



AGE OF CTHULHU

Starfall On The Plateau Of Leng

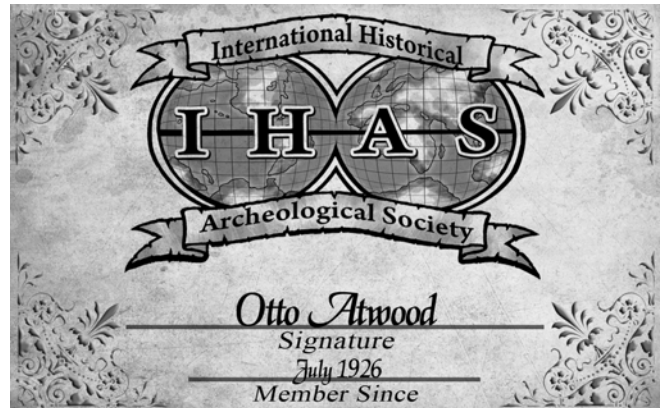
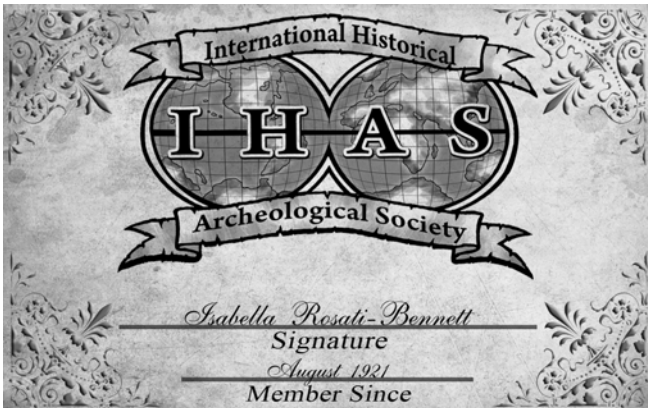
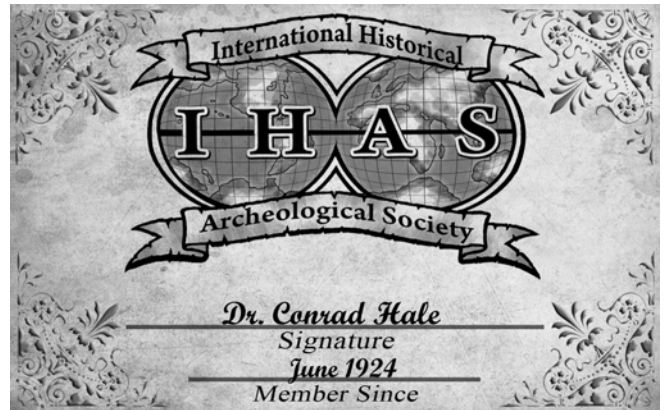
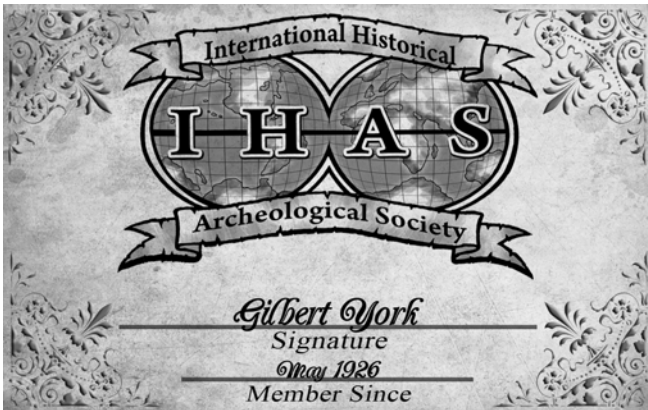
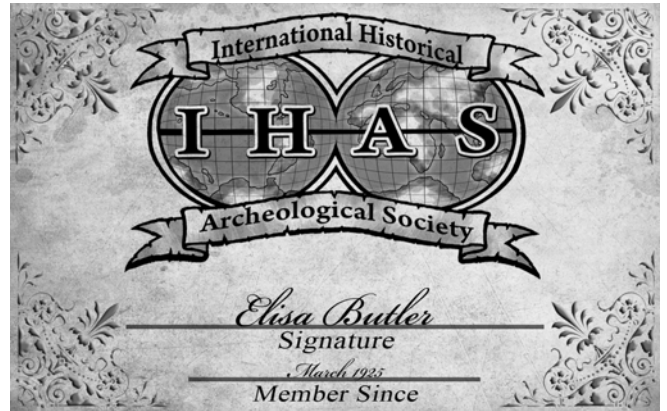
Book of Handouts (Kickstarter Bonus Item)

I'd like to thank all of the supporters who helped make Starfall Over the Plateau of Leng such an amazing Kickstarter! You're now holding my favorite stretch goal reward, the book of expanded handouts by the amazing Bradley K. McDevitt. This book is your single source for all of this adventure's handouts, for it reproduces everything in Starfall Over the Plateau of Leng plus additional illustrations, including the devious Bolo in Handout F-4 and the horrific monstrosity in Handout G-3. The table below is a complete reference for all of the handouts. Keepers should familiarize themselves with all of the handouts and where they are used in the scenario, for the new illustrations do not have text references like the original handouts do. I hope everyone enjoys the art contained herein as much as I do; I cannot get enough of Brad's art, and his work for this book of handouts includes some of my absolute favorites.

