

Music of the Spheres

“ Though the universe may feign the semblance of fickleness, its soul has always known its masters. The sleep of its masters is but the largest cycle of all life, for as the defiance and forgetfulness of winter is rendered vain by summer, so the defiance and forgetfulness of man, and of those others who have assumed stewardship, shall be cast aside by the reawakened masters. ”

The Revelations of Glaaki

ALTHOUGH many different investigator types may play this scenario, scientific skills such as Astronomy, Electronics, and Computer Use are especially useful. The adventure is located in the heart of Nebraska and although it can easily be moved to another location of the keeper's choosing, it should be noted that in order for the technology involved to operate correctly some degree of isolation is necessary.

Keeper's Information

Stan Arnold, an old friend of one of the investigators, is presently being held in jail in a small town in Nebraska, accused of murdering his girlfriend, Carrie Osbourne. Arnold is employed as a computer technician at the Great Plains Cruciform Array (GPCA), a radio telescope facility located in an isolated area 45 miles north of the city of North Platte, and near the small town of Hayden. Arnold has admitted to the homicide.

The GPCA has for the past few months been monitoring strange signals emanating from the constellation Boötes. The radio transmissions have been converted to sound by Dr. Gerald Neal, head of the station, the result being a discordant music that is both odd and alien, but still somehow hauntingly beautiful. For a short time the astronomers thought they might have discovered intelligent signals, but study of the emanations proved otherwise. The signals are now believed to be generated by a mysterious dark star, one the astronomers believe might be the fabled Nemesis star.

The object is presently invisible to all earthly optical telescopes. Very dim, its magnitude is in the high 20s. Its distance is calculated at about 14 trillion miles at a right ascension of 14 hours, 38 minutes, and a declination of

+27 degrees, 06 minutes. This puts it within the narrowest part of the constellation Boötes, the Herdsman.

Ungessed by anyone, the signals are of cosmic import, and the cause of the murder committed by Stan Arnold.

Nemesis

The Nemesis theory was born in the late 1980s and postulates that a small, very distant star shares our solar system. At its farthest reach, the companion star's orbit takes it 14 trillion miles from the sun. Nemesis completes one orbit every 26-30 million years and the disruptions that result from its near passing are believed responsible for the periodic mass extinctions seen in the geologic record—including the demise of the dinosaurs. The star's passages through the Oort comet cloud creates devastating comet storms which plague our solar system. Comets striking the Earth throw up dense clouds of debris, shutting out the sun's light, in turn killing many life forms. The well-known nuclear winter theory is a by-product of the Nemesis hypothesis.

Ghroth, the Harbinger

The Nemesis star is in fact the Outer God Ghroth, a planet-sized entity of gas, ash, and molten iron. It appears as a vast rust-red sphere, its surface split by faults. Occasionally it opens great eyes formed from the vast seas hidden below its crust. Ghroth is the herald of the Outer Gods, gliding through the universe, singing songs heard only by the pitiless stars and those called the Old Ones.

excerpt from a Mythos tome

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

The songs urge the stars to rightness, and awaken the dead Old Ones, freeing them. Ghroth is called the Harbinger and the Maker of the Doom of Worlds.

Due to the entity's distance from Earth, the songs normally have no effect, but discovered by the GPCA, amplified and recorded, they have begun to affect our planet. The earth has begun to sympathetically resonate to the songs sung by Ghroth. The longer the GPCA records these extraterrestrial signals, the stronger the sympathetic vibrations become, eventually bringing about doom, destruction, and madness in final preparation for the return of the Old Ones.

Ghroth is very rarely mentioned in Mythos works. Most Mythos tomes have a chance of only 1 in 100 the book's Cthulhu Mythos knowledge of containing information about this entity. The *Necronomicon* definitely makes mention of the entity as does *The Revelations of Glaaki* and the extremely rare *The Outer Ones* (see Ghroth Papers #1.) The entity is referred to as a star or planet which brings doom to the worlds it visits. The death star's passage through space is said to disturb the Seeds of

Azathoth, altering their wanderings, and dooming innocent worlds.

The Music of the Spheres

Ghroth's signals have already begun to affect the staff of the GPCA, although Stan Arnold's unpredicted outburst of violence has as yet been the worst result. But all who work at the facility are subject to fits of irritability, depression, lethargy, illness, and other emotional instabilities. None there are the least bit aware of it. After all, the staff has been working extra hard trying to solve the mystery of the dark object they discovered, and worried that someone else will discover it before they can publish a paper about it. Competition in the world of astronomy and astrophysics is intense.

As the GPCA continues to receive Ghroth's radio emissions the effects grow stronger, eventually reaching to nearby Hayden and affecting the citizens of the town as well. It will be the job of the investigators to discover the source of the disturbances and find some way to shut the GPCA down. If they fail to do this, it might be done for them by a band of Mi-Go who appear on the scene, drawn here in response to the Ghroth-induced disturbances. They have reasons of their own for wishing the disturbances stopped.

About Radio Astronomy

This science began in the 1930s and deals with the study of radio emissions from objects in space. Radio waves are a form of electromagnetic radiation, part of the normal spectrum. The radio emissions studied by astronomers are natural ones, caused by the physical processes at work in stars, planets, gas clouds, pulsars, quasars, and distant galaxies. These studies have offered clues about the life and death of stars and clues to the origin, and end, of the universe.

Radio waves are not affected by sunlight so radio astronomers can collect data 24 hours a day. However, storms, aircraft, and even car ignitions can interfere with delicate readings. For this reason radio telescopes are usually located in areas with as few intrusive radio sources as possible. Computer filtering removes other unwanted signals. Radio astronomy is capable of reaching farther into space than traditional optical astronomy.

The high-frequency emissions are collected by radio telescopes--actually dish-shaped antennae--which then feed the data back to a receiver. Although the radio sources do not create sound waves in and of themselves, astronomers can translate them into an audible signal.

Cosmic radio waves detectable by radio telescopes measure anywhere from a few millimeters to 20 meters in length. In order to accurately study such a range of wave sizes, most observing facilities feature multiple telescopes placed far enough apart to create what is called a radio interferometer. Dishes are often mobile, allowing their positions to be changed as needed. When in use, the telescopes are aimed at a certain part of the sky and set to receive a specific range of wavelengths. Signals are received at the different telescopes at slightly different times allowing the astronomers to pinpoint the location of the radio source.

Investigators' Information

The adventure begins when one of the investigators is contacted by the parents of an old friend, Stan Arnold. Arnold, always a gentle man, has been charged with the murder of his live-in girlfriend, Carrie Osbourne. Arnold apparently strangled Osbourne in the course of an argument. He immediately turned himself into the McPherson County Sheriff in Hayden and now sits alone in jail, awaiting trial.

Arnold's parents, Bradford and Tammy Arnold of Chicago, have hired a lawyer to represent Stan. They are now seeking out Stan's friends and acquaintances to stand as character witnesses for their son. At least one of the investigators knows Stan, and is known to his parents as well. Stan might be a former college chum or roommate, drinking buddy, brother-in-law, uncle, cousin, or close family friend.

The investigator remembers Stan Arnold as a thin, very intelligent young man with ambition. A brilliant student, he excelled in both computer technology and electrical engineering. Arnold graduated with honors from the University of Illinois and later attended graduate school at MIT.

After earning his Master's he took a job as a computer technician at the Great Plains Cruciform Array radio observatory and has been employed there ever since. He had known Carrie Osbourne, a graduate student of geology, for almost three years. Arnold is remembered as an easy-going, very even-tempered individual who seldom raised his voice.

Event—Storms

The weather plays an ominous role throughout the adventure. The investigators first arrive in Nebraska in the midst of a heavy thunderstorm with high winds and lightning.

Similar storms occur throughout the scenario; there is a 40% chance every day of a booming thunderstorm that lasts 2D6 hours. The resultant heavy rains reduce Drive skills by 10 to 30 percentiles and limit visibility. The rains may also cause flash-flooding along the Dismal River north of Hayden, the South Loup River to the east, and the North Platte River far to the south.

Running the Adventure

THE scenario begins with the investigators being asked to travel to Nebraska to see if they can't somehow help their friend. Nearing the tiny town of Hayden they are overtaken by a violent thunderstorm, only the first of the Ghroth-induced events they meet with (see *Event--Storms* nearby). They should first want to visit Arnold, then from there search the couple's apartment and visit the Great Plains Cruciform Array where Arnold was employed.

Visiting the GPCA the investigators meet some of the senior members of the staff, and possibly notice some odd behavior on their part. They are given a tour of the large facility and introduced to the workings of the radio telescopes. It is unlikely that anyone will reveal the current secret project that involves most of their time. Gaining this particular bit of knowledge may require several visits to the GPCA facility, making friends with some of the staff, and perhaps successful Astronomy and/or Persuade rolls.

During their stay in Nebraska the investigators experience a number of odd incidents, described in the *Events* boxes found throughout the scenario. These are staged whenever the keeper deems it best.

Seasoned investigators researching prophecies and precedents in Mythos tomes may discover references to Ghroth (see Ghroth Papers #1) or to the dire portents of the rebirth of the Great Old Ones (Ghroth Papers #2).

The investigators, perhaps suspecting the chaos is the result of the alien object's radio emissions, may try to convince Dr. Neal and his staff to direct their attentions elsewhere. But because the discovery of what might be the Nemesis star is such an important scientific find, the astronomers are very reluctant to stop.

Events Around the World

The keeper should punctuate the strange goings-on in Nebraska with news of similar Ghroth-induced occurrences around the world. Investigators might learn of these events through network television reports or newspaper articles. Three such events are reproduced as player aids found at the end of this scenario (see Ghroth Papers 3, 4, and 5). These include reports of earthquakes in Nebraska and northern Africa, and a severe storm in the South Pacific. Characters making Cthulhu Mythos rolls realize that the African tragedy is located suspiciously close to the supposed site of G'harne, the fabled city of the chthonians.

The South Pacific disturbance seems to occur near the site of R'lyeh, the corpse-city of Great Cthulhu himself! Each of these realizations costs 1/1D3 Sanity points. The keeper is free to create other catastrophic events including forest fires, earthquakes, tidal waves, flash floods, the rising of islands, avalanches, freak storms, plane crashes, murder-sprees, suicides, terrorist bombings, economic declines, and war.

The Fungi from Yuggoth

To complicate matters further, the Fungi arrive on the scene, drawn to the area by the Ghroth-induced disturbances. They have their own reasons for wanting to see the GPCA shut down and the disturbances stopped. Their actions, described near the end of the scenario, may help or hinder the investigators' activities. How and when they act is up to the keeper.

The Climax

Finally, total chaos erupts in central Nebraska as the earth takes up the resounding rhythms of Ghroth's music. The citizens of Hayden are overcome and in their madness turn on one another, destroying most of the town. Caught in the middle of the holocaust, the investigators must escape Hayden, avoid the insidious Mi-Go, and find some way to shut down the radio telescopes, putting an end to the growing insanity. If both the investigators and the Mi-Go fail in the end to stop the GPCA's signal reception, nature itself destroys the facility with a cataclysmic lightning storm.

excerpt from a Mythos tome

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

Welcome to Hayden, Nebraska

HAYDEN, the seat of McPherson County, is located along State Route 97 about 45 miles north of North Platte, Nebraska. North Platte itself is located along Interstate 80 at the junction of the North Platte and South Platte Rivers, a city of 25,000 people. This city may be the investigators' only source of such exotic items as special ammunition, computer equipment, national newspapers, or library facilities.

