75%,  
 Medicine 85%, Occult 40%, Psychoanalysis 90%,  
 Psychology 90%, Science (Astronomy) 5%, Science (Chemistry) 85%, Science (Pharmacy) 90%, Talk Eruditely 100%

Spells: Cloud Memory, Dominate, Dread Curse of Azathoth, Shrivelling, Summon/Bind Dimensional Shambler, Voorish Sign

Items: Van Dyson has an enchanted cane that currently holds 68 Magic Points; he doesn’t know how to recharge it.

### STATS for DAMON NEWCOMB, age 26, Lost Soul

STR 70 CON 75 SIZ 70 DEX 60 INT 80(30)\*  
 APP 40 POW 105 EDU 93(30)\* Sanity 0 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 21

\* numbers in parentheses reflect his outward abilities, reduced because of Van Dyson’s efforts.

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
 Switchblade 45% (22/9), damage 1D4 + Damage Bonus  
 Dodge 30% (15/6)

Skills: Anthropology 35%, Archaeology 30%, Computer Use 45%, Credit Rating 25%, Cthulhu Mythos 45%, History 60%, Language (English) 95% (30%)\*, Language (Spanish) 15%, Library Use 45%, Occult 60%, Psychology 25%, Science (Astronomy) 45%, Science (Chemistry) 20%, Ramble Senselessly 80%

Spells: Call Azathoth, Cloud Memory, Dominate, Dread Curse of Azathoth, Shrivelling, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Servitor of the Outer Gods, Voorish Sign, any Enchant Item spells the Keeper wishes (see the general description of this category of spells on page 255 of *Call of Cthulhu*, 7th Edition).

Note: Because of Newcomb’s lobotomy, any attempt to cast a spell must first obtain a Hard success or better on a POW roll. While the magic, originating deep within him and bypassing the normal routes of thought is not in itself affected by the lobotomy, his ability to focus that energy into an effective spell is significantly degraded.



Of course, if the Keeper's dramatic purposes require success (or failure) on a spell-casting roll he or she can simply dictate the outcome. Spells cast on non-player characters (especially Hector Simone) should probably always succeed.

**STATS for HECTOR SIMONE, age 24,  
Unwitting Pawn**

STR 70   CON 60   SIZ 65   DEX 45   INT 80  
APP 50   POW 60   EDU 90   Sanity 45   Hit Points: 12  
Damage Bonus: +1D4   Build: 1   Move: 8   Magic Points: 12

Fighting            50% (25/10), damage 1D3 + Damage Bonus  
Dodge                25% (12/5)

Skills: Computer Use 35%, Credit Rating 30%,  
          History 30%, Language (Spanish) 90%, Language  
          (English) 75%, Library Use 65%, Psychology 45%,  
          Science (Chemistry) 25%, Resist Mind Control 5%

**STATS for TYPICAL ORDERLY**

STR 75   CON 70   SIZ 80   DEX 60   INT 70  
APP 55   POW 65   EDU 70   Sanity 60   Hit Points: 15  
Damage Bonus: +1D4   Build: 1   Move: 7   Magic Points: 13

Fighting            70% (35/14), damage 1D3 + Damage Bonus  
Taser                55% (27/11), damage 1D3; victim must also  
                          make a **Hard CON** roll or fall unconscious

Dodge                30% (15/6)

Skills: Psychology 30%, Restrain Prisoner 75%,  
          Wisecrack 55%

**STATS for TYPICAL SERVITOR OF THE OUTER  
GODS**

See page 304 of the *Call of Cthulhu*, 7th Edition rules.

# Upgrade Pack Contents: Scenario 3 — This Fire Shall Kill

**Original Scenario created by: André Bishop**

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## ***This Fire Shall Kill: Updating for the 21<sup>st</sup> Century***

This scenario doesn’t require any large-scale changes to bring it up-to-date for a modern (2017) setting. The existence of a video tape showing one of the cult’s rituals might better be a digital video file on a portable disk or memory stick (or stored inside a handy portable GoPro camera).



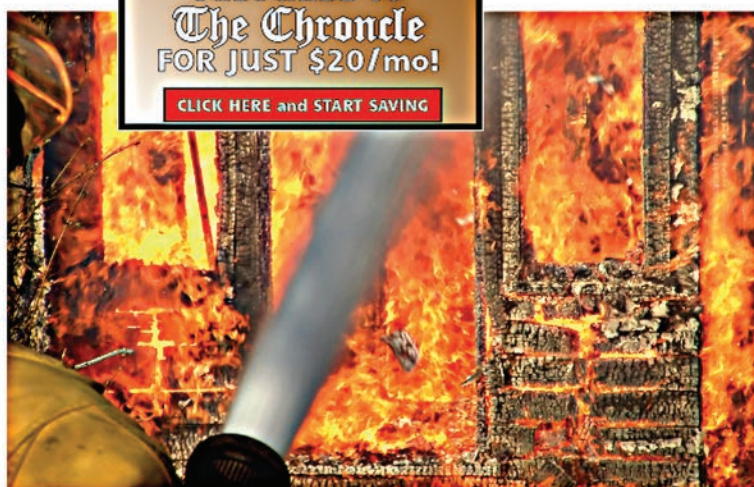


News

## HOME OWNERS DIE IN FIRE

*Two Homes Destroyed in Early Evening Blaze*

Updated: APRIL 24, 2014 5:03 PM EDT



WJTSE FREEMAN / STAFF

by Ann Waters, STAFF WRITER

SAN FRANCISCO — Two people were killed in a tragic fire yesterday that also destroyed two homes. Pronounced dead at the scene were Thomas Wilmont and his wife, Edna Wilmont, owners of the home where it is believed the blaze started.

Eyewitnesses expressed amazement at how fast the fire spread. “It was terrifying,” said John Landsdown, who lives across the street. “There was a tremendous whoosh and boom, we looked out the window just in time to see the fire spreading to the second house.”

Lieutenant fire fighter Robert Hardman, leader of the first crew on the scene echoed that statement. “There was nothing we could do to save the two houses. We spent most of our time trying to keep the fire from spreading any further.”

Occupants of the other house are believed to have been out at the time of the fire.

It is currently believed that the fire began in the basement of the Wilmont house as a result of oily rags stored in the basement in a closed container.

## The Fire Papers #1



# WORSHIPPERS OF FIRE

BY

SYDNEY BOWMAN F.R.A.I

AUTHOR OF "THE MYTH CYCLES OF MEXICO AND PERU", "THE  
CIVILIZATIONS OF ANCIENT YUCATAN", "THE INCA  
ENIGMA", "THE MYTHS OF THE NEW ENG-  
LAND INDIAN TRIBES", "RELIGIOUS  
PRACTICE IN ANCIENT EGYPT"  
ETC.

WITH EIGHT PLATES IN COLOUR BY  
LADY AVERY AND THIRTY-TWO  
OTHER ILLUSTRATIONS

LONDON  
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MCMXII

## THE ZOROASTRIANS

reinforces the fundamental tenets of the Zoroastrian worship of fire as a holy symbol as well as the familiar iconography of the concentric circle motif.

Another group worthy of brief mention is the cult of Nestar Mobedan Mobed, as self-proclaimed prophet and Zoroastrian fundamentalist. Nestar is known to be a historical individual, living in the sixth century Anno Domini. During his life, the prophet denounced the materialism of the wealthy priest caste and, with a small band of followers, departed to live among the wilderness. Evidentially the cult endured, for twenty years later — when the Nestorians were forgotten by the society they had left behind — the prophet Nestar himself led down from the mountains a rag-tag army. This force of men attacked the city with great ferocity, setting much of it to the torch as they rampaged through the streets. The object of this sudden raid appears to be the destruction of the city's splendid palace, which the Nestorian called the "Tower of Gold."

However, before the army of Nestar could reach its prize, it came under a most vicious counter-attack by the guard whose mission it was to defend the city. The rebellious force was soon routed and their great prophet put to the sword. So great was the defeat that many believed that the cult had been wiped out entirely, but this was not the case.

A small number of members of the Nestorian sect are believed to have survived the ill-fated military expedition, and by their devotion to the teachings of the prophet kept the worship alive. For fear of persecution the sect was obliged to conduct its gatherings, rituals, and sacrifices in secret. A line of holy priests — calling themselves Mobed — was maintained, with the tenets of the worship handed down from generation to generation in sacred teachings. The Mobed was responsible for safeguarding the liturgies central to the worship, laid down in a holy book. This volume was known by various names, but most frequently referred to simply as "The Letters of Nestar." Adherents of the faith believe that the writings are transcriptions of the hand-written testimony penned by the prophet himself.

The Nestorians endured in Persia until some time in the mid 18<sup>th</sup> Century, when it is known that the core group was driven from their birthplace as part of a broader persecution of Zoroastrians by the Muhammadan rulers. Cast adrift, the Nestorians relocated to Bombay, India, and integrated into the Parsee population of that great metropolis.

There are some reports that the Nestorian sect survives even to modernity. Obscure accounts from remote regions even suggest the existence of a high priest in the present day. Indeed, there is persistent (albeit unsubstantiated) testimony which suggests that the Nestorian worship has spread to various points within the British Empire during the 19<sup>th</sup> century. The early years of our own century were marked by occasional reports that a group affiliated with the sect was active in the United States of America, in particular in the far western state of California.

According to Davis, et al., the modern-day Nestorians hold a singular belief that there is a prophecy within the Letters of Nestar foretelling a momentous event which would soon transpire, "at a time when the stars came right." The year 1906 was cited as the first occasion at which such a conjunction might become possible. Adherents of the faith point to the calamitous fire which all but destroyed San Francisco in that very year as validation of this prophetic message.

A more orthodox group of Zoroastrian fire worshippers was the benevolent



**Bonus Handout: Frame from  
Summoning Video**



**The Fire Papers #2**

OUR DEEDS  
OF  
FIRE

HOW WE ACHIEVE FOR YOUR TOUCH, OH  
FLAMING LORD. HOW WE HAVE  
TOILED FOR YOUR PURPOSE, OH FIRE  
KING. HOW WE'VE BEGGED FOR  
YOUR COMING, OH RED LORD.  
BUT ON THAT DAY WE SHALL RECEIVE  
YOU, GRANDFATHER FIRE.

FOR ON THAT DAY ALL IS RIGHT.  
THE TOWER OF GOLD SHALL BECOME  
THE PILLAR OF FIRE AND WE SHALL  
GIVE THE CALL. LET MANKIND  
BE CLEANSSED BY YOUR POWER.  
LET THE PROFANE KNOW, AS WE  
KNOW, THAT ON THIS DAY THE  
FIRE SHALL BURN SO BRIGHT,  
BURN INTO THE MEMORY OF ALL MEN.

# Statistics for “This Fire Shall Kill”

## Conversion to Call of Cthulhu, 7th Edition

### 7E MECHANICS FOR SEARCHING THE BURNED RUINS FOR CLUES (TSAR page 36/44)

During the search the Keeper should ask each investigator for one or more **DEX** rolls; failures indicate trips and falls which result in 1D4 damage. Using **Electrical Repair** skill rules our faulty wiring as the cause while successful **Science (Chemistry)** rules our accelerants. **Spot Hidden** can turn up two items of note – a cotton face shawl and a burned wooden cone. An **INT** roll determines the latter to be a torch-bearing device of some kind. A **Natural World** roll determines that the wooden cone is made of sandalwood; a **Cthulhu Mythos** roll ties it to the summoning of Fire Vampires. More mundane investigation – such as an **Anthropology** or **Occult** roll – suggests only that the device is somehow tied to fire worship.

### 7E MECHANICS FOR SNEAKING AROUND THE BURNED-OUT PARK (TSAR page 41/49)

Keepers should ask investigators to make occasional **Stealth** rolls to avoid attention of the authorities.

Investigators seeking to analyse the brown powder found in Hardman’s locker at the Fire Station will need to succeed in a **Science (Chemistry)** roll.

### STATS for TWO FIRE VAMPIRES

	STR	CON	SIZ	DEX	POW	HP	Magic	Move
One	–	35	05	75	70	7	14	11
Two	–	40	05	80	75	8	15	11

Touch 85% (42/17), damage 2D6 fire damage; plus Magic Point drain

Dodge 40% (20/8)

Armor: Standard material weapons cannot harm them, (blades, bullets, etc.) Water costs a fire vampire one hit point per half-gallon poured over it, a typical handheld fire extinguisher does 1D6 hit points of damage to it, while a bucket of water costs it 1D3 hit points.

Sanity Loss: 0/1D6 to see a Fire Vampire.

### 7E MECHANICS FOR INTERPRETING HARDMAN’S EULOGY (TSAR page 42/50)

Investigators who suspect Hardman already and who make a successful **INT** roll will recognize his words as a possible warning.

### 7E MECHANICS FOR BREAKING INTO WILLOWS’ APARTMENT (TSAR page 42/50)

Attempts to wrench open the solenoid-operated latch on the apartment complex should be treated as an **opposed roll** where up to two investigators can pit their STR against the door’s STR of 90 (using the rules on page 88 of *Call of Cthulhu, 7th Edition*). The upper-story door to Willows’ apartment itself also must be forced by a similar **opposed roll** of investigator STR against that door’s STR of 70.

### 7E MECHANICS FOR ANALYSING THE VIDEO FOUND IN WILLOWS’ APARTMENT (TSAR page 42/51)

In a modern game, this video is a digital video file – likely stored on some kind of memory card or stick (rather than a “video tape” as described in the scenario). Enhancing the digital video can be performed either via judicious use of photographic ability (success in **Art/Craft (Photography)**) or by making a **Hard Computer Use** roll.

### 7E MECHANICS FOR SEARCHING HARDMAN’S HOUSE (TSAR page 45/53)

- Investigators seeking to identify the black polished rock on the table-top can do so with a **Science (Geology)** roll.
- If investigators find the ancient book stored in Hardman’s under-floor safe they can identify it by means of any of the following skill rolls: **Archaeology**, **Science (Linguistics)**, **Science (Cryptology)**.

### TOME STATISTICS FOR THE LETTERS OF NESTAR (TSAR page 45/53)

Sanity Loss: 1D8

Cthulhu Mythos: +2/+6

Mythos Rating: 26

Study: 15 weeks

Suggested Spells: Call Cthugha, Summon/Bind Fire Vampire, Enchant Torch [ritual to create the magical torch used by the cultists], Draught of Phan [formula for the drug used by Hardman].



## 7E MECHANICS FOR UNDERSTANDING THE SHEET OF CALCULATIONS (TSAR page 46/54)

A successful **Occult** or **Science (Astronomy)** roll identifies the calculations as relating to the movement of stars.

## 7E MECHANICS FOR INVESTIGATORS ARRIVING AT THE BANK BUILDING (TSAR page 47/56)

Arriving investigators who achieve a **Hard** or better success on a **Spot Hidden** roll can see flames licking at a window high up on the building.

### STATS for ROBERT HARDMAN, age 39, Lieutenant, Priest of Cthugha

STR 85 CON 75 SIZ 75 DEX 55 INT 80  
APP 60 POW 110 EDU 85 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 22

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Axe 50% (25/10), damage 1D6+1 + Damage Bonus  
Dodge 30% (15/6)

Skills: Credit Rating 45%, Cthulhu Mythos 14%,  
Psychology 20%, Operate Hvy. Mach. 65%,  
Science (Astronomy) 45%

Spells: Call Cthugha, Summon/Bind Fire Vampire

### STATS for MELISSA HARDMAN, age 37, Cultist Housewife

STR 60 CON 80 SIZ 50 DEX 75 INT 70  
APP 70 POW 60 EDU 70 Sanity 0 Hit Points: 13  
Damage Bonus: none Build: 0 Move: 9 Magic Points: 12

Fighting 65% (32/13), damage 1D3 + Damage Bonus  
Dodge 40% (20/8)

Skills: Burn Dinner 55%, Credit Rating 45%, Drive  
Auto 45%, Psychology 30%, Swim 39%

### STATS for VERONICA HARDMAN, age 10, Warped Child

STR 30 CON 60 SIZ 25 DEX 75 INT 55  
APP 70 POW 55 EDU 20 Sanity 0 Hit Points: 8  
Damage Bonus: -2 Build: -2 Move: 9 Magic Points: 11

Water Pistol (Gasoline) 65% (32/13), damage 1D6 + 1D3  
per round thereafter until extinguished  
Dodge 50% (25/10)

Skills: Climb 55%, Psychology 50%, Stealth 65%

## THE FIRE FIGHTERS

### STATS for TOMMY JOHNSON, age 33

STR 80 CON 65 SIZ 85 DEX 55 INT 60  
APP 50 POW 65 EDU 60 Sanity 0 Hit Points: 15  
Damage Bonus: +1D6 Build: 2 Move: 7 Magic Points: 13

Axe 65% (32/13), damage 1D6+1 + Damage Bonus  
Flamethrower 55% (27/11), damage 2D6  
Dodge 30% (15/6)

Skills: Climb 85%, Electrical Repair 45%

### STATS for JOHN CRISLOW, age 27

STR 75 CON 70 SIZ 60 DEX 50 INT 70  
APP 40 POW 75 EDU 50 Sanity 0 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 15

Fighting 65% (32/13), damage 1D3 + Damage Bonus  
Pike 65% (32/13), damage 1D8 + Damage Bonus  
Dodge 30% (15/6)

Skills: Climb 75%, Drive Pumper 75%, Jump 45%

### STATS for WILL TRIPPER, age 44

STR 65 CON 80 SIZ 80 DEX 50 INT 70  
APP 60 POW 55 EDU 65 Sanity 0 Hit Points: 16  
Damage Bonus: +1D4 Build: 1 Move: 6 Magic Points: 11

Fighting 30% (15/6), damage 1D3 + Damage Bonus  
Knife 40% (20/8), damage 1D4+2 + Damage Bonus  
Dodge 30% (15/6)

Skills: Locksmith 50%, Mechanical Repair 75%, Polish  
Fire Truck 65%

### STATS for DUANE COLLINS, age 29

STR 70 CON 80 SIZ 70 DEX 75 INT 55  
APP 65 POW 65 EDU 50 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 13

