

HELLHUI TRENCH

Mom's Coming to Dinner 4
Finding the Fallen



WILDFIRE
Igniting Imagination



HELLHAI TRASH

Mom's Coming to Dinner 4
Finding the Fallen I

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DISCLAIMER

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

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

FOR MATURE AUDIENCES ONLY

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

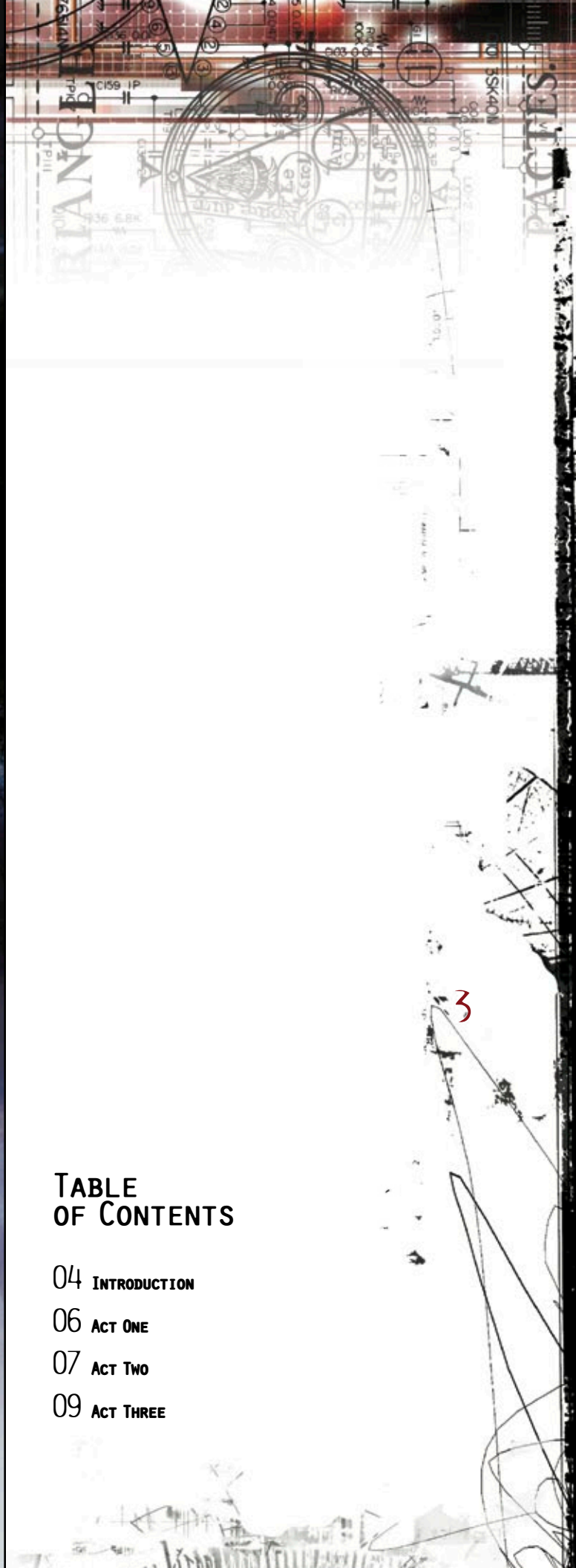


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Introduction

organized play

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

This story assumes that most, if not all, of the Dramatic Characters are Taggers, and any other mix will require you to tone down parts. The story follows a group of Taggers searching for some of their own who appear to have abducted.

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

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

Organized Play Adventures

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

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

SOUNDTRACK

We've created a soundtrack for *CthulhuTech* on the popular *Spotify* platform. It is composed of dark ambient and experimental music, designed to provide an interesting background for your game. If you're interested, you can find it at http://open.spotify.com/user/wildfire_studios/playlist/OcRWZa4rbdJbDzBFZ1hWuK, or find the URL on our Facebook page at facebook.com/cthulhutech.

We will be updating over time, to expand the repertoire of music and moods.

RULES FOR ORGANIZED PLAY

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

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

LEVEL 1 CHARACTERS

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

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

ADVENTURE REWARDS

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

VERIFICATION

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

The simplest method of verification is to note on the back of their Character Sheet the number of Experience awarded, any special gear the Character acquired, as well as the name of the ad-

venture and date or dates played. Please include your name and write in your own handwriting – don't let the players do this themselves. If you're comfortable with it, you may also include your e-mail address.

