

Fatstock Cthulhu Hack Conversion Notes



Fatstock is a system neutral folk horror scenario written by Sarah Cole, you can buy it in the **Darkened Hill and Dale** compilation <https://darkened-hill-and-dale.patchworkfez.games/>

Cthulhu Hack is a simple game of Lovecraftian nightmares, pitting ordinary people against the terrors of a Dark Universe, its from Paul Baldowski, you can buy it here <https://www.allrolledup.co.uk/product-category/books/the-cthulhu-hack/>

I've been using the public domain **Dark Symbols** produced by Brennen Reece and Graham Walmsley, you can see their use in Fairyland by Scott Dorward <https://www.drivethrurpg.com/en/product/426490/fairyland> and Sukakpak <https://www.drivethrurpg.com/en/product/104538/the-unspeakable-oath-21> by Jason Morningstar.

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How did I run this?

I ran this using Cthulhu Hack second edition on the FoundryVTT v13 Build 346, the system module <https://foundryvtt.com/packages/cthack> by 12 Monkeys
<https://github.com/12-Monkeys-Developers>

What did I have to convert?

Create Cthulhu Hack **pre-gens**

Create **NPCs** for all Notable Characters, see first page of the scenario

Upload all **Handouts**, see first page of the scenario, into a Journal

Use the scenario-themed VTT backgrounds as **Scenes**, see <http://dhad-vtt.patchworkfez.games/>

Use the Location Reference Photos <http://dhad-photos.patchworkfez.games/>

And then the hard part, read through and notate each area in the scenario that matches a **Dark Symbol**

Dark Symbols



You must investigate to discover this clue. Use Flashlights, after you get the clue, if you roll a 1 or 2 a revelation occurs and the Flashlights resource steps down.



You must talk to someone to reveal this clue. Use Smokes, after you get the clue, if you roll a 1 or 2 a revelation occurs and the Smokes resource steps down.



Check to see whether you notice this. Roll Wisdom Save.



A challenge. Roll the relevant Save (STR,DEX,CON,INT,WIS,CHA) and get advantage if you have a Skill. You succeed if you roll under your attribute.



Roll for a Sanity check, if you roll 1 or 2 it is a Break, roll a d6 on the Symptoms table, p57 Cthulhu Hack second edition.



You need to fight this thing, combat as per rules on page 51 of Cthulhu Hack second edition.

Purchasing the previously mentioned Unspeakable Oath issue 21, will allow you to also convert the above moments into Call of Cthulhu, Cthulhu Dark, Trail of Cthulhu and Nemesis.

Searching for the Dark Symbols

I referenced this version of the Darkened Hill and Dale compilation *Darkened_Hill__Dale_(Pages_v250328-2).pdf*, and page numbers are those found at the bottom of the page, not in your pdf reader.

p90

GM Note



Roll a CON Save, on a failure you are impacted, otherwise you are fine.

Scene One - Ketby Lane at Falham Wood

pp95-96



Use Flashlights and receive clues that Dunning's car tried to brake hard, as well as another vehicle likely forcing him off the road. Also, find many horse and dog footprints around the crash site.



If you head down the embankment roll a DEX Save or take falling damage 1-2 Hit Points.



Once below the embankment use Flashlights to find the charred magnetic tracking device and the horse and hound foot prints leading to Meeking bridge.



Further down the lane to Meeking bridge, use Flashlights to find horse and hound prints and track them to the scene of the crash, perhaps a second Flashlights to see them head to Godsby Stables.



You can speak with the local police and use Smokes to get access to the accident report, a clue suggests Dunning's car was rammed. You can also get access to his belongings, with



Flashlights use shows that the laptop and phone have been deliberately destroyed.

Scene Two - Redd & Teer, Solicitors

p97



Using Smokes suggests that Jasmine is lying about the packet.



To break into the solicitors, roll a DEX Save and then  use Flashlights to get 1. Accidents newspaper clippings 2. Eye reservoir details 3. handwritten note.

Scene Three - 10 Park Street

pp97-98



Talk to Acting CEO Susan, use Smokes, this reveals FundYou planned to leave Mawbury but since Alan died the Mayor has offered new office space.