Jon Hook, September 2014

Encounter Area	Handout	Description
Player Beginning	---	IHAS Membership Cards
Player Beginning	Handout A	Portrait of Victoria Fosters
Player Beginning	Handout A-2	Portrait of Brian Courtemanche, Esq, Swanky Counselor
Player Beginning	Handout B	Painting of "The Lost Library"
Player Beginning	Handout C	Painting of "Starfall Over Leng"
Player Beginning	Handout D	Pamphlet of Doctor Jasiak's Clinic on Sleep
Area 1-4	Handout E	List of labels on the amber bottles
Area 1-6	Handout F	Doctor Jasiak's Dream Extraction Machine schematics
Area 1-10	Handout F-2	Joseph Hon'-ga conducting the sweat lodge ceremony
Scene 2 – Intro	Handout F-3	Dreamland guardians, Nasht and Kaman-Thah
Area 2-1	Handout F-4	Portrait of Bolorama, a Tcho-Tcho girl from Ngamdo-Leng
Area 3-2	Handout G	The flute gift from the High Priest Not to Be Described
Area 3-3	Handout G-2	The comet falling toward The Dreamlands
Area 3-4	Handout G-3	Portrait of Victoria Foster, Tentacled Nightmare
Scene 5	Handout H	Spiders of Leng encounter
Area 6-2	Handout I	The High Priest Not to Be Described on his human throne
Area 6-3	Handout J	4 Masquerade Drones encounter
Area 6-3	Handout K	Piotr Jasiak covered in Carcosa leeches encounter

