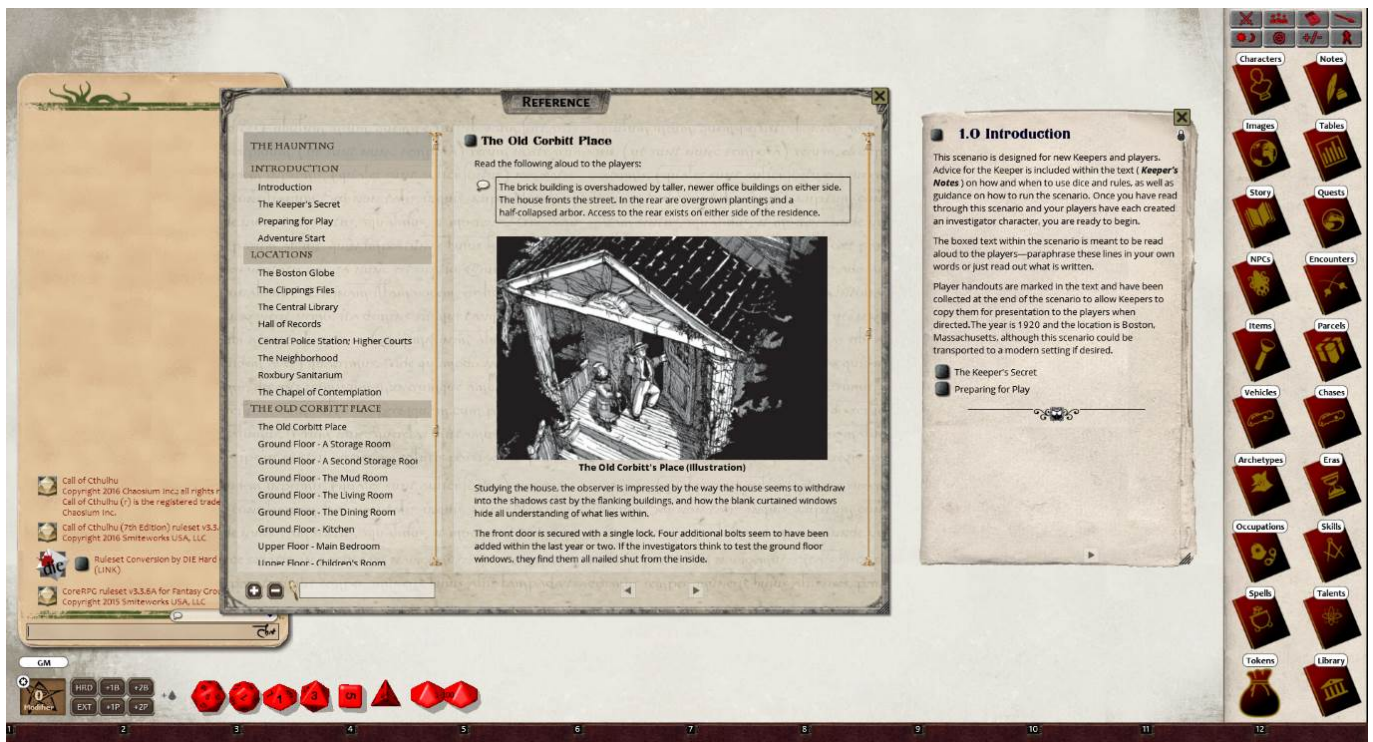


Fantasy Grounds - The Haunting (CoC7E) Download Crack Cocaine



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About This Content

The Haunting

The adventure included in the Call of Cthulhu 7th Edition Quick-Start book.

You are going to be hired to investigate an old house in 1920s Boston--rumor has it that it may be haunted!

This scenario is designed for new Keepers and players. Advice for the Keeper is included within the text (Keeper's Notes) on how and when to use dice and rules, as well as guidance on how to run the scenario.

By Sandy Petersen, Mike Mason, Paul Fricker, Lynn Willis; Interior Illustrations by Alberto Bontempi, Rachel Kahn

This product includes:

- 8 images and maps
- 34 story entries
- 2 encounters

-
- 2 NPCs and monsters

- 1 spell

Converted by: Aleksandar Velkov

Released on October 12, 2018. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Call of Cthulhu 7E ruleset.

Title: Fantasy Grounds - The Haunting (CoC7E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 24 Oct, 2018

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

THE HAUNTING

INTRODUCTION

- Introduction
- The Keeper's Secret
- Preparing for Play
- Adventure Start

LOCATIONS

- The Boston Globe
- The Clippings Files
- The Central Library
- Hall of Records
- Central Police Station: Higher Courts
- The Neighborhood
- Roxbury Sanitarium
- The Chapel of Contemplation

THE OLD CORBITT PLACE

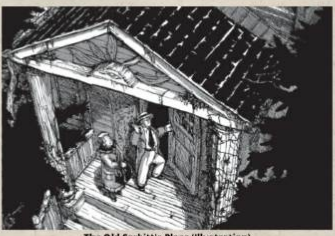
- The Old Corbitt Place
- Ground Floor - A Storage Room
- Ground Floor - A Second Storage Room
- Ground Floor - The Mud Room
- Ground Floor - The Living Room
- Ground Floor - The Dining Room
- Ground Floor - Kitchen
- Upper Floor - Main Bedroom
- Inner Floor - Children's Room

REFERENCE

The Old Corbitt Place

Read the following aloud to the players:

The brick building is overshadowed by taller, newer office buildings on either side. The house fronts the street. In the rear are overgrown plantings and a half-collapsed arbor. Access to the rear exists on either side of the residence.



