

# Nyarlatotep Pdf Pdf

**[Nyarlatotep Pdf Pdf](#)** - **nyarlatotep pdf pdf** Book Review: Unveiling the Power of Words

In a global driven by information and connectivity, the energy of words has be evident than ever. They have the ability to inspire, provoke, and ignite change. Such may be the essence of the book **nyarlatotep pdf pdf**, a literary masterpiece that delves deep in to the significance of words and their effect on our lives. Compiled by a renowned author, this captivating work takes readers on a transformative journey, unraveling the secrets and potential behind every word. In this review, we will explore the book is key themes, examine its writing style, and analyze its overall impact on readers.

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**Pulp Cthulhu** Mike Mason 2016-08 Call of Cthulhu RPG 1930s

**Children of Fear** Chaosium 2020-10-06 1920s Campaign for the Call of Cthulhu RPG

**Necronomicon Gnosis: A Practical Introduction** Asenath Mason 2016-01-17 The magic of the Necronomicon is based on dreams, visions and transmissions from planes and dimensions beyond the world as we know it, channeled and earthed by sensitive individuals. This book thoroughly explores this magical tradition, discussing the lore of the Cthulhu Mythos from the perspective of a practitioner, providing applicable methods of work, both for beginners and advanced magicians. It presents basic magical concepts and techniques of their practical use within the context of the Necronomicon Gnosis: pacts and ceremonies, astral journeys, dream magic, scrying and travelling through gateways to interstellar dimensions, evocations, invocations, sex magic, self-initiation, shape-shifting, necromancy, the art of sacrifice, and many others.

**Colonial Gothic** Graeme Davis 2015-09-08 Ia Shub-Niggurath The Black Goat of the Woods with a Thousand Young. His work has inspired many. From writers ranging from Stephen King, Robert Bloch and Ramsey Campbell; to electronic games, movies, comic books and tabletop games. So important is this influence he is known simply by one name. LOVECRAFT. Now it can be told. A history so secret that knowledge of it threatens the very fabric of the Colonies. Hidden in the depths of Colonial Gothic, Lovecraft's influence lurks in the shadows only to flee when it is seen. Now Lovecraft's influence is given its due. Colonial Gothic: Lovecraft is your guide to introducing the concepts of Lovecraft's writing to the world of Colonial Gothic. From locotion, to blasphemous works, to creature whose existence is impossible to comprehend; everything you need to bring a touch of Lovecraft to your game is found here. Written by Graeme Davis and Richard Iorio and featuring art by Tony Ackland, Colonial Gothic: Lovecraft is your guide to the hidden terrors and secrets of Colonial Gothic. Beware: learning these secrets might leave you changed. The authors and artist take no responsibility for the state of your sanity after you learn these secrets. "

**The Other** Troy Young 2020-10-29 Joe Mills and Pete Ivalu are dead, and Dr. Adele Kramer is in a coma. Harjit Singh needs to replace them in his ongoing confrontation with The Other. He turns to Malcolm Mayweather, a firefighter injured by an escaping Shoggoth, freed by the fire started by Adele to destroy it. It draws Malcolm into the world of lost alien gods and terrifying creatures. Mutated rats in Saskatchewan. An extraterrestrial planning on terraforming Earth and replacing humanity with a primordial garden in Niagara. A lost pyramid to an insane god in Egypt. A cult that has lingered in plain sight for centuries in Scotland. An artifact that drove the Vikings from North America in Newfoundland. And a diseased woman raising an army of infected in Winnipeg.As he gets drawn further into this fantastic realm, Malcolm deteriorates mentally and physically. But he must hold on because he is one of the key figures who will determine if the entirety of existence remains or is lost in an instant.While Malcolm struggles with these challenges, Adele faces her own. Left floating in orbit around the Blind Idiot God Azathoth at the centre of the universe, she learns the depth of Nyarlatotep's plans and her part in it all. An event is approaching, but what is it? And can they stop it?This collection of linked short stories pulls the reader into a modern take on the world of H. P. Lovecraft's Cthulhu Mythos. It continues the tale begun in Book One.