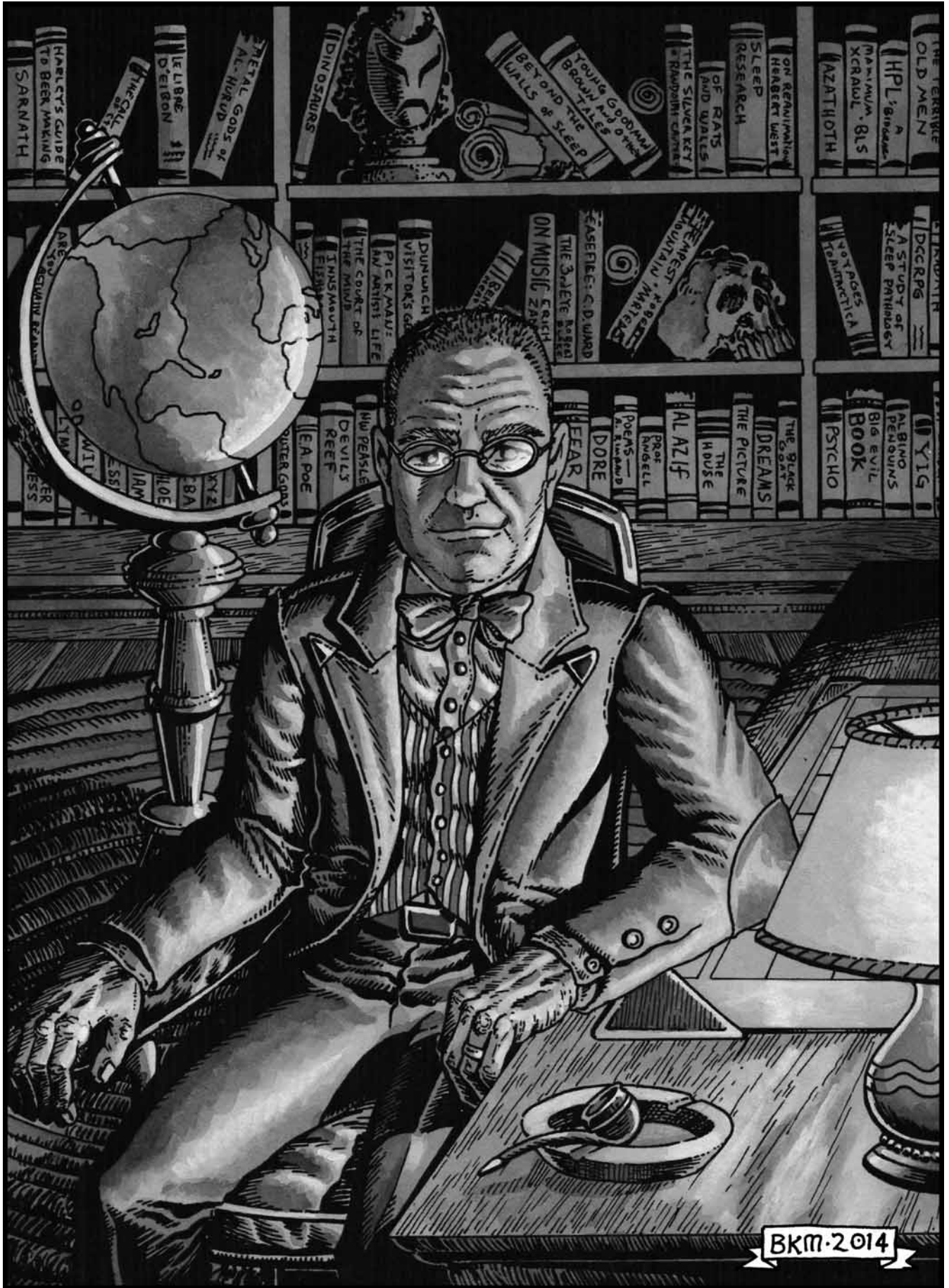
Membership Cards



Player Handout A



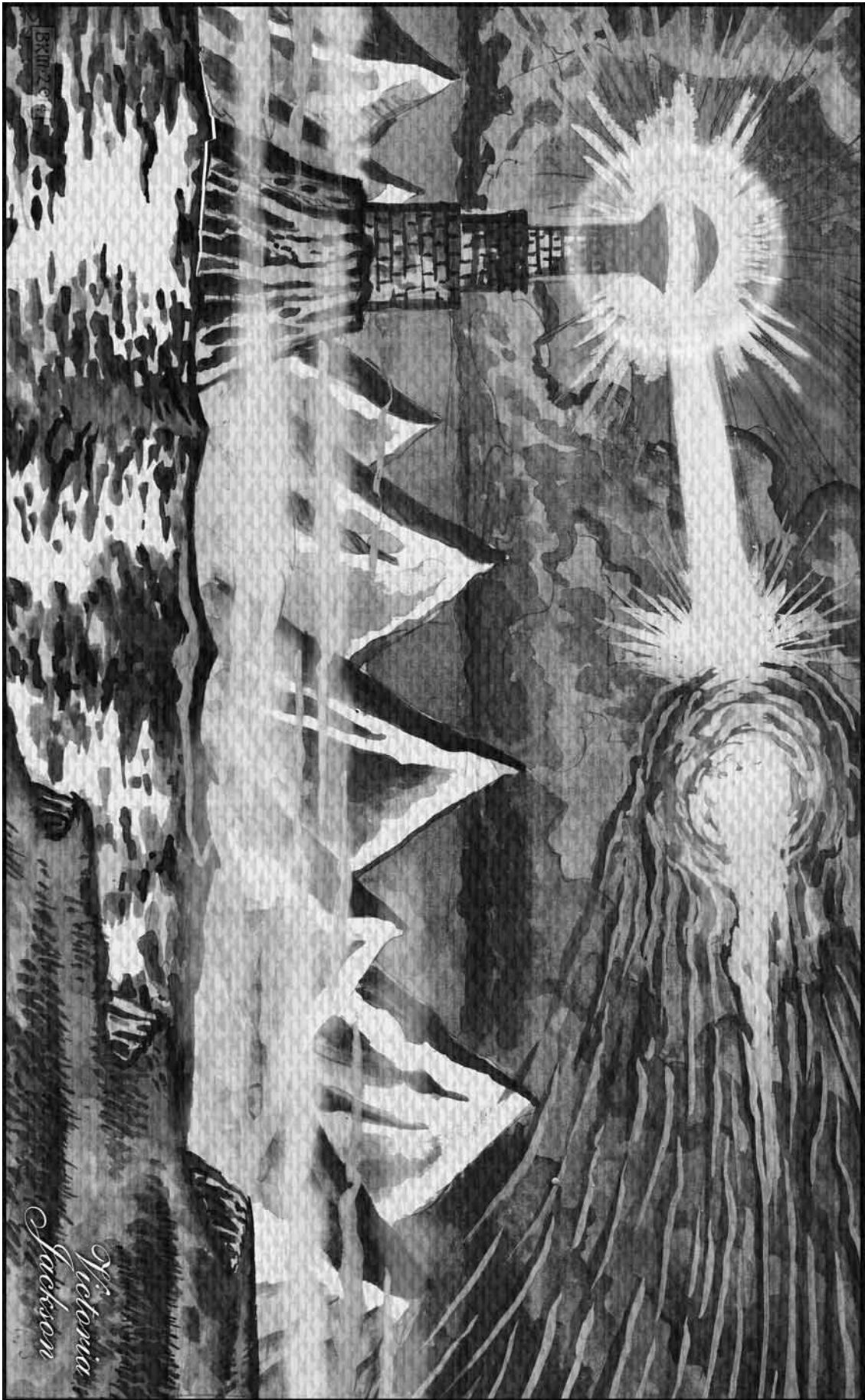
Player Handout A-2



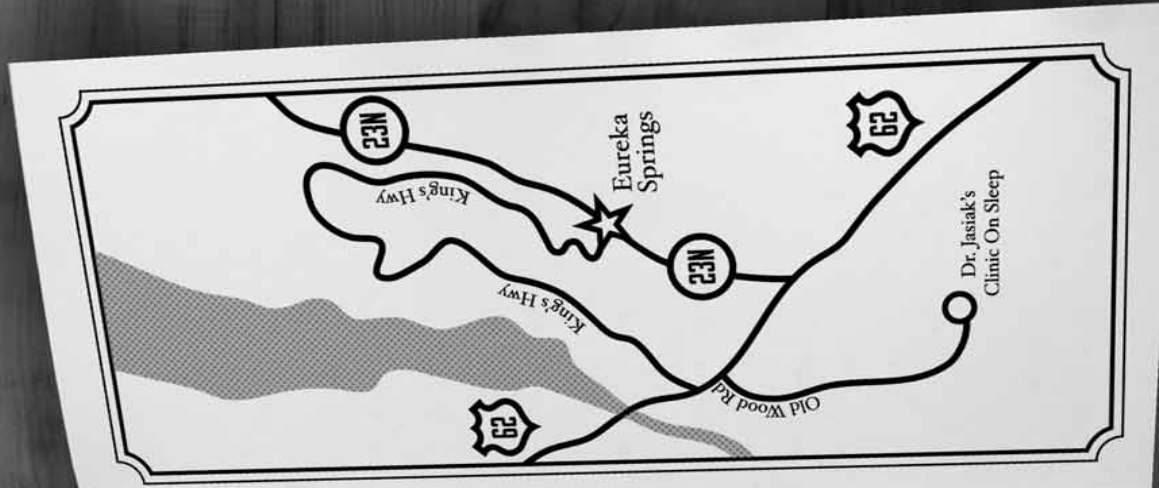
Player Handout B



Player Handout C



Player Handout D



Dr. Piotr Jasiak graduated from the University of Warsaw with a PhD in sleep medicine. Dr. Jasiak was Europe's leading mind in his field. In 1919, Dr. Jasiak immigrated to America to share his knowledge and healing arts with the Western World.

Dr. Jasiak was fascinated with the potential to integrate his established sleep and dream therapy with