Hayden is a tiny community of about 850 inhabitants. Businesses include the Quick Stop convenience store, the

Hayden Haven diner, Murphy's Corner Feeds, the 'Mart (a small mom-and-pop grocery store), and two small bars--Tony's and The Hidey-Hole. The largest non-residential building in town is the brick County Courthouse which also houses the Sheriff's office and the jail.

The residents of Hayden are openly friendly and unassuming. They don't question strangers much and are always usually willing to talk, be it about the weather or the recent murder of Carrie Osbourne—the most exciting thing that's happened here since a fatal car accident last winter.

Wildlife

Later events involve the effects of Ghroth's alien radio signals on Hayden's animal life. The keeper should make passing reference to the abundant grasshoppers that jump and fly from the investigators' every step, as well as the crows and blackbirds seen roosting on telephone lines and in trees. These creatures appear in more sinister form later on (see *Events* sections).

The Music of the Spheres

THE radio transmissions received by the GPCA affect the planet at large through a sort of resonance, the earth's electromagnetic fields changing as they begin to sympathetically resonate to the alien signal focussed and amplified by the astronomers. These changes cause physical disturbances in the planet causing massive earthquakes and drastic climatic shifts. All animal life, including humans, is affected as well.

Ghroth's signals affect the human deep subconscious, those working or living closest to the GPCA facility are affected first. As the scenario progresses, the area of sympathetic resonance grows, eventually reaching the town of Hayden.

The effects take place during the late afternoon and evening hours, during the time Boötes is above the horizon and the telescopes are trained on the object. To determine exactly who is affected, make a Sanity roll for each character in range of Ghroth's signals. If the roll fails, roll a D20 and consult the table below for the effect, or simply choose an appropriate one.

The effect last for a total of 3D6 hours but can be foreshortened with a successful Psychoanalysis roll. Rolls are made for investigators and non-player characters alike. Effects afflicting non-player characters are noted in their descriptions.

D20 Effect of Transmission

1-4	Anger/Rage
5-7	Anxiety/Nervousness
8-10	Depression
11-13	Elation
14-15	Lethargy
16-18	Lust
19-20	Pain

Anger/Rage: Roll D100, subtract the sufferer's POW from the result, then add 10 percentiles for each previous episode of Anger/Rage suffered by this character. 01-65 results in irritable; 66-85 is enraged; 86-95 is murderous; and 96-00 means the character has gone berserk.

Irritable characters are short-tempered, snap at those around them, argue at the slightest opportunity, and say the first thing that comes to mind—regardless of the consequences.

Enraged characters are more argumentative and prone to violence, anything from broken pencils and slammed doors, to thrown furniture and fistfights.

Murderous characters turn violent when provoked, otherwise they are merely enraged, as above. Someone caught tampering with GPCA equipment would certainly qualify as a target for a murderous GPCA staff-member.

Berserk characters exhibit all the above symptoms before exploding into a reckless, murderous, destructive spree of total madness.

Anxiety/Nervousness: Perhaps tinged with paranoia. Everything bad that can happen is happening. The world is doomed and there's nothing to be done about it. The subject is jittery, jumps at shadows, and always fears the worst.

Depression: Those afflicted are gloomy, unable to see the positive. The sufferer may be sullen and uncommunicative, and subsequent episodes may lead to suicide. A character suffering this affliction loses 0/1 Sanity points.

Elation: The character is without a care in the world. He sees problems, accidents, and tragedies as nothing more than minor inconveniences. Cloying optimism and annoying cheerfulness are the hallmarks of this affliction.

Lethargy: The afflicted character is slothful and deprived of energy. He may be late for work, haphazard in his duties, easily distracted and sleepy.

Lust: The character is sexually stimulated. Morals are forgotten as the character flirts shamelessly with almost anyone of the opposite sex. Serious cases lead to assault and rape.

Pain: The character suffers from any number of the following symptoms: painful headaches, aching back or joints, burning eyes, severe heartburn, or other ills resembling flu or hangover symptoms. Reduce DEX and hit points by 1 point for the duration of affliction.

The McPherson County Sheriff's Department

Located in the County Courthouse, the Sheriff's office is always manned by a dispatcher with the sheriff and his two deputies frequently checking in and out during the course of their shifts. If necessary, the Sheriff's office can get assistance from any of the surrounding counties, including large numbers of men and vehicles from North Platte.

At any given time the Sheriff or one of the deputies will be on duty. In the event of an emergency the other officers can be called at their homes in Hayden, usually arriving on the scene in 2D10+2 minutes. The department owns a 4x4 Chevy Blazer, usually driven by Sheriff Kaufman, while the deputies work out of their own pickup trucks. All vehicles are equipped with radios and 12-gauge shotguns.



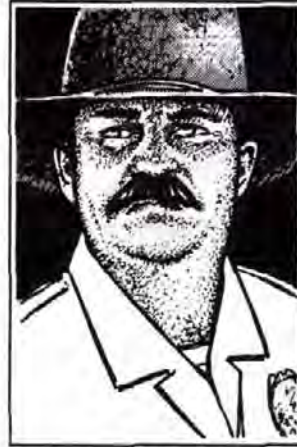
Sheriff Randy Kaufman

Sheriff Randy Kaufman

Kaufman is an athletic man, stoutly built, with short reddish hair and a sunny disposition. Kaufman is married, and lives on a farm just outside Hayden with his wife and two young daughters. He is equally devoted to the law and his family.

The sheriff has had little experience with major crimes. Hayden sees a few

fight, drunken drivers, or lost or stolen cattle, but crimes such as robbery are uncommon and murder practically unheard of. While sympathetic to Stan Arnold, Kaufman knows the man murdered Carrie Osbourne and hence must pay the price. If the investigators come to Kaufman for aid, are honest with him, and can clearly explain what is going on, he may be of help.



Deputy Bob Horner

Deputy Bob Horner

Horner is tall, thickset, and grim-looking. He wears a cowboy hat at all times and is seldom seen without a big chew of tobacco stuffed in his cheek. Horner is gruff, blunt, and although not overly-bright, has a streak of cunning. Divorced, he spends much of his time drinking at the Hidey-Hole.

Horner doesn't like back talk, or strangers who question how he does his job. If he catches the investigators up to something, he hauls them in for questioning. If anyone resists arrest Horner uses his nightstick or firearms as the situation demands.

Deputy Donny Carpenter

Donny Carpenter is cheerful, youthful, and honest. Recently discharged from the army he has returned to his home town to take the job of deputy sheriff. He is the most worldly member of the department and his stint with the military police gave him valuable experience useful to his work in Hayden.

Donny is the most likely authority to believe fantastic claims made by the investigators. Still, he stops short of doing anything illegal, or which might endanger others. Donny is a potentially useful ally.



Deputy Donny Carpenter

Nebraska

This part of North America is wide open, flat, and barren, the arid land used for raising hogs and beef cattle, and for hay farming. Many of the old-time family farms have been bought up and replaced by large, corporate farms, their metal silos seen along the horizon. Towns are few and far between--particularly after leaving the interstate--and they are small communities rarely numbering more than a couple hundred residents. The only businesses are gas stations, grain elevators, tiny eateries, and small markets. Population density is roughly a half-dozen people per square mile.

The scenario is set during the summer months when the Midwestern weather is generally hot, humid, and unpleasant. Temperatures range from the 60s at night to the 80s during the day. Sweltering 90 degree days are not uncommon. Normally there is a 25% chance of rain per day, usually amounting to less than an inch.

It should be noted that a bit of tampering was done with McPherson County, the actual town of Tryon replaced by the fictional Hayden.

The Sheriff's Office

Upon entering, the investigators find the sheriff and Horner engaged in a heated argument over the official department parking space in front of the courthouse. Kaufman claims it is for the use of the sheriff, Horner says it's for whoever is on duty at the time. The arrival of the investi-

Event—Plague of Locusts

As stated earlier, the keeper should have previously mentioned the countless grasshoppers inhabiting the Nebraska roadsides, parking lots, and fields. More than once during the adventure a character should have had to brush a few of the leaping, whirring pests off his clothing.

At some point this profusion of bugs takes a nasty turn. At first a grasshopper or two lands on a character, followed by a few more, then finally swarms, all within the space of a couple rounds. The attack does little physical harm but costs the victim 0/1 Sanity points per round while witnesses lose 0/1 Sanity points but a single time. The victim is plagued by the horde until he drives them off by rolling on the ground, submerging himself in water, or simply smashing them one by one.

gators puts a stop to the dispute as the two men turn to see what the strangers want.

Kaufman is friendly and very talkative; despite his belief in Stan Arnold's obvious guilt he is sympathetic to the young man's plight. He has known Arnold for several years now and always liked him. If the investigators can make a successful Law or Persuade roll, or if they have a

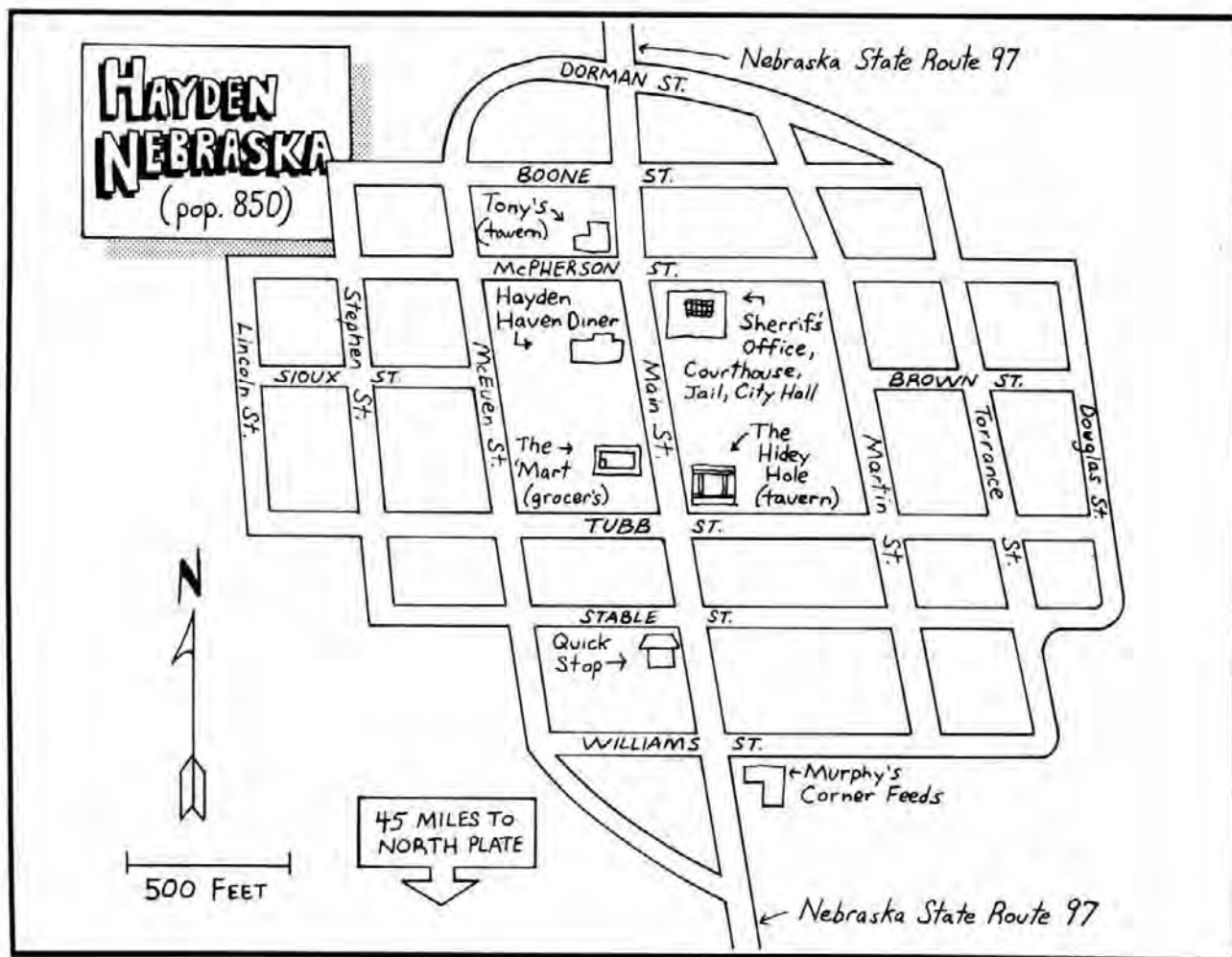
letter from Arnold's attorney, Kaufman allows them to see the official police report regarding the murder and arrest.

