

HELLHUI TRACY

Mom's Coming to Dinner 3
New Parents



WILDFIRE
Igniting Imagination

ГЛУХИ ТРАЧ

Mom's Coming to Dinner 3
New Parents

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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.

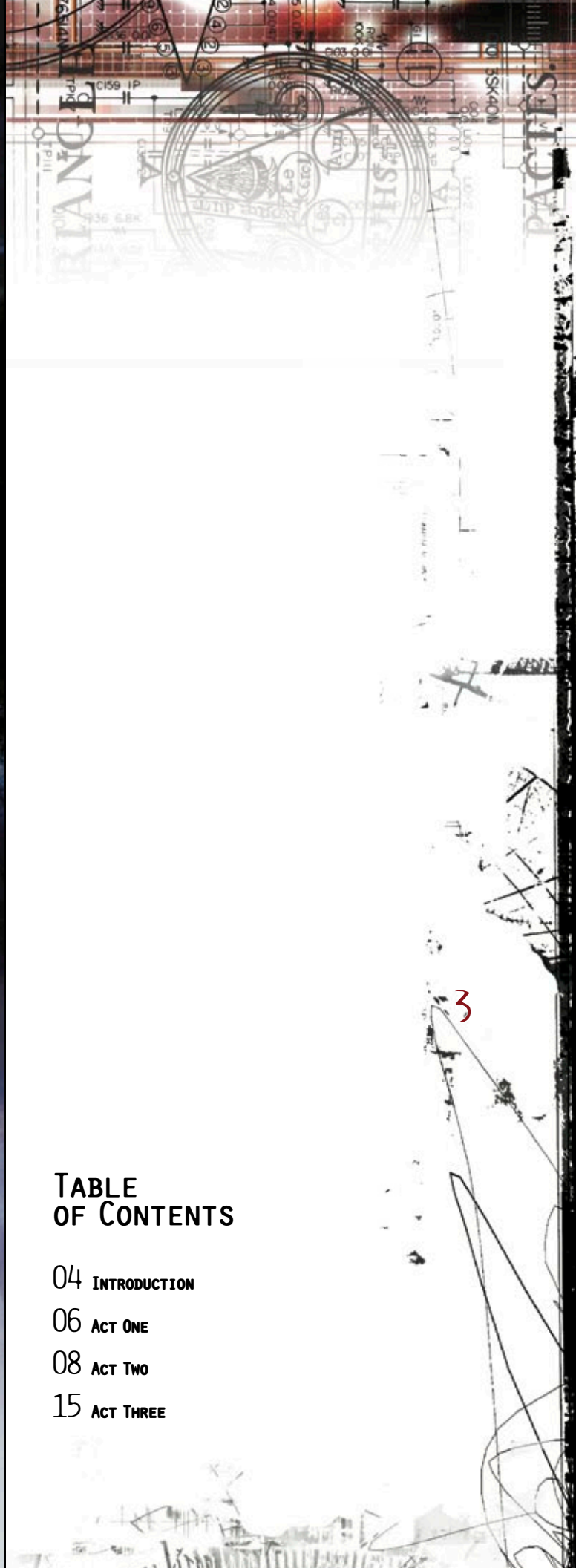


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Introduction

organized play

Welcome to *New Parents*, the third 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 story assumes that most, if not all, of the Dramatic Characters are Taggers, and any other mix will require you to tone down parts. The story follows a group of Taggers investigating the mysterious disappearance of an entire maternity ward's worth of newborn babies.

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](https://www.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 Char-

acter 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 3:

NEW PARENTS

This is an investigation-heavy scenario, revolving around events the Children of Chaos are setting in motion to effect the return of one of the Old Ones. Specifically, the ritual that will eventually take place requires a sacrifice of newborns. One quiet night in June, nurses scream and security scrambles as the hospital turns into a tightly controlled madhouse. Somehow, nearly three dozen newborn infants disappear. One minute the nurses are there and all is well, the next everybody turns their backs and they're gone. No noise, no crying, nothing on the security tapes. It's as if the infants vanished into thin air.

The Characters will track down a lead to where a smaller number of these newborns went, and uncover a hideous experiment in thaumaturgical industrialization. Infiltrating and shutting it down will be more than a mission for the Eldritch Society – it'll be a service to humanity.

ACT I: A MOTHER'S WORST NIGHTMARE

Act Goals: To introduce the story and hook the Characters. A bunch of newborns have been taken from a nearby hospital, and there are no leads.

Scene 1 – Harborview Hospital

Goals: To investigate the hospital for any clues that the authorities might have missed.

