

HELLHUI TRUCK

Mom's Coming to Dinner 2
Hot Merchandise II



WILDFIRE
Igniting Imagination



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Mom's Coming to Dinner 2

Hot Merchandise II

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DISCLAIMER

CthulhuTech is a game. It is a work of fiction intended as entertainment. Everything contained within is a product of imagination. None of it is real.

This book uses the supernatural for settings, characters, and themes. All mystical and supernatural elements are fictional and intended for entertainment purposes only.

FOR MATURE AUDIENCES ONLY

This book is intended for mature readers. It contains dark and disturbing content and images. Reader discretion is advised.

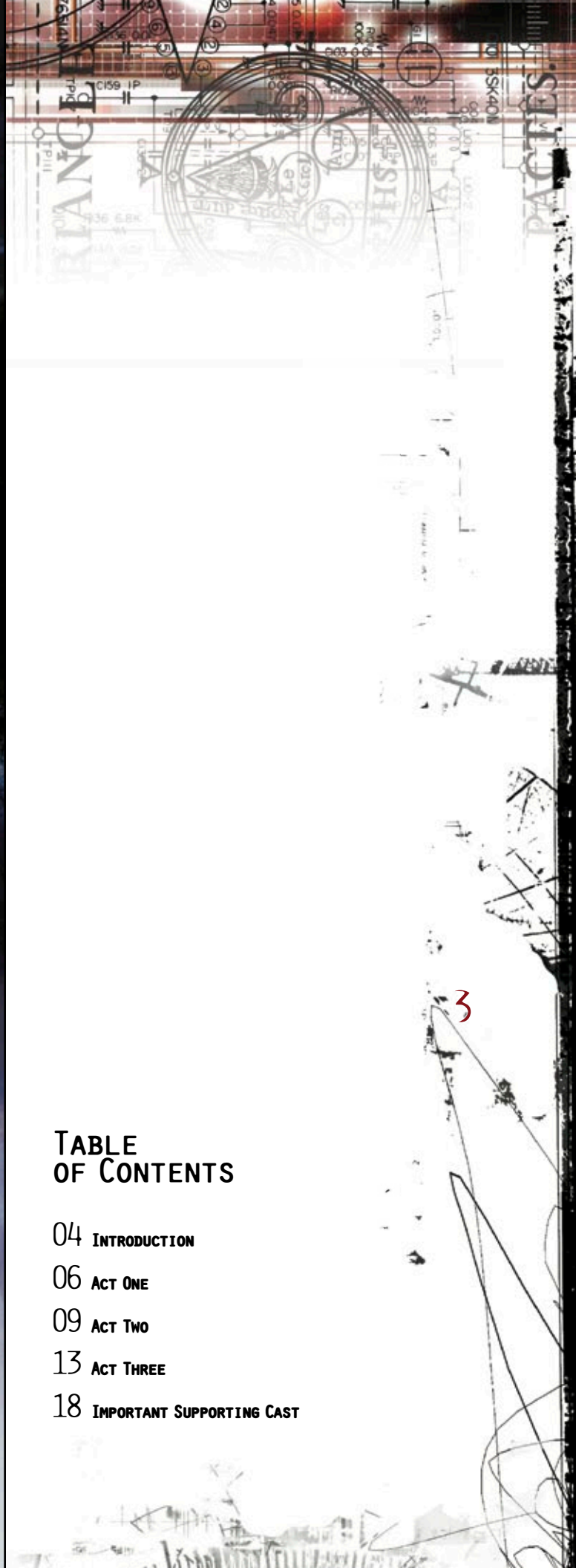


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Introduction

organized play

Welcome to *Hot Merchandise I*, the first adventure in the epic story of *Mom's Coming to Dinner*. This is a ready-to-run adventure that can be part of Organized Play.

This is an introductory story for those interested in starting an Eldritch Society game. It assumes that most, if not all, of the Dramatic Characters are Tagers, and any other mix will require you to tone down parts. The story follows a group of Tagers tailing a group of Chrysalis Corporation operatives into Seattle. Ultimately, they become embroiled in much larger plots going on in the shadows of the arcology.

This adventure is for Level 1 Characters, which are those that have a total of 20-25 Skill Points. If your Characters are more advanced than that, you will need to adjust things to be appropriately challenging.

Naturally, these adventures are intended for Storyguides. However, as a player, you may find the way the setting of *CthulhuTech* is brought to life in these adventures useful for your visualization of your Character and game. You probably don't want to memorize the adventures if you plan to play them – it'll only ruin your enjoyment.

Organized Play Adventures

The *CthulhuTech* Organized Play adventures will take you through the most significant events in the Strange Aeon, as designed.

This doesn't mean that you won't come up with awesome and significant adventures on your own, but these are the ones we designed to hit the high points based on what we've created.

SOUNDTRACK

We've created a soundtrack for *CthulhuTech* on the popular *Spotify* platform. It is composed of dark ambient and experimental music, designed to provide an interesting background for your

game. If you're interested, you can find it at http://open.spotify.com/user/wildfire_studios/playlist/OcRWZa4rbdJbDzBFZ1hWuK, or find the URL on our Facebook page at <facebook.com/cthulhutech>. We will be updating over time, to expand the repertoire of music and moods.

RULES FOR ORGANIZED PLAY

The great advantage of Organized Play is that players (and Storyguides) have the flexibility to use their Characters in different groups. Perhaps they're playing an event at a local hobby store or at a convention, they're playing in two groups, or their group dissolves or moves on to another game and they want to keep playing.

Using the guidelines here, players can keep their treasured Characters going through *Mom's Coming to Dinner* without restriction.

LEVEL 1 CHARACTERS

This adventure is designed for Level 1 Characters, which means they have earned up to 10 Advances.

