

Xebi Co.



A Call of Cthulhu Scenario
By Joshua Callanta



CLASS OF SERVICE	
DAY LETTER	
NIGHT MESSAGE	
NIGHT LETTER	
NOTE: If no preference is selected, DAY LETTER will be selected.	

XEBI NA



MESS AND NEWS

Send the following telegram, subject to terms on back hereof, which are hereby agreed to

Xebi Co.

A CALL OF CTHULHU 7TH EDITION SCENARIO

via Chicago

BY JOSHUA CALLANTA



CLASS OF SERVICE

DAY LETTER

NIGHT MESSAGE

NIGHT LETTER

NOTE: If no message is selected, DAY LETTER will be selected.

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Xebi Co. was inspired by The Night Wire by H.F. Arnold. The Night Wire and elements used therein reside under public domain.

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all costs! The Investigators will eventually find themselves in San Francisco's massive labyrinth of sewer mains, before ultimately exiting the city via one of four routes.

Xebi Co. is meant to be a very atmospheric encounter, with a ticking clock to ensure the investigators comprehend the urgency of the danger that has befallen them. Combat is mostly at a minimum, with the Investigators requiring stealth and ingenuity to survive. There are only a handful of non-player characters, none of which are particularly incidental to the story. At the heart of everything, Xebi Co. is about the Investigators confronting an inhuman, unknowable horror, and triumphing in survival.

INTRODUCTION

Xebi Co. is a short, single-session scenario designed for 2-4 players. Unlike other scenarios of similar lengths, Xebi Co. places more of an emphasis on survival than it does on discovery. While there are Mythos elements at play, the investigators will learn very little in regards to *Why This Is Happening*. Rather, the Keeper should place a greater emphasis on the goal: *How Can You Escape*. The investigators must use their wits, their reasoning, and their deductive ability to escape the horror that has befallen them. This scenario is designed to be played standalone, rather than to be slotted into an existing campaign, as all the Investigators are employees of the Xebi National Wire and News Corporation. However, the Keeper may extend the scenario into future adventures should the Investigators wish it - provided they survive!

The scenario takes place in downtown San Francisco, during the evening of September 17th, 1926. It is meant to act as a spiritual sequel to the H.F. Arnold weird fiction tale *The Night Wire*, a short story in which a night wire operator receives an impossible set of telegrams from an unheard of town, only to be found dead, still typing! *Xebi Co.* imagines the following night, and the realization that the horror has pursued its own story. The setting is primarily in the Xebi Co. building, on the 26th floor. As the sun sets, an unearthly fog rolls in from the San Francisco Bay, blanketing the downtown streets. As the night winds on, the Investigators will find the fog is not what it seems, and that they must escape the building and the city at

KEEPER'S INFORMATION

EVENTS PRECEDING THE STORY

On the night of September 16th, 1926, a Xebi National Wire and News Corporation wire operator John Morgan opened a second wire to transcribe an additional transmission. John was known as a "double man", that is to say a wire operator whom can decipher, transmit, and transcribe two separate telegraph transmissions on two separate typewriters. His manager, a man named Henry Arnold, collected and read the telegrams in sequence as John finished them. The telegrams had come via Chicago, and described an odd fog that had rolled in and blanketed the city. As the telegrams go on, the describe strange and terrible occurrences from the fog, with people reporting odd figures coalescing and floating in and out of existence within the phenomenon.

Arnold grows more and more disturbed by the telegrams, until they terminate with the wire operator in Chicago themselves being consumed mid transmission. Terrified, Arnold tries to rouse Morgan from his typing fugue, only to find Morgan cold and dead, despite having finished typing the telegram mere moments before. Unnerved, Arnold contacts his superiors and informs them that Morgan has passed. Morgan's body is taken away by the city coroner and Arnold declares the story from Chicago a hoax, locking two of the three story copies in his desk. The company buries the third copy in its Archives.

The next day the Xebi administrators seeks out two or three

wire operators to help cover the night shift until a permanent replacement for Morgan can be found. A wire room supervisor is also asked to temporarily join the shift, and although Arnold is still working, he is terribly shaken from the events of the previous night. Both the wire operators and the wire supervisor are offered double pay for their assistance. Unbeknownst to them however, as they travel to the Xebi Co. building the evening of September 17th, 1926, an odd fog is forming on the San Francisco Bay...

WHAT IS THE FOG?

Years ago, in another world, the Ghosts of Ib wrought their terrible vengeance on the city of Sarnath. They brought their Doom to the city and stole it for themselves, leaving only mists and empty marshes behind. However, the hunger of Ib was not sated, and the Ghosts that inhabited lost Sarnath sought cities equal to it in splendor. Casting their senses far from the Dreamlands, the Ghost's gaze eventually fell upon mighty Chicago, circa 1926. Ib emissaries, physical servitors to their ghostly ancestral masters, were sent to Chicago to enact a ritual that would cast the city into the Dreamlands and the clutches of the Ib.

The ritual manifested as a fog that swept through the downtown area, slowly wrenching the city and its inhabitants from reality and displacing them to the Dreamlands. Additionally, the Fog acted as a medium with which the Ghosts of Ib could manifest and hunt their human prey. By sunrise, the ritual was complete and downtown Chicago was fixed permanently in the Dreamlands, save for the mighty upper stories of Chicago's skyscrapers, which had stretched beyond the range of the spell. Within the fog, where the concrete and steel once stood, only the swampy marshes of the pre-Chicago geography could be seen. As Chicago faded from reality, an unknown wire operator high above Chicago transmitted the story in real time, before eventually being consumed by the Ghosts of Ib. Their message was received by a lone night wire operator named John Morgan.

Morgan himself is a traveled dreamer. Each night as he settles into his desk and hears the stories of the world in simple dots and dashes, he begins to drift off as he types out the news. As the stories flow from his ears and down to the paper, Morgan's fugue state would deliver him to the grand adventures in the Dreamlands. Unfortunately, on this night, as Morgan was off freeing slaves from the Moon-Beasts at Dylath-Leen, the story from Chicago was received. Sensing the Dreamlands connection, the Ghosts of Ib set their sights on their next city and soon Servitors of Ib were dispatched to San

Francisco.

Learning of this, Morgan raced to stop them, but unfortunately the Ghosts of Ib stopped his heart as he was trying to return to his physical body. With nowhere to return to, Morgan was displaced into the waking world as a wraith, cursed to suffer the fate of San Francisco as well. Despite an inability to communicate in anything other than Morse transmissions, Morgan tries his best to warn the investigators of the doom that will soon befall them.

NIGHT OF SEPTEMBER 17TH

As the Investigators settle in to the night shift at the Xebi Co. building, Servitors of Ib arrive near San Francisco from the Dreamlands. Taking position North, South, East, and West, the creature begin the ritual, summoning their Fog from the Bay and flooding it over downtown San Francisco. They will mostly be unseen by the investigators and will be successful in taking San Francisco. However, it is possible for the investigators to stumble across the Eastern or Western Ib group should they escape the sewers by trying to reach the Pacific Ocean/San Francisco Bay. Should they encounter and defeat the three Servitors of Ib in the East/West, then the Eastern/Western section of Downtown San Francisco will be spared and the Fog there will dissipate by morning.



XEBI CO. EMPLOYEES

This section details all of the player and non-players, all of whom work for or in the Xebi Co. building. Players don't necessarily need to use one of the pre-generated investigators, however, any investigator they create must work at the Xebi Co. building.

THE PLAYER CHARACTERS

Wilma VanDermeer

Well Schooled Wire Operator, 26

- **Personal Description:** Blonde, petite, with a piercing gaze and a sharp, angular face. Can raise a single eyebrow to great effect.
- **Traits:** Smart and College educated, but very forward in her approach to people. Occasionally misses social cues, but tries her best to be sweet and useful.
- **Ideology/Beliefs:** Catholic

Wilma was born and raised in Chicago, IL. After she graduated college in 1925, she moved to San Francisco, to make it on her own. She majored in Communications and managed to land a job at Xebi Co. as a wire operator, on the day shift. Determined to make her own way in the world, despite her desire for

independence, Wilma is fairly demure, and is willing to accept a helping hand when she needs one. Her family all still live in Chicago, including her mother Candice and her brother Gerald.

Carmen DiGotti

Tough as Nails Wire Operator, 27

- **Personal Description:** Wavy brunette hair and solid features. Sweet smile with a scary frown, Carmen moves aggressively and dominantly.
- **Traits:** Fiercely independent and headstrong, Carmen has a very "take-charge" demeanor. She has a way with words and convincing people.
- **Ideology/Beliefs:** Non-denominational Christian.
- **Significant People:** Her boyfriend from Oakland, Ricky Mattes.

Carmen was originally from Chicago, but her family moved to San Francisco when she was 14. Her father was in the military and she had a rough childhood due to his frequent absence. Carmen learned how to stand on her own to feet and adopted a tough, no nonsense persona. After a brief dalliance with organized crime, Carmen managed to land herself a respectable job as a Wire Operator, having learned Morse from her father. She is dating her ex-thug boyfriend, Ricky Mattes, who lives in Oakland.

Herbert Blair

War Veteran Wire Operator, 47

- **Personal Description:** Strong with wiry muscles, although a slight paunch has begun to form. Bespectacled.
- **Traits:** A gruff Great War veteran, Herbert is soft spoken and prefers to keep to himself. He used Morse in the war and found a job to capitalize on that.
- **Ideology/Beliefs:** Atheist.
- **Phobias and Manias:** Shell shocked. Must roll SAN when hearing loud bangs.

Herbert fought in the Great War, including the Battle of St.

Mihiel. Afterward, he went home to Chicago, to live and recover with his adult son, Louie. Unfortunately, Herbert suffered serious mental trauma from his time in the trench, and thus slowly grew estranged from his son. After Louie kicked him out of the Chicago apartment they shared, Herbert became a vagrant, eventually settling in San Francisco. He managed to find employment at Xebi Co. as a wire operator, having learned Morse in the war.

Montague "Monty" James

Entitled Wire Room Manager, 32

- **Personal Description:** Averagely attractive, with attentive eyes and an earnest gaze. Deceptively tall, yet lean in build.

- **Traits:** Prim and proper, Monty likes to do things by the book. A slight brown-nose to those above him and a bit overbearing to those below, Monty manages to keep it cool.

- **Ideology/Beliefs:** Episcopalian.

- **Significant People:** Janice, his wife, and their unborn child.

Monty was born and raised in St Joseph, Michigan. His father was a wealthy port merchant, and Monty grew up with a silver spoon in his mouth. Although his father wishes him to join the family business, Monty decided he needed more experience in the matter. Fresh out of college, Monty accepted a middle management position at Xebi Co., steadily working his way up the ranks. He met his wife Janice his second year on the job, and they expect to have a child within the next three months. She quit smoking for the baby, but he never managed to kick the habit.



NON-PLAYER EMPLOYEES

John Morgan

Deceased "Double Man" and Dreamer, 40

- **Personal Description:** A man of average build, with a slender waist. Has brown hair and sleepy blue eyes. In death, Morgan is bone white, and his sleepy eyes have turned an intense black.

