

# ONE STARRY NIGHT

A SCRIPT FOR *CTHULHU LIVE* & *CALL OF CTHULHU*



By WILLIAM T. THRASHER & THE SKIRMISHER GAME DEVELOPMENT GROUP



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# ONE STARRY NIGHT

## A SCRIPT FOR *CTHULHU LIVE* & *CALL OF CTHULHU*

The following scenario is designed for use both with Chaosium's *Call of Cthulhu* tabletop role-playing game and Skirmisher Publishing LLC's *Cthulhu Live 3<sup>rd</sup> Edition* live-action role-playing game (LARP).

**Setting:** Arkham Massachusetts, Modern Day

**Dramatis Personae:** Three to five Investigators

*One Starry Night* is written for two to five Investigators, a medium-sized staff (Keeper, two or three NPC Actors, Stage Manager), and designed to be played over several locations all within driving or walking distance. Due to the importance of timing on behalf of the Investigators, this scenario is written with two possible endings

While *One Starry Night* is written as a modern day scenario, it can easily be modified if one wishes to set it in the 1920s. Simply replace all high-tech skills with their low-tech counterparts and change Andrew's "meth lab" into a still or basin for the brewing of bathtub gin.

Although *One Starry Night* was originally written as a live action roleplaying scenario, it has been adapted for tabletop play for the enjoyment of Keepers and players who prefer the traditional *Call of Cthulhu* tabletop experience.

### Player's Introduction

Your good friend Professor Derwin Abernathy has invited you to his house this evening for a pleasant chat over tea. As you know, he has recently returned from an archeological expedition in western Africa. He wishes to discuss matters of archeological import, as well as share photos from his excavation of the ruined city of G'harne. You understand several other members of Abernathy's social circle will be in attendance. This will be a welcomed opportunity to discuss intellectual matters among friends and colleagues in an informal atmosphere.

### Keeper's Introduction

Andrew Wilcox was the greatest anthropology student and folklorist Miskatonic University had seen in many years. Some went so far as to call him the next Albert Wilmarth. Andrew outshined his peers academically and was a common site at social functions on campus. All that changed this past year.

Andrew Wilcox immersed himself in the mythologies of the world. When it came time to begin his graduate



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thesis, Andrew chose his topic well. He would attempt to link together the disparate threads of all the world's "end times" myth cycles and reveal the correspondences and archetypes that lie therein. Armageddon, Ragnarok, the Death of the Fifth Sun, all were to be explored in order to reveal the origin of mankind's fear of the end times. While gathering his research material, Wilcox used his academic standing to gain access to the University's rare books collection. It was inevitable that his studies would lead him to that worm-ridden tome, the *Necronomicon*.

Just as it happened to curious minds before him, exposure to the *Necronomicon*'s frightful passages caused Andrew Wilcox's mental health to decline. He no longer studied the end times. He was obsessed with them. He became convinced that the end of days was coming, and it would arrive soon. He saw omens everywhere, from the nightly news to the flight patterns of migratory birds.

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From these supposed signs of prophesy and long forgotten Mesopotamian astrology, Wilcox believed he had found the exact date upon which the apocalypse was to occur. He knew he could not prevent it. However, he could escape it.

Leafing through the crumbling pages of the *Necronomicon*, Andrew came across a horrific creature, the Byakhee. Rumored to be capable to transporting a rider across the vastness of interstellar space, Wilcox chose this as his method of escape from the dying Earth. Noting the components he would need (Space-Mead, the Whistle of Yakthoob), Andrew made preparations to summon the horrid beast.

To those who knew him, Andrew's decline was gradual but evident. His academic performance began to deteriorate, he was no longer a familiar site on campus, and he turned away all those who came to his door. Finally, on one of his increasingly rare appearances in class, Andrew engaged in a violent argument with one of his professors. As what should have been a quiet academic discussion spiraled into a fevered shouting match, Andrew collapsed. Taken to the nearby Arkham Sanitarium for treatment, Andrew was diagnosed with severe mental fatigue brought on by excessive study. The University was forgiving and placed Andrew's thesis review on hold. After three days in the Sanitarium Andrew was released and strongly urged to take a rest from his academic pursuits and collect himself mentally. The faculty assured Andrew that he could take as much time as he felt necessary.

Andrew has not been seen on the Miskatonic campus since, nor has he been seen at the apartment he shared with fellow student Robert Krandle. Andrew Wilcox, the once brilliant student of Miskatonic University, now prepares to summon the loathsome Byakhee and flee the dying Earth . . . at any cost.

## Game Timeline

The following timeline of events assumes each scene will be played out over the course of five to fifteen minutes depending upon the initiative of the players. Keepers who wish to cut a scene short or prolong an encounter should coach NPC Actors accordingly.

**0 — Pre-Game Preparation:** Locate and secure appropriate playing areas. Decorate playing areas accordingly. Prepare props. Prepare staff and rehearse any scenes in advance as needed. Gather 2 to 5 players and guide them through the character creation process. It is recommended that players create Miskatonic faculty, staff, or students (although these are certainly not the only options open to them).

**1 — A Chat Over Tea:** The Investigators arrive at Professor Derwin Abernathy's home. The good Professor eagerly welcomes them in and shows his guests to the parlor where tea, cake and biscuits await them. The Inves-

tigators are free to mingle. The Professor will eagerly tell them the details of his trip to Africa. If possible, have several pictures or artifacts on hand for the Professor to display and discuss.

**2 — The Heart of the Matter:** As the characters finish their tea, Professor Abernathy reveals that tonight's gathering is not entirely social. The Professor explains that several nights ago his study was burglarized and an artifact — the Whistle of Yakthoob — was stolen. Professor Abernathy will answer the Investigator's questions as best he can, then invite them to investigate the crime scene. See Professor Derwin Abernathy's profile sheet for an overview of his knowledge of the crime and motivation.

**3 — The Study:** Professor Abernathy's study has clearly been broken into. The north-facing window has been shattered with a large stone that now lies on the oriental carpet. The Whistle of Yakthoob is missing from its display case. The following lines of investigation uncover the following clues:

∞ A general examination of the room (Track, Police Procedures or Forensics, Difficulty 20) reveals muddy footprints on the carpet. The prints were left by a person of moderate build wearing affordable men's shoes.

