"Umquam Veri Vademecum Vici Universum"

or

"At All Times, Through Truth and the Handbook, I Have Conquered the Universe"

or

"UVVVU, What's This?"

A 2019 /r/nightattheopera Alphabet Contest Entry featuring **V for Vademecum**

A vademecum is a handbook, a type of reference book.
Scenario also features a vendetta, vengeance, victimization, vexation, versus, ventriloquism, and violence

SORCEROUS VADEMECUMS

Language varies. Study time: varies. Skill gain varies, SAN loss varies

Sorcerous Vademecums are tomes that have been in existence in one form or another since the 1st century BCE, and have been hunted down by sorcerers, inquisitors, heretics, and holy men (not to mention occult investigation and hunters) since then. The tome gives the user whatever knowledge they desire at any given moment; all that you must do is ask of it and read what it tells you.

The first known vadamecum was taken from Chaldean Astrologers by Roman enforcers under the control Gnaeus Cornelius Scipio Hispanus. Charges were levied against them against the “Law of the Twelve Tables” (Table X, Religion), due to possessing knowledge they should not have concerning government officials at the time, and the Chaldean Sorcerers were expelled from Rome.

Copies of Vademecum exist due to the self-replicating tendency of the book, born of a desire of the original creators to arm the world with knowledge. The magic continues to manifest in new ways; there are reports of non-traditional Vademecums taking the form of tablets, e-readers, and even computer programs. Such tomes are hunted down by Delta Green due to the dangerous knowledge and possibilities they contain.

MECHANICS

Searching for an answer, solution, piece of knowledge or wisdom, or guidance in a Vademecum, the user must make specific queries. Treat the book as if it had a 99% in all skills, and roll for the specific desired question or need. **On a roll of 00, the reader loses 1d100 SAN, and must do nothing else besides seeking out material to use in inscribing the collected knowledge of this Vademecum book into another book, making another Vademecum**; this also occurs on a temporary insanity, or when the Vademecum runs out of blank pages. After the new Vademecum's creation, the knowledge is absorbed into the new Vademecum, making it blank and ready for new use.

After writing down their query, closing and reopening the book, the knowledge sought manifests in the reader's most fluent language on space available as if a helpful field guide, complete with illustrations, tables, diagrams, and other helpful graphics. Upon reading them (which occurs as quickly as the reader can flip the pages), the reader must make a SAN check. On a success, they lose 1 SAN. On a failure, the Handler rolls a d20 in secret and the Agent loses that much (This is intentional. It's possible to have a few "light hits" from the book and it still be useful, without knowing exactly what is at stake. The book's reader is dabbling in something very dangerous, and very powerful). Regardless of the SAN check, the reader gains 6d10% in relative skill(s), an Unnatural piece of knowledge or spell, or they can do specific tasks it has asked of, like a forbidden Wikihow. If a user requests specific knowledge related to the Unnatural, such as a spell or information about an Unnatural being, make the SAN check for the Vademecum as usual, but the user must also make a SAN test as if they have learned the spell or seen the Unnatural being.

Suggested Disorders gained from reading a Vadamecum: Totemic Compulsion, Addiction (Knowledge), Megalomania.

Note: the answers are not a monkey's paw; the solutions presented are helpful, but may surpass the reader's knowledge to the point of being unusable. For example, if a person calls for the solution to nuclear fission, the answer is presented as findings in the book written by someone with a 99% skill in Science (Thermonuclear Physics), which would be unhelpful to someone lacking the necessary skill or experience level to use it.

THE BRIEFING

Agents are quickly summoned and told to meet outside of Levi's Stadium in San Francisco, pronto, no time for any planning, they must get there now. In the tailgating section is an RV owned by their Case Officer, California Highway Patrol Captain Jane Dearling. She presents a printed page of local Craigslist event advertisement page.

"Wizard seeking cat and mouse game from Delta Green Agents at the 49ers vs Cowboys Game"

"I know who you are. I know what you do. Come and play. If you don't, something bad will happen. Try to find me, try to stop me. Give me a call, 415-576-5554. And don't try to evacuate the stadium. Just don't. The end of the game is going to be out of this world."

There is also a photo of a column inside of the stadium spray painted (*the section number can be noted as 131, near the southwest corner of the stadium*)

The symbols looks somewhat like this, but with X's and circles to look more like a football play, and varied



Agents are instructed to find the person responsible, figure out their plan, and to stop them. The Program has DDOS'd the San Fran craigslist page until the time they can get that page taken down. Agents are given a ticket to enter the game.