the healing waters of Eureka Springs. In August of 1920, Dr. Jasiak opened his Clinic On Sleep in a beautiful and remote cabin on Old Wood Rd.

Always open - Visitors welcome



Dr. Jasiak's
**CLINIC ON
SLEEP**

*Eureka
Springs*
— ARKANSAS —

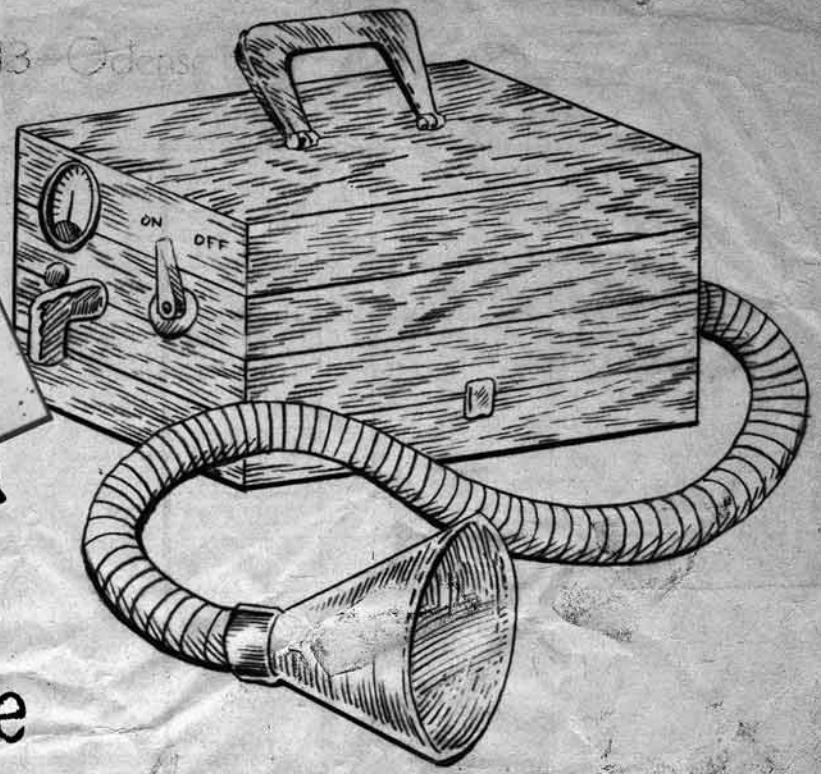
Player Handout E

A. J. 6/10/27	E. M. 8/10/27	H. C. 7/10/27	V. F. 9/10/27
A. J. 12/10/27	F. M. 15/10/27	H. C. 14/10/27	V. F. 16/10/27
A. J. 19/10/27	F. M. 21/10/27	H. C. 22/10/27	V. F. 23/10/27
A. J. 28/10/27	F. M. 28/10/27	H. C. 29/10/27	V. F. 30/10/27
A. J. 5/11/27	F. M. 6/11/27	H. C. 5/11/27	V. F. 7/11/27

