

# THE NECROPOLIS

A ONE OR TWO HOUR DEMO SCENARIO  
FOR CALL OF CTHULHU

# CREDITS

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# THE NECROPOLIS

*Uncover Terrifying Secrets in the Sands below Egypt*

## SCENARIO OVERVIEW

- **Play time:** 1 hours (may be expanded to 2 hours)
- **Number of investigators:** 2–6
- **Date of Scenario:** 26th November 1924
- **Setting:** Valley of the Kings, Egypt

The year is 1924 and the investigators are part of an archaeological dig in the Valley of Kings, Egypt. The scenario starts with the investigators sealed inside the entrance to a mysterious tomb. They must find a way to escape and avoid death at the hands of a crazed and horrific Abomination.

## KEEPER INFORMATION

This demonstration scenario is intended for use at conventions, gaming clubs, and events for the purpose of introducing new players to the fun of *Call of Cthulhu*. Designed to be played in one hour, the scenario could easily accommodate a two-hour session if desired.

Four pre-generated investigators are provided for a 1 hour game; two additional characters (the Crew Chief and Plucky Kid) can be added for 2 hour games (see **Appendix B**). The Archaeologist and the Professor of Languages must be used in each game. If three players participate, the Dilettante is added as a playable character. If four players participate, the Soldier is also added.

The scenario is broken up into four parts to be played in sequence. They are described as follows:

- **Investigator Introductions (5 minutes)**  
Players select their investigators and briefly introduce their investigators.
- **Imprisoned under the Valley of Kings (5 minutes)**  
The Keeper sets the scene. The investigators are imprisoned within the Necropolis.

- **Discovery in the Darkness (15-20 minutes)**  
The investigators begin to explore the Necropolis in the hope of finding some means of escape.

- **The Abomination Awakens (30 to 40 minutes into the game)**  
An ancient being awakens from its slumber to liberate itself from its confines or feast on the trespassers of the Necropolis. It is up to the investigators to explore the Necropolis and accumulate as much information as possible in hope of successfully defeating the Abomination and escaping the Necropolis with their lives. The probability of survival is slim.

- **Conclusion (40-50 minutes into the game)**  
The investigators defeat the Abomination and escape, or die trying.

The Keeper should keep an eye on the time and ensure that each segment is played closely to its allocated schedule. Some players may get stuck investigating unnecessary details and it is the Keeper's job to pace the exploration and action, ensuring each player has an equal amount of participation and spotlight time.

The scenario is intended to outline the importance of accumulating information and the dangers of combat within *Call of Cthulhu* games. By carefully examining their surroundings, a bit of quick thinking, and a touch of luck, the investigators have the best opportunity of reaching the most positive outcome.

**Note:** darkness plays an important role when exploring the Necropolis; the rooms should be described in fragmentary sections as the investigator's candles reveal the ancient secrets within.

## GAME PREPARATION

- Print out the Investigator Sheets with their backstory details.
- Place Investigator Sheets in DEX order around the table.
- Put out roleplaying dice and pencils (some note paper would also be helpful).
- (Optional) Print out name cards for each of the investigators and place these around the table.

Prior to play, the Keeper should print out the investigator sheets supplied at the back of this scenario. Shortly before the players arrive, place the investigator sheets anti-clockwise around the table in the order of Archaeologist, Professor of Languages, Soldier, and Dilettante. Optionally, investigators name cards can be printed and placed on the table, allowing the players to identify each investigator by name.

## INVESTIGATOR INTRODUCTIONS

Welcome the players to the table and instruct them to choose an available investigator sheet. Once all of the players have picked an investigator, read aloud the following:

*“Welcome to Call of Cthulhu 7th Edition. Call of Cthulhu is a horror roleplaying game where players investigate sinister forces beyond the comprehension of mankind. The characters you will be playing are referred to as investigators. The probability of your investigator surviving this scenario is low.*

*Research is the best tool for ensuring your investigator’s survival. This short scenario is set in the nineteen twenties. The rules will be explained as we progress through the game. In Call of Cthulhu, the Game Master, a person that facilitates and moderates the game, is referred to as the Keeper of Arcane Lore, commonly referred to as ‘the Keeper’ for short. I will be acting as the Keeper.”*

Ask the players to introduce their investigators. Once done, the game can begin.