Talking to other FundYou staff, use Smokes, it seems 1. Alan was stressed leading up to the accident 2. Confirms a packet that was sent to Redd & Teer 3. Alan went to a local museum on the afternoon of his death.

Scene Four - 14 Elm Close, Alan Dunning's House

pp98-100



Roll a STR, DEX or CHA Save to get into the house.



Use one or more Flashlight resources to find the 1. Handout - Fatstock Invite. 2. Entries from the diary. 3. Reservoir map. 4. Hotel booking in London starting the day of his death. 5. Blood test in the bin.



Roll a WIS Save to notice the red flashing light on the printer (jammed).



Roll an INT Save to get the jammed paper out of the printer in a readable form. Or INT Save to hack into the computer and reprint it.



INT Save to hack into the doorbell camera and see the footage of Dennis Radova, see picture on p100.

Scene Five - High Street, Mawbury Museum

p101



Use Flashlights to highlight relevant exhibitions. 1. Development of the Eye Reservoir. 2. The Market 3. Fox Hunting 4. Handourt - Folklore 5. Local Archives then drop info based on what PCs visit.



Use Flashlights or Smokes, to recount the local tale of how the town first gained its prosperity. Perhaps a Smokes roll to speak with the museum curator?

Scene Six - Godsby Lane, Godsby Stables & Lodge

pp102-103



Roll a CHA Save to gain access to the Lodge under the pretence of something e.g. inquiring about a Wedding reception.



Talking to Radova, use Smokes which suggests Radova is not telling you everything.



Roll a DEX Save to sneak into or around the Lodge.



Roll a DEX or STR Save to break into the locked Study.



Use Flashlights to gain access to the Alan Dunning dossier and to the Mawbury Preservation Society ledger.



Roll a DEX Save to get access to Radova's Phone and use Flashlights  for the WhatsApp clues.

Scene Seven - Mawbury Cattle Market, The Fatstock Show & Market

pp103-104



Roll for a Sanity check, seeing the oddly beautiful cows.



Roll a WIS Save to notice the horror on Walker's face as he sees the cows.



Talking to the judges or other attendees, use Smokes, this gives the clue of their always being three cows and the links to prosperity and folklore, repeat the Museum folklore if missed.

Mandatory for investigators to be invited to the Fatstock Dinner or to decide to gatecrash it.

Scene Eight - Mawbury Cattle Market, The Fatstock Dinner

p105



Roll a DEX or CHA Save with Advantage to get access without an invitation. Using



Flashlights or  Smokes will give the investigators a clue that getting in is much easier than it should be.



Use of Flashlights will give investigators a clue that there is a faint taste of blood in the wine, which then triggers a  Sanity roll.



Roll a WIS Save with Disadvantage to resist the meat courses. Check if player is Vegan or Vegetarian!



Roll for a Sanity check, as investigators tear into the meat or see others do the same then look at the people with relish and spot the worms writhing through their bodies.



Roll for a Sanity check if the investigators names are called out for sacrifice.



Possible fight with Radova and the townsfolk unless the PCs run.

Scene 9 - The Chase

pp109-111



Roll STR, DEX, CON, WIS, INT or CHA Saves across three improvised events to execute an escape.



Roll for a Sanity check if any of the sacrifices are captured.



Possible fight with the hunters or hounds.



Roll a CHA Save to convince a captured sacrifice to be let go.



Roll for a Sanity check, as a captured PC is changed into a cow and prophesize their future selves being consumed at the Fatstock Dinner.

Scene 10 - Poisoning Well

pp111-112



Depending on the plan, roll a DEX Save, stealth, to return to town and poison the lake



Or Murder Radova



Or go to the source, use Flashlights to find dense water near the well, unnatural

darkness, and water flowing into the well.



roll a WIS Save to notice that diving suits start

to rot.



Roll an INT Save to blow up or poison the well. Roll a DEX, CHA Save to steal chemicals from the water treatment plant to poison the well. Roll a DEX, INT Save to sabotage the Mawbury Sewage Works.

NPCs

All NPCs unless indicated below are as per Street Thug on p66 Cthulhu Hack second edition.