- **Traits:** Soft spoken and anti-social, Morgan preferred the sounds of Morse transmissions to everyday conversation. In his Dreams, however, he was a stalwart and brave adventurer, well known across the Western Dreamlands.

- **Ideology/Beliefs:** In the waking world he was Catholic. However, in the Dreamlands, Morgan paid homage to Nodens, Lord of the Hunt.

Henry Arnold

Shaken Night Wire Room Manager, 45

- **Personal Description:** A large, stocky man with a ruddy face and a slight potbelly. His hair is a slight auburn and he wears deep age lines on his face.

- **Traits:** Arnold is stoic and no-nonsense, although his firm facade has begun to crack after Morgan's death. He is a shadow of his former self, having become quite the recluse.

- **Ideology/Beliefs:** There is something out there. Something dangerous.

Cathy Quinsett

Gossipy Day Wire Operator, 22

- **Personal Description:** Short and slender, with trendy blonde curls. Her mode of dress is always fashionable.

- **Traits:** Cathy is sweet and bubbly, a true extrovert. She enjoys interacting with people, always willing to indulge in casual conversation and sordid gossip.

- **Ideology/Beliefs:** Everyone has a story to tell.

- **Roleplaying Hooks:** Cathy is the main source of information on the death of John Morgan, having gleaned a

great deal of gossip from the other Wire shifts. While she can be shooed off as the night shift begins, the players may choose to have her head to the Archive room to find the hoax story Morgan had been typing when he was found dead. If Cathy goes to the Archive room, she will never return, as she encounters Morgan's ghost and flees the building. Her disappearance may help encourage the mystery of the Archive room.

Benjamin Harker

Friendly Security Guard, 39

- **Personal Description:** A tall and stocky man with brown eyes and short brown hair. Dressed in a Xebi Co. Security uniform.

- **Traits:** Sweet on the female employees and friendly with the males, Harker is genial and good natured. He is a wealth of information about Xebi Co. procedure.

- **Roleplaying Hooks:** Although Benjamin is intended to vanish into the fog after investigating screams outside that those in the lobby hear, he can be brought back inside if the Keeper chooses. This could be to reinforce the danger of traveling the foggy streets and emphasize finding an alternate route to safety.

Sunny Jackson

Laid back Elevator Operator, 62

- **Personal Description:** A short, thin elderly man with a cheerful, disarming grin. His face has intense smile lines and his hair is black and short, with streaks of silver.

- **Traits:** Sunny is a kind friend to all Xebi Co. employees, offering encouragement and advice. He is always willing to offer a listening ear during the long trips up and down the elevator.

Janey Lewis

Late Night Barista, 21

- **Personal Description:** A young, tired woman with her blonde hair pulled back in a ponytail. Wears coffee splattered clothing and an apron.

- **Traits:** Janey is hardworking and earnest, but not very

brave. She is often liable to break down when encountering horrors beyond her understanding.

Roy Carroll

Bored Newsstand Clerk, 19

- **Personal Description:** A young, pudgy man with brown hair and a short figure.

- **Traits:** Roy is a young man just looking to make ends meet by taking on a part time job in the evenings after classes. He dispassionately covers the evening shift of the Xebi Co. Print Shop from 5pm to 8pm.

- **Roleplaying Hooks:** Although Roy generally will have closed up shop and gone home for the night, Keepers could keep him in the lobby longer if they wish for one more NPC. Perhaps he decided to stick around and see if the fog might clear up?



START: DAY'S END

The story begins with the investigators on their way to work the night shift at the Xebi Co. Building, located at 140 Old Montgomery St, in downtown. The time is 7:00pm and they are taking the trolley.

PLAYER PROLOGUE:

The orange light of the San Francisco sunset bathes over the 26-story skyscraper that is the Xebi Co. Building. Officially known as the Xebi National Wire and News Corporation, Xebi Co. is San Francisco's premier news publication and wireless telegram company. The building itself is constructed with clean, smart art deco lines cut in a modern 20s style. Eight massive stone eagles cap the imposing building, as if the structure is anointed by a crown to American glory. Dizzily above, they see massive CP cables connecting to the antenna of Xebi Co. These cables deliver the news to Xebi Co. from great and distant cities in all corners of the world; New York, Chicago, Singapore, Calcutta, Bombay. The cables cut through the stacked vistas of the city and disappear from sight.

The Investigators have come to Xebi Co. for their jobs. Normally, they work the day shift, but these are unusual circumstances. A night operator named John Morgan had passed away the previous night, and the Xebi Co. executives have offered the Investigators double pay to work the night shift for a day or two, at least until a proper replacement can be appointed. Morgan was what was known as a "double man", an

operator who could receive and transmit on two telegraph keys, and transcribe the two wires on two different typewriters. One of the few "double men" in the company, the Xebi executives were forced to ask multiple operators to cover his shift for him.

The trolley slows and the Investigators are able to disembark at the street corner near the Xebi Co. Building. The Investigators are expected to start their shift on the 26th floor at 7:30pm sharp, so they best not tarry!

XEBI CO. LOBBY

The Xebi Co. lobby has a regal and spacious interior, cast in marble and dark woods with impressive pillars that impart a Romanesque aesthetic. In the center of the room is a security desk, currently manned by the night guard: Benjamin Harker. Behind the desk, near the center of the room is a wide tiered fountain, although it doesn't run during the nights. Running along the rear of the building are a set of 10 elevators, although the investigators know that only elevators #9 and #10 run to Floors 21 to 26. Around the rest of the lobby are seats and tasteful benches, and two large storefronts inhabit the eastern and western sections of the lobby: Lydia's Ground Coffee and The Xebi Print Shop. Both are constructed from dark mahogany wood and have frosted windows, although only Lydia's Ground Coffee has a door.

Benjamin Harker greets the Investigators with a friendly smile, then expresses surprise that they would be here so late in the evening, as he is used to seeing them leaving when the day shift ends at 5pm.

What Harker knows:

- If the Investigators ask about John Morgan, Harker will express his condolences about Morgan's passing, but unfortunately will know very little about what happened. He is unsure exactly how Morgan died, but he was present at his guard desk when the body was carted out. Harker tells them Morgan was under a white sheet with no apparent sign of injury.
- Mr. Arnold was apparently the one who found Morgan, as the two were the only employees on the floor at the time of the incident.
- If they're planning on staying up all night, they might want to stop by Lydia's Ground Coffee. The shop closes at 7:30pm, and it'll be the last chance for caffeine until sunrise.
- If they're worried about passing the time during the stretches between wire transmissions, they can always stop at the Xebi Print Shop to purchase a newspaper.

When the Investigators bid Harker farewell, he'll inform them

that although both elevators #9 and #10 run to the 26th floor, only elevator #10 will be in service tonight. The company doesn't run both elevators at night as a cost saving measure, so the #9 operator, Davis Cole, has gone home for the evening. However, the #10 operator, Sunny Jackson, will be running that elevator all night for them.

Lydia's Ground Coffee

The entrance to Lydia's Ground Coffee is a sturdy wooden door with a frosted glass window that has the shop's name stenciled on it. The cafe interior itself is small and cozy, and the sounds of the emptying lobby are slightly muffled. The counter is chrome and white painted wood, adjacent to an illuminated glass case that displays a few bagels and pastries. The rest of the cafe is made up of small, quaint booths and tables.

Behind the counter is a young barista named Janey, who is cleaning the place up for the night. She offers the investigators a friendly smile, but is clearly very tired. Besides Janey, the cafe is empty. Despite her exhausted demeanor and recently cleaned kitchen, Janey is more than happy to brew some coffee for the Investigators to help them survive the night.

What Janey Knows:

- Janey heard that someone died in the building the other night, but hadn't heard whom. If informed that it was John Morgan, she will tell the investigators that it's possible she's served him before, but she can't recall his face.
- Janey was not working when Morgan passed, as Lydia's Ground Coffee had already been closed for hours. She tends to stay for a few hours after closing up shop, but is generally gone by midnight.

When the investigators turn to leave, if they have purchased coffee, Janey will remind them that they can take the coffee up with them. She tells them to just leave their mugs and saucers in the silver trolley by the door to the shop in the morning.

Xebi Print Shop

The Xebi Print Shop is made from dark woods, similar to Lydia's Ground Coffee, although it does not have a door. Within it, shelves line the walls with books, and rows of racks house current and past issues of Xebi Co. proprietary newspaper, the San Francisco Frontier. The store also sells news stand sundries, such as matches, cigarettes, compasses, etc.

A young man named Roy is managing the print shop. When the investigators enter, he is currently reading the day's issue of the San Francisco Frontier. The front page story reads "**San Francisco Historic Sewer Mains Cleaned, Reinforced!**". This

will be the main story as well if the Investigators choose to purchase a paper.

Roy will ask the Investigators if he can assist them with anything.

What Roy knows:

- Roy had heard that Morgan had died and gossips that Morgan was still typing on his typewriter when Mr. Arnold found his body. Otherwise, Roy knows nothing.

Purchased Paper

"San Francisco Historic Sewer Mains Cleaned, Reinforced!"

To-day marks a historic day as city contractors complete the two year Sewer Improvement Initiative. San Francisco's aging sewers have been updated and their structures modernized, resulting in state of the art combination mains that the city can rely upon! The mains are big enough to support both waste and rainwater volume, and deposits said water safely in either the Pacific Ocean or the San Francisco Bay. This paper would like to express appreciation to the city for its implementation of modern engineering!"

Elevator #10

Five minutes after the Investigators open the elevator door and press the call button, the elevator arrives. An elderly man slides the gate open and greets them cheerfully. The investigators know him as Sunny Jackson, as he is often the elevator operator whom delivers them to the ground floor when they finish their day shifts. Sunny jokingly remarks that it's unusual to see them this late in the day, and for them to be going back up the building! After they board the elevator and exchange pleasantries, Sunny closes the door and cage, and presses the button for the 26th floor.

What Sunny Knows:

- If the investigators mention Morgan, Sunny becomes more somber. He was running the elevator the last night when Morgan passed, and had both run the coroner up, and the coroner and body down.
- Sunny tells them he hasn't spent much time around dead bodies, but being trapped in a small room with one for 26 floors was excessively unnerving.
- He also says that Mr. Arnold was very shaken from the incident. Why, Arnold was almost as pale as Morgan!

When they arrive at the 26th floor, Sunny wishes them luck. He tells them he'll be working elevator #10 all night, so don't hesitate to call upon him.