Setting: Harborview Hospital

Cast of Characters

Dr. Tam – Experienced, Chinese male, early-thirties, very proper looking, speaks with an English accent. Simon is well-mannered and even-keeled. He is an old-money doctor-sorcerer who has been working in the trauma ward of Harborview Hospital as a way to give back. He is also secretly Tainted and a part of the Eldritch Society.

Hospital Staff

Local PD and OIS

The Characters will have a chance to roam the hospital looking for clues, of which there are very few. Obvious avenues for exploration are detailed, but there's not much to find. The real paydirt is up on the roof, with a crazy racist veteran of the First Arcanotech War, who managed to catch a glimpse of the crime.

Read the following to your players.

The trip to Harborview Hospital is contemplative; the Eldritch Society knew that the Children of Chaos were interested in getting their hands on some infants, but nobody ever expected them to go this far. When Dr. Tam, a trauma doctor and Eldritch Society member, contacted your handler and dropped the bombshell – that over thirty newborns had disappeared into thin air from the maternity ward – you wasted no time, gathering your gear and hopping a train to the hospital in the wee hours of the morning.

The place is already a zoo by the time you get there, with both police and Office of Internal Security personnel all over the place. Luckily, Dr. Tam (Chinese, early thirties, English accent) is out front to meet you, and escorts you to his office.

"I was on duty when it happened, just a couple hours ago. One minute I'm coming back from the ER, the next there's a security lockdown and I'm stuck in my office for an hour. I spent some of that time grabbing the video files from the surveillance cameras, and there's nothing – the babies just vanish, like a magic trick.

"I've got some badges here for you – they're maintenance. They'll get you just about anywhere you

want to go in the hospital that doesn't require special access, like the morgue, the pharmacy, or the security room. I also talked with as many higher-ups as I could, and the VP of the hospital herself told me that both the cops and OIS are mystified. I just hope you're able to come up with more."

Dr. Tam will tell the Characters anything and everything he knows. The hospital staff are all a bit shaken up, so they won't respond well to a full-on grilling by the Characters, but they'll speak freely in a gossipy sort of way if treated nicely – unfortunately, they won't know anything. Anyone above the level of supervisor will be too busy to interact with the Characters, which isn't much of a problem because they also don't know anything. Similarly, the police and OIS agents are way too busy to talk to the Characters, and they're similarly clueless.

This is a pretty open-ended investigation scene, and the players should feel free to visit as many or as few of the locations as they like, in any order.

If you get a group of players who stubbornly refuse to go to the roof, feel free to drop any or all of the following hints after they've exhausted the obvious avenues of investigation, or when they roll particularly well in a location that doesn't otherwise have any useful info.

1. The raid on the maternity ward must have been done physically, since the magical wards are all in place.
2. The obvious entrances and exits were all busy at the time, so a less obvious means of egress must have been used.
3. The elevator shafts are one of the few places in the building that are truly private...

Obvious Avenues For Investigation:

- Interviewing Dr. Tam
- Security videos (available in Dr. Tam's office)
- Maternity Ward
- Security office (hard to get into)

Interviewing Dr. Tam

Since they're right there with him, it makes sense for the Characters to question him further. Unfortunately, Dr. Tam doesn't have much more information. He's done some footwork for the Characters, and as far as he knows, the following information is rock-solid:

- No magical means were used to grab the infants. Tam overheard the head of security being grilled by the hospital's VP of Operations, and he swore up and down that all the wards were in place and secure. Tam is a sorcerer of some talent himself, and can vouch for this.
- The maternity ward staff didn't see anything. He spoke with them, and they all say the same thing: the babies were there one minute, and gone the next. None of them experienced any "lost time," they weren't drugged or shoved in a closet, etc.
- There's no physical evidence; no DNA, no fingerprints, no aura resonance, nothing. Tam was chatting with the maternity ward staff when the forensics group was doing their thing, and they were baffled at the lack of evidence.

Reasonable questions to ask Dr. Tam:

Q: Why didn't you call the Eldritch Society sooner?

A: Tam didn't know what was going on for a while – he wanted to be sure before he brought in reinforcements.

Q: How did you get the security tapes/badges/inside information?

A: Tam is respected and well-liked by the hospital's staff, and has curried a lot of favor with administrators and other folks in the institution for just such an occasion as this.

Q: Can you come with us to help?

A: Tam has been on his feet for 16 hours straight, and needs some rest. Also, he needs to open his magic shop in Belltown tomorrow, so if it's all the same to the Characters, he'd like to head home when this is over.