## IMPRISONED IN THE VALLEY OF THE KINGS

*“November, 24th, 1924. You have been working tirelessly with shovel, spade, and trowel in the Egyptian Valley of Kings. The sun beats down upon you as you carefully unveil the entrance of an ancient structure buried deep into a cliff face. Your party of contracted laborers works like busy ants and soon a doorway is uncovered. You stand proudly at the base of thirteen steps descending into an entryway covered by a large stone slab. The laborers construct a primitive pulley system and hoist the hefty slab into the sky.*

*Stale air from the dark hallway invites you inside with a promise of untold treasure. You excitedly rush inside into the darkness—you are mere steps away from fame and fortune. As you enter within, you hear a cry of alarm from one of the laborers. The stone slab behind you suddenly slams to the ground and you are trapped inside! You are plunged into darkness as the stone slab bangs into place.*

*“Now, you must make a Sanity roll. With every stressful or horrifying encounter, your investigator runs the risk of losing their wits and fall into a state of madness! Look at the circled number on your investigator sheet under the box labeled Sanity. This indicates your investigator’s current Sanity points. To remain calm and collected you must roll under your Sanity points. If you roll above your Sanity points you have failed the roll and are at risk of losing your hold on rationality.”*

The Sanity loss for this event is 1/1D2. Explain how the investigators let out an involuntary scream or cry, as they comprehend their situation.

*“Muffled voices from the other side of the slab can be heard. Try a Listen roll to see if you can hear their words. To be successful, you must roll under the value in the large box next to the Listen skill on your investigator sheet.”*

If a player fails their skill roll at any point during the game, the Keeper can introduce the concept of pushed dice rolls or spending Luck points to succeed at the task. The Keeper can state the following:

*“Even though you have failed your skill roll, the opportunity to succeed is still present. You have two options. You may spend Luck points to succeed at the task. The total number of luck points to be spent is calculated by deducting your skill from the number you rolled. The points spent are deducted from your Luck points, which diminishes your chances of making a future Luck roll. Players can literally run out of luck. Alternatively, you can make a second attempt at the roll, known as a pushed roll, whereby you state what extra you are doing to achieve your goal; however, if you fail a pushed roll there could be dire consequences to your actions. You may not spend Luck points to adjust a pushed roll.”*

If a player fails a pushed Listen roll, their investigator, trying to put their ear against the door slab, slips on some loose stones beneath their feet and smacks their head upon the ground, costing the investigator 1 point of damage.

The investigators succeeding in their Listen roll hear the laborers outside:

*“Some laborers seem to be laughing, while others seem angry. It is a chaotic and confusing situation. Did the laborers’ actions cause the stone to fall, was it an accident, or was it some unseen force? The voices outside seem to fade into silence. You are alone in the pitch-black tomb.”*

## DISCOVERY IN THE DARKNESS

Invite the players to explore their surroundings. The darkness makes it impossible to navigate far without a light source. The Archaeologist has four candles (these have a burning life of one hour). Naturally, matches only give a few seconds of light, while a lit cigar or cigarette provides no light.

The investigators are welcome to experiment with alternative forms of lighting. This may include the use of some kind of rod and an article of clothing to create a torch. A successful Luck roll ensures the torch works as planned. Failure may result in mild burns and the loss of 1 hit point at the Keeper’s discretion.

There are five rooms of interest within the Necropolis:

- Passageway
- Antechamber
- Annex
- Burial Chamber
- Treasury

The investigators start their exploration in the Passageway.

## THE PASSAGEWAY

With candles lit, the investigators can see into the dark passageway, which looks about twenty-five feet in length. It appears to be free of debris, although damaged and faded hieroglyphics can be discerned along the walls. The candle light highlights cracks running through many of the frescoes. In the darkness, at the end of the passageway, the shapes of furniture or similar objects can just be seen.