XEBI CO. MAIN LOBBY

Plan of the skyscraper's ground floor

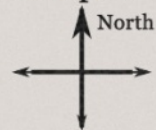
0 2 4 6 8
SCALE IN IMPERIAL YARDS



Key Locations

- | | |
|-------------------------|----------------|
| 1 Harker's Desk | 4 Fountain |
| 2 Lydia's Ground Coffee | 5 Stairwell |
| 3 Xebi Print Shop | 6 Elevator #10 |

Compass





A QUIET NIGHT

XEBI CO. BUILDING, 26TH FLOOR

7:30pm September 17th, 1926

Sunny drops the investigators off at the 26th floor, then begins to descend back to the lobby. The walk to the Receiving Wire office is a path of twisting hallways that lead past long rows of dark and locked offices to either side. The final turn leads past a long row of exterior windows that are an open vista to San Francisco's Eastern skyline. The sunset has been slightly set back due to the increase in altitude and a calm orange glow bathes over the San Francisco Bay, heralding the end of day. The investigators will pass a janitor sweeping in the hall, who nods to them courteously.

The investigators will arrive at a modestly sized room labeled Wire Receiving Room. Desks with typewriters and telegraphs upon them are organized in neat rows, their wires snaking into the ceiling. Next to each typewriter is a wire basket for the telegram copy to be placed into in triplicate. At the rear of the room is the supervisor's desk. It has a phone that connects to the guard desk in the lobby and to Administration on floor 6. Next to it is a trolley loaded with empty folders for sorting and delivering telegram copy. Across from the entrance of the Wire Receiving Room is a short hallway that leads to manager and executive offices, including Mr. Arnold's office.

The Receiving Wire Room

When the Investigators arrive, the only person in the room is a young woman working at Wire Desk 1. Any Investigators who are wire operators know her as Cathy Quinsett. They would have worked day shifts with Cathy before. Cathy gives the Investigators a cherry smile when they enter, then removes her wire headset and stands up. She will greet the Wire Operator Investigators excitedly, even hugging the female ones. To the Manager Investigator, if there is one, Cathy will offer her hand and introduce herself. After extending pleasantries, Cathy tells the Investigators to sit tight while she goes and fetches Mr. Arnold from his office.

The Investigators have a moment to get settled in if they wish. There is a recent issue of the San Francisco Frontier on one of their desks, proclaiming "**San Francisco Historic Sewer Mains Cleaned, Reinforced!**" if they missed it at the Xebi Print Shop. All the desks face Northwest, towards the large glass window at the end of the room. Out the window, the Investigators have a splendid view of the Golden Gate Strait and the Golden Gate Bridge spanning it. The supervisor's desk in the back also faces the window.

Cathy soon returns with Mr. Arnold, a fatigued, dour looking middle aged man. He wears a slightly crumpled suit, and his blonde hair is stiff and disheveled. His eyes are tired and his skin appears slightly sallow. He moves to shake everyone's hands.

"[Wire Investigator Names], thank you so much for doing this on such short notice. I promise it won't be for more than a day or two. And thank you, [Supervisor Investigator Name] for coming to assist me."

Arnold gestures to the desks, specifically towards Wire Desks 1 and 3. "We'll have you here at Wire 1 and 3 respectively. It won't be particularly different from your day-to-day duties. You'll wear your headsets and transcribe the Morse transmissions into English on your typewriters. Thankfully, the news flow is more stymied at night, and the transmissions won't be anywhere as hectic as during the day. Once you have finished with the story, you will transmit it onward with your telegraph keys."

Arnold turns to the Supervisor Investigator. "[Supervisor Investigator Name], Your night task will be similar to your daytime duties as well. When the operators have filled up their baskets with transcription copy, you'll empty them by taking the stack to your desk. You'll separate and file all news to their appropriate folders, be that Archival, Transmission, or Print, and set the folders on the trolley. You'll need to deposit the Archival folders to the Archives on the 23rd floor periodically throughout the night. Do not forget to furnish the operators with fresh reams and to expediently provide them a new ribbon should they require it."



What Mr. Arnold Knows:

- Arnold will answer any work-related questions, but refuses to answer any questions about John Morgan.

- If any Investigator mentions they are from Chicago or Illinois, Arnold will visibly pale and immediately excuse himself.

When the Investigators are ready to begin work, Mr. Arnold will dismiss Cathy for the evening and excuse himself, telling them he'll be in his office if they need anything.

START OF SHIFT

7:45pm, September 17th, 1926

Instead of leaving, Cathy will sit down at the nearest desk and face the Receiving Operator Investigators to chit-chat. She starts to whisper, asking if any of them had heard about what happened to John Morgan. Afterwards, she shares her gossip.

What Cathy Knows:

- Morgan was supposedly still typing on his typewriter when Mr. Arnold found him dead.

- Despite the slow night, Morgan had opened a second wire. From that wire, he had produced an apparent hoax story. Cathy

isn't sure if it actually was a hoax or what the subject of the story was.

- Although a copy of the hoax story was sent to the Archive room on the 23rd floor, the other two copies weren't sent to Transmissions or Publications. In fact, Mr. Arnold supposedly locked both copies in his desk.

Cathy will try to stick around a little longer, but her idle conversation will hinder the Investigator's work. She can be asked to investigate the Archive room herself (whereupon she will subsequently flee from the building), she can be told off, or she can be instructed her to leave by either the Supervisor Investigator or Mr. Arnold.

After she leaves, the investigators will happen to glance outside. They see the twinkling lights of San Francisco's nightscape below. A coldness seems to have replaced the heat of the day, and a fog rolls in off the bay. Above, a waxing half moon shines through the partly cloudy sky, and all is peaceful and calm.

Time to Work

For the next three hours, the operators will make rolls as they receive Wire Transmissions. They automatically receive and transcribe one Headline, and may make a **LISTEN** roll to obtain and transcribe more stories. Each degree of success on

their **LISTEN** roll generates an extra story: a standard success is 1 story, a Hard success is 2 stories, etc. After the Investigators have received stories for a specific hour, they must make a **LANGUAGE (MORSE)** roll to transmit the stories along the wire on their telegraph keys. Again, each degree of success allows them to transmit an additional story. Keepers may use the following figure to help determine the hour progression (**Xebi Co. Figure 1**). Investigators will make their **LISTEN** and **LANGUAGE (MORSE)** once an hour, for three hours. The stories for each hour may be located in **Xebi Co. Figure 2**. While the first hour generates relatively normal Headlines, the stories for each subsequent hour grow more and more strange. (**Keeper's Note:** This is Morgan modifying the transmissions in an attempt to warn Investigators of the impending danger.)

After three hours of work, the Archival Folders on the trolley will be full, indicating to the Supervisor Investigator that it is time to file the folders away in the Archives on the 23rd floor. The Supervisor may take the trolley themselves, or they may delegate the task to one of the Operator Investigators (**Keeper's Note:** If the Supervisor is an NPC, they will always delegate the task to one of the Operators.) Regardless of whomever takes the trolley to the Archives, the remaining Wire Operators will continue to work.

Xebi Co. Figure 1

ROLLING FOR STORIES

FIRST ROLL LISTEN

Regular Success – 1 Additional Story
Hard Success – 2 Additional Stories
Extreme Success – 3 Additional Stories
Critical Success – 4 Additional Stories

SECOND ROLL LANGUAGE (MORSE)

Regular success – 1 Story Transmitted
Hard Success – 2 Stories Transmitted
Extreme Success – 3 Stories Transmitted
Critical Success – 4 Stories Transmitted

Operators must make one **LISTEN** roll and one **LANGUAGE (MORSE)** roll per hour.

Operators may not Transcribe more Stories than they have available.

Extra **LANGUAGE (MORSE)** successes do not carry over to the following hour.

Operators are paid 25 cents per successfully transcribed story.

Xebi Co. Figure 2

POSSIBLE STORIES (FIRST HOUR)

Investigators may make a 1d12/1d8/1d4 roll for each story they generated, including the story they automatically generate at the beginning of the hour. Keepers use the following list to determine the Headlines the Operator Investigators transcribe. It is possible for more than one Operator to transcribe the same story.

1. Horrific Hurricane Strikes Florida & Alabama!
2. Italian-Romanian Peace Treaty Ratified!
3. Spain Leaves League of Nations Due to Germany's Admittance!
4. Italy Signs Treaty with Yemen.
5. Mable Normand & Lew Cody Wed.
6. L.A. District Attorney Orders Arrest of Aimee Semple McPherson.
7. Rudolf Christoph Eucken, 80, Nobel Laureate, dies.
8. 26 Die on Murulla Rail, New South Wales, Australia.
9. Greeks Rebel, Attack Athens.
10. Funkturm Berlin Radio Tower Inaugurated.
11. Liberal Party of Canada Wins Canadian Federal Election.
12. Aristide Briand of France & Gustav Stresemann of Germany Meet in Thoiry.

SECOND HOUR

1. Subway Sadie Opens to Misty Cinemas in San Francisco!
2. North Fog Line Extension Opened in London Tube: World's Longest Tunnel!
3. Benito Mussolini Bombed in Chicago, Unhurt!
4. Norma Smallwood of Ib Crowned 6th Miss America!
5. Train Disaster at San Francisco, Netherlands, 4 Die!
6. Turkey Allows Civil Marriage, Flee Now!
7. Treaty of Klobenz drawn, darkness.
8. Aloha Tower dedicated in San Francisco, 26th Floor.

THIRD HOUR

1. Local City Invaded Broadcasting Company.
2. Your Altitude will not save Angeles Dodgers, 4-2
3. Alderman Announces it is coming.
4. Fog Local.



TO THE ARCHIVES

XEBI CO. BUILDING, 26TH FLOOR

11:00 pm September 17th, 1926

The Supervisor Investigator (or their instructed surrogate) may begin rolling the trolley to the elevator to take the folders to the Archive room on the 23rd floor. The trolley can't be moved down the stairs, so they'll have to call for the elevator. It arrives in five minutes, with Sunny greeting the Investigator cheerfully. Sunny will automatically ask if the Investigator's destination is the 23rd floor, having become used to the nightly routine, and will press the button swiftly after a confirmation. As the elevator begins moving, Sunny will ask how the Investigator's night is going.

Just as the elevator begins descending, all the Wire Operator Investigators still manning their stations will get the same short, startling message:

"Beware. It is coming."

XEBI CO. BUILDING, 23RD FLOOR

11:07 pm, September 17th, 1926

The elevator arrives at the 23rd floor in just a matter of minutes, and Sunny opens the cage and the door so that the Investigator can wheel the trolley out. Sunny tells the Investigator that he'll wait for them, only to apologize a moment later, informing the Investigator that the elevator has been summoned to the Lobby floor. He promises to come right

back and departs.

The 23rd floor is unsettling and quiet. The hall is lit by a series of electric lights in deco sconces, but the archivist offices on either side of the hall are dark, silent, and locked. As the Investigator begins to make their way to the Archives, the only sound they can hear is the clicking of their shoes on the dark wood floors and the squeaking wheels of the trolley. The walk to the Archives is a winding, twisting path of corners, and the whole time the Investigator will feel as though someone is watching them.

Eventually the Investigator will arrive at the Archive room. The door has a large frosted window that simply reads "Archives." Within, the lights are off and the door itself is locked, but there is a key attached to the trolley. After the door is opened, a switch nearby will cast the room in gloomy, inadequate light. The walls are lined with file cabinets for telegram copy, while the interior of the room contains shelves for holding back issues of the "San Francisco Frontier." Near the front of the room is a small desk with a reading lamp for document examination.