Burning Torch 35% (17/7), damage 1D6 + Damage Bonus  
Axe 35% (17/7), damage 1D6+1 + Damage Bonus  
Dodge 40% (20/8)

Skills: Aim Water Nozzle 50%, Operate Hvy Mach. 75%

### STATS for PHIL WATSON, age 26

STR 70 CON 70 SIZ 75 DEX 65 INT 75  
APP 65 POW 85 EDU 50 Sanity 0 Hit Points: 14  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 17

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Crowbar 50% (25/10), damage 1D8 + Damage Bonus  
Dodge 35% (17/7)

Skills: Computer Use 75%, Listen 55%

### STATS for GARY WATSON, age 24

STR 70 CON 70 SIZ 85 DEX 60 INT 60  
APP 60 POW 80 EDU 65 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 16

Fighting 40% (20/8), damage 1D3 + Damage Bonus  
Pike 40% (20/8), damage 1D8 + Damage Bonus  
Dodge 30% (15/6)

Skills: Climb 55%

### STATS for MARCUS SMITH, age 24

STR 70 CON 75 SIZ 60 DEX 90 INT 75  
APP 45 POW 75 EDU 80 Sanity 0 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 15

Burning Torch 55% (27/11), damage 1D6 + Damage Bonus  
Shovel 55% (27/11), damage 1D8 + Damage Bonus  
Dodge 50% (25/10)

Skills: Climb 65%

### STATS for AL DARVEY, age 38

STR 70 CON 65 SIZ 85 DEX 60 INT 55  
APP 50 POW 70 EDU 70 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 2 Move: 7 Magic Points: 14

Axe 45% (22/9), damage 1D6+1 + Damage Bonus  
Bolt Cutters 45% (22/9), damage 1D4 + Damage Bonus  
Dodge 35% (17/7)

Skills: Climb 55%, First Aid 65%, Spot Hidden 55%

### STATS for NICK STODDARD, age 37

STR 65 CON 80 SIZ 70 DEX 85 INT 80  
APP 70 POW 85 EDU 60 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 17

Fighting 75% (37/15), damage 1D3 + Damage Bonus  
Axe 75% (37/15), damage 1D6+1 + Damage Bonus  
Dodge 30% (15/6)

Skills: Climb 55%, Spot Hidden 55%, Stealth 45%

### STATS for JACK O'CONNOR, age 31

STR 80 CON 75 SIZ 80 DEX 70 INT 70  
APP 75 POW 85 EDU 75 Sanity 0 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 17

Axe 40% (20/8), damage 1D6+1 + Damage Bonus  
Pick 40% (20/8), damage 1D8 + Damage Bonus  
Dodge 40% (20/8)

Skills: Climb 50%, Fire Lifeline 65%

### STATS for TWELVE FIRE VAMPIRES

	STR	CON	SIZ	INT	DEX	POW	HP	Mag.	Mov
#1	–	40	05	75	35	50	08	10	11
#2	–	50	05	90	50	65	10	13	11
#3	–	45	05	70	45	65	09	13	11
#4	–	55	05	80	55	75	11	15	11
#5	–	55	05	110	80	70	11	14	11
#6	–	40	05	80	60	50	08	10	11
#7	–	45	05	50	50	60	09	12	11
#8	–	35	05	85	70	80	07	16	11
#9	–	60	05	75	55	55	12	11	11
#10	–	35	05	80	45	45	07	09	11
#11	–	30	05	90	50	50	06	10	11
#12	–	50	05	100	40	60	10	12	11

Damage Bonus: N/A Build: -2

Touch 85% (42/17), damage 2D6 fire damage; plus  
Magic Point drain

Shovel 40% (20/8), damage 1D8 + Damage Bonus

Armor: Standard material weapons cannot harm them,  
(blades, bullets, etc.) Water costs a fire vampire one hit  
point per half-gallon poured over it, a typical handheld  
fire extinguisher does 1D6 hit points of damage to it,  
while a bucket of water costs it 1D3 hit points.

Sanity Loss: 0/1D6 to see a Fire Vampire.



# Upgrade Pack Contents:

## Scenario 4 — The Professionals

**Original Scenario created by: Fred Behrendt**

Item	“The Stars Are Right!” Page Ref		This PDF Page Ref
	1st Ed	2nd Ed	
7E Mechanics for meeting with the McKinney Family	57	66	30
Bonus Handout: Contact entries from Spirelli's phone	-	-	28
Bonus Handout: Pencil rubbing on note pad	-	-	28
7E Mechanics for opening Simon's Briefcase	61	71	30
7E Mechanics for inspecting Simon's high-tech notebook PC	61	71	30
Statistics for SAM FOBES	62	72	30
Statistics for MILTON JAINES	62	72	30
7E Mechanics for spotting the weirdness in Miranda's TV spots	63	73	30
Bonus Handout: Twitter postings by Companions of Lyr	-	-	28
Bonus Handout: Online news article about car bomb	-	-	29
Bonus Handout: Classified briefing about ODIN	-	-	29
Statistics for MIRANDA SHARPE	70	79	30
Statistics for SIMON CHILDE	70	79	31
Statistics for JACKSON “COBRA” O'BRIAN	70	79-81	31
Statistics for Typical Companion of Lyr	70	81	31
Statistics for Typical Convention Hall Guard	70	81	31

## ***The Professionals: Updating for the 21<sup>st</sup> Century***

This tale of corrupt politicians with dubious backgrounds is just as relevant to 2017 as it was to the 1990s era (arguably even more so). A few of the depictions of technology require some minor tweaks to update them (see notes below).

Also, some elements of the scenario's written chronology do firmly place it in the nineties – a more decade-agnostic chronology is provided below, basing events on a time-line relative to “NOW” (i.e., the year in which the scenario is being run).

### **Decade-Agnostic Scenario Timeline:**

- **4 decades before NOW:** Teenager Miranda Sharp meets a young Simon Childe and the two fall in love. A mere two weeks later, Miranda is attacked and replaced by the Cell Vampire while she is walking along the waterfront in New Jersey. Shortly after replacing Miranda, the creature breaks up with Childe. The copied “Miranda” continues to participate in beauty pageants for the next decade or so, allowing itself to age occasionally.
- **3 decades before NOW:** The copied “Miranda” makes the transition to performing in the adult movie industry. She makes a large number of pornographic movies over the next 10–12 years. The creature crosses paths with Simon Childe – now a cut-rate screenwriter – but does not acknowledge that the two met previously.
- **2 decades before NOW:** The Cell Vampire shifts professions again, abandoning pornography for low-budget mainstream action films. She makes a large number of trashy films and becomes a minor household name; the latter allows her to springboard a career in politics.
- **Five or six years before NOW:** The copied “Miranda” runs for Congress and is elected. The publicity surrounding her election brings her to Childe's attention once again.
- **A year or two before NOW:** The copied “Miranda” is re-elected, but starts eying a career in the Senate. Childe begins to understand what has happened to “Miranda”, and starts to plot the banishment of the alien creature (so he can reclaim his childhood sweetheart).
- **Recent past before NOW:** Miranda announces she will contest the senate seat held by Ted McKinney.

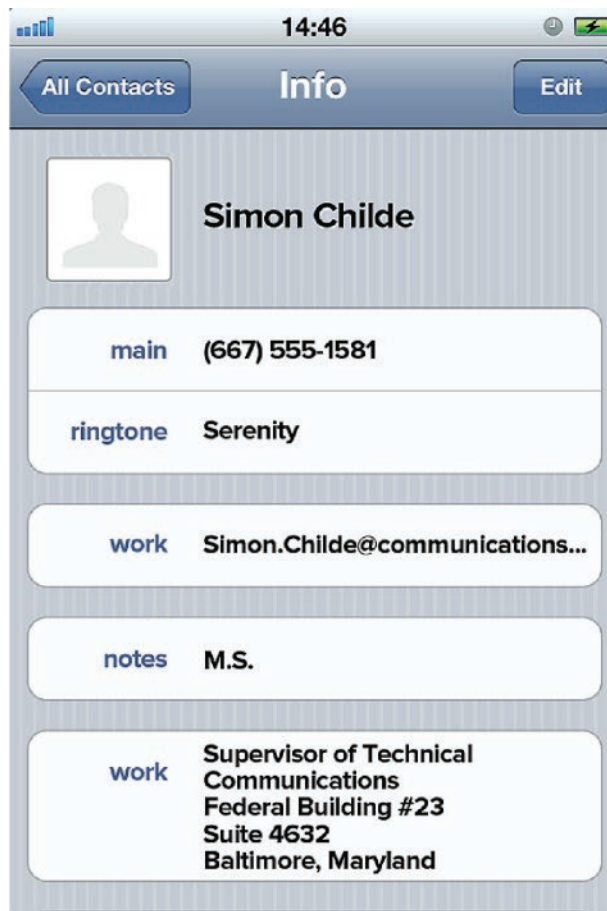
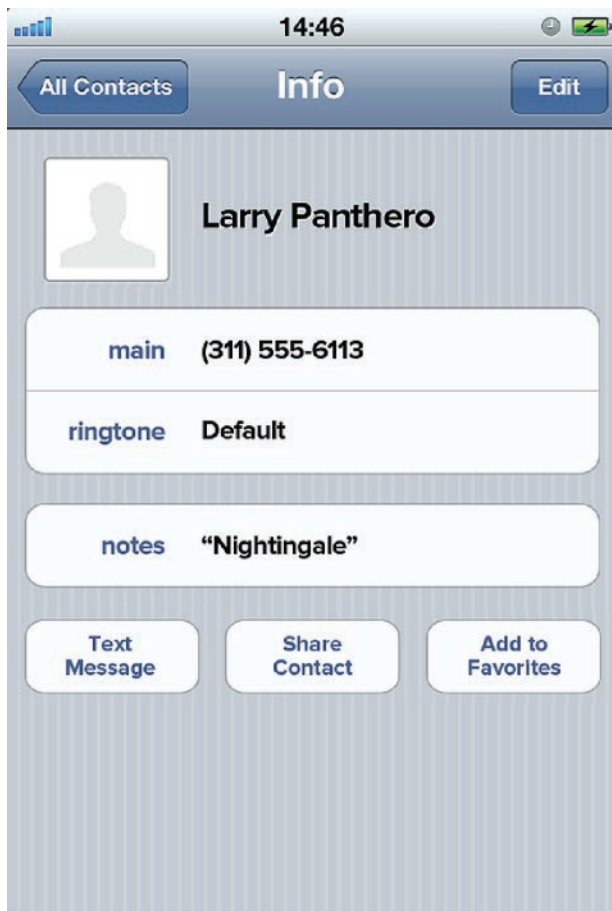
### **Updated description of Cell Vampire (TSAR page 55/65):**

The electro-magnetic field that the Cell Vampire emits – in particular when placed under stress – interferes with most types of modern electronic equipment. Computers, cell phones and tablets are especially susceptible to the strong but invisible cloud of energy, but any device which contains a microprocessor will be affected to some degree (which includes most appliances and devices, except those which have purely mechanical apparatus).

### **Updated description of The Tape (TSAR page 59/69):**

The package contains an antique video tape – huge and bulky – typical of the type used by professional video houses one or two decades ago. Today it is hard to find equipment that will play such old-fashioned media: conceivably a less-than-modern TV station might retain this kind of machine (to retrieve and digitize archival footage), although most will have retired their old equipment a decade or two ago. Alternatively, the investigators may be able to track down a specialty service which deals with converting old media like this to modern formats.





**Bonus Handout: Contact entries from  
Spirelli's phone**



**Bonus Handout: Pencil rubbing on note pad**



**Bonus Handout: Twitter postings by  
Companions of Lyr**





## ODIN Mission Manager Brief

### (S//NF) 1.Introduction

ODIN is an acronym for Optically Distributed Interactive Neuroimplant. It is an experimental device developed as part of a broad R&D initiative jointly conducted by five military and intelligence agencies under the DIXIE arrangement.

The purpose of ODIN is to provide an advanced Human Machine Interface (HMI) in the form of a cybernetic implant comprising a small black orb

### (TS//NF) 2.Concept of Operations

The ODIN implant is surgically introduced to the wearer, replacing one of the individual's eyeballs. After successful integration, it forges a molecular interface by way of the optic nerve. This is achieved via a matrix of DNA "seeds" that reproduce, expand, and mesh with the host nerve tissue.

After creation of the nerve link, the person implanted with ODIN is able to use it to remotely operate electronic devices that have been fitted with an ODIN Control Interface (ODIN-CI). Communication between the implant and the control interface occurs via Infra-Red transmissions.

By creating a reliable two-way communications link between the wearer and the devices, ODIN facilitates the operation of devices through the simple act of thought.

### (TS//NF) 3.Deployment Scenarios

ODIN was particularly developed with the intention that it should control Information and Communication Technology (ICT) devices.

One intended application is information gathering during the upcoming Mars missions. This deployment scenario has driven the inclusion of prototype functionality to assist with observing and recording three-dimensional wave form samples. Stored wave forms are locally stored on a solid state memory unit within the implant and can be subsequently downloaded via a wireless interface for storage on larger-capacity media.

**Bonus Handout: Classified briefing  
about ODIN**



### Breaking Story: Car bomb →



WALT PICKMAN / GLOBE STAFF

Official reports are slowly confirming initial eyewitness accounts of a car bomb that exploded a short time ago in a suburban street. The blast killed at least one man — the occupant of the vehicle. He is believed to be attorney Edwin Schneider, a 25-year resident of this city and a well-respected member of the legal fraternity. Schneider is also a figure closely connected with the electoral campaign of Miranda Sharp. This latter association calls into question the motivations behind the violent attack.



### Curfew in place in three suburbs

### Militant "Men's Rights" group claims responsibility for bomb: "A Necessary Political Act."



TWITTER

Despite a paucity of official information about the circumstances surrounding today's horrific car bomb attack, its perpetrators seem to have wasted little time in claiming responsibility. Posting on their online Twitter feed, a shadowy and obscure group known as "The Companions of Lyr" hinted that the bombing had been a deliberate and targeted assassination of Edwin Schneider. The group seem to have singled out the attorney because of the key role he has played recently in assisting Miranda Sharp's election campaign.

In an email statement to *The Globe*, a spokesman for the "Companions" claimed to be in possession of evidence that Schneider was the "anonymous lawyer" who recently aided Sharp in bringing attention to photographs damaging to the campaign of election rival, Ted McKinney. They stated that the bombing of Schneider was "a necessary act" designed to "salvage the integrity of the fair political process."

Little is known about the "Companions." They have connections to militant factions within the so-called "Men's Rights" movement.



## 7E MECHANICS FOR MEETING WITH THE MCKINNEY FAMILY (TSAR page 57/66)

After being shown the photograph of Mae Ann Spirelli investigators should attempt a **Hard Know** roll. Characters who succeed in the roll, or otherwise have special knowledge of the pornography industry, recognize the name “Tanya Desire” as a major adult movie star from some years ago. Investigators who succeed in a **Medicine** roll will spot that the recent photograph of the actress suggests that she is seriously ill, with symptoms consistent with HIV/AIDS.

## 7E MECHANICS FOR OPENING SIMON’S BRIEFCASE (TSAR page 61/71)

Investigators can open the locked leather attaché case either by forcing it (**regular STR** roll) or with a **Locksmith** roll.

## 7E MECHANICS FOR INSPECTING SIMON’S HIGH-TECH NOTEBOOK PC (TSAR page 61/71)

The unfamiliar dome-shaped bead of laser light can be identified with an **INT** roll as a kind of optical pointer – an input device similar to a trackball but allowing a user to scroll by passing a finger-tip through the laser beams.

After using the computer for a while and exploring its strange VR images of high-resolution human forms an investigator can deduce (with an **INT**) roll that the computer stores the full genetic image of several people.

### STATS for SAM FOBES, Senior FBI Agent

STR 85 CON 75 SIZ 85 DEX 55 INT 50

APP 45 POW 45 EDU 90 Sanity 50 Hit Points: 16

Damage Bonus: +1D6 Build: 2 Move: 8 Magic Points: 9

Fighting 75% (37/15), damage 1D3 + Damage Bonus

.38 Automatic 60% (30/12), damage 1D10

Dodge 35% (17/7)

Skills: Accounting 50%, Climb 51%, Credit Rating 65%, Drive Auto 60%, Fast Talk 40%, Intimidate 75%, Law 65%, Listen 63%, Persuade 40%, Psychology 40%, Spot Hidden 43%, Stealth 35%, Track 37%

### STATS for MILTON JAINES, ODIN Security

STR 80 CON 70 SIZ 55 DEX 85 INT 90

APP 35 POW 35 EDU 90 Sanity 30 Hit Points: 12

Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 7

Fighting 65% (32/13), damage 1D3 + Damage Bonus

Knife 65% (32/13), damage 1D6 + Damage Bonus

.38 Automatic 70% (35/14), damage 1D10

Dodge 70% (35/14)

Skills: Accounting 55%, Climb 65%, Credit Rating 50%, Drive Auto 55%, Fast Talk 65%, Intimidate 40%, Law 60%, Listen 70%, Persuade 45%, Psychology 65%, Spot Hidden 75%, Stealth 60%, Torture 80%

## 7E MECHANICS FOR SPOTTING THE WEIRDNESS IN MIRANDA’S TV SPOTS (TSAR page 63/73)

It requires an **Extreme** success on a **Know** roll to realise that there is something not right about these TV spots; as though something had been done to them to make them strangely compelling to viewers.

### STATS for MIRANDA SHARPE, The People’s Choice

STR 100 CON 120 SIZ 45 DEX 130 INT 85

APP 90 POW 110 EDU 95 Sanity 0 Hit Points: 16

Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 22

Bite 75% (37/15), damage 1D6 + Damage Bonus

Knife 75% (37/15), damage 1D6 + Damage Bonus

Life Drain 90% (45/18), damage 1D8×5 STR each round

Dodge 75% (37/15)

Armor: None, but all weapons inflict minimum damage. Can regenerate up to 10 Hit Points per round.