"This has been kicked to the highest level of our group and I can assure you that any support you need will be granted, if you can truly explain why it's necessary. I don't feel comfortable evacuating the stadium, for fear of a bomb or bomb-like threat from this...whoever they are, but if it comes down to it, we will need a good cover story."

BLANK MAP FOR PLAYERS



THE THREAT(S)

The threat is 24 year old wizard Brock Elmer, cousin of one-time (and short-lived) Delta Green foe Daniel Thompson (aka David Kaley).

> Note: This scenario is a soft-sequel to an existing scenario, but can be easily adapted to fit in with another insane wizard seeking revenge for a friend or family member.
>
> After the contest ends I intend to link the first scenario, and give a brief reasoning for some IRL tales that inspired this scenario

Brock is armed with a green notebook (his Vademecum), full of football plays, technical schematics for the stadium, and whatever queries he makes in his cat-and-rat game with the Agents.

Following the gunning-down of Daniel Thompson by Delta Green Agents, Brock, the true apprentice of their grandfather Robert Thompson, sought Daniel's body to raise it from Essential Saltes. He did, and learned from his cousin the way it went down: hunted by some sort of group of federal agents and shot dead in a parking lot.

With help from his grandfather's vademecum, Brock seeks to get revenge for Daniel, although Daniel still lives.

Brock is sadistic and a true know-it-all, having had his brain racked and molded by his trusty guide book. He has theoretical and practical knowledge in nearly every area known to man, and even some man was not meant to know. Not very clever or inventive, Brock channeled Biff from Back to the Future part 2 and used the Vademecum to acquire a generous profit from sports betting. He used this money to generate a new plan (a potential clue for Agents with **Accounting** or other skills, as the micro-levels bets also correspond with plays on the sigils, around the stadium).

Succumbing to megalomania, Brock toys with the Agents while preparing to use the stadium and the football players on the field as part of a ritual to summon a spawn of Yog-Sothoth. Though they don't know it, the football players for the 49ers and the Cowboys are answering a call to the All-In-One, paying the WP cost with their blood and sweat on the gridiron, their movements during plays a part of something greater and more terrifying.

He believes that he can control the entity he is summoning using his own Pentagram of Power. Meanwhile, he uses his cousin who is mortally afraid of him to distract and toy with the Agents, perhaps hoping to fool them into believing that his cousin is the true threat. He has leaked a few new spells to his cousin to feed the poor boy's hypergeometry addiction

Brock Elmer, Know-It-All Wizard of Yog-Sothoth

STR 11 **CON** 10 **DEX** 10 **INT** 14 **POW** 14 **CHA** 7 **SAN** 0 **WP** 14

SKILLS: Any at 40%, Some Higher if additional consultation of the Sorcerous Vademecum is performed
DISORDERS: Megalomania, Intermittent Explosive Disorder, Totemic Compulsion (Vadamecum), Addiction (Forbidden Knowledge)
ATTACKS: Super Shorty Shotgun w/ holo 60%, 2d10* damage, 3 shots before reload required
RITUALS: Clairvoyance, Elixir of Infinite Space, Exaltation of the Flesh, Fascination, Finding, Infallible Suggestion, Lure the Hungerer, Raise from Essential Saltes, Song of Power, Swarm (Rats), Touch Down (the elaborate summoning in action), Withering (has effigy of his cousin, and may make one of Agents if they are not careful)

Any time Brock uses the Vadamecum, make the appropriate roll (he may suffer the temporary insanity that comes with replicating the book, a true boon to Agents going after him). **This may significantly alter the course of the scenario.** If this happens, Brock goes radio-silent, promoting Daniel to investigate his cousin, at which point he will take advantage of Brock's writing frenzy and kill his cousin, taking the book(s) for his own. He will then flee, becoming a larger problem for a different time.

Daniel Thompson, How the Mighty Have Fallen
STR 9 **CON** 10 **DEX** 10 **INT** 19 **POW** 14 **CHA** 12 **SAN** 13 **WP** 14
SKILLS: Alertness 50% (+20% when suffering from Paranoia), Computer Science: 91%, Craft 40% (Microelectronics, Electrician, Mechanics, Locksmith, Firearms), Firearms 40%, Foreign Language 20% (Mandarin, German, Latin, French, Russian, Spanish, Greek, Italian, Tagalog, Japanese, Korean, Swahili), Geeky Card Game 78%, Science 40% (Physics, Mathematics, Astrophysics, Quantum Physics),
Unnatural 33% (Add skills as needed. He is a genius)
DISORDERS: Paranoia, Addiction (Hypergeometry), Phobia (Brock Elmer)
MOTIVATIONS: Escape from Brock's grasp
RITUALS: Blessed Weapon of Yog-Sothoth, Exaltation of the Flesh, Song of Power, Summon Ifrit, Swarm (Rats),
ATTACKS: Smith and Wesson Revolver 40%, Damage 1d12. Special: The sides of the barrel contain circular carvings. When the revolver fires silver rounds, it does hypergeometry damage.