The Investigator must make a **LIBRARY USE** roll in order to find all the appropriate cabinets to file, although a failure will simply result in the Investigator not finishing the task by the time the desk lamp turns on. During the filing period, the Investigator will think they hear the sound of footsteps in the hall, but no one will be there if they check.

The final folder will need to be filed in the back of the room, and when the cabinet is shut, the Investigator will hear a "CLICK!" from the front of the room. The shelves in the middle of the room are blocking a direct line of sight, but a successful **SPOT HIDDEN** will indicate that the desk lamp has been turned on. When the Investigator goes to inspect what happened, they will find that the lamp has indeed been turned on, and a Telegram Copy now sits on the desk (**Xebi Co Handout 1**).

The Investigator may make a **LIBRARY USE** roll to figure out the file cabinet that the other telegrams might be in. Failure simply results in the Investigator needing to check every cabinet, taking longer. The right cabinet is in the very back of the room. Within it, the Investigator will find the **Xebi Co Handout 2** and **3**. They will notice that the **4th** and final Telegram is missing from the file cabinet.

As the Investigator moves to the front of the room to leave, they will hear the sound of a Telegraph transmission from the back of the room where they just came from. If they move to investigate, they will now see a man crouching over the file cabinet they had just closed. Regardless of what they do, the figure will turn to them. The wraith is a middle aged man with dark hair and skin as pale as alabaster. A successful **IDEA** roll



will confirm that this wraith matches the description they have heard of John Morgan.

The Wraith will start to slowly approach them. It will open its mouth, but all that will come out are Telegraph Transmissions (**SAN 1/1D4**). If the Investigator chooses not to flee, Morgan will continue to broadcast his message to them, eventually vanishing before he reaches them. A **LANGUAGE**

(**MORSE**) may translate the message: "Beware. They are coming". If the Investigator flees, they must make a **DEX** roll to avoid running into the trolley, knocking it and themselves to the floor, and scattering the remaining folders of copy. When they arrive at the elevator, they will find that the call button does not summon the elevator. Thankfully, the stairwell is nearby, and they may escape the floor.

Xebi Handout #1

CLASS OF SERVICE	
DAY LETTER	☐
NIGHT MESSAGE	☒
NIGHT LETTER	☐
NOTE: If no preference is selected, DAY LETTER will be selected.	

XEBI NATIONAL



WIRE AND NEWS CORPORATION

Receiver no. JM
Check
Time Filed Sept 17 1926 3:20 am

Send the following telegram, subject to terms on back herof, which are hereby agreed to

via Chicago

The heaviest mist in the history of the city settled over the town at 4 o'clock yesterday afternoon. All traffic has stopped and the mist hangs like a pall over everything. Lights of ordinary intensity fail to pierce the fog, which is constantly growing heavier.

Scientists here are unable to agree as to the cause, and the local weather bureau states that the like has never occurred before in the history of the city.

At 7 P.M. last night the municipal authorities...

(more)

At 7 P.M. the fog had increased noticeably. All lights were now invisible and the town was shrouded in pitch darkness.

As a peculiarity of the phenomenon, the fog is accompanied by a sickly odor, comparable to nothing yet experienced here.

(more, 1 of 4)

Xebi Handout #2

CLASS OF SERVICE	
DAY LETTER	
NIGHT MESSAGE	☒
NIGHT LETTER	
NOTE: If no preference is selected, DAY LETTER will be selected.	

XEBI NATIONAL



WIRE AND NEWS CORPORATION

Receiver no. JM
Check
Time Filed Sept 17 1926 3:31 am

Send the following telegram, subject to terms on back herof, which are hereby agreed to

via Chicago

2nd add Chicago Fog.

Accounts as to the origin of the mist differ greatly. Among the most unusual is that of the sexton of the local church, who groped his way to headquarters in a hysterical condition and declared that the fog originated in the village churchyard.

"It was first visible as a soft gray blanket clinging to the earth above the graves,' he stated. 'Then it began to rise, higher and higher. A subterranean breeze seemed to blow it in billows, which split up and then joined together again.

Fog phantoms, writhing in anguish, twisted the mist into queer forms and figures. And then, in the very thick midst of the mass, something moved.

I turned and ran from the accursed spot. Behind me I heard screams coming from the houses bordering on the graveyard."

Although the sexton's story is generally discredited, a party has left to investigate. Immediately after telling his story, the sexton collapsed and is now in a local hospital, unconscious.

(more, 2 of 4)

CLASS OF SERVICE	
DAY LETTER	☐
NIGHT MESSAGE	☒
NIGHT LETTER	☐
NOTE: If no preference is selected, DAY LETTER will be selected.	

XEBI NATIONAL



WIRE AND NEWS CORPORATION

Receiver no. JM
Check
Time Filed Sept 17 1926 3:42 am

Send the following telegram, subject to terms on back herof, which are hereby agreed to

via Chicago

New Lead Chicago Fog CP

The rescue party which went out at 11 P.M. to investigate a weird story of the origin of a fog which, since late yesterday, has shrouded the city in darkness has failed to return. Another and larger party has been dispatched.

Meanwhile, the fog has, if possible, grown heavier. It seeps through the cracks in the doors and fills the atmosphere with a depressing odor of decay. It is oppressive, terrifying, bearing with it a subtle impression of things long dead.

Residents of the city have left their homes and gathered in the local church, where the priests are holding services of prayer. The scene is beyond description. Grown folk and children are alike terrified and many are almost beside themselves with fear.

Amid the whisps of vapor which partly veil the church auditorium, an old priest is praying for the welfare of his flock. They alternately wail and cross themselves.

From the outskirts of the city may be heard cries of unknown voices. They echo through the fog in queer uncadenced minor keys. The sounds resemble nothing so much as wind whistling through a gigantic tunnel. But the night is calm and there is no wind. The second rescue party...

(more, 3 of 4)



THE FOG ROLLS IN Chicago

XEBI CO. BUILDING, 26TH FLOOR

12:00 am September 18th, 1926

The Investigators who waited on the 26th floor will not notice anything odd while the Investigator who went to the Archives is gone, other than the fog below. It has completely swept in from the bay, shrouding the entirety of the downtown city streets. The lights from below are muted and dull through the fog, and no sign of movement can be seen. The fog itself seems to be 4 or 5 stories high, and rising. It now stretches from the San Francisco Bay in the East, to the edge of the Pacific Ocean in the West. To the North it crosses the Golden Gate Strait, shrouding the bridge, but goes no further, and extends South partially into the San Bruno State Park.

Presumably the Investigator who went to the Archives will return, either to warn the others, to demand answers from Arnold, or to even find the final Telegram in Arnold's desk. The sequence of events that happen next are largely up to the players now. It is at the discretion of the Archives Investigator to either share or withhold their witnessing of Morgan's wraith. Nevertheless, the investigators should be impressed by a sense of urgency to uncover what is going on.

Arnold's Office

Arnold doesn't respond to shouts or knocks upon his office door, despite the light that shines from beneath it. Investigators may use a **SPOT HIDDEN** roll to peek through the keyhole.

If they do, they will see Arnold inside, sitting at his desk, writing urgently. The Investigators may attempt to gain entrance with either a successful **LOCKSMITH** or **STR** roll (the Investigator forcing the door with the **STR** roll may receive a **Bonus Die** if another is helping them). Before the Investigators manage to gain entrance to Arnold's Office, or if they choose to leave the Wire Room without attempting to open the Office door, they will hear a gunshot from within.

Within the Office, Arnold lays slumped on his chair, dead from a self-inflicted gunshot wound (**SAN 1D4/1D6**). In his hand is a .32 revolver with 5 rounds still loaded and on his desk is a handwritten letter. Arnold's blood soaks his desk, but thankfully has not ruined the letter. If the Investigators pick up and read the letter, they will receive **Arnold's Suicide Note** (**Xebi Co Handout 4**). The Investigators may also choose to search Arnold's desk. If they do, they will find two sets of Morgan's Telegram transmissions, including the missing fourth telegram (**Xebi Co Handout 5**). There is nothing else of interest in the room.

The Telephone

The Investigators know that the telephone at the Supervisor's desk does not connect outside the building, but it can call both the Guard Desk at the Lobby and the Administration Office on the 6th floor. If the Investigators call the Administration Office, there is no response, despite Investigators knowing that someone should be there.

Ringling the Lobby will also initially elicit no response. The line will ring five times before it is eventually picked up a scared Janey. If asked "What's going on?", or "Where is Harker?", Janey will tell the Investigator that herself, Harker, and Sunny heard screams coming from the street. Harker went out to investigate and hasn't returned. She will ask the Investigator what they're going to do.

WHAT HAPPENS NEXT?

The Investigators may choose any number of actions to proceed. They may choose to rendezvous with Janey and Sunny in the Lobby (Benjamin Harker never returns - unless the Keeper chooses otherwise). They may also choose to head to the 6th floor, or to investigate the basement. Let the investigators have a little bit of freedom to deduce the way out before pushing them in the right direction.





Weapon	Base Skill	Damage	Range	Uses	Capacity	Malfunction
.32 Revolver	Firearms (20%)	1D8	15 Yards	1 (3)	6	100

Xebi Handout #4

**XEBI NATIONAL
WIRE AND NEWS CORPORATION**

140 OLD MONTGOMERY

SAN FRANCISCO, CA

*I apologize for leaving so suddenly,
but sleep is the only exodus that I can
imagine. Through Morgan I've glimpsed
hell the horror. I will not be consumed.
I pray you escape, but should you find
yourself cornered, accept the gift I
leave you. I have loaded five additional
rounds in the revolver.*

Henry

Xebi Handout #5

CLASS OF SERVICE	
DAY LETTER	
NIGHT MESSAGE	☒
NIGHT LETTER	
NOTE: If no preference is selected, DAY LETTER will be selected.	

XEBI NATIONAL



WIRE AND NEWS CORPORATION

Receiver no.

JM

Check

Time Filed

Sept 17 1926
3:59 am

Send the following telegram, subject to terms on back herof, which are hereby agreed to

via Chicago

Flash Chicago CP

There will be no more bulletins from this office. The impossible has happened. No messages have come into this room for twenty minutes. We are cut off from the outside and even the streets below us.

I will stay with the wire until the end.

"It is the end, indeed. Since 4 P.M. yesterday the fog has hung over the city. Following reports from the sexton of the local church, two rescue parties were sent out to investigate conditions on the outskirts of the city. Neither party has ever returned nor was any word received from them. It is quite certain now that they will never return.

From my instrument I can gaze down on the city beneath me. From the position of this room on the thirteenth floor, nearly the entire city can be seen. Now I can see only a thick blanket of blackness where customarily are lights and life.

I fear greatly that the wailing cries heard constantly from the outskirts of the city are the death cries of the inhabitants. They are constantly increasing in volume and are approaching the center of the city.

The fog yet hangs over everything. If possible, it is even heavier than before, but the conditions have changed. Instead of an opaque, impenetrable wall of odorous vapor, there now swirls and writhes a shapeless mass in contortions of almost human agony. Now and again the mass parts and I catch a brief glimpse of the streets below.