Dr. Jeyes
Private
Piotr Jasiak
Eyes Only

513 - Odessa

D. Ex-
Machine
Prototype
• Version One



Dream Extraction Machine Process

Keep Lights
Subdued To Faci-
litate
Extended
Slumber

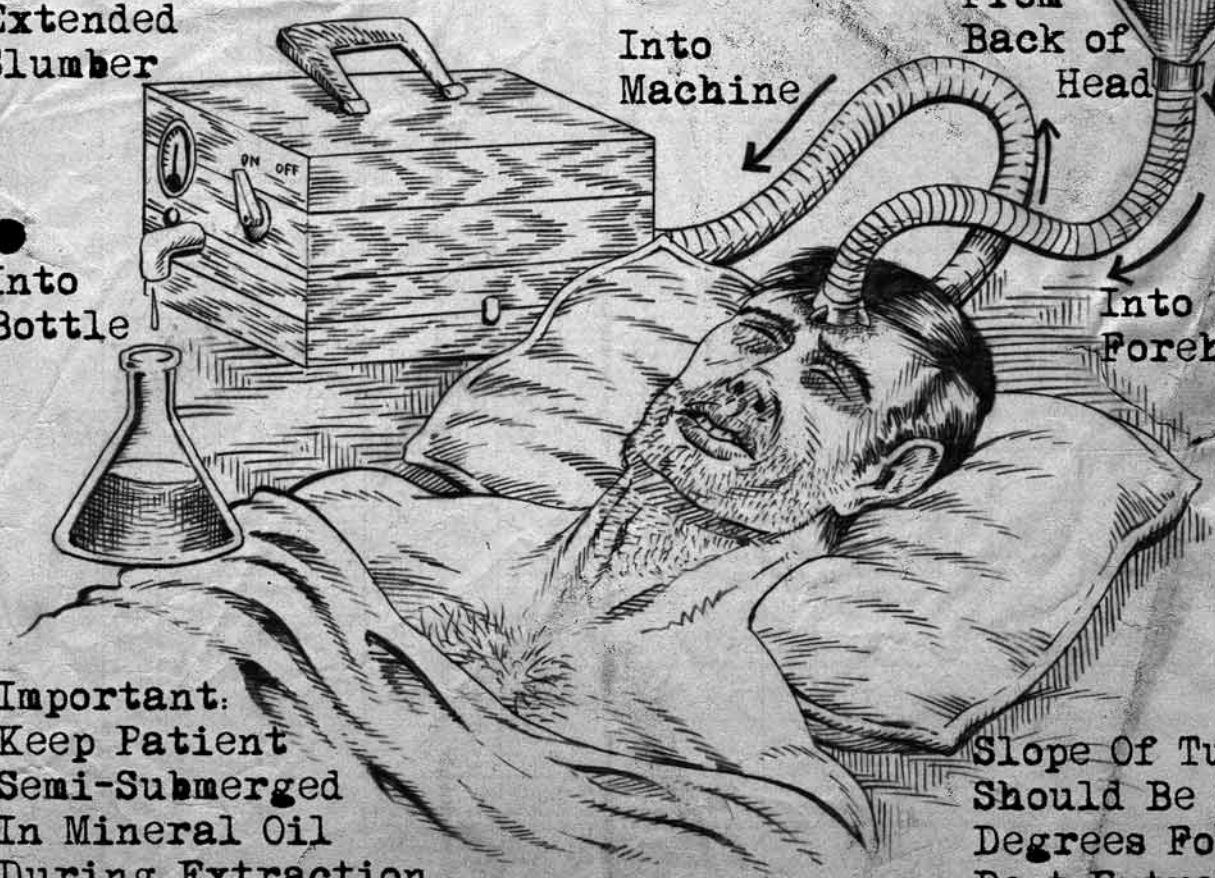
Mineral Oil
Out
From
Back of
Head

Into
Bottle

Into
Machine

In

Into
Forehead



Important:
Keep Patient
Semi-Submerged
In Mineral Oil
During Extraction

Slope Of Tub
Should Be 20
Degrees For
Best Extraction

Player Handout F-2



BKM-2014

Player Handout F-3



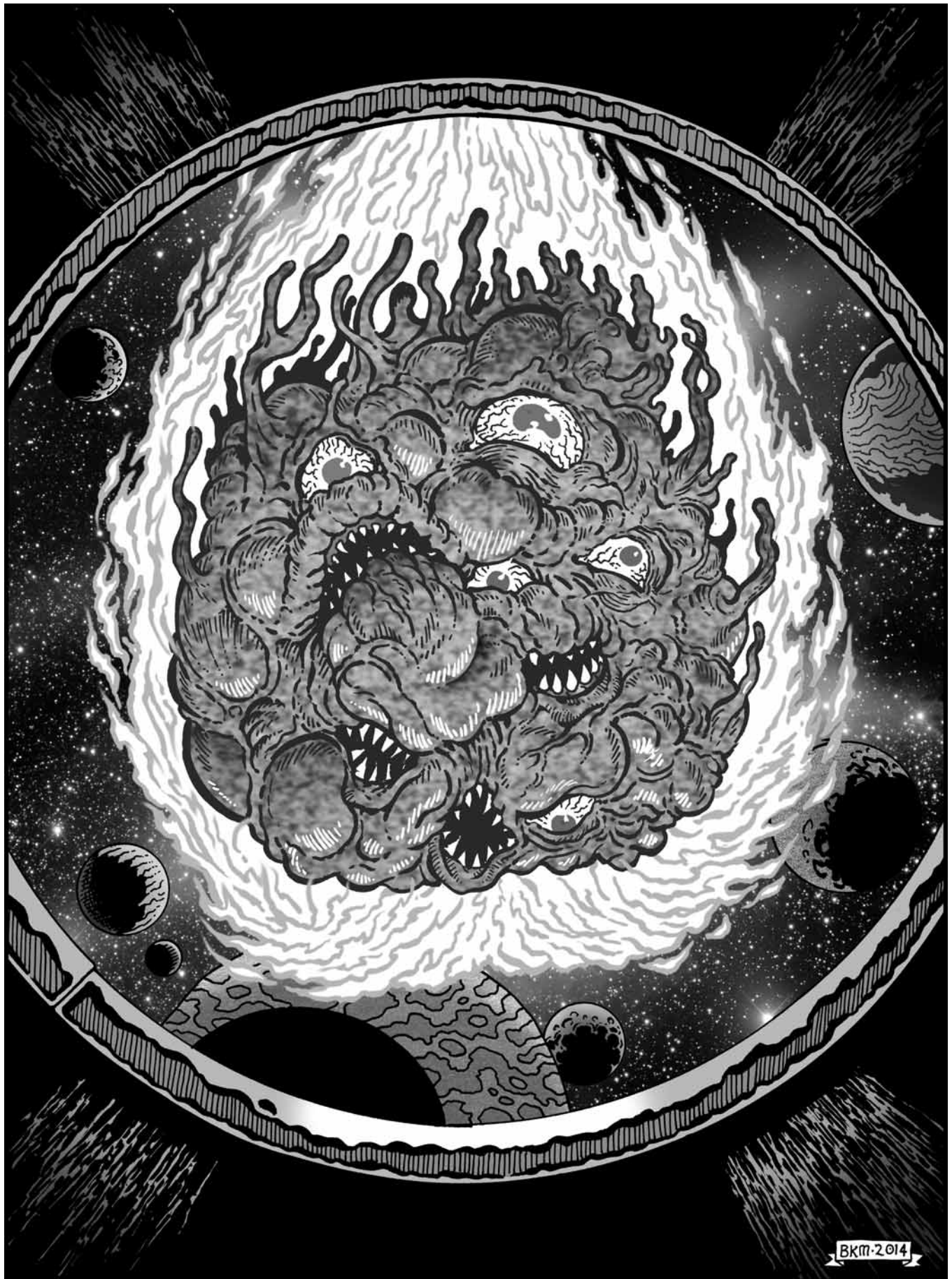
Player Handout F-4



Player Handout G



Player Handout G-2



BKM-2014

Player Handout G-3



Player Handout H



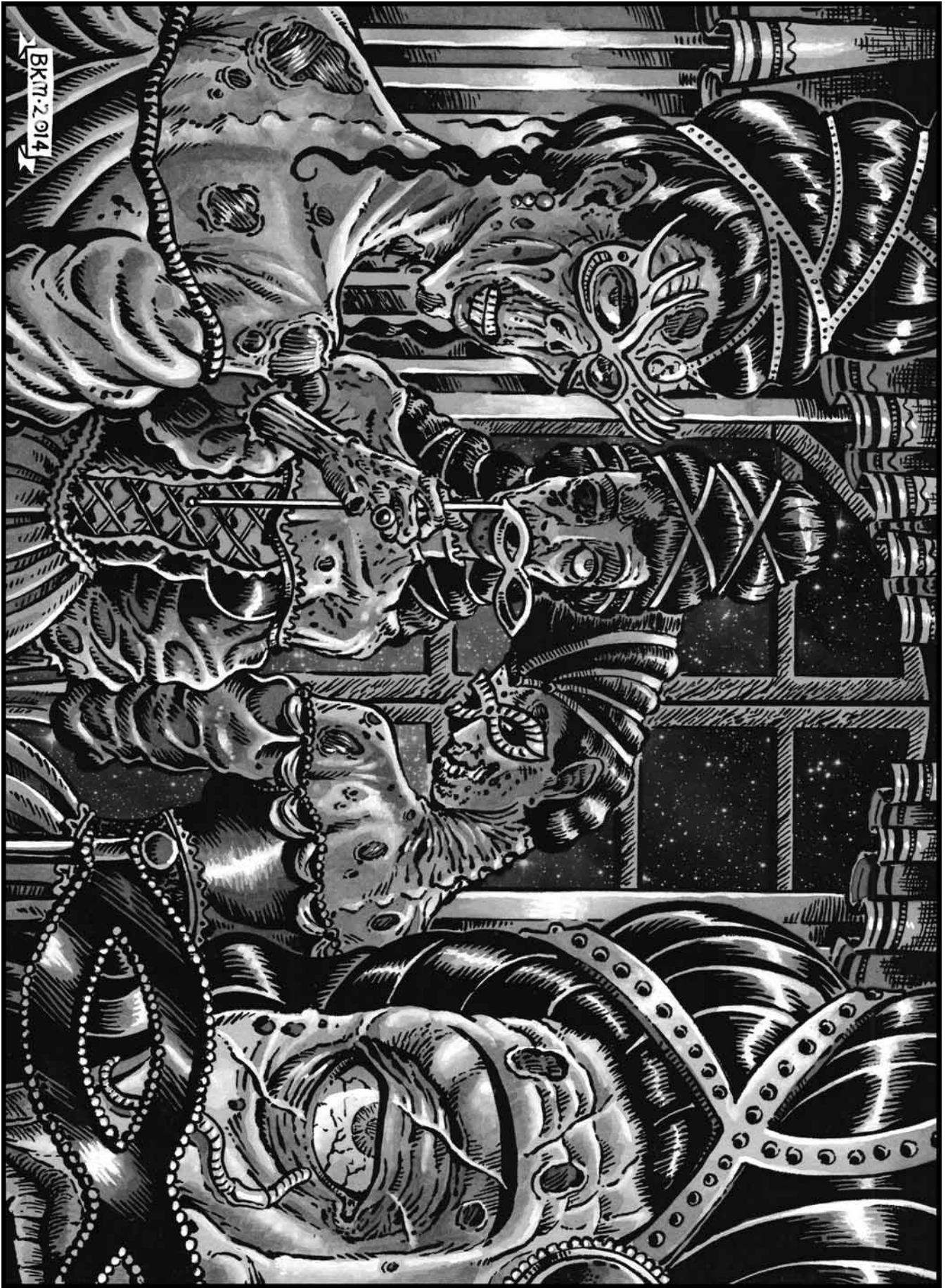
BKM-2014

Player Handout I



BKM-2014

Player Handout J



Player Handout K



Name: Doctor Conrad Hale, PhD

Occupation: Parapsychologist

Sex: Male **Age:** 28

Marks, Scars, Mental Disorders: A handlebar mustache & pipe

Income: \$7,500

Cash: \$150

STR: 17

DEX: 12

INT: 17

Idea Roll: 85%

CON: 15

APP: 9

POW: 6

Luck Roll: 30%

SIZ: 11

SAN: 30

EDU: 16

Know Roll: 80%

Damage Bonus: +1D4

Hit Points: 13

MP: 6



Weapons

Fist/Punch 50% 1D3+db

Grapple 25% Special

Kick 25% 1D6+db

Skills

Anthropology 31%

Conceal 30%

Credit Rating 25%

Drive Auto 50%

First Aid 30%

History 65%

Library Use 85%

Locksmith 16%

Medicine 35%

Occult 35%

Own Language (English) 80%

Persuade 15%

Photography 40%

Psychology 80%

Spot Hidden 40%

Background

As a recent graduate of Miskatonic University's Psychology program, you are eager to make a name for yourself in the field. More than anything, you want to be recognized and admired for the work you do. You have a reoccurring dream where strangers on the streets of Arkham jockey to get your attention and shake your hand. They are in awe of your achievements, and are proud to call you a son of Arkham; which is far better than being the son of Vernon Hale, a sanitation worker in Arkham. Your entire life has been in pursuit of greatness; you look for opportunities to align yourself with fascinating endeavors, which is what spurred your interest to join the International Archeological & Historical Society.

