



# AGE OF CTHULHU

## Starfall On The Plateau Of Leng

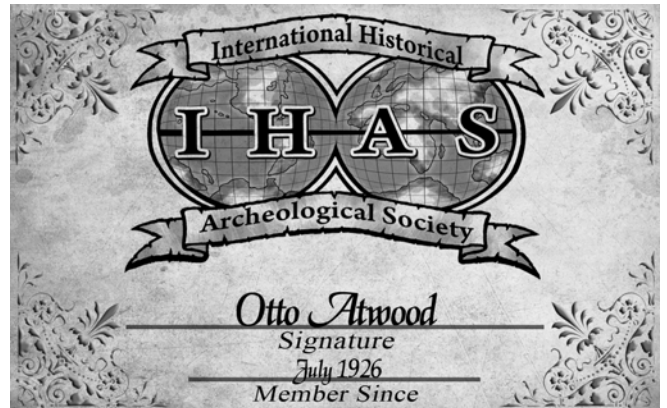
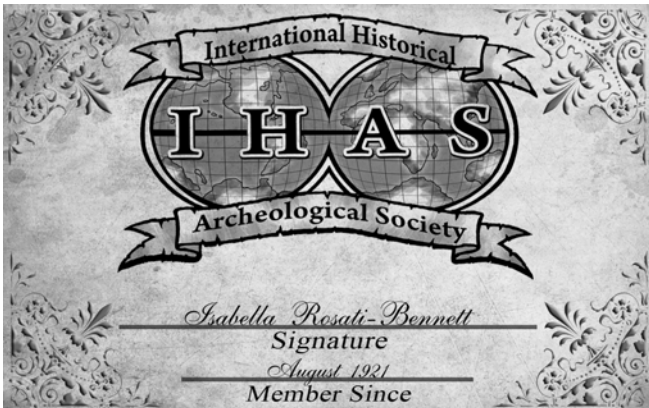
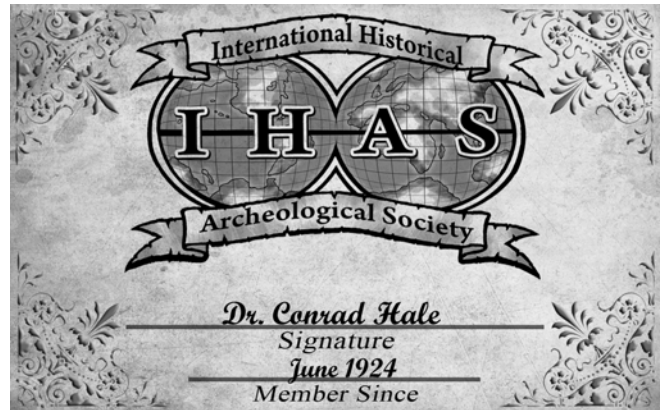
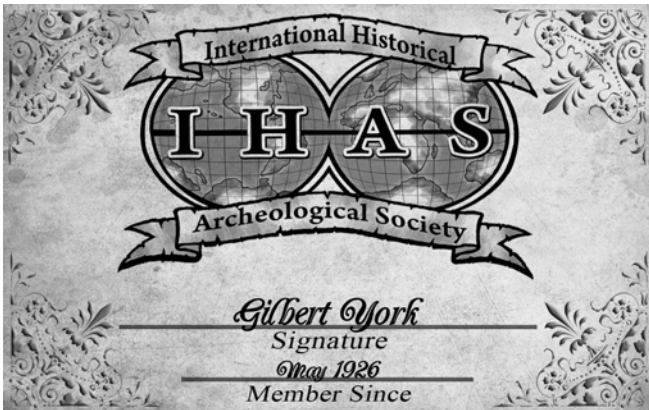
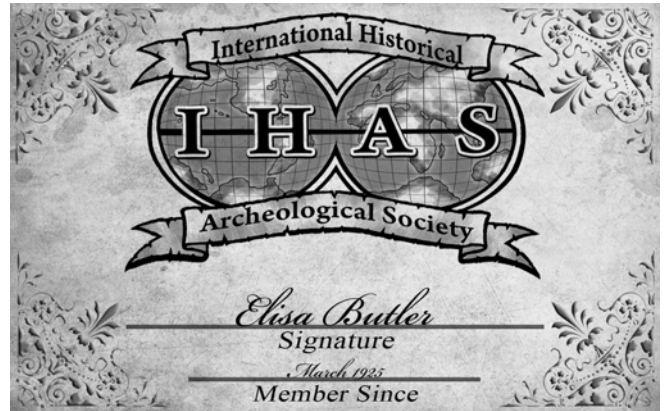
### Book of Handouts (Kickstarter Bonus Item)

I'd like to thank all of the supporters who helped make Starfall Over the Plateau of Leng such an amazing Kickstarter! You're now holding my favorite stretch goal reward, the book of expanded handouts by the amazing Bradley K. McDevitt. This book is your single source for all of this adventure's handouts, for it reproduces everything in Starfall Over the Plateau of Leng plus additional illustrations, including the devious Bolo in Handout F-4 and the horrific monstrosity in Handout G-3. The table below is a complete reference for all of the handouts. Keepers should familiarize themselves with all of the handouts and where they are used in the scenario, for the new illustrations do not have text references like the original handouts do. I hope everyone enjoys the art contained herein as much as I do; I cannot get enough of Brad's art, and his work for this book of handouts includes some of my absolute favorites.