Skills: Accounting 58%, Alter Image\* 85%, Climb 43%, Credit Rating 80%, Fast Talk 81%, Law 68%, Listen 47%, Pose Attractively 72%, Psychology 90%, Persuade 78%, Spot Hidden 58%, Stealth 55%, Throw 41%

\* Use of skill requires expenditure of 1 Magic Point

## STATS for SIMON CHILDE, Unrequited Madman

STR 40 CON 50 SIZ 75 DEX 70 INT 85  
 APP 65 POW 55 EDU 93 Sanity 05 Hit Points: 12  
 Damage Bonus: none Build: 0 Move: 5 Magic Points: 11  
 Fighting 35% (17/7), damage 1D3 + Damage Bonus  
 9mm Auto 35% (17/7), damage 1D10  
 Dodge 35% (17/7)

Skills: Accounting 68%, Art (Oratory) 45%, Art (Photography) 58%, Brood Endlessly 90%, Computer Use 78%, Credit Rating 75%, Drive Auto 55%, Electrical Repair 40%, Electronics 35%, Fast Talk 65%, First Aid 60%, History 65%, Law 20%, Library Use 50%, Mechanical Repair 50%, Psychology 41%, Persuade 63%, Science (Astronomy) 51%, Science (Biology) 55%, Science (Physics) 31%, Spot Hidden 59%, Stealth 35%, Throw 48%

## STATS for JACKSON "COBRA" O'BRIAN, 38, Radical Caudillo and Murderer

STR 80 CON 70 SIZ 55 DEX 75 INT 65  
 APP 65 POW 45 EDU 70 Sanity 20 Hit Points: 12  
 Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 9  
 Fighting 75% (37/15), damage 1D3 + Damage Bonus  
 12g Shotgun 45% (22/9), damage 4D6/2D6/1D6  
 Machine Pistol 55% (27/11), damage 1D10  
 Dodge 90% (45/18)

Skills: Art (Oratory) 75%, Credit Rating 52%, Drive Motorcycle 39%, Fast Talk 65%, Jump 57%, Law 50%, Listen 61%, Persuade 79%, Plant Bomb 82%, Psychology 69%, Spot Hidden 45%

## STATS for Typical Companion of Lyr

STR 75 CON 80 SIZ 65 DEX 55 INT 50  
 APP 45 POW 70 EDU 40 Sanity 35 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 14  
 Fighting 65% (32/13), damage 1D3 + Damage Bonus  
 .32 Automatic 50% (25/10), damage 1D8  
 Machine Pistol 45% (22/9), damage 1D10  
 Dodge 30% (15/6)

Skills: Drive Motorcycle 45%, Jump 60%, Listen 50%, Plant Bomb 55%, Spot Hidden 50%

## STATS for Typical Convention Hall Guard

STR 75 CON 75 SIZ 60 DEX 70 INT 50  
 APP 60 POW 50 EDU 65 Sanity 55 Hit Points: 13  
 Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 10  
 Fighting 70% (35/14), damage 1D3 + Damage Bonus  
 .45 Revolver 75% (37/15), damage 1D10+2  
 Machine Pistol 65% (32/13), damage 1D10  
 Dodge 70% (35/14)

Skills: Fighting (Martial Arts) 70%, First Aid 55%, Listen 55%, Stealth 65%



# Upgrade Pack Contents:

## Scenario 5 — Fractal Gods

**Original Scenario created by: Steve Hatherley**

Item	“The Stars Are Right!” Page Ref		This PDF Page Ref
	1st Ed	2nd Ed	
Fractal Papers #1: Suicide Message Video	73	85	36
Bonus Handout: Sample of Jon’s Schoolwork	-	-	37
Fractal Papers #2: Email to Investigators	73	85	39
7E Mechanics for vocalizing the chant	74	85	40
Bonus Handout: Malware code analysis	-	-	38
Bonus Handout: Snapshots from <i>Fractal Gods</i> #12	75	87	39
7E Mechanics for Fractal Creatures	76	88	40
Statistics for The Beacon	76	88	40
Statistics for Predator Fractals	77	89	40
7E Mechanics for Marauders	77	89	40
Statistics for YOG-SOTHOTH in Fractal Form	78	90-91	40
Statistics for Floater Fractals	78	90	40
Statistics for Feeder Fractals	78	90	40
Statistics for Builder Fractals	78	90	41
Statistics for Hider Fractals	78	90	41
Statistics for Inspector Fractals	78	90	41
Statistics for Comber Fractals	78	90	41
7E Mechanics for attacks by Fractals one, two, and three	82	93	41
Bonus Handout: German diary page	-	-	38
Statistics for GATHERER-THING	80	92	41
Statistics for FRACTAL ONE	82	93	41
Statistics for FRACTAL TWO	82	95	41
Statistics for FRACTAL THREE	82	95	41
Statistics for ANTHONY LATHAN	83	95	42
Statistics for KATHI LATHAN	83	95	42
Statistics for THE MAINFRAME BEACON	82	95	42
Statistics for THE MARAUDER	82	95	42
Statistics for JULIA BURNET	83	95	42
Statistics for YAN MUELLER	83	95	42
Statistics for GATHERER	82	-	42

## ***Fractal Gods: Updating for the 21<sup>st</sup> Century***

There are a few fundamental pieces of the scenario's backstory – in particular the existence of the electronic fanzine “Fractal Gods,” mailed to subscribers on 3.25” floppies – that won't work in a modern (2017) context. The notes which follow aim to reinvent these anachronistic elements: in place of a fanzine, they propose the existence of a series of YouTube video blog postings, one of which is being used as part of a nefarious plan to break down the barriers between dimensions via an international “summoning” botnet.

### **Updated description of the Keepers Information, paragraphs 4, 5 and 6 (TSAR page 71/82–83):**

Together the alien and Mueller dismantled the program to see how it functioned, thereby creating the basis for a new gate. However, such a digital gateway to a fractal dimension requires an enormous amount of ongoing computation in order to remain open – thus, for any practical application either a massively powerful computer would be required or many computers operating in concert. Recognizing this limitation, yet desperate to explore his new discovery, Mueller racked his brains: he had no ready access to a supercomputer, but he did know something about writing computer malware. He embedded the fractal gateway routines as a malicious program called Other Beacons which could be hidden inside video streams and run on unsuspecting victim computers that viewed the video. Mueller reasoned that by adding his Other Beacons malware to a popular Youtube video and re-uploading his infected version, he could cause hundreds of individual computers around the world to all begin running his gate code. Furthermore Mueller knew the perfect vehicle – the niche but popular series of video blog (vlog) postings made by Julia Burnet under the name “Fractal Gods”.

Thus it was the Mueller, aided by the gatherer, infected a copy of the most recent vlog posting in the series – “Fractal Gods #12” and re-uploaded it under a pseudonym. While this copy of the video received nowhere near as many views as the true original copy of “Fractal Gods #12”, it was downloaded often enough to open up localised gateways to the fractal dimension.

#### *The Suicide*

Not long after Mueller uploaded his infected version of “Fractal Gods #12”, It was streamed – and saved – by a Boston teen Jon Lathan on a PC in his basement study. An avid reader of the Fractal Gods vlog, he was eager for a fix of the latest spectacular computer animations synced to hypnotic psy-trance music. As he watched his saved copy of the video over and over again, the malicious software did its job.

### **Updated description of the wrecked computer in the Lathans' basement (TSAR page 73/84):**

The computer's monitor and keyboard have clearly been smashed beyond the point where they could be functional, but a **Computer Use** roll informs an investigator that it is possible that the computer's internal hard disk might have survived the wreckage. However, should investigators attempt to power up the wrecked computer it makes a few feeble beeping sounds before automatically switching itself off; clearly it has suffered some internal damage. If investigators persevere with repeating the experiment, after three attempts an acrid cloud of smoke emerges from within the computer, evidence of a small electrical fire that has permanently damaged the computer's internal components, including the hard disk.

If, instead, an investigator thinks to dismantle the broken computer and remove the hard disk prior to its destruction by fire there is a good chance that some of its data can be recovered. Fitting the disk to another working computer requires a **Hard Computer Use** roll and reveals that some areas of the disk have survived the damage while others are unreadable. With a further **Hard Computer Use** the investigator can determine that the most recent file accessed on the computer was a video file called “Fractal Gods #12 by OpenerOfTheWay (saved from YouTube @720p).mp4”. All attempts to open the file itself prove to be in vain. If the investigators run a malware scan over the hard disk from the broken computer it will find several malicious programs, most of them unremarkable – one file, a hidden program called “OtherBeacon.exe” is flagged as a suspicious file of an unknown type. Dissecting this malware will take many hours and an **Extreme Computer Use** roll but will reveal that it is an illogically-coded piece of malware which performs a range of unfathomable tasks on the computer, but also links it to a world-wide network of “bots”.



## ***Fractal Gods: Updating for the 21<sup>st</sup> Century (cont.)***

### **Updated description of the working computer in the Lathans' basement (TSAR page 73/84):**

The other computer is intact ... fathom its purpose. A successful **Computer Use** suggests that they might be graphics rendering libraries. Those who check, and make another **Computer Use** roll find that some elements of the code seem to resemble techniques used by malware writers for hiding programs. If the investigators have dissected the malware left behind by "Fractal Gods #12" they will quickly recognise similarities. At any rate ...

### **Updated description of *Fractal Gods* (TSAR page 74/85–86):**

Fractal Gods is the name given to a popular series of YouTube videos which combine psychedelic animations (usually constantly-shifting fractals intercut with artistically-shot photographs of bizarre objects) with hypnotic psy-trance music loops. Although compiled and uploaded by a single person – Julia Burnet, a young woman who lives in Houston, Texas – its lengthy video streams are really made up of contributions from many different artists. Over the years Fractal Gods has established a niche reputation amongst lovers of abstract art, and also some among the drug culture. New vlog entries are uploaded at irregular intervals, usually no more than one every three months or so.

Finding all of the issues uploaded in the series is as easy as typing the name "Fractal Gods" into a search engine or directly into YouTube search. The most recently uploaded edition of the vlog is "Fractal Gods #12" and searches reveal that there are two versions of the video still viewable on YouTube – one is a popular download (created by user "JuliaBurnet"); the other is a much less frequently downloaded version (created by user "OpenerOfTheWay"). Both appear identical on viewing. In fact they are not the same – the former is the true, original, copy of the video and contains no malicious software, the latter is Mueller's malware infected version. A locally-saved copy of the infected video stream was the most recently (and frequently) accessed file on the smashed computer in the Lathans' basement. The *Fractal Papers* #3 provides snapshots of the contents of this video.

### **Updated description of Other Beacons (TSAR page 74/86):**

Viewing the infected version of the "Fractal Gods #12" video causes an executable program to be dropped onto the local computer – a file called "OtherBeacons.exe", saved into a random location on the disk. Once the stealthy installation has taken place the program is automatically run. The software vulnerability which allows both the dropping and activating of the malware relies on a (currently unpublicized) programming error in a free video translation library whose use is extremely widespread – indeed, the library is incorporated into all major operating systems as a standard component. This means that the malware works on most computers, tablets and cell phones.

When the OtherBeacons.exe is activated – either by the infected video or manually by clicking on the malicious file – its effects are not immediately apparent. In fact for the first two minutes the program appears to do nothing, not even opening a window. After the delay, however, a small window appears in the very corner of the screen – the image it displays is initially disappointing – upon a black background ...

### **Updated description of Houston (TSAR page 78/91):**

Investigators who have become aware of the infected version of "Fractal Gods #12" will likely wish to track down the individual who uploaded this malicious video. The only clue they have is the name of the uploader, "OpenerOfTheWay" – no amount of searching on YouTube or elsewhere finds any other files created by this user. Such searches also fail to unearth any hint of the real-world identity of this person. It is only by contacting the original creator of "Fractal Gods #12" – Houston engineer Julia Burnet – that some clue can be obtained. Investigators can communicate with Julia either online or by tracking her down in the real world. If they mention the "OpenerOfTheWay" during the conversation she will very quickly respond, "oh, you must mean Yan". If quizzed she will reveal that Yan Mueller is one of the most avid commenters on her vlog and has the habit of signing off his emails with the nickname "Opener". Although Julia has never met Yan in person, she knows his New York City address, having once sold him a copy of a special DVD produced to celebrate the third anniversary of "Fractal Gods". She will readily supply this address to anyone who asks for it.

If asked whether she is aware of the malicious copy of "Fractal Gods #12", she confesses ignorance. She also has not experienced any of the weird fractal manifestations – although once the investigators have made her aware of the malicious video she may subsequently watch it and suffer the effects.

## ***Fractal Gods: Updating for the 21<sup>st</sup> Century (cont.)***

### **Updated description of “Fisher Consulting Engineers” (TSAR page 78/91):**

#### *The Global Botnet*

The unfortunate events affecting Jon Lathan in Boston are not isolated events; if investigators find a way to track the (relatively small number of) downloads of the infected version of Fractal Gods #12 they will find that several other persons have displayed similarly uncharacteristic personality swings. A handful have succumbed to unexplained suicidal tendencies. There is no geographical pattern to these incidents – they are spread across the globe. In reality, it is the OtherBeacons malware that is responsible.

Yan Mueller’s hope was that his malware would become massively copied across the Internet as the result of unsuspecting persons viewing his video, but in reality only a few hundred copies have become active to-date. The computers which have been infected by OtherBeacons – in addition to opening small, isolated gates to the fractal dimension – are all linked together by covert messages sent between one another. They also communicate with a secret command and control server which periodically sends messages to coordinate the strange computations. It is this network of enslaved computers, working in concert – a Botnet – that Mueller hopes will eventually cause a much larger gateway to be opened. Unfortunately the growth of this Botnet has been considerably slower than Mueller hoped: at the current rate it may take months before enough computers are infected.

If an investigator somehow manages to track down the Botnet’s control server online (a task that requires three **Hard Computer Use** rolls) he or she can easily gain access and get an up-to-the-second count of the number of infected computers. Unless they have used extreme Stealth, however, it is likely that logging on to the server will attract the attention of 1D6 assorted fractals.

### **Updated text “Going Home” (TSAR page 80/93):**

After the investigators’ visit, the fractal decides it is time to move on. Police interest also causes it to leave. The first few unfortunate policemen are absorbed into its mass, then Mueller urges it to depart. Such desperate measures creates the need to speed up the plan for creating the permanent gateway – a plan that relies on the spread of the OtherBeacons malware. Frantically Mueller concocts a plan: if he could force Julia Burnet to release a special “emergency” edition of the Fractal Gods vlog, one that is both official (released by her trusted user name) and infected with OtherBeacons, the malware would spread like wildfire. He knows that Burnet has an impressively large social network and that dozens, perhaps hundreds, of people across the world download her videos within minutes of them being linked on Facebook and Twitter.

Unfortunately the unwelcome attention of the investigators (and perhaps the police) makes it impossible for Mueller to attempt coercing Burnet via online means, so the desperate man adopts a more direct approach. Stealing a truck and loading the fleshy form of the fractal into the back, he sets out to drive to Houston to track down Burnet in person. He hopes he can convince her with words but he packs a pistol just in case. Three days later – having fed on an assortment of hitch-hikers and traffic cops along the way – Mueller and his fractal arrive in Houston. After a tense confrontation, Burnet agrees to the barely-coherent demands of the wild-eyed man and a special short video – Fractal Gods #12A – is uploaded to YouTube. Simultaneously the video is advertised on Julia Burnet’s social media accounts. Investigators who are somehow alerted to this new video and who play it, see a frightened-looking Burnet sitting at her home workstation. Around her floats a range of spectacular, shifting forms – presumably computer generated images. The interaction between the CGI elements and the real footage is impressive, with the delicate spindly fractal shapes apparently casting complex shadows over Burnet’s face as they swim past. The video only lasts 30 seconds and the anxious Julia does not speak. Anybody who watches the video to its completion will have their computer infected with the OtherBeacons malware, thereby joining the Botnet.

With the publicity created by Julia’s involvement, Fractal Gods #12A rapidly becomes a trending video among the online art subculture. Within just twenty minutes the Botnet reaches its critical mass and the gateway is opened. At this time the gatherer drains Burnet of her final Magic Points, causing her to fall unconscious; then it does the same with Mueller.

The fractal edges of the gateway yawn wide ...

### **Updated description of Returning through the Gate (TSAR page 82/95):**

As the investigators leave, the gate collapses. The Botnet overloads, causing hundreds of infected computers around the world to spontaneously burst into flames.





