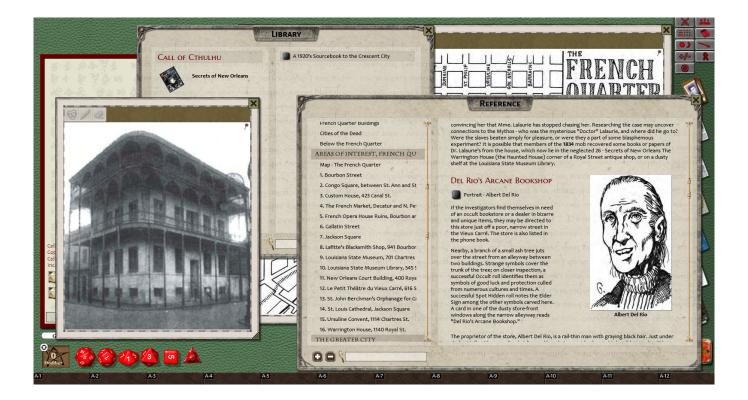Fantasy Grounds - Call Of Cthulhu: Secrets Of New Orleans Best Crack

Download ->>> DOWNLOAD (Mirror #1)

About This Content

Call of Cthulhu - Secrets of New Orleans

NEW ORLEANS IN THE 1920s is a city of many faces. The gaiety of Mardi Gras is juxtaposed with the rampant corruption that earned New Orleans the nickname "The City That Care Forgot." The genteel decline of the French Quarter, the location of the city's original settlement, stands in contrast to the rich opulence of the Garden District, where the Americans later built their mansions. Voodoo and Catholicism exist peacefully side by side. And beneath it all, the face of the Mythos can sometimes be glimpsed . . .

This guidebook includes detailed chapters on: the history of New Orleans, the French Quarter and the greater city, and the bayous and coastal area. A chapter on voodoo includes guidelines for integrating it into Call of Cthulhu. New occupations unique to the Crescent City and the area are suggested, and five secret societies are covered. A scenario designed to acquaint investigators with most of New Orleans' areas completes the book.

This Fantasy Grounds module contains:

- Secrets of New Orleans Reference Manual - beautifully illustrated within Fantasy Grounds.

- Twilight of the Fifth Sun - short adventure set in New Orleans

By Fred Van Lente; Illustrated by Earl Geier and M. Wayne Miller; Cover by Scott Baxa.

Requires: Call of Cthulhu ruleset

Converted by: Colin Richardson

Title: Fantasy Grounds - Call of Cthulhu: Secrets of New Orleans
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 24 Mar, 2016

7ad7b8b382

Minimum:

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

English

BELOVED PHILANTHROPIST SLAIN IN AUTOMOBILE ACCIDENT

Police Scour Quarter for Death Car Driver

Heroic Negro Fails to Revive Victim

Louis Deburau, noted charity organizer and amateur historian, died after being struck by a car as he left a friend's house on Fourth Street. Eyewitnesses report that the driver of the car, a blond Caucasian, swerved directly into Mr. Deburau as he attempted to cross the street. After committing this atrocious act of violence, the driver callously drove away as if nothing had happened.

George Modot, a Negro musician who bore witness to this heinous deed, pulled the mortally wounded Deburau to the side of the road and attempted to revive him, but to no avail. Mr. Modot himself fell unconscious from the strain of his exertions, and was rushed to Charity Hospital. The doctors there report he is on his way to a swift recovery. Tragically, Mr. Deburau was not so lucky: He expired from his injuries on the way to Charity, in the ambulance.

The murder weapon, a 1918 Ford Model A, was found abandoned minutes later on the corner of Bourbon and Toulouse, in front of the remains of the Opera House. Police later determined that the car had been reported stolen by someone in that same neighborhood earlier in the day. The assassin has yet to be caught, and police ask all citizens to report any intelligence on this vicious crime to Inspector O'Donnell at Police Headquarters.

Mr. Deburau, who was fifty-four years of age at the time of his death, dedicated his life to serving the civic and historical interests of New Orleans. Founder of the Southern Louisiana Archaeological Society, a frequent contributor to charities benefiting the Choctaw and Houma Indians, Deburau also personally funded and supervised excavations of Indian burial mounds in our neighboring parishes. He donated most of his findings, and a generous endowment, to Tulane University's Department of Middle-America Research. Professor Francis P. Whitwell of that esteemed institution told this reporter, "To lose such a great man and brilliant scholar in such a senseless manner is a double tragedy. I mourn the loss of my friend, and this city should mourn the loss of one of its finest citizens."

Mr. Deburau is survived by his wife of seven years, Béatrice. A memorial service in his honor will be held on Friday at the Schettino Family Funeral Home. All are invited.