**Jon Hook, September 2014**

Encounter Area	Handout	Description
Player Beginning	---	IHAS Membership Cards
Player Beginning	Handout A	Portrait of Victoria Fosters
Player Beginning	Handout A-2	Portrait of Brian Courtemanche, Esq, Swanky Counselor
Player Beginning	Handout B	Painting of "The Lost Library"
Player Beginning	Handout C	Painting of "Starfall Over Leng"
Player Beginning	Handout D	Pamphlet of Doctor Jasiak's Clinic on Sleep
Area 1-4	Handout E	List of labels on the amber bottles
Area 1-6	Handout F	Doctor Jasiak's Dream Extraction Machine schematics
Area 1-10	Handout F-2	Joseph Hon'-ga conducting the sweat lodge ceremony
Scene 2 – Intro	Handout F-3	Dreamland guardians, Nasht and Kaman-Thah
Area 2-1	Handout F-4	Portrait of Bolorama, a Tcho-Tcho girl from Ngamdo-Leng
Area 3-2	Handout G	The flute gift from the High Priest Not to Be Described
Area 3-3	Handout G-2	The comet falling toward The Dreamlands
Area 3-4	Handout G-3	Portrait of Victoria Foster, Tentacled Nightmare
Scene 5	Handout H	Spiders of Leng encounter
Area 6-2	Handout I	The High Priest Not to Be Described on his human throne
Area 6-3	Handout J	4 Masquerade Drones encounter
Area 6-3	Handout K	Piotr Jasiak covered in Carcosa leeches encounter