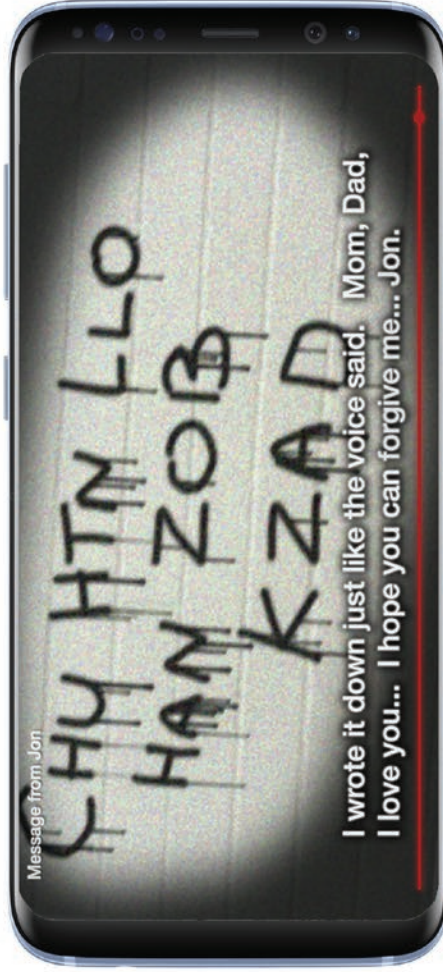
CLIP 1



CLIP 2



CLIP 3



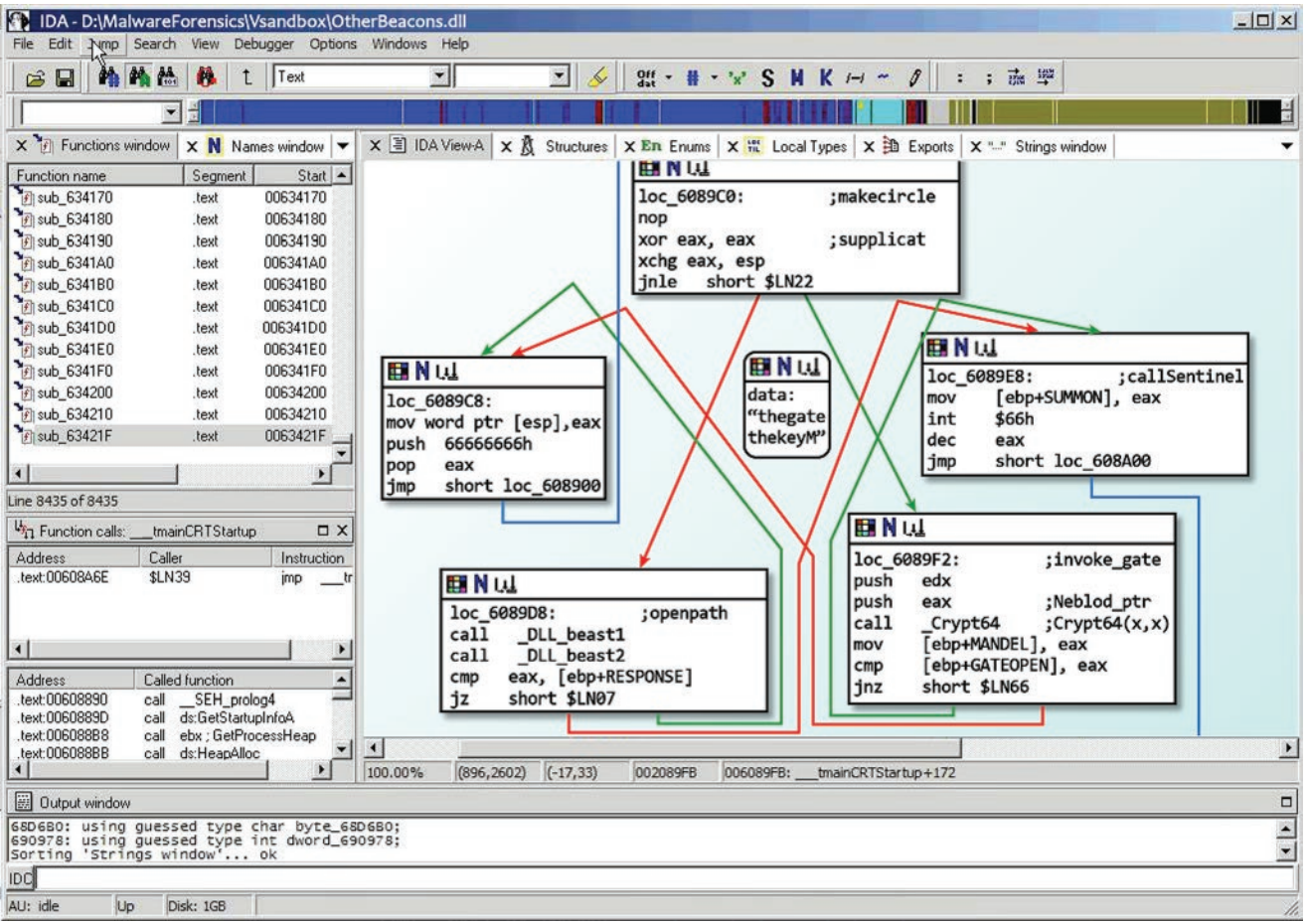
CLIP 4

## The Fractal Papers #1





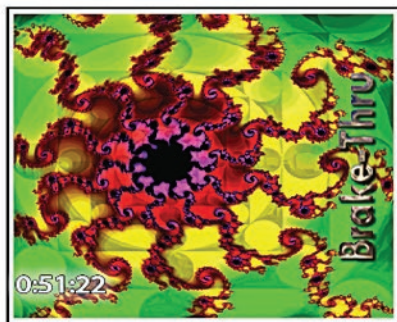
# Bonus Handout: Malware code analysis



# Bonus Handout: German diary page

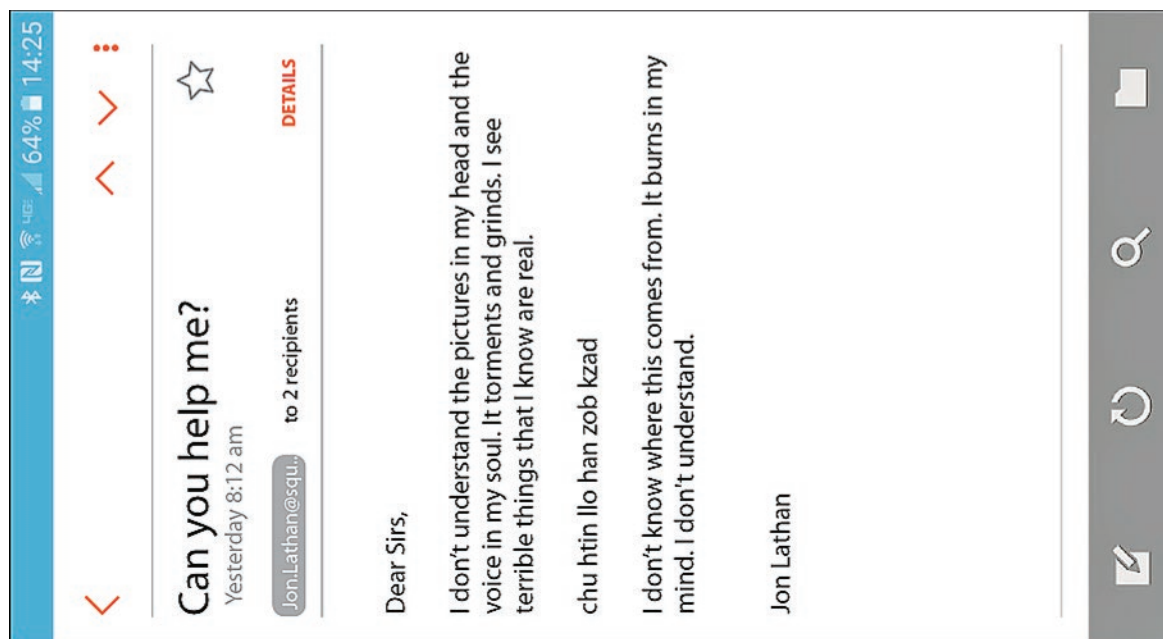






YouTube Stream: Fractal Gods #12  
 Uploaded By: Julia Burnet  
 Duration: 2:30:00

Thumbnail Sheet  
 Created by **Thumb Tube**  
 Evaluation Version





## 7E MECHANICS FOR VOCALIZING THE CHANT (TSAR page 74/85)

If the investigators attempt a vocalization and succeed in an **Extreme POW** roll, they briefly receive hideous visions and suffer sanity loss (as described in the scenario).

## 7E MECHANICS FOR FRACTAL CREATURES (TSAR page 76/88)

The fractals' only meaningful statistics are POW and Magic Points. Once a fractal's Magic Points equals its  $POW \div 5$ , it needs to feed no more. However, on this plane the fractal energies naturally dissipate completely over a period of 24 hours. This means they must feed on the Magic Points of other beings to replenish this reserve – merely to survive. Magic points drained from living things are added to their own total on a one-for-one basis; when the fractal's total has reached its  $POW \div 5$ , however, it is satiated and ceases to attack. Upon first emerging from the gateway, an average fractal has an initial Magic Point total equal to its  $POW \div 5$  minus 1D6+3 (although never less than 1 Magic Point).

Predators are able to steal Magic Points from living creatures, and instinctively pick on the weakest targets. They attack by stabbing their victims, triggering an opposed roll where the fractal compares its current Magic Points  $\times 5$  versus the target's current Magic Points  $\times 5$ . If the fractal obtains a superior class of result it steals 1D6 Magic Points from the victim, adding the same number to its own total.

### STATS for The Beacon, fractal homing signal

STR – CON – SIZ – DEX 60 INT 25  
POW 50 Hit Points: N/A  
Damage Bonus: N/A Build: - Move: 10 Magic Points: 10  
1D6 Tentacles 50% (25/10), damage special (see scenario)  
Dodge 30% (15/6)  
Sanity Loss: 1/1D6

### STATS for Predators

DEX 4D6 $\times 5$  INT (3D6+3) $\times 5$   
POW (2D6+6) $\times 5$  Hit Points: N/A  
Damage Bonus: N/A Move: 10 Magic Points: MP $\div 5$   
Stab 60% (30/12), damage 1D6 Magic Point drain  
Energy Bolts 50% (25/10), damage 1D3  
Dodge 35% (17/7)

Armour: None, but physical attacks cannot harm it.

Sanity Loss: 1/1D6

## 7E MECHANICS FOR MARAUDERS (TSAR page 77/89)

To resist an attack by a marauder requires an **opposed** roll comparing the victims **POW** to the fractal's POW; if the victim obtains a superior result the fractal is driven away although the victim still suffers a loss of 1D3/1D10 Sanity Points. If, however, the fractal wins the opposed roll, the victim falls unconscious and loses 1D6/1D20 Sanity. Furthermore, the victim must immediately attempt an **Extreme INT** roll – if this fails, the marauder begins the inexorable process by which it takes full control of the victim. In all, this possession takes 1D8 days to complete. During this period the victim will be haunted by terrible alien visions, and the marauder will also feed upon his or her Magic Points (although not exclusively).

### STATS for Yog-Sothoth, Outer God in fractal form

STR – CON 2000 SIZ 750 DEX 05 INT 200  
POW 500 Hit Points: 400  
Damage Bonus: N/A Build: - Move: 6 Magic Points: 100  
1D20 Tentacles 80% (40/16), damage special (see scenario)  
Dodge 05% (2/1)  
Armor: None, but physical attacks cannot harm it. If reduced to 0 Hit Points the fractal form of Yog-Sothoth is dispelled.

Spells: Any that the Keeper wishes.

Sanity Loss: 1D10/1D100

### STATS for Floaters

DEX 05 INT 1D2 $\times 5$   
POW 1D4 $\times 5$  Hit Points: N/A  
Damage Bonus: N/A Move: 1 Magic Points: MP $\div 5$   
No attacks

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

### STATS for Feeders

DEX 1D4 $\times 5$  INT 1D3 $\times 5$   
POW 1D4 $\times 5$  Hit Points: N/A  
Damage Bonus: N/A Move: 5 Magic Points: MP $\div 5$   
No attacks

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for Builders

DEX 2D6×5      INT (1D6+2)×5  
POW 1D6×5      Hit Points: N/A  
Damage Bonus: N/A      Move: 4      Magic Points: MP÷5

No attacks

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for Hiders

DEX 2D6×5      INT 1D4×5  
POW 1D4×5      Hit Points: N/A  
Damage Bonus: N/A      Move: 3      Magic Points: MP÷5

No attacks

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for Inspectors

DEX 2D6×5      INT (2D6+6)×5  
POW 3D6×5      Hit Points: N/A  
Damage Bonus: N/A      Move: 7      Magic Points: MP÷5  
Tentacle      50% (25/10), damage 1D3 Magic Point drain  
Dodge      20% (10/4)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for Combers

DEX 2D4×5      INT 1D6×5  
POW 1D6×5      Hit Points: N/A  
Damage Bonus: N/A      Move: 7      Magic Points: MP÷5

No attacks

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## 7E MECHANICS FOR ATTACKS BY FRACTALS ONE, TWO, AND THREE (TSAR page 82/93)

The fractals attack with 1D3 tentacles. If any hit the fractal drains 1D3 Magic Points if it successfully wins an **opposed** roll matching its current Magic Points × 5 with the victim's Magic Points × 5.

## STATS for GATHERER-THING, fleshy body of the Gatherer

STR 125 CON 90      SIZ 130      DEX 40      INT 70  
POW 110      Hit Points: 22  
Damage Bonus: +2D6      Build: 3      Move: 1      Magic Points: 22  
Tent. Thrash      40% (20/8), damage 1D6 + Damage Bonus  
Tent. Grapple      40% (20/8), drag to maw and consume  
Dodge      20% (10/4)

Armor: 1-point of fleshy skin. If reduced to zero Hit Points, the body dies and the Gatherer leaves.

Sanity Loss: 1D3/1D10

## STATS for FRACTAL ONE

STR –      CON –      SIZ –      DEX 65      INT 60  
POW 70      Hit Points: N/A  
Damage Bonus: N/A      Build: -      Move: 6      Magic Points: 14  
1D3 Tentacles      40% (20/8), damage special  
Dodge      40% (20/8)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for FRACTAL TWO

STR –      CON –      SIZ –      DEX 55      INT 50  
POW 90      Hit Points: N/A  
Damage Bonus: N/A      Build: -      Move: 6      Magic Points: 18  
1D3 Tentacles      35% (17/7), damage special  
Dodge      30% (15/6)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4

## STATS for FRACTAL THREE

STR –      CON –      SIZ –      DEX 80      INT 65  
POW 55      Hit Points: N/A  
Damage Bonus: N/A      Build: -      Move: 6      Magic Points: 11  
1D3 Tentacles      50% (25/10), damage special  
Dodge      45% (22/9)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 0/1D4



## STATS for ANTHONY LATHAN, 36, Insurance Broker

STR 65 CON 60 SIZ 75 DEX 40 INT 70  
APP 60 POW 60 EDU 80 Sanity 60 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 12

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Dodge 25% (12/5)

Skills: Accounting 70%, Art (Oratory) 40%, Computer Use 45%, Credit Rating 65%, Drive Auto 45%, Fast Talk 60%, Law 40%, Persuade 50%, Psychology 60%

## STATS for KATHI LATHAN, 32, Fractal-Possessed

STR 45 CON 55 SIZ 60 DEX 75 INT 75  
APP 60 POW 45 EDU 70 Sanity 20 Hit Points: 11  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 9

Claws x2 50% (25/10), damage 1D6 + Damage Bonus  
Tongue Throttle 55% (27/11), damage 1D4 + victim must succeed in opposed roll of STR vs tongue STR of 75 to free oneself  
Dodge 50% (25/10)

Skills: Accounting 40%, Computer Use 60%, Credit Rating 50%, Drive Auto 50%, First Aid 50%, Library Use 50%, Listen 60%, Medicine 20%, Psychology 30%, Science (Chemistry) 40%, Science (Optics) 75%, Stealth 40%

Sanity Loss: 1/1D6 to see the fractal warp Kathi's tongue and claws into weapons.

## STATS for THE MAINFRAME BEACON

STR – CON – SIZ – DEX 60 INT 25  
POW 100 Hit Points: N/A  
Damage Bonus: N/A Build: - Move: 10 Magic Points: 20

1D6 Tentacles 60% (30/12), damage special  
Dodge 35% (17/7)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 1/1D6

## STATS for THE MARAUDER

DEX 3D6x5 INT 4D6x5  
POW 4D6x5 Hit Points: N/A  
Damage Bonus: N/A Move: 9 Magic Points: MP÷5  
Energy Bolt 60% (30/12), damage 1D3  
1D3 Tentacles 80% (40/16), damage 1D3 Magic Point drain  
Dodge 30% (15/6)

Armor: but physical attacks cannot harm it.

Sanity Loss: 1/1D6

## STATS for JULIA BURNET, 26, Editor of Fractal Gods

STR 55 CON 70 SIZ 55 DEX 80 INT 80  
APP 60 POW 55 EDU 75 Sanity 55 Hit Points: 12  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 11

Mace Spray 40% (20/8), damage stun  
Dodge 45% (22/9)

Skills: Art (Photography) 30%, Computer Use 70%, Credit Rating 45%, Drive Auto 40%, Library Use 45%, Persuade 30%, Psychology 30%, Ride 20%, Science (Engineering, Civil) 50%, Spot Hidden 50%, Stealth 45%, Swim 40%

## STATS for YAN MUELLER, 29, Insane Digital Artist

STR 65 CON 70 SIZ 65 DEX 50 INT 70  
APP 55 POW 60 EDU 60 Sanity 0 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 12

Fighting 50% (25/10), damage 1D3 + Damage Bonus  
Dodge 90% (45/18)

Skills: Archaeology 30%, Art (Digital) 80%, Art (Photography) 40%, Computer Use 55%, Credit Rating 20%, Cthulhu Mythos 5%, Drive Auto 45%, Language (German) 60%, Library Use 40%, Occult 35%, Psychology 20%, Science (Astronomy) 45%, Science (Geology) 20%

## STATS for GATHERER, homesick fractal

STR – CON – SIZ – DEX 75 INT 70  
POW 110 Hit Points: N/A  
Damage Bonus: N/A Build: - Move: 9 Magic Points: 22

Energy Bolt 55% (27/11), damage 1D4  
1D6 Tentacles 80% (40/16), damage 1D3 Magic Point drain  
Dodge 40% (20/8)

Armor: None, but physical attacks cannot harm it.

Sanity Loss: 1/1D6

# Upgrade Pack Contents:

## Scenario 6 — The Gates of Delirium

**Original Scenario created by: Gary Sumpter**

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	1st Ed	2nd Ed	
Delerium Papers #1: Online News Article	84	96	44
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Statistics for RACHEL HAYWARD	98	111	12
Statistics for DR RAYMOND TARROU	98	111	12
Statistics for NGO DINH HAO	98	111	12



**“Hello Ms. Hayward, this is Dr. Tarrou. I trust the capsules of the drug Liao have been effective in alleviating your distress. Let me remind you that this wonderful new therapeutic medicament is still in its experimental stage and has not yet been approved for pharmaceutical purposes.**

**“Remember to take only one capsule each night before retiring, and please record upon waking every sensation in as much detail as recollection allows; it will allow me to more clearly monitor your progress at our subsequent consultations here in Asharoken. I trust that you are finding this new drug much more efficacious than the morphine.”**

### **The Delerium Papers #4**



## ***The Gates of Delirium: Updating for the 21<sup>st</sup> Century***

This scenario doesn't require any large-scale changes to bring it up-to-date for a modern (2017) setting. Some Keepers might like to replace the home answering machine in Hayward's apartment with a voice mail on her cell phone (assuming investigators have some way of accessing her messages). Similarly, it is easy to replace the stack of CDs and games with more contemporary technological equivalents (see below).