As part of your drive to construct the life you dream of for yourself, you actively sought to join a philanthropic community group, be it the Rotary Club, Masons, or the IHAS. When you applied to the IHAS, Mr. Courtemanche had a hunch that The Society would be well served to have another parapsychologist on the rolls. Doctor Hale is a member in good standing.

Name: Elisa Butler

Occupation: High School Principle, New Haven, CT

Sex: Female **Age:** 34

Marks, Scars, Mental Disorders: Heterochromia iridis
(one eye is blue, the other is green)

Income: \$2,000

Cash: \$65

STR: 10

DEX: 10

INT: 10

Idea Roll: 50%

CON: 12

APP: 15

POW: 16

Luck Roll: 80%

SIZ: 18

SAN: 80

EDU: 11

Know Roll: 55%

Damage Bonus: +1D4

Hit Points: 15

MP: 16



Weapons

Fist/Punch 50% 1D3+db

Grapple 60% Special

Kick 25% 1D6+db

Skills

Accounting 20%

Archaeology 41%

Credit Rating 30%

Cthulhu Mythos 3%

Hide 25%

History 25%

Listen 30%

Library Use 40%

Navigate (Land) 25%

Other Language (French) 20%

Own Language (English) 55%

Persuade 30%

Photography 65%

Ride 30%

Swim 30%

Background

You have been a tom-boy your entire life. Your love of adventure is only matched by your love of teaching. Ten years ago, when you were a history teacher, you took students on a field trip to Fort Griswold. While at the fort, you discovered a strange artifact in the nearby woods, a small piece of non-magnetic metal. The piece of metal shocked your hand when you first touched it, and that evening you were plagued with nightmares of strange chittering and buzzing creatures. You still have the strange piece of metal which have since had fashioned into a brooch that you wear every day, for luck.

A chance meeting with Mr. Courtemanche resulted in Mr. Courtemanche's interest in your unique brooch. After consulting privately with some of the other senior members of The Society, it was decided to offer you free membership to The Society. To which, you accepted. Elisa Butler is a member in good standing.