Dennis Radova is as per Security Guard on p66 Cthulhu Hack second edition.

Foxhounds are as per Angry Dog on p66 Cthulhu Hack second edition.

Pre-Gens

CTHULHU HACK



Hit Points Hit Die

18 Conditions:

Name: Calvert Hubbard
 Occupation: Adventurer (Detective)

Special Abilities & Skills

Swings & Leaps. Roll with Advantage on Saves when performing athletic tasks, like climbing, jumping, leaping, swinging, and flipping.
 Scrounger. You can offset the loss of an item of equipment's Resource Die by losing an investigation die instead.
 Slippery Customer. Once per session your deceptive nature allows you to shift the repercussions of a failed INT or WIS Save to someone else.

Strength 8 vs Melee attacks Harm that cannot be dodged ADVANTAGE <input type="checkbox"/>	Dexterity 15 vs Ranged attacks Harm that can be dodged ADVANTAGE <input type="checkbox"/>	Constitution 14 vs Poison, disease, pain, or instant death ADVANTAGE <input type="checkbox"/>	Wisdom 13 vs Deception, illusion, distortion, or psychotropics ADVANTAGE <input type="checkbox"/>	Intelligence 10 vs Puzzles, magic, propaganda, or alien science ADVANTAGE <input type="checkbox"/>	Charisma 12 vs Mind control, glamour, charm, or hypnosis ADVANTAGE <input type="checkbox"/>
Flashlights Spot, Recall, Research 	Smokes Coerce, Carouse, Bully 	Sanity 			

History & Motivations:

After much travelling, worked in private security across Africa and Asia, a specialist in infiltrating cults. Encountered a manifestation of an outer entity, it broke him and was followed by a crippling bout of malaria. Now recuperating back at his brother's farm but in touch with MI6 and building up a local "team". Grouchy, intense but never fazed, only that one time in Thailand, but a one off, all fine now, absolutely fine.



Skills: Criminology

Connections & Associations:

Gerry Dahm, a low level MI6 operative trying to convince his superiors of cults and supernatural entities.

Equipment:

Webley Revolver _____

Flashlight _____

Supplies Die

Damage

If no dice = 1pt

Armed

Unarmed

Fortune

CTHULHU HACK



Name: Danny Coleman
 Occupation: Performer (Actor)

Special Abilities & Skills
 Stagecraft. You roll with Advantage when entertaining, performing or making Reaction rolls to avoid harm or consequence.
 None o' Your Business. Once per session, step down your Smokes die to knock out a single non-Mythos target with no greater than 15 hit points.
 If You Hum it... Once per session, you can make a Save based on someone else's Save value—but failure impacts you both. Apply harms or conditions accordingly.

Hit Points Hit Die

10 Conditions:

Strength 15 vs Melee attacks Harm that cannot be dodged ADVANTAGE	Dexterity 13 vs Ranged attacks Harm that can be dodged ADVANTAGE	Constitution 10 vs Poison, disease, pain, or instant death ADVANTAGE	Wisdom 8 vs Deception, illusion, distortion, or psychotropics ADVANTAGE	Intelligence 12 vs Puzzles, magic, propaganda, or alien science ADVANTAGE	Charisma 14 vs Mind control, glamour, charm, or hypnosis ADVANTAGE
Flashlights Spot, Recall, Research 	Smokes Coerce, Carouse, Bully 	Sanity 			

History & Motivations:

Left the orphanage aged 16. Joined the circus, flame eater, knife thrower, clown. Has been making his name in local theatre, could soon have his big break in TV. Bumped into Calvert at the pub and Calvert has been pumping him for knowledge of criminal connections in the circus industry. Danny is happy to take Calvert's money, he's paying for his ex Haven to attend AA. Laid-back, talented with a good heart.



Skill: Performing (Acting)

Connections & Associations:

Missy Mantovani, a master circus magician, often teaches him tricks of the trade.