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

CHARACTER DEATH

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

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

SUSPECTED CHEATING

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

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

However, if a Character has extremely unusual advancements – most especially in terms of gear – or cannot satisfactorily recount where they received them, then you have several choices. You can let them play as is, and adapt the challenges for that Character to make them more difficult. You can also ask them if they will play without the suspect advancement for the duration of

your game. Finally, you can simply not allow them into your game.

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

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

PLAYING OUTSIDE THE OP

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

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

organized play 1:

finding the fallen

This is the first part of an adventure tracking down a pack of Taggers in Seattle that went missing. Angela MacGregor and her teammates have been working with the pack to track down an antiquities dealer and his companion throughout the arcology. Angela's team caught a break when a ghoul came to them with information about Domany's recent activities.

When the team arrived, they were ambushed. The informant and one of the Taggers died in the struggle. The rest of the team was captured and shuttled off to a Chrysalis Corporation holding facility to be interrogated, tortured, and eventually killed.

This adventure begins when the Eldritch Society activates another pack to investigate and find their missing people. After investigating the site of the ambush, they will track the attackers back to Mercury Communications. Mercury is a subsidiary of the Chrysalis Corporation and behind the layers of security needed for a telecommunications firm, lays a secret prison and interrogation chamber. The team will overcome several obstacles and find two of the missing Taggers. Angela is not in the building and neither of her surviving teammates knows where she is.

ACT I: MISSING FRIENDS

Act Goals: To set the Characters on the path of finding their missing colleagues.

Scene 1 – Rally the Pack

Goals: As Act I Goal.

Setting: Eldritch Society safehouse in Seattle

Cast of Characters

Angela – A red-haired Scottish woman, Angela is a Mirage Tagger in her late twenties. Her dossier image has her hair pulled back in a single braid.

There are slight bags under her eyes, suggesting a chronic lack of sleep.

Shaun – A pale and almost too thin woman, Shaun is a Shadow Tagger. Tightly cropped brown hair shows the corded muscles in her neck and face. Her dossier lists chronic allergies consistent with Sick Building Syndrome.

Kydova – A Nazzadi male with only the barest hints of white markings crawling up his neck, Kydova is a Nightmare Tagger. He has a thick, muscled neck which stands at odds with the usual graceful appearance of the Nazzadi.

Luca – Smiling with confidence, Luca has olive-toned skin and dark hair. He is a Phantom Tagger and stands out in comparison to the rest of his pack through his blandness. Luca has the look of a person that could walk down any street in the NEG without notice.

The Characters are at an Eldritch Society safehouse when the call comes.

Read the following to your players.

Its been two days since your last assignment. Leadership had promised a full week of R&R after the kids. They lied. Your Operator, a Nazzadi named Tala, routes an emergency call to the house. The team is gathered into the living room to get their assignment. Search and Rescue.

This scene is predominantly to give the players a chance to become acquainted with one another and introduce them into the action. The safehouse can also serve as a base of operations and rendezvous point throughout the adventure.

If the team has an Operator, Tala is only going to contact them initially and route the prelimi-

nary information. Allow the Character to do all further research throughout the rest of this scenario. Tala's role is simply to provide additional information and overwatch through hacking various systems as needed for teams which do not have an operator in the field with them.

A local pack, chasing down a lead on Domany, had gone quiet as they prowled through the underground. They were supposed to meet with a ghoul who had information. Their leader, Angela, got out a quick message "It's an ambush. Terk's dead." That was twenty minutes ago. It should be stressed that the team will need to move fast before Chrysalis can send cleaners to scrub the scene.

The Safehouse

A shotgun-style apartment in the arcology. The front room is a communal area, with a kitchen, two bathrooms and an office going down one side. Four bedrooms are opposite the other rooms, set up in a dormitory style. There is soundproofing, so that even if they were shouting Society secrets, no one outside could hear them – likewise there is no noise from neighbors if they try to sleep at odd hours.

Terk

A ghoul infiltrator, Terk works with some of the least savory people in the arcane underground. He makes his home in the warrens of tunnels and sewers below Seattle. An expert in security systems and stealth, Terk has survived by staying out of sight of the NEG and brokering what deals he can with the desperate and downtrodden. His last job had been tampering with several doors to create a path from the SoDo maglev station into a nearby Chrysalis Corporation office building. The path was used by one of Domany's agents to get several items that the Nazzadi needed as she left town.

ACT II: SCENE OF THE CRIME

Act Goals: To investigate the scene of the crime, to encounter Chrysalis cleaners, and to find a lead to Mercury Communications.

Scene 2 – Last Known Location

Goals: As Act I Goal.

Setting: Residential neighborhood near the Tacoma docks

Cast of Characters

Chrysalis Corporation Cleaners – various ethnicities and genders, non-combatants who are guarded by a fire team agent as they clean up incriminating evidence.