People are running to and fro, screaming in despair. A vast bedlam of sound flies up to my window, and above all is the immense whistling of unseen and unfelt winds.

The fog has again swept over the city and the whistling is coming closer and closer.

It is now directly beneath me.

God! An instant ago the mist opened and I caught a glimpse of the streets below.

The fog is not simply vapor -- it lives! By the side of each moaning and weeping human is a companion figure, an aura of strange and vari-colored hues. How the shapes cling! Each to a living thing!

The men and women are down. Flat on their faces. The fog figures caress them lovingly. They are kneeling beside them. They are -- but I dare not tell it.

The prone and writhing bodies have been stripped of their clothing. They are being consumed -- piecemeal.

A merciful wall of hot, steaming vapor has swept over the whole scene. I can see no more.

Beneath me the wall of vapor is changing colors. It seems to be lighted by internal fires. No, it isn't. I have made a mistake. The colors are from above, reflections from the sky.

Look up! Look up! The whole sky is in flames. Colors as yet unseen by man or demon. The flames are moving; they have started to intermix; the colors are rearranging themselves. They are so brilliant that my eyes burn, they are a long way off.

Now they have begun to swirl, to circle in and out, twisting in intricate designs and patterns. The lights are racing each with each, a kaleidoscope of unearthly brilliance.

I have made a discovery. There is nothing harmful in the lights. They radiate force and friendliness, almost cheeriness. But by their very strength, they hurt.

As I look, they are swinging closer and closer, a million miles at each jump. Millions of miles with the speed of light. Aye, it is light of quintessence of all light. Beneath it the fog melts into a jeweled mist radiant, rainbow-colored of a thousand varied spectra.

I can see the streets. Why, they are filled with people! The lights are coming closer. They are all around me. I am enveloped. I..."

(more, 4 of 4)



ESCAPE THE FOG!

HOW CAN THEY ESCAPE THE BUILDING?

The best way for the Investigators to safely escape the building is through the sewers. San Francisco has a combination sewer, the mains are used for both waste and rainwater, and it empties into the Pacific Ocean. Additionally, the Fog has not sunk into the sewers, leaving the investigators safe from the Phantasms while they are down there (although not from other terrors!). The Investigators should have seen the latest headline from the San Francisco Frontier, cluing them into their possible escape, but if they somehow miss it, the Keeper could help nudge them in the right direction with an **IDEA** roll. Alternatively, Investigators may make a **HISTORY** roll to recall already knowing about the combination sewers.

In order to determine if the building has Sewer access, Investigators could make a **KNOW** roll to determine that the building's blueprints would be kept in Administration Office on the 6th floor. Alternatively, the Investigators could simply decide to explore the basement themselves, cutting out the 6th floor altogether. Keepers may feel free to use Janey or Sunny to helpfully guide the Investigators if they are having a hard time deducing the next step.

If the Investigators choose to simply brave the fog as Harker did, they may attempt to do so, although the endeavor may prove fatal to one or all of them. The streets are choked with a thick, blinding fog, and the Investigators must make

continuous **SPOT HIDDEN** rolls to keep in contact, otherwise they will lose one another. Phantasms will begin attacking almost immediately once they are outside, and will not stop until they are back inside a sealed structure. If the Keeper allows them to escape to another building, they may have to make their own extension of this scenario so that the Investigators may eventually find their way to the sewers. It may be possible in such a scenario to move building to building to eventually escape the city, although this will be at the Keeper's personal discretion.

If the Investigators take the opposite route and attempt the bunker down, they may accidentally stay in the building too long, and become trapped when the 1b ritual completes in the morning. Keepers should feel free to make use of John Morgan's wraith or Phantasm attacks to encourage them into leaving.

Where is Everyone Else?

By the time the Investigators have finished their first three hours of work, there are very few people left in the building. Other than the Investigators, Sunny, and the Lobby personnel, the only other person in the building is a clerk in the Administration Office. The Administration clerk was killed and consumed by a Phantasm after she props a window open to enjoy the evening air.

The Investigators can still contact people with the main telephone in the Administration Office. Other cities contacted with a Telegraph key will be bewildered at the story, but will have nothing constructive to add, other than a similar situation apparently having happened the previous night in Chicago. If they use the telephone the police department, fire department, and town hall won't answer. They can call surrounding cities, such as Oakland or San Mateo, and may possibly reach someone. Even if these cities promise to call the military for aid, help wouldn't be able to reach them before the ritual is complete, and they are trapped.

XEBI CO. LOBBY - GROUND FLOOR

If the Investigators attempt to use the elevator on the 26th floor again, Sunny will finally bring it up to them. He'll apologize for before, as Harker had told Sunny to watch Janey as he went to investigate the screaming from the streets. When the elevator finally touches back down on the Lobby floor, the Investigators will notice that some fog has started to creep inside. The air has a dull shade to it, and the occasional wisp of mist can be seen. A sour, burnt smell will also be noticed. If the Investigators attempt to search for the entry point, they may roll a **SPOT HIDDEN** to see the fog slowly flowing in under

the main exterior doors. A towel or some other blockage will stifle it temporarily.

If the investigators check Harker's desk, they will find a large flashlight and a set of building keys there. The flashlight, besides providing illumination, may also be used as an improvised baton weapon (Statistics in **Characters and Monsters, Page 32**). The massive keyring will allow the Investigators access to all sections of the building. If the Investigators try to use the telephone at Harker's desk to call the Administration Office, they will receive no answer.

The Investigators may help themselves to anything of use at

either Lydia's Ground Coffee or the Xebi Print Shop. Within the print shop, they may find items such as City Maps, Compasses, Cigarettes, and Matches that could help with their inevitable sewer journey.

XEBI CO. ADMINISTRATION OFFICE, 6TH FLOOR

There is a good chance that the Investigators may choose to go to the Administration Office on the 6th floor. Their goals may be to reach an outbound telephone, to find the building blueprints, or both.



Arrival

When the elevator arrives at the 6th floor, fog will billow into the elevator from the hallway the instant that the elevator door is opened. The investigators may be momentarily startled, but for the moment the fog is benign. Sunny will chose to stay in the elevator and wait for the Investigators to return. The 6th floor is similar in design to the others, with the dark woods seemingly amplifying the density of the fog. The lights are still working, but they only cast a dull glow through the halls, offering limited visibility. The walk to the Administration Office is another twisting route, leading past locked single offices and open conference rooms. The fog twists and curls through the halls as if blown by an unseen, un-felt breeze. It writhes unnervingly, as if almost alive.

Searching the Administration Office

There are a large number of clerical desks in the Administration Office, most having outbound telephones and typewriters upon them. Near the back of the room is a row of file cabinets and a short hallway leading the executive offices. Investigators may use the telephone to try to call for help or make a **LIBRARY USE** roll in order to locate the blueprints in the file cabinets. The telephone may put the investigators in contact with people, but it will not be helpful overall. The blueprints will show that there is a hatch that accesses the sewers in the basement. (**Xebi Co Basement Map**).

Phantasms Arrive

When the Investigators finish their business in the office, they will notice an odd, rainbow glow emitting from the far side of the office. If they approach it, they will see a window near a desk wide open, with fog flowing in. The light on the desk is on, but was unable to be seen through the fog before. The rainbow glow appears to be coming from behind the desk. As the Investigators move closer, they will find the clerk's body laying there, missing a leg from the knee down (**SAN 1/1D4**). Crouching near the body is a strange being made from constantly flowing fog (**SAN 1D6/1D8**). The form of the fog phantasm appears to be that of an odd, misshapened creature. It strokes a flowing limb across the corpse and the investigator sees that with each pass, the body is consumed slightly more.

This phantasm will pay no attention to the Investigators, unless one of them gets within point blank range. However, when investigators turn to leave, they will notice two more Fog Phantasms coalescing in the hall, blocking their escape. The creature will sense the Investigators' breath through the fog and will begin hunting them. Allow the investigators to experiment with how the Phantasms hunt and learn about them organically, before telling the players how to deal with them.

How the Phantasms Hunt:

- Phantasms can neither see, nor hear. They will not react to objects moving, nor will they react to sounds of any kind.

- Phantasms are beings of fog and thus impervious to any physical damage. Any objects swung, shot, or thrown at them will pass through them and they will reform instantly. If they are attacked by some manner of vapor, such as using a fire extinguisher on them, their forms will be scattered for one round, before reforming. Spells and Enchanted Weapons may harm them, but such things cannot normally be found in this scenario.

- Phantasms are impervious to fire.

- Phantasms detect humans via their breath. Whenever a human breathes into the fog, the Phantasm will be able to sense the breathe and track the human. Investigators may begin to deduce this based on their actions: if they run, the Phantasms will track them better, due to their laborious breathing. Alternatively, if they hold their breath, they will become invisible to the Phantasm. Once they realize this, the Keeper may inform the players that they may use **CON** rolls in lieu of **STEALTH** rolls to bypass Phantasms. Their degree of success will allow them to move different distances before they need to breathe again. **Regular/Hard/Extreme/Critical = Half MOV/MOV/Double MOV/MOV x 5 in yards.**

- Investigators may also simply use a **STEALTH** roll to bypass the Phantasms. If they use something to conceal or modify their breath, they may receive a **Bonus Die** in the attempt. Examples would be covering their mouths with a handkerchief or smoking a cigarette.

- When a Phantasm moves within 3 yards of an Investigator, they will begin to emit a rainbow colored corona. This light is mesmerizing and will generate a feeling of calm and acceptance within the target. The Investigator must make an opposed **POW** roll against the Phantasm, or they will be hypnotized. The difficulty of this roll increases by one level for each additional Phantasm nearby with its corona activated. If 5 or more Phantasms are attacking the Investigator with their coronas, the Investigator will automatically fail the opposed **POW** roll.

- A hypnotized Investigator will willingly lay prone upon the ground and allow the Phantasm to consume them. They may attempt to break free with an opposed **POW** roll once per turn; however, the level of difficulty increases each turn as well. Another Investigator may break them free from the hypnosis with a **PERSUADE** roll or by physically disturbing them, but if they move close to the Phantasm's corona, they risk being charmed as well.

Once the Investigators escape the three Phantasms in the Administration Office, they will encounter one more Phantasm in the hall before they manage to reach the Elevator. The door to the Elevator is closed, but this was just a move of self-



PHANTASMS OF IB, Vengeful specters of the Dreamlands

STR n/a	CON n/a	SIZ 65	DEX 60	INT 70
APP --	POW 60	EDU --	SAN --	HP n/a
DB: n/a	Build: n/a	Move: 9	MP: 12	Luck: --

Combat

Mesmerize: When aware and hunting prey, the prey must make an opposed POW roll against the Phantasm when it comes within 3 yards. If the prey fails, they willingly lie upon the ground to be consumed. The difficulty of the POW roll increases by 1 success for every additional Phantasm within 3 yards. The prey may attempt an opposed POW to break free each round.