**Necronomicon Gnosis** Asenath Mason 2007

**Nyarlatotep** H.P. Lovecraft 2020

**Cthulhu Alphabet (Hardback)** Goodman Games 2020-03-24 An A-to-Z reference for Lovecraftian mythos design! A is for Angles, B is for Books and C is for Cultists. Game masters of any rule system will find twisted inspiration for creating madness-inducing game ingenuity from ancient, underground worlds. This tome contains haunting text and cleverly authored random tables to help you create necronomic stories of forbidden traits, dangerous powers, and lore transcribed from the ravings of madmen. Beware the fear-provoking illustrations by artists in the thrall of the elder gods that will haunt your dreams. All of this, and more, from the libraries of Miskatonic University and Goodman Games! This grimoire is compatible with all fantasy and horror role playing games. Made in the USA.

**The Shadow out of Time (RFBZ)** Howard Phillips Lovecraft 2011-09-15 This early work by H. P. Lovecraft was originally published in 1936. Born in 1890 in Rhode Island, USA, Lovecraft began writing at a very young age, quickly developing a deep and abiding interest in science. In 1913, Lovecraft joined the UAPA (United Amateur Press Association) but it was four years later, in 1917, that he began to focus on fiction, producing such well-known early stories as 'Dagon' and 'A Reminiscence of Dr. Samuel Johnson'.

However, it was during the last decade of his life that Lovecraft produced his most notable works, such as 'the Dunwich Horror' and 'The Call of Cthulhu' which subsequently earned him his place as one of the most influential horror writers of the 20th century. Many of the earliest books, particularly those dating back to the 1900's and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions.

**Pip System Corebook** 2017-07-20

**Nyarlatotep** Howard Phillips Lovecraft 1970

**Ardeth – The Made Vampire** Frater Nyarlatotep 2006-09-01 A magical grimoire documenting, for the first time anywhere, practical methods for obtaining full initiation into the vampire community.

**Nyarlatotep** H. P. Lovecraft 2009-04-14 Presents horror legend H.P. Lovecraft's short prose piece "Nyarlatotep". This book presents Lovecraft's original poem in tis entirety and also features a visual interpretation.

**Call of Cthulhu Rpg Keeper Rulebook** Mike Mason 2016-01-30 Call of Cthulhu is a tabletop roleplaying game based upon the worlds of H. P. Lovecraft. It is a game of secrets, mysteries, and horror. Playing the role of steadfast investigators, you travel to strange and dangerous places, uncover foul plots, and stand against the terrors of the Cthulhu Mythos. You encounter sanity-blasting entities, monsters, and insane cultists. Within strange and forgotten tomes of lore you discover revelations that man was not meant to know. You and your companions may very well decide the fate of the world.

**Liber Nyarlatotep** Dark Angel 2020-04-06 An insolent guide to chaos magic of what works best for you by using the mythology of ancient Egyptian myths combined with Lovecraft's Nyarlatotep. Nyarlatotep's Crawling Chaos, the Black Pharaoh is a dark psychopomp who reveals the mysteries of the dark realm of the Duat gives insight into the nature of the human mind. He was known as the "Black Man of the Witch cult" who persuades humans to make a dark pact to gain forbidden knowledge. This book shows how the Dark One is the archetype of the Trickster, chaos and how we can learn to use this archetype to see through the Eye of Chaos to advance sorcery not only to navigate these trying times, but to triumph as well, and not let something as such as the pandemic get in the way of it.

**The Nyarlatotep Book** 2018-01-13 Many know his name, but a few know how to work with him. Nyarlatotep: The Crawling Chaos is the massager of the Great Old Ones, an emissary between human and the Outer Gods. He is a divinity with a thousand of faces, and in this book, you find theoretical and practical explanations about how to work with him. This Grimoire has been inspired by Nyarlatotep himself. The book covers themes such as who Nyarlatotep is, invocations and evocation, the Mirror of Nitocris, the Labyrinth of Kish, the Black Tower of Koth, Rituals of Possession, the Masks of Nyarlatotep, the Black Man of the Sabbat and many more. This second edition has been re-written entirely and has a lot of new information, rituals, ceremonies, and illustrations.