The passageway is unstable and seems on the verge of collapse. The possibility of a cave-in may be used by the Keeper for every location within the Necropolis to create a sense of urgency and speed up the game as needed. If the players are hesitant to move on, suggest that the air is growing “thin,” suggesting that unless they find a way out they could suffocate.

### Area of Interest:

- A successful Spot Hidden roll notices scattered limestone chips on the floor. A successful **Archaeology** roll identifies that the limestone chips indicate a prior excavation of the tomb.
- The stone slab covering the entrance of the Necropolis displays oddly carved sigils. These can be identified with a successful **Occult** roll as sealing sigils, used to protect and ward against those who would rob the tomb.
- A **Hard Other Language (Egyptian Hieroglyphs)** is needed to decipher what’s left of the text along both walls; at this point state:

*“The conditions for some tasks make it difficult for your investigator to succeed. Skill rolls have difficulty levels; there are three categories: Regular, Hard, and Extreme. A Regular skill roll is made when the result of your die is under the value recorded in the large box next to the skill on your investigator sheet. There are an additional two smaller boxes next to your skill number. The top figure is half your skill number and indicates the value needed for Hard tasks. The small number directly below is one-fifth of your Regular skill number and indicates the value for a task with Extreme conditions. Please make a Hard Other Language (Egyptian Hieroglyphs) roll to decipher the etchings.”*

- A **Hard success** reveals the etchings to be a story. A Pharaoh is depicted, who appears to possess great powers beyond those of ordinary mortals. The panels show him smiting those who do not follow him. The disjointed images show that many suffered and perished under his rule.

- If the roll is an **Extreme** success, the investigator also learns that the Pharaoh rejected the concept of an Afterlife, claiming it held nothing compared to the sights and visions he could unveil in this waking world. His followers would behold the truth while those unworthy would rest with their old gods in an early grave.

While inspecting the hieroglyphs, cracks in the damaged walls reveal dark empty spaces beyond the etched façade. A **Hard Strength** roll can successfully remove a section of wall uncovering small openings two-feet wide and stretching four feet into the rock wall. Each hole houses a small linen-wrapped package with a painted wooden dog head protruding from the bandages. If the linen wrappings are removed, a mummified dog is revealed.

- A **History** or **Archaeology** roll confirms Egyptians often left animals as offerings in shrines dedicated to their gods.

Any further **Strength** rolls made to tear down other wall sections reveal more mummified dogs. Investigators choosing to continue the destruction risk the passageway collapsing and to be forever sealed in the rubble—a successful **INT** roll can deduce this likely outcome.

At the far end of the passage is a sealed archway, etched with symbols and hieroglyphics similar to those seen on the door slab at the tomb's entrance. Large chunks of plaster, a small ornate table, and a golden chest sit in front of the archway. The items seem to have been dragged from a large hole that has been chiseled out from the bottom left-hand corner of the plaster wall. The plaster sections cut from the wall have been placed next to the items. A crouching adult could easily squeeze through the gap through the wall.

- The table is considerably rotted. The heavy gold chest is ornate decorated. The chest can be easily opened and holds a few loose beads. It is clear that the gold chest is priceless but heavy, requiring **STR 70** to lift and carry (two investigators could carry it together).

The investigators have little choice but to make their way through the hole in the plaster wall and into the Antechamber.

**Note:** if needed, the Keeper can decide to have stones fall from the ceiling, suggesting that a cave in is going to happen, which should quickly move the investigators onwards. If so, allow the investigators to safety run into the Antechamber.

## THE ANTECHAMBER

The investigators enter a room filled to the brim with treasures: a couch, chairs, tables, stone tablets, statuettes, musical instruments, tapestries, vases, sealed jars (containing food, spices and grain), bowls, ostrich fans, and chests (filled with jewelry, trinkets, and combs). A chariot made of gold is in the northwest corner of the room along with a rowboat. The items are stacked and reach almost to the ceiling.