Consume: Once prey has been mesmerized, the Phantasm will consume them piecemeal, dealing 1D4 damage per round.

Sanity loss: 1/1D8 to see a Phantasm of Ib.

preservation on Sunny's part. The Investigators may simply open the door, and Sunny will throw open the cage and immediately set the elevator to travel to the Investigator's desired destination.

XEBI CO. BASEMENT

The Investigators may attempt to explore the basement on their own, or they may retrieve the building blueprints to confirm that there is sewer access. There are two ways to enter the basement: either by stairs, or by taking an elevator down into its repair carriage. When they enter the basement, it will be flooded with fog from the outside. Additionally, if they take the elevator into the repair seat, they will be several feet above the basement ground, and fog will begin pouring in through the elevator safety cage.

The basement is a dark, twisting maze of small corridors. The fog twists and curls, despite the lack of breeze, and with a successful **SPOT HIDDEN**, Phantasms further in may be sighted (Investigators will receive a **Penalty Die** if they did not bring a source of light). There is wall lighting, but it is so scarce that the fog blots it out completely. Deep within the bowels of the basements loud sounds can be heard, rumblings from the boiler and the air furnace, and creaks and clanks from the buildings interior pipeworks. Tucked away in all corners of the level are crates, boxes, and packed supplies. Near the elevator repair carriages there is a desk with an illuminated lamp (blotted out by the fog) and a tool chest. Inside of the tool chest, Investigators will find a hefty flashlight and heavy repair tools. These tools may be used as blunt weapons and

functionally have the same statistics as the hefty flashlight.

If the Investigators have the building blueprints, they will know exactly what path to take (See: **Xebi Co Basement Map**), however, they will have to explore randomly if they do not. There are a total of 4 Phantasms on the path to the Sub-basement access that they must evade, and 9 Phantasms in the basement overall.

At the end of the correct path is a small sealed service door that opens to a ladder shaft. The door has a small window made of impact glass, and a dull yellow glow from an emergency light in the shaft emanates through it. Investigators can see through the window that there is no fog in the ladder shaft, as the door appears to be airtight. Indeed, once they open the door, fog will begin flowing downward through the shaft into the sub-basement. They'll need to remember to close the service door behind them or risk bringing the Phantasms with them.

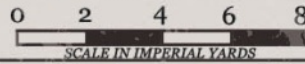
The Sub-Basement

There is no fog in the basement, save for the that which the Investigators brought with them, and that fog dissipates quickly. The sub-basement's walls are made of sturdy brick, and the floor is rough concrete. Around them, Investigators see parts of the massive concrete foundations in the corners of the level, and a maze of pipes snake above them. At the far end of the room is a manhole sized hatch with a hand wheel. The Investigators are able to turn the hand wheel and lift the hatch, revealing a grimy ladder shaft that leads down into pitch black darkness. Moving water can be heard below and the stench of rotten eggs wafts upward. They have found their escape route.



XEBI CO. BASEMENT

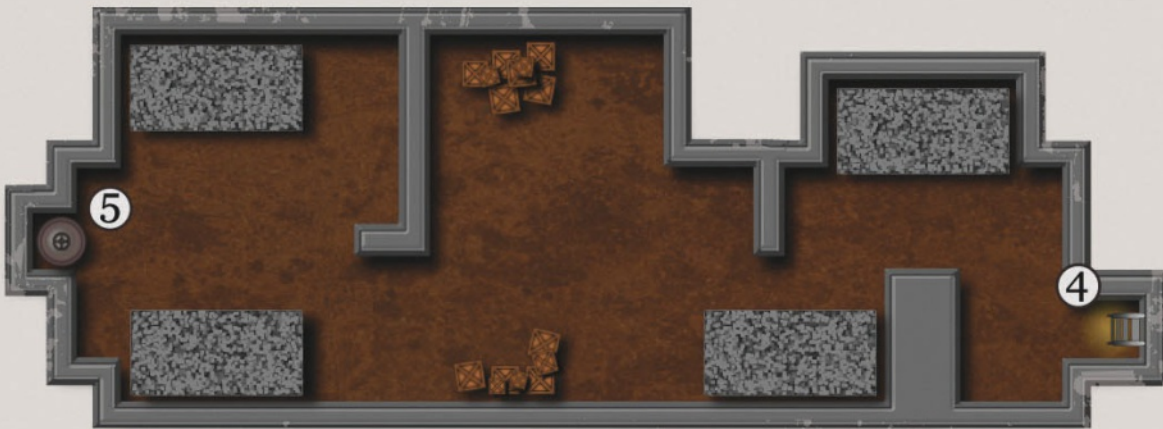
Plan of the skyscraper's underground level



Basement



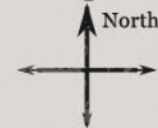
Sub-Basement



Key Locations

- | | |
|--------------------------|---------------|
| 1 Stairwell | 4 Ladder Base |
| 2 Elevator Repair Seats | 5 Sewer Hatch |
| 3 Service Door To Ladder | |

Compass





HEADING TO SAFETY

SAN FRANCISCO SEWER MAINS

2:00 am (?), September 18th, 1926

***Keepers Note:** The Sewer Mains are pitch black. Unless the Investigators brought some source of light (Harker's flashlight, matches, an improvised torch, etc), they will take a **Penalty Die** on all Physical rolls and **NAVIGATE** rolls.

Descending down the ladder, the Investigators will find themselves ankle deep in rancid water, surrounded by darkness and the stench of waste. The sloping walls are made of grimy brick and the tunnels seem to stretch off in many directions. It will be rough traveling, but the sewers are the Investigators' best chance for success.

The Investigators must now decide where they plan on going to escape the city. They may head North, South, East, or West, and escape through the the landmark in their chosen direction (See **City of San Francisco Map**). North and South have unique encounters, while East and West's encounters are practically the same. Each destination requires a certain number of **NAVIGATE** or **IDEA** rolls (the **IDEA** roll must have a Hard Success or higher to pass). If Investigators have a Compass or a City Map (with a light source to read it), they will gain a **Bonus Die** on each of these rolls. Every failed roll will randomly move the Investigators towards 1 of the 3 other destinations they did not choose.

North – Investigators may travel to the base of the Golden Gate Bridge. The Bridge itself it covered in fog, but the air is clear just past it. **3 Successful rolls required.**

East/West – Investigators may continue through the sewer mains until the reach the terminus of the drainage flow. The Sewers drain into the San Francisco Bay in the East and into the Pacific Ocean in the West. **4 Successful rolls required.**

South – The Investigators may travel through the sewers until it terminates in the South, just at the edge of San Bruno National Park. **6 successful rolls required.**

Encounters in the Dark

After the Investigators have made the choice at what direction they wish to move, the Keeper should have them roll their first **NAVIGATE** or **IDEA** roll. Regardless of if they pass or fail, they'll begin making their way through the sewer mains. They'll splash through fetid water for miles. Occasionally it will barely cover their shoes, in other sections the water may be all the way up to their waists. Throughout the whole of the journey, the walls will constantly shift structure – from brick, to concrete, to natural stone, then back again. The smell of the mains is cloying and rancid, and occasionally the odor will make their heads spin.

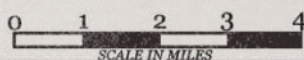
After their first roll, the Investigators will have their first encounter. The Investigators will notice a strange, misshaped object in the water ahead of them. A **SPOT HIDDEN** roll will identify it as an odd, bulbous green head, with awkward, bulging eyes. If the head's features are noticed, or the Investigators choose to move in any direction, the head will suddenly slip beneath the waters. Allow the Investigators to travel slightly further. Then the creature will attack, coming from the water and trying to drag either Janey, Sunny, or the smallest **SIZ** Investigator away.

This is a Servitor of Ib, lost in the sewers. Physically, it slightly resembles a Deep One, with grotesque, frog-like features, bulging eyes, rubbery lips, and long gangly arms, but it is nowhere near as powerful. The Investigators may choose to either engage it in combat to kill or drive it off, or they may simply flee.

If they flee, this will establish a **CHASE**, with the Servitor of Ib starting 2 locations behind the Investigator group. Hazards might include debris to dodge, flooded basins to **SWIM** across, or Phantasms to hide from with **STEALTH**. Hopefully, the Investigators will manage to defeat or escape the Servitor.

CITY OF SAN FRANCISCO

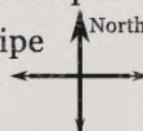
Map to the Paris of the West



Key Locations

- | | |
|--------------------------|--------------------------|
| 1 The Xebi Co. Building | 4 Bayside Discharge Pipe |
| 2 The Golden Gate Bridge | 5 San Bruno Tunnel |
| 3 Pacific Discharge Pipe | |

Compass





SERVITOR OF IB, Inbred Descendants of the Dreamlands

STR 65	CON 45	SIZ 55	DEX 65	INT 35
APP --	POW 50	EDU --	SAN --	HP 10
DB: +0	Build: 1	Move: 9	MP: 10	Luck: --

Combat

Fighting	45% (20/8), damage 1D4
Bite	40% (22/9), damage 1D6

Dodge	25% (12/5)
-------	------------

Spells: Conjure Fog of Ib

Sanity Loss: 0/1D6 to see a Servitor of Ib.

Additional Encounters:

After each **NAVIGATE** or **IDEA** roll, have the Investigators roll a 1D6 to determine what they encounter as they travel the sewers. Investigators may choose not to engage the encounters, and randomly move towards 1 of the 3 destinations they did not choose.

1. A Pocket of Hydrogen Sulfide Gas: the Investigators will begin to smell a noticeably strong odor of rotten eggs. A **NATURAL WORLD** or **SCIENCE (CHEMISTRY)** roll will determine that the gas is flammable and poisonous. The Investigators will need to make a **CON** roll in order to pass, otherwise they will need to find another way around. Failing a Pushed **CON** roll will result in the Investigator passing out and falling into the water. If the Investigators are using a flammable source of light and do not extinguish it when entering the gas, it will explode, dealing **2D6 damage** to them.

2. Servitor of Ib: Investigators will come across 1-2 Servitors of Ib wandering the sewers. A **SPOT HIDDEN** roll, followed by a successful **STEALTH** roll will allow them to pass the Servitors without incident. Otherwise, use the previous Servitor of Ib encounter for a Combat/Chase scene.

3. Fogs and Phantasms: The Investigators will arrive at a catch basin that fog has poured into. There are 1D3 Phantasms that the Investigators must bypass to continue.

4. Nothing: The way is clear and all the Investigators experience is disgust with the sewers.

5. A Flooded Reservoir: There will be a wide basin ahead, too deep to walk across. The Investigators must either **SWIM** through it or **CLIMB** over floating debris to reach the other end. On the far side is a release valve that will lower the water level for any investigators left.

6. Fortuitous Shortcut: The Investigators manage to find a connecting service tunnel that gets them even closer to their destination. They gain **1 additional success** towards their destination.

Keeper's note: Ultimately, the Investigators will make their way out. It is entirely possible to fail their way to escape, although they will simply be at a destination they did not choose.