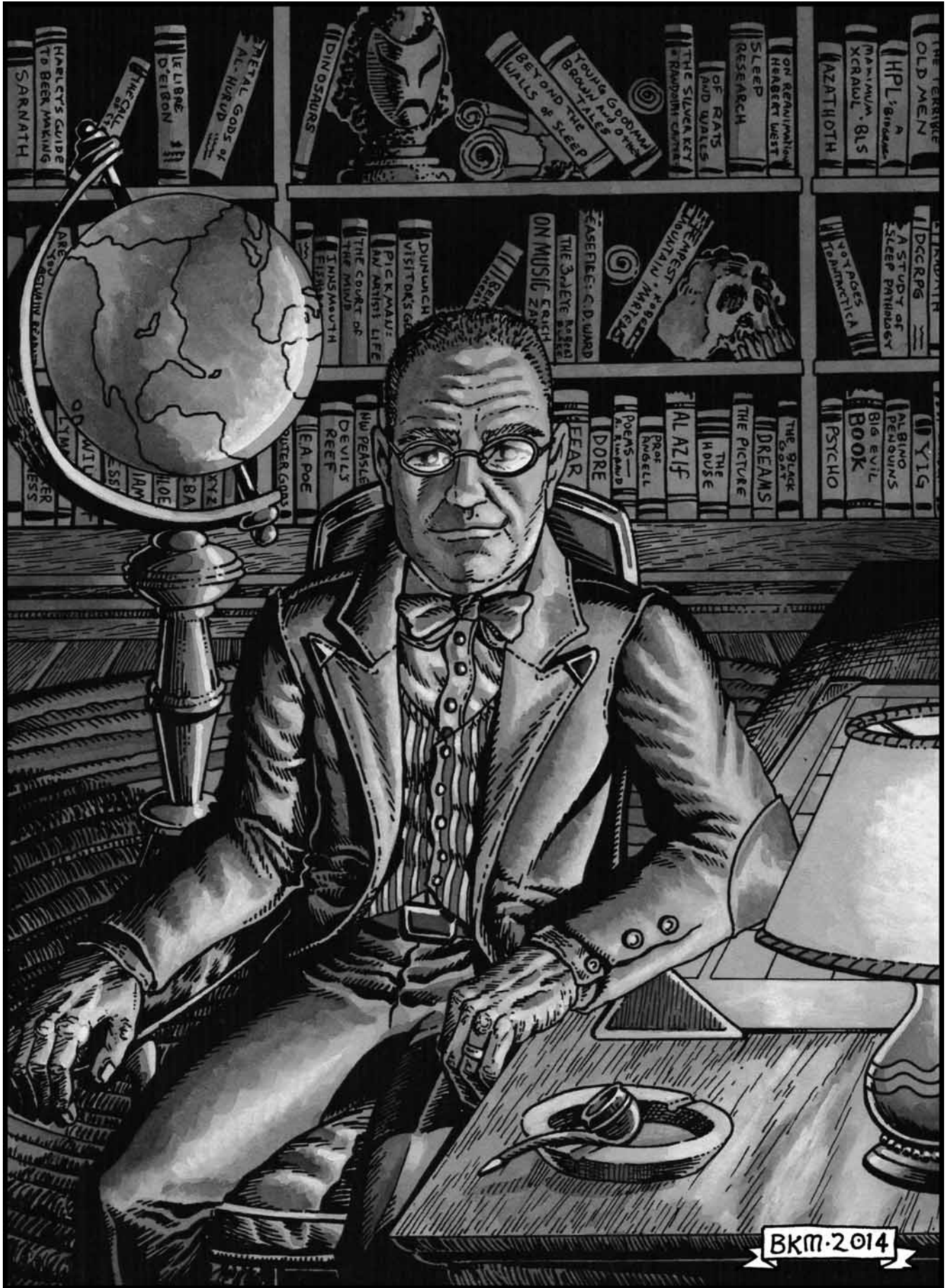
# Membership Cards



Player Handout A



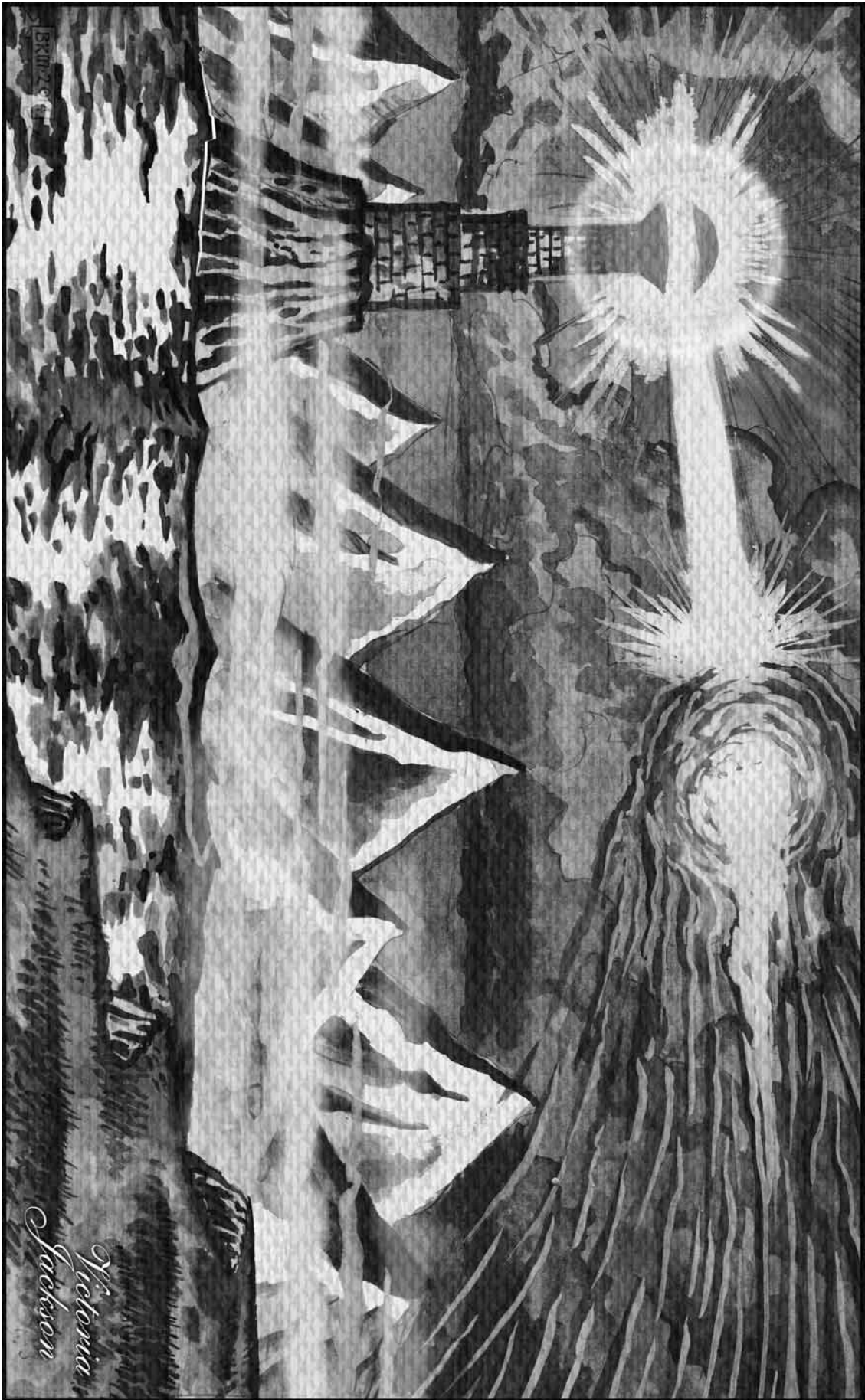
# Player Handout A-2



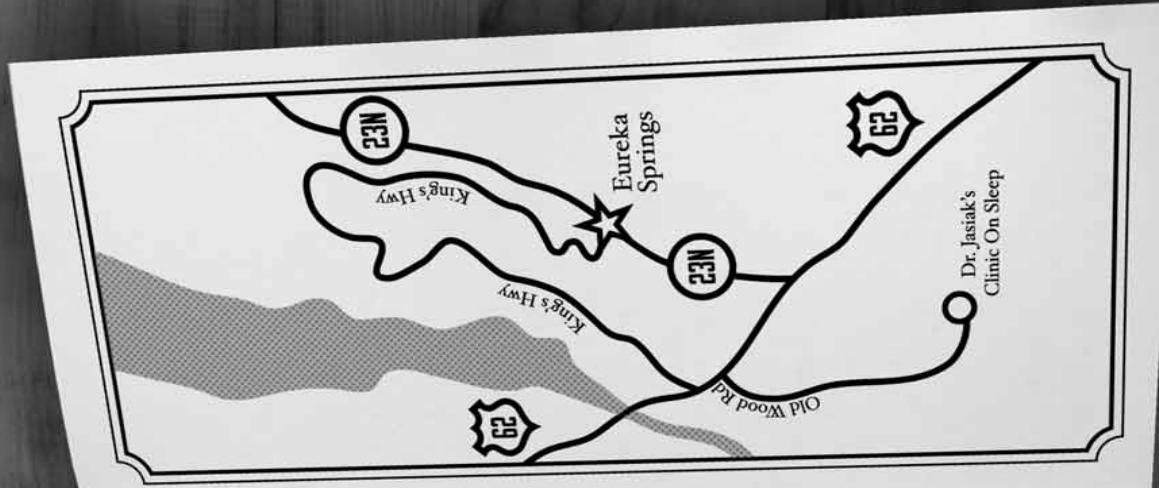
Player Handout B



# Player Handout C



# Player Handout D



Dr. Piotr Jasiak graduated from the University of Warsaw with a PhD in sleep medicine. Dr. Jasiak was Europe's leading mind in his field. In 1919, Dr. Jasiak immigrated to America to share his knowledge and healing arts with the Western World.

Dr. Jasiak was fascinated with the potential to integrate his established sleep and dream therapy with the healing waters of Eureka Springs. In August of 1920, Dr. Jasiak opened his Clinic On Sleep in a beautiful and remote cabin on Old Wood Rd.