The report states that Arnold came into the office at 10 PM one Thursday evening claiming to have accidentally killed his girlfriend, Carrie Osbourne. The two had had an argument—Osbourne had dented the fender of Arnold's beloved '74 Mustang—and Stan lost control and killed her. Arnold was distraught, and seemed genuinely remorseful.

Investigating officers found the body of Carrie Osbourne in the apartment and all evidence seemed to verify Arnold's story. Neighbors reported hearing sounds of an argument at the time in question, and no one was seen entering or leaving the apartment save Stan Arnold just before and after the argument.

Visiting Stan Arnold

Arnold is presently being held in the jail in the basement of the courthouse. To gain a visit the investigators must either convince Sheriff Kaufman with a successful Law or Persuade roll, or wait until Saturday and normal visiting hours.



Visitors are searched then shown downstairs where they are allowed to sit in chairs outside the prisoner's barred cell. A deputy always stays within earshot.

Arnold is morose; a successful Psychology roll reveals he is racked with grief and despair. He tearfully tells the friend-investigator all about the silly row that triggered the tragedy. If asked, he claims he was totally sober at the time, and was taking no drugs—at least none that he knew of.

If asked about GPCA he tells them a little about what has been going on lately, about the tension and secretiveness surrounding a recently made discovery. Without going into detail Stan tells them about a mysterious stellar object that was found, the discovery of which has led to tensions at the site, different members of the staff studying different aspects of the object, all conducted under a cloak of secrecy intended to keep the discovery under wraps until an announcement can be made. Competition among astronomers is high and the members of the GPCA staff are no exception. Besides trying to keep the secret from being leaked to the outside world, Stan says there is competition between senior members of the staff for the scientific credit it will eventually bring. Stan exhibits caution himself, declining to go into any specific details of the discovery.

Stan, in his grief, has come to think that someone at the GPCA tried to poison him, put a drug or something in



Stan Arnold overcome with grief

his food or water that made him crazy, and that led to Carrie's death. Competition at the site is so high, he claims, that he wouldn't put it past someone to try to kill off other members of the staff in order to keep the discovery to themselves.

If asked about different members of the staff Stan says that Dr. Carl Guest, grad student Jenny Hooper, and computer technician Jack Bernard are the friendliest, though Bernard is rather obnoxious at times. He describes both Chief Astronomer Dr. Gerald Neal and Harlan Bennett, Stan's supervisor, as stuffier and more businesslike. Dr. Diane Mancini he refers to as a verbal barracuda. But he says that any one of them could be the culprit.

A Psychology roll shows that Stan is quite upset, but believes what he says.

Event—Mad Dog

This incident can occur almost anywhere or anytime: in town, at the GPCA, or even on the road.

Whatever the setting, with a successful Spot Hidden or Listen the investigators see or hear a large part-German shepherd mutt trotting toward them, head down, eyes glaring, tail between its legs. With a low growl the slavering dog jumps at a random character and attempts to knock him down. Against a prone target its bite attacks are made at plus 20 percentiles. If it suffers half its hit points in damage it flees.

Those witnessing the unprovoked attack of the mad dog lose 0/1 Sanity points. Those attacked by the dog might fear they have been infected with rabies, losing an additional 0/1 Sanity points for the realization. If the dog was killed or captured testing shows that it is uninfected. Otherwise the bitten character will have to decide whether or not to travel to North Platte and begin undergoing the long and painful series of abdominal injections necessary to thwart the disease.

Mad Dog

STR 9 CON 13 SIZ 8 INT 4 POW 7
DEX 12 HP 11 Move 10

Weapons: Bite 40%, 1D6

Skills: Jump 60%, Listen 75%, Spot Hidden 65%, Track 70%.

The Apartment

STAN and Carrie's apartment--the scene of the murder--is located on Boone St. two blocks west of Main. The place has been sealed and Sheriff Kaufman's permission is required for legal entry (Law or Persuade roll). Kaufman says they found nothing out of the ordinary, no weapons or drugs. Investigators breaking into the apartment risk discovery and arrest (a Luck roll indicates they have avoided the neighbors' notice).

In any case, the couple's apartment holds no clues. It is left exactly as it was the night of the murder, with a

couple of pillows fallen from a couch being the only items out of place. A taped outline on the floor shows where police discovered Carrie Osbourne's body. There are a number of books dealing with astronomy, computers, electrical engineering, and midwestern geology--nothing out of the ordinary. A framed photograph shows Stan and Carrie standing next to each other beneath one of the GPCA's radio telescopes.

The Neighbors

The couple's neighbors seemed to have liked Stan and Carrie, and say they seemed in love. They never argued, were quiet, and kept to themselves. One of them heard the shouting that preceded the murder that night but thought little of it until the sheriff showed up on the scene.

Great Plains Cruciform Array

THE GPCA radio telescope facility is located four miles due west of Hayden, reached by a gravel road. Nearing the facility visitors see a set of rails stretching across the flat plain. Large, moveable radio dishes are mounted on these rails while other, still-larger dishes are permanently stationed nearby. The entire array is nearly five miles long from east to west, two miles north to south. At the junction of the cruciform is a small cluster of buildings including a four-story tower topped by a gigantic dish 165 feet in diameter.

Daily Operations

Most of the GPCA's operations are run by computers including positioning the dishes, collecting data, and switching dishes between different projects. At most only a technician or two is needed to monitor the entire array. When a problem arises which the computer can't solve an alarm sounds in the control room. Such problems usually include dishes getting stuck on the rails, disconnected dishes, and aiming difficulties. Manual corrections must then be made.

During any given week the GPCA's telescopes work round the clock on as many as a dozen different projects, many of them SETI-related. The GPCA has yet to receive an intelligent radio transmission. The remainder of the GPCA's time is spent in more typical research.

Data collected by the telescopes is stored in the computer for later study, Drs. Neal, Guest, and Mancini going over it at their convenience. In the many cases where the GPCA is doing studies for other universities or observato-

ries the data is sent to the sponsoring group via modem, fax, or mail.

The GPCA also allows visiting scientists from other organizations to oversee or set up their own projects. At any given time there is a 20% chance of such a visitor; they will have skills similar to Dr. Guest or Dr. Mancini. Visitors are usually housed in the staff quarters on the site.

The GPCA staff consists of a handful of permanent scientists and technicians, along with another 15-20 computer technicians, electrical engineers, grad students, clerical and maintenance workers.

The senior staff members all maintain homes away from the facility, some in Hayden, others as far away as North Platte. Some of the computer technicians and grad students reside in the staff quarters.

Administration Building

Besides administration, this one-story cinder-block building houses offices for the permanent staff and a small conference room. A handful of cars occupy the snow-fenced parking lot.

Inside the front door is the receptionist's desk, manned by fortyish Miss Nora Kelly. Although she prefers appointments, a Persuade roll convinces her to contact Dr. Gerald Neal or Dr. Carl Guest. Other personnel

Public Knowledge

The following may be known to any investigator with the Astronomy skill. One successful roll is required to remember the information found in each paragraph. If and when a roll is missed, no further rolls are allowed.

The GPCA was built in the early 1970s funded in part by the National Science Foundation and NASA. Significant funding came from various SETI (Search for Extraterrestrial Intelligence) organizations with one particularly large donation from the reclusive and eccentric American billionaire Perry Brendan, a man whose fascination with extraterrestrials is frequent tabloid fare. Besides conducting its own observation programs, the facility is made available to visiting astronomers and astrophysicists who book time on the telescope to research their own projects.

Dr. Neal and his staff are frequent contributors to *Scientific American*, *Sky and Telescope*, *The Annual Review of Astronomy and Astrophysics*, *Science*, *New Science Quarterly*, and other scientific periodicals. Their work is highly respected, all the more so because of the relatively small size of the facility.

The facility's staff was initially small, a handful of technicians headed by well-known astronomer Dr. Gerald Neal. But Neal's reputation and the GPCA's early successes soon led to expansion of both its equipment and staff. Senior personnel now includes astronomer Dr. Carl Guest, a ten-year member; Dr. Diane Mancini, a visiting astrophysicist with a one-year fellowship; and Harlan Bennett, head computer engineer with four years' time at the complex.

currently in their offices include Dr. Diane Mancini and chief computer engineer Harlan Bennett (see *Senior Personnel* nearby). Each office contains a desk, computer terminal, telephone, file cabinet, and numerous books on astronomy, physics, computer technology, and electronics. Nothing out of the ordinary is found anywhere in the building.

Staff Quarters

This long, single-story building looks very much like a small motel. Each suite consists of a living room, kitchen/dining area, bathroom, and bedroom. Personal computers connected to the GPCA's mainframe are common furnishings. The quarters are small and unfriendly, lacking in warmth. Senior staff members generally opt to live off-site leaving this facility for junior staff members or visitors. Current residents include Jenny Hooper, Jack Bernard, and a half-dozen or so technicians.

The Tower

This four-story structure is topped by a 165-foot radio telescope dish known to the staff as "the Salad Bowl."