### **Updated description of Clues in Hayward's Apartment (TSAR page 89/101):**

A computer sits on a sturdy table; several USB thumb drives lay scattered around the room in various stages of repair. Most of them contain perfectly mundane files – backups of saves from various games and the like. A thorough search of the room will find one somewhat scuffed beaten thumb drive under the bed. It appears to have been damaged at some time, perhaps by being sat on. If the investigators plug it into a computer an error message appears to warn of errors on the thumb drive, however a Computer Use roll allows an investigator to repair the file system. He or she can then read parts of the single file present on the drive. This document is called "DREAMS.ONE" and the fragments that are undamaged are shown in *Delirium Papers* #5.

N.Y. / REGION

### ***Subway Accident Victim Identified: Suicide Attempt Foiled.***

By Roberta Spinoza 18h ago



#### **Subway Tragedy of Rachel Hayward**

John Q. Smith for The New York Times / Facebook

The young woman pulled from the tracks at Brooklyn's Grand Army Plaza subway station last week has been identified as Ms. Rachel Hayward of Brooklyn. According to eyewitnesses, Ms. Hayward had thrown herself in front of an oncoming train, but was rescued at the last moment by an heroic bystander.

A spokesman for the New York Police Department describes the anonymous saviour as "a real Samaritan." Ms. Hayward is currently recovering from her injuries at Brooklyn Hospital, where she is listed in fair condition.

RELATED  
COVERAGE

**Subway Drama: Woman Saved from Certain  
Death**





N.Y. / REGION

# Subway Drama: Woman Saved from Certain Death.

By Roberta Spinoza 5d ago



Grand Army Subway Station (Brooklyn)  
M.T.A

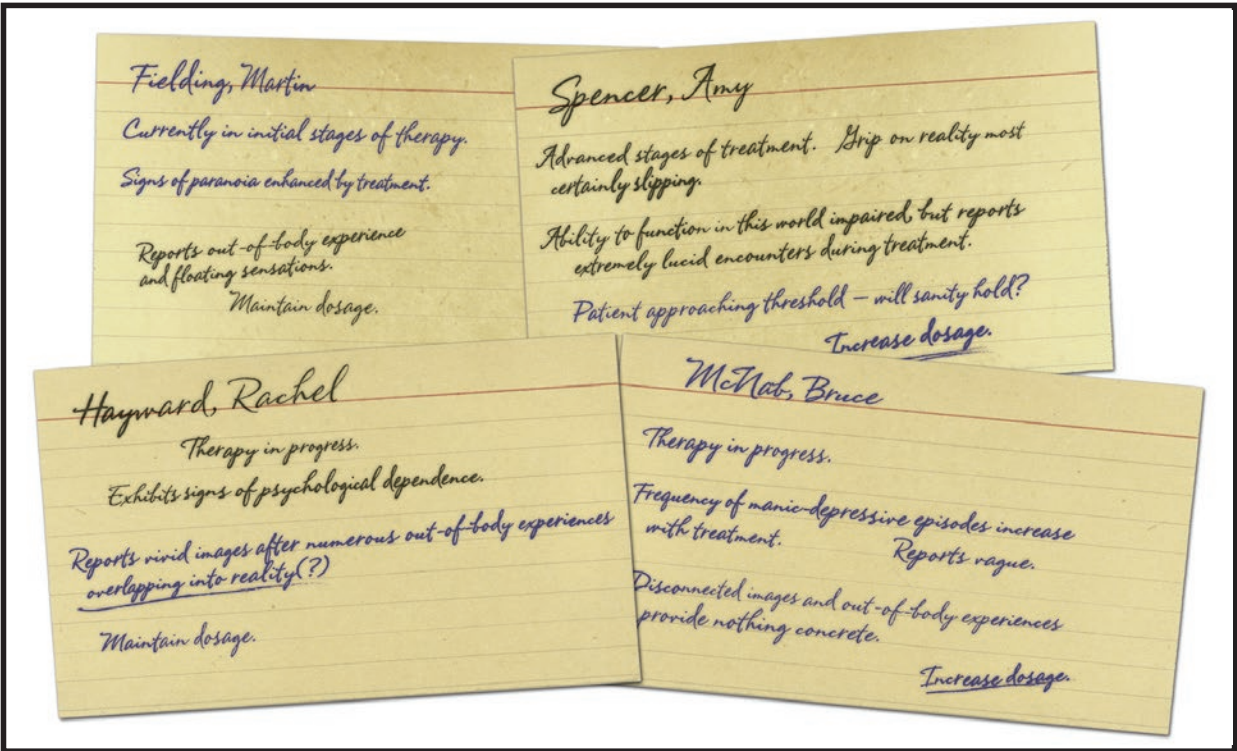
Police credit the daring heroics of a perfect stranger with saving the life of an unknown woman late last night after she had thrown herself in front of a subway train at Brooklyn's Grand Army Plaza Station.

A small crowd of commuters waiting for the 11:49 train watched in horror as a young woman jumped onto the tracks. With the train rapidly approaching, a quick-thinking bystander climbed down from the platform and pulled the woman to safety, an instant before the train rushed into the station.

The young woman, who has not been identified, is listed in fair condition at Brooklyn Hospital. The unsung hero was treated for minor cuts and released.

RELATED  
COVERAGE

Subway System Scores an 'F' on new NYC  
Tourist Board Survey





# The Delerium Papers #3

Dr. Tarrow:

This note shall serve to explain my death, so that no misunderstanding can exist. Do not judge my actions without first understanding the ~~state~~ circumstances in which I find myself embroiled.

Having grown weary of this mindless, mundane existence, my envy led me down esoteric paths in my search for an escape. In short, I became obsessed with the need to delve into unknown realms, to penetrate those secret places where no one has yet ventured — the human mind.

By means of therapeutic opiates and transcendental mathematics I plunged into unfathomed depths, exploring foreign, but all-too-familiar terrain. I sought a place where I could be at peace, and new feelings could develop and flourish, but instead I was swept away by undercurrents of anonymous sensation as torrential as the ~~ocean~~ tides, and I discovered - and unleashed within my own mind - a primal force that cannot be tamed.

I have passed through the gates of delirium, to become both pawn and prey of ultra-worldly powers: the insatiate, half-seen and tenebrous monsters — the very essence of terrifying, macabre dread: the inescapable madness and horror of cosmic evil that renders human existence both tenuous and futile.

Burdened by these unspeakable revelations, there can be but one escape. I must seek oblivion.

Rachel Hayward

OneNote

This Computer > Removeable Storage > Salvaged Documents

Rachel's Dream Journal

⋮

ⓧ RHeyward | Quit

FILEHOMEINSERTVIEWPRINTTell me what you want to doOPEN IN ONENOTEGIVE FEEDBACK TO MICROSOFT

📓 Notebooks

+

Section

Quick Notes

Find on this Page (Ctrl+)

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Page

Last Night's Dream

Last Night's Dream (2)

Tonight

"Capsule Summary"

I Cannot Wait

## Last Night's Dream

Last night I took Dr. Tarrou's experimental capsule for the first time. I felt very, very light, like a feather floating on a gentle breeze. I floated up, weightless, looked down at my room and saw myself asleep in bed. What a strange, soothing experience!

## Last Night's Dream (2)

Last night, with the aid of the marvelous drug, I floated further and further away, as though I swam in the ether. The walls vanished, and all familiar objects disappeared as time and space seemed to merge into one, a strange new dimension in which I could perceive everything simultaneously and from all sides.

## Tonight

Tonight I drifted back — not of my own volition, but inexorably drawn there by some unseen force. I traveled through strange curves and angles of non-Euclidean space.

## "Capsule Summary"

I retired early last night, eager to ingest Dr. Tarrou's wonderful capsule. I am beginning to realize that time and space are not separate, but identical. They are both nothing more than imperfect manifestations of an invisible reality which I am gradually becoming able to perceive. I sense that it will not be long before the veils are lifted and all will be made dear to me. At last I have found a sense of purpose!

## I Cannot Wait

I could not wait for nightfall to continue my journey. This morning, in my exuberance, I took a handful of capsules. I glimpsed terrible things which mankind was never meant to distinguish but, mercifully, I can think of no words with which to describe them. They are all around us at all times, hungry and hateful, but they cannot leave their dimension to enter ours unless guided by one who twice crosses the artificial boundary of time and space — exactly what I have done by returning to our earthly dimension. How can I face another day knowing what horrors I have ushered into this world?

## The Delerium Papers #5

# THE REVELATIONS OF GLAAKI.

RECORDED  
BY  
DIVERS DEVOUT BELIVERS

IN NINE VOLUMES  
VOL. III.

LIVERPOOL:  
G.G. WALMSLEY, LORD-STREET.  
1865.

327 THE REVELATIONS OF GLAAKI

CHAP.  
XXI  
Devices of  
Supplication

And thou enprise to retray the veils:

Against He Who Lifts the Veils, it  
behooves thee to purvey certain  
devices, in order to warn mishap  
when His umbre doth cause all to  
wan. Dress well the paynim perclose,  
and the Pentacle of Planes such as  
that made by the second sign of the  
Saamaaa Ritual, doth suffice, tofore.

Entreating  
the Summons

He is hight, else the petitioner  
himself is benome. Take force that  
said perclose remains unrased.  
Tofore He is cleped, rap well the  
paynim engine upon the flagstone. If  
thou wish to beskift, rap well again  
till dispel the world which He Who  
Lifts the Veils domineth.

Price paid by  
those blessed

Seek not to entreat with Him, lest  
He doth rash thee in like manner, it  
is not unwise to avert thine eyes, for  
He is beseen but by folly.



## 7E MECHANICS FOR BREAKING INTO RACHEL HAYWARD'S APARTMENT (TSAR page 88-9/101)

Investigators without the key may attempt to break down the door; this requires a **Hard STR** roll.

## 7E MECHANICS FOR STEPPING OUT INTO THE 13<sup>TH</sup> FLOOR (TSAR page 90/102)

An investigator who steps out of the elevator into the darkness beyond should make a **Hard DEX** roll – success means that he or she has grabbed onto something; failure means a fall into an apparently endless black chasm.

## STATS for TENTACLED HORROR

STR 130 CON 130 SIZ N/A DEX 40 INT 45  
POW 90 Hit Points: 26  
Damage Bonus: N/A Build: - Move: N/A Magic Points: 18  
Tentacles (×3) 30% (15/6), damage 1D6 plus grab  
Dodge 20% (10/4)  
Sanity Loss: 1/1D6

## 7E MECHANICS FOR FIGHTING THE THING IN THE GARBAGE CHUTE (TSAR page 91/103)

If a victim is grabbed by the thing's tentacles it can only break free of the grasp by overcoming the beast's **STR** of 130 with his or her own **STR** in an opposed roll (multiple characters can combine their **STR** as per the rules outlined on page 88 of *Call of Cthulhu*, 7th Edition).

## 7E MECHANICS FOR SPYING ON DOCTOR TARROU (TSAR page 91/106)

An investigator spying on the Asian driver who emerges from the van may identify him as Vietnamese if they succeed in an **Extreme EDU** roll.

## 7E MECHANICS FOR BREAKING INTO DOCTOR TARROU'S HOUSE (TSAR page 94/107)

- Breaking into the metal box requires a **Hard STR** roll.
- Reading the Doctor's hand-written patient notes requires success on **Language (French)**.
- The strange old book can be skimmed if an investigator succeeds in either a **Language (English)** or **Art (Literature)** roll followed by success with **Spot Hidden**.

## STATS for RACHEL HAYWARD, innocent patient

STR 40 CON 65 SIZ 45 DEX 65 INT 70  
APP 75 POW 55 EDU 55 Sanity 42 Hit Points: 11  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 11  
Fighting 25% (12/5), damage 1D3 + Damage Bonus  
Dodge 30% (15/6)  
Skills: Accounting 15%, Art (Oratory) 20%, Computer Use 35%, Credit Rating 30%, Library Use 60%, Persuade 35%, Psychology 35%, Ride 15%

## STATS for DR RAYMOND TARROU, mad psychologist

STR 50 CON 65 SIZ 50 DEX 65 INT 80  
APP 50 POW 75 EDU 75 Sanity 15 Hit Points: 11  
Damage Bonus: none Build: 0 Move: 7 Magic Points: 15  
Fighting 30% (15/6), damage 1D3 + Damage Bonus  
.38 Special 35% (17/7), damage 1D10  
Dodge 40% (20/8)  
Skills: Credit Rating 55%, Cthulhu Mythos 10%, Drive Auto 30%, Fast Talk 40%, First Aid 50%, Language (English) 70%, Language (Vietnamese) 35%, Library Use 60%, Medicine 25%, Occult 30%, Persuade 30%, Psychoanalysis 40%, Psychology 60%, Science (Astronomy) 15%, Science (Chemistry) 50%, Science (Pharmacy) 60%  
Spells: Call Daoloth (see *The Grand Grimoire of Cthulhu Mythos Magic*, page 55)

## STATS for NGO DINH HAO, faithful henchman

STR 85 CON 75 SIZ 50 DEX 65 INT 60  
APP 45 POW 65 EDU 50 Sanity 55 Hit Points: 12  
Damage Bonus: +1D4 Build: 1 Move: 9 Magic Points: 13  
Fighting 70% (35/14), damage 1D3 + Damage Bonus (or fighting maneuver for grapple)  
Bush Knife 55% (27/11), damage 1D6+2 + Damage Bonus  
Dodge 45% (22/9)  
Skills: Climb 55%, First Aid 40%, Jump 60%, Language (French) 20%, Listen 75%, Stealth 80%, Survival 35%, Swim 60%, Throw 50%, Track 50%

# Upgrade Pack Contents:

## Scenario 7 — The Music of the Spheres

Original Scenario created by: Kevin Ross

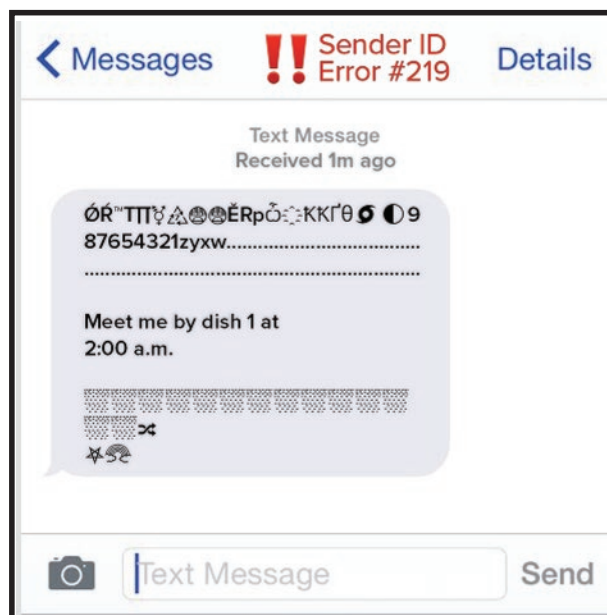
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Statistics for DR GERALD NEAL	120	135	54
Statistics for DR CARL GUEST	120	135	54
Statistics for JENNY HOOPER	120	135	54
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Statistics for THE FUNGI FROM YUGGOTH	121	135-6	55
Statistics for VICTIMS OF THE MUSIC	121	136	55

### ***The Music of the Spheres: Updating for the 21<sup>st</sup> Century***

This scenario doesn't require any large-scale changes to bring it up-to-date for a modern (2017) setting. Keepers who are interested in rooting the scenario in the modern day might like to reference recent real-world natural disasters as part of the series of calamities happening around the globe.



Though the universe may feign the semblance of fickleness, its soul has always known its masters. The sleep of its masters is but the largest cycle of all life, for as the defiance and forgetfulness of winter is rendered vain by summer, so the defiance and forgetfulness of man, and of those others who have assumed stewardship, shall be cast aside by the reawakened masters. When these hibernal times are over, and the time for reawakening is near, the universe itself shall send forth the Harbinger and Maker, Ghroth. Who shall urge the stars and worlds to rightness. Who shall raise the sleeping masters from their burrows and drowned tombs; who shall raise the tombs themselves. Who shall be attentive to those worlds where worshippers presume themselves stewards. Who shall bring those worlds under sway, until all acknowledge their presumption, and bow down.



## Bonus Handout: Weird Text Message

devils for all to see.

The time would be easy to know, for then mankind would have become as the Great Old Ones, free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and reveling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom.





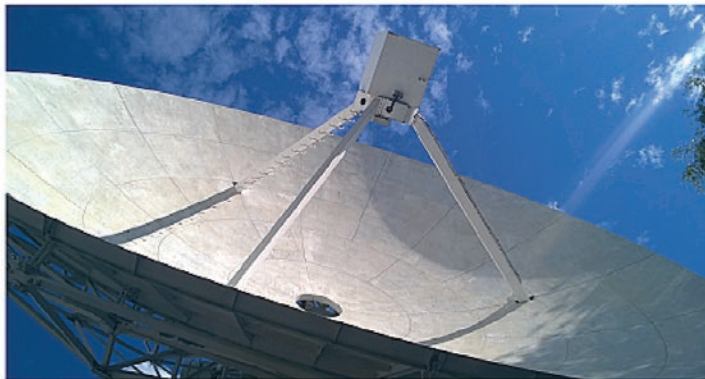
Information For:

Astronomers  
Array Operators  
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## Welcome to the Great Plains Cruciform Array!



Located 4 miles west of Hayden, Nebraska, the Great Plains Cruciform Array (GPCA) is a world-class radio astronomy facility, one of the largest in the continental United States. Founded in the early 1970's as a joint venture between the National Science Foundation and NASA, the array is now run as part of the National Radio Astronomy Observatory.