To the east, a huge stone slab blocks an archway to what looks to be another chamber. On either side, two large statues seem to stand guard. Across the room, to the north, an open archway, lined with broken plaster, leads to yet another room.

A successful **Archaeology** roll confirms that none of the items bear any resemblance to a known period of Egyptian history. A successful **Appraise** roll discerns that the gold items and stone tablets would command a very high price in private sales.

A successful **Spot Hidden** roll detects some items have been broken, as if someone had moved through here quickly and with little regard to their surroundings. With so many items strewn about, investigators wishing to hide in here gain a bonus die to **Stealth** rolls.

- To the rear of the chamber is another archway. It is evident that the plaster covering this wall has been completely demolished—this leads to the Annex.
- To the east is the sealed doorway of the Burial Chamber. Two large statues stand guard at either side of the entrance. Upon closer inspection, the statues are revealed to be mummified men impaled on long spears to hold them upright. Their heads have been replaced: one with that of an alligator and the other with a jackal. Discovering these horrifying mummifications calls for a **Sanity** roll (1/1D2 loss). Both “guards” are holding weapons. The crocodile-headed man holds a bronze Egyptian battle-axe and the jackal-headed man holds a sickle-like sword, known as a khopesh. Both weapons are in relatively good condition if a little tarnished with age—they could be wielded by the investigators (inflicting 1D6+1+DB damage).
- The heavy stone slab blocking the entrance to the Burial Chamber is massive and clearly impossible to move with only bare hands.

## THE ANNEX

Compared to the Antechamber, this room is modestly filled with religious artifacts. The walls are lined with eight-centimeter high funerary cones made from clay. On the southern and northern walls are two large murals, while at the eastern wall stands a shrine in which an inverted five-foot tall golden Ankh stands; hundreds of golden tendrils reach out from the symbol. While the tentacles are motionless, they nevertheless give the impression of movement and are evil looking. A large mat lies at the shrine's base on which lies a human skeleton clothed in decaying tatters.

- A Regular **History**, **Other Language (Egyptian Hieroglyphs)**, or **Occult** roll identifies the Ankh as a symbol representing life; however, the inverted aspect and the reaching tentacles speak of willful desecration and malign intent.

The shrine holds countless pieces of ancient incense in small compartments honeycombed throughout its base. Nearly one hundred tiny statues of men stand around the base of the shrine.

- A successful **Archaeology** roll identifies the tiny figures as Shabthi statuettes—small funerary figures intended as slaves in the Afterlife.
- The skeleton's ribs are crushed and the skull is fractured, one or both injuries likely lead to the individual's death. A successful **First Aid** or **Medicine** roll detects small indentations in the bones (similar to animal teeth marks) and that the date of death was within the last ten years.
- A satchel lies next to the bones, as well as a small sack (filled with gold and bronze jewelry). An **Appraise** roll calculates that one person could easily live off the contents of the sack for the remainder of their life.
- The satchel contains a trowel, a flask half filled with fetid water, a German passport, a stick of dynamite, and a leather-bound journal written in German; a successful **Other Language (German)** deciphers the contents of the journal (see **Handout: The Leather-Bound Journal**, nearby). The passport belongs to Sascha Karner, born August 2nd 1880, place of residence Berlin.

### Handout:

#### The Leather Bound Journal

There are entries dated from 1910 to 1916 describing Sascha Karner's time as an anthropologist. The journal outlines the anthropologist's trip to Egypt and his attempts to unearth ancient Egyptian artifacts. In addition, Karner writes about his English companion, and archaeologist named Dr. Gerald Sutton. There are many entries outlining the difficult work environment due to the Great War. Karner often praises Sutton for his assistance dealing with the English authorities.

#### The last four entries appear most significant:

**7th August 1916:** Word has reached us of fierce fighting north, close to the Suez Canal. Our men are frightened enough as it is without the fear of being killed in a crossfire. Their superstitious beliefs have delayed the dig more than once and I do not care for any further delay. We dig tirelessly through the loose sand and rock. We are close.