∞ Rummaging around, the Investigators can uncover a crumpled up slip of paper with a number written on it. A Library Use Test (Difficulty 10) identifies it is a library catalogue number. An additional Library Use Test (Difficulty 20) reveals that the catalogue number is from the Miskatonic Library. A final Library Use Test (Difficulty 35) identifies the number as pertaining to a book in the Miskatonic University Rare Books Collection.

∞ Examining the window (Locksmith or Mechanical Repair, Difficulty 15) reveals that the burglar attempted to open the study's locked window from the outside and failed horribly. He likely threw the rock as an act of desperation.

∞ Basic deductive reasoning (Forensics, Police Procedures, Psychology or Streetwise, Difficulty 15) deter-



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mines the burglary was not conducted by a professional thief. It is likely that the burglar was an amateur, and this may indeed be his first brake in. However, the burglar knew exactly what he was looking for and left quickly after obtaining it.

After the Investigators have gathered all they can from the crime scene, Professor Abernathy will escort them to his front door while wishing them the best of luck on their investigation. If the Investigators are unsure of where to look next, the Professor suggests they follow up on the mysterious catalogue number with Alistair Hume, head librarian at Miskatonic University. As Hume is a habitual night owl, he will likely still be in his offices at the library. With that, Professor Abernathy will help the Investigators on with their coats and send them on their way.

**4 — The Librarian:** The Investigators find Alistair Hume bent over his desk looking through papers. Once the Investigators have Hume's attention, and explain that they've been sent by Professor Abernathy, he will gladly answer any questions they have (See Alistair Hume's description for a list of information he can impart).

Should the characters successfully convince Hume to let them see the *Necronomicon*, he will grant them access to the closed stacks. It is unclear what parts of the book Andrew Wilcox has been studying. If the Investigators wish, and possess the proper skills, they may look up references to the Whistle of Yakhthoob. The *Necronomicon* may be read with a successful Latin Test (Difficulty 30). Looking up information pertaining to the Whistle of Yakhthoob prompts a Sanity Test (Blue SoT). If this course of action is taken, present the Investigators with Player Handout #1.

When the Investigators are ready to leave, Hume will suggest that they speak to Andrew's roommate (scene 6) or the doctors at Arkham Sanitarium (scene 5). The Investigators are free pursue either or both lines of inquiry.

**5 — Arkham Sanitarium:** The Investigators are greeted at the asylum by Dr. Peter Smithe, the head psychiatrists. Although he is working the late shift and is somewhat tired, the evening has been uneventful and he will have time for a quick chat (see Dr. Peter Smithe's description for a list of information the players may acquire).

At some point during the discussion, inmate Philip Howard will escape and come rushing into Dr. Smithe's office shortly followed by Lewis Gerald, the asylum orderly. Philip will rant and rave, grab the Investigators by the lapels, and otherwise shock and disturb all those present. Feel free to encourage the staff member portraying Philip to ham it up. Once the players have been sufficiently disturbed by the madman's ravings, Lewis will enter and tackle Philip and give him an injection of strong sedatives. Lewis will then lead a mumbling, but otherwise harmless Philip back into the psychiatric ward.

The encounter with Philip Howard is meant to unsettle the players and liven up what, up until now, has been a sedate investigation. Keepers running a full Cthulhu Live campaign can use this encounter to foreshadow a future investigation or replace Philip with a retired Investigator to tie the encounter into a past scenario. Keepers wishing to save time or avoid confusing the players with a red herring can eliminate the encounter all together.

Once the Investigators have learned all there is to know, Dr. Smithe will show them to the door and bid them a good night. He will express concern for Andrew and remind the characters that the doors of Arkham Sanitarium are always open for them.

**6 — Andrew's Roommate:** Robert Krandle welcomes the Investigators into his student apartment once they have made it clear they are trying to help Andrew. If the Investigators make a favorable first impression Robert will insist that they call him Bob. Despite their recent falling out, Robert is concerned for Andrew's safety and will gladly answer the Investigator's questions (see Robert Krandle's description for a list of information the players may acquire).

Robert will allow the Investigators examine Andrew's old room, which has been left undisturbed since Andrew left. An investigation of the room will reveal the following clues:

∞ Scattered across his desk are many of Andrew's translation notes from the *Necronomicon*, as well as several photocopied pages of the *Necronomicon* itself. The Keeper is free to lull the scene with rambling notes referencing the mythos, Byakhees, the Whistle of Yakhthoob, Hastur, and the star Aldabaran written on post-it notes, index cards, and scraps of paper.

∞ A Library Use or Psychology Test (Difficulty 15) will reveal that Andrew took the most pertinent notes with him when he left.

∞ Andrew left behind a note listing specific pages and passages from the *Necronomicon*. If the players wish, they may use this information to uncover exactly what Andrew has been translating for the past few days. This will require another visit with Hume, who can present the Investigators with Player Handouts #1 and #2.

∞ Investigators examining Andrew's "meth lab" may make a Chemistry or Occult Test (Difficulty 30). A successful Test reveals that the lab is an alchemical still. Provided the Investigators do not already reach this conclusion, a second Test (Difficulty 35) reveals that this still was used to brew Space Mead.

∞ Among the chemicals and powders scattered around Andrew's still is a chunk of pure white chalk.

∞ Among Andrew's many scattered papers is a receipt for a rental storage space. This receipt includes the address of the storage facility and the lot number of the storage unit. Once the Investigators have learned all

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they can, Robert will show them to the door. He will again express concern over his former roommate and will give the Investigators his blessing. The players may now continue on to Andrew's storage locker (scene 8) or return to the library (scene 7)

**7 — Return to the Library:** If the Investigators wish to know more about the Byakhee, wish to find some ritual that may banish it, or simply learn the full details of what Andrew was studying, they may return to the Library in order research such secrets from the *Necronomicon*. As before, the player's must have Alistair Hume's permission to examine the crumbling tome. The following passages may be researched from the *Necronomicon*:

∞ If the Investigators wish to know more about the Byakhee, present them with Player Handout #2.

∞ If the Investigators wish to know how to summon or bind the Byakhee, present them with the Summon/Bind Byakhee Translation.

∞ If the Investigators wish to know how to protect themselves from the Byakhee, present them with the Ritual of the Aklo Pentagram.

∞ If the Investigators wish to know how to banish the Byakhee, present them with the Ritual of Banishment Translation.