Combination Flower Bowl

LIBRARY

CALL OF CTHULHU

Secrets of New Orleans

Twilight of the Fifth Sun

- Story
- Images & Maps
- Personalities

Modules   Store

IMAGES & MAPS

- Map - FrenchQuarterCourtyardHouseLarge
- Map - GardenDistrictMansion
- Picture - Bound Nighgaunt surprise
- Picture - Deburau's triangular tile
- Picture - The Gate-Crasher
- Picture - The Widow
- Player Handout #1
- Player Handout #2
- Portrait - Alain Kristel
- Portrait - Anne
- Portrait - Beautrice Deburau
- Portrait - George Modot
- Portrait - MaMa Zu Zu
- Portrait - Marcel Franju
- Portrait - Pierre Garance

PERSONALITIES

- Alain Kristel
- Béatrice Deburau
- George Modot
- MaMa Zu Zu
- Stardust's Bound Nightgaunt

MaMa Zu Zu

Type Occult Entrep

Move   Hit Pts   14

STATISTICS

STR	9	DEX	11
CON	18	APP	10
SIZ	10		
INT	13	EDU	10
POW	15	SAN	75

Skills   Anthropology 24%, Bargain 69%, Cthulhu Mythos 6%,

Dr. John

Type Human **Race?**

COMBAT

Move **Hit Pts** 12

Spells Contact Loa, Contact Spirits of the Dead, Enchant Gris-Gris, Enchant Ju-Ju, Soul Extraction

STATISTICS

STR	8	DEX	11
CON	14	APP	16
SIZ	9		
INT	13	EDU	11
POW	15	SAN	75

Skills Art (Dancing) 34%, Art (Drums) 26%, Art (Singing) 45%, Bargain 84%, First Aid 97%, Natural History 48%, Occult 61%, Persuade 81%, Pharmacy 70%, Psychology 64%, English 76%, French 38%

OTHER

Notes Hubristic Hungan, age 40.

Dr. John is one of the more flamboyant voodooists in New Orleans, striding around town in his stove-pipe hat, black cape, and elaborate facial tattoos (he claims they are ancient Dahomeyan warrior markings). He lives in an all-black apartment building on Ursuline

GM

A-1 A-2 A-3 A-4 A-5

LIBRARY

Map - The City of New Orleans
17. Audubon Park, off St. Charles Ave.
18. Charity Hospital, 1532 Tulane Ave.
19. City Hospital for Mental Diseases, 270(
20. City Park, between Bayou St. John an
21. Confederate Memorial Hall, 929 Camp
22. Haunted Jail, corner Hampson and Sh
23. Hibernia Bank Building, 812 Gravier St
24. Lafayette Square
25. New Orleans Police Department Head
26. New Orleans Public Library, 1031 St. C

BAYOU COUNTRY
Bayou Country
Traveling the Swamplands
Cajuns
'The Call of Cthulhu'
Oil-drilling Complexes
Indian Burial Mounds
Acadian Coast

VOODOO
Voodoo
Humfor
Mambos and Hungans
Conjure Doctors and Bokor
Voodoo and the Mythos
Loa
Voodoo Grimoire

BIBLIOGRAPH

REFERENCE

Mambos and Hungans

In America, voodoo is primarily a matrilineal religion. A congregation is led by a priestess known as a mambo, or Voodoo Queen, whose mantle is handed down from daughter to daughter. Typically, a mambo will choose a male assistant as an apprentice, or hunzi, who eventually rises to the post of hungan, or Voodoo King. The hungan is the man hand-picked by the mambo to lead ceremonies and rituals, while the mambo watches intently from the sidelines, occasionally giving commands or lending advice (in Haiti, the hungan is more often the head of the congregation). Often the mambo will be given the title "Mother" or "Mama" (e.g., Mother Smith, Mama Jones).

In game terms, mambos and hungans should be powerful NPC's with high **INT, CON,** and **POW.** They have high skill levels in Art (Dancing, Drums, and Singing), Bargain, First Aid, Natural History, Occult, Persuade, Pharmacy, and Psychology. If a mambo (or hungan) has any Cthulhu Mythos knowledge at all, it is just enough to know what to warn her followers away from. It is possible that powerful mambos possess one or two of the more benign spells from the Lesser Grimoire.