Eventually the Investigators will arrive at a Destination. The scenes for the Destinations are as follows.

GOLDEN GATE BRIDGE

The Investigators will be able to peek out of a manhole once they are sure they have arrived at the Golden Gate Bridge. They will see that the bridge is choked with automobiles, prone figures, and Fog Phantasms (**SAN 1/1D4**). Although there are numerous glowing Phantasms feeding on the immobile people, a **SPOT HIDDEN** will inform the Investigators that more dark shapes twist and move in the distance.

Crossing the Bridge

The bridge is divided into 3 sections. The Investigators must perform a successful **STEALTH** roll or multiple **CON** rolls for each section (each section requires 4 **CON** successes or 4 levels of success). If they manage to fail both their **STEALTH** and **CON** rolls in a section, the Phantasms will take notice and begin a **CHASE** after them. Any Investigators not part of the chase will gain a **Bonus Die** to their **STEALTH** or **CON** rolls.

The Phantasms will begin the Chase two locations behind the Investigator and will gain 1D4 additional Phantasms per

turn, resulting in a higher chance that the Investigator will be mesmerized if they are caught. Hazards may include needing to **CLIMB** or move (**DEX**) past cars, prone bodies that they must **JUMP** over, or additional Phantasms. If the Investigator(s) in the Chase manage to escape the pursuing Phantasms, they will have arrived at the next section of the bridge.

Finally Safe

Once the Investigators have successfully crossed all 3 sections of the bridge, they will breach the fog and will be safe. They will find themselves at the edge of the Golden Gate Recreational Area, a national park. The air will be sweet and restorative, after having breathed the fog and the sewer air for so long. If they turn back to look into the fog, they will not see the Bridge or the buildings of the city. Instead, they will see the Golden Gate Strait and the unspoiled rolling hills of a pre-developed San Francisco area. The only sign left of the city are the skyscrapers of downtown, still jutting forth high above the fog.



PACIFIC OCEAN/SAN FRANCISCO BAY

If the Investigators have chosen to go either East or West, they'll eventually hear the rushing of the waves and surf. The rancid stench of the sewer will gradually be replaced with that of fresh, salty air. A successful **LISTEN** or **SPOT HIDDEN** roll will lead them to the mouth of the discharge pipe. The waves can barely be seen with the scant moonlight, but not an ounce of fog can be seen.

However, as they approach the mouth of the tunnel, they will see three of the strange, frog-like humanoids standing in the surf. Besides two regular Servitors of Ib, there will be a slightly larger Priest of Ib (see **Characters and Monsters, Page 34**) standing behind them, adorned in strange vestments and holding a staff. The Priest of Ib will appear to be chanting, while the Servitors of Ib stand watch.

The Vengeance of Ib

Investigators who wish to simply pass on by will need to make a **STEALTH** roll with a Hard Success, otherwise they will be noticed by the creatures. If noticed, Investigators may choose to defend themselves from the monsters or flee as best they can. Should they chose to flee, another **CHASE** will begin.

This Chase will be similar to the ones in the sewers. The Beings of Ib will start 3 locations behind the investigators, and hazards may include slippery rocks, waves, or strong winds. The Chase will end when the Investigators have escaped, or the monsters have been killed.

Finally Safe

These monsters will be the Investigators' last challenge of the night. Though it will be a hard walk South, the Investigators will eventually arrive at Daly City (if they went West) or South San Francisco (if they traveled East). Looking North into the fog, they will not see the buildings of the city. Instead, they will see the unspoiled rolling hills of a pre-developed San Francisco area. The only sign left of the city are the skyscrapers of downtown, still jutting forth high above the fog.

SAN BRUNO NATIONAL PARK

If the Investigators have chosen to move South, the journey will be significantly longer than that to the other destinations. Eventually the Investigators will arrive at the mouth of an abandoned sewer tunnel that leads into the hills of San Bruno, near a small creek. This area will still be thick with fog, but the threshold to escape will be near.

As Investigators look about, the scenery will start to appear odd, different. The sky above them, viewed through the fog will display an unfamiliar star-scape, with clouds of unknown colors and a too-large Moon. The trees and plants around them are strange and seem to move and writhe of their own volition. A surprising mountain in the distance is crowned by a massive castle, one of strange and ancient architecture.

Little do the Investigators know it, but they are viewing the Dreamlands through the fog. Their escape has ran long into the night, and the Ritual is almost complete. If they do not escape soon, all within the fog will be drawn into the Lands of Ib, the Investigators included!

Escape the Dreamlands

As the Investigators continue South, they will soon be accosted by creatures native to the Dreamlands. A **LISTEN** or **SPOT HIDDEN** roll will alert them to creatures above, a flock of monsters. Creatures the size of elephants, with the heads of scaly horses, will swoop down with massive wings. Although unknown to the Investigators, these are Shantak-birds (see **Characters and Monsters, Page 34**), and they have decided they are hungry (**SAN 0/1D6**). A **CHASE** will be established as the Shantaks pursue the investigators.

The Shantaks will begin 4 locations behind the Investigators. Hazards might include trees, rocks, and Phantasms in the fog. It will be difficult, but if the Investigators manage to escape the Shantaks, or if they survive 3 rounds of the Chase, they will breach the threshold of the fog and escape.

Finally Safe

The Investigators will gulp down the fresh, sweet air of the San Bruno National Park. If they look around, the sky appears normal, and the flora surrounding them is peaceful and immobile. It's a long trek through the park, but they will finally arrive at Daly City or South San Francisco, and safety. If they look back into the fog, they will not see the buildings of the city. Instead, they will see the unspoiled rolling hills of a pre-developed San Francisco area. The only sign left of the city are the skyscrapers of downtown, still jutting forth high above the fog.



CHARACTERS AND MONSTERS

Benjamin Harker, 39, Security Guard

STR 65 CON 60 SIZ 50 DEX 70 INT 60
 APP 50 POW 45 EDU 50 SAN 65 HP 11
 DB: +0 BUILD: 0 Move: 9 MP: 9 LUCK: --

Combat

Brawl 50% (25/10), damage 1D3
 or Hefty Flashlight 1d4+1

Dodge 35% (17/7)

Skills

Climb 45%, Drive Auto 40%, Fast Talk 50%, Firearms (Handgun) 35%, First Aid 40%, Intimidate 50%, Jump 40%, Law 45%, Listen 60%, Persuade 45%, Psychology 35%, Spot Hidden 55%, Swim 40%, Track 35%

Janey Lewis, 21, Barista

STR 50 CON 55 SIZ 45 DEX 45 INT 65
 APP 65 POW 50 EDU 55 SAN 50 HP 10
 DB: +0 BUILD: 0 Move: 8 MP: 10 LUCK: --

Combat

Brawl 25% (25/10), damage 1D3

Dodge 25% (17/7)

Skills

Accounting 25%, Charm 40%, Climb 25%, First Aid 35%, Jump 20%, Listen 40%, Mech. Repair 35%, Persuade 35%, Spot Hidden 45%, Stealth 45%, Swim 25%

Sunny Jackson, 62, Elevator Operator

STR 45 CON 55 SIZ 50 DEX 50 INT 65
 APP 40 POW 40 EDU 45 SAN 70 HP 10
 DB: +0 BUILD: 0 Move: 8 MP: 8 LUCK: --

EPILOGUE

The Investigators have (hopefully) survived. San Francisco, however, has not. The Investigators are among the very few who managed to escape the city. They soon find out that whatever horrific machination or natural phenomenon this was has also struck Chicago. The two cities vanished into perpetual fog, their winding streets and enduring structures replaced by the original geography of their location: deep swamps and rolling hills respectively.

Curiously, the most impressive structures, the skyscrapers, still jut forth from these mists. It is said that beings can still be glimpsed inhabiting them, walking and watching from the windows. In the future, perhaps, military expeditions would travel to these building and attempt explorations. All that do never return. Eventually, the two cities become a natural fact of American life. No explanation can be found, but the sites pass from incomprehensible legend to mundane tourist attraction.

For now, however, the Investigators are safe. Their families, property, and lives may have all vanished into the fog, but they themselves live on. They may pick up the pieces, but the horror that confronted them in the mists that night will haunt them to the end of their days...

***Keeper's Note:** If the Investigators managed to defeat the Priest of Ib in the East or West, then the Ritual is partially disrupted. The fog clouding the Eastern/Western section of the city will dissolve, and those people still alive can be rescued. Lacking the rest of the city, these sections are eventually abandoned, save for squatters and mythos-tainted madmen.

Combat

Brawl 35% (25/10), damage 1D3

Dodge 20% (17/7)

Skills

Charm 45%, Elec Repair 40%, Fast Talk 50%, Firearms (Handgun) 40%, History 55%, Jump 20%, Listen 35%, Mech Repair 50%, Natural World 25%, Op. Hv. Machine 15%, Psychoanalysis 35%, Spot Hidden 45%, Stealth 45%, Swim 20%

Cathy Quinsett, 22, Wire Operator

STR 40 CON 45 SIZ 40 DEX 60 INT 55

APP 65 POW 50 EDU 60 SAN 45 HP 8

DB: -1 BUILD: -1 Move: 8 MP: 10 LUCK: --

Combat

Brawl 20% (25/10), damage 1D3

Dodge 35% (17/7)

Skills

Charm 45%, Elec Repair 40%, Fast Talk 50%, Firearms (Handgun) 40%, History 55%, Jump 20%, Language (Morse) 55%, Listen 35%, Mech Repair 50%, Natural World 25%, Op. Hv. Machine 15%, Psychoanalysis 35%, Spot Hidden 45%, Stealth 45%, Swim 20%

Henry Arnold, 45, Wire Room Manager

STR 55 CON 60 SIZ 65 DEX 40 INT 60

APP 35 POW 40 EDU 75 SAN 65 HP 12

DB: +0 BUILD: 0 Move: 7 MP: 8 LUCK: --

Combat

Brawl 45% (25/10), damage 1D3

.32 Revolver 40% (20/5), 1D8

Dodge 30% (15/7)

Skills

Accounting 45%, Drive Auto 35%, Fast Talk 55%, Firearms (Handgun) 40%, History 35%, Intimidate 60%, Language (Morse) 40%, Law 35%, Library Use 35%, Listen 40%, Persuade 30%, Spot Hidden 55%

Roy Carroll, 19, News Stand Clerk

STR 55 CON 65 SIZ 70 DEX 70 INT 45

APP 75 POW 50 EDU 50 SAN 65 HP 13

DB: +1D4 BUILD: 1 Move: 8 MP: 10 LUCK: --

Combat

Brawl 55% (25/10), damage 1D3

Dodge 35% (17/7)

Skills

Accounting 35%, Appraise 25%, Charm 35%, Fast Talk 25%, Jump 45%, Listen 50%, Ride 35%, Sleight of Hand 30%, Spot Hidden 35%, Stealth 35%, Swim 40% Throw 40%

MONSTERS

John Morgan, 40, Deceased "Double Man" and Dreamer

STR n/a CON n/a SIZ n/a DEX n/a INT 70

APP 50 POW 65 EDU n/a SAN n/a HP n/a

DB: n/a BUILD: n/a Move: 8 MP: 15 LUCK: --

Skills

Language (Morse) 80%, Stealth 60%

Sanity loss: 1/1D6

PHANTASMS OF IB, Vengeful Specters of the Dreamlands

STR n/a CON n/a SIZ 65 DEX 60 INT 70

APP -- POW 60 EDU -- SAN -- HP n/a

DB: n/a Build: n/a Move: 9 MP: 12 Luck: --

Combat

Mesmerize: When aware and hunting prey, the prey must make an opposed POW roll against the Phantasm when it comes within 3 yards. If the prey fails, they willingly lie upon the ground to be consumed. The difficulty of the POW roll increases by 1 success for every additional Phantasm within 3 yards. The prey may make attempt an opposed POW to break free each round.