Translating each article requires a Latin Test (Difficulty 30) and prompts a Sanity Test (Blue SoT). Note: It is entirely possible for an Investigator with low POW to go completely insane if they attempt to translate all 4 documents. Keepers may wish to adjust the Sanity Tests accordingly if they do not want to run the risk of an Investigator going insane before an encounter with the Byakhee.

After the Investigators have completed their research it will be time for them to examine Andrew's storage facility (scene 10).

**8 — A Rush to Action:** The Investigators arrive at Andrews storage space just in the nick of time, arriving just as Andrew completes the summoning ritual. The door to the storage space is unlocked, and Andrew can be found within. Andrew will complete the final words of the summoning ritual just as the Investigators open the door. Andrew stands within the confines of an Aklo Pentagram and wields the Whistle of Yakthoob. Walking in on this scene prompts a Sanity Test (Blue SoT).

The Investigators may dispatch Andrew Wilcox in whatever manner they choose. Note that Andrew will put up a fight and will refuse to leave the confines of the Aklo Pentagram. Andrew will also insist that the Investigators allow him to perform the binding ritual.

The Investigators may kill, stun or otherwise incapacitate Andrew in any fashion they see fit. Once Andrew has been dealt with they are free to leave the site (scene 9).

**9 — When From Above . . .:** As the Investigators leave the storage space they hear a horrid sound from above. Andrew's ritual has successfully called down a Byakhee,

which lands on the roof of the storage unit. Consumed by hunger, the Byakhee will swoop down from the rooftop and attack whomever appears to be the easiest live prey. This may include Andrew if he is alive but otherwise incapacitated. If Andrew is still conscious he will attempt to bind the Byakhee to his will and order the fiend to satisfy its hunger by devouring the Investigators.

The Investigators may attempt to bind or banish the Byakhee provided they have access to the proper ritual translations. Otherwise, the Investigators must fight or flee. Once the Byakhee crisis has been resolved the scenario comes to an end (scene 11.)

**10 — Too Late:** The Investigators arrive at the storage facility now armed with a number of rituals. The location is eerily silent. The door to Andrew's storage space is unlocked and unguarded. Upon opening the door the Investigators stumble across a horrid scene.

Andrew stands in the center of the Aklo Pentagram drinking deeply from a jar of Space-Mead. The Byakhee crouches before him, gorging itself on what was once a night watchman. Andrew is now quite insane and almost completely drained of his reserves of magic power. The ghastly tableaux prompts a Sanity Test (Orange SoT). With his escape eminent, and the Byakhee under his complete control, Andrew will let nothing stand in his way.

The Investigators are free to deal with the situation however they see fit. They may attempt to kill or banish the Byakhee. Should banishment be attempted, Andrew will use the last of his remaining power to keep the beast under his control. Have both Andrew and the banisher make an Occult or Cthulhu Mythos Test. Whomever has the highest score is the victor. However, both participants may elect to spend Magic Points to temporarily increase their POW score for the purposed of this test of wills. Clever Investigators will have taken the time to inscribe an Aklo Pentagram in order to protect themselves from the Byakhee.

Should Andrew be killed or fall unconscious the Byakhee will still follow its master's instructions and carry him into space (proceed o Scene 11.)

**11 — The End?:** By this time Andrew and his Byakhee will have been dealt with, the Investigators will have recovered the Whistle of Yakthoob, and the citizens of Arkham can sleep soundly knowing that for tonight, at least, the skies will be free of flying horrors from beyond the stars.

## Rewards for One Starry Night

If the Keeper is running *One Starry Night* as part of a campaign, consider the following rewards:

∞ If the Investigators completed Scene 8 reward them with 2 Experience Points and two restored Sanity Levels.

∞ If the Investigators completed Scene 10 reward

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them with 4 Experience Points and one restored Sanity Level.

∞ Investigators should keep any and all spells translated during this scenario.

∞ Some Investigators may not wish to return the Whistle of Yakthoob to Professor Abernathy. If so, allow them to keep the relic or dispose of it as they wish. Regardless of its fate, the whistle can be used as a catalyst for a future scenario.

## Play Area

*One Starry Night* is written with the expectation that it will be played over several locations, all within a short distance, in order to impart the experience of solving a supernatural mystery across the city of Arkham. While this scenario can certainly be run out of a single location through the use of quick scenery changes, it is most effective when spread out over a large area.

**Professor Abernathy's House:** Any home can be used to represent Professor Abernathy's dwelling. Take some time to spruce up the surroundings. Decorate the area with objects d'art, artifacts, maps of Africa and the Middle East and old books. Have fresh brewed tea and some cookies on hand and have light music playing in the background. This will provide the perfect setting for a meeting of academics.

The Professor's study can be made from any small room. A desk, bookshelves, and a stack of papers help to create the private study of a productive college professor. Though the study window is meant to be broken, the room should be free of broken glass for safety reasons. The broken window is best represented by scattering bits of transparent plastic (a smashed plastic cup) around the windowsill and drawing a shattered glass patterns on the window with soap. It is not recommended that actual muddy footprints be left on the floor unless the Keeper plans to charge a sizable event fee to cover cleaning costs or has an old rug that can be disposed of afterward. Instead, place muddy shoeprints of a few papers that have been scattered around the room. Stage Managers that wish to give a more sinister impression to the study may wish to leave a few mythos themed artifacts on the Professor's shelves. Represent the Whistle of Yakthoob's display case with a shadow box or plinth.

**Miskatonic Library:** This location can be simulated either by creating a cramped office for Alister Hume, or by lining a hallway with bookshelves and placing Hume's desk at the far end. Many university libraries have private study rooms that can be reserved. If a member of the staff has access to such a library it is highly recommended that a study room be reserved for the game. The players will be put on their guard should they be in a position to portray their characters in such a public place.