Name: Isabella Rosati-Bennett

Occupation: Widow

Sex: Female **Age:** 58

Marks, Scars, Mental Disorders: Diminished hearing)

Income: \$15,750

Cash: \$455

STR: 8 **DEX:** 7 **INT:** 12 **Idea Roll:** 60%
CON: 9 **APP:** 13 **POW:** 11 **Luck Roll:** 55%
SIZ: 8 **SAN:** 55 **EDU:** 17 **Know Roll:** 85%
Damage Bonus: -1D4 **Hit Points:** 9 **MP:** 11



Weapons

Fist/Punch 50% 1D3+db **Kick** 25% 1D6+db
Grapple 25% Special **Handgun** 35% .25 Derringer (single shot) 1D6

Skills

Accounting	35%	Natural History	40%
Credit Rating	85%	Navigate (Air/Sea)	25%
Cthulhu Mythos	5%	Other Language (English)	65%
Hide	40%	Own Language (Polish)	85%
History (Art)	80%	Pilot (single engine plane)	30%
Law	35%	Ride	45%
Listen	15%		

Background

Once, long ago, you were young and beautiful. You won the heart of Charles Bennett, a wealthy American touring Poland. A whirlwind summer romance later, and you were married and moving to America to be wife to your new husband. That was nearly forty years ago, and so much joy and sorrow has passed through your heart. The worst day was when you lost Charles. It was June, 1918; the two of you were enjoying an evening stroll through the private cemetery on your estate when two concealed men assaulted you both in order to rob you. Charles struggled with the men, eventually giving his life to save yours. As you lay prone next to Charles' lifeless body, two strange bestial man-things came out of nowhere and killed your attackers. The grotesque man-things spoke in a guttural hiss, and explained that Charles was their benefactor, and that they saved your life in gratitude for the years of kindness Charles had extended to them. The man-things then dragged all three bodies away, and disappeared into an ancient sepulcher. You spent months under special psychiatric care as you regained your physical and mental strength. A police investigation eventually uncovered Charles' body in some nearby woods; animals had partially consumed his body. No trace was ever found of the assailants.