Equipment:

Throwing Knife _____

Handcuffs _____

Supplies Die

Damage

If no dice = 1pt

Armed

Unarmed

Fortune

CTHULHU HACK



Name: Haven Grey
 Occupation: Ruffian (Drifter)

Special Abilities & Skills

Self Preservation. Roll with Advantage when making a Save to avoid traps, security devices and other mechanisms intended to impede or harm.
 Sizing Up. You have a keen eye for weakness; gain a +1 to your Saves and Damage in combat at a cost of rolling Flashlights after every adjusted Save.
 House of Cards. Once per game session, you can break a trust or betray an ally or friend—and narrate what happens—to avoid damage from a failed WIS or CHA Save.

Hit Points Hit Die

10 Conditions:

Strength 12 vs Melee attacks Harm that cannot be dodged ADVANTAGE <input type="checkbox"/>	Dexterity 13 vs Ranged attacks Harm that can be dodged ADVANTAGE <input type="checkbox"/>	Constitution 15 vs Poison, disease, pain, or instant death ADVANTAGE <input type="checkbox"/>	Wisdom 14 vs Deception, illusion, distortion, or psychotropics ADVANTAGE <input type="checkbox"/>	Intelligence 8 vs Puzzles, magic, propaganda, or alien science ADVANTAGE <input type="checkbox"/>	Charisma 10 vs Mind control, glamour, charm, or hypnosis ADVANTAGE <input type="checkbox"/>
Flashlights Spot, Recall, Research 	Smokes Coerce, Carouse, Bully 	Sanity 			

History & Motivations:

Something happened to your parents, something you cannot comprehend, torn apart, not by anything human; drink, drugs and running away hasn't helped. But you've learnt to survive, trusting no one, maybe only Danny, you were together, he looked out for you, got you clean, you owes him. Free spirit, selfish but can turn your hand to most skills.

Skill: Petty Theft



Connections & Associations:

Mary O'Hara, at the Salvation Army, she's always got a few quid and some food for you

Equipment:

Cosh _____
 Medication _____

Supplies Die

Damage

If no dice = 1pt

Armed

Unarmed

Fortune

CTHULHU HACK



Name: Mia Windrow
 Occupation: Scholar (Forensic Consultant)

Special Abilities & Skills
 Iron Mind. Roll with Advantage on Saves when resisting magic, occult ritual, hexes, curses, or possession by alien influences.
 Deduction. Once per game session, you can apply your deductive powers to find a pertinent explanation – and require the GM to provide a hint to the next best step.
 MacGyver. Once per session, you can improvise a solution to a situation using available tools, devices, and uncommon lore.

Hit Points Hit Die

4 Conditions:

Strength 10 vs Melee attacks Harm that cannot be dodged ADVANTAGE <input type="checkbox"/>	Dexterity 13 vs Ranged attacks Harm that can be dodged ADVANTAGE <input type="checkbox"/>	Constitution 12 vs Poison, disease, pain, or instant death ADVANTAGE <input type="checkbox"/>	Wisdom 14 vs Deception, illusion, distortion, or psychotropics ADVANTAGE <input type="checkbox"/>	Intelligence 15 vs Puzzles, magic, propaganda, or alien science ADVANTAGE <input type="checkbox"/>	Charisma 8 vs Mind control, glamour, charm, or hypnosis ADVANTAGE <input type="checkbox"/>
Flashlights Spot, Recall, Research 	Smokes Coerce, Carouse, Bully 	Sanity 			

History & Motivations:

That company you joined as a grad, what the hell were they experimenting on, you learnt a lot, too much. In the end it broke you, drink, drugs, rehab, years lost. Until you found Haven and Danny, you're back now, sort of, trying to make yourself useful, trying to forget. Focused, vulnerable, scared your past will catch up with you.



Skill: Forensics

Connections & Associations:

Brendan Offord, your AA mentor, he always has a kind word and you'd be amazed the people he knows.

Equipment:

Laptop _____
 Tool Kit _____

Supplies Die

Damage If no dice = 1pt

Armed					
Unarmed					

Fortune

CTHULHU HACK



Name: Olly Mantle
 Occupation: Bruiser (Ranger)

Special Abilities & Skills
 Ripped. You roll with Advantage when making a Save to lift, drag, snap, break, wrestle or otherwise exert your strength.
 Adrenalin Rush. Before combat, flip a coin. If you call right, recover hit points equal to your Hit Die and 1-point to any single Save, reduced due to damage.
 Tactical Advantage. As part of your action, you can make an additional attack.