Consume: Once prey has been mesmerized, the Phantasm will consume them piecemeal, dealing 1D4 damage per round.

Sanity loss: 1/1D8 to see a Phantasm of Ib.

SERVITOR OF IB, Inbred Descendants of the Dreamlands

STR 65 CON 45 SIZ 55 DEX 65 INT 35
APP -- POW 50 EDU -- SAN -- HP 10
DB: +0 Build: 1 Move: 9 MP: 10 Luck: --

Combat

Fighting 45% (22/9), damage 1D4
Bite 40% (20/8), damage 1D6

Dodge 25% (12/5)

Spells: Conjure Fog of Ib

Sanity Loss: 0/1D6 to see a Servitor of Ib.

PRIEST OF IB, Magicians of the Dreamlands

STR 65 CON 50 SIZ 60 DEX 65 INT 45
APP -- POW 50 EDU -- SAN -- HP 11
DB: +1D4 Build: 1 Move: 9 MP: 10 Luck: --

Combat

Fighting 45% (22/9), damage 1D4
Bite 40% (20/8), damage 1D6

Dodge 25% (12/5)

Spells: Conjure Fog of Ib, Breath of the Deep, Wrack

Sanity Loss: 0/1D6 to see a Servitor of Ib.

SHANTAK, Raptors of the Dreamlands

STR 180 CON 85 SIZ 240 DEX 45 INT 25
APP -- POW 45 EDU -- SAN -- HP 32
DB: +2D6 Build: 5 Move: 6/16* MP: 9 Luck: --

*Flying

Combat

Fighting 40% (20/8), damage 1D6+DB
Bite and Hold (mnvr) 40% (22/9), damage 2D6+2+held for 1d6 per round

Dodge 25% (12/5)

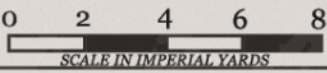
Armor: 9-point hide

Spells: Conjure Fog of Ib, Breath of the Deep, Wrack

Sanity Loss: 0/1D6 to see a Shantak.

XEBI CO. MAIN LOBBY

Plan of the skyscraper's ground floor



Key Locations

- | | |
|-------------------------|----------------|
| 1 Harker's Desk | 4 Fountain |
| 2 Lydia's Ground Coffee | 5 Stairwell |
| 3 Xebi Print Shop | 6 Elevator #10 |

Compass



XEBI CO. 26th FLOOR

Plan of the skyscraper's top floor

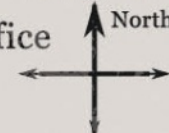
0 2 4 6 8
SCALE IN IMPERIAL YARDS



Key Locations

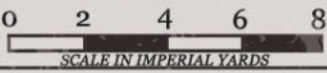
- | | |
|---------------------------|-----------------------|
| 1 Telegraph Operator Room | 4 Mr. Arnold's Office |
| 2 Supervisor's Desk | 5 Stairwell |
| 3 Executive Offices | 6 Elevator #10 |

Compass



XEBI CO. 23th FLOOR

Plan of the skyscraper's archival floor



Key Locations

- | | |
|---------------------|----------------|
| 1 Xebi Co. Archives | 4 Stairwell |
| 2 Examination Desk | 5 Elevator #10 |
| 3 File Cabinet | |

Compass



XEBI CO. 6th FLOOR

Plan of the skyscraper's administrative floor

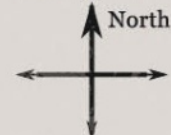
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SCALE IN IMPERIAL YARDS



Key Locations

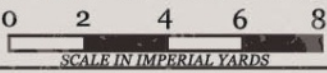
- | | |
|-------------------------|---------------|
| 1 Administration Office | 4 Open Window |
| 2 Outbound Telephones | 5 Stairwell |
| 3 File Storage | 6 Elevator #4 |

Compass



XEBI CO. BASEMENT

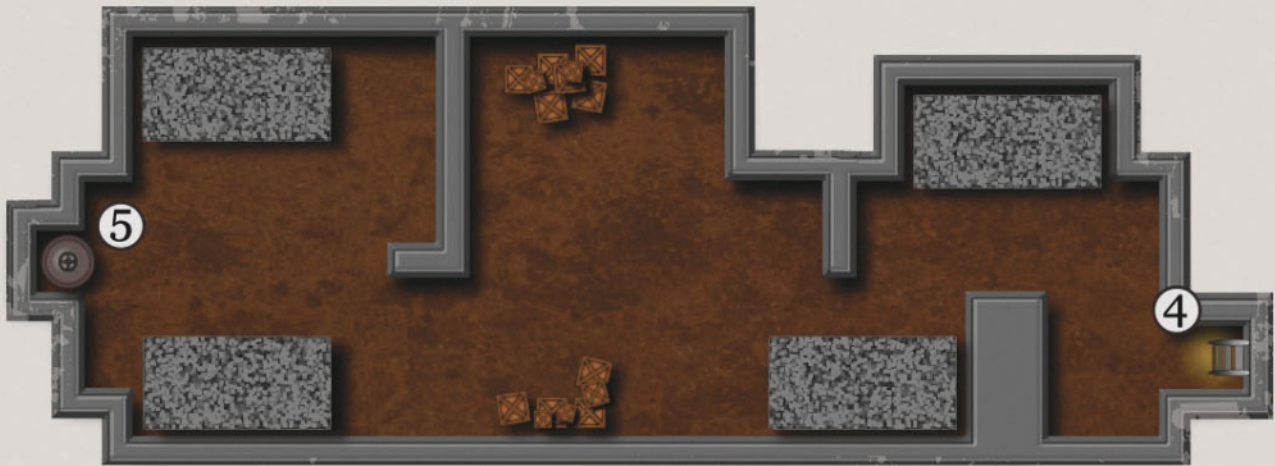
Plan of the skyscraper's underground level



Basement



Sub-Basement



Key Locations

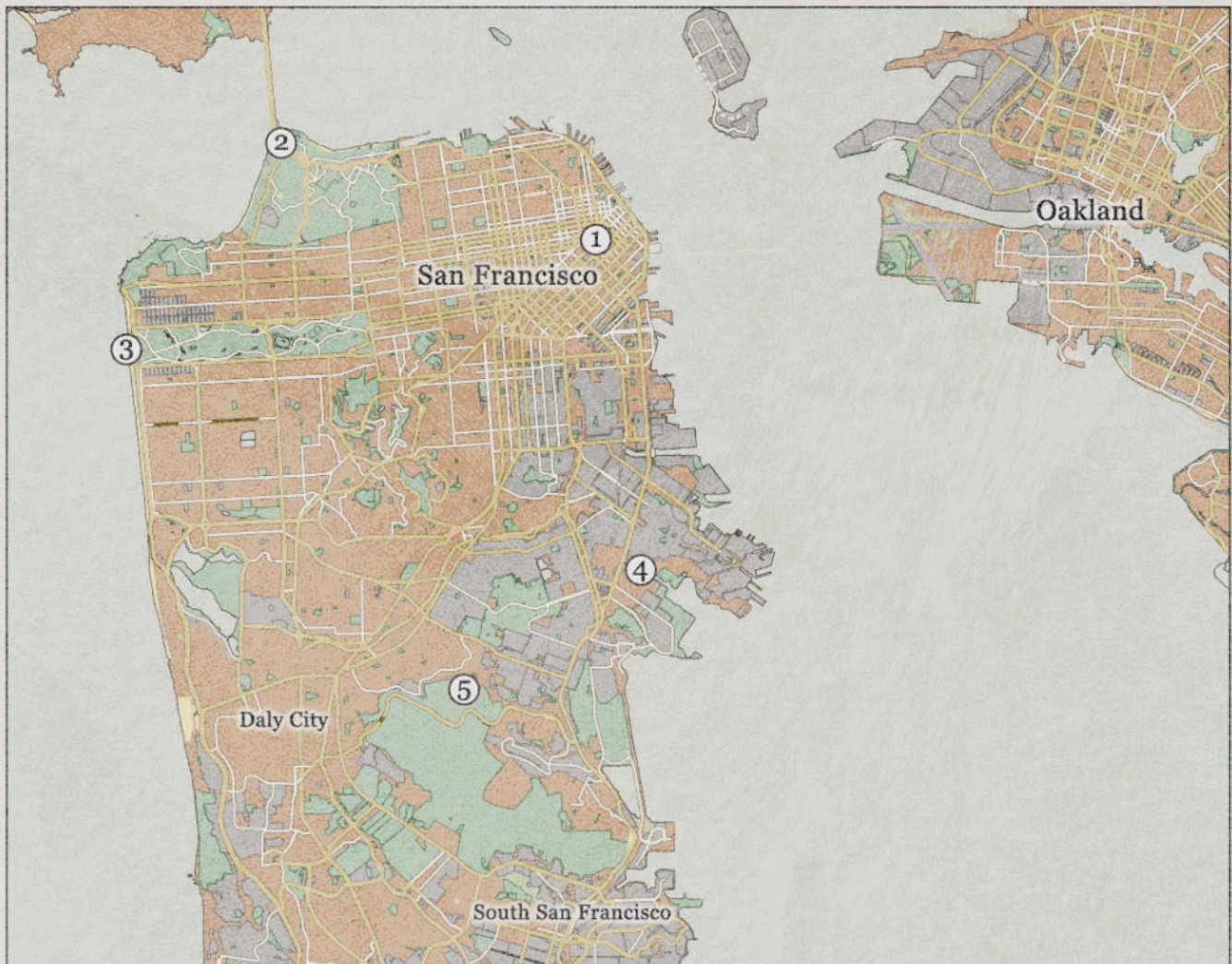
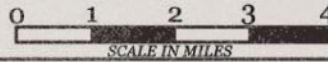
- | | |
|--------------------------|---------------|
| 1 Stairwell | 4 Ladder Base |
| 2 Elevator Repair Seats | 5 Sewer Hatch |
| 3 Service Door To Ladder | |

Compass



CITY OF SAN FRANCISCO

Map to the Paris of the West



Key Locations

- | | |
|--------------------------|--------------------------|
| 1 The Xebi Co. Building | 4 Bayside Discharge Pipe |
| 2 The Golden Gate Bridge | 5 San Bruno Tunnel |
| 3 Pacific Discharge Pipe | |

Compass