Tacoma Residents

The pack explores the area, looking for clues about where the Chrysalis Corp may have taken the others.

Read the following to your players.

You pull up to the address Tala gave you. It's a run down quick-mart between a strip mall and residential housing near the Tacoma docks. A small cluster of people are standing on the corner talking. Occasionally, one will break out into a hacking cough fit. One by one, they place their hand upon the APDM and, after the analysis, wave to the others before heading out into the night.

Walking around the building, you find an alleyway with blood and a massively dented dumpster.

Tala is working on hacking the feeds of nearby cameras, and the sensors from the APDM. While the APDM is in use, hacking it may alert the people standing on the corner that something is amiss. It will take half an hour for the

APDM to be free from use, unless the Characters do something to speed up the departure of the civilians.

Tala will send datafeeds from the cameras to any of the team's peeks that play through the fight. The feed shows Angela, Kydova, and Luca arrive. (A Hard Observation Test will notice Shaun stealthing through the area as a Shadow.) The team appears on edge. Within seconds, several Chrysalis agents erupt from the nearby buildings. Shaun appears out of the shadows, transformed as the Shadow. The battle ensues with the three of them being knocked out before they are able to transform.

A well-dressed man appears in the doorway of the building. The cameras never show a clear image of him. Walking through the fight, he grabs Shaun with one hand and swings the Tager around like a doll. She gets slammed into the dumpster and pavement several times before being tossed aside, clearly dead. The Chrysalis agents load the Eldritch Society pack into a van. An Easy Occult or Parapsychology Test will tell that the well-dressed figure is preternaturally strong. There are many metaterrestrials capable of the strength and masquerading as a mortal. Masters of Somatic powers such as hyper-strength would also be capable of flinging people around like that.

Searching the area will produce several leads:

- A stun baton has rolled under the dumpster where it was knocked from the hands of a guard. It has a corporate logo worked into the handle. An Average Culture (NEG) or Trivia (related to local business or telecommunications) Test will recognize the logo as Mercury Communications, a regional telecommunications company.

- Spent shell casings and hard plastic bullets. These are gel rounds. As a less-lethal option, it is quite likely that some of the pack are still alive.

- Several crushed bits of electronics. Sifting through the pieces, it looks like the phones and peeks for the team. They have been stomped on and run over by a heavy vehicle.

Para-psychics and sorcerers who have the appropriate powers or spells active, will feel a sense of pure dread and malice from the doorway where the well-dressed man stood. A parapsychic with Retrocognition 2 can play back through the recent events, and possibly follow the van if they are able to maintain the power long enough.

The van that the team was loaded into was a black, unmarked panel van. Tala will be able to track it down, using various cameras but it will take several hours. He will only do that if the Characters appear to be stumped on where to go next.

Alternately, the team can lay in wait for five Chrysalis Corporation cleaners to arrive to erase evidence of the event. The cleaner team is made up primarily of non-combatants, with a fire team agent to deal with on-lookers who cannot be scared off by comments about a chemical spill and the like.

Interrogating the cleaner team can result in a separate lead to Mercury Communications. A Challenging Intimidate or Persuade Test results in one of the cleaners saying that the team is responding there next to finish the clean up from this scene.

Chrysalis Corporation Cleaner

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 11, Reflex 6

General Skills:

Criminal: Adept, Education (Forensics): Expert, Language (English): Expert, Larceny: Adept, Observation: Expert, Persuade: Novice, Surveillance: Novice Technician: Adept

Combat Skills:

Dodge 2, Fighting 2

Damage Bonus: 0

Vitality: 12

Movement & Speed:

• Land 13 mph (32/8 ypt)

Special Gear:

- PCPU
- Toolkit
- Wireless Communication Earpiece

Chrysalis Fire Team

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 12, Reflex 6

General Skills:

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

Combat Skills:

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

Weapons:

- CS-44 +2
Range 32/25/45
Shots 2
- Snap Baton 0

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Movement & Speed:

- Land 13 mph (32/8 ypt)

Special Gear:

- Night Vision Goggles with IR Illuminator
- Security Guard Uniform

Gel Rounds

Used by security forces across the globe when a less-lethal approach is necessary, gel rounds subdue most targets rather than killing them. When fired, half of the damage is Subdual Damage, per Subduing in the *CthulhuTech Core Rulebook*, p. 123.

Gel rounds are only available as normal rounds.

ACT III: THE DUNGEON

Act Goals: To infiltrate Mercury Communications, to defeat the organized security there, to find the hidden dungeon, and to free Kydova and Luca.