**The Nyarlatotep Cycle** H. P. Lovecraft 2006-06 This volume of stories and poems illustrates the ubiquitous presence of Nyarlatotep, the mighty messenger of the Outer Gods, and shows him in several different guises. The 13 stories include a Lin Carter novella, Holloway and Talley have managed to transform the Cthulhu Mythos into something with a more modern flavor, drawing not just from the well of cosmic horror, but from technothrillers, survival horror, and splatterpunk, with just a dash of the lost sensibilities of the shudder pulps. A cup full of tentacles mixed with existential nihilism and sprinkled with liberal quantities of gore, this is Lovecraftian horror with a bloody bent that few others have dared to explore. --Peter Rawlik, author of Reanimators They called it the Event. The Event changed everything. The earthquakes came first, including the Big One, shattering the Pacific Rim and plunging the world into chaos. Then the seas came, and the skies opened, and the never-ending rain began. But as bad as that was, there is

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something worse. The Rising has begun. A lone man who abandoned the world for his addictions searches a waterlogged Austin for something, anything to cling to. Little does he know that something else searches for him. In the Sonoran Desert, the downtrodden of the world search for a better life north of the border, only to see the desert become an ocean: an ocean that takes life and gives death. In the woods of Alabama, survivors escape to Fort Resistance, but soon discover that it isn't just the horrors of the deep places of the world that they need to fear; but rather a new and more deadly pestilence that has grown in their own ranks. In England, it's too late to fight, and all that's left is to survive. One man reaches for his own humanity, but what to do when humanity is an endangered species? And in the Pacific, He is rising. In The Abyssal Plain: The R'lyeh Cycle, authors William Holloway, Michelle Garza and Melissa Lason, Brett J. Talley, and Rich Hawkins have created a timely and uniquely modern reimagining of the Cthulhu Mythos.

**The Atrocity Archives** Charles Stross 2006-01-03 The first novel in Hugo Award-winning author Charles Stross's witty Laundry Files series. Bob Howard is a low-level techie working for a super-secret government agency. While his colleagues are out saving the world, Bob's under a desk restoring lost data. His world was dull and safe - but then he went and got Noticed. Now, Bob is up to his neck in spycraft, parallel universes, dimension-hopping terrorists, monstrous elder gods and the end of the world. Only one thing is certain: it will take more than a full system reboot to sort this mess out . . .

**The Dream-Quest of Unknown Kadath** H. P. Lovecraft 2022-11-13 The Dream-Quest of Unknown Kadath belongs to Lovecraft's famous Dream Cycle. The protagonist Randolph Carter dreams three times of a majestic sunset city, but each time he is abruptly snatched away before he can see it up close. When he prays to the gods of dream to reveal the whereabouts of the phantasmal city, they do not answer, and his dreams of the city stop altogether. Undaunted, Carter resolves to go to Kadath, where the gods live, to beseech them in person. However, no one has ever been to Kadath and none even knows how to get there. In dream, Randolph Carter descends "seventy steps" and speaks of his plan to the priests Nashat and Kaman-Thah, whose temple - the Cavern of Flame - borders the Dreamlands. The priests warn Carter of the great danger of his quest and suggest that the gods withdrew his vision of the city on purpose. Howard Phillips Lovecraft (1890-1937) was an American author who achieved posthumous fame through his influential works of horror fiction. He is now regarded as one of the most significant 20th-century authors in his genre. Some of Lovecraft's work was inspired by his own nightmares. His interest started from his childhood days when his grandfather would tell him Gothic horror stories.

**Necronomicon** Donald Tyson 2012-04-08 Anyone familiar with H. P. Lovecraft's work knows of the Necronomicon, the black magic grimoire he invented as a literary prop in his classic horror stories. There have been several attempts at creating this text, yet none stand up to Lovecraft's own descriptions of the Necronomicon...until now. Fans of Lovecraftian magic and occult fiction will delight in Donald Tyson's Necronomicon, based purely within Lovecraft's own fictional universe, the Cthulhu Mythos. This grimoire traces the wanderings of Abdul Alhazred, a necromancer of Yemen, on his search for arcane wisdom and magic. Alhazred's magical adventures lead him to the Arabian desert, the lost city of Irem, ruins of Babylon, lands of the Old Ones, and Damascus, where he encounters a variety of strange creatures and accrues necromantic secrets.