GROUND FLOOR: Two spacious lounges are stocked with current magazines, newspapers, and videos. Each has its own TV, VCR, and vending machines. Prints by

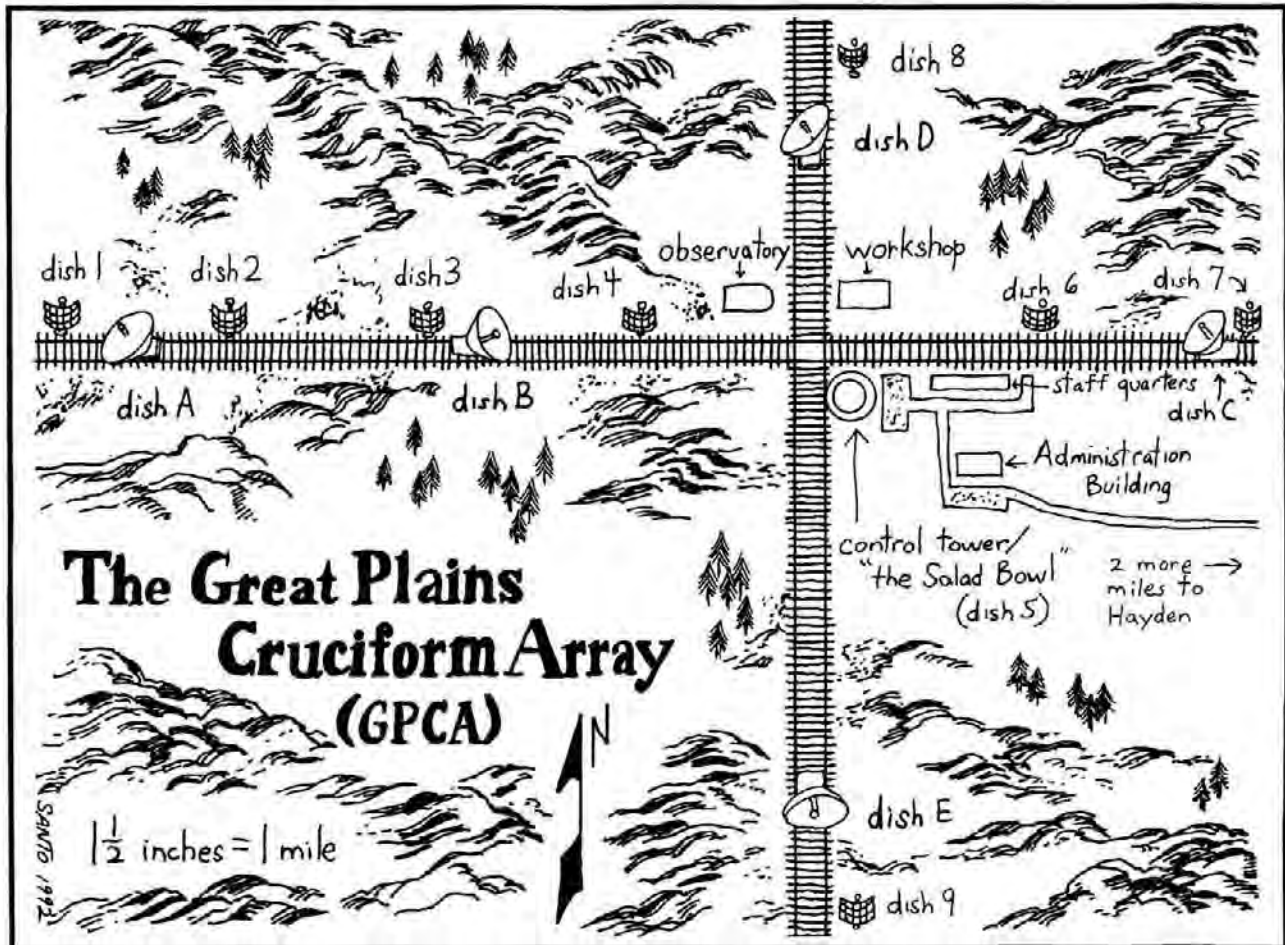
Event—Earthquake

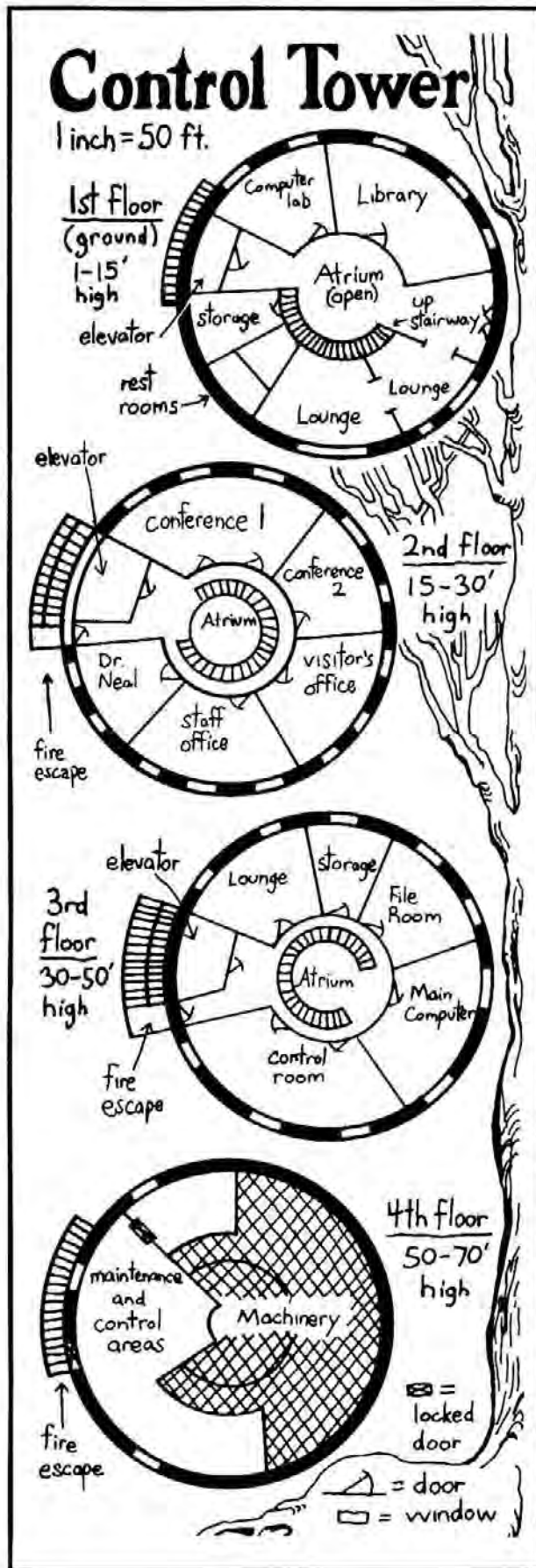
The resonance set up by Ghroth's signals stresses the planet's natural faults causing earthquakes worldwide—even in the normally quake-free Midwest. At least once or twice during the adventure a trembler shakes and rattles the whole area, noticeable as far away as North Platte.

Roll a D6 to determine the severity of the quake. On a roll of 1-3 the quake is a minor one, rattling dishes and windows but causing no damage. A 4-5 indicates a stronger quake that knocks small items off shelves and desks. On a roll of 6 the quake is strong enough to break windows and knock over larger items. Characters failing to roll under their DEX x5 on D100 stumble and fall.

Anyone making connections between the worldwide seismic and meteorological disturbances and those in Nebraska may be dismayed enough to lose 0/1 Sanity points, especially if a successful Geology roll realizes the extreme unlikelihood of earthquakes in Nebraska.

Dali and Escher decorate the walls. Rest rooms are nearby as well as a closet stocked with supplies. A small computer lab is outfitted with four terminals and two printers, all tied into the GPCA's centralmainframe. The library contains hundreds of scientific works spanning the





range from hard theory, to mainstream books by Stephen Jay Gould, Stephen Hawking, and Carl Sagan. There is also a considerable amount of fiction, represented by such authors as Arthur C. Clarke, William Gibson, Isaac Asimov, and J.G. Ballard, as well as books by Stephen King, Tony Hillerman, and Tom Clancy.

An elevator and a winding metal staircase in the atrium give access to the upper floors, as does the exterior fire escape that curves around the tower.

THE SECOND FLOOR: This floor is given over to offices and conference rooms. The larger of the two conference rooms is furnished with a huge table, numerous chairs, a blackboard, podium, slide projector, and a TV with a VCR hook-up; capacity is thirty people. The smaller conference room has only a small table with a dozen chairs, and no audio-visual equipment. The visitors' office is used by non-staff astronomers visiting the facility. It contains three battered desks furnished with computer terminals, a shared printer, and several locked file cabinets. The files contain hundreds of documents pertaining to long-term projects funded by the National Science Foundation, NASA, and several SETI groups. Investigators could spend weeks poring over these files but there is nothing here pertinent to the adventure.

The staff office holds three desks used by Drs. Guest and Mancini, and other members of the permanent staff. Each desk has a computer and printer hook-up. Mancini's desktop is cluttered with papers, overflowing ashtrays, and doodle-covered notes. Guest's desk is neatly ordered, with a strange wood carving of a man-dog hybrid identified with an Anthropology roll as a Pawnee Indian ren-

Event—A Murder of Crows

Investigators notice a large number of crows and black-birds landing on nearby telephone wires, radio dishes, rooftops, trees, or along roadways and ditches. A Natural History roll suggests that something is amiss; the two species are natural antagonists.

With little warning the flock—perhaps a hundred birds—rises up suddenly in a squawking wave that descends upon any nearby humans. Those who noticed the gathering might find refuge in a building or car and from there watch the birds hurl themselves vainly, and fatally, against the windows. Anyone witnessing the birds' attack loses 0/1D3 Sanity points.

Those left exposed should make Luck rolls each round the flock attacks. A successful roll indicates the character is left mostly unmolested by the flock. A failure indicates an attack with a D10 roll to indicate the amount of damage suffered: 1-4 indicates 1 point of damage; 5-7, 2 points of damage; 8-9, 3 points of damage; and 10, 4 points of damage. These attacks continue until all the characters have found refuge or are dead, or until the screaming, caterwauling flock is driven off. The birds are driven off if 50 points of damage is inflicted on the flock. All attacks save shotguns, explosives, or other area-effect weapons, cause only half their normal damage.

dering of the supernatural trickster-hero, Coyote. Star maps, radio maps, and computer printouts cover every square inch of wall space. Dr. Neal's private office is similar to the staff office, outfitted with a desk, terminal, and printer. Stacks of printouts and reports pertaining to various GPCA projects clutter his desk. Prominent among these are countless orbit projections, radio maps, and theories concerning the possible Nemesis star discovered by the GPCA.

THE THIRD FLOOR: The lounge is nothing more than a bare room with a table, four chairs, a coffee maker, and a rumpled couch. The storage room contains office supplies, electronic components, and other minor needs. The file room contains printouts, reports, computer illustrations, administrative documents, requests for research time, and other matters concerning all facets of the GPCA's operation including the latest data on the Nemesis star (located only with successful Library Use).

The main computer lab contains all the equipment used to record, decipher, and analyze data collected by the telescope. Numerous terminals, displays, and printers chatter day and night.

Next door, the control room directs the actual movements of the telescope's components, and which wavelengths will be monitored. Most of these processes are pre-programmed, requiring no human hand or eye to initiate. Again, computers flash and printers chatter.

THE ROOF: The uppermost level of the tower is off-limits to visitors, and reached only by the exterior fire escape. Here is found the powerful machinery that moves the monstrous Salad Bowl. This machinery takes up most of the roof. Locked doors lead to maintenance and control rooms.

Workshop

This building stores replacement parts and houses a large workshop with welding gear, tools, etc. The garage contains an old canvas-topped jeep belonging to Gary Wilson, a Chevy pickup, and a heavy truck fitted with a huge winch. The two trucks are cluttered with tools and littered with cigarette butts.