The Old Corbitt Place (Illustration)

Studying the house, the observer is impressed by the way the house seems to withdraw into the shadows cast by the flanking buildings, and how the blank curtained windows hide all understanding of what lies within.

The front door is secured with a single lock. Four additional bolts seem to have been added within the last year or two. If the investigators think to test the ground floor windows, they find them all nailed shut from the inside.

1.0 Introduction

This scenario is designed for new Keepers and players. Advice for the Keeper is included within the text (**Keeper's Notes**) on how and when to use dice and rules, as well as guidance on how to run the scenario. Once you have read through this scenario and your players have each created an investigator character, you are ready to begin.

The boxed text within the scenario is meant to be read aloud to the players—paraphrase these lines in your own words or just read out what is written.

Player handouts are marked in the text and have been collected at the end of the scenario to allow Keepers to copy them for presentation to the players when directed. The year is 1920 and the location is Boston, Massachusetts, although this scenario could be transported to a modern setting if desired.

- The Keeper's Secret
- Preparing for Play

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Items

Parcels

Vehicles

Chases

Archetypes

Eras

Occupations

Skills

Spells

Talents

Tokens

Library

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STORY

Group: The Haunting

- 1.0 Introduction
- 1.1 The Keeper's Secret
- 1.2 Preparing for Play
- 2.0 Adventure Start
- 2.1 The Boston Globe
 - 2.1.1 The Clippings Files
 - 2.2 The Central Library
 - 2.3 Hall of Records
 - 2.4 Central Police Station: Higher Courts
 - 2.5 The Neighborhood
 - 2.6 Roxbury Sanitarium
 - 2.7 The Chapel of Contemplation
- 3.0 The Old Corbitt Place
 - 3.1.1 Ground Floor - A Storage Room
 - 3.1.2 Ground Floor - A Second Storage Room
 - 3.1.3 Ground Floor - The Mud Room
 - 3.1.4 Ground Floor - The Living Room

3.1.3 Ground Floor - The Mud Room

Here hang overcoats, galoshes, hats and umbrellas. Several bags of coal for the living room's freestanding stove are here. You notice that the side door is secured with three bolts and two locks.

Corbitt House

Upper Story

Ground Floor

Basement

Scale: 1/4 inch equals 3 feet.

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HRD +1B +2B

EXT +1P +2P

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Bouts of Madness

Choose or roll 1D10

Roll Custom Output
0 Chat

1D10	Bout of Madness	Effect
1	AMNESIA	The investigator has no memory of events that have taken place since they were last in a place of safety, it seems to them that one moment they were eating breakfast and the next they are facing a monster. This lasts for 1D10 rounds.
2	PSYCHOSOMATIC DISABILITY	The investigator suffers psychosomatic blindness, deafness, or loss of the use of a limb or limbs for 1D10 rounds.
3	VIOLENCE	A red mist of rage descends on the afflicted investigator and he or she explodes in a spree of uncontrolled violence and destruction directed at their surroundings, allies and foes alike, for 1D10 rounds.
4	PARANOIDIA	The investigator suffers severe paranoia for 1D10 rounds. Everyone is out to get them! No one can be trusted: They are being spied on; someone has betrayed them and what they are seeing is a trick.
5	SIGNIFICANT PERSON	Review the investigator's background entry for Significant People. The investigator mistakes another person in the scene for their Significant Person. Consider the nature of the relationship; the investigator acts upon it. This lasts 1D10 rounds.
6	FAINT	The investigator faints, recovering after 1D10 rounds.
7	FLY IN PANIC	The investigator is compelled to get as far away as possible by whatever means are available, even if it means taking the only vehicle and leaving everyone else behind. They travel for 1D10 rounds.
8	PHYSICAL HYSTERICS OR EMOTIONAL OUTBURST	The investigator is incapacitated laughing, crying, screaming, etc. for 1D10 rounds.
9	PHOBIA	Investigator gains a new phobia, such as Claustrophobia (fear of confined spaces), Demonophobia (fear of spirits or demons) or Katsaridaphobia (fear of cockroaches). Even if the source of the phobia is not present, the Investigator imagines it is there for the next 1D10 rounds.
10	MANIA	The investigator gains a new mania, such as Ablutomania (compulsion for washing oneself), Pseudomania (irrational compulsion for living) or Helminthomania (an excessive

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HUD +HD +2D
EXT +1P +2P

1 2 3 4 5 6 7 8 9 10 11 12

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