**Nyarlatotep** Гоsарп Іаsкпаpр 2022-01-29 The story describe the appearance of Nyarlatotep as a "man" of the race of the Pharaohs, who claims to have been dormant for the past twenty-seven centuries, and his subsequent travels from city to city demonstrating his supernatural powers. Wherever Nyarlatotep went, the story relates, the inhabitants' sleep would be plagued by vivid nightmares.

**Writings in the United Amateur, 1915-1922** H. P. Lovecraft 2022-09-16 DigiCat Publishing presents to you this special edition of "Writings in the United Amateur, 1915-1922" by H. P. Lovecraft. DigiCat Publishing considers every written word to be a legacy of humankind. Every DigiCat book has been carefully reproduced for republishing in a new modern format. The books are available in print, as well as ebooks. DigiCat hopes you will treat this work with the acknowledgment and passion it deserves as a classic of world literature.

**The Dreams in the Witch-House** Howard Phillips Lovecraft 2020-12-08 The central character in this story is Walter Gilman who, on taking rooms in a lodging house called The Witch House, experiences weird dreams about its previous occupant and her ways. She had once escaped from Salem jail and the house is reputedly cursed.

**The Nyarlatotep Cycle** Troy Young 2023-06-06 "Originally published and still available as a trilogy" It started as a typical day in a sleepy coastal village. But little did they know everything was about to change forever. In the vast expanse of the universe, beings exist beyond human comprehension. They lurk in the shadows of the cosmos, waiting for their moment to strike. Their intentions are unknown, their goals unfathomable, but their power is undeniable. The mere glimpse of their otherworldly forms can shatter a person's sanity, and their whispers can twist the fabric of reality. Faced with such horror, humanity is but an insignificant speck against the vastness of the cosmos, helpless against the unknowable terrors that lurk beyond the stars. Even amongst the Outer Gods, one name generates terror. Azathoth. Nyarlatotep, the Crawling Chaos, enacts a desperate plan, eons in the making, that relies on a small group of humans chosen by fate to save reality. In this collection are eighteen linked stories that follow a group of investigators who have glimpsed beyond the veil to perceive things humanity was never meant to. Will the mad god's puppets succeed, or is the end of everything inevitable? This collection is a tribute to the works of H. P. Lovecraft, the father of modern horror and creator of the Cthulhu Mythos.

**Eternal Lies** Pelgrane Press 2018-09 The world is yours to save or lose.A decade ago, a band of occult investigators battled against the summoning of an ancient and monstrous evil.They failed.Now, you must piece together what went wrong. The campaign begins wherever the PCs hail from, and then quickly moves on to an asylum and an overgrown plantation estate in Savannah, Georgia. Their investigation then takes them to the sordid streets of Los Angeles, and from there to Bangkok, Malta, Mexico City, the Yucatn jungle, and Ethiopia, which the PCs may visit in any order, as they hunt down clues and try to destroy the avatars of a terrible god-thing.Investigate ancient crypts, abandoned estates, and festering slums. Explore choked jungles and the crushed psyches of your predecessors. Follow in their footprints, and make new ones of your own. This time, there wont be another chance.Eternal Lies is a massive new campaign for Trail of Cthulhu by Will Hindmarch and Jeff Tidball with Jeremy Keller. It is now available as a hardback book or PDF, or you can get a reduced-price digital bundle from the store with the soundtrack album.