Security Videos

Dr. Tam has access to videos from the security office at his main desk computer, thanks to a couple of favors he did for one of the security guys. The videos in the other parts of the hospital are utterly mundane – nothing to see here. The video of the maternity ward is similarly boring, except that the infants appear to simply vanish around 1:30 AM. Just gone, as though they were never there. Passing a Hard Computer or Surveillance Test will give an inkling that the video footage leading up to the disappearance has been altered; an Incredibly Hard result will reveal that the footage wasn't looped, exactly, as much as dynamically generated. It's almost as though someone used cutting-edge holographic CGI to make it look like the babies were there.

Maternity Ward

This area is accessible, but swarming with cops. They've already collected all the evidence they can, interviewed every witness, and come up with nothing, so naturally they're scouring the area again.

The most (only?) interesting thing here is an out-of-order elevator right outside the newborns' room. Its shaft leads right up to the roof, with a ladder on the inside wall. If the players don't investigate it, the head nurse on the ward might ask them to take a look – they're maintenance, after all, and the thing has been busted for a week.

Security Office

This is going to be hard to get into, as it's a secure and sensitive area. However, between the chaos of the day and some sweet talking, they might get in. A couple successful Challenging social Tests should do the trick.

The only thing the Characters can find here that they can't elsewhere requires an Incredibly Hard Computer or Security Test. There's evidence in the security logs of some kind of tampering about a week ago – a fairly benign bit of programming with a large video file attached. Unfortunately, it appears to have irrevocably deleted itself, but the parameters fit the footprint of a malicious bit of code that could have overridden the security cameras and played the video in place of the live feed. Anyone who was on duty at that time could have planted the code.

ACT II: AN INSIDE JOB

Act Goals: To survive the Chrysalis hit squad sent to kill the only witness, to track down Wade Inoue, and to find evidence that leads back to Mercury Communications.

Scene 2 – The Roof

Goals: Too survive the Chrysalis hit squad sent to kill the only witness, to track down Wade Inoue.

Setting: Harborview Hospital roof and surrounds

Cast of Characters

Gustave – Veteran, German male, mid-fifties, weathered, unshaven, and unclean, dressed in second-hand clothes that could stand to be washed. Gustave is a veteran of the First Arcanotech War who never really came back. He begs for change and drinks his way through his day. Gustave still has nothing good to say about the Nazzadi.

Chrysalis Corporation Wetworks Team - Experienced, mixed ethnicity and genders, mercenaries. They're here to make sure Gustave doesn't talk.

The Characters get to the roof, and meet Gustave. He's got two leads for the characters, if they can stand his anti-Nazzadi ranting long enough to get it out of him. Unfortunately, a Children of Chaos hit squad shows up to tie up loose ends.

Read the following to your players.

You reach the roof of Harborview Hospital, and it's not much of a view. There arcology spreads all around, and some nearby buildings about the same height as this one, with garbage piled on top waiting to be taken away. And did one of those piles... move?

While the Characters are taking in the view on the roof, a trash heap on a nearby roof will seemingly disgorge a man from its bowels. There's no one looking, so if there are any Tagers who want to just jump over, they can.

Gustave is a veteran of the First Arcanotech War who never quite recovered. He is not friendly to any Nazzadi in the group and will not speak when they are present; he will also go on a tirade about how they're not to be trusted that will

take time (or a fresh bottle of liquor) to bring him off. He's the kind of guy who doesn't trust the cops, so he left when they were investigating. Anybody else investigating he'll be happy, even eager, to talk to – unless they're Nazzadi.

If your players are all Nazzadi, Gustave is enough of an alcoholic that he'll cooperate for two bottles of bourbon. If they buy cheap bourbon, he'll yell at them about it, but talk all the same.

His story is simple. A bunch of guys park an unmarked delivery truck a few blocks away, climb up on the rooftops, climb down the elevator shaft, and climb back out a little while later with a bunch of sleeping babies. They took the babies back to the truck and left. That's it. However, Gustave has two useful descriptions of two people that may help. The first he describes is a "lab rat" who seemed to be in charge, accompanied by a tirade about how of course it was a Nazzadi up to no good. She was beautiful, in a should-be-modeling kind of way, wearing an expensive black suit. He can't give much more detail than that, but she did have one important distinguishing characteristic – a whitework tattoo that formed a semi-circle around her right eye. He can even sketch it. The second description is of a middle-aged Asian man wearing a hospital security uniform, who opened up and closed up for them.