The GPCA consists of 14 radio antennas in a cruciform arrangement. Five are mounted on rails allowing for the configuration of the array to be varied. The entire array covers an area of approximately ten square miles.



Read about  
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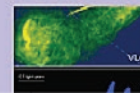
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## Nebraska

# Minor earth tremor in Arthur County

By Robin Woodford / World-Herald staff writer Updated 3d ago (0)

### MORE INFORMATION



Nebraska locals  
report dirt  
crevasses opening  
throughout Arthur  
County: "no cause  
for concern."

Nebraska senators  
hear testimony on

Officials at the University of Nebraska have reported that yesterday's minor earth tremor measured less than 2.0 on the Richter scale. The quake is believed to have been centered in the area of Three Mile Lake in Arthur County 40 miles northwest of North Platte. No damages have been reported at this time, though residents were understandably shocked.

"Just kind of unexpected, you know," stated Billy McHenry of nearby Arthur. "The hogs started running back and forth and squealing and all, and the earth shaking, but no harm done. Nothing like you see in California all the time."

Midwestern earth tremors or quakes are rare, but not unknown. Readers may recall that in 1990 scientists predicted that a major earthquake would occur with an epicenter in Missouri. That quake never materialized, but scientists nevertheless say that major earthquakes in the Midwest are a real possibility, though predicting them is impossible.

robin.woodford@world-herald.com





# Thousands feared dead in Ethiopian Quake



MEDECINS SANS FRONTIERES

ADIS ABABA — An earthquake believed to have measured nearly 9 points on the Richter scale struck the south central portion of this African nation yesterday morning. Peace Corps volunteers and officials of the Ethiopian government report village's destroyed and countless fatalities.

The earthquake was preceded by a series of small tremors that began about thirteen hours before the major quake rocked Addis Ababa and areas as far away as Nairobi, Djibouti, and southern Egypt. Casualties are reported to be heavy with most losses occurring among starving people of Ethiopia. Severe droughts have afflicted this African nation for over a decade, and worldwide relief efforts have failed to bring needed aid to the famine stricken Ethiopians.

more than ever aid is needed for the devastated African nation. "These people were bad off before the earthquake, and now we've got damaged roads so we can't even get the supplies to where they're needed. Things are a hell of a lot worse. I've seen whole villages lying in ruins, hundreds of people dead. We're going to need even more medical supplies and food than before. Christ, this is just a real mess."

Nathan Vaughan, head of the American Peace Corps Famine Relief Program in Ethiopia, stated that now

Breaking Story: The Day The Earth Shook

World leaders united in their



News

## SOUTH PACIFIC STIRRED BY STORMS, EARTHQUAKES

Updated: 11:00 AM

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CHILEAN INFORMATION MINISTRY

by Kaz McKaz (Chronicle staff writer)

EASTER ISLAND — Severe storms and tidal waves have racked the vicinity of Easter Island for the past week. Officials of the Chilean government warn against travelling in the waters west of that country, as an underwater earthquake is believed to have stirred up extremely rough seas throughout that part of the South Pacific.

At least one vessel, the freighter *Volanda Gray* out of San Francisco, has been lost in these storms. Rescue operations were suspended Monday due to rough waters and high winds, and all hands are feared lost. Captain Paolo Rivas of the Chilean Coast Guard reports that underwater seismic activity is believed to be causing the disturbances in the ocean nearby.

Rescue vessels have reported seeing new islands thrown up from the ocean floor, but these reports are as yet confirmed.

## 7E MECHANICS FOR LEARNING ABOUT ODD THINGS AT THE GPCA (TSAR page 101/114)

This may require several visits to the facility, making friends with some of the staff and perhaps successful **Science (Astronomy)** and/or **Persuade** rolls.

## 7E MECHANICS FOR MUSIC OF THE SPHERES EFFECTS (TSAR page 102/116)

- **Anger/Rage:** Roll D100 and subtract the sufferer's POW÷5; then add 10 percentiles for each previous episode of Anger/Rage ...
- **Pain:** Reduce DEX by 5 and Hit Points by 1 for the duration of the effect.

### STATS for Mad Dog

STR 45 CON 65 SIZ 40 DEX 60 INT 20  
POW 35 Hit Points: 10  
Damage Bonus: none Build: 0 Move: 10 Magic Points: 7  
Bite 40% (20/8), damage 1D6 + Damage Bonus  
Dodge 35% (17/7)  
Skills: Jump 60%, Listen 75%, Spot Hidden 65%,  
Track 70%

## 7E MECHANICS FOR EVENT: EARTHQUAKE (TSAR page 107/122)

For strong earthquakes, characters must succeed in a **DEX** roll or stumble and fall.

## 7E MECHANICS FOR GAINING INFORMATION (TSAR page 112/123)

Several of the basic investigations require success in **Science (Astronomy)**; sneaking into the offices of scientists to read their notes requires successful **Stealth** rolls.

## 7E MECHANICS FOR THE DREAM (TSAR page 113/127)

The Keeper should determine the success of the Mi-go's Send Dreams spell by calling for a **Hard POW** roll for the victim – if this is failed then the victim will experience the nightmare. During the dream, the huge blast will require the Dreamer to succeed in an **Extreme DEX** roll or be thrown to the ground.

## STATS for The Madman

STR 65 CON 65 SIZ 70 DEX 60 INT 60  
APP 55 POW 45 EDU 65 Sanity 36 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 9  
Fighting (×2) 60% (30/12), damage 1D3 + Damage Bonus  
Tire Iron 50% (25/10), damage 1D8 + Damage Bonus  
Dodge 40% (20/8)  
Skills: Listen 40%, Rant and Rave 65%

## 7E MECHANICS FOR ESCAPING THE MI-GO DESTRUCTION (TSAR page 115/129)

During the destruction, the Mi-go with ruthlessly pursue anyone fleeing by foot or car; the former will require **Stealth** rolls, the latter **Drive Auto** rolls.

## 7E MECHANICS FOR MI-GO ELECTRICAL WEAPONS (TSAR page 112/123)

Being struck by the crackling bolt of electricity requires a victim to make an **opposed** roll comparing his or her **CON** to the weapon's **POW** (which is 2D8 × 5). If the weapon obtains a better result the victim suffers damage equal to one-fifth of its POW (i.e., the 2D8 originally rolled). Regardless of the outcome of the opposed roll the victim is stunned – all movement or skills are halved for the next 2D3 rounds. If a human attempts to fire the weapon, his or her base chance is calculated by one-fifth INT or one-fifth DEX, whichever is higher.

## 7E MECHANICS FOR GAINING EXPERIENCE IN ASTRONOMY (TSAR page 118/133)

Any investigator spending a fair amount of time at the GPCA should be allowed to make a skill check in **Science (Astronomy)**.

### STATS for SHERIFF RANDY KAUFMAN, 36

STR 60 CON 70 SIZ 75 DEX 65 INT 70  
APP 65 POW 65 EDU 70 Sanity 65 Hit Points: 14  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 13  
Fighting 60% (30/12), damage 1D3 + Damage Bonus  
(or fighting maneuver for grapple)  
Nightstick 45% (22/9), damage 1D6 + Damage Bonus  
.38 Revolver 65% (32/13), damage 1D10  
12g Shotgun 75% (37/15), damage 4D6/2D6/1D6  
Dodge 35% (17/7)  
Skills: Art (Photography) 40%, Credit Rating 40%,  
Drive Auto 55%, First Aid 40%, Law 65%, Listen  
50%, Persuade 45%, Psychology 40%, Spot  
Hidden 60%, Stealth 30%, Track 30%



### STATS for DEPUTY BOB HORNER, 46

STR 65 CON 55 SIZ 80 DEX 50 INT 60  
APP 45 POW 50 EDU 60 Sanity 50 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 6 Magic Points: 10

Fighting 75% (37/15), damage 1D3 + Damage Bonus  
(or fighting maneuver for grapple)  
Nightstick 55% (27/11), damage 1D6 + Damage Bonus  
.357 Magnum 60% (30/12), damage 1D8+1D4  
12g Shotgun 60% (30/12), damage 4D6/2D6/1D6  
Dodge 25% (12/5)

Skills: Drive Auto 55%, Law 55%, Listen 35%, Spot  
Hidden 40%

### STATS for DEPUTY DONNY CARPENTER, 33

STR 70 CON 80 SIZ 75 DEX 70 INT 65  
APP 75 POW 60 EDU 80 Sanity 60 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 12

Fighting 65% (32/13), damage 1D3 + Damage Bonus  
(or fighting maneuver for grapple)  
Nightstick 55% (27/11), damage 1D6 + Damage Bonus  
.38 Revolver 50% (25/10), damage 1D10  
12g Shotgun 45% (22/9), damage 4D6/2D6/1D6  
Dodge 45% (22/9)

Skills: Climb 50%, Computer Use 35%, Credit  
Rating 30%, Drive Auto 50%, Fighting (Martial  
Arts) 45%, Law 50%, Listen 30%, Mechanical  
Repair 40%, Psychology 30%, Spot Hidden 35%,  
Stealth 40%, Throw 55%, Track 25%

### STATS for DR GERALD NEAL, Astrophysicist, 53

STR 50 CON 55 SIZ 70 DEX 50 INT 85  
APP 55 POW 65 EDU 94 Sanity 59 Hit Points: 12  
Damage Bonus: none Build: 0 Move: 5 Magic Points: 13

Fighting 25% (12/5), damage 1D3 + Damage Bonus  
Dodge 30% (15/6)

Skills: Accounting 45%, Art (Cartography) 30%,  
Computer Use 50%, Credit Rating 65%,  
Electronics 35%, History 40%, Language  
(English) 95%, Language (German) 50%,  
Library Use 60%, Listen 40%, Persuade 65%,  
Psychology 35%, Science (Astronomy) 95%,  
Science (Chemistry) 20%, Science  
(Physics) 70%, Spot Hidden 40%

### STATS for DR CARL GUEST, Astrophysicist, 51

STR 50 CON 50 SIZ 70 DEX 45 INT 75  
APP 60 POW 70 EDU 85 Sanity 70 Hit Points: 12  
Damage Bonus: nonw Build: 0 Move: 5 Magic Points: 14

20g Shotgun 45% (22/9), damage 2D6/1D6/1D3  
Dodge 25% (12/5)

Skills: Anthropology 15%, Art (Photography) 40%,  
Computer Use 55%, Credit Rating 50%,  
Electrical Repair 35%, Electronics 30%,  
History 50%, Library Use 45%, Listen 35%,  
Mechanical Repair 45%, Persuade 55%,  
Psychology 35%, Ride 70%, Science  
(Astronomy) 80%, Science (Chemistry) 20%,  
Science (Geology) 20%, Science (Physics) 65%,  
Spot Hidden 45%

### STATS for JENNY HOOPER, Grad Student, 25

STR 45 CON 60 SIZ 55 DEX 65 INT 75  
APP 70 POW 65 EDU 90 Sanity 65 Hit Points: 11  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 13

Fighting 25% (12/5), damage 1D3 + Damage Bonus  
Dodge 40% (20/8)

Skills: Art (Photography) 35%, Computer Use 55%,  
Credit Rating 25%, Drive Auto 35%,  
History 30%, Library Use 50%, Listen 45%,  
Persuade 40%, Psychology 45%, Ride 45%,  
Science (Astronomy) 65%, Science  
(Chemistry) 30%, Science (Geology) 35%,  
Science (Physics) 50%, Spot Hidden 35%

### STATS for HARLAN BENNETT, Chief Computer Engineer, 38

STR 60 CON 70 SIZ 65 DEX 65 INT 80  
APP 65 POW 60 EDU 85 Sanity 60 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 12

Fighting 25% (12/5), damage 1D3 + Damage Bonus  
Dodge 35% (17/7)

Skills: Art (Cartography) 35%, Computer Use 80%,  
Credit Rating 45%, Drive Auto 40%, Electrical  
Repair 30%, Electronics 65%, Listen 30%,  
Mechanical Repair 35%, Psychology 15%,  
Science (Astronomy) 35%, Science  
(Physics) 40%, Spot Hidden 55%

## STATS for JACK BERNARD, Computer Technician, 32

STR 60 CON 60 SIZ 70 DEX 65 INT 70  
APP 70 POW 55 EDU 85 Sanity 55 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 7 Magic Points: 11

Fighting 55% (27/11), damage 1D3 + Damage Bonus  
Club 55% (27/11), damage 1D6 + Damage Bonus  
Dodge 35% (17/7)

Skills: Art (Cartography) 35%, Computer Use 65%,  
Credit Rating 35%, Drive Auto 50%,  
Electrical Repair 45%, Electronics 50%, Fast  
Talk 45%, Law 15%, Mechanical Repair 50%,  
Psychology 15%, Science (Astronomy) 30%,  
Science (Physics) 35%, Stealth 30%

## STATS for DR DIANE MANCINI, Astrophysicist, 44

STR 50 CON 55 SIZ 65 DEX 55 INT 80  
APP 55 POW 65 EDU 95 Sanity 65 Hit Points: 12  
Damage Bonus: none Build: 0 Move: 6 Magic Points: 13

Fighting 40% (20/8), damage 1D3 + Damage Bonus  
.38 Revolver 25% (12/5), damage 1D10  
Dodge 30% (15/6)

Skills: Computer Use 35%, Credit Rating 40%,  
History 50%, Library Use 65%, Listen 40%,  
Persuade 65%, Psychology 35%, Science  
(Astronomy) 55%, Science (Botany) 15%,  
Science (Chemistry) 40%, Science  
(Physics) 75%, Spot Hidden 60%

## STATS for GARY WILSON, Maintenance Chief, 57

STR 65 CON 75 SIZ 75 DEX 65 INT 65  
APP 60 POW 60 EDU 65 Sanity 60 Hit Points: 15  
Damage Bonus: +1D4 Build: 1 Move: 5 Magic Points: 12

Fighting 75% (37/15), damage 1D3 + Damage Bonus  
Club 75% (37/15), damage 1D6 + Damage Bonus  
.22-250 Rifle 60% (30/12), damage 2D6+1  
Dodge 40% (20/8)

Skills: Climb 60%, Computer Use 15%, Drive  
Auto 50%, Electrical Repair 70%,  
Electronics 40%, Mechanical Repair 80%,  
Science (Astronomy) 15%, Spot Hidden 50%

## STATS for THE FUNGI FROM YUGGOTH

	STR	CON	SIZ	INT	DEX	POW	HP	Mag.	DB
One	50	60	30	60	75	70	09	14	-1
Two	60	65	60	70	70	60	12	12	no
Three	55	45	45	75	90	85	09	17	no
Four	85	50	65	50	50	75	11	15	+1D4
Five	35	45	45	80	90	70	09	14	-1

Move: 7/9 Flying

Armor: None, but impaling weapons do minimum damage.

Fighting 45% (22/9), damage 1D6 + Damage Bonus  
Seize [mnvr] See *Call of Cthulhu 7th Edition*, page 301  
Dodge 35% (17/7)

Sanity Loss: 0/1D6

## STATS for VICTIMS OF THE MUSIC

	STR	CON	SIZ	INT	DEX	APP	POW	EDU	SAN	HP	Mag.	DB	Bld
One	65	75	55	65	50	45	50	50	37	13	10	none	0
Two	80	50	75	65	50	35	80	70	70	12	16	+1D4	1
Three	30	80	60	50	35	55	50	60	41	14	10	none	0
Four	50	30	70	50	65	45	40	45	27	10	08	none	0
Five	50	65	75	75	85	50	40	60	28	14	08	+1D4	1
Six	35	35	45	50	50	70	60	80	43	08	12	-1	-1
Seven	65	65	50	65	75	65	45	70	33	11	09	none	0
Eight	80	65	85	60	90	55	35	70	21	15	07	+1D6	2
Nine	60	65	65	55	65	35	40	75	27	13	08	+1D4	1
Ten	30	55	55	65	55	50	50	65	41	11	10	none	0
Eleven	55	60	60	60	65	80	45	60	32	12	09	none	0



# Upgrade Pack Contents: Scenario 8 — Darkest Calling

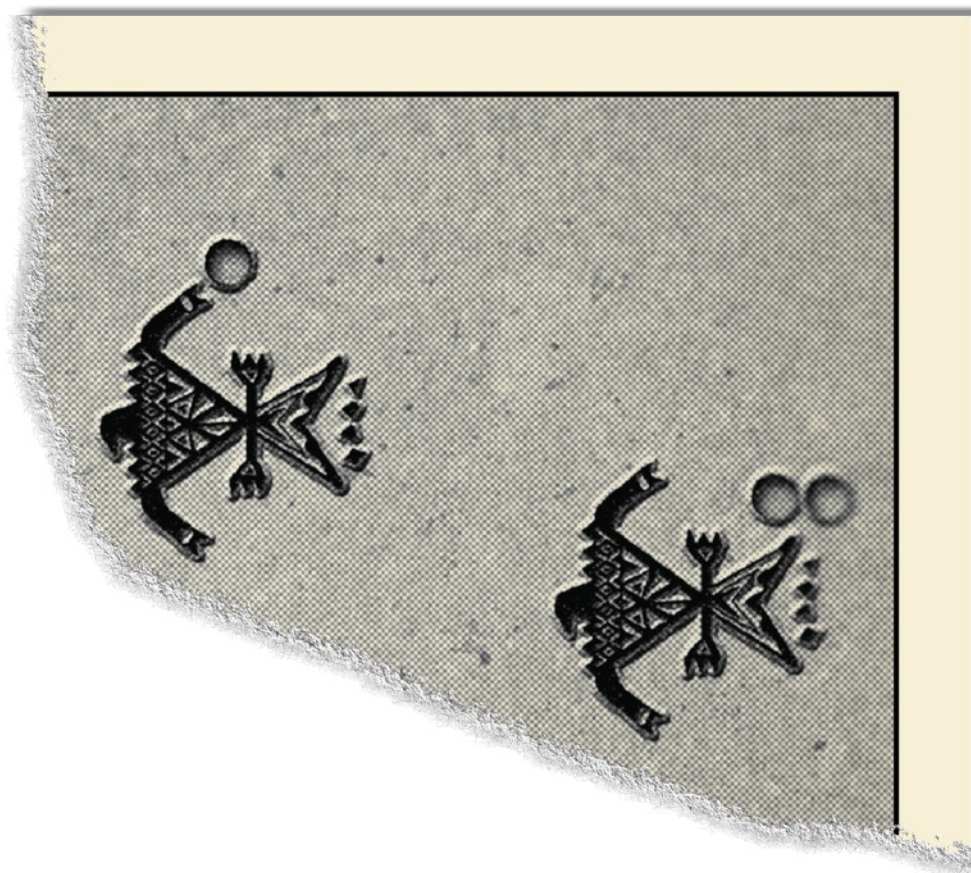
[Only Appears in 2nd Edition Book]

Original Scenario created by: David Conyers

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	1st Ed	2nd Ed	
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7E Mechanics for Finding Kate’s Body	-	140	60
7E Mechanics for Gaining Access to the First Victim	-	143	60
Darkness Calling Papers #2: Forensic Report	-	143	57
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7E Mechanics for Meeting the Descendants of the Kokoham	-	147	60
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Statistics for ANDREA KNIGHTLY	-	149	60
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## ***Darkest Calling: Updating for the 21<sup>st</sup> Century***

This scenario doesn’t require any significant changes to bring it up-to-date for a modern (2017) setting.