**APOCKETHULHU Quickstart (Classic B&W)** Dean Engelhardt 2020-06-05 Horror Roleplaying in Terrifying Realms of Lovecraftian Apocalypses. Lovecraftian roleplaying typically sees brave Mythos investigators foiling plots to corrupt our familiar world. But what happens when the heroes DON'T save the day? When the cult's apocalyptic schemes succeed? What comes next? That's what APOCTHULHU is about. APOCTHULHU is a tabletop roleplaying game from Cthulhu Reborn that lets you explore many different past or future worlds where the Mythos somehow took control. Perhaps human civilizations fell when Shub-Niggurath bestowed a terrible gift of fertility on the Earth? Or when Nyarlatotep's words seduced superpowers into mutual annihilation? Did R'lyeh rise, waking you-know-who? APOCTHULHU is built upon a simple yet elegant d100 system. Players take on the roles of everyday people who are Survivors in a Post-Apocalyptic world. Game mechanics emphasize the lethality of life in the fallen world, in terms of threats to health and sanity. Rules also cover scavenging equipment and resources, often the only way Survivors can obtain scarce supplies. By investigating horrors of the Post-Apocalyptic world and defeating their schemes and agents, Survivors might just guarantee their community lives to carry on the fight. Or they might unearth secrets that can one day overthrow the Mythos overlords. The APOCTHULHU Quickstart is a beautifully illustrated 72-page book presenting: - a simplified but feature-complete version of the game rules, which can have you up and running APOCTHULHU in minutes, - rules for generating player character Survivors, - a six pre-made Survivor characters which can be used to pick up and play immediately, - an example Lovecraftian Post-Apocalypse, and - an introductory scenario, "Amber Waves" which puts the Survivors in the middle of a dangerous situation in the overgrown ruins of rural Kansas town. Whether you want a ready-made one-shot, or an ongoing campaign of gritty survival horror, APOCTHULHU is your gateway to nightmarish versions of humanity's past or future. Do you have what it takes to be an Apocalypse Survivor?

**Cthulhu Dark Ages** Chad Bowser 2020-04-17

**Nyarlatotep** Rotomago 2007 " Je crus me rappeler que Nyarlatotep était déjà à Providence ; et qu'il était responsable de l'épouvantable terreur qui se répandait partout, dans toute la population. " H.P. Lovecraft.

**The Rats in the Walls** H. P. Lovecraft 2018-10-16 "The Rats in the Walls" is a story by American author H. P. Lovecraft. Narrated by the scion of the de la Poer family, who

has moved from Massachusetts to his ancestral estate in England, known as Exham Priory, which had fallen into ruins. Much to the dismay of nearby residents, he restores the Priory while plainly showing ignorance of the horrific history of the place. After moving in, on several occasions, the protagonist and his cats, specifically his favorite cat, hear the eponymous rats scurrying behind the walls. Upon investigating further (and as revealed in repetitive dreams), he finds that his family had maintained an underground city for centuries, and that previous generations of his family fed on human flesh, even going so far as to raise generations of "human cattle," including some which had regressed to a quadrupedal state. In the end, the protagonist, unknowingly maddened by the revelations of his family's past and driven by the stronger force of his own heritage, attacks one of his friends in the dark of the cavernous city and begins eating him. He is subsequently subdued and locked in a mental institution. At least one other investigator, Thornton, has gone insane as well. Soon after, Exham Priory is destroyed. The protagonist of the story maintains his innocence, proclaiming that it was "the rats, the rats in the walls," who ate the man. The rats still persist, however, as he continues to be plagued by the sounds and sights of rats in the walls of his cell.

**Cthulhu's Dark Cults** David Conyers 2010-04 Chaosium's "Call of Cthulhu" is an endless source of imagination of all things dark and mysterious. Here we journey across the globe to witness the numerous and diverse cults that worship Cthulhu and the Great Old Ones. Led by powerful sorcerers and fanatical necromancers, their followers are mad and deranged slaves. The ancient and alien gods whom they willingly devote themselves are truly terrifying. These cults control real power, for they are the real secret masters of our world. This book is part of an expanding collection of Cthulhu Mythos horror fiction and related topics. Call of Cthulhu Fiction focuses on single entities, concepts, or authors significant to readers and fans of H.P. Lovecraft.

**Nyarlahotep** H.P. Lovecraft 2021-01-01 Nyarlahotep is a fictional character created by H. P. Lovecraft. The character is a malign deity in the Lovecraft Mythos, a shared universe. First appearing in Lovecraft's 1920 prose poem "Nyarlahotep", he was later mentioned in other works by Lovecraft and by other writers. Later writers describe him as one of the Outer Gods, a malevolent pantheon.

**The Fuller Memorandum** Charles Stross 2010-07-06 View our feature on Charles Stross' The Fuller Memorandum. National bestselling author Charles Stross brings back Bob Howard- "a British super spy with a long-term girlfriend, no fashion sense, and an aversion to martinis" (San Francisco Chronicle) Bob Howard is taking a much needed break from the field to catch up on his filing in The Laundry's archives when a top secret dossier known as The Fuller Memorandum vanishes-along with his boss, who the agency's executives believe stole the file. Determined to discover exactly what the memorandum contained, Bob runs afoul of Russian agents, ancient demons, and the apostles of a hideous faith, who have plans to raise a very unpleasant undead entity known as the Eater of Souls...