Hit Points Hit Die

28 Conditions:

Strength 15 vs Melee attacks Harm that cannot be dodged ADVANTAGE	Dexterity 13 vs Ranged attacks Harm that can be dodged ADVANTAGE	Constitution 14 vs Poison, disease, pain, or instant death ADVANTAGE	Wisdom 8 vs Deception, illusion, distortion, or psychotropics ADVANTAGE	Intelligence 10 vs Puzzles, magic, propaganda, or alien science ADVANTAGE	Charisma 12 vs Mind control, glamour, charm, or hypnosis ADVANTAGE
Flashlights Spot, Recall, Research 	Smokes Coerce, Carouse, Bully 	Sanity 			

History & Motivations:

You are a born people pleaser, you've latched on to Calvert and along with his work with the National Trust, you have turned your hand to all sorts of legal and not so legal tasks on Calvert's behalf. You love nothing more than a few beers and a fight at the end of the night. The weird shit is easily forgotten with a drink. Brutal, loud but you love animals.

Skill: Animal Welfare



Connections & Associations:

Bramble, your rottweiler is your best friend, you've had a few run ins with neighbours and the police, due to Bramble's aggressive nature.

Equipment:

- Hammer _____
- Grandpa's "Turtle"* _____
- _____
- _____
- _____
- _____

Supplies Die

Damage If no dice = 1pt

Armed

Unarmed

Fortune

* an old World War II Helmet

Final Thoughts

Timings

I attempted to run the scenario in three hours, looking back, this is achievable by accelerating the invite to the Fatstock Dinner, but maybe not for a first run through. As it is I completed the scenario, but had to rush the players to the Dinner and then we had a round table "*what happened next*". A solid four hours works best and with Poisoning the Well you could easily spread this scenario over two three hour sessions.

Pre-Gens

The pre-gens worked with a sort of Slow Horses, burnt-out-agents-recovering-in-the-countryside vibe. They are quite specific; so in a two player game Calvert and Danny, three player add Mia or Haven, four player add Olly as long as Mia or Haven are also in the mix.

I'd likely look at doing another set of pre-gens that are perhaps more aligned with the rural setting and less competent, this may stop the Dinner turning into a bloodbath!

Cthulhu Hack

Much of the scenario may work better with a specific narrative system, like Cthulhu Dark, but the players were bold; stealing the information packet, breaking into Dunning's house. The Dinner, Chase and Poisoning the Well scenes are very much the sweet spot for Cthulhu Hack and the pulp events and actions were the highlights, it was just unfortunate we had to curtail the session at this point.

The Scenario

I loved preparing and running this scenario, I'd grown up in Leicestershire, surrounded by farms and there is a lot of very accurate research that has gone into making the characters and locations believable. It is definitely a slow burn, in fact it could be a solid episode of *Midsummer Murders* until you get to the Dinner and the horrors are manifest, but this makes these revelations all the more shocking.

The GM does need to read thoroughly and prepare for different eventualities - it's very much a sandbox to play around in. A challenge for me was how to get the players to the Fatstock Dinner. Hopefully interaction with some of the locals in previous scenes will make an offer of attendance more natural or they'll sneak in, with a cautious group they could easily be scared off attending

based on what they've found. Our group were fine, using Alan's printer to forge some invites so they could attend. Likewise, finding a natural mechanism to inquire if the group has drunk any water was tricky, so an offer of a drink at the solicitors was turned down by everyone. At the Fatstock Dinner food was turned down by some, I made them roll to resist as the smells of the delicious food assaulted their nostrils, there is potentially a lack of agency for players here, but that is highlighted in the warnings, perhaps also a warning for vegans and vegetarians!

I think one challenge I would set myself is to create a map of Mawbury and the surrounding areas this would be an excellent artefact for a con and I think would help the players visualise the options open to them in this sandbox.

Overall a fantastic scenario and I think Cthulhu Hack works, but with the Dark Symbols, you have the framework to convert this adventure into your favourite horror system.