**Darkness Calling Papers #1**

## Victim Report

*Rel: NOT FOR PUBLIC RELEASE  
Refer: Media Liaison Office (MLO)*



☐ MCR ☐ VH ☐ FED ☐ COU ☐ CTR  
☐ NAT ☐ COR ☐ GUN ☐ TUC

Ref: VR152008  
File: Unexplained Deaths

VRF2151

### **Victim #1: Paco Yuma**

**Age:** 19  
**Height:** 5'11"  
**Weight:** 175lbs  
**Hair:** black  
**Eyes:** brown  
**Physique:** endomorph  
**Marital Status:** single  
**Children:** none  
**Residence:** Gu Achi, Papago Indian Reservation,  
Arizona  
**Profession:** Federal Postal Worker  
**Criminal Record:** none  
**Location of Body:** 10 miles south of route 86 near  
western edge of Papago Indian Reservation  
**Religion:** Native America

### **Victim #2: Kate Louise Draper**

**Age:** 28  
**Height:** 5'8"  
**Weight:** 120lbs  
**Hair:** red  
**Eyes:** gray  
**Physique:** ectomorph  
**Marital Status:** single  
**Children:** none  
**Residence:** Boston, Massachusetts  
**Profession:** Freelance Journalist  
**Criminal Record:** none  
**Location of Body:** southeast corner of Organ Pipe  
Cactus National Monument  
**Religion:** agnostic

INTERNAL USE ONLY

## Darkness Calling Papers #2



## Darkness Calling Papers #6



Rel: NOT FOR PUBLIC RELEASE

# MEDICAL EXAMINER'S REPORT

## INTO THE DEATH OF

LABORATORY SERVICES  
BRANCH

#1: YUMA  
#2: DRAPER

#1: Paco

#2: Kate Louise

SURNAME

**REPORT COMPILED BY:**

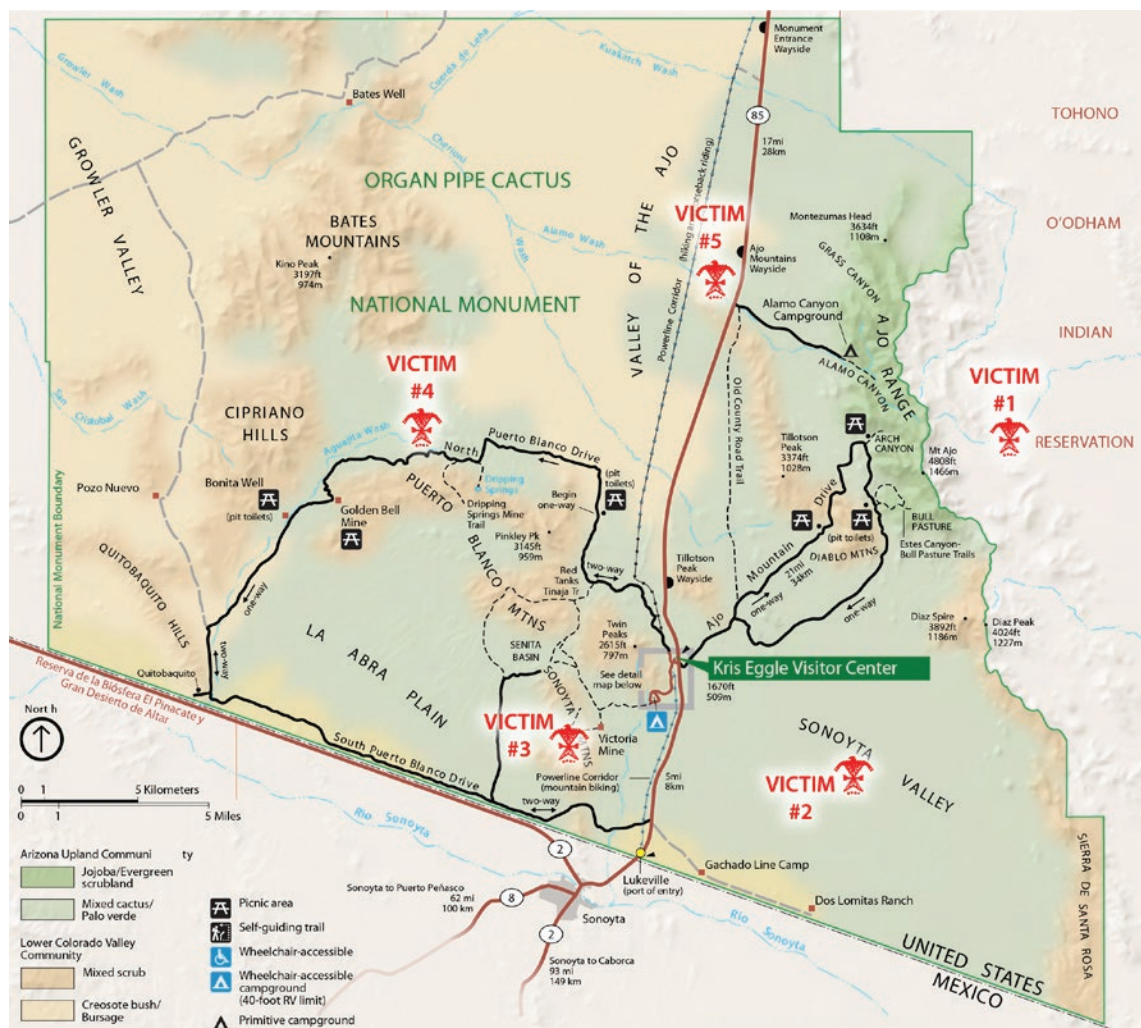
Douglas P. Hampton M.D.

NAME OF INVESTIGATING CORONER

## INVESTIGATIVE FINDINGS

1. Both victims died during the early hours of the morning, around 7:00 or 8:00 a.m.
2. The victims were stripped naked and bound by thick rope to five wooden stakes pounded into the ground with a heavy mallet.
3. Once restrained, each victim underwent a torture of bloodletting that involved cutting symbols such as spirals, stars, crescents and swirls into the victim's flesh. None of these cuts were fatal.
4. Both victims were conscious during the ritualized bloodletting.
5. Victim #2 shows signs of struggle during her bloodletting, such as rope abrasions to the wrists, ankles and neck. In contrast, Victim #1 shows no sign of resistance even though he was conscious at this point.
6. Cause of death was from the extensive mutilation or bite wound to the abdominal section. Wounds are suggestive of a bite from a large, yet unidentified predatory animal.
7. Toxicology tests showed no blood abnormalities and no presence of any foreign chemicals.
8. Fingerprints and hairs of the killer were found (black straight hair matching those of Native American Indians) on both victims, but so far no positive identification has been made in any of the national criminal databases.
9. A thick orange substance smelling vaguely of bile was found on the bite wounds in large quantities. It is highly toxic. Analysis of this substance has so far failed to offer any clues to its nature.
10. A circular area of cleared earth, approximately 10 feet in diameter was present at both murder scenes.

INTERNAL USE ONLY





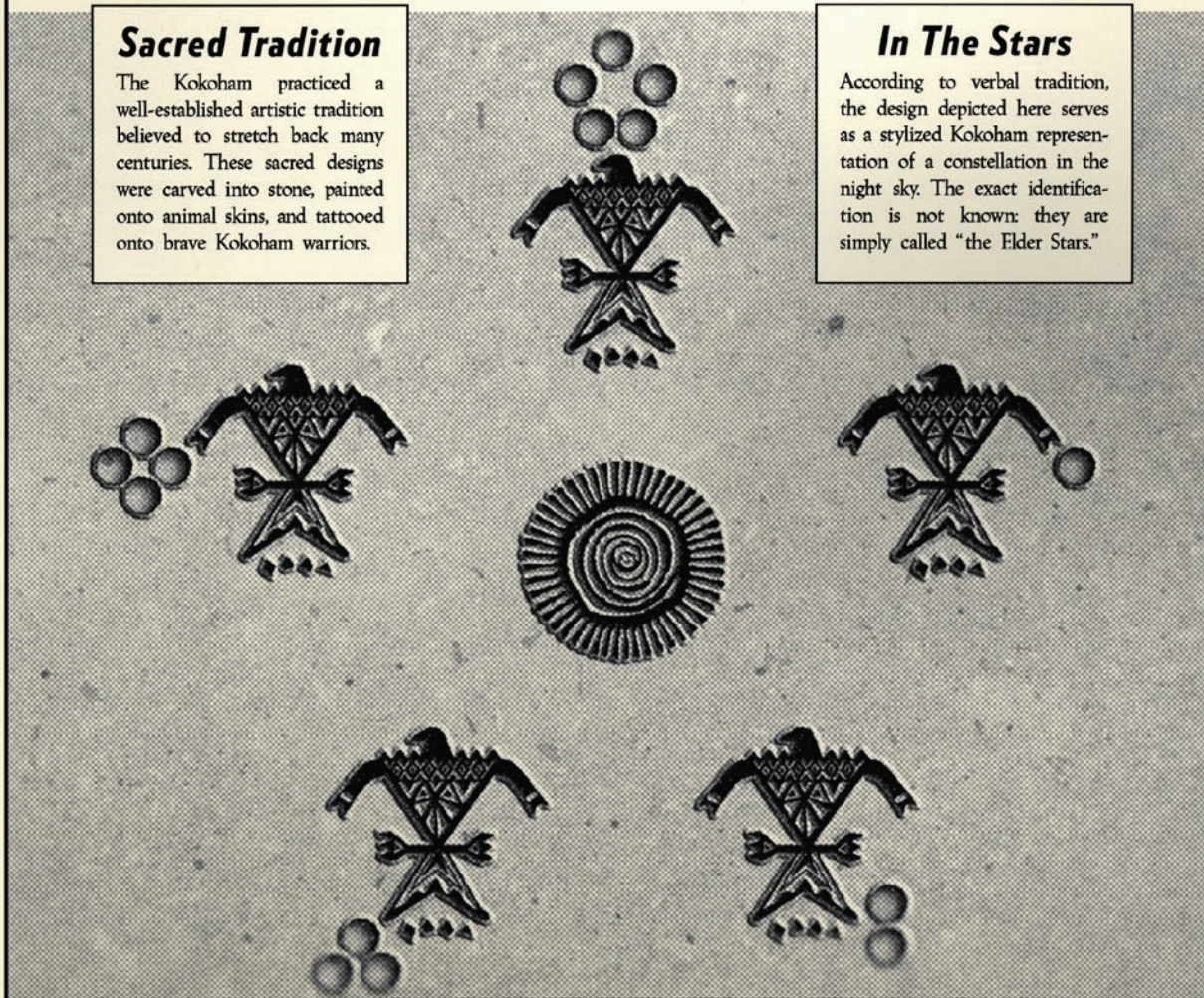
# KOKOHAM TRADITIONAL DESIGN

## ***Sacred Tradition***

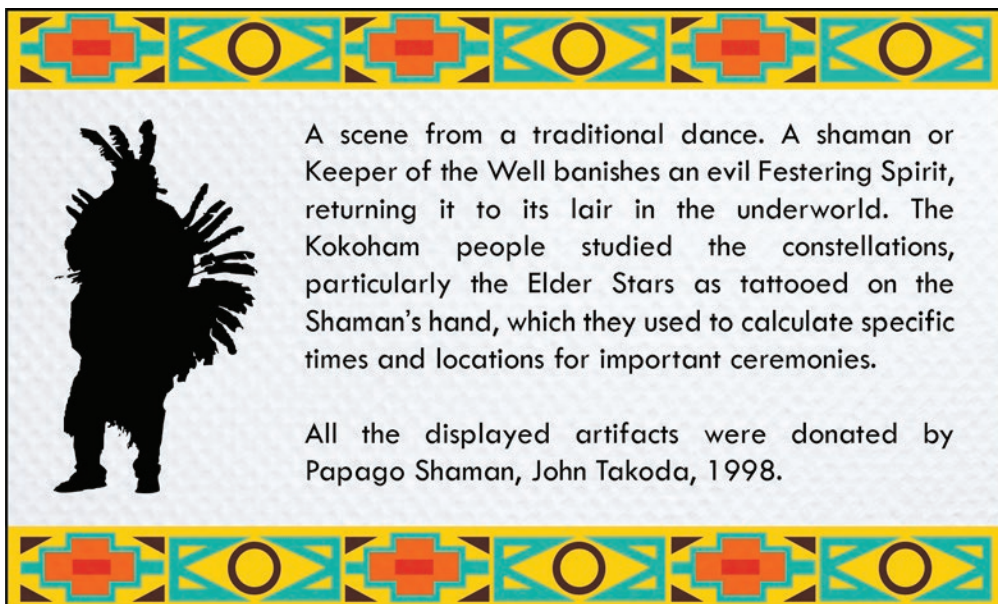
The Kokoham practiced a well-established artistic tradition believed to stretch back many centuries. These sacred designs were carved into stone, painted onto animal skins, and tattooed onto brave Kokoham warriors.

## ***In The Stars***

According to verbal tradition, the design depicted here serves as a stylized Kokoham representation of a constellation in the night sky. The exact identification is not known: they are simply called "the Elder Stars."



**Darkness Calling Papers #4**



A scene from a traditional dance. A shaman or Keeper of the Well banishes an evil Festering Spirit, returning it to its lair in the underworld. The Kokoham people studied the constellations, particularly the Elder Stars as tattooed on the Shaman's hand, which they used to calculate specific times and locations for important ceremonies.

All the displayed artifacts were donated by Papago Shaman, John Takoda, 1998.

**Darkness Calling Papers #5**



## 7E MECHANICS FOR FINDING KATE'S BODY (TSAR page -/140)

Investigators who have a CON of 60 or less must rest every hour for twenty minutes to recover their breath. Once the body has been discovered, an **Occult** roll will connect the markings on her body with Indian tribes while a second **Occult** roll or a **Science (Astronomy)** roll will note connections with constellations.

## 7E MECHANICS FOR GAINING ACCESS TO THE FIRST VICTIM (TSAR page -/143)

Knightly can be convinced to allow investigators access to the body of the first victim (Paco Yuma) if they succeed with either a **Medicine** roll or a **Hard Persuade**.

## 7E MECHANICS FOR LEARNING THE SUMMONING SPELL (TSAR page -/145)

With a day of study time, the spell can be learned by an investigator as long as he or she succeeds in a **Hard INT** roll.

## 7E MECHANICS FOR MAPPING THE LOCATION OF FUTURE SACRIFICES (TSAR page -/146)

The location of the next three ritual murders can be deduced by any investigator who succeeds on a **Navigate** or **Science (Astronomy)** roll – this provides them with “*Darkness Calling Papers #6*”.

## 7E MECHANICS FOR MEETING THE DESCENDANTS OF THE KOKOHAM (TSAR page -/147)

Investigators who succeed in an **Anthropology** roll or a **Hard Spot Hidden** will notice that there is something different about this group of Native Americans.

## 7E MECHANICS FOR CAPTURE BY THE KOKOHAM (TSAR page -/147)

If they are restrained, investigators will be tied up using rope which can be broken with a regular **STR** roll.

## 7E MECHANICS FOR THE ELDER STARS RITUAL (TSAR page -/147)

An investigator who wishes to escape his or her bonds will need to succeed in a **Hard STR** roll.

## STATS for ANDREA KNIGHTLY, age 35, Senior Detective Phoenix Police

STR 55 CON 70 SIZ 55 DEX 50 INT 75  
APP 75 POW 65 EDU 70 Sanity 61 Hit Points: 12  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 13  
Fighting 60% (30/12), damage 1D3 + Damage Bonus  
Dodge 30% (15/6)

Skills: Computer Use 15%, Credit Rating 35%, Drive Auto 60%, Fast Talk 45%, First Aid 50%, Law 35%, Library Use 35%, Language (Apache) 10%, Language (English) 75%, Language (Spanish) 25%, Listen 50%, Locksmith 35%, Psychology 65%, Spot Hidden 60%

## STATS for JOHN TOKODA, age 61, Kokoham Elder and Sorcerer

STR 45 CON 70 SIZ 60 DEX 65 INT 85  
APP 65 POW 110 EDU 50 Sanity 81 Hit Points: 13  
Damage Bonus: none Build: 0 Move: 5 Magic Points: 22  
Sacrificial Knife\* 50% (25/10), damage 1D4+2 + Damage Bonus  
Dodge 50% (25/10)

\* This weapon is enchanted and can harm creatures which are immune to non-enchanted weapons

Skills: Anthropology 70%, Art (Ritual Painting) 85%, Climb 45%, Cthulhu Mythos 12%, First Aid 85%, History 40%, Language (Apache) 40%, Language (English) 65%, Language (Kokoham) 75%, Language (Hopi) 50%, Language (Navajo) 35%, Language (Papago) 65%, Language (Spanish) 45%, Listen 80%, Native American Lore 90%, Natural History 90%, Navigate 75%, Occult 60%, Persuade 75%, Psychology 75%, Spot Hidden 80%, Stealth 80%, Track 75%

Spells: Contact Deity: Nyarlathotep, Summon/Bind Festering Shambler, Augur [spend 4MP to receive vague hints of future events], Bless/Blight Crop [spend 6MP to cause one acre of vegetation to improve or wither], Cast Out Devil [ritual to free human host of demonic possession; requires 10MP and an opposed roll of POW vs POW], Healing [for 12MP can heal 2D6 Hit Points], Journey to the Other Side [ritual to transcendently travel to another dimension; costs 15MP and lasts 1D6+3 game hours], Unmask Demon [destroys magical disguise of supernatural being; oppose creatures with combined casters' MP sacrifice × 5].