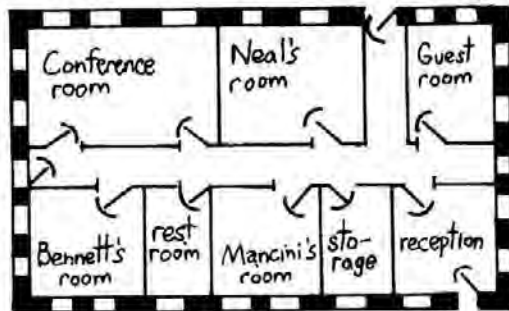
Observatory

This two-story domed building houses the GPCA's single optical telescope, a 24-inch reflector used to make visual verification of phenomena. It is equipped with cameras and remote-controlled from a small room inside the dome. Unfortunately, the Nemesis star's extreme distance prevents any possibility of viewing it with even the largest telescope.

The Receivers

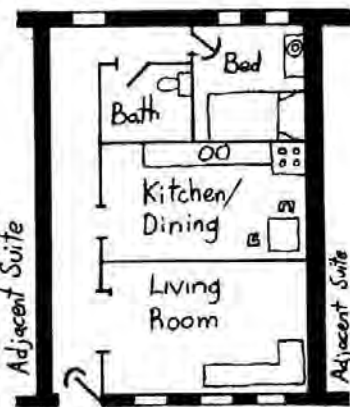
These are the actual radio telescopes, consisting of eight stationary 85-foot dishes (1-8), and five mobile 55-foot dishes (A-E) mounted on rails. All the dishes can be independently aimed in any direction as needed.

Administration Building



1 inch = 25 feet

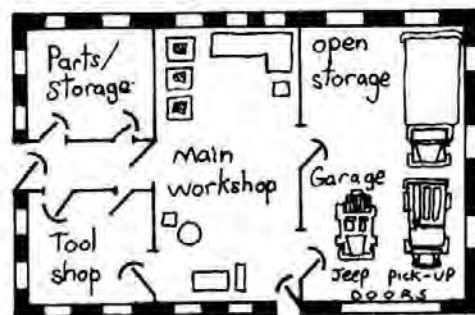
Typical Staff Suite



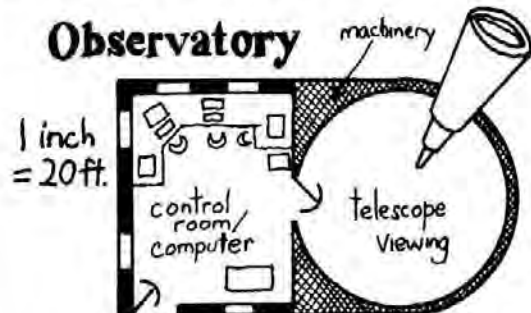
1 inch = 20 ft.

Workshop

1 inch = 35 ft.



Observatory



1 inch = 20 ft.

2 story dome

GPCA Senior Personnel



Dr. Gerald Neal

is excited by the possibility that his facility may have discovered the fabled Nemesis star and has rescheduled some of the GPCA's telescope time to do further studies of the mysterious object. Although unusual, Neal is sure the emissions are of non-intelligent origin.

Neal rejects any notion that the Nemesis star's radio emissions are having dire effects on the earth and its people. Disturbances at the GPCA are blamed on job stress related to the discovery of this object. Asked about Stan Arnold, Neal replies: "Stan was working too hard lately--though that's hardly an excuse for murder."

Due to Ghroth's signals, Neal himself is subject to bouts of elation, pain, and depression. Alternately the keeper can roll on the table to find Dr. Neal's Ghroth-inspired mood-swings.

Dr. Carl Guest

Dr. Carl Guest is more personable than Dr. Neal. Weathered, smiling, Guest is an avid outdoorsman in his early fifties. Since his wife's death from cancer a decade ago Guest has lived alone on a small ranch along the highway between North Platte and Hayden. There Guest raises horses, hunts, fishes, and whiles away his time with nature studies. He drives a new open-top Jeep, and is fond of high-speed jaunts on McPherson County's many gravel roads. Guest has a roguish, conspiratorial air about him and he is likely to share with those he befriends information about the GPCA's staff, operation, and findings.

Guest is guardedly excited about the possible discovery of the Nemesis star. He has worked with Dr. Neal for almost ten years. He accepts Neal's single-mindedness.

Guest was fairly close to Stan Arnold and Carrie Osbourne. He worked with Stan daily, and frequently saw the couple socially.

"She was a bright, beautiful gal, sharp as a tack. And the

Dr. Gerald Neal

Dr. Neal is in his early 50s, never married, and considered something of a cold fish. Neal has thinning brown hair and on the job always wears a rumpled suit and tie. He owns a simple house in the suburbs of North Platte but frequently (40% of the time) spends his nights in the GPCA staff quarters.

Though much of the GPCA's time is devoted to SETI-related projects, Neal is a skeptic. He would like to believe that extraterrestrial life exists but doesn't think the proof will be seen any time soon. He

two were really close. They weren't just in love—they were friends. I just can't figure Stan killing her. It doesn't make any sense. He's a quiet guy. This is the last thing I'd have expected from him."

As for wild claims about the Nemesis star's harmful effects, Guest listens, but it takes a successful *Persuade* roll to convince him. Even then his influence with Neal is limited; considerable proof must be produced to convince the elder scientist. Regardless, Guest is a valuable ally.

Guest is not seriously affected by Ghroth's signals. The keeper should roll on the *Music of the Spheres* table, but the effects should be fairly subtle. Guest is not prone to violence.



Jenny Hooper

Jenny Hooper

Jenny is a serious astronomy student from Connecticut, studying here for the summer. She is pretty, and frequently wears glasses. Prone to gushing about recent astronomical discoveries and theories, she stays immersed in her studies. Uncomfortable socially, she rarely dates and is unlikely to recognize a pass should an investigator make one. Jenny lives in the staff quarters and drives a small, early '80s four-door hatchback.

Jenny enjoys working at the GPCA, even though her employer, Dr. Neal, isn't overly friendly. Dr. Guest is something of a father figure to her. She likes Harlan Bennett and most of the others well enough, but she's rather tired of Jack Bernard constantly hitting on her. She liked Stan Arnold and Carrie Osbourne, and had gone out with the couple a few times for drinks and dinner. She can't believe Stan killed Carrie. He wasn't a violent man, and the two seemed very happy together.

Jenny Hooper might befriend the investigators. She is more likely to open up to them if they treat her as an intelligent woman--and if they don't pressure her for a date.

Due to the effects of Ghroth's signals, Jenny suffers from wild mood-swings including anxiety, depression, elation, and pain. Other effects are possible, as the keeper chooses.

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Harlan Bennett

Harlan Bennett is a tall, slim, bespectacled black man in his late 30s. Bennett, a doting family man, lives in North Platte with his wife Judith (a secretary at a law firm) and their 15-year-old daughter, Lisa. Bennett drives a fairly new four-door family sedan.

Bennett is the chief computer programmer and troubleshooter at the GPCA. He implements new systems, updates old ones, and maintains the facility's mainframe. While Neal and the other scientists can program the alignments of the dishes and call up the accumulated data, it is Bennett who writes the programs they use.

Bennett is even-tempered, but often preoccupied, terse with visitors. He hired Stan Arnold out of MIT, and was as surprised as anyone when Arnold murdered his girlfriend. Bennett feels that



Dr. Carl Guest

Arnold was working too hard on the Nemesis star project and just snapped. As for strange goings-on at the GPCA, Bennett attributes this to everyone working too hard to help prove the Nemesis theory before another facility beats them to it.

Harlan Bennett responds to Ghroth's signals with anger, lethargy, and pain. There may be other effects as well.

Jack Bernard

Jack Bernard is a rakish man in his early 30s, a lackadaisical computer technician with a monotonous job. Jack is from Chicago where he was used to more social life than he's found in Nebraska. He often goes into Hayden on week nights to have a few beers, and often makes weekend-long pilgrimages to North Platte. He shows up for work Monday morning unshaven, shabbily dressed, and hung over. Jack lives in a slovenly bachelor pad in the GPCA staff quarters.

Despite this, Jack is a competent programmer and technician. Jack took the GPCA job for the experience and the pay, but now wants something a little more challenging—preferably in a "more happening locale."

Jack is friendly with outsiders—they're a welcome change from the hayseed routine. If they're willing, Jack takes them out to various places to eat and drink. Those who accompany him should have a tolerance for spicy food, Jack's cigarette smoke, and copious amounts of alcohol.



Harlan Bennett

Jack knew Stan and Carrie fairly well, but says they were pretty much loners. He can't understand why Stan killed Carrie but puts it down to work-related stress. "Hell, anybody'd get a little bats out here in the middle of nowhere, lookin' at a bunch of damn computer screens."

Jack doesn't suffer from the effects of Ghroth's signals very often but when he does it's usually lethargy or lust. As usual, other effects are possible.



Jack Bernard

Dr. Diane Mancini

Dr. Mancini is a sarcastic, frumpy-looking woman in her mid-40s. She is the rookie among the GPCA staff, having worked here for less than a year on loan from U-C Berkeley. She is overweight and a three-pack-a-day smoker to boot. Mancini is especially short-tempered when it comes to dealing with fools and foolishness. She and Jack Bernard bicker constantly. Dr. Mancini lives in a cluttered apartment in the GPCA staff quarters.

Diane Mancini never married, having decided early on to become a scientist. Her initial studies emphasized nuclear physics, but she has since become interested in astrophysics, hence her assignment to the GPCA. She likes to refer to herself as "a

cosmologist." She has taken an interest in the least useful astronomical tool of the facility: the 24-inch optical telescope. She is currently trying to get a visual fix on the mysterious dark object believed to be the Nemesis star.

As for Stan Arnold, Mancini has little good to say. He was a competent technician but not much help in the theoretical astronomy department. He just snapped from working too hard.

"Now if I was Carrie, and that slug came screaming at me for scratching his precious rust-heap, well, I just would have taken out my pistol and asked him which was more important: his car or his manhood? Great conversation pieces, guns."

Heaven help the hapless investigator who babbles to Mancini about alien radio emissions causing earthquakes and tidal waves and insane behavior.

Dr. Mancini is subject to fits of anger, lethargy, and pain.



Dr. Diane Mancini

Gary Wilson

Gary Wilson is a local—a stocky, powerfully-built man in his late 50s, balding, usually unshaven, and quiet. Wilson is the GPCA facility's maintenance chief and also serves as security, running off the occasional trespassing wildlife. He is fairly shy and spends most of his time in the workshop tinkering with various projects: repairing the dishes, searching for replacement parts, building new housings and gadgets, and maintaining the vehicles. He owns the old jeep parked in the facility's garage and keeps a .22-250 varmint-rifle in the back seat. Wilson lives on a farm with his family outside Hayden.

Wilson has learned how to use most of the GPCA's equipment, at least on a rudimentary level. The scientists like him, and trust his ideas when he suggests building new equipment.

Wilson didn't know Stan Arnold well, but thought him a likeable fellow. As for the other staff, Gary thinks they're all fine folks. If the investigators come to him with wild theories about alien radio signals, he won't believe them, and may even warn Dr. Neal about them.



Gary Wilson

Roll on the table to see how Ghroth's music affects Wilson.

Other Personnel

There are others at the GPCA. The keeper should strive to create a living facility with secretaries, janitors, and technicians at work at all hours of the day. If necessary, statistics for these can be derived from those listed: computer technicians using Jack Bernard's skill list, visiting scientists using those of Drs. Guest or Mancini, grad students using Jenny Hooper's, maintenance workers with Gary Wilson's, and so forth.