If players have been playing *CthulhuTech* outside of *Mom's Coming to Dinner*, they may have enough Skill Points to be considered a higher Level. If this is the case, you'll need to bump up the difficulty and foes in this adventure in order to make it appropriately challenging.

ADVENTURE REWARDS

Characters completing this adventure should receive 15 Experience. You can give these out over sessions, or you can give them all out at the end.

VERIFICATION

Since players can travel between groups within Organized Play, any kind of Character advancement needs to be tracked and verified by the Storyguide. This is to make sure that everyone stays honest from group to group.

The simplest method of verification is to note on the back of their Character Sheet the number of Experience awarded, any special gear the Character acquired, as well as the name of the adventure and date or dates played. Please include your name and write in your own handwriting – don't let the players do this themselves. If you're comfortable with it, you may also include your e-mail address.

Since mobile devices are commonplace, an even more formal way to verify advancement is to post the above details to the player's Facebook Wall. This creates a digital record that is less easily disputed, if it ever comes to that.

CHARACTER DEATH

If a Character dies, the player shouldn't be handicapped in terms of playing in *Mom's Coming to Dinner*. Have the player create a new Character with the same number of Experience as the Character who has passed on.

However, have that player keep the deceased Character with the new one, so that all Experience has been tracked and verified for purposed of Organized Play.

SUSPECTED CHEATING

Cheating is poor sportsmanship, most especially in roleplaying games. Most people simply don't, since roleplaying games are about the story.

If you encounter a player who you suspect has cheated, ask them to be more detailed about how they received their Experience or gear. If they can recount the events of their adventure and they make sense, you may choose to let them participate.

However, if a Character has extremely unusual advancements – most especially in terms of gear – or cannot satisfactorily recount where they received them, then you have several choices. You

can let them play as is, and adapt the challenges for that Character to make them more difficult. You can also ask them if they will play without the suspect advancement for the duration of your game. Finally, you can simply not allow them into your game.

Unverified advancement can be suspect, but groups can often be too excited at the end of a session to properly record things.

In any event, make the judgment call that works best for your group.

PLAYING OUTSIDE THE OP

Enthusiastic players may wish to play adventures that are not part of *Mom's Coming to Dinner* in between Organized Play adventures. That's awesome and no one should be penalized for that.

However, if anyone wants to bring in such a Character, they should have all outside advancement verified by their Storyguide, just as if they were playing within *Mom's Coming to Dinner*.

organized play 2:

hot merchandise, pt 1

This is the second part of the *Hot Merchandise* introductory story. If you're running this as an organized play event at a convention, make sure to spend extra time answering questions and filling in holes for anyone that may not have been at the first event.

RECAP

It's been an interesting couple of days. Following a high-speed chase on the I-90, you recovered an artifact called the Circllet of Ghabbaz from some Dhohanoids in the Mid-Beacon Hill area of Seattle. A contact in the Eldritch Society named Kory gave you a hand and took you to a safehouse in Queen Anne. Once there, the Lorekeeper Anton Graves told you about the circllet and sent you to Karen V., a contact in the arcane underground. She sent you to an expert in rare artifacts such as yours, Farouk Hassan, who needed a little time to examine the circllet. You returned from meeting with Farouk to find a panicked Anton, with pictures of a dead Karen and Kory in need of rescue. Saving her from an excruciatingly slow death, you learned that whoever went after her was planning to go after Farouk next.

ACT 1: THE CIRCLET

Act Goals: To get information from Farouk Hassan, to follow a straggler from the original Dhohanoid party, and to ultimately regain possession of the artifact when they discover they've been passed a fake.

Scene 1 – Back to Farouk's

Scene Goals: Warn Farouk about a threat on his life. Retrieve the Circllet of Ghabbaz.

Setting: Farouk's shop.

Cast of Characters

Farouk Hassan - Veteran, Human male, early sixties, above-board upscale magic shop proprietor and noted occultist, underground sorcerer, black marketeer and secret supplier to the Chrysalis Corporation. His above-board persona is that of a keen and tasteful businessman who opens up to anyone with a true passion for the occult. His other face isn't nearly so pleasant.

Farouk's Mooks - Two Experienced Human males, carrying HKS-192 heavy assault rifles and wearing Sentrytech Mk-V heavy concealed armor.

Domany - Experienced, Nazzadi female, mid-twenties, almost magazine perfect, Domany is smart enough to know how to use her looks without looking like she is. She is polite, professional, and knowledgeable. It's also obvious that she likes nice things.

This scenario begins immediately following Hot Merchandise, part 1. If the Characters don't begin by immediately calling Farouk or heading to his shop, Kory will absolutely insist that this be their first order of business. She'll head back to the safe house, unless pressed to come with.

Once you've recapped, read the following to your players.

With the last of the flesh-eating beetles crushed underfoot, Kory shudders and takes a deep breath. 'I'm okay. I'll be fine,' she says, trying to convince herself as much as you. 'You left the Circllet with Hassan, and those monsters were saying that they were going to "pay him a visit" next. You have to warn him.'

Calls to Mr. Hassan or his assistant Domany will go unanswered, prompting a trip to the shop. Once they arrive, the Characters will find a closed shop with a low light on in the shop's back office. Knocking on the door will bring Domany out of the back office, looking peeved. She has nothing to say to the Characters, but brings them straight back to the office.

Farouk's muscle keep their weapons on the newcomers until he tells them to relax. He's a little nervous that they are the ones that killed Karen - he obviously has ears out on the street. New people in town coming to see him, and someone with an unsavory connection to him is brutally murdered - it all looks a little suspicious.

The Characters should, of course, try to talk their way out of it. After all, Hassan still has the artifact. If they choose to shift, Hassan calls off his dogs. He has heard things about Tagers and is fascinated by them. He has the courtesy to not ask too many questions, sends his guards away, and assumes that if they killed Karen that she had it coming. Either way, the Characters are in the clear.