Dr. Tam can immediately identify this man as Wade Inoue. He always gave Tam a creepy vibe, and Tam can confirm that Inoue was working last night. He can get the Characters Inoue's home address from the personnel files.

At some point in their interaction with Gustave, a red dot will appear on his forehead. Do a mental count to five – the Characters have that long in "real" time to tackle Gustave to the ground

before a sniper's bullet travels through his forehead, shutting him up for good. Sharp-eyed Characters succeeding at a Hard Observation Test will notice a small paramilitary team in a building across the street, eight floors up. The floor is undergoing remodeling, so it's exposed to the elements, and almost entirely open space. Tager Characters should be able to make mincemeat of the team in fairly short order. Any captured team members immediately use hidden suicide capsules to end their lives.

They're an elite Chrysalis Corporation team (minimum of four), so they'll have no identifying anything on them, but to trained Eldritch Society eyes, it's obvious who they were. Searching the bodies will produce nothing but the guns they have on them, and a surveillance photo of Gustave on the roof, circled in red ink.

Chrysalis Corporation Wetworks Contractor

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 3, Orgone 12, Reflex 6

General Skills:

Law Enforcement 2, Observation 4, Persuade
3, Surveillance 3

Combat Skills:

Armed Fighting 4, Dodge 3, Fighting 2,
Marksman 3

Weapons:

· AR-25 +1
 Range 30/75/200
 Shots 3 or 4/1-5

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Movement & Speed:

· Land 13 mph (32/8 ypt)

Special Gear:

- Night Vision Goggles with IR Illuminator

Scene 3 – Tracking Down Wade

Goals: To find Wade at Mac's Bar.

Setting: Wade's apartment, The Tug inn, Mac's Bar

Cast of Characters

Sandy Rherder - Experienced, American female, tough through and through. Small-time sorcerer in the arcane underground who's supplied Wade with arcane services in the past. Has a bad attitude, but a reputation for fair dealing.

Geoff - Experienced, American male, cowardly underling in the Arcane Underground. Knows the location of Inoue's safehouse.

Wade Inoue was the inside man at the hospital. Between the payoff and threats that got him to help the Children of Chaos take the infants, he's decided it's time to lay low for a while. The Characters will have to slog through the city's underbelly to catch up with him.

Read the following to your players.

Wade Inoue's apartment is empty – the “leaving for a long time” kind of empty, with furniture and housewares left behind but not much else. The smell of burnt hair brings you to the kitchen, where you're met with the grisly sight of a body that looks like it's been through a toaster oven, with a small envelope in its hands.

Wade has fled into the arcane underground to evade both the cops and the Children of Chaos, using a network of contacts he has there to flee to a safehouse above a bar called Mac's. The

players have a chance to make a friend in Sandy Rherder.

If the players spent a lot of time on the previous two scenes, feel free to short-circuit the investigative process and have Rherder point them straight to Inoue's safehouse.

The crispified corpse on Wade's kitchen floor is a Children of Chaos cultist – there's a (mundane) ritual knife in its hands. Its gender isn't immediately evident, but its proportions look male. Nothing on it was salvageable. The envelope in its hands, however, is pristine. It doesn't have a note inside, just one word – “Gotcha” – and the remains of a nasty ward.

Characters with Contacts in the arcane underground (or a convincing reason to know its ins and outs) will be able to put together a shortlist of people who could have done this. Failing that, a call out to the Operator Network will get the same info, but it'll take a couple hours.

Sandy Rherder

After pounding the pavement and coming up empty – feel free to fast-play this, it's really boring for players to get told “no” over and over again – the characters come upon a bodega run by a woman named Sandy Rherder. She sells junk food, cigarettes, lotto tickets, and also sold the ward to Inoue, but isn't in a hurry to disclose this. Intimidation is the wrong way to go against Rherder – she's carved out a small but personal chunk of the arcane underground with her own two hands, and is as tough as they come. Sandy does, however, recognize when she's out of her depth, and responds well to business-like interactions. Explaining the cult involvement and/or handing over a medium-sized bribe will win her confidence. She'll let them know that Inoue is known to hang out at two different bars

in southern part of the city: The Tug Inn, and Mac's.

Note: If the interaction with Rherder goes well, the players can add her as a 1-point Contact in the arcane underground at the end of the mission.

The Tug Inn

The Tug is an old, squat block of a building that's been there for as long as anyone remembers. Its large space nonetheless has a relaxed, homey attitude, with live music blaring as the Characters enter. A canvas of the bar patrons reveals that no one knows Inoue, but one weasely looking guy by the name of Geoff seems skittish. Asking any of the bar staff will result in them pointing to Geoff, as he and Wade drink together often.