A Murder of Crows

Gaining Information

The Nemesis project is top secret and senior staff members will not discuss it. Junior members or visiting astronomers might have learned a little about it and may be more open to investigator inquiries. Psychology rolls reveal that the staff is edgy when discussing current projects.

Computer Use skills might be used to enter the GPCA's computer system but only from within the complex itself—and this requires at least one hour to affect. Unless the investigators have a good idea what they are looking for, Astronomy rolls and several day's time will be required to analyze the reams of data they find on file. With enough time, and enough Luck and Astronomy rolls, they might discover that the GPCA staff are tracking what they think might be the theoretical Nemesis star.

Prying investigators can learn much of the same information by going through the GPCA's written files, although again unless they know what they are looking for this takes a tremendous amount of time. Access to these files is limited so only respected scientists or involved journalists are allowed to see them. Others must use Sneak or Hide, and then hope for the best.

If the investigators appear knowledgeable about the GPCA's studies (successful Astronomy or Fast Talk), a Persuade roll might convince Dr. Neal to let one or more of the party stay on as observers. A journalist or free lance author who has learned about the secret observations can buy his way in on the story by promising not to reveal it until the data is in and the staff has made the decision to publish. An irritable Dr. Neal would of course insist on when and where the story would be released—and on previewing the work before publication. Any observers will be invited to stay in the GPCA's staff quarters.

Dr. Neal may play his Nemesis tapes for the investigators. When the radio emissions of Ghroth are coded into sound waves the result is something like a bizarre mixture of rumbling harmonic bass tones and crooning whale song. Hearing the taped signals for the first time costs a listener 0/1 Sanity points.

The Fungi from Yuggoth

AS if the harmful effects of Ghroth's music weren't enough, a second Mythos menace appears on the scene. A small band of Mi-Go have been attracted to the area by the disturbances. For reasons of their own, the Fungi seek to stop the facility's continued reception of Ghroth's signals. They have no desire to

see the Old Ones awakened at this time and plan to stop the activities of the GPCA in any way they can.

Throughout this adventure the Fungi make repeated attempts to end the reception of Ghroth's signals. Their tactics include sabotaging the telescopes or the facility, convincing the humans that the radio telescopes are responsible for the current spate of worldwide disasters, or possibly destroying the facility altogether. These acts, detailed below, are left to the keeper to use when and how he sees fit.

The shy Fungi stay out of sight as much as possible, preferring to operate by night. The keeper may introduce witnesses to the Fungi's activities if desired. Nearby farmers sight strange, big birds in the night sky, a motel-keeper spots someone lurking about an investigator's car or room, a GPCA technician sees someone moving out near one of the dishes.

Sabotage

The Fungi use odd, fist-sized brown ceramic bombs capable of doing 6D6 points of explosive damage in a three yard radius. If one of these is obtained, a halved Idea roll discovers that the nodule-shaped explosives are activated by rubbing an oddly discolored section. Once activated, the nodule explodes in 15+1D10 seconds. One or two nodules could easily take out any of the telescopes, save

the Salad Bowl. But destroying a single dish barely reduces GPCA's capabilities; more than half would have to be knocked out before the facility would be crippled. Destroying the Salad Bowl would greatly reduce the ability to receive Ghroth's signals.

Any such attacks are made after dark, the initial targets being the most isolated dishes—especially the rail-mounted ones. One or two Mi-Go set the explosives while three others armed with weapons stand guard.

The Dream

One of the Mi-Go knows the spell *Send Dreams*, and may use it to warn the humans that their studies are endangering the planet. The spell is jointly-powered by all the Mi-Go, boosting it so that more than one investigator is affected. Each sleeping investigator must make a resistance check, his or her POW against the Mi-Go's 17. Success means there is no effect; those who fail suffer the following nightmare.

It is night, and the investigator is awakened by a rumbling sound and the tinkling of broken glass. An Idea roll realizes that a minor earth tremor has just occurred. Rising, the investigator finds that outside nothing seems amiss: the buildings and/or radio telescopes are undamaged. Other investigators or non-player characters may be met, further convincing the dreamer that this is a real world occurrence.

Thunder rumbles in the distance then great black clouds roll in, obscuring the stars. Lightning flashes, but no rain falls. Then the clouds part and an impossibly vast sphere appears in the sky. Witnesses lose (temporarily) 1D10/1D100 Sanity points. Those who have read the *Revelations of Glaaki* or the *Necronomicon* instantly recognize the rust red planet-form of Ghroth—others must make a successful Cthulhu Mythos roll to identify it.

The planet's great sea-eyes slowly ooze open while its surface quivers and splits, revealing red magma-scars beneath. Lightning bristles over its surface then shoots down to strike the ground, obliterating a telescope dish or blasting a car. The ground trembles violently as the thing looms closer and closer. Failing a DEX x1 roll, dreamers are thrown to the ground.

A steady humming, throbbing sound emanates from the planet-thing—a beat echoed by the ground beneath the dreamers. An Idea roll recognizes the rhythm as identical to the Nemesis signals monitored by the GPCA. The throbbing rises to an ear-splitting crescendo then a great bolt of lightning strikes amidst the investigators, bringing darkness. The dream is over.

The next morning those who had the dream remember it all too clearly. Fortunately, as the experience was only a dream the Sanity point loss is only 10% of what was rolled (drop all fractions). Lingering phobias may result, however. Agoraphobia and astrophobia might plague dream-maddened investigators throughout the rest of this adventure.

Event—The Madman

This event should occur either at or near the GPCA, or possibly on the outskirts of Hayden. Exactly how it occurs is left to the keeper to determine. The madman may be hiding in a ditch and suddenly rush into the road, or he may lurk behind a parked car, or bolt out of a just-opened door, whatever is desired.

The madman—a local farmer—advances on them with a tire iron. He is dirty, drooling, his clothes torn, and his eyes wild. No roll is needed to see that he is deranged.

"Make it stop!" he snarls at the party, raising the weapon. "Make the ground stop singing! Stop it!"

Unless someone soothes him with a successful Psychoanalysis roll he attacks the nearest character. If he gets someone down, he tries to chew off strips of their flesh and drink their blood. Seeing this calls for a Sanity loss of 1/1D3 points.

If incapacitated or captured, the man can be calmed and questioned with Psychoanalysis rolls. He claims to hear music coming from the ground, and that it hurts his head. He is unable to remember his name until the effects wear off in 3D6 hours.

The Madman

STR 13 CON 13 SIZ 14 INT 12 POW 9
DEX 12 APP 11 EDU 13 SAN 36 HP 14

Damage Bonus: +1D4

Weapons: Claws (x2) 60%, 1D3+db; Grapple 45%, special; Kick 40%, 1D6+db; Tire Iron 50%, 1D8+db.

Skills: Dodge 40%, Listen 40%, Rant and Rave 65%.



The Mi-Go descend

The Device

The Fungi may try to leave a clue for the investigators in the form of a strange, metal device left where it will be easily discovered. It is a cylindrical object a foot and a half long and four inches in diameter, made of half-inch thick disks stacked on a rod. The discs are decorated with odd, mathematical symbols and can be rotated independently about the central shaft.

This is the Mi-Go equivalent of a book. To read it, a complex but regular formula is used to turn the discs to certain positions, creating whole sentences and formulae from the engraved symbols. The mathematics are simple—once the five-digit system is grasped—but a Computer Use roll is required to create a program that will eventually decipher how to use the device. The GPCA mainframe will be required.

The cylinder discusses the topic of Ghroth, and its role in the resurrection of the Great Old Ones (see Ghroth Papers #1). Reading the decoded text costs 1D6 Sanity points and adds 6 percentiles to the investigator's Cthulhu Mythos skill.

Parlay

This is the Fungi's last non-violent attempt to stop the GPCA's reception of Ghroth's signals. The Mi-Go attempt to set up a face-to-face meeting between one of their number and an investigator. To do this they leave a note for him or her stating: "Meet me by dish 1 at 2 AM." It is written in a very unusual hand, and unsigned.

If the investigator keeps the appointment, alone or with companions, he finds a lone figure crouched beneath the dish, nearly invisible in the pitch-dark. The thing is cloaked in a heavy overcoat and wears a broad-brimmed hat. It cautions the visitors not to come too close, or to use lights near it.

There is a buzzing timbre to its voice and a Cthulhu Mythos roll suggests it is a Mi-Go (lose 0/1D6 Sanity points). A Spot Hidden roll or a flashlight beam reveals it to be one of the Fungi from Yuggoth. If attacked or approached too closely, the Mi-Go flees.

If left unmolested the creature tells the investigators that they must prevent the radio telescopes from receiving the signals from the Nemesis star. It is these signals and their effects which currently torment the Earth. The Fungi may relate the nature of Ghroth, and mention some recent catastrophes to punctuate its claims.

"Haaev zyounot fehhlit the fvery chrthh bzelow zyoun zsinghing vwizth zthe muzzic ohf zthe zsferesz?" it asks.

Its warnings given, the Mi-Go flies off into the night.

Destruction

If all else fails the Fungi turn destructive. But they wait until the last minute, when the effects of Ghroth's music are already unleashed on the GPCA and nearby Hayden.

The Fungi begin by systematically destroying all of the outlying telescopes. Then they fly to the main compound and continue their demolition. While one or two of the Fungi fly overhead dropping explosives, the others lay down covering fire with their electrical weapons. The Fungi seek to destroy the entire facility and slay all within; they want no survivors leaking their existence to the outside world. To this end they relentlessly pursue anyone fleeing by foot or car. Those who do escape (by making Hide or high-speed Drive rolls) may be sought out at a later date.

Chaos

AT the climax of the adventure the earth itself takes up the alien rhythms of Ghroth. Violent storms erupt, tremors shake the ground, and all within several miles of the GPCA become slaves to their lowest desires.

The worst of the horror occurs at the GPCA and in Hayden. Nearing the town, smoke is seen rising into the sky and a car is seen lying in a ditch. A man and woman are glimpsed fleeing across a distant field while Listen rolls detect gunshots coming from the direction of town.

Reaching Hayden the investigators encounter any number of the following incidents. Undoubtedly after a few encounters they will try to escape the town, but by then they themselves may be affected by Ghroth's music. Any investigator visiting Hayden or the GPCA loses 1D2/2D6 Sanity points.

Hayden Dances to the Music

All Hell is breaking loose in Hayden. In addition to the following suggested encounters, investigators see people and animals running in terror, broken water-mains flooding streets, and hear the sounds of breaking glass, car accidents, and screams.

A Deranged Motorist

At least one insane driver is tearing through Hayden's streets, running down pedestrians and ramming vehicles. This cackling young man drives a brand new four-wheel-drive pickup with blood on its fenders and dents and scratches in its sides. The crazed driver tries to run the investigators down, or ram their vehicle, incapacitating it. Statistics for the mad driver are at the end of this section.

A Rooftop Madman

In the driving rain a naked man climbs to the roof of his house and exalts the stormy sky overhead. Keeper's choice as to whether he eventually jumps to his death, is

The Weapons of the Fungi

In addition to their explosive devices, the Fungi also carry rifle-like electrical weapons. Appearing as irregularly-shaped pieces of silver driftwood about 18 to 24 inches long adorned with bumps, pits, and exposed wires, these weapons, when fired, emit a crackling bolt of electrical energy up to 50 yards long. If hit, a target must roll his CON against the weapon's power of 2D8. If successful, the character is only stunned—all movement and skills are halved for the next 2D3 rounds. Failing the roll the character is similarly stunned plus suffers damage equal to the 2D8 originally rolled.