Well aware of the fear and prejudice their faith inspires in the uninitiated (whites in particular), voodooists rarely divulge their secrets to outsiders. Investigators hoping to meet a hungan or mambo must first befriend a member of a voodoo congregation and gain that person's trust. The investigators' friend will be the intermediary between the mambo or hungan and the party; the voodoo leader will agree to meet with the PC's only if they are in some dire need of assistance, or if

DR. JOHN

Dr. John is one of the more flamboyant voodooists in New Orleans, striding around town in his stove-pipe hat, black cape, and elaborate facial tattoos (he claims they are ancient Dahomeyan warrior markings). He lives in an all-black apartment building on Ursuline Street, in the French Quarter. Almost all of the residents of the building are members of Dr. John's congregation, and the hungan holds his ceremonies in the house's courtyard, which has been converted into an open-air humfor. More than a little high on himself, Dr. John tells anyone within earshot that he works the best mojo in America. Investigators can exploit his pride to persuade him into helping them via a, "Well, if you don't think you can handle it ..." approach.

DR. JOHN, Hubristic Hungan, age 40

STR 8 CON 14 SIZ 9

INT 13 POW 15 DEX 11

APP 16 EDU 11 SAN 75

HP 12

Damage Bonus: None

Spells: Contact Loa, Contact Spirits of the Dead, Enchant Gris- Gris, Enchant Ju-Ju, Soul Extraction

Skills: Art (Dancing) 34%, Art (Drums) 26%, Art (Singing) 45%, Bargain 84%, First Aid 97%, Natural History 48%,

(Twilight of the Fifth Sun)

A scenario from the Secrets of New Orleans source book.

- Credits/Legal
- Conversion Notes

Introduction

- Introduction
- Getting Started

The Scenario

- The Widow
- The Charlatan
- The Musician
- The Scholar
- The Holy Terror
- The Gate-Crashers
- Conclusion

Appendicies

- Player Handouts

2.0. The Widow

handwriting, they are all written in F... same writer's vivid, imaginative drea... journals, one notices numerous refer... Dreamlands—Yibb-Tstll and the Jung... most common. Reading all thirty or s... takes 1D6 months, costs 1D6/1D10 poi... one's *Dream Lore* skill and 10% to one'... multiplier x2). It contains at least the... serpent person sorcerer from Hlanith... was trapped on Earth as a human ma... collecting the correct components fo... send him home; or they detail the dr... who dreamed that he was trapped in... serpent person, spending centuries c... components for the spell that would... nearly impossible to tell.

A large flagstone in the center of the... with an Elder Sign. Anne says that Mr... his trips to Mexico; a *Cthulhu Mythos*... the same kind of Sign required by the... spell.

- Deburau's triangular tile (Pictur...

Navigation links:

- **Next:** The Charlatan
- **Previous:** Getting Started

- **Return:** Twilight of the Fifth Sun - Index

2.1. The Charlatan

investigators, a *nightgaunt* has been bound to retrieve the stolen book within 1D3 days, slay the thief, and return the book to Stardust. The Faceless One attacks the investigator in question when he least expects it, and preferably when he is alone (the Keeper should time th... value).

- Bound Nighgaunt surprise (...
- Stardust's Bound Nightgaun...

Should the PC's allow Stardust to... been searched—by stealing artic... will relocate to another anonymo... making him virtually untraceable... adventure (unless the investigato... Deburau's house). If they confront... them an earful of the same peac... he tells Mrs. Deburau, explaining... guides a strick en soul out of the... the confrontation turns physical... on fighting him, refer to "The Ga... guidelines.

- **Story:** Gate Crashers

2.2. The Musician

George Modot's apartment is now inhabited by a family of twelve. The building super can tell investigators that Modot moved out of his place the first week in November without leaving a forwarding address. This callousness upset the super, who considered Modot to be his friend; Modot was a clarinetist, and the super would often go to the Magie Noire nightclub, on Bourbon Street, to listen to him play with the house band.

When the investigators visit the Magie Noire, it is painfully obvious that whomever the Funky Butts got to replace Modot isn't quite up to par: Their rendition of "Shake It and Break It" leaves much to be desired. All the band members express a feeling of betrayal over Modot's abrupt disappearance. The trouble started the day he tried to help Deburau, "that fancy Creole who got hit by a car" (consult Player Aid #1 on page 83). When the Funky Butts visited him in the hospital, Modot acted cold and distant, as if he barely knew them. As far as they can tell, as soon as Modot was released from the hospital, he moved out of his flat and vanished. They're all still angry with him, but, if shown the photograph of Jamie Stardust, they cry in relief: "My God! It's George! Where'd you get that—and why is he wearing that stupid robe?" (According to the Funky Butts, Modot is no voodooist, but a devout Baptist.) Photos of the original Funky Butts together on the Noire's walls also prove that George Modot and Jamie Stardust are the same man.

- Player Handout #1 (Image)

Navigation links:

- **Next:** The Scholar
- **Picture:** The Charlatan

GM