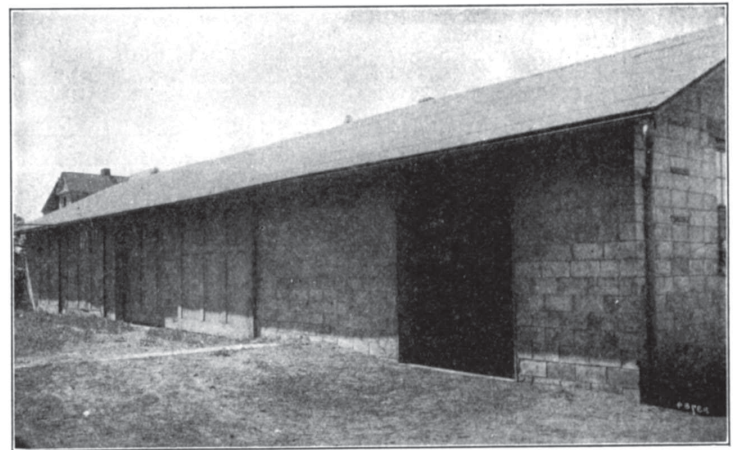
**Arkham Sanitarium:** The sanitarium can be created from any sparsely decorated room. All that needs to be

present is a chair and desk for Dr. Smithe, and possibly a couch off to the side. A few medical charts may be added for emphasis.

**Andrew and Robert's Apartment:** An ordinary apartment works well for this location. Simply leave it somewhat untidy and remove any items that may break the illusion of a student apartment.

Andrew's room should be a study in chaos and frantic study. Crumpled papers lie about, star charts (with Aldebaran circled) cover the walls, and books dealing with the world's mythologies should be stacked high. Have Andrew's Space-Mead still stashed in a corner.

**Andrew's Storage Space:** An actual private storage space can be rented for the game, or a creepy old tool shed or garage set up to represent this location. Simply have a sizable Aklo Pentagram chalked out on the floor. If at all possible, bring a ladder along so that your Byakhee can perch menacingly on the roof. Be careful not to take any unnecessary risks, as roofs can be treacherous and monster masks often result in poor visibility for the wearer. Unless the safety of the NPC Actor portraying the Byakhee can be assured, have the beast waiting in some other concealed area.



## SFX and Props

Following are tips for creating some of the unique props and effects that appear in this scenario.

**The Byakhee** can be created using the costuming guidelines found in *Cthulhu Live* 3<sup>rd</sup> Edition (page 125). However, any horrific winged monster costume will do, particularly one with demonic or ghoulish features.

**The Whistle of Yakthoob** can be as simple as a slide-whistle painted gold, or a recorder that has been heavily modified into a thing of alien colors and textures using hot glue, modeling paste, and a splattering of acrylic paint.

**The Space-Mead Still** can be as simple as a few tin cans connected by tubing or as complex as a full chemistry set including beakers filled with colored water and dry ice to provide the illusion of a steaming, bubbling concoction.

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Richard Alan Poppe



**The Space-Mead** is best represented with an old jar filled with any yellowish or green carbonated drink.

**The Grisly Eviscerated Corpse** of the night watchman can be created in a variety of ways. Ambitious Keepers with the proper resources can create a stuffed suit covered in fake blood and other forms of simulated gore. However, it is more manageable to simulate the Byakhee's gristly meal with one of two plastic severed limbs purchased at a costume or novelty store.

**The Necronomicon** is best represented by a weathered book filled with Latin text and gruesome illustrations. Keepers without the time or resources to make their own prop *Necronomicon* are encouraged to co-opt one of the many paperback editions or make use of the *Necronomicon* prop card from *The Return of Cyris Crane*.

## Spells

Following are new spells that appear in this adventure.

**Summon/Bind Byakhee:** Summoning the Byakhee requires the expenditure of 3 Magic Points, the recitation of the summoning chant, and sounding the Whistle of Yakthoob. Once completed, a Byakhee will appear within a matter of moments. This spell prompts a Sanity Test (Blue SoT). To bind a Byakhee, simply make direct eye contact with it, spend a Magic Point, and engage the Byakhee in a POW test. The Byakhee is bound if its POW is less than the caster's. If the POW of the Byakhee is higher than that of the caster, it will remain unbound

unless the caster immediately spends a number of Magic Points equal to the difference between their respective POW scores. The act of binding prompts a Sanity Test (Blue SoT).

**Aklo Pentagram:** To perform this spell simply inscribe a pentagram large enough to stand in and spend 2 Magic Points. No creature of the Mythos with a POW score lower than the caster's may enter the pentagram, nor may they directly harm those who stand within it. The caster may increase the level of protection the Aklo Pentagram offers by spending an additional Magic Point per level of protection desired. This spell prompts a Sanity Test (Green SoT).

**Banish Byakhee:** To banish a Byakhee spend 3 Magic Points, recite the chant, and engage in a POW test with the Byakhee. Provided the POW of the caster is higher than that of the Byakhee, the creature is banished. Should the summoner wish to prevent the Banishing, then the summoner and banisher engage in a POW test. During this time the Byakhee may become confused and possibly enraged, attacking either of the participants. This spell prompts a Sanity Test (Green SoT).

## NPC Profiles

Following are descriptions for the various NPCs that appear in this scenario, first with game stats for *Cthulhu Live 3rd Edition* and then for *Call of Cthulhu*.

### Derwin Abernathy, Professor of History, Age 49

**DEX:** 8 **CON:** 8 **EDU:** 15 **POW:** 14

**Wounds:** 8 **Magic Points:** 14 **Luck:** 3

**Shade of Terror:** Yellow **Starting Sanity Level:** Solid

**Skills:** History (Age of Sail) 4, Latin 3, Law 2, Library Use 3, Archeology (Relics) 4, Anthropology 3, Photography 2, Survival 2, Occult 1, Small Melee Weapon 2, Evade 2

**Possessions:** Fencing Foil (3 Damage), G'harne Expedition Slides

A tenured professor and man of letters at Miskatonic University, Professor Abernathy sees himself as a friend, confidante and mentor to student and faculty alike. An adventurous archeologist in his youth, old age begins to slow him down a bit. Making frequent travels into the dark and forgotten places of the Earth, he has seen some things that cannot be explained through Man's conventional understanding of history.

### What Abernathy Knows about the Whistle of Yakthoob:

∞ Because the whistle is a rare antiquity, it is not actually legal for any individual to own it due to several international treaties. As such, Abernathy did not report the theft to the authorities. He does not trust brute law enforcement officials to know the proper way to handle and care for such an artifact, and fears that it would be damaged if recovered through legal channels.

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∞ The Whistle was supposedly owned, and possibly fashioned by, the legendary Arabian sorcerer Yakt-hoob, a figure who is often mentioned in “unhealthy” texts.

∞ The Whistle has never been conclusively dated, due in part to the unusual collection of alloys from which it is made.