If he feels he's been fingered, Geoff will waste no time in pulling out a CS-40 Defender, shooting out a window, and trying to run away. He's not too hard for anyone in decent shape to run down, and it should be a cake walk for Tagers. Once captured, Geoff will try to sell the information of Wade's whereabouts, but he'll settle for not having his face rearranged.

Mac's

This hole in the wall is as small and grimy as they come. Set close in amongst several four-story row buildings, the bar seats eight, and two booths in the back can hold another eight if everyone gets friendly. Tonight, there's three people in the place, including the tall Samoan bartender, who declines to give his name to strangers (it's Kelsey). The other two are nondescript regulars, who'll quietly leave at the first sign of trouble.

The place is owned by some small-time organized crime types, and there are a couple clues

that particularly observant Characters might notice:

- The liquor selection is pretty crappy, except for the high-end stuff, which resides behind a locked metal screen.
- The front door to the place is solid metal. Anyone looking closely can see where bullet holes have been filled in and repainted.
- The door to the “back room” is dead-bolted, and doesn’t have a handle.

Inoue’s safehouse is a room above the bar, but no one down here knows that. There’s a side stairway up to the apartments above the bar, but only to the third and fourth floors – there’s no entry to the second floor. The only stairway to the second floor is through the back room, to which Kelsey doesn’t have the keys. Otherwise, the only way in is through the windows.

However the Characters get up there, they find Inoue sitting on his bed, unsurprised that he’s been tracked down.

Scene 4 – Things Get Messy

Goals: To survive the Dhohanoid hit squad sent to kill Wade, to find the lead to Mercer Island.

Setting: Wade’s safehouse and surrounds

Cast of Characters

Wade Inoue – Veteran, Japanese male, mid-fifties but aging very well, unassuming and affable. Wade is a man with a past, who spent years trading in the black market. He has been bought/blackmailed into helping the Circle kidnap infants at Harborview Hospital, something that doesn’t seem to bother his conscience.

Dhohanoid Strike Team - Experienced, sent to make sure Inoue doesn’t talk. Not terribly interested in anything except killing.

The Characters have cornered Inoue, and they can try to pump him for information once he’s settled down – assuming they can keep him alive long enough.

Read the following to your players.

Inoue sits on his bed, fully dressed, a bottle of liquor in his hands. “Figured someone’d be along soon enough. I was just hoping it wouldn’t be until tomorrow. Oh well.” He smiles and spreads his hands. “Well. You Chrysalis puked got me. Go ahead.”

Inoue feels more or less resigned to his fate, assuming that someone would be around to shut him up sooner or later. What the Characters don’t know is that he’s right on the money – there’s a team of Dhohanoids and a sorcerer outside to do just that. Assuming he lives long enough, Inoue can tell the Characters where some, but not all, of the infants went.

Inoue was the inside man on the hospital job – Domany, the female Nazzadi working with the Children of Chaos the night of the kidnapping, gave him a good deal of money, along with not torturing him to death, in exchange. His involvement doesn’t bug him at all – he learned a long time ago that morals aren’t terribly helpful when you’re trying to scrape by on the underbelly of society. Inoue is friendly enough, and once he learns that these people aren’t here to kill him, he offers information in return for keeping him safe. Specifically, he overheard plans for 6 of the infants to go to a Chrysalis R&D center located on the south end of Mercer Island.

The Characters can have a brief interaction with Inoue before the Dhohanoids strike. The Gelgores smash in through the windows, trying to paralyze as many people as possible with their needles. The Zabuth enters the same way on the following round, with Inoue its main target. At minimum, there are three Gelgores, one Zabuth, one Sorcerer, and one Fetch.

A small Flying Imp Fetch is watching from outside. If any Characters switch to Tager form, or if any of the Dhohanoids are defeated, it will immediately fly to its master. The sorcerer is behind the bar in a large storage container, which he's using as an impromptu sacred space. He's been there for a while, getting ready to cast a spell with the help of a strange cube-like device about three feet on a side next to him on an anti-grav lifter. The device is a prototype of something called a QBattery, which the players will find out about soon enough. Other than this, the sorcerer has his fetch, a Woeful Orb he cast earlier, and a pistol for defense.

More on the QBattery: *Unveiled Threats*, pg. 104.

After the Fight

If Inoue is still in a condition to talk:

He'll tell the Characters all about the lab on Mercer Island in exchange for security. The Eldritch Society can set him up with a security detail and a safehouse within the hour.