Humans attempting to use these devices start at a base chance equal to their INT or DEX, whichever is higher. Each device has 3D10 charges.

struck by lightning, or merely sings strange psalms to the heavens.

Earthquakes

One or more minor earthquakes rock the town, as described in the earlier *Events* box.

Lightning

Freak bolts of lightning crackle down blasting buildings, cars, and residents alike. Investigators failing a Luck roll suffer a near-miss and take 1D6 points of damage plus minor burns and 1D6 rounds of unconsciousness. Fumbled rolls indicate more serious strikes, causing 4D6 damage, 1D6 minutes of unconsciousness, and some form of permanent or lasting damage such as deafness, loss of hair, or serious burn scars. Several such bolt-incidents occur during the odyssey through Hayden.

A Murderous Mob

A group of 1D4+1 unarmed lower-class men have tackled and beaten a prominent Hayden citizen and now stand urinating on their downed prey. The thugs flee if threatened with a show of force.

The Afflicted

Several times the investigators come across a man or woman on hands and knees, vomiting. These folk are extremely ill with headaches, fever, and severe nausea.

The Insane

Insane groups and individuals stalk the town gratifying their violent desires. The investigators are bound to come across some of them sooner or later. Up to 1D10 blood-thirsty men and women may be met. The thugs flee if outnumbered, outgunned, or if more than one of their number are killed.

The Victims

The dead, dying, and unconscious are everywhere. Lying on the streets and sidewalks, victims of gunshot wounds and beatings. A man has hung himself from a tree in front

of the courthouse while another has fallen through the front window of the 'Mart, held upright by a shard of glass through his stomach. A group of snarling dogs tear at the flesh of a corpse lying in the middle of Main Street.

Rampant Crime

The investigators should witness one or more of the following violent crimes: a resident beating his neighbor with a lead pipe, a man strangling his wife, a gang of boys raping a waitress.

Hot Dog

A group of laughing children aged five to ten years chase a burning dog down the street. They carry charcoal lighter fluid and matches, seeking others to play with.

A Crazy Rifleman

A mad resident armed with a rifle wanders around town, shooting windows, traffic signs, and the occasional citizen. The gunman may disable the investigators' car if the keeper wishes to keep them in Hayden for awhile. See the statistics given at the end of this section for the crazy rifleman.

Vandalism

A lanky youth dances clumsily down the street, singing off-key, punctuating his song with a baseball bat smashed through car and store windows. With a successful Listen roll anyone who has heard the GPCA's tapes of Ghroth's signals recognizes the young man's tuneless song.

Fire

Several homes and businesses are ablaze, smoldering in the heavy rains. Some of the fires are due to lightning strikes, others were deliberately set. Groups of arsonists and pyromaniacs gather to watch the fun.

Destruction

Cars, some ablaze, are left abandoned in the middle of streets, or smashed into storefronts, trees, or telephone poles.

Explosions

At some point the gas pumps at the Quick Stop go up in a fiery explosion that blows out windows and knocks down everyone within a two-block radius. Those within 20 yards of the blast are killed instantly; those within 20-30 yards suffer 2D6 damage; those 30-35 yards damage suffer only 1D6. The explosion might have been caused by a madman turning on the pump and deliberately igniting it, or a luckless motorist might have plowed over the pumps, or the earthquakes might have ruptured the tanks. Whatever the reason, it causes further blazes and traffic blockages.

Rescuing Stan Arnold

The investigators might want to save their imprisoned friend. There are 1D6-1 people left in the Courthouse, each with a 70% chance of having been affected by the

music of the spheres. Affected or not, each of these persons has a 25% chance of being armed with a .38 revolver. Combat or Persuade rolls may be required to get past these people.

They find a despondent Stan Arnold in his cell preparing to hang himself with his coveralls. A successful Psychoanalysis roll soothes him long enough for someone to find the keys to the cell. Otherwise he commits suicide within 2D4 rounds of the investigators' arrival costing each witness 1/1D4+1 Sanity points. Investigators searching for the keys get a chance equal to one-fifth their Spot Hidden roll every round. Once freed, Stan is of no real help, but neither does he hinder the investigators. Depending on how it all turns out, the investigators may or may not be charged with helping the prisoner to escape.

If the investigators fail to remember Stan Arnold, he hangs himself. They learn about his death later and lose 1/1D3 Sanity points.

The End of the GPCA?

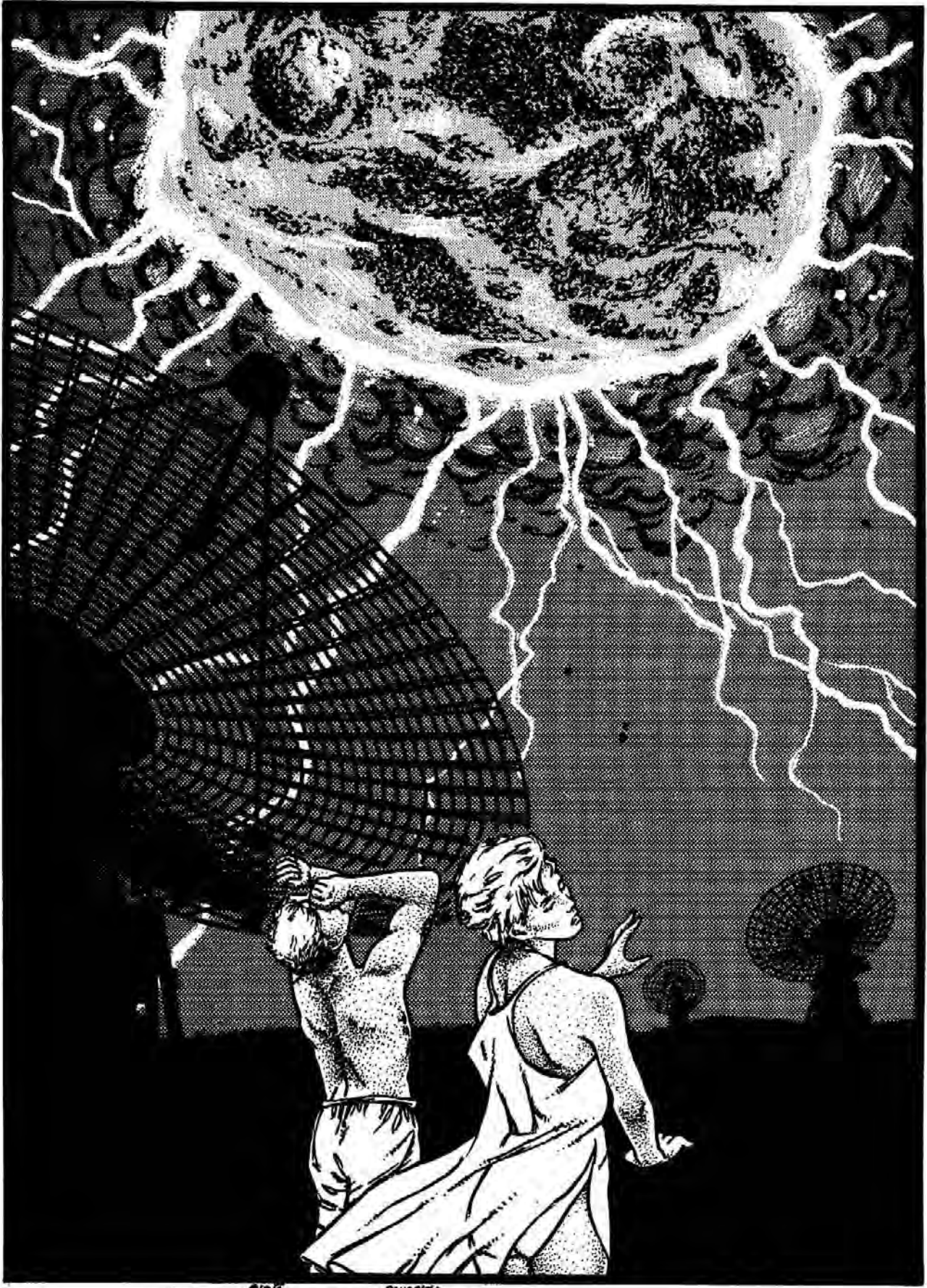
The same chaos occurs at the GPCA, though on a smaller scale. Storms, lightning, and earthquakes shake the ground while the staff behaves as insanely as the residents of Hayden. Fortunately, the lack of weapons and pyrotechnics prevents them from wreaking as much havoc as the citizens of the town are.

Roll each staff member's Sanity to see which of them are affected.

By the time the investigators reach the GPCA, some staff members may already be dead while others are violent and insane. Again dodging the lightning and the crazies, the investigators must try to find a way to stop reception of the malefic signal. Destroying the dishes is one possibility, or more knowledgeable investigators can use the facility's controls to shut down the radio telescopes. To do this, at least two consecutive Computer Use or Electronics rolls must be made from within the control room in the tower.

The Mi-Go or nature might do the job for them, however. Realizing the severity of the situation, the Fungi from Yuggoth may choose now to destroy the station. They too have to avoid the staff and the lightning but they are determined to put an end to this madness.

With all the lightning slashing through the skies, it is no surprise that the GPCA eventually attracts it. So even if the investigators and the Mi-Go fail to shut down the facility, the storms eventually do. Lightning strikes hit close to the tower giving those sane enough to notice it some warning of approaching doom. Then several bolts hit the Salad Bowl, showering the tower with sparks and flame. Those caught inside the building take 1D6 points of damage per round from electrical shocks, fire, and falling debris.



Ghroth looms closer

Conclusion

THIS is a difficult scenario to complete successfully. Shutting down the GPCA or turning its attentions away from the Nemesis star are not easy tasks. More than likely the radio telescope station and Hayden are destroyed with considerable loss of life. But even such dark endings are not without lingering moments of hope.

If the investigators can convince Dr. Neal that the radio emissions from the Nemesis star are causing catastrophes around the world, he may cease work on that project. Considerable proof must be gathered to convince him. A Persuade roll combined with a stack of disaster reports might do the trick. Successfully turning the GPCA's attention away from Ghroth before chaos erupts is worth a reward of 2D6 Sanity points (although this plan may be disrupted by an insane technician with plans of his own). An additional 1D6 Sanity points should be awarded if the investigators realize the identity and purpose of the cosmic malefactor. If the investigators are wise, they suppress knowledge of the astronomical causes of the worldwide disturbances and warn other radio astronomers to avoid listening for the Nemesis star. Doing so is worth an additional 1D6 Sanity points.

Assuming the worst, that Hayden and the GPCA are beset by disaster, the rewards and penalties increase in number. First of all, each insane Hayden resident the investigators find it necessary to slay costs them 0/1D2 Sanity points. After the holocaust each murderous investigator must also make a Luck roll to avoid having charges brought against them, their crimes witnessed by one of the few Hayden residents who didn't lose their mind. Each citizen the investigators save from their neighbors' insanity grants 1 point of Sanity.