*Always open - Visitors welcome*



Dr. Jasiak's  
**CLINIC ON SLEEP**

*Eureka Springs*  
— ARKANSAS —

# Player Handout E

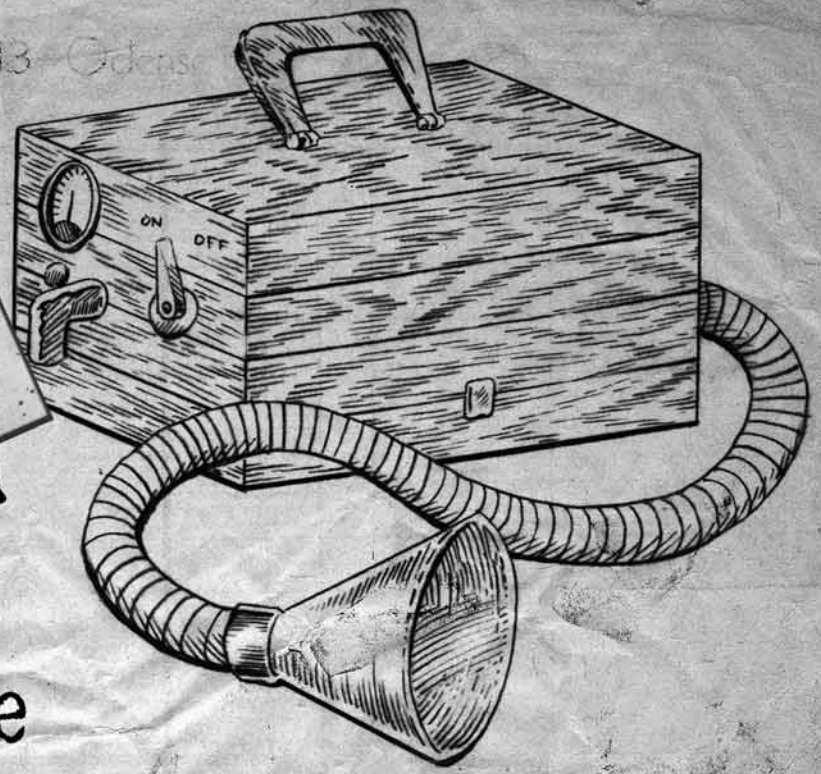
A. J. 6/10/27	E. M. 8/10/27	H. C. 7/10/27	V. F. 9/10/27
A. J. 12/10/27	E. M. 15/10/27	H. C. 14/10/27	V. F. 16/10/27
A. J. 19/10/27	E. M. 21/10/27	H. C. 22/10/27	V. F. 23/10/27
A. J. 28/10/27	E. M. 28/10/27	H. C. 29/10/27	V. F. 30/10/27
A. J. 5/11/27	E. M. 6/11/27	H. C. 5/11/27	V. F. 7/11/27



Dr. Jeyes  
Private  
Piotr Jasiak  
Eyes Only

513 - Odessa

D. Exraction  
Machine  
Prototype  
• Version One



# Dream Extraction Machine Process

Keep Lights  
Subdued To Faci-  
litate  
Extended  
Slumber

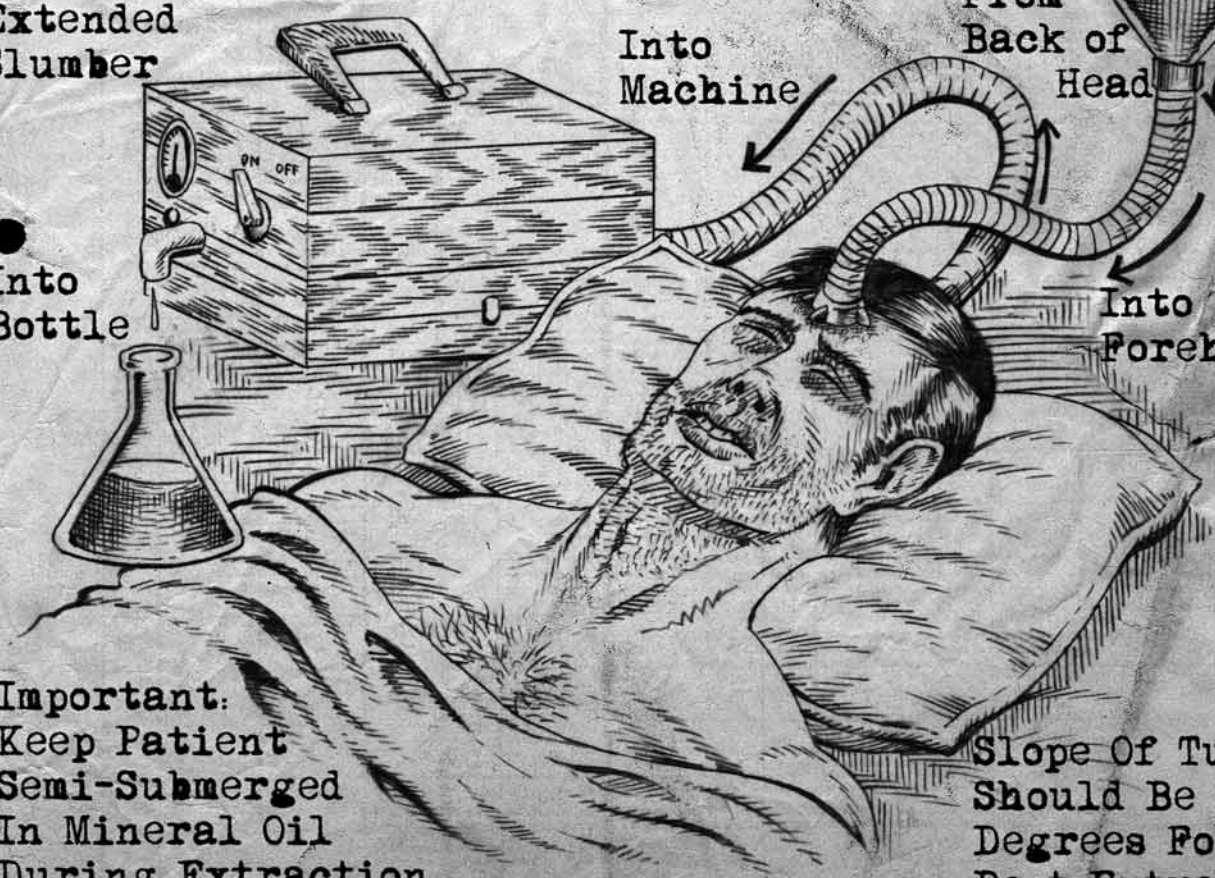
Mineral Oil  
Out  
From  
Back of  
Head