∞ While it is referred to as a whistle, the object is much more like a flute, although no one is sure exactly how it is meant to be played.

∞ The acoustics of the whistle cause it to create notes that do not conform to the pentatonic or mixolydian scales.

∞ It has been hypothesized that the whistle is capable of producing sounds beyond the normal range of human hearing.

∞ The Whistle of Yakthoob was found on an archeological dig in one of the many supposed locations of the lost city of Irem, a locality often referred to as “The City of Pillars.”

## What Abernathy Knows about Andrew Wilcox:

∞ Wilcox is one of Miskatonic University’s star pupils, the greatest anthropologist and folklorist the school has seen since the days of Armitage and Wilmarth.

∞ Abernathy instructed Andrew during the lad’s foundation studies.

∞ Andrew, as well as other promising students, have been to Abernathy’s home in the past.

∞ Andrew showed no particular interest in The Whistle of Yakthoob when given a tour of the Professor’s home. He seemed more interested in the Professor’s collection of obscure books.

∞ Wilcox recently had a breakdown caused by stress. He was apparently working himself to death to complete his thesis.

∞ Andrew’s thesis deals with tracking the threads of several mythologies back to their source. He was particularly interested in the themes of Ragnarok, Armageddon, and the Death of the Fifth Sun.

∞ Abernathy was on the board of review that decided to give Wilcox a period of academic leave.

### Professor Abernathy in *Call of Cthulhu*

DERWIN ABERNATHY, Age 49, Professor of History  
STR 10 CON 8 SIZ 11 INT 13 POW 14  
DEX 8 APP 10 EDU 15 SAN 70 HP 10

**Damage Bonus:** +0

**Weapons:** Fencing Foil 30%, damage 1D6 + 1 + db

**Skills:** Anthropology 45%, Archeology 67%, Credit Rating 60%, Dodge 32%, History 80%, Library Use 45%, Other Language (Latin) 45%, Photography 30%, Occult 15%, Spot Hidden 50%

### Alistair Hume, Librarian, Age: 51

**DEX:** 6 **CON:** 9 **EDU:** 17 **POW:** 14

**Wounds:** 9 **Magic Points:** 14 **Luck:** 3

**Shade of Terror:** Yellow **Starting Sanity Level:** Solid

**Skills:** Computers 2, Library Use (Reference Library) 4, Fine Arts (Literature) 3, Latin 3, French 3, Mathematics 2, Psychology 1, Occult 1

**Possessions:** Pen, Note Pad, Reading Glasses

Alistair Hume is a quiet man, but one has to be when one is a librarian. He loves nothing more than to walk the halls of the Miskatonic University Library and listen to the wise silence of the stacks. Hume takes the library’s regulations seriously. No talking. No food or drink. No access to the closed stacks without his permission. He respects his friend Professor Abernathy, and any friend of Abernathy’s is a friend of his.

## What Alistair Hume Knows about the *Necronomicon*:

∞ The *Necronomicon* is never lent out. This policy was put into effect by the deans of Miskatonic shortly after an unfortunate incident on the night of August 3rd 1928.

∞ The book can be perused, but not without special permission granted by a senior faculty member or high ranking university administrator.

∞ The last person to view the book was an anthropology graduate student by the name of Andrew Wilcox.

∞ Wilcox was using the *Necronomicon* as a reference source for his graduate thesis.

∞ The *Necronomicon* has a dark reputation. Much of it is wild speculation and rumor, but the University prefers to play it safe. When one reads from the book one reads at their own risk.

### Alistair Hume in *Call of Cthulhu*

ALISTAIR HUME, Age 51, Librarian  
STR 8 CON 9 SIZ 9 INT 14 POW 14  
DEX 6 APP 9 EDU 17 SAN 70 HP 9

**Damage Bonus:** +0

**Weapons:** None

**Skills:** Art 55%, Computer Use 35%, Credit Rating 70%, Library Use 85%, Mathematics 35%, Other Language (Latin) 51%, Occult 17%, Other Language (French) 51%, Psychology 22%,

### Dr. Peter Smithe, Head Doctor at Arkham Sanitarium, Age: 37

**DEX:** 11 **CON:** 10 **EDU:** 14 **POW:** 13

**Wounds:** 10 **Magic:** 11 **Luck:** 3

**Shade of Terror:** Yellow **Starting Sanity Level:** Solid

**Skills:** Biology 2, Chemistry 2, First Aid 2, Hypnosis 2, Psychology (Abnormal Psychology) 3, Psychoanalysis 4, Law 1, Medicine 2, Brawling (Grappling) 3, Evade 1

**Possessions:** Stethoscope, Patient Files

# Cthulhu Live/Call of Cthulhu: One Starry Night



Arkham has more than its fair share of unusual characters and Dr. Peter Smithe has treated more than his fair share of them. The safety and treatment of his patients are his first priority. Some of them are disturbed, some are mad, and a rare few are irredeemably insane. Smithe firmly believes that with his help they will again become stable members of society.

## What Dr. Peter Smithe knows about Andrew Wilcox:

Wilcox was brought in suffering from severe mental fatigue and mild paranoid delusions.

Wilcox seems like an intelligent boy and has a bright future ahead of him provided he does not let stress build up on him like this again.

Once Wilcox was isolated from the source of his anxiety he quickly regained his composure and recovered.

Wilcox appeared to think the world was coming to an end.

Dr. Smithe can say no more about Wilcox due to doctor-patient confidentiality.

## What Dr. Peter Smithe knows about Philip Howard:

Philip was once an upstanding professor at Miskatonic University until ... the unpleasantness.

Philip suffers from a deep paranoid delusional psychosis that medication has only partially been able to control.

Philip will often spout nonsensical words and expressions. While these words clearly have no meaning, he seems to repeat certain words as if they did.

Philip will often spend hours staring into the corner of a room and will refuse to be disturbed during these periods.