Though thoroughly cowed by his cousin, Thompson is inherently smarter and seeks an opportunity to escape this helpless situation. If he can get his hands on the Vademecum, he knows he can break free.

INVESTIGATION
The first obstacle for Agents is the security screening. Every bag and person is subject to a security screening, and no weapons are allowed in the stadium. This is an obstacle for Agents to

overcome. Flashing a badge is an easy way to get by, but it may be possible to **Stealth** into the stadium (using the large crowd as cover), or to hide small weapons with an opposed **Search** roll, or some other method (Agents will always surprise Handlers).

Initially, Agents may wish to pursue two angles, the phone number provided in the ad, or examining the pillar where the sigil is.

SIDEBAR: Pacing and Running this scenario

Pace this scenario out as best as possible, with the summoning of the monster occurring as close to the end of the game as possible.

- American Football is divided into 4 15 minute long quarters, but the game lasts anywhere from 3 to 4 hours as the clock only counts down while there is play on the field or under other specific conditions.
- What this means for a Handler is that this scenario could be played with a football game on in the background to aid your timing. When a team scores, the racket in the stadium increases exponentially, making noise cover for 30 seconds to a minute. This becomes derailed if Agents affect activity on the field, but why would they want to draw attention to themselves like that?
- Make the stadium vibrant and lived in. Remind Agents that there are 70,000 people in the stadium.

There are two possible ways for the ritual to be completed: completion of the game without interference, and the death of Brock Elmer (as his sacrifice fuels the ritual to completion). But every event the Agents take is foretold and spelled out in the Vadamecum. They can't do wrong, it is all inevitable.

For the former, to track how effective Agents are at derailing the ritual, create a sixteen-part progress clock. When the Agents complete an action to disrupt the ritual (such as altering the sigils, disrupting a play, paying off refs, shining a laser in a quarterback's eyes, jamming coach's communication, spiking the Gatorade cooler etc) fill in the clock based on how disruptive the action was, 1-3 ticks. Erase progress for actions that aid the ritual such as fumbling a roll.
Play out the consequences of the Agent's actions.
In a similar fashion, create a four-part progress clock for ritual completion, and fill in one part for every quarter of the football game completed.

CATS AND RATS

Should Agents call the phone number, it sets in motion the game Brock has in store for them. It involves getting Agents to waste time and effort while the football players do the hard work (hustling, charging, rushing, fulfilling the patterns and lines of the All-In-One, spending

WP in an unknowing ritual) of summoning an All-Star Spawn of Yog-Sothoth, which Brock then commands to kill Agents.

Using the skills and knowledge taught to him by the Vademecum, he has created a "control center" in the underground tunnels of the stadium, where he has hijacked into the stadium security and gate controls. From his command post, Brock sends Thompson out to harass the Agents.

If Agents don't call the phone number, after a brief period of time, Brock will consult the Vademecum and call them (or otherwise contact them), setting events in motion and calling out the location they are at to frighten them. (Note: attempting to track the phone only pings it to a cell phone tower that indicates it is in the stadium)

Brock's ultimate goal is to kill Agents upon completion of his ritual, after wasting their time and lording his "massive intellect" over them by sending them on a series of pointless endeavors and slowing them down with his cousin as a proxy. To this effect, there are several Unnatural sigils spread throughout the stadium, each one created intentionally and purposefully to sap WP and SAN from those that deface it. See the **STADIUM MAP** for more information about where the various symbols are.

If Brock's command post is found out, he will spend time carving into his chest with a knife, casting Lure the Hungerer while he escapes through the maze of tunnels.

If Brock is killed, the Vadamecum in his possession outlines everything: his raising of Daniel from Essential Saltes, his get rich quick sports betting, his query about who and what Delta Green is, his call to the All-in-One for guidance and a way to dispose of the problem of Delta Green, the ritual Touch Down, and any other information he may have called for during the course of this scenario. It even outlines actions the Agents have already taken, and will continue to update as if it were The Never Ending Story.

Thompson wears a bluetooth earpiece and they are in almost-constant communication with each other. Thomspon engages the Agents in hypergeometrical fashions; Thompson won't hold back this time, but follows his cousin's orders to not draw police attention to himself (ie discharging a weapon). This can come in the following ways:

- Thompson sings a Song of Power to hype himself up before engaging Agents for the first time.
- Thompson casts Infallible Suggestion on a football fan and sends a personal message to the Agents, one with knowledge gleaned from the Vademecum.
    - The message should be personal and jarring, either about the history of the Agent's actions on an opera, or a threat to a Bond.
    - The fan hands Agents a silver dollar.
    - After the message has been delivered, the fan returns to consciousness with no knowledge of what has transpired.