If they let some of the Dhohanoids escape:

The Dhohanoids will head to the Mercer Island facility by the fastest, least conspicuous means afforded them.

If they have to retreat:

Eldritch Society lookouts will report that the Dhohanoids were last seen heading in the direc-

tion of Mercer Island. There's a facility on the island which the Society has long thought to be owned by Chrysalis, and now seems like a good time to check it out as any.

If they find the QBattery:

This is a prototype of a device which, in a nutshell, transmutes life into Orgone. The life, in this case, comes from a human fetus hooked up to a sadistic looking series of arcanotech sub-components. Characters that can normally see through things can see this easily; others will have to try to open it up if they're interested. This will take a Hard Security Test. Failure at a subsequent Challenging Demolitions Test means the explosive charges inside the QBattery designed to destroy the incriminating insides of the thing will do just that - the explosion is small enough not to damage anyone nearby.

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)

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 3, Intimidate 4, Observation 3,
 Stealth 3
Combat Skills:
 Dodge 3, Fighting 5, Marksman 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)

Sorcerer

Size: Medium (5 to 6 ft. tall)
Attributes:
 Agility 7, Intellect 7, Perception 6,
 Presence 5, Strength 5, Tenacity 9
Secondary Attributes:
 Actions 1, Orgone 13, Reflex 6
General Skills:
 Computer 2, Education 3, Language (English) 4, Language (Pnakotic) 3, Language (R'lyehan) 3, Language (Tsath-yo) 3, Literacy 3, Observation 2, Occult 4, Regional Knowledge: 2
Combat Skills:
 Dodge 3
Weapons:

- Pseudopod +1
- Woeful Orb +0 (see Core Book)
- 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: 12
Armor: 2/2
Movement & Speed:

- Land 11 mph (27/6 ypt)

Flying Imp Fetch

Attributes:
 Agility 9, Intellect 6, Perception 6,
 Presence 5, Strength 3, Tenacity 5
Secondary Attributes:
 Actions 2, Orgone 10, Reflex 7
General Skills:
 Athletics 3, Education 1, Languages (half-dozen, including R'lyehan and Tsath-yo) 3, Occult 2, Observation 2, Research 1, Survival 2

Combat Skills:

Dodge 2, Fighting 2

Weapons:

- Claws -1
- Bite 0

Damage Bonus: -1

Vitality: 5

Fear Factor: 12

Senses:

- Acute Vision
- Thermal

Movement & Speed:

- Flight 23 mph (57/13 ypt)
- Land 11 mph (27/6 ypt)

ACT III: NOT QUITE JACKPOT

Act Goals: To investigate the Chrysalis lab, to overcome any resistance, and to rescue the new-borns held captive there.

Scene 5 – Shutting Down the Lab

Goals: As per Act III.

Setting: A Chrysalis lab on Mercer Island

Cast of Characters

Security Guards – Inexperienced, mixed ethnicity and genders. Not paid enough to deal with this crap. Will bolt if there's serious trouble.

Chrysalis Internal Security – Experienced, mixed ethnicity and genders, mercenaries. They're here to stop the Characters, and they'll do that or die trying.

Dhohanoids – Experienced, mixed ethnicity and genders. Some are here to guard the lab, others are here to experiment.

The Characters must assault the Chrysalis lab on the ritzy Mercer Island. There, they find the

hideous fate in store for some of the stolen infants – and information on the worse fate that lays in store for the others.

Mercer Island was known as one of the most affluent places in the country before the founding of the NEG, and things haven't changed much. Passing the million-Terranote homes, you can't help but feel under-dressed. Almost imperceptibly, the blocks of beautiful homes turn in to blocks of beautiful office spaces and shops. This is the place.

Chrysalis owns the entire building where the lab is located, and everyone inside is on their payroll, whether or not they know it. Security cameras and checkpoints throughout the building will register the Characters' movements unless deactivated (Hard Surveillance Test), putting the lab security and Dhohanoids on alert.

The lab facility itself is on the ground floor of a tastefully architected three-story office block, with a glass entryway opening on to a security desk with doors and elevators behind. Assuming the Characters have decided to visit during non-business hours, they'll have to either talk or fight their way past the security guards.

Talking requires a successful Difficult Test with a reasonable social Skill. Fighting the guards is fairly simple, as they'll flee as soon as they encounter serious resistance – after radioing in the attack, of course.