**3rd September 1916:** Today was glorious! We have found the entrance. Removing the doorway was difficult but we created a pulley system that allowed us entry. More work greets us inside. Limestone chips have clogged the entirety of the tunnel. I've halted the removal of the stones until I have surveyed the structure and documented what we have learned thus far. Sutton thinks my meticulous records are unnecessary and time-consuming.

**1st December 1916:** Finally, the tunnel is now clear. Some of the workers have taken a great interest in the damaged hieroglyphs in the passageway. Today we remove the last of the stone chips and explore. The stonework looks unstable. It may be too risky to use the explosives.

**3rd December 1916:** Sutton is dead. The local labor attacked us and broke his neck when he refused to be forced inside the tomb. Beware the Children of the Sphinx! I plan on waiting a couple of hours in the hope they have gone. I'll gather some of the jewelry and then make my escape. This place will not be my tomb. I can hear noises. Something else is here with me.

The mural on the southern wall depicts a large painting of a smiling black-robed Pharaoh holding an oversized set of scales. A heart is being weighed against a platter of dead animals. A kneeling figure, with the head of a wolf, has a chest wound that is being stretched open by two small men (identical to the Shabthi statuettes). Below the painting some hieroglyphs can be seen.

- An **Occult**, **Archaeology**, or **History** roll identifies the kneeling dog-headed figure may be the representation of an Egyptian god, either Anubis or Set. The scene shares similarities to the Weighing of the Heart ceremony, where the gods judged if a person could enter the Afterlife.
- If a **Hard success is achieved**: the investigator believes the deceased animals on the scale are representations of powerful Egyptian gods; thus, the image may be a form of ceremonial perversion or desecration.
- A **successful Other Language (Egyptian Hieroglyphs) roll translates the hieroglyphs**: “The trial has been passed. Forever they shall be tied to this earth through their faithful beating heart, strong of body, awaiting the return of their master.”

The mural on the northern wall depicts a sickening scene of an Egyptian city attacked by an army of horrific creatures. There are two notable types of creatures: those with the bodies of men and the heads of animals, who wield various weapons, and those with the bodies of animals and the heads of men. Black tendrils burst from the ground and sky, tearing the city and its occupants apart. Some creatures eat corpses that have been laid upon tables, while others frolic in the chaos. A Pharaoh robed entirely in black, depicted with an impossibly dark face, is carried atop a pyramid-like throne, lifted by the creatures through the horrific scene. Investigators viewing the mural should make a Sanity roll (1/1D3 loss).

## THE ABOMINATION AWAKES IN THE BURIAL CHAMBER

- The Abomination comes to life after thirty to forty minutes (approximately). By this time the investigators have probably explored the Antechamber and the Annex.

The investigators hear a muffled scraping sound (the Abomination’s sarcophagus lid sliding open) and then a loud, heavy clang (the lid hitting the ground). A few minutes’ later, heavy footsteps echo around the tomb. A successful **Listen** roll detects the noises are coming from behind the sealed doorway in the Antechamber (from the direction of the Burial Chamber).

- Allow the investigators time to react and have a brief conversation to discuss their plan of action.

The Abomination exits the Burial Chamber by moving the heavy stone door with its incredible strength. If the investigators are up close and witness the entry of the Abomination, call for Sanity rolls (1/1D6 loss); otherwise, in the darkness, reduce the Sanity loss to 0/1D3. See the notes nearby for information about the Abomination.

Once the Abomination has opened the Burial Chamber, the investigators have access inside and also to Treasury Room—if they can avoid the monster with cunning (a **Stealth** roll) or running hell-for-leather (**DEX** roll). If in combat, an investigator must win a combat round by successfully **Dodging** the monster to get past it and into the Burial Chamber.