Scene 3 – Mercury Communications

Goals: As Act III Goal.

Setting: Mercury Communications in Bellevue, outside the arcology

Cast of Characters

Chrysalis Fire Team Agents

Dua-Sanaras Interrogator – Experienced, male, a Dhohanoid who very much enjoys torturing the captured Tagers.

Kydova – Captured Tager

Luca – Captured Tager

Mercury Communications Security

The Characters have made their way to Mercury Communications and now must figure out how to get inside.

Read the following to your players.

It takes almost an hour to get across town from Tacoma to downtown Bellevue, even with the minimal traffic on the freeways. Just outside the arcolony, Mercury Communications is a towering glass building. A well-manicured lawn and private underground parking lot are visible behind the tall wrought iron fence surrounding the building. The driveway up to the area has a security guard standing watch and a crash barricade blocking any attempts to drive past.

It will be up to the Characters to figure out how they get into the building. Tala cannot access any of the security systems remotely because they are running on a private network. The building security is described below.

Layout

Mercury Communications is a twelve-story tall building, with several satellite dishes on the roof. There is a 20 yard grass lawn surrounding the building on all four sides. Sparsely planted fir trees are spread haphazardly through the area. The driveway enters on the south side of the building and leads to an underground parking garage, directly beneath the building. A sidewalk runs along the edge of driveway to the main lobby. A helipad rests on the east lawn.

Within the parking garage, five yards to the right of the elevators, is a door labeled "Restricted Access, High Voltage Equipment." It actually leads to the sub-basement. There is a short stairwell down to a reinforced door (6 Vitality and 2/2 armor). The sub-basement has two holding cells that are each ten feet by ten feet with reinforced

doors, as well as, a main room that is twenty feet square.

Physical Security

Cameras are spread along the exterior perimeter, and throughout the high traffic areas of the building (hallways, lobby, elevators etc.). During non-business hours, the exterior doors are locked. The windows are all composed of shatter-resistant glass (4 Vitality and 1/1 armor). Interior doors have locks requiring keycard access. The Mercury security guards are able to open most of the doors. Only the keycards for Chrysalis agents are able to unlock the secure doors in the sub-basement.

There are three security guards in the main lobby. These guards monitor the camera feeds and coordinate activities with all of the Mercury Communications guards throughout the building and grounds. When Chrysalis agents arrive, the cameras in the parking garage are shut off until an all-clear signal is given. None of the Mercury Communications staff are aware of the true nature of the Chrysalis Corporation, or the fact that Dhohanoids use the sub-basement.

Each floor has a security guard who patrols the area. A complete loop of the floor takes roughly five minutes. Six guards patrolling the exterior grounds in three pairs. All of the guards use standard radios to communicate with each other.

Investigating the Area

Exploring most of the building will prove fruitless for rescuing the missing team. The Characters can create a piggy-back signal for Tala to hack in through with a Hard Computer Test. The Operator can then hack through the system security. There are no signs of the van in the building, though Tala can point out that the garage cameras were turned off for several minutes. Digging

through offices and personal files will turn up the usual corporate backstabbing and politics. There is an on-going love triangle between three of the account executives on the seventh floor, one of whom is cheating on his wife. The senior VP of Operations is being courted by the Death Shadows and has encrypted video files on his computer of a drug-hazed orgy and snuff film.

The garage has several vans which are the same make and model as the one which kidnapped the team. All of these vans are dark blue with the Mercury Communications logo in white. They are corporate vans for repairing infrastructure and are fully loaded with electrical parts and tools. A Hard Observation Test will notice several small blood drops in a trail from a parking stall to the "Restricted Access" door. Vampire Tagers get a +2 Test bonus to notice the blood due to their symbiont's strong connection.

Interrogations

Luca and Kydova are each locked in a separate chamber. Both are in their mortal forms with vests strapped snugly around them. The vests are lined with ball bearings and high explosives, detonating inwards. If they transform, the vest will stretch to accommodate the new size, but the explosive device will be triggered. The wearer will take 9 dice of damage, and anyone within one yard will take half damage. This may not kill the Tagers outright, but will grievously wound them, giving the Chrysalis agents a chance to close and finish them off. Removing the vests without triggering the device requires a Hard Demolitions Test – the triggers of the vests are sensitive. Any strenuous actions while wearing the vests, such as running, fighting, or dodging, will require an Average Agility Feat Test to avoid accidentally triggering the vest.