When the Characters warn Farouk that his life is in danger, he gives them an amused look. Referring to his bodyguards, he assures them that he's got more where they came from, and he was planning on visiting some out of town friends anyhow.

The Artifact

Hassan returns the artifact and lays out what he's learned; Karen's death motivated him to work quickly. It's very old - the name is said to be Sumerian, but it is suspected that it existed long before that. It has been reported in ancient Egypt, but supposedly lost at that time. Split

into its component pieces, the Cirklet of Ghabbaz was scattered to the far corners of the Earth by those who felt it was too dangerous to remain in this world. This would lead one to believe that it is indestructible or nearly so. It was supposedly carved from ancient black trees from the primordial forests when the continents were still one and has great power in nature-worship rituals. It has surfaced in several fertility cults through the centuries.

Hassan seems awed by the find, but gives the artifact back to the Characters when he is finished. He would gladly make an offer, but he doesn't know what would be valuable enough to offer for such a thing. Happy for this opportunity, he offers to help in any further way he can. When asked to speculate on what the Children of Chaos might want with the cirklet, Hassan can venture a few guesses but nothing concrete - probably something to do with a fertility rite.

It would all be great if Hassan hadn't just slipped them fakes. The fake artifact has been lightly enchanted so that it will still read as magic, but the sneaky sorcerer has kept the real power for himself. You see, Hassan's the bad guy. He's giving them duplicates so he can sell the original item back to the Chrysalis Corporation. You might say he's one of their outside contractors. He's the one who had his otherworldly servants kill Karen V. She betrayed his confidence - a serious lack of judgment on her part. In a few hours, that shop will be empty and Hassan and his assistant will have gone underground.

He's also an incredibly accomplished liar - catching him in a lie will require an Incredibly Hard Test, using a skill such as Law Enforcement, Persuade, Misdirect, or any similar skill.

Scene 2 – The Straggler

Scene Goals: Follow the straggler to the warehouse. Keep out of sight, or defeat some of his pals.

Setting: The safe house. A corporate housing complex in Capitol Hill. The streets of Seattle. Another warehouse in SoDo.

Cast of Characters

Kory - Experienced, Nazzadi female, early-thirties, Phantom Tager (callsign Flatline), she is a pack leader and an expert in Nazzadi martial arts (Hun-Zuti). She is aware of the Characters' arrival in Seattle and was dispatched by the Eldritch Society to help if needed.

Anton Graves - Veteran, Human male, early-forties, an Eldritch Society Lorekeeper who's keen mind and sharp intellect leave him somewhat inaccessible to most. Recent events have led him to believe that the Children of Chaos are up to something significant in the Pacific Northwest.

Katie - Experienced, Human female, early-twenties, Whisper Tager (callsign Gasp), eager and dedicated. She has the annoying habit of humming trendy pop music.

Laurence Zimmer - Experienced, Human male, early-thirties, Vrykol Dhohanoid, cover is as Chrysalis Corporation network specialist. He displays the ADHD traits typical of a Vrykol and seems to keep himself hopped up on caffeine.

Read the following to your players.

As you shuffle back in through the safehouse door, Kory and Graves are in the front room drinking tea and pacing. Graves paralyzes you with a look – 'Tell me you got to Hassan first.'

Reporting In

Fake artifact in hand, the Characters can return and pass along what they've learned. Kory and Graves are relieved that the artifact is safe, but dismayed that Hassan couldn't pass on any more information. Fortunately, there's an easier immediate solution than starting to bribe customs officials and such. A Whisper has located one of the original Dhohanoids that the Characters were tracking.

The Straggler

Heading over to a corporate housing complex in the Capitol Hill neighborhood, the pack meets Katie, a Whisper (callsign Gasp). Our boy has been keeping himself busy and trying to lay low, but it's hard to shake a Whisper once she's on your tail. Katie picked him up not long after the warehouse fight and has been tracking him since. The guy's name is supposedly Laurence Zimmer and he's a Chrysalis Corporation network specialist. Without even seeing him shifted, it's pretty obvious from his ADHD (attention deficit hyperactivity disorder) mannerisms that he's a Vrykol when the day is done.

When Katie takes the Characters to him, he's relaxing in his corporate housing. Katie's done her homework, and the building is more or less impregnable. No unauthorized persons are to be admitted and the armed guards are serious about that. The entrances and exits are covered by guards, sensors, and electronic surveillance, and X-rays make it impossible for Shadows to sneak in through normal routes. The building is also protected by Wards of Seclusion, which means that the naked eye is the only thing the Characters can use for their own surveillance. If they sit and watch the comings and goings of residents, they'll be able to determine that at least half of the people living or working in this building are Dhohanoids – the security staff are

all Dhohanoids, who are also armed with assault rifles.

Luckily, the building has nice big windows and Zimmer has left his untinted. After some everyday formalities – a shower, a change of clothes, and a snack – Zimmer gets a call in the late evening and leaves.

The Tail

Zimmer is being cool, but he's also being sure that he's not being tailed. Since he's a Vrykol and supernaturally perceptive, the Characters are going to have to be very good and very careful – he's got an Observation 4, with a Perception of 12, in addition to senses beyond those of mere mortals. He'll make four Tests against his pursuers (four per group if they split up). If he catches on to them, he'll lead them on a wild goose chase until he thinks he's lost them, and then get back on track. Finding him again will take a Hard Observation Test. If the Characters can't pick him up again, Katie will shift and follow him more discreetly, letting them know where he goes. If Zimmer discovers he's being tailed more than once, he'll lead the Characters into an ambush of an Elib and two Dua-Sanaras (Storyguides should feel free to bump up the numbers for a larger group).