Breaking in will cause an alarm to go off without a successful Hard Surveillance Test. If alerted by the guards or the alarm, Chrysalis security forces and Dhohanoids will be on the alert and expecting an attack; otherwise, they'll be considered surprised unless alerted in some other way.

Entry

The entry area has a receptionist's desk, some chairs, plants, and other reception bric-a-brac, with secure doors (Difficult Security Test to bypass) heading back towards the laboratory proper. A member of the security team from Security Checkpoint 1 will toss a grenade as soon as someone walks through the door, and then run back to the checkpoint.

Main Laboratory Area

This is a large area, about 30 yards long and 10 yards wide. Lab tables jut out from the walls towards the center of the room, where there's a 2 yard wide clear walkway. Exits to the consecrated spaces are unlocked; the security checkpoint is barred.

Consecrated Spaces

A set of a half-dozen spaces are recessed into the wall here, each one about 3 yards on a side, with a sound-dampening curtain giving each a sense of privacy. They're all set up for arcane rituals, with herbs and gongs and everything else a Chrysalis mage would need for casting.

Security Checkpoint 1

This secure room is barred, and will not open unless broken down (Incredibly Hard Strength Feat to tear it open, or Vitality 5, Armor 1/1 to break it). Three Chrysalis Internal Security officers are on guard here at all times. If alerted, they'll take cover, point their guns at the door, and open up on anything that opens it.

Elevator

The elevator won't move unless it's released from one of the two security checkpoints (Hard Security Test). The walls and floor are Vitality 5, Armor 1/1.

Security Checkpoint 2

Description as in Checkpoint 1. Three Chrysalis Internal Security officers are here as well. If alerted, they'll do the same as above, but they'll have the four Namrok Dhohanoids with them too.

Note: If not alerted, the Namroks will be wandering around instead.

Arcanotech Lab

A Ciraqen Dhohanoid floats around this room, which is packed to the gills with arcanotech engineering equipment, half-finished prototypes, and more than a little viscera. A fresh set of human organs sit in the middle of a small consecrated space in the corner. If it hears fighting, it will hide (Stealth 2 Test vs. a wary Character's Observation Test) and attempt to slip out unobserved. If unable to hide, or if discovered, it will attempt to flee to the Failed Experiment Holding room and release the Ghouls, attempting to hover out of their reach while they mindlessly attack the intruders.

Failed Experiment Holding

This soundproofed room is a grotesque menagerie, holding almost a dozen Ghouls in various states of experimentation confined in cramped cages. Each cage is locked, but keen-eyed Characters (Average Observation Test) will notice a wire going from each cage and up the wall to a button improbably located on the ceiling 12' up. This is the Ciraqen's fallback plan if security is breached: hit the button, release the Ghouls, hang out above the fighting until it can slip out.

Note: The Ghouls in this room succumbed to insanity from their treatment long ago, and can't be reasoned with. They will attack anything but themselves, and literally tunnel their way through the facility's walls to escape once they feel safe.

QBattery Room

The room is oddly sparse, with wire-frame shelving units holding empty QBattery housings along one wall and holding sedated infants in their carriers along the other. Assorted tools, some technical, some arcane, some just plain gruesome, are arrayed on the floor for use - someone or something is getting ready for assembly. The room is otherwise empty. Each carrier weighs about 20 lbs. and is just under a yard square.

Chrysalis Internal Security

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 13, Reflex 7

General Skills:

Law Enforcement 2, Observation 4, Persuade
3, Surveillance 3

Combat Skills:

Armed Fighting 4, Dodge 3, Fighting 2,
Marksman 3

Weapons:

· FN-GAL	+2
Range	30/75/200
Shots	3 or 3/1-5/30

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Movement & Speed:

· Land	13 mph (32/8 ypt)
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Insane Ghouls

Size: Medium (5 to 6 ft. tall)

Attributes:

Agility 7, Intellect 3, Perception 6,
Presence 4, Strength 11, Tenacity 7

Secondary Attributes:

Actions 1, Orgone -, Reflex 5

General Skills:

Athletics 4, Observation 3

Combat Skills:

Dodge 3, Fighting 4

Weapons:

· Bite	0
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Damage Bonus: +2

Vitality: 14

Fear Factor: 14

Temperament: Panicked & Homicidal

Senses:

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

Movement & Speed:

· Land	13 mph (32/8 ypt)
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Ciraqen

Size: Medium (6 to 7 ft. long)

Attributes:

Agility 6, Intellect 15, Perception 13,
Presence 6, Strength 5, Tenacity 5

Secondary Attributes:

Actions 3, Orgone 15, Reflex 12

General Skills:

Athletics 4, Communications: Novice (2) (2),
(2), Computers: Adept (3), Education: Adept
(3), Engineering: Adept (3), Languages (half
a dozen): Adept (3), Law Enforcement: Adept
(3), Literacy: Adept (3), Observation: Adept
(3), Occult: Novice (2), Research: Novice (2),
Science (Earth): Adept (3), Science (Life):
Adept (3), Science (Physical): Adept (3), Se-
curity: Adept (3), Stealth: Novice (2), Surveil-
lance: Novice (2), Technician: Adept (3)

Combat Skills:

Dodge 3, Fighting: Novice (2), Marksman:
Novice (2)

Weapons:

· Otherworldly Touch	0
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Damage Bonus: +4

Vitality: 10
Armor: 1/1
Regeneration: 1 Point
Fear Factor: 16
Temperament: Brilliant & Otherworldly

Senses:

- Scan
- Thermal
- Wary (as Asset)
- X-Ray

Movement & Speed:

- Flying 27 mph (67/15 ypt)
- Land 9 mph (22/5 ypt)
- Teleportation *Sight or 25 yds*

Namarok

Size: Medium (6 to 7 ft. tall)

Attributes:

Agility 6, Intellect 5, Perception 6,
Presence 6, Strength 14, Tenacity 11

Secondary Attributes:

Actions 1, Orgone 13, Reflex 5

General Skills:

Athletics 4, Computers 2, Criminal 2, Edu-
cation 2, Intimidate 3, Misdirect 2, Occult 2,
Observation 4, Security 2, Stealth 3, Surveil-
lance 2, Survival 4

Combat Skills:

Dodge 3, Fighting 3, Marksman 2

Weapons:

- Claws 0
- Bite +1
- Savage 0 + *Entangle*

Damage Bonus: +4

Vitality: 17

Armor: 1/1

Regeneration: 2 Points

Fear Factor: 16

Temperament: Bestial & Single-Minded

Senses:

- Nightvision
- Scan

Movement & Speed:

- Climbing 9 mph (22/5 ypt)
(clings to sheer surfaces)
- Jumping *Double*
- Land 19 mph (47/11 ypt)
- Land 38 mph (94/22 ypt)
(on all fours)

WRAP-UP

If the Characters had a good interaction with Sandy Rherder, they can add her as a Contact (Arcane Underground).

If the Characters successfully clean out the lab's defenders, they'll have just enough time to rescue the unharmed infants and search the lab for evidence of what's going on before the authorities show up (assuming they've been alerted). The Characters will find a communique from the Chrysalis Corporation Board of Directors stating that the lab's request for "needed resources" has been approved, but that all other "resources" must be conserved for the upcoming "international conference we're putting on for our friends" – the lab must understand, of course, that the "conference" is of the highest priority, and that the Director himself is watching the project very closely.

Ominous, indeed.

+ h e
+ h e



The stars were never meant for us.

**The Void Core is a Free-to-Play PDF!
Quick-Start Rules also available.**

2159 AD. It is a good time to be alive. The nations of the world still exist, but they have become more civilized, and we have expanded into the rest of our solar system. But, alas, it is not to be our time. Something approaches, a thing on an orbit from far away. Seemingly a large shard of dark matter, this object is known in obscure prophecy as the Chthonian Star. It is awakening things long thought lost or dead, things that have slumbered awaiting its return. The Unified World Council sends out special teams of sanctioned Wardens, whose job it is to ascertain the new threats to human life, to learn everything they can about them, and fight them wherever they are found.

The Void is a new roleplaying game from WildFire, which combines elements of hard sci-fi with Lovecraftian horror. Become a Warden and seek out the dark things in the solar system, trying to stem the rising tide.

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The Last War

2085. Humanity faces extinction. Alien insects from the edge of our solar system, long hidden behind the façade of reality, descend to enslave us. Hordes of unspeakable horrors roll out from Central Asia, laying waste to anything in their path. The church of the fish-god scours the world for lost occult secrets to unleash terrible forces. Dead gods awaken and turn their dreadful eyes toward the Earth. And within hides a cancer, eating away at the very heart of the New Earth Government.

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Nearly three dozen newborns have gone missing from the maternity ward of Harborview Hospital. There appears to be no evidence of the sick perpetrators. The Eldritch Society is bound to learn more.

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- Takes Characters on a quest to locate missing babies, stolen from the maternity ward of a local hospital.
- Is the third adventure in the epic *Mom's Coming to Dinner* campaign.
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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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