A Dua-Sanaras Dhohanoid is interrogating Luca and Kydova. This has mostly been simply torturing one of them and trying to remember to ask questions, until the Tager falls unconscious and the Dhohanoid will switch to the other one. The Dhohanoid is under orders not to kill them for at least 24 hours. It can torture or maim them as much as it wants in the meanwhile. The questions are focused around Terk, why they were meeting him and why the ghoul was seen near their offices. The regeneration of the Tagers is enough to stop the bleeding of wounds, even in their mortal state. Because of this the Dua-Sanaras has taken to slowly breaking the bones in each finger and then once every bone in the hand is broken, biting fingers off one at a time.

Four Chrysalis fire team agents are sitting in the main room to ensure that no one comes or goes from the area.

This scene can be adjusted based on the composition of the team and the amount of time that is left. At its simplest, it's a quick and brutal fight against a single Dhohanoid and a couple mortals and recover two of the missing Tagers. If the group is hungry for combat, the options are to increase the number of Dhohanoids or the fire team agents on scene.

Dua-Sanaras Interrogator

Size: Large (9 to 12 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 12, Reflex 7

General Skills:

Athletics 3, Intimidate 5, Observation 3,
Stealth 3, Trivia (Morbid Facts) 3

Combat Skills:

Dodge 3, Fighting 5, Marksman 4

Weapons:

- Beak +1
- Tentacles 0 + Entangling

Damage Bonus: +1

Vitality: 14

Armor: 1/1

Regeneration: 1 Point

Fear Factor: 16

Temperament: Unfeeling & Malicious

Senses:

- Nightvision
- Sonar

Movement & Speed:

- Land 17 mph (42/10 ypt)
- Swimming 34 mph (84/20 ypt)

Chrysalis Fire Team

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 12, Reflex 6

General Skills:

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

Combat Skills:

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

Weapons:

- CS-44 +2
 - Range 32/25/45
 - Shots 2
- Snap Baton 0

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Movement & Speed:

- Land 13 mph (32/8 ypt)

Special Gear:

- Night Vision Goggles with IR Illuminator
- Security Guard Uniform

Mercury Security Guards

Size: Medium (5 to 6 ft. tall)

Attributes:

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

Secondary Attributes:

Actions 2, Orgone 11, Reflex 6

General Skills:

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

Combat Skills:

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

Weapons:

- CS-44 +2
 - Range 32/25/45
 - Shots 2
- Snap Baton 0

Damage Bonus: 0

Vitality: 12

Armor: 1/1

Movement & Speed:

- Land 13 mph (32/8 ypt)

Special Gear:

- Night Vision Goggles with IR Illuminator
- Security Guard Uniform

WRAP - UP

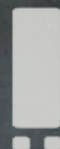
Once the team gets clear of Mercury Communications, it's time to find out what happened to the rest of the cell.

Read the following to your players.

With Mercury Communications fading away in your rear view mirror, you head towards the safehouse that Tala suggested. Luca is quiet, his eyes closed and breathing slowly. The posture is similar to new applicants beginning their early courses in meditation. Kydova glances from Luca to the rest of you.

"Shaun's dead. They knew we were coming and knocked us out fast. When I came to, I heard the guards talking. Angela was being taken somewhere else. Someone knew her and wanted her brought to him. We need to find her."

This is the denouement. The investigation looking for Angela will continue in *Finding the Fallen, Part II*. Once the team gets to the safehouse, there will be an Eldritch Society debriefing team and counselors to assess Kydova and Luca for the amount of psychological strain that the torture caused.



The stars were never meant for us.

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

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

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

The Void Core Book features:

- An exploration of our fully colonized solar system, only a few hundred years in the future.
- A complete introductory adventure, ready to get you playing within an hour.
- Presentation and mechanics designed with accessibility in mind.
- New simple yet flavorful game mechanics, utilizing six-sided dice pools.
- Rich full-color art, visualizing a dark world.



WILDFIRE
Igniting Imagination



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The Last War

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

This is the Aeon War. This is the time of *CthulhuTech*.

Tagers helping to find the Circlet of Ghabbaz and the mysterious machinations of the Chrysalis Corporation have been abducted. Whoever has that kind of power can keep Tagers prisoner, and worse. Leave no one behind.

Mom's Coming to Dinner 3 – Finding the Fallen I:

- Is a turn-key adventure, ready-to-run, with most everything you need.
- Takes Characters on a quest to locate missing Tagers, who are on the same path as they.
- Is the fourth adventure in the epic *Mom's Coming to Dinner* campaign.
- Is usable in *CthulhuTech* Organized Play framework – take your Character from game to game.

FOR MATURE AUDIENCES ONLY

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

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FRAMEWORK