Eventually, he takes a mag-lev train down a few levels, deep into the SoDo industrial area – overall, not a quick ride and one with lots of opportunity for failure.

ACT II: HASSAN & CO

Act Goals: To investigate the warehouse, to discover the complicity of Farouk Hassan, to fight great resistance to regain the Circllet, and to survive the escape back to civilization.

Scene 3 – The Real Mr. Hassan

Goals: Discover the true nature of Farouk Hassan. Retrieve the Circllet. Rescue the kidnapped women.

Setting: The warehouse in SoDo.

Cast of Characters

Farouk Hassan

Laurence Zimmer

Nlada - Experienced, Nazzadi male, late-thirties, Outsider-Tainted sorcerer with brilliant green eyes with sideways feline pupils, amoral and sinister. He works as a trusted servant of Mr. Hassan, a lieutenant in his black market dealings.

The Warehouse

Zimmer gets off the train and takes off into a warehouse neighborhood, still cautious to ensure that he is alone. As it's night and the fake sky has turned dark, there aren't a lot of people roaming around a place like this. About the only sign of civilization is a corner market they pass on the way. (It's run by a loud Korean couple and they're getting ready to close.) Zimmer eventually cuts down a dark alley, approaches a smaller warehouse, and slides a key card through a slot and enters.

The warehouse looks pretty secure and only has a few windows mounted high into the walls for some “natural” light. It is very difficult to see inside, as warehouse racks filled with crates block the view. While it is certainly within their power, the dumbest thing the Characters can do is charge right in. They have no idea what they are facing yet and they still can't use their supernatural senses, because this place has a Ward of Seclusion as well. In reality, there's plenty of mun-

dane security (including locks, alarms, motion detectors, cameras, etc.), along with the ward and a small host of Fetches, Gaunts, and Bakhi. It might be time to hang out and watch things for a while again.

The person apparently in charge is a Nazzadi man named Nlada. His brilliant green eyes with sideways cat pupils clearly show he is Outsider Tainted, and he is a more than capable sorcerer on his own.

Soon, a half dozen more Chrysalis Corporation operatives show up to support Zimmer. They are all Dhohanoids, so the resistance is clearly formidable.

Bad News

As if the Characters needed further incentive, they get a message from Graves. The artifact in their possession is a very clever fake. Hassan or someone in his organization has duped them and it is imperative that they get the genuine article back as quickly as possible. He's a little relieved to know that they are on its trail.

The Real Mr. Hassan

Before long, someone notices Mr. Hassan walking down the street towards the warehouse. He's all alone, whistling a jaunty tune as he walks.

Inside, Nlada and Zimmer argue a bit more. If anyone can hear them, Zimmer doesn't think it's fair to pay full price for something that was just brought into the city by them and was lost for such a short time (this applies to either the head-piece or the circlet). Nlada points out that it was sheer luck that returned the artifact to them and that they should be happy to pay any price for an item of that power. As the Dhohanoids begin to bristle, Gaunts and Bakhi slink out of the shadows to keep things cool. Anyone who can

hear this will also eventually notice whimpering and/or sobbing coming from any number of the nearby crates – more on that later.

It would be a bad idea for the Characters to attack before Hassan gets into the warehouse – in fact, they will most likely fail on every objective if they do. The Dhohanoids will acquire and escape with the piece. Both Hassan and Nlada wear Yog-Sothoth's Guards and will easily escape. And the Gaunts and Bakhi will start taking care of what's in the crates.

Hassan soon enters and dominates the situation. His demeanor and very presence changes. No longer an upright businessmen and knowledgeable occultist, he is now a powerful and menacing amoral sorcerer. He makes it clear to the Chrysalis Corporation operatives that they will accept the offer and be happy with the price or he will go over their heads. They capitulate, not wanting to jeopardize their relationship, or worse, if their superiors get upset. Zimmer makes a call and has money transferred to a numbered account – Nlada verifies. The Dhohanoids are given the artifact, but before they leave Zimmer wants to inspect a few of the crates.

The Crates

Zimmer opens one of the crates to reveal a cage with a terrified Human girl of about 17 years, disheveled and mute from the horrors she's witnessed. He turns to Hassan. 'She is... undamaged?' Hassan nods. 'I know how important this is. You'll have as many vessels as you need.' He closes the crate. 'It's going to be a lucrative month for you, Hassan.'

This is not the most pleasant part of this story. Inside each of the crates are small cells containing young women and girls between fourteen and twenty-two. In preparation for a powerful

upcoming ritual, these women are being collected to be the subject of a number of unspeakable acts. They are from all over the country and missing persons reports can confirm their identities.

The Fight

At this point, it should be entirely obvious that the Characters need to intervene. Hassan and Nlada leave as soon as Zimmer closes the crate, taking many of the Gaunts and Bakhi with them (the rest are left as guards for the warehouse). Once they're gone, half the Chrysalis Corporation operatives shift into Vrykol Dhohoids, and leave with the Circllet.

The Characters have a choice to make – go after the Circllet, save the women in the crates, or try for both.

Total Forces – Zimmer, three Vrykols, one Zabuth, two Elib, two Bakhi, four Gaunts, four Fetches. Zimmer and the Dhohoids won't help with the crates, and Hassan's creatures won't help with the circllet.

The Circllet – The three Vrykols will take flight as soon as they're out of the warehouse and speed towards the corporate housing complex Zimmer left earlier. If the Characters wait for this to happen, they'll have to find a way to catch up. If ambushed, two will try to engage while the third escapes with the Circllet. If attacked right outside the warehouse, the other Dhohoids will join in the fight. If they get away, Katie will tail them. As soon as they're engaged, they'll (obviously) inform someone that they're under attack.