- If Agents make direct eye contact with Thompson, he may run away while casting Swarm (Rats) calling all the rats in the stadium to trigger a panic in the crowd to cover his escape.
- If caught by Agents, Thompson will ditch the earpiece and attempt to salvage his way to a better position by spilling the beans about Brock.
    - He will tell them about his death, speaking spitefully about the Agents that killed him outside of a game store
    - He will tell them about Brock's hijacking of the stadium's surveillance cameras and other stadium functions (sprinkler systems, gates, etc)
    - He will predict a team scoring before it happens, even telling Agents to bet on it. "Think of all the silver you could buy with that money."
    - He's a tricky fellow. He knows about his cousin's Vadamecum, and lives in fear of it, but won't mention it to the Agents unless they bring it up first. If he could get his hands on that book, he believes he could get away from the world. He's not wrong.
    - However, if Brock knows Thompson has been captured, he will use the Withering effigy to attempt to kill his cousin. Whether he is successful or not is up to the dice to decide and the narrative implications fall upon the Handler at that point. He will immediately aid the Agents should he be attacked by his cousin in such a way. There's no motivation quite like spite or hatred.

OBSTACLES AND AID

- Uniformed police officers: unless properly alerted, may meet violence from the Agents with violence of their own
    - These same officers can be mobilized with good excuse and **Persuade** skill from an Agent with a badge
- Loud, hustling, bustling crowd: may place **Alertness** checks to hear or spot targets at a 20% penalty
    - This also grants a 20% boost to **Stealth** to tail someone
    - When the stadium is particularly loud, the sounds of suppressed gunfire may be even more quiet.
- Surveillance Cameras: virtually everywhere, always recording. May prove to be useful to Agents with **Computer Science** and other surveillance related skills
    - Running back surveillance on the pillar can reveal that it was painted by a groundskeeper.
    - Taking the photo through Program facial recognition software can result in revealing Daniel Thompson, who records show is deceased.
- Delta Green may slowly trickle in more Agents should backup be called for (Handler's discretion)

- Brock may have access to tactical radios being used by the Agents. After some time, he may speak with them directly to toy with them and mislead them.
- In Brock's underground tunnel system, the sound of gunfire cannot be heard from above. However, the confined space may give Agents temporary hearing loss (-20% to Alertness checks related to hearing, requires yelling to communicate).

STADIUM MAP



There are various sigils scrawled onto the pillars, a seemingly insignificant mix of lines, circles, and intersections. In reality, they are football plays transcribed onto the pillars, each one corresponding to crucial moments of the game.

An Agent with **Athletics** and an understanding of football may grasp that these are football plays. Destroying these sigils saps away 1d4 WP or 1 SAN (player's choice). However, it may be possible to "counter" the plays by scrawling a defense that would stop such a play (**Athletics** or an appropriate skill). Either way, interference from the Agents can alter the course of the game, as described in the sidebar on Pacing and Running the Game.

If players walk the concourses, they may discover 5 particular sigils, much larger and much more noticeable than the others, in a pentagram pattern (top point between sections 103/203, right point section 213, bottom right point section 225, bottom left point section 131, left point section C241. These form Brock's Pentagram of Power. **If Agents interrupt all five**

points (or reverse control of the plays inscribed by countering them), they may instead attempt to take control of the summoned creature if it erupts. Interrupting even a single one of these disrupts Brock's Pentagram of Power, meaning that once the creature is summoned he will have a harder time controlling it.
There are also sigils that correspond to plays vital for the game to continue: big plays with massive yard gain on the offense, dramatic stops made by the defense, etc. Offensive and defensive sigils are throughout the stadium. When a vital play is happening, the sigil illuminates with unnatural energy (**0/1 SAN**). This is a crucial time for Agents to intervene.
A few sample places for these sigils: Sharpie scribbled inside of a bathroom stall, spray painted on pillars, carved into an advertisement, at the base of a statue, painted on the wall stylistically, in the press box, in VIP areas, etc.

The Agents may think that they are making progress on stopping the ritual, and they may very well be (see the sidebar on Pacing for details of how the Agents may be working). Brock will make a point to laugh at them; he doesn't believe that they can stop him, saying, "You don't get it, do you? This was inevitable. This is how it's meant to go down. You're just rats in a maze running towards the exit. There's a cat waiting for us all at the end."