- The investigators may want to shoot in the direction of the Abomination’s silhouette (i.e. into the darkness); if so, ensure a penalty die is added to the Firearms roll.
- If holding a lit candle while engaging in melee combat, impose a penalty die to the investigator’s attack roll. Also, impose a penalty dice if fighting in total darkness. Read aloud the following when explaining penalty dice:

*“As the conditions make it difficult to fight, your combat rolls are penalized. Make your roll with an extra D10 die—this is known as a Penalty die. Rolling these three dice, you must select the worst result. Should the circumstances be in your favor, you can gain a Bonus die—instead of choosing the worst value, you get the best possible result.”*

## THE BURIAL CHAMBER

A large sarcophagus fills this room. Seven wooden outer shell casings have been torn apart—their splintered remains lie strewn about—revealing an open sarcophagus made of gold. A pair of wooden oars stands in the far corner of the chamber, while to the south is an archway leading into darkness (to the Treasury).

- If the wooden outer cases are examined, painted scenes of atrocious and blasphemous sacrificial

### The Abomination, Creature of the Necropolis

The actions of the investigators have woken the Abomination from its long slumber. Long has it waited for the return of its master, the Black Pharaoh—Nyarlathotep!

The Abomination is a huge muscular man draped in decaying linen. Its skin is slick with pus and bile, which pours out through large open sores. Its head is that of a large African golden wolf, whose eyes glow red with a burning and maddening hatred for all life. It often crouches down and walks on all fours, sniffs the air, and makes panting and growling noises, while at other times it walks on two legs and emits a blood-chilling roar.

The Abomination's strength is incredible; it can easily crush a man with a single blow. The creature's weakness is its heart, which is stored in a Canopic jar in the Treasury. If the heart is destroyed, pus and bile erupt from within the creature, leaving nothing but a dried-out mummified husk.

#### The Abomination's Tactics

The Abomination has two goals: to satiate its hunger with fresh human flesh and to be free of its tomb. It makes its way to the entrance Passageway, attacking any investigators it finds in its path. If it hears the investigators it will head towards them, pursuing the humans so it may feed. If its prey becomes too difficult to catch, it relents and makes its way to the Passageway.

It moves through the Necropolis towards the entrance, clumsily breaking and toppling items as it moves, providing the investigators with an early warning that they are not alone. If cornered, it fights to the death; otherwise, it seeks to escape the tomb, making its way to the entrance but rages in anger as the stone slab remains in place, blocking its escape—see the Conclusion for further details.

#### THE ABOMINATION

STR 200 CON 80 SIZ 90 DEX 35 INT 15  
APP — POW 75 EDU — SAN — HP 17  
DB: +3D6 BUILD: 4 MOVE: 10 MP: 30

**Special Power:** able to see clearly in any dark environment.

**Attacks per round:** 1 (punch, smash, or wielding a khopesh)

Fighting	80% (40/16), damage 3D6
Khopesh	80% (40/16), damage 1D6+3D6
Dodge	17% (8/3)

**Armor:** none

**Sanity Loss:** 1/1D6 Sanity points to see the Abomination (reduce to 0/1D3 if in darkness)

ceremonies can be discerned on the larger pieces of wood. Figures are depicted embalming screaming men and women. The scenes are horrific and include people being used as fuel for ceremonial fires. Call for a **Sanity** roll (1/1D3 loss).

- The golden sarcophagus is shaped like a sleeping figure. The lid has an image of the face of a man screaming in agony.

- The two oars could be used as makeshift weapons; use the **Fighting (Brawl)** skill, they inflict 1D6+DB damage.

### THE TREASURY

This room is also filled with an assortment of treasures: fragile artwork, sculptures, ceramics, small boats and chariots made from gold, and even a model of an entire Egyptian city.

- Searching amongst the items calls for a **Spot Hidden** roll to detect a stone chest hidden from view. If approached, ask for a **Hard Listen** roll to hear a beating sound coming from within the chest.

- The chest can be opened with a successful **Strength** roll. Inside, five Canopic jars can be discovered, each carved from limestone; four are topped with an animal head: a falcon, a crocodile, an ibis, and a wolf. The fifth has an inverted Ankh carved jutting up from its lid. A successful **Archaeology** roll confirms jars like these were used to store the internal organs of those who underwent mummification. Normally there would be only four jars.

- If the jar with the inverted Ankh is handled, a distinct "pulse" from within can