The Crates – Hassan doesn't want anyone to get a head's up on what he's doing, and it's not difficult for him to start this part of his plan over, so the Gaunts and Bakhi have orders to system-

atically go through the crates and gut each one of the girls if someone tries to interfere. If the Characters attack inside the warehouse, they'll get started. There are several dozen crates, so it'll take them a while, but each can easily kill one victim per turn if left alone.

Regardless of what they do, they won't catch either Hassan or Nlada. They both wear Yog-Sothoth's Guards, they both carry a couple Woeful Orbs, and they know the escape routes back to civilization where the fight can't continue. Neither of them particularly cares what happens to the artifact at this point, since they have turned responsibility over to the Chrysalis Corporation.

Eventually, the Characters will head to the SoDo mag-lev train station for a ride back to Queen Anne.

Elib

Size: Medium (7 to 8 ft. tall)

Attributes:

Agility 10, Intellect 5, Perception 7,
Presence 7, Strength 11, Tenacity 10

Secondary Attributes:

Actions 2, Orgone 12, Reflex 7

General Skills:

Athletics 4, Intimidate 3, Misdirect 2, Observation 4, Savoir-Faire 2, Stealth 3

Combat Skills:

Dodge 3, Fighting 4, Marksman 2

Weapons:

- Talons +1
- Mouth +2 (requires 2 Actions)
- Leaping Strike +2 (requires 2 Actions)
- Swallow
- Tail Swipe +1

Damage Bonus: +2

Vitality: 15

Aarmor: 2/2

Regeneration: 2 Points

Fear Factor: 16
Temperament: Brutal & Murderous
Senses:

- Acute Smell & Taste
- Nightvision

Movement & Speed:

- Land 19 mph (47/11 ypt)
- Leaping Double

Vrykol

Size: Medium (5 to 6 ft. tall)

Attributes:

Agility 12, Intellect 7, Perception 12,
Presence 6, Strength 5, Tenacity 8

Secondary Attributes:

Actions 3, Orgone 12, Reflex 10

General Skills:

Athletics 4, Observation 5, Stealth 3

Combat Skills:

Dodge 4, Fighting 3, Marksman 2

Weapons:

- Forearm Blades +1
- Mandibles +1

Damage Bonus: 0

Vitality: 11

Armor: 1/1

Regeneration: 1 Point

Fear Factor: 16

Temperament: Frenetic & Perceptive

Senses:

- Acute Hearing
- Acute Smell & Taste
- Acute Touch
- Broadband Audio
- Nightvision
- Thermal

Movement & Speed:

Climbing 15 mph (37/9 ypt)
(can cling to sheer surfaces)

Land 15 mph (37/9 ypt)

Flying 60 mph (148/36 ypt)

Zabuth

Size: Large (9 to 12 ft. tall)

Attributes:

Agility 9, Intellect 5, Perception 8,
Presence 7, Strength 14, Tenacity 11

Secondary Attributes:

Actions 2, Orgone 13, Reflex 7

General Skills:

Athletics: Adept (3), Intimidate: Expert (4), Ob-
servation: Adept (3), Stealth: Adept (3)

Combat Skills:

Dodge: Adept (3), Fighting: Master (5), Marks-
man: Expert (4)

Weapons:

- Maw +3 (requires 2 Actions)
- Barbed Claws +2
- Spiked Tail +2
- Ocular Blast +4

Range 25/60/170

Shots 1

Damage Bonus: +4

Vitality: 17

Armor: 2/2

Regeneration: 3 Points

Fear Factor: 16

Temperament: Cunning & Cruel

Senses:

- Acute Hearing
- Nightvision
- Sonar
- Thermal

Movement & Speed:

Land 23 mph (57/13 ypt)

Bakhi

Size: Medium (4 to 6 ft. tall)

Attributes:

Agility 8, Intellect 11, Perception 9,
Presence 7, Strength 6, Tenacity 9

Secondary Attributes:

Actions 2, Orgone 11, Reflex 9

General Skills:

Athletics 3, Observation 2, Misdirect 3

Combat Skills:

Armed Fighting 3, Dodge 3, Fighting 3, Marksman 2

Weapons:

- Talons 0
- Can use mortal weapons

Damage Bonus: 0

Vitality: 11

Armor: 1/1

Regeneration: 1 Point

Fear Factor: 12

Temperament: Devious & Dedicated

Senses:

- Acute Vision
- Nightvision
- Scan

Movement & Speed:

- Land 13 mph (32/8 ypt)
- Flight 27 mph (67/15 ypt)

Gaunt

Size: Medium (6 to 8 ft. tall)

Attributes:

Agility 11, Intellect 3, Perception 7, Presence 5, Strength 8, Tenacity 10

Secondary Attributes:

Actions 2, Orgone 11, Reflex 7

General Skills:

Athletics 4, Observation 3, Stealth 4, Survival 4

Combat Skills:

Dodge 3, Fighting 3

Weapons:

- Horns +1
- Barbed Tail +2

Damage Bonus: +1

Vitality: 14

Armor: 1/1

Regeneration: 1 Point

Fear Factor: 12

Temperament:

Mysterious & Unpredictable

Senses:

- Acute Touch
- Nightvision
- Sonar

Movement & Speed:

- Land 15 mph (37/9 ypt)
- Flying 60 mph (148/36 ypt)

Fanged Dwarf Fetch

Attributes:

Agility 7, Intellect 6, Perception 5, Presence 5, Strength 5, Tenacity 6

Secondary Attributes:

Actions 1, Orgone 11, Reflex 6

General Skills:

Athletics 3, Observation 2, Survival 2

Combat Skills:

Dodge 2, Fighting 2

Weapons:

- Claws -1
- Bite 0

Damage Bonus: 0

Vitality: 7

Fear Factor: 12

Senses:

- Nightvision
- Thermal

Movement & Speed:

- Land 11 mph (27/6 ypt)

ACT III: SAVING BACON

Act Goals: To escape and survive long enough to return the genuine Circlet to the Eldritch Society.