### Dr. Peter Smithe in *Call of Cthulhu*

DR. PETER SMITHE, Age 37, Head Doctor at Arkham Sanitarium

STR 12 CON 10 SIZ 11 INT 12 POW 13

DEX 11 APP 12 EDU 14 SAN 65 HP 11

**Damage Bonus:** +0

**Weapons:** Grapple 45%, damage special

**Skills:** Biology 30%, Chemistry 30%, Credit Rating 55%, Dodge 13%, First Aid 35%, Law 20%, Medicine 30%, Psychology 50%, Psychoanalysis 70%

### Lewis Gerald, Sanitarium Orderly, Age: 25

DEX: 11 CON: 11 EDU: 12 POW: 11

Wounds: 11 Magic Points: 12 Luck: 3

Shade of Terror: Blue Starting Sanity Level: Solid

**Skills:** Biology 2, Chemistry 2, First Aid 3, Library Use 2, Medicine 1, Psychology 2, Brawling (Grapple) 3, Evade 3, Exotic Weapon 2

**Possessions:** Syringe full of sedatives

He may just be a medical student interning as an or-

derly, but he aspires to one day be a respected doctor. Lewis thanks his lucky stars he got an internship at Arkham Sanitarium rather than a boring internship like the toxicology lab. Working here has been inspiring and Lewis Gerald may one day write a paper on the history of singular mental disorders in and around Arkham.

### Lewis Gerard in *Call of Cthulhu*

LEWIS GERARD, Age 25, Sanitarium Orderly

STR 11 CON 11 SIZ 12 INT 14 POW 11

DEX 11 APP 8 EDU 12 SAN 55 HP 11

**Damage Bonus:** +0

**Weapons:** Grapple 45%, damage special

Syringe 22%, damage POT 15 sedative

**Skills:** Biology 25%, Chemistry 25%, Dodge 33%, First Aid 35%, Library Use 25%, Medicine 12%, Psychology 25%

### Philip Howard, Asylum Inmate, Age: 57

DEX: 9 CON: 9 EDU: 18 POW: 9

Wounds: 9 Magic Points: 9 Luck: 2

Shade of Terror: Blue Starting Sanity Level: Stark Raving Mad

**Skills:** Astronomy 4, Cthulhu Mythos 2, Mathematics 3, Occult 3, Physics 4, Brawling 2, Evade 2

**Possessions:** The danger of self-inflicted wounds or strangulation is too great to allow Philip any possessions.

Howard was once a professor of astronomy at Miskatonic University until the . . . unpleasantness. Now he spends his days in the Arkham Sanitarium and his nights in fevered dreams.

### What Howard Rants About:

*"He said he would take me with him. He said I could leave."*

*"They don't know what they're looking at. They don't want to know. But I looked into it and I didn't blink!"*

*"He can't escape because they're already there! How could he not know!?"*

*"I couldn't bring myself to cross the threshold. Iâ Shub-Niggurath!"*

### Philip Howard in *Call of Cthulhu*

PHILIP HOWARD, Age 57, Asylum Inmate

STR 10 CON 9 SIZ 8 INT 11 POW 9

DEX 9 APP 10 EDU 18 SAN 0 HP 9

**Damage Bonus:** +0

**Weapons:** Fist 50%, damage 1D3 + db

**Skills:** Astronomy 80%, Cthulhu Mythos 36%, Dodge 18%, Mathematics 55%, Occult 55%, Physics 75%

# Cthulhu Live/Call of Cthulhu: One Starry Night

**Robert Krandle, Andrew's Former Roommate, Age: 20**

**DEX: 11 CON: 11 EDU: 12 POW: 11**

**Wounds: 11 Magic Points: 11 Luck: 2**

**Shade of Terror: Blue Starting Sanity Level: Solid**

**Skills:** Computers (Programming) 3, Mathematics (Statistics) 3, Electrical Engineering 2, Jury-Rig 2, Library Use 1, Sports 3

**Possessions:** Miskatonic Jersey

Robert Krandle, Bob to his friends, is a promising Computer Science/Statistics double major at Miskatonic University. He has roomed with Andrew Wilcox for the past year. The two respected each other's privacy and enjoyed each other's company. Robert lives for a good game of rugby and is frequently seen chatting in the commons area.

## What Robert Krandle knows about Andrew Wilcox:

∞ Robert kicked Andrew out of the apartment shortly after Andrew's discharge from Arkham Sanitarium.

∞ Andrew was almost three months behind on rent when he was kicked out.

∞ Andrew was apparently spending all his money on mail-order goods. For the past three months packages have been arriving from as far away as

Egypt and India.

∞ For the past few weeks Andrew has hardly been home. When he was home he would lock himself in his room and study until falling asleep at his desk.

∞ Andrew once had fairly regular study habits and made time for nonacademic activities, but since he began working on his thesis he seemed unable to function outside of academic circles.

∞ The goal of Andrew's thesis was to unite the threads of all the worlds "end times" mythologies.

∞ Robert and Andrew normally respected each other's privacy, but when Andrew was sent to the Sanitarium, Robert searched his room out of concern for his friend. Robert found a meth lab in Andrew's room.

∞ When Andrew was discharged and returned to the apartment Robert confronted him about the meth lab. The confrontation turned into a heated argument, and in the end Andrew was kicked out of the apartment.

∞ Andrew still hasn't contacted Robert to make arrangements to pick up his things. When Andrew was kicked out he grabbed a change of clothes, a jar, some notes, and nothing more.

On the fourth night Yakhthob did venture deep into the final passage. For three days and nights did Masruq and I wait in the shadow of the gate. Such sounds did we hear emanating from deep within the tower that twice did Masruq make ready to harness the camels that we might flee. I did not allow him to abandon our master. With the dawning of the sun on the final day did Yakhthob emerge from the basaltic tower, and in his left hand he did bare a strange and wondrous flute. I made ready the camels and the two of us did depart, leaving Masruq's bones for the jackals.

Wisely did Yakhthob then say, "Happy is the tomb where no wizard hath lain, and happy the town at night whose wizards are all ashes."

At the times when the barrier between worlds grew thin did Yakhthob play upon his strange flute. The sound was like unto an unmelodious flight of birds. He then did tell of how the sounds of the pipe, sounds unheard, did cross the Gulf of S'glhuo and would emerge in the cold places between the stars. These were the last worlds my master would speak.

I did look to the sky and call out the sacred names! I did play upon The Flute of Yakhthob with such passion as to shake the firmament of heaven! Then did I hear the call of my loathsome steed. The beast descended from the sky on blackened wings. I did drink deeply from my draught. Honey golden it was, yet it did taste of foulness.

The beast did look deep within my eyes, yet I dared not blink. I would be the beast's master, and a fine master indeed. I would have the hoary thing well fed before our journey, and commanded the beast to fill its belly. The ghastly jaws unhinged as it devoured the body of my master Yakhthob.