Into  
Bottle

Into  
Machine

In

Into  
Forehead



Important:  
Keep Patient  
Semi-Submerged  
In Mineral Oil  
During Extraction

Slope Of Tub  
Should Be 20  
Degrees For  
Best Extraction

Player Handout F-2



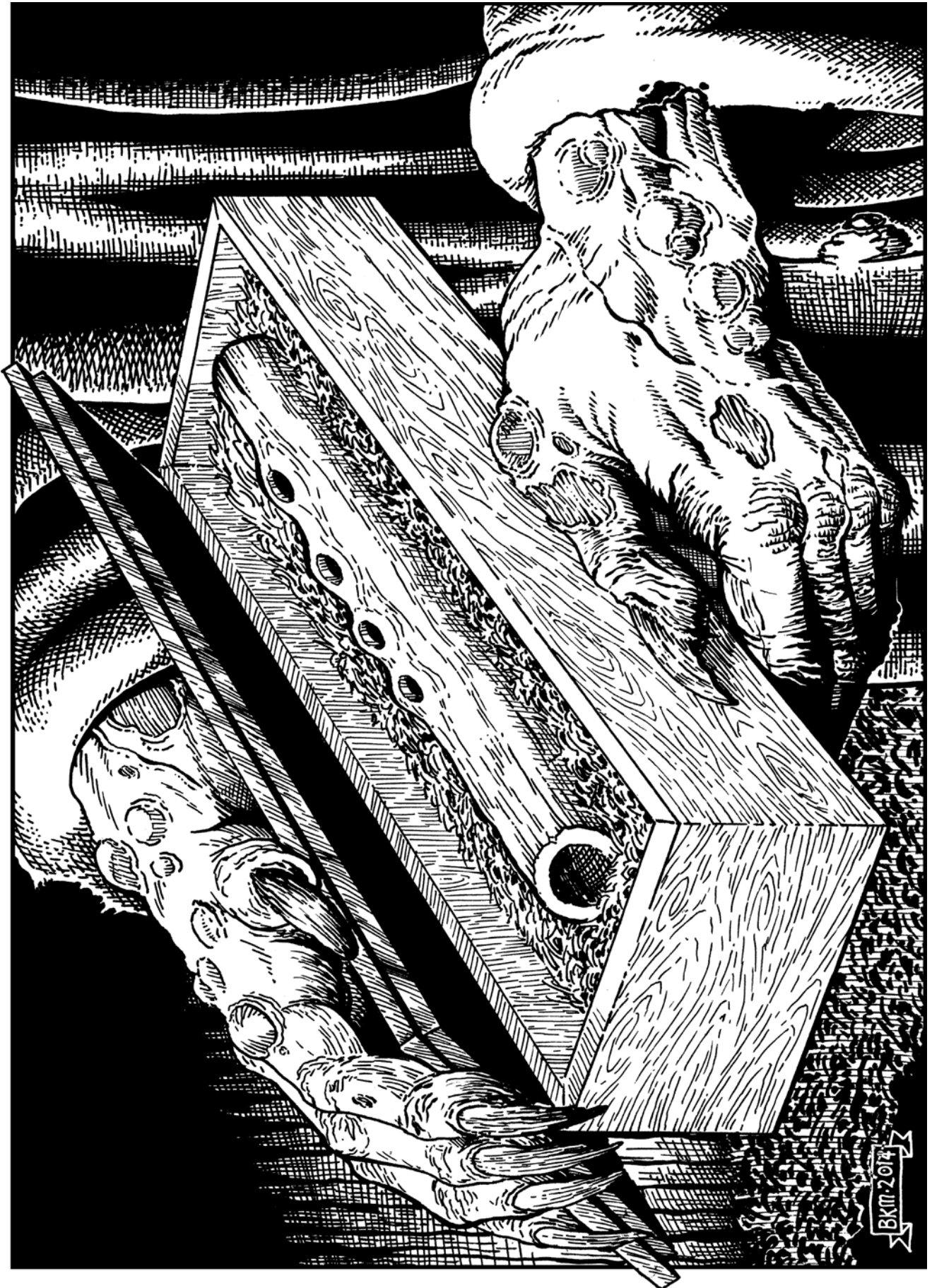
Player Handout F-3



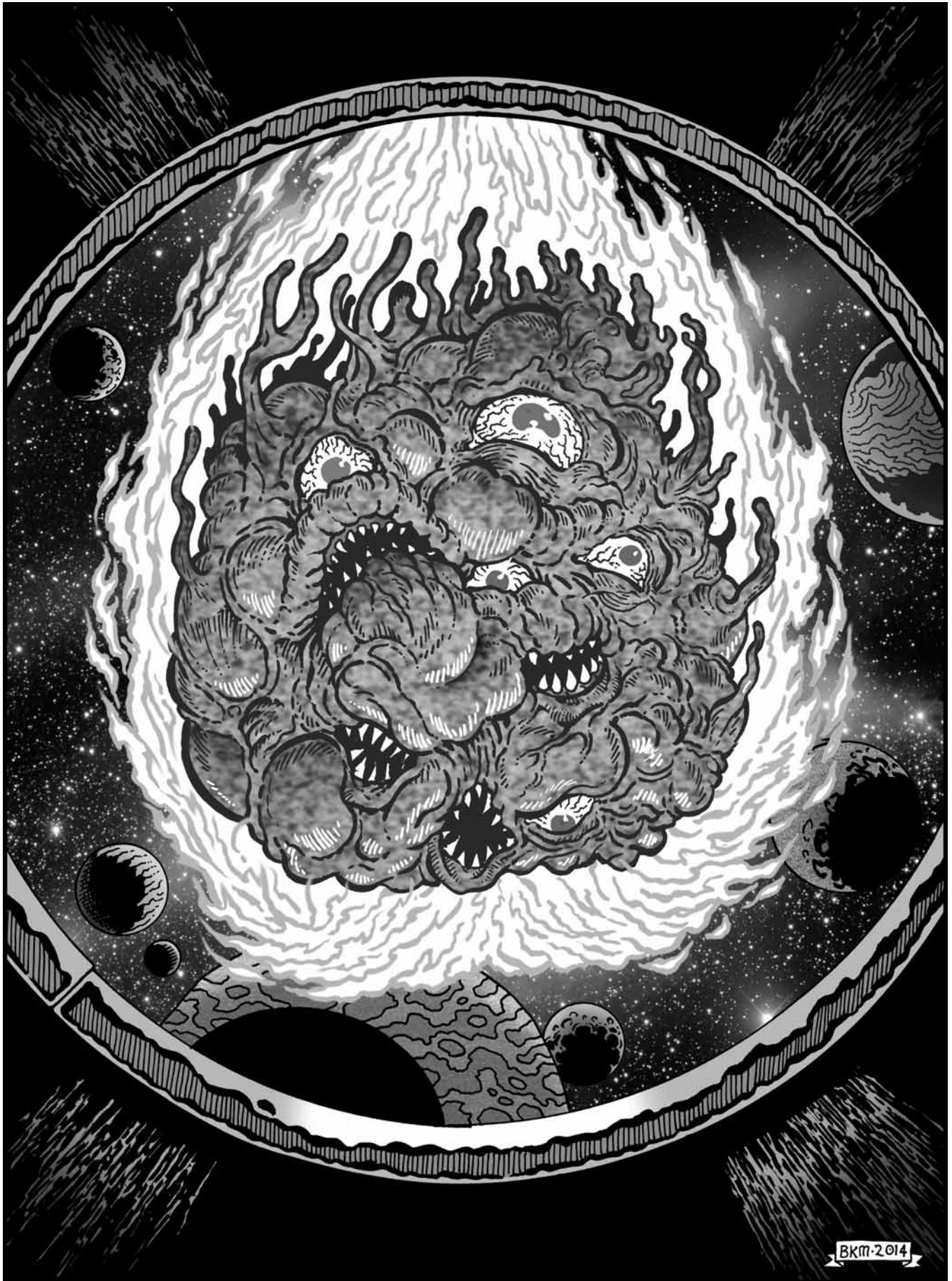
Player Handout F-4



# Player Handout G



Player Handout G-2



BKM-2014

Player Handout G-3



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# Player Handout H



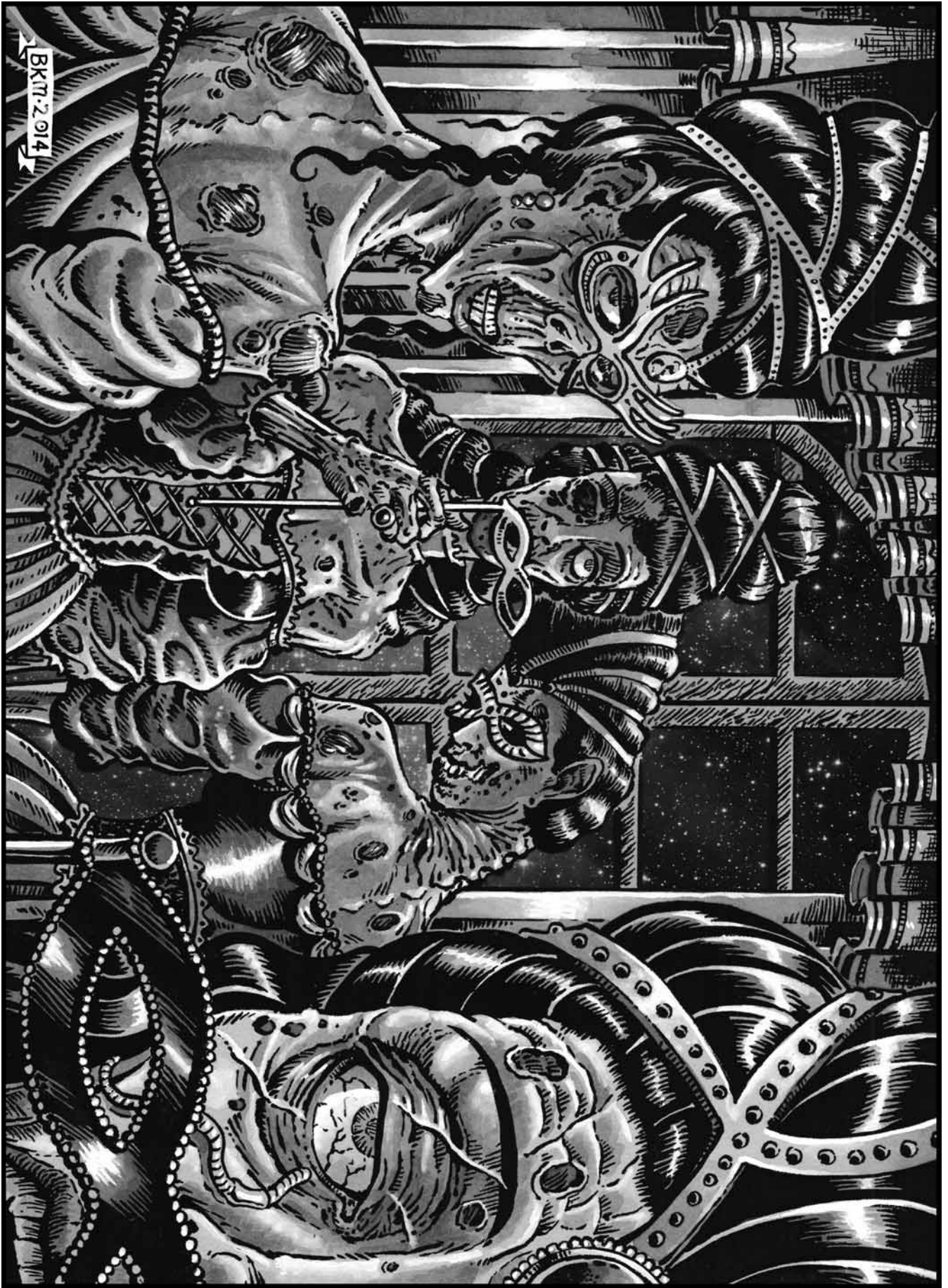
BKM-2014



# Player Handout I



Player Handout J



# Player Handout K



**Name:** Doctor Conrad Hale, PhD

**Occupation:** Parapsychologist

**Sex:** Male      **Age:** 28

**Marks, Scars, Mental Disorders:** A handlebar mustache & pipe

**Income:** \$7,500

**Cash:** \$150

**STR:** 17

**DEX:** 12

**INT:** 17

**Idea Roll:** 85%

**CON:** 15

**APP:** 9

**POW:** 6

**Luck Roll:** 30%

**SIZ:** 11

**SAN:** 30

**EDU:** 16

**Know Roll:** 80%

**Damage Bonus:** +1D4

**Hit Points:** 13

**MP:** 6



### Weapons

<b>Fist/Punch</b>	50%	1D3+db
<b>Grapple</b>	25%	Special
<b>Kick</b>	25%	1D6+db

### Skills

<b>Anthropology</b>	31%	<b>Medicine</b>	35%
<b>Conceal</b>	30%	<b>Occult</b>	35%
<b>Credit Rating</b>	25%	<b>Own Language (English)</b>	80%
<b>Drive Auto</b>	50%	<b>Persuade</b>	15%
<b>First Aid</b>	30%	<b>Photography</b>	40%
<b>History</b>	65%	<b>Psychology</b>	80%
<b>Library Use</b>	85%	<b>Spot Hidden</b>	40%
<b>Locksmith</b>	16%		