**The Necromancy of Nyarlahotep** Giuseppe Balsamo 2021-08-07 The Necromancy of Nyarlahotep by Giuseppe Balsamo is the first volume of a three-book series titled Disclosure from the Necronomicon Fragment. Researcher and author Giuseppe Balsamo set out to refute and reinforce ideas presented by Moldenhauer regarding these Lovecraftian texts. With an eye to the deeper nature of such revisionism, that dares to speculate on the relation of what was thought of as Weird Fiction that may be frighteningly real. The work focuses on the exploration of the role of Nyarlahotep as both Necromancer and Messenger of the madness of Azathoth as revealed by the R'lyean script in both the

fragment and the cypher. We find clues to the preternatural origins of the Providence Cypher may have been the work of a cult to Nyarlotheotep, the relation between R'lyeh and Atlantis and the Emerald Tablets, and that the Spell of the Necronomicon Fragment may have been spoken by Nyarlahotep himself as part of some unfathomable trinity of dead dreaming, necromancy, and resurrection. The Necromancy of Nyarlahotep features a forward by August Moldenhauer and is published by pontos fathom press.

**Masks of Nyarlahotep** Larry DiTillio 2010-06 Masks of Nyarlahotep is a Lovecraftian exercise in horror and mystery. This Call of Cthulhu roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. Set in 1925, adventures begin in New York, then move overseas to England, Egypt, Kenya Colony, Shanghai, and western Australia. Such extended globetrotting requires wit and planning by the players. Their investigators must have steady finances, good language skills, and a willingness to persevere despite governmental interference and cultist harassment. Meanwhile the keeper must bring to life different exotic locales, recreate the sensibilities of other cultures, and balance non-player-character foes and friends to allow each investigator to earn his or her own destiny--ultimate triumph, perhaps, or perhaps madness and agonizing death.

**Cold Fire Within: A Mind Bending Campaign for Pulp Cthulhu** Christopher Smith-Adair 2019-07 A mind bending campaign for Pulp Cthulhu and Call of Cthulhu

**Grimoire of the Necronomicon** Donald Tyson 2012-04-08 On the heels of his widely successful trilogy of works honoring H. P. Lovecraft, Donald Tyson now unveils a true grimoire of ritual magic inspired by the Cthulhu Mythos. The Grimoire of the Necronomicon is a practical system of ritual magic based on Lovecraft's mythology of the alien gods known as the Old Ones. Fans of Lovecraft now have the opportunity to reliably and safely get in touch with the Old Ones and draw upon their power for spiritual and material advancement. Tyson expands upon the Old Ones' mythology and reintroduces these "monsters" in a new, magical context--explaining their true purpose for our planet. As a disciple, you choose one of the seven lords as a spiritual mentor, who will guide you toward personal transformation. Grimoire of the Necronomicon features ritual forms and invocations for the daily and yearly rites of the Old Ones, individual rituals devoted to each of the seven major figures of the mythos, and most importantly, a grand ritual for personal attainment. The daily rituals provide an excellent system of esoteric training for individual practitioners. This grimoire also provides structure for an esoteric society--Order of the Old Ones--devoted to the group practice of this unique system of magic.

**Terror Australis** Penelope Love 1987

**The Nyarlahotep Book** Daemon Barzai 2020-03-26 Many know his name, but a few know how to work with him. Nyarlahotep: The Crawling Chaos is the messenger of the Great Old Ones, an emissary between humans and the Outer Gods. He is a divinity with a thousand faces, and in this book, you find theoretical and practical explanations about how to work with him. This Grimoire has been inspired by Nyarlahotep himself. The book covers themes such as who Nyarlahotep is, invocations and evocation, the Mirror of Nitocris, the Labyrinth of Kish, the Black Tower of Koth, Rituals of Possession, the Masks of Nyarlahotep, the Black Man of the Sabbath and many more. This second edition has been re-written entirely and has a lot of new information, rituals, ceremonies, and illustrations.

**Cults of Prax** Steve Perrin 2020-07-28