Know yee the form of the loathsome Byakhee. As a foulness from above shall they appear. The Byakhee is like unto the bat, the vulture, the chattering insect, and again like unto man. Yet they are unlike these things in equal measure. A stench like unto carrion shall follow them. On wings as black as ash from a desert bonfire long extinguished do they fly.

Know yee the ways of the horrid Byakhee. Since ages past they have dwelt in the cold spaces between the stars. They serve none save The Unspeakable One who dwells within The Left Eye of The Bull. Know, oh initiate, that one who invokes the name of The Unspeakable One may yet have power over the Byakhee. The crafty sorcerer may bind the Byakhee to his will, and in so doing may the abominable beast act as a steed. Astride the flying horror may the sorcerer travel the cold spaces.

Know yee the hungers of the Byakhee. The leagues the Byakhee must travel are great, and great is the appetite of the beast. When called down the Byakhee is mad with hunger, and this hunger must be sated if the beast you wish to tame. The meat of the calf shall not satisfy it, nor meat of fish, nor the unclean meat of the hog. The execrable Byakhee is sated only by the sweet flesh of Man. The wise sorcerer has his offering at the ready if he seeks to summon the star steed.

# Cthulhu Live/Call of Cthulhu: One Starry Night



## Robert Krandle in *Call of Cthulhu*

ROBERT KRANDLE, Age 20, Former Roommate  
STR 13 CON 11 SIZ 12 INT 12 POW 11  
DEX 11 APP 12 EDU 12 SAN 55 HP 12

**Damage Bonus:** +1D4

**Weapons:** Fist 50%, damage 1D3 + 1D4

**Skills:** Computer Use 45%, Mathematics 45%, Electrical Repair 25%, Electronics 25%, Library Use 25%, Play Rugby 50%

## Andrew Wilcox, Deranged Graduate Student, Age: 22

DEX: 8 CON: 8 EDU: 15 POW: 14

Wounds: 8 Magic Points: 14 Luck: 3

Shade of Terror: Yellow Starting Sanity Level: Stark Raving Mad

**Skills:** Anthropology (Folklore) 3, Astronomy 2, Chemistry 1, Cthulhu Mythos 1, Latin 3, Library Use 3, Mathematics 2, Occult (Alchemy) 3, Theology 2, Brawling 3

**Possessions:** The Whistle of Yakthoob, Jar of Space-Mead, Chalk, Spells translated from the *Necronomicon*

**Spells:** Summon Byakhee, Bind Byakhee, Banish Byakhee, Aklo Pentagram, Brew Space Mead

While gathering research material for his graduate thesis Andrew Wilcox came across a startling realization. The world is coming to an abrupt and violent end. While he knows the end cannot be prevented, he can escape the dying Earth. Abandoning all other concerns, Andrew now seeks to flee the earth on the wings of the loathsome Byakhee.

## Andrew Wilcox in *Call of Cthulhu*

ANDREW WILCOX, Age 22, Deranged Graduate Student

STR 10 CON 8 SIZ 11 INT 14 POW 14

DEX 8 APP 9 EDU 15 SAN 0 HP 10

**Damage Bonus:** +0

**Weapons:** Fist 50%, damage 1D3 + 0

**Spells:** Summon/Bind/Banish Byakhee, Aklo Pentagram, Brew Space Mead

**Skills:** Anthropology 60%, Astronomy 30%, Chemistry 15%, Cthulhu Mythos 15%, Latin 45%, Library Use 50%, Mathematics 30%, Occult 50%

## Andrew's Byakhee, A Horror From the Blackest Void

DEX: 16 CON: 17 EDU: 10 POW: 13

Wounds: 17 Magic Points: 14 Luck: N/A

Sanity Test: Blue SoT

**Attack:** 5 WP attack from claws and mandibles

**Defense:** 2-point armor from chitin plates

**Skills:** Brawling 2, Evade 3

The Byakhee will be unable to cross the boundary of an Aklo Pentagram, nor will it be able to directly harm those



Kettle of Fish Productions

who stand within one. It will do its best to frighten the Investigators into fleeing the Pentagram's protection. The Byakhee is naturally attracted to the sounds of the the Whistle of Yakthoob. Should the Byakhee hear the sounds of the Whistle it will stop whatever it is doing and follow the noise to its source. If used effectively, the Whistle can be used to distract and confuse the Byakhee long enough to banish it. Playing the alien instrument prompts a Sanity Test (Green SoT).

## Andrew's Byakhee in *Call of Cthulhu*

ANDREW'S BYAKHEE, A Horror From the Blackest Void

STR 18 CON 17 SIZ 15 INT 10 POW 13

DEX 16 HP 16

**Damage Bonus:** +1D6

**Weapons:** Claw 35%, damage 1D6 + 1D6

Bite 35%, damage 1D6 + blood drain

**Armor:** 2 points of fur and tough hide

**Spells:** None

**Skills:** Dodge 50%, Listen 50%, Spot Hidden 50%

**Sanity Loss:** 1/1D6 Sanity points to see Andrew's byakhee

# Cthulhu Live/Call of Cthulhu: One Starry Night



## Converting Between Cthulhu Live and Call of Cthulhu

Throughout this scenario there are references to Skill Tests and Sanity Tests. These tests assume the Keeper is running "One Starry Night" as a live action role playing scenario with the *Cthulhu Live 3rd Edition* rules. For Keepers running this scenario under Chaosium's *Call of Cthulhu*, some conversion between the two systems is necessary.

### Sanity Tests

*Cthulhu Live 3rd Edition* makes use of a color-coded sanity system, hence the repeated references to Shades of Terror. When running "One Starry Night" as a tabletop scenario, use the following chart to convert *Cthulhu Live* Sanity Tests to Sanity Loss for *CoC*.

| Shade of Terror | Sanity Loss |
|-----------------|-------------|
| Green           | 0/1D4       |
| Blue            | 0/1D6       |
| Yellow          | 1/1D6       |
| Orange          | 1/1D6       |
| Red             | 1D4/1D10    |

### Skill Tests

*Cthulhu Live* makes use of many of the same skills as *Call of Cthulhu*. Whenever this scenario calls for a skill test using a skill which exists in both systems (Library Use, Occult, Psychology, etc.) simply resolve the test as normal. The same goes for skills with obvious equivalents, such as Fine Arts and Art. However, where no clear equivalent skill exists use the chart below as a guide.