### Background

As a recent graduate of Miskatonic University's Psychology program, you are eager to make a name for yourself in the field. More than anything, you want to be recognized and admired for the work you do. You have a reoccurring dream where strangers on the streets of Arkham jockey to get your attention and shake your hand. They are in awe of your achievements, and are proud to call you a son of Arkham; which is far better than being the son of Vernon Hale, a sanitation worker in Arkham. Your entire life has been in pursuit of greatness; you look for opportunities to align yourself with fascinating endeavors, which is what spurred your interest to join the International Archeological & Historical Society.

As part of your drive to construct the life you dream of for yourself, you actively sought to join a philanthropic community group, be it the Rotary Club, Masons, or the IHAS. When you applied to the IHAS, Mr. Courtemanche had a hunch that The Society would be well served to have another parapsychologist on the rolls. Doctor Hale is a member in good standing.

**Name:** Elisa Butler

**Occupation:** High School Principle, New Haven, CT

**Sex:** Female    **Age:** 34

**Marks, Scars, Mental Disorders:** Heterochromia iridis  
(one eye is blue, the other is green)

**Income:** \$2,000

**Cash:** \$65

**STR:** 10

**DEX:** 10

**INT:** 10

**Idea Roll:** 50%

**CON:** 12

**APP:** 15

**POW:** 16

**Luck Roll:** 80%

**SIZ:** 18

**SAN:** 80

**EDU:** 11

**Know Roll:** 55%

**Damage Bonus:** +1D4

**Hit Points:** 15

**MP:** 16



### Weapons

**Fist/Punch** 50% 1D3+db

**Grapple** 60% Special

**Kick** 25% 1D6+db

### Skills

**Accounting** 20%

**Archaeology** 41%

**Credit Rating** 30%

**Cthulhu Mythos** 3%

**Hide** 25%

**History** 25%

**Listen** 30%

**Library Use** 40%

**Navigate (Land)** 25%

**Other Language (French)** 20%

**Own Language (English)** 55%

**Persuade** 30%

**Photography** 65%

**Ride** 30%

**Swim** 30%

### Background

You have been a tom-boy your entire life. Your love of adventure is only matched by your love of teaching. Ten years ago, when you were a history teacher, you took students on a field trip to Fort Griswold. While at the fort, you discovered a strange artifact in the nearby woods, a small piece of non-magnetic metal. The piece of metal shocked your hand when you first touched it, and that evening you were plagued with nightmares of strange chittering and buzzing creatures. You still have the strange piece of metal which have since had fashioned into a brooch that you wear every day, for luck.

A chance meeting with Mr. Courtemanche resulted in Mr. Courtemanche's interest in your unique brooch. After consulting privately with some of the other senior members of The Society, it was decided to offer you free membership to The Society. To which, you accepted. Elisa Butler is a member in good standing.

Name: Isabella Rosati-Bennett

Occupation: Widow

Sex: Female Age: 58

Marks, Scars, Mental Disorders: Diminished hearing)