The story of Charles' death was headlining news, and many strangers came to give their condolences, including a Mr. Courtemanche. Mr. Courtemanche offered to help you investigate the strange man-things you saw... if you were interested to pursue such an investigation. You were, for it was something to channel your grief into. And so began your membership into the IHAS, and it has succeeded in helping you cope with your loss. Mrs. Rosati-Bennett is a member in good standing.

WEAPON	TYPE	BASE	DAMAGE	RANGE	ROF	AMMO	HP	MALF
Remington Double .41 Short Derringer	Handgun	20%	1D6+1	3	2	2	6	99

Name: Otto Atwood

Occupation: Private Investigator

Sex: Male **Age:** 33

Marks, Scars, Mental Disorders: Harelip and lisp

Income: \$2,250

Cash: \$55

STR: 9

DEX: 16

INT: 14

Idea Roll: 70%

CON: 10

APP: 7

POW: 5

Luck Roll: 25%

SIZ: 14

SAN: 25

EDU: 17

Know Roll: 85%

Damage Bonus: None

Hit Points: 12

MP: 12



Weapons

Fist/Punch 55% 1D3

Grapple 25%

Handgun 60%

Colt's New Service .45 LC revolver

Special Shotgun 40%

12 gauge sawed-off 4D6/1D6

Kick 25% 1D6

Skills

Bargain 35%

Locksmith 35%

Dodge 32%

Mechanical Repair 50%

Fast Talk 45%

Own Language (English) 85%

First Aid 45%

Persuade 30%

Law 65%

Photography 75%

Library Use 70%

Psychology 35%

Listen 40%

Background

“Life isn’t fair” is a lesson you’ve learned on more than one occasion. For years, the lesson taught you to be cold and heartless in your work as an Arkham police officer, but when you shot a kid pretending to hold a gun, it cost you everything you had achieved in your life, including your marriage. It took years to rebuild a career and your reputation, and along the way you learned a new lesson in life, “Mankind is inherently good, and if given a chance, can achieve greatness;” it is one that has tempered your heart and has begun to warm your soul. You can still spot a dirtbag at a hundred yards.

Mr. Courtemanche and The Society has had need for physical security, from time to time, and on more than one occasion they have hired you. You have been dependable (for the most part), so membership into The Society was eventually extended to you. You accepted, why not. Mr. Atwood is a member in good standing, but does have a history of rule infractions.

WEAPON	TYPE	BASE	DAMAGE	RANGE	ROF	AMMO	HP	MALF
Colt's New Service .45 LC revolver	Handgun	20%	1D10+2	15	1	6	8	99
Iver Johnson Champion sawn-off shotgun	Shotgun	40%	4D6/1D6/1D3	10/20/50 yds	1	1	8	00

Name: Gilbert York

Occupation: Journalist

Sex: Male Age: 25

Marks, Scars, Mental Disorders: _____

Income: \$1,200

Cash: \$75

STR: 9

DEX: 15

INT: 13

Idea Roll: 65%

CON: 15

APP: 11

POW: 9

Luck Roll: 45%

SIZ: 15

SAN: 45

EDU: 16

Know Roll: 80%

Damage Bonus: None

Hit Points: 15

MP: 9



Weapons

Fist/Punch 50% 1D3

Grapple 25% Special

Kick 45% 1D6

Skills

Art (Drawing) 20%

Climb 50%

Conceal 35%

Credit Rating 30%

Electrical Repair 15%

Fast Talk 75%

First Aid 45%

History 65%

Library Use 65%

Listen 40%

Mechanical Repair 20%

Library Use 70%

Own Language (English) 80%

Persuade 35%

Photography 30%

Psychology 65%

Spot Hidden 40%

Background

You are an up-and-coming freelance journalist for the Arkham Advertiser. With a little luck, and a lot of hard work, you hope to earn a staff position before you are thirty. You take whatever assignments come your way, but you prefer the city beat. The darker, the grittier, the bloodier, better the chance your byline will be on the front page above the fold. You constantly have your eyes and ears open for your headlining story.

An article you wrote about a series of thefts on the Miskatonic University campus attracted the attention of a Mr. Courtemanche. He wrote to you to inquire about any details that did not make the final edition. He seemed to be a fan, so you indulged his interest. Eventually, you discovered that Mr. Courtemanche was an elder member of the IHAS, the same philanthropic group that your grandfather used to be a member of. You mentioned this in passing to Mr. Courtemanche, and he beamed. Mr. Courtemanche then offered you membership into the IHAS at the legacy membership rates. You figured, "If it was good enough for gramps, it can be good enough for you." Mr. York is a member in good standing.