#### Cthulhu Live

Chemistry of Medicine  
Biology  
Brawling  
Electrical Engineering  
Evade  
Long Gun  
Police Procedures/Forensics  
Psychology/Networking  
Sleight of Hand

#### Call of Cthulhu

Pharmacy  
Natural History  
Fist, Grappler, or Kick  
Electrical Repair or Electronics  
Dodge  
Machine Gun, Rifle, or Shotgun  
Spot Hidden  
Fast Talk or Persuade  
Conceal

Certain *CoC* skills (Disguise, Hide, Jump, etc.) have no counterparts in *Cthulhu Live*. This is intentional and a direct result of the differences between LARP and tabletop play. When all else fails, default to an Idea, Know, or Luck roll.

Know now how I, Abdul Alhazred, he who is called mad, he who is called blasphemous, he who is called cursed, did call down and command the foul Byakhee. With steady hand did I inscribe the Aklo Pentagram that it might protect me from that which I would summon. With mind unclouded by fear did I enter the epicenter of the sacred diagram. Reaching deep within the folds of my blackened cloak, I did produce the wondrous flute of my master Yakhooob. Placing the cold metal to my lips I did sound the malformed instrument. I did then look to the heavens and call out the invocation of the unspeakable One!

Iā! Iā! Hastur Fhtagn!  
Hastur of ayak 'vulgtnm!  
Iā! Yog-Sothoth Byak!  
Iā! Hastur Thradash N'kia

In three-score beatings of my heart did the Byakhee make itself known. The creature eagerly gorged itself on the feast that laid screaming before it. When the fiend had picked the bones dry, it did look to me and I did meet its gaze. I dared not blink, lest the creature sense fear and refuse to know me as its master.

I did then drink deeply of the drought I had prepared. Though it be the color of honey, it did taste of foulness. Only when I had swallowed the final drop was my body made fit to survive the cold spaces between.

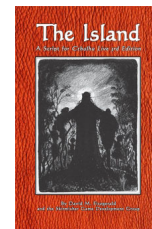
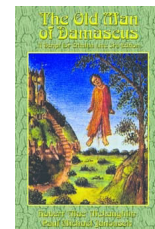
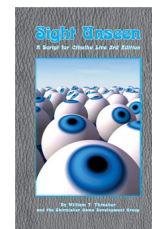
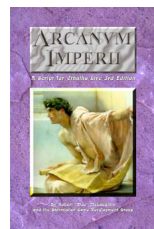
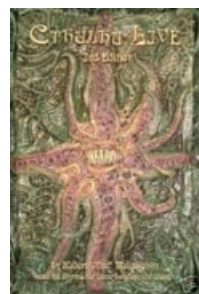
I did then leave the confines of the Aklo Pentagram and take my place on the shoulders of the horrid Byakhee. It would serve me, and I would venture to the beyond.

Summon/Bind Byakhee Translation

## There's More Where This Came From!

Every issue of *d-Infinity* has Mythos-oriented content, so be sure to see previous and future issues to not miss any of it.

And Skirmisher Publishing LLC has a full line of *Cthulhu Live 3rd Edition* products, to include a core rule book, Companion CD-ROM, and numerous live-action scripts!



Know yee now the wisdom of ancient Velusia. Through the angles of the five-pointed star and the runes of sacred Aklo will you be protected from the dim horrors of the night. Know, oh initiate, that one must mark the confines of the Aklo Pentagram with purest white chalk. Should thy method of inscription be impure, doom be upon thee.

With thy right hand, inscribe yee the five pointed star upon the ground.

With thy left hand, connect the points of the sacred star.

With thy right hand, mark the points of the star with the names of the five secret places that no man shall know.

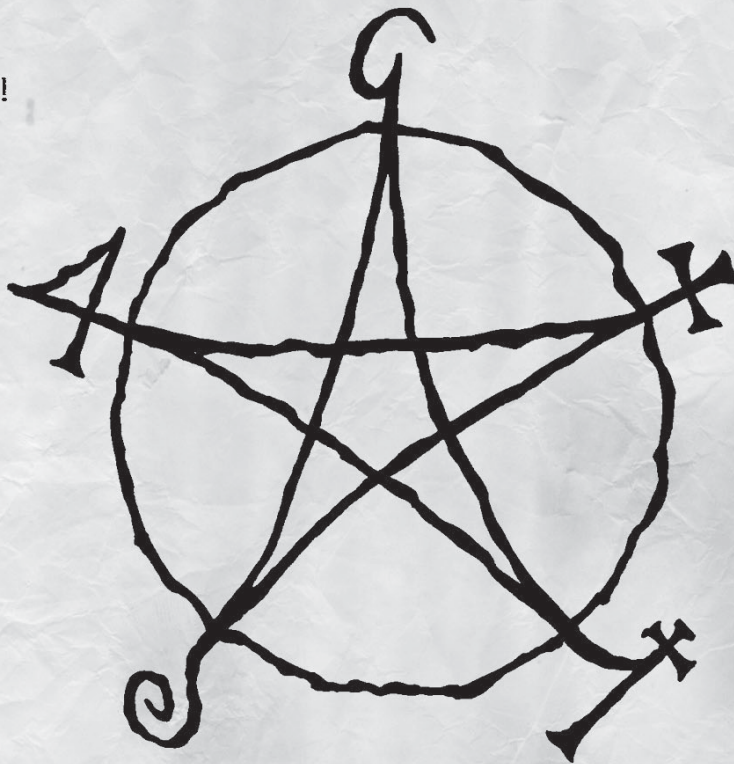
Sarnath!

R'lyeh!

Carcossa!

N'Kai!

G'herne!



Within the confines of the Aklo Pentagram may yee find the protection yee seek.

With yee words of power may yee dismiss that which has been called down from the sky, up from the earth, or from the hidden places between. Speak yee the names of the Great Old Ones and Elder Gods in rhythmic incantation and all things of the night shall be made to flee.

Iä Yog-Sothoth N'gai  
Iä Yelmul N'airb  
H'ree Throdog Voor Byak  
Iä Yog-Sothoth G'nar  
Iä Nodens D'na G'hern  
Thradash T'nere ya Byak  
D'jesh L'geb H'nah C'thar

Speak the words clearly and without fear, lest that which you sought to command take its vengeance upon you. Do not call up that which yee cannot put down!