Income: \$15,750

Cash: \$455

STR: 8

DEX: 7

INT: 12

Idea Roll: 60%

CON: 9

APP: 13

POW: 11

Luck Roll: 55%

SIZ: 8

SAN: 55

EDU: 17

Know Roll: 85%

Damage Bonus: -1D4

Hit Points: 9

MP: 11



### Weapons

Fist/Punch 50% 1D3+db

Kick 25% 1D6+db

Grapple 25% Special

Handgun 35% .25 Derringer (single shot) 1D6

### Skills

Accounting 35%

Natural History 40%

Credit Rating 85%

Navigate (Air/Sea) 25%

Cthulhu Mythos 5%

Other Language (English) 65%

Hide 40%

Own Language (Polish) 85%

History (Art) 80%

Pilot (single engine plane) 30%

Law 35%

Ride 45%

Listen 15%

### Background

Once, long ago, you were young and beautiful. You won the heart of Charles Bennett, a wealthy American touring Poland. A whirlwind summer romance later, and you were married and moving to America to be wife to your new husband. That was nearly forty years ago, and so much joy and sorrow has passed through your heart. The worst day was when you lost Charles. It was June, 1918; the two of you were enjoying an evening stroll through the private cemetery on your estate when two concealed men assaulted you both in order to rob you. Charles struggled with the men, eventually giving his life to save yours. As you lay prone next to Charles' lifeless body, two strange bestial man-things came out of nowhere and killed your attackers. The grotesque man-things spoke in a guttural hiss, and explained that Charles was their benefactor, and that they saved your life in gratitude for the years of kindness Charles had extended to them. The man-things then dragged all three bodies away, and disappeared into an ancient sepulcher. You spent months under special psychiatric care as you regained your physical and mental strength. A police investigation eventually uncovered Charles' body in some nearby woods; animals had partially consumed his body. No trace was ever found of the assailants.

The story of Charles' death was headlining news, and many strangers came to give their condolences, including a Mr. Courtemanche. Mr. Courtemanche offered to help you investigate the strange man-things you saw... if you were interested to pursue such an investigation. You were, for it was something to channel your grief into. And so began your membership into the IHAS, and it has succeeded in helping you cope with your loss. Mrs. Rosati-Bennett is a member in good standing.

WEAPON	TYPE	BASE	DAMAGE	RANGE	ROF	AMMO	HP	MALF
Remington Double .41 Short Derringer	Handgun	20%	1D6+1	3	2	2	6	99

**Name:** Otto Atwood

**Occupation:** Private Investigator

**Sex:** Male      **Age:** 33

**Marks, Scars, Mental Disorders:** Harelip and lisp

**Income:** \$2,250

**Cash:** \$55

**STR:** 9

**DEX:** 16

**INT:** 14

**Idea Roll:** 70%

**CON:** 10

**APP:** 7

**POW:** 5

**Luck Roll:** 25%

**SIZ:** 14

**SAN:** 25

**EDU:** 17

**Know Roll:** 85%

**Damage Bonus:** None

**Hit Points:** 12

**MP:** 12



### Weapons

**Fist/Punch** 55% 1D3

**Grapple** 25%

**Handgun** 60%

Colt's New Service .45 LC revolver

**Special Shotgun** 40%

12 gauge sawed-off 4D6/1D6

**Kick** 25% 1D6

### Skills

**Bargain** 35%

**Locksmith** 35%

**Dodge** 32%

**Mechanical Repair** 50%

**Fast Talk** 45%

**Own Language (English)** 85%

**First Aid** 45%

**Persuade** 30%

**Law** 65%

**Photography** 75%

**Library Use** 70%

**Psychology** 35%

**Listen** 40%

### Background

“Life isn’t fair” is a lesson you’ve learned on more than one occasion. For years, the lesson taught you to be cold and heartless in your work as an Arkham police officer, but when you shot a kid pretending to hold a gun, it cost you everything you had achieved in your life, including your marriage. It took years to rebuild a career and your reputation, and along the way you learned a new lesson in life, “Mankind is inherently good, and if given a chance, can achieve greatness;” it is one that has tempered your heart and has begun to warm your soul. You can still spot a dirtbag at a hundred yards.

Mr. Courtemanche and The Society has had need for physical security, from time to time, and on more than one occasion they have hired you. You have been dependable (for the most part), so membership into The Society was eventually extended to you. You accepted, why not. Mr. Atwood is a member in good standing, but does have a history of rule infractions.

WEAPON	TYPE	BASE	DAMAGE	RANGE	ROF	AMMO	HP	MALF
Colt's New Service .45 LC revolver	Handgun	20%	1D10+2	15	1	6	8	99
Iver Johnson Champion sawn-off shotgun	Shotgun	40%	4D6/1D6/1D3	10/20/50 yds	1	1	8	00

Name: Gilbert York

Occupation: Journalist

Sex: Male      Age: 25

Marks, Scars, Mental Disorders: \_\_\_\_\_

Income: \$1,200

Cash: \$75

STR: 9

DEX: 15

INT: 13

Idea Roll: 65%

CON: 15

APP: 11

POW: 9

Luck Roll: 45%

SIZ: 15

SAN: 45

EDU: 16

Know Roll: 80%

Damage Bonus: None

Hit Points: 15

MP: 9



### Weapons

Fist/Punch    50%    1D3

Grapple        25%    Special

Kick            45%    1D6

### Skills

Art (Drawing)            20%

Climb                    50%

Conceal                 35%

Credit Rating            30%

Electrical Repair        15%

Fast Talk                75%

First Aid                45%

History                 65%

Library Use              65%

Listen                    40%

Mechanical Repair      20%

Library Use              70%

Own Language (English) 80%

Persuade                35%

Photography             30%

Psychology              65%

Spot Hidden             40%

### Background

You are an up-and-coming freelance journalist for the Arkham Advertiser. With a little luck, and a lot of hard work, you hope to earn a staff position before you are thirty. You take whatever assignments come your way, but you prefer the city beat. The darker, the grittier, the bloodier, better the chance your byline will be on the front page above the fold. You constantly have your eyes and ears open for your headlining story.

An article you wrote about a series of thefts on the Miskatonic University campus attracted the attention of a Mr. Courtemanche. He wrote to you to inquire about any details that did not make the final edition. He seemed to be a fan, so you indulged his interest. Eventually, you discovered that Mr. Courtemanche was an elder member of the IHAS, the same philanthropic group that your grandfather used to be a member of. You mentioned this in passing to Mr. Courtemanche, and he beamed. Mr. Courtemanche then offered you membership into the IHAS at the legacy membership rates. You figured, "If it was good enough for gramps, it can be good enough for you." Mr. York is a member in good standing.