## STATS for TYPICAL PHOENIX POLICE OFFICER

STR 70 CON 65 SIZ 70 DEX 75 INT 60  
APP 70 POW 50 EDU 60 Sanity 50 Hit Points: 13  
Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 10

Fighting 70% (35/14), damage 1D3 + Damage Bonus  
9mm Auto 50% (25/10), damage 1D10  
Dodge 40% (20/8)

Skills: Drive Auto 50%, First Aid 40%, Language  
(English) 70%, Language (Spanish) 20%, Law 25%,  
Listen 60%, Psychology 55%, Spot Hidden 65%

## STATS for TYPICAL KOKOHAM INDIAN

STR 60 CON 75 SIZ 55 DEX 50 INT 65  
APP 60 POW 60 EDU 45 Sanity 60 Hit Points: 13  
Damage Bonus: none Build: 0 Move: 8 Magic Points: 12

Fighting 55% (27/11), damage 1D3 + Damage Bonus  
Knife\* 35% (17/7), damage 1D4+2 + Damage Bonus  
12g Shotgun\* 40% (20/8), damage 4D6/2D6/1D6  
.30-06 Rifle\* 35% (17/7), damage 2D6+4  
Dodge 40% (20/8)

\* Only one quarter of the Indians owns one of these weapons

Skills: Drive Auto 50%, Language (English) 50%,  
Language (Kokoham) 65%, Language  
(Papago) 65%, Language (Spanish) 30%,  
Listen 40%, Natural World 40%, Navigate 45%,  
Occult 20%, Spot Hidden 40%, Stealth 35%

## STATS for FESTERING SHAMBLER

	<i>Roll</i>	<i>Average</i>
STR	$(3D6+18) \times 5$	143
CON	$(3D6+12) \times 5$	113
SIZ	$(6D6+12) \times 5$	165
DEX	$(4D6+6) \times 5$	100
INT	$(1D6+6) \times 5$	48
POW	$3D6 \times 5$	52

Average Hit Points: 27

Average Damage Bonus: +3D6  
Move: 9

Average Build: 4

Average Magic Points: 10

### ATTACKS

Attacks per round: 1

Bite 50% (25/10), damage 1D10 + Damage Bonus +  
wound infection (see below)

Dodge 50% (25/10)

Armor: Takes minimum damage from non-magical  
weapons. Regenerates 1 Hit Point per round.

Spells: None

Sanity Loss: 1/1D10

Wound Infection: Any victim that survives the bite of  
a Festering Shambler must make an opposed roll  
comparing his or her CON against  $5 \times$  (number of  
hit points lost to the creature). If the victim's CON is  
overcome, they are fatally poisoned and will lose 5  
points from their STR, CON, DEX and APP every  
day until they are dead. Even if the victim wins the  
opposed roll, he or she will still lose 5 points from STR,  
CON, DEX and APP for the next 1D6 days at which  
point their body has finally beaten the toxin. When  
calculating the loss of characteristics, don't forget to  
recalculate Hit Points, Damage Bonus and Build.



# Upgrade Pack Contents:

## Scenario 9 — The Source and the End

[Only Appears in 2nd Edition Book]

Original Scenario created by: William Jones

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### *The Source and the End: Updating for the 21<sup>st</sup> Century*

This scenario doesn’t require any significant changes to bring it up-to-date for a modern (2017) setting.

## The Source Papers #1

Tregardis Tregardis Tregardis

He seems to be the key, but little information crystal or on the man. It is as though he just vanishing — or perhaps was murdered.

I'm certain more information in the Federal Archives, I can or find the original hardcopy. Most anything from somewhere around '33 about a Brit.

is going to be any government database. But his name does which says there's more. Someone under Hoover or suspected him of some crime, real or originally owned the crystal, so vanished without a trace

far too late. No buyer. She's been working probably alone. There's not enough for or a warrant, and it would be useless. Taking the book was the easiest answer. No one will believe this anyway. I'm not sure crawling alive with them. Somehow I think she and changed the weather. It is easier for them the rain, and the dark. There's not doubt she and she's onto me. But the book did tell me how can kill them with fire! My only tactic is to control but time is running out. If I don't act soon, I

without the stone. I think she is a part of the case. I saw the thing in Mine #19. If I can stop it, think all of this will come to an end. But I and the time approaches. It must move before the leaves the mine or leaves Hillston. It might kill

## The Source Papers #3

limited time I had to see it, the crystal appeared milky and lifeless. But as I held it, I watched as it began to glow. An inner brilliance, as though it and a living thing. A heart. I could see things in it. I at least feel them. I knew that Cadie would be on at the store for at least two hours, which gave me surprised. But when I checked my watch, nearly at least. I have no memory of what transpired, but my gut feeling. Somehow now, the crystal seems. It is more familiar to me. I can see her attraction. I'm called by it, too. But I need to wait. I want the and the buyer, not just the thief. There's the real quite a puzzle. Who hired her?

Buford says the stone's owner is unknown. was anonymously donated to the museum. He calls it the Tregardis Crystal. He's a canny fish, I know he's holding out on me as well. But one mystery that next. The description matches the with the text or can get the R.P. text. The online archives are at Columbia U. Can't tell much from the abstract. along with the photocopies, which arrive in a few claim! Otherwise, I

## The Source Papers #2



## 7E MECHANICS FOR ASSESSING THE STORM AND POSSIBLE FLOOD (TSAR page -/153)

An investigator succeeding in a **Science (Meteorology)** roll can determine that it is unusual.

While walking through town, success on a **Natural World** roll suggests that the storm is likely to cause the creek to flood parts of the town.

## 7E MECHANICS FOR SPOTTING LURKERS IN THE TOWN (TSAR page -/154)

While in the town the Keeper should occasionally ask any investigators carrying their on light source to roll both **Luck** and **Spot Hidden**. If the Luck roll is a success, a Hard or better success on the Spot Hidden means that one of the lurkers has been seen. If the Luck roll was a failure, an Extreme success on the Spot Hidden is needed to make the same observation.

## 7E MECHANICS FOR BREAKING DOWN THE DOOR TO GARRETT'S HOUSE (TSAR page -/154)

Any attempts to break any of the doors to the house require a **Hard STR** roll.

## 7E MECHANICS FOR VOLATILE GASES IN THE KITCHEN (TSAR page -/156)

If an investigator brings any type of flame into the kitchen, there is a chance that it may trigger a massive explosion. To determine whether this happens first allow investigators a **Luck** roll – if they succeed, then they recognize the early signs of combustion and can quickly extinguish their flame or leave the room without further incident. Failure on the Luck roll (or an unwillingness to remove the dangerous flame) creates the potential for the explosion – the Keeper should allow the investigator to make a roll against the potency of the flame he or she carries (by default this **potency** is 50). This roll is used to oppose a roll made against the **volatility** of the gas mixture: when the investigators first enter the kitchen the volatility is 100, but this value increases by 25 for each quarter hour that they remain there. If the Keeper's roll against volatility overcomes the investigator's roll then a massive fireball erupts.

If investigators wish to examine the strange pipes, a **Demolitions** roll can reveal that they have been deliberately created as makeshift improvised explosive devices (IEDs), presumably by Garrett. This roll also allows an investigator to determine which of the items is

safe and which is dangerous. If investigators discover the scraps of cloth in the laundry room, a second successful **Demolitions** roll will suggest that these were intended to be wicks for explosive devices such as Molotov cocktails.

## 7E MECHANICS FOR THE ARCHAIC BOOK OF EIBON (TSAR page -/157)

The old book, although written in (archaic) English, is hard for modern readers to follow – success in either a **Hard History** or **Hard Language (English)** allows an investigator to cut through the elaborate flourishes in the language and research the book at the normal rate. Anybody else takes twice as long as usual.

## TOME STATISTICS FOR THE (INCOMPLETE) BOOK OF EIBON (TSAR page -/157)

Sanity Loss: 1D4

Cthulhu Mythos: +2/+6

Mythos Rating: 12

Study: 10 weeks

Suggested Spells: Alter Weather [ritual to change the meteorological conditions], Gate, Deflect Harm [a defensive spell which allows caster to turn back attacks by expending Magic Points equal to damage they would have caused], Enchant Knife, Summon/Bind Formless Spawn of Ubbo-Sathla.

## 7E MECHANICS FOR THE EBOOK ON IMPROVISED EXPLOSIVES (TSAR page -/157)

Reading through the eBook – which takes 5 weeks – provides an investigator with +10 percentiles in **Demolitions** skill.

## 7E MECHANICS FOR LOCATING DELETED FILES ON GARRETT'S COMPUTER (TSAR page -/158)

Uncovering each of the files requires success in a **combined Computer Use and Library Use** roll. If the result is an Extreme success multiple files have been uncovered.

## 7E MECHANICS FOR MOVING THROUGH TOWN (TSAR page -/159)

The heavy downpour of rain makes vehicular manoeuvres and outdoor physical activities more difficult than normal; at the Keeper's discretion any such skill check can either receive a penalty of 5 percentiles or be performed with a penalty die.

Visibility is extremely limited – with no additional light source, investigators can see only an arm's length in the gloom. If they have a flashlight this is extended to INT÷5 yards, twice that with strong lights like a car's headlights. Firearm attacks require at least a Hard success to hit. **Listen** rolls performed outdoors automatically fail.

## 7E MECHANICS FOR BREAKING DOWN THE DOOR TO CADIE BRYNE'S HOUSE (TSAR page -/156)

Any attempts to break any of the doors to the house require a **Hard STR** roll.

## 7E MECHANICS FOR CROSSING CEMENT CREEK BRIDGE (TSAR page -/160)

Extreme weather makes checks against vehicular skills or physical skills more difficult: the Keeper might consider a penalty of 10 or 20 percentiles to such rolls or alternatively impose a penalty die.

## 7E MECHANICS FOR EXPLORING MINE #19 (TSAR page -/156)

Any physical movement in the confined space of the mine (e.g., jumping, climbing, running, lifting) requires a successful **DEX** roll, otherwise the character falls to the ground.

## 7E MECHANICS FOR OPTIONAL RULE: EXPERTISE RE-ROLL (TSAR page -/163)

This optional rule has been superseded by the inclusion of Pushing skill rolls, a core part of the 7<sup>th</sup> Edition rules.

## 7E MECHANICS FOR BLOWING UP THE MINE (TSAR page -/164)

Executing the plan to pack the mine with explosives and detonate it requires success against the following skills: **Demolitions**, **Mechanical Repair** and **Operate Heavy Machinery**.

## 7E MECHANICS FOR REWARDS OF SUCCESS (TSAR page -/165)

Investigators who defeat the Spawn of Ubbo-Sathla earn a reward of +1D10+2 Sanity Points and +2D6 Credit Rating.

## STATS for GARRETT RUSSELL, age 61, Inquisitive FBI Agent (retired)

STR 70 CON 75 SIZ 70 DEX 60 INT 80  
 APP 60 POW 60 EDU 80 Sanity 60 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 5 Magic Points: 12  
 Fighting 65% (32/13), damage 1D3 + Damage Bonus  
 .45 ACP 72% (36/14), damage 1D10+2  
 Dodge 41% (20/8)  
 Skills: Climb 48%, Computer Use 33%, Credit Rating 35%, Cthulhu Mythos 3%, Drive Auto 40%, Fast Talk 68%, First Aid 35%, History 30%, Jump 38%, Law 44%, Library Use 55%, Listen 56%, Occult 6%, Persuade 60%, Psychology 61%, Spot Hidden 46%, Stealth 30%, Throw 44%

## STATS for CADIE BRYNE, age 36, Clever Cat-Burglar

STR 60 CON 70 SIZ 55 DEX 80 INT 90  
 APP 70 POW 80 EDU 80 Sanity 80 Hit Points: 12  
 Damage Bonus: none Build: 0 Move: 9 Magic Points: 16  
 Fighting 55% (27/11), damage 1D3 + Damage Bonus  
 Glock 17 64% (32/12), damage 1D10+1  
 Dodge 45% (22/9)  
 Skills: Climb 80%, Computer Use 40%, Credit Rating 65%, Cthulhu Mythos 10%, Drive Auto 47%, Fast Talk 58%, Fighting (Martial Arts) 45%, First Aid 39%, Jump 55%, Law 38%, Locksmith 85%, Library Use 71%, Listen 58%, Occult 10%, Persuade 67%, Psychology 45%, Spot Hidden 65%, Stealth 70%, Throw 35%

## STATS for LT NEAL WARNER, age 31, Rugged U.S. Ranger

STR 80 CON 80 SIZ 70 DEX 60 INT 65  
 APP 55 POW 65 EDU 70 Sanity 65 Hit Points: 15  
 Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 13  
 Fighting 60% (30/12), damage 1D3 + Damage Bonus  
 M16A2 70% (35/14), damage 1D8  
 .45 ACP w/sil 70% (35/14), damage 1D10+3  
 Bayonet (M16) 45% (22/9), damage 1D6+1 + Damage Bonus  
 Frag Grenade 35% (17/7), damage 4D6/4yds  
 Smoke Grenade 35% (17/7), damage special  
 Flashbang Gren. 35% (17/7), damage stunned for 3D6 rounds  
 Dodge 40% (20/8)  
 Armor: 12 Points from Heavy Body Armor (bulky, reduces skills requiring fine control by 30 percentiles)  
 Skills: Climb 65%, Computer Use 30%, Demolitions 38%, Fighting (Martial Arts) 66%, First Aid 38%, Inspire Platoon 30%, Jump 38%, Listen 31%, Navigate 46%, Operate Hvy Machinery 31%, Persuade 30%, Psychology 40%, Spot Hidden 47%, Stealth 47% (57% while wearing camo gear), Throw 50%, Track 28%



## STATS for Typical U.S. Recon Ranger

STR 80 CON 75 SIZ 70 DEX 60 INT 60  
 APP 55 POW 60 EDU 65 Sanity 60 Hit Points: 14  
 Damage Bonus: +1D4 Build: 1 Move: 8 Magic Points: 12

Fighting 58% (29/11), damage 1D3 + Damage Bonus  
 M16A2 65% (32/13), damage 1D8  
 SAW 80% (40/16), damage 1D10+4 [2 per platoon]  
 .45 ACP w/sil 48% (24/9), damage 1D10+3  
 Bayonet (M16) 35% (17/7), damage 1D6+1 + Damage Bonus  
 Flamethrower 45% (22/9), damage 2D6+shock [1 per platoon]  
 Frag Grenade 35% (17/7), damage 4D6/4yds  
 Smoke Grenade 35% (17/7), damage special  
 Flashbang Gren. 35% (17/7), damage stunned for 3D6 rounds  
 Dodge 40% (20/8)

Armor: 12 Points from Heavy Body Armor (bulky,  
 reduces skills requiring fine control by 30  
 percentiles)

Skills: Computer Use 25%, Climb 55%,  
 Demolitions 25%, Fighting (Martial Arts) 35%,  
 First Aid 28% [platoon has 3 medics who  
 have First Aid 39%], Jump 28%, Listen 28%,  
 Navigate 30%, Operate Hvy Machinery 31%,  
 Psychology 27%, Spot Hidden 38%, Stealth 40%  
 (50% while wearing camo gear), Throw 54%,  
 Track 34%

## STATS for SPAWN OF UBBO-SATHLA

STR 170 CON 80 SIZ 140 DEX 60 INT 0  
 POW 50 Hit Points: 22  
 Damage Bonus: +3D6 Build: 4 Move: 10 Magic Points: 10

Swallow 58% (29/11), victim is consumed and takes  
 1D6 damage per round from  
 suffocation while held fixed; others  
 may attempt to extract

Dodge 30% (15/6)

Skills: Stealth 90%

Sanity Loss: 1/1D8

## STATS for MUTATED SPAWN

	Roll	Average
STR	1D4×5 to 4D4×5	7 to 50
CON	1D4×5 to 3D4×5	7 to 37
SIZ	1D4×5 to 4D4×5	7 to 50
DEX	1D4×5 to 5D4×5	7 to 62
INT	none	0
POW	1D4×5 to 4D4×5	7 to 50

## STATS for MUTATED OFFSPRING

STR 70 CON 70 SIZ 40 DEX 65 INT 0  
 POW 40 Hit Points: 11  
 Damage Bonus: none Build: 0 Move: 12 Magic Points: 8

Bite\* 58% (29/11), damage 1D6+1 + Damage Bonus  
 Claw (up to 6) 38% (19/7), damage 1D4+1 + Damage Bonus  
 Tentacle (up to 10) 40% (20/8), damage 1D4 + Damage Bonus  
 Dodge 30% (15/6)

\* If the Keeper wishes, these attacks might also deliver  
 a mild poison (1D10 damage, halved with an  
 Extreme CON roll)

Armor: Tough hide provides between 1 and 3 points  
 of armor

Skills: Climb 45%, Listen 48%, Sense Food 90%,  
 Spit 65%, Spot Hidden 60%, Stealth 55%

Sanity Loss: 1/1D6

## 7E MECHANICS FOR THE MEZZEMALECH STONE (TSAR page -/167)

To keep the stone functioning an individual must  
 succeed in an **Extreme POW** roll. The Keeper is free to  
 call for additional POW rolls for further manipulations of  
 the stone or mental encounters with its denizens.