It doesn't matter who wins or loses the football game. All that matters is that the game finishes (this may be foretold by Thompson, if he is captured alive), unless the Agents are disruptive enough to stop the uncaring will of an Elder God.

If an Agent gets their hands on Brock's green notebook, his Vademecum, all will be made clear. The ritual was begun by Brock, and it was even foretold, on the pages, their own actions in defiance of Yog-Sothoth. Everything was meant to happen this way. Such a revelation may cost **0/1d4 SAN from Helplessness**.

THE SUMMONING
Brock believes that he is summoning The Big Guy, Yog-Sothoth, but he pales in power capable of drawing forth that creature from the outside. Instead, he gets one of Yog-Sothoth's sons, which emerges out of the field in the San Francisco 49ers logo. The All-Star Spawn is invisible; the only indication of something wrong begins with the ground being disturbed and distorted. Afterwards, it performs unseen attacks, hungry and driven. Consult the d66 Victims table below.

All-Star Spawn
STR 30 **CON** 50 **DEX** 10 **INT** 4 **POW** 8
HP 40 **WP** 8
ARMOR: 5 and **RESILIENT**
ATTACKS: *EXSANGUINATION* 40%
LIMB FLAIL 60%, damage 1D12 (see LIMB FLAIL).

BLIND: The All-Star Spawn lacks the ability to see in this dimension. Unless controlled by a summoner, the All-Star Spawn lashes out blindly. Use the d66 Victims table (below) to determine a target for a blind LIMB FLAIL attack.
EXSANGUINATION: On a successful attack, the All-Star Spawn latches on to a target with invisible, motile mouths and drains vital fluids. A seized victim can attempt an opposed STR roll against the All-Star Spawn to struggle free, otherwise losing 1 HP the first round, 2 HP the second round, 3 HP the third, and so on until the victim dies. Every point of HP extracted heals the All-Star Spawn the same amount, and it gains WP equal to the HP gained.
INVISIBLE: The All-Star Spawn is composed of matter from another dimension, and visible wavelengths of light readily pass through it. All attempts to attack it are at −20% to hit. Only when it feeds and its innards fill with blood is it visible and the penalty lifted. Even then, this effect does not last—within minutes, the blood is metabolized, and once again, the All-Star Spawn vanishes. After it has fed (and only after) it is visible to infrared detection.
LIMB FLAIL: The All-Star Spawn can swipe at a target with a half a dozen invisible tentacles, knocking it backwards and biting and slicing for 1D12 damage. A successful LIMB FLAIL attack also adds a 20% boost to an EXSANGUINATION attack. A critical LIMB FLAIL also inflicts EXSANGUINATION automatically.
NON-TERRENE: The All-Star Spawn is at home in nearly any environment. Radiation, pressure, cold, vacuum and other inhospitable environments do it no harm. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.
RESILIENT: Due to size or unnatural toughness, an entity of this type can withstand overwhelming force. A successful Lethality roll does not destroy a resilient entity, but inflicts HP damage equal to the Lethality rating.
RITUALS: The All-Star Spawn knows as many Hypergeometric rituals as the Handler wishes. As it grows in power, it may seem to cast spells instead of madly flailing about.
TUMBLING FLIGHT: The All-Star Spawn often walks on tentacles that leave bizarre tracks, but it can fly by tumbling through any environment as if carried on some invisible aether, even underwater or in space. In flight, the All-Star Spawn seems to drift and float, but can suddenly move at high speed if it chooses.
UNNATURAL BIOLOGY: The All-Star Spawn's physiology would baffle any biologist. Making a called shot for "vitals" or another apparently vulnerable area inflicts normal damage, with no special game effect.

D66 TABLE: WHO GETS ATTACKED BY THE ALL-STAR SPAWN

Person Consumed	Person Consumed
11 Delta Green Agent	41 Away Quarterback
12 Home halfback	42 Away halfback
13 home fullback	43 away fullback
14 home quarterback	44 Delta Green Agent
15 home head coach	45 away head coach
16 home cheerleader	46 away cheerleader
21 cameraman/sports journalist	51 cameraman/sports journalist
22 Delta Green Agent	52 away linebacker
23 ballboy	53 waterboy
24 home defensive lineman	54 away defensive lineman
25 home linebacker	55 Delta Green Agent
26 home defense coach	56 away defense coach
31 home offense coach	61 away offense coach
32 home lineman (either)	62 away lineman (either)
33 Delta Green Agent	63 away wide receiver
34 home offensive lineman	64 home offensive lineman
35 home tight end	65 away tight end
36 home wide receiver	66 Delta Green Agent