Scene 4 - Train Ride

Goals: Survive the train ride back to Queen Anne.

Setting: A SoDo mag-lev train station, a mag-lev train.

Cast of Characters

Chrysalis Corporation Response Teams – Experienced, Human and Nazzadi males and females, assorted Dhohanoids. They flood the neighborhood to try to flush the Characters out.

Innocent Travelers – assorted Humans and Nazzadi who find themselves in the wrong place at the wrong time.

Note: This is a long, knock-down, drag-out fight. You may want a map and tokens for this one.

Eventually, after much ado, they should feel like they have escaped the warehouse and they'll need to rendezvous and make it to the maglev station to get out of here. They'll have been watched, however – an Incredibly Hard Observation Test will reveal this.

Fight for a Seat

You quickly step off of the platform onto the train to Queen Anne. The cars are fairly full for a mid-evening, but you manage to find one with enough seats for all of you. The car eventually fills up, and you slump in your seats as some stragglers jump to get through the closing doors.

The Characters may notice as they board the train that it is quite full. In a masterstroke, our villains are going to confront them on the train. The Chrysalis Corporation has flooded the area with Dhohanoid operatives and they've half-filled this train hoping to catch the pack. The train takes off and the ensuing fight will be cramped, bloody, and any innocents caught in between will die.

The train car is 20 yards long, four yards wide, nearly three yards tall, with double seats (2 yards wide) on one side and single seats (1 yard wide)

on the other, with exits at either end of the car. The exits, both to the outside and to the other cars, are locked while the car is in motion – the doors have a Vitality of 5.

There are 23 passengers in the train, thirteen assorted Humans and Nazzadi, and ten Chrysalis agents. The Chrysalis team consists of two Outsider-Tainted sorcerers, two Thog-Manna, two Zabuth, and four Gelgore. The Dhohanoids will be distributed throughout the car. They're absolutely unconcerned with the bystanders, and will happily cut through them to get at their quarry. The Gelgore will begin by spraying their paralytic darts at the Characters, likely hitting a number of travelers. They and the Zabuth will then attack, with the Thog-Manna waiting until they can get behind and envelop someone.

Gelgore

Size: Medium (5 to 6 ft. tall)

Attributes:

Agility 10, Intellect 7, Perception 12, Presence 6, Strength 5, Tenacity 8

Secondary Attributes:

Actions 3, Orgone 12, Reflex 9

General Skills:

Athletics 4, Intimidate 2, Misdirect 2, Observation 3, Stealth 3

Combat Skills:

Dodge 4, Fighting 3, Marksman 4

Weapons:

- Claws 0
 - Bite 0 + Poison
 - Needle Pods +2 + Poison
- Range 25/60/170
Shots 3 or 4/1-5

Damage Bonus: 0

Vitality: 11

Armor: 0/0

Regeneration: 1 Point

Fear Factor: 16

Temperament: Efficient & Collected

Senses:

- Acute Smell & Taste
- Nightvision
- Thermal

Movement & Speed:

- Climbing 26 mph (64/16 ypt)
- Land 45 mph (111/27 ypt)

Thog-Manna

Special Rules: Thog-Manna have no solid internal structure; therefore it is nearly impossible to crush them and they can flatten to slip through all but the tiniest of cracks. Furthermore, they maintain a body temperature equal to their surroundings, so they do not register on thermal sensors. This formlessness also allows them to smother opponents. Treat smothering like entangling, except the victim suffers an additional two dice of damage every turn from suffocation (once their last breath runs out).

Even in their mortal form, Thog-Manna are shape-shifters and can change their appearance at will. They can appear as just about any living thing from half to twice their size, though their Performance skill dictates how convincing the mimicry will be. However, while they do gain the natural weapons of any creature they impersonate, they do not gain any special abilities. They can also imitate specific individuals, but again their Performance skill is the thing that shows whether or not they pull it off.

Size: Medium (6 to 7 ft. across)

Attributes:

Agility 12, Intellect 7, Perception 10,
Presence 7, Strength 7, Tenacity 8

Secondary Attributes:

Actions 3, Orgone 12, Reflex 9

General Skills:

Athletics 3, Computers 2, Criminal 3,

Intimidate 2, Observation 3, Performance 3,
Stealth 5

Combat Skills:

Dodge 3, Fighting 4, Marksman 2

Weapons:

- Pseudopod +1
- Smother 0 (see *Special Rules*)

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Regeneration: 2 Points

Fear Factor: 16

Temperament: Malicious & Emotionless

Senses:

- Nightvision
- Scan
- X-Ray

Movement & Speed:

- Climbing 17 mph (42/10 ypt)
(can cling to sheer surfaces)
- Land 34 mph (84/20 ypt)

Sorcerors (Outsider-Tainted)

Size: Medium (5 to 6 ft. tall)

Attributes:

Agility 7, Intellect 8, Perception 6,
Presence 7, Strength 5, Tenacity 7

Secondary Attributes:

Actions 1, Orgone 34, Reflex 7

General Skills:

Observation 2, Occult 4, Stealth 2

Combat Skills:

Dodge 2, Marksman 3

Weapons:

- Pseudopod +1
- Weeping Orb +1 (see *Vade Mecum*)
- UT-9 "Stinger" +1
Range 15/35/55
Shots 3

Spells In-Effect:

- Eldritch Faculties
- Leash the Summoned

- Ward of Corporal Protection

Damage Bonus: 0

Vitality: 11

Armor: 2/2

(also, *Yog-Sothoths' Guard*)

Movement & Speed:

- Land 11 mph (27/6 ypt)

The sorcerers have previously summoned two Bakhi, who in turn summoned six Gaunts, all of which are timed to show up when the Dhohanoids make their move. Killing a sorcerer will cause one Bakhi and three Gaunts to become unbound and leave. The sorcerers don't technically have to be here, but they're eager to prove themselves worthy for promotion within the Children of Chaos. As soon as it's clear that they might get hurt, they'll instruct their Bakhi to defend them.