Saving the GPCA from destruction nets each investigator 1D3 Sanity points. If, on the other hand, it is destroyed by the Fungi from Yuggoth, each loses 1D4 Sanity points. Destruction by the storm costs no Sanity points. Each GPCA staff member slain by the investigators calls for a loss of 1D3 Sanity points, regardless of the person's possibly violent intentions. Again, Luck rolls must be made to avoid being charged with a crime. Each of these characters that the investigators manage to save gives them an award of 1 Sanity point.

Finally, each of the Mi-Go slain by the investigators rewards them with a Sanity point. If the Mi-Go were driven off before they could do much damage, each investigator receives an additional 1D3 Sanity points. If, at the end of the scenario, any of the players have nagging thoughts about their investigator having possibly aided the Fungi, assess a penalty of 1D2 Sanity points.

Any investigator spending a fair amount of time at the GPCA learning its operation and goals receives a check to their Astronomy skill.

Though no monetary rewards are forthcoming, the parents of Stan Arnold will be grateful if the investigator helped their son. Simply rescuing Stan from the holocaust brings them an award of 1D6 points. If Stan survives the scenario he stands trial and goes to jail for Carrie Osbourne's murder; parole and time off for good behavior are always possible. Despite the trial's outcome Stan's parents use their influence to reward each helpful investigator with a 1D10 bonus to Credit Rating.

Yet a dark side remains. Ghroth's music affected the entire planet. Who knows what foul things might have been awakened by the songs from the stars and the resultant stirrings of the Earth? What rough Beast might even now be lurching forth toward civilization to celebrate its rebirth?

Handouts and Statistics

THE handouts below are to be distributed to the players as required. The circumstances by which each is acquired are listed below. Note that instead of newspaper articles, the keeper can provide these clues in the form of TV newscasts.

Ghroth Papers #3

This article can either be given out at the beginning of the adventure to help draw the investigators to Nebraska or in the midst of the adventure.

Minor Earth Tremor in Nebraska

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

"Just kind of unexpected, you know," stated Billy McHenry of nearby Arthur. "The hogs started running

back and forth and squealing and all, and the earth shaking, but no harm done. Nothing like you see in California all the time."

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



Hayden gone mad

Ghroth Papers #4

This report should be given out in the midst of the adventure—another symptom of the chaos striking worldwide. The setting is near the city of the chthonians known as G'hame.

Thousands Feared Dead in Ethiopian Quake

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

The earthquake was preceded by a series of small tremors that began about thirteen hours before the major quake rocked Adis Abeba and areas as far away as Nairobi, Djibouti, and southern Egypt. Casualties are reported to be heavy with most losses occurring among the starving peoples of Ethiopia. Severe droughts have afflicted this African nation for over a dec-

ade, and worldwide relief efforts have failed to bring needed aid to the famine-stricken Ethiopians.

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

Ghroth Papers #4

Ghroth Papers #5

As above, this article should serve as another reminder that the current spate of bizarre events isn't limited to the Midwest. The implication is that the storm-racked area is adjacent to R'lyeh.

South Pacific Stirred by Storms, Earthquakes

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

At least one vessel, the freighter *Yolanda Gray* out of San Francisco, has been lost in

these storms. Rescue operations were suspended Monday due to rough waters and high winds, and all hands are feared lost. Captain Paolo Rivas of the Chilean Coast Guard reports that underwater seismic activity is believed to be causing the disturbances in the ocean nearby.

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

Ghroth Papers #5

Sheriff Randy Kaufman, age 36

STR 12 CON 14 SIZ 15 INT 14 POW 13
DEX 13 APP 13 EDU 14 SAN 65 HP 15

Damage Bonus: +1D4

Weapons: Fist 60%, 1D3+1D4; Grapple 35%, special; Nightstick 45%, 1D6+1D4; .38 Revolver 65%, 1D10; 12-gauge pump shotgun 75%, 4D6/2D6/1D6.

Skills: Dodge 35%, Drive Automobile 55%, First Aid 40%, Hide 25%, Law 65%, Listen 50%, Persuade 45%, Photography 40%, Psychology 40%, Sneak 30%, Spot Hidden 60%, Track 30%.

Deputy Bob Horner, age 46

STR 13 CON 11 SIZ 16 INT 12 POW 10
DEX 10 APP 9 EDU 12 SAN 50 HP 14

Damage Bonus: +1D4

Weapons: Fist 75%, 1D3+1D4; Grapple 65%, special; Kick 50%, 1D6+1D4; Nightstick 55%, 1D6+1D4; .357 Magnum Revolver 60%, 1D8+1D6; 12-gauge pump shotgun 60%, 4D6/2D6/1D6.

Skills: Dodge 20%, Drive Automobile 55%, Law 55%, Listen 35%, Spot Hidden 40%.

Deputy Donny Carpenter, age 33

STR 14 CON 16 SIZ 15 INT 13 POW 12
DEX 14 APP 15 EDU 16 SAN 60 HP 16

Damage Bonus: +1D4

Weapons: Fist 65%, 1D3+1D4; Grapple 60%, special; Kick 65%, 1D6+1D4; Nightstick 55%, 1D6+1D4; .38 Revolver 50%, 1D10; 12-gauge pump shotgun 45%, 4D6/2D6/1D6.

Skills: Climb 50%, Computer Use 35%, Dodge 45%, Drive Automobile 50%, Hide 40%, Law 50%, Listen 30%, Martial Arts 45%, Mechanical Repair 40%, Psychology 30%, Sneak 30%, Spot Hidden 35%, Throw 55%, Track 25%.

Dr. Gerald Neal, astrophysicist, age 53

STR 10 CON 11 SIZ 14 INT 17 POW 13
DEX 10 APP 11 EDU 22 SAN 59 HP 13

Weapons: None, all at base percentages.

Skills: Accounting 45%, Astronomy 95%, Chemistry 20%, Computer Use 50%, Credit Rating 65%, Electronics 35%, English 95%, German 50%, History 40%, Library Use 60%, Listen 40%, Make Maps 30%, Persuade 65%, Physics 70%, Spot Hidden 40%.

Dr. Carl Guest, astrophysicist, age 51

STR 10 CON 10 SIZ 14 INT 15 POW 14
DEX 9 APP 12 EDU 19 SAN 70 HP 12

Weapons: Double-barrelled 20-gauge shotgun 45%, 2D6/1D6/1D3.

Skills: Anthropology 15%, Astronomy 80%, Chemistry 20%, Computer Use 55%, Credit Rating 50%, Electrical Repair 35%, Electronics 30%, English 95%, Geology 20%, History 50%, Library Use 45%, Listen 35%, Mechanical Repair 45%, Persuade 55%, Photography 40%, Physics 65%, Psychology 35%, Ride 70%, Spot Hidden 45%.

Jenny Hooper, grad student, age 25

STR 9 CON 12 SIZ 11 INT 15 POW 13
DEX 13 APP 14 EDU 18 SAN 65 HP 12

Weapons: None, all at base percentages.

Skills: Astronomy 65%, Chemistry 30%, Computer Use 55%, Dodge 40%, Drive Automobile 35%, English 90%, Geology 35%, History 30%, Library Use 50%, Listen 45%, Persuade 40%, Photography 35%, Physics 50%, Psychology 45%, Ride 45%, Spot Hidden 35%.

Harlan Bennett, chief computer technician, age 38

STR 12 CON 14 SIZ 13 INT 16 POW 12
DEX 13 APP 13 EDU 19 SAN 60 HP 14

Damage Bonus: +1D4

Weapons: None, all at base percentages.

Skills: Astronomy 35%, Computer Use 80%, Credit Rating 45%, Drive Automobile 40%, Electrical Repair 30%, Electronics 65%, English 95%, Listen 30%, Make Maps 45%, Mechanical Repair 35%, Physics 40%, Spot Hidden 55%.

Jack Bernard, computer technician, age 32

STR 12 CON 12 SIZ 14 INT 14 POW 11
DEX 13 APP 14 EDU 17 SAN 55 HP 13

Damage Bonus: +1D4

Weapons: Fist 55%, 1D3+1D4; Grapple 35%, special; Club 45%, 1D6 or 1D8 (as per club size).

Skills: Astronomy 30%, Computer Use 65%, Dodge 35%, Drive Automobile 50%, Electrical Repair 45%, Electronics 50%, Fast Talk 45%, Law 15%, Make Maps 35%, Mechanical Repair 50%, Physics 35%, Sneak 30%.

Dr. Diane Mancini, astrophysicist, age 44

STR 10 CON 11 SIZ 13 INT 16 POW 13
DEX 11 APP 11 EDU 19 SAN 65 HP 12

Damage Bonus: 0

Weapons: Kick 40%, 1D6; .38 revolver 25%, 1D10.

Skills: Astronomy 55%, Botany 15%, Chemistry 40%, Computer Use 35%, English 95%, History 50%, Library Use 65%, Listen 40%, Persuade 65%, Physics 75%, Psychology 35%, Spot Hidden 60%.

Gary Wilson, maintenance chief, age 57

STR 13 CON 15 SIZ 15 INT 13 POW 12
DEX 13 APP 12 EDU 13 SAN 60 HP 15

Damage Bonus: +1D4

Weapons: Fist 75%, 1D3+1D4; Grapple 60%, special; Club 60%, 1D6 or 1D8 (as per club size); .22-250 bolt-action rifle 60%, 2D6+1.

Skills: Astronomy 15%, Climb 60%, Computer Use 15%, Drive Automobile 50%, Electrical Repair 70%, Electronics 40%, English 65%, Mechanical Repair 80%, Spot Hidden 50%.

The Fungi from Yuggoth

	#1	#2	#3	#4	#5
STR	10	12	11	17	7
CON	12	13	9	10	8
SIZ	6	12	9	13	9
INT	12	14	15	10	16
POW	14	12	17	15	14
DEX	15	14	18	10	18
HP	9	13	9	12	9
DB	-D4	—	—	+D4	-D4
Claws (x2)	30%	60%	35%	40%	45%
Weapon	—	30%	50%	—	65%

Move: 7/9 flying

Armor: None, but impaling weapons do minimum damage. A pistol doing 1D10+2 damage does only 3 points to a Mi-Go, or 6 on an impaling roll.

Sanity Loss: 0/1D6

Victims of the Music

These statistics can be used for any of the above encounters, if needed (#s 4 or 7 can be used as the rifleman, while the mad driver is #2 or #11).

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10	#11
STR	13	15	6	10	10	7	13	16	12	6	11
CON	15	10	16	6	13	7	13	13	13	11	12
SIZ	11	15	12	14	15	9	10	17	13	11	12
INT	13	13	10	10	15	10	13	12	11	13	12
POW	10	16	10	8	8	12	9	7	8	10	9
DEX	10	10	7	13	17	10	15	18	13	11	13
APP	9	7	11	9	10	14	13	11	7	10	16
EDU	10	14	12	9	12	16	14	14	15	13	12
SAN	37	70	41	27	28	43	33	21	27	41	32
HP	13	13	14	10	14	8	12	15	13	11	12
DB	—	+D4	—	—	+D4	-D4	—	+D6	+D4	—	—

Weapons: Fist 60%, 1D3; Grapple 50%, special; (odd-numbered victims above) small Club 40%, 1D6; (even-numbered victims above) large Knife 30%, 1D6; (#s 4 and 7 above) .30-06 bolt action Rifle 60%, 2D6+3.

Skills: Dodge 30%, Spot Hidden 30%; (#s 2 and 11 above) Drive Automobile 55%.