Next Stop

Eventually, of course, the battle will damage something important and the mag-lev train will go out of control. Anyone who wants to live is going to have to escape a speeding runaway train before it crashes.

Escaping should prove difficult. There are lots of things someone leaping from the car can hit on the way down and the tunnels in the walls and ceilings don't have much utility space. The best course of action would be to fight to the back of the train and jump out that way. Any other way runs the risk of getting severely hurt.

Let the Characters be as creative as they like here, and feel free to spring this on them at any point in the fight, or after. If the fight is going badly for the good guys, the sorcerers can escape with their Bakhi and/or Gaunts to reduce numbers. The Dhohanoids will fight to the death, but one or two could get thrown out of the train.

If escaping doesn't seem to be a terribly high priority, start visibly keeping track of turns. On the tenth turn, the train smashes into the side of the tunnel, doing five dice of Integrity-scale damage to those inside – this will more than likely kill everybody.

Scene 5 – Lose 'Em

Goals: Lose the cops on the way back to the safe house

Setting: The streets of Seattle, heading to Queen Anne.

Cast of Characters

Kory, Dave, the rest of Kory's pack - the Characters may have contacted them or may contact them at this time.

The Authorities – Experienced, Human and Nazzadi male and female, responding to a runaway mag-lev train and security camera shots of extra-dimensional entities.

Note: This scene is included in order to pad out time in a convention game, if the Characters have found some brilliant way of shortcutting the fight on the train or something like that. If you're running out of time, simply note that the authorities have been summoned to the mag-lev stations, and provide a simple way to sneak out.

Coming up from the train tunnels, you hear the unmistakable shriek of police sirens. It was inevitable, really – a runaway train filled with extra-dimensional horrors tends to draw attention. Getting back to the safe house is going to be tough, since fighting with cops will only draw more cops. And is that flapping you hear?

The amount of trouble the Characters will have heading back to the safe house is directly proportional to how much trouble they've gotten in, as far as the last few hours have gone.

Cops

Police patrol teams will consist four police officers with Sentrytech heavy armor and assault rifles, and one Mk-V Crusader. If more than one or two of the Characters shifted into Tager form, add another Crusader to each team. There will be a team at every public transit hub, major thoroughfares, and roaming the streets. The teams make Observation Tests with an Adept skill rating of 3 and a Perception of 6. Taking a direct route will result in four Tests being made against the Characters; a more circuitous route will result in six Tests, but the authorities will have a -4 penalty.

Children of Chaos

Killing all the Dhohanoids will make the Characters' lives easier – any that weren't dispatched will be back on their trails fairly quickly. If either of the sorcerers escaped, they'll sic any surviving Bakhi and Gaunts on them.

If the Characters managed to kill each and every one of their attackers, then congrats, it's just the cops.

Scene 6 – The Final Hand-Off

Goals: Give the artifact back to the Eldritch Society. Wrap things up.

Setting: The safe house.

Cast of Characters

Kory

Anton Graves

Dave

Riley Sommers – Experienced, Human male, late-twenties, Eldritch Society Operator.

As you walk through the door of the Queen Anne safe house, Riley's voice comes through the speaker system. "Wow, you guys don't really do 'low-key,' do you?" Anton stands just inside the kitchen, looking amused, and says, "While I certainly wish you'd have kept a lower profile, I'll be entirely pacified by good news. Got some?"

Through all this, the Characters may or may not retain possession of the artifact. They return to the Eldritch Society one way or the other. If they have the piece, then they have completed their mission and all is well for the moment, though they will have to continue to lay low for a while. If they don't, then they at least have some more information that may help answer questions and they will be asked to stay to fight. This wrap-up is written assuming the Characters are successful.

Upon being handed the Circler, Anton will immediately contact an elder Tager, Garret Paulson, who will promptly show up to escort him and the Circler to a more secure location. Paulson is a Wraith, the metamorphosis of a Phantom, and thus virtually commands the Eldritch Society in this area. He will thank the Characters, as well as Kory and her pack, and answer any lingering questions they have. Eventually they will depart.

IMPORTANT SUPPORTING CAST

The named Supporting Characters are provided with stats below, including all of the Skills that will commonly be used during the events. If a Skill is called for that is not included below, feel free to add it in. Presume a level of 3 or higher for all critical Skills, and level of 2 if it does not come up regularly.

DOMANY

Personal Assistant

Domany is Hassan's right-hand at his upscale magic shop. She's a pretty, spoiled professional girl. Of course, pretty is an understatement – gorgeous would be the more appropriate term. Domany is the kind of girl who has always known how to use her super-model looks to get what she wants, without looking like she's doing it. One might easily mistakenly assume that she's just another girl who has bought into the capitalistic dream. One would never realize that her ambitions run so much deeper.

Physically, Domany is the kind of girl that makes men's jaws drop. She dresses expensively in revealing Nazzadi fashion and rarely downplays her looks. However, she has a secret facial tattoo that she only reveals when she is her true self, the face of her evil. It is protected normally by a Glamour Lock.

Virtue/Flaw: Loyal/Vain

Experience: Experienced

Noteworthy Attributes: Intellect 7, Presence 8

Noteworthy Skills: Occult 4, Misdirect 3, Persuade 3, Seduction 4, Dodge 3, Fighting 3, Marksman 3

Noteworthy Qualities: Alluring/3, Big Ego/1, Sexy Voice/2, Wealth/3

ANTON GRAVES

Society Lorekeeper

At first glance, Anton is the perfect example of a librarian. In his early forties, he has a slight European accent, despite his African descent, and a keen mind and sharp intellect which leave him somewhat inaccessible to most. Anton forgets that not every answer comes from a book and, while he respects the Tagers for what they have given up, he feels that they too often leap into conflict without understanding why.

Virtue/Flaw: Intellectual/Snob

Experience: Veteran

Noteworthy Attributes: Agility 5, Intellect 7, Presence 6, Tenacity 7

Noteworthy Skills: Dodge 2, Fighting 1, Marksman 2, Occult 4, Persuade 3, Pilot 3

Noteworthy Qualities: Internal Clock, Latent Para-Psychic

FAROUK HASSAN

Antiquities Dealer

If one were to meet Farouk Hassan on the street, one might be reminded of their grandfather. He's a kindly-looking, genteel man in his sixties who is helpful and generous. He manages a magic shop in Seattle that caters to the wealthy. However, it's really just a front, though a profitable one.

On the inside, Hassan is what many might call evil incarnate. There are many traits that can be attributed to him, including morally bankrupt, ruthless, heartless, scheming, domineering, and manipulative. Hassan might find this list a compliment. This sorcerer is the worst kind of snake – your friend on the outside, your killer on the inside. His devotion to the goals of the Blind Lady are absolute.

Virtue/Flaw: Patient/Cruel
Experience: Veteran
Noteworthy Attributes: Intellect 10, Presence 8, Tenacity 10
Noteworthy Skills: Education 5, Larceny 4, Misdirect 4, Observation 5, Occult 5, Savoir-Faire 4, Streetwise 4, Armed Fighting 4 (NEG Kendo +1), Dodge 5, Fighting 4
Noteworthy Qualities: Fearless, Shrewd, Wealth/4

NLADA

Hassan's Lieutenant

This Nazzadi can only go out in public if he wears special contacts – his Outsider-Taint shows in his strange eyes. Instead of the usual red, his eyes are a brilliant green, nearly glowing, with sideways, slitted pupils. He isn't much of a talker, but he is a very trusted servant of Hassan's and on the cusp of becoming a member of the Circle himself. Nlada manages nearly all of Hassan's black market dealings in the arcane underground.

Virtue/Flaw: Methodical/Sinister
Experience: Experienced
Noteworthy Attributes: Agility 8, Intellect 8, Tenacity 9
Noteworthy Skills: Misdirect 4, Observation 4, Occult 4, Streetwise 5, Dodge 5, Fighting 4, Marksman 4
Noteworthy Qualities: Outsider-Tainted

LAURENCE ZIMMER

Vrykol Dhohanoid

Laurence is short and squirrely, but somehow manages to project an alternative kind of cool. He usually dressed in Chrysalis suits, but is happy to dress down for more covert missions than his title of Network Specialist might require. In ad-

dition to his natural frenetic energy as a Vrykol, Laurence is constantly drinking black coffee.

Virtue/Flaw: Funny/Distracted
Experience: Experienced
Noteworthy Attributes: Agility 9, Perception 10
Noteworthy Skills: Athletics 4, Observation 5, Stealth 5, Dodge 5, Fighting 4, Marksman 2
Noteworthy Qualities: Addict/1

KORY

Tager Pack Leader

A well-muscled, attractive Nazzadi female, Kory is also a Phantom Tager (callsign Flatline). She is a local pack leader in Seattle and an expert in Nazzadi martial arts (Hun-Zuti). Kory exudes confidence in everything that she does, but often dives into a fray without calling her backup.

Kory is currently single, her last relationship ending in flames. She felt that her boyfriend was unwilling to make decisions fast enough, especially when they were complicated. Whether that was truly the case, or just her recklessness is unclear.

Virtue/Flaw: Confident/Reckless
Experience: Experienced
Noteworthy Attributes: Agility 8, Perception 6, Presence 7, Tenacity 9
Noteworthy Skills: Athletics 3, Fighting 4 (Hun-Zuti +1), Stealth 3, Intimidate 3, Pilot 2
Noteworthy Qualities: Driven, Fearless

RILEY SOMMERS

Society Operator

Riley Sommers joined the Eldritch Society a year ago, when he came around a corner and saw a pack of Tagers ripping apart a Dhohanoid team. He soiled himself and passed out – later he was approached by one of the Lorekeepers to work

with the Society to protect humanity. Now, he is glad to be a part of the team, and loves listening to the stories and watching the packs to which he is assigned.

Unfortunately, he can get a little carried away at times and sometimes takes a bad prank a step too far. He was recently caught hacking the personal files of a Lorekeeper. Riley wasn't going after critical information, but was changing all of the OS preferences. The fact that he was caught is what actually got him in trouble. Now, he's on safehouse detail and bored out of his skull, until the higher ups forgive him.

Virtue/Flaw: Loyal/Precocious

Experience: Experienced

Noteworthy Attributes: Intellect 7, Presence 6

Noteworthy Skills: Communications 3, Computer 4, Security 2

Noteworthy Qualities: Egghead, Manic

KATIE

Whisper Tager

Katie's cute, in a wholesome, girl next door kind of way. She's a bit of a sensory addict and spends a lot of time in her Whisper form. Though a great scout, Katie has the annoying habit of humming trendy pop music. The problem is that her ADHD makes it nearly impossible to finish a song before she switches to another.

Virtue/Flaw: Good-Hearted/Distracted

Experience: Experienced

Noteworthy Attributes: Agility 8, Perception 8

Noteworthy Skills: Athletics 3, Observation 4, Stealth 4, Dodge 5, Fighting 2, Marksman 2

Noteworthy Qualities: Wary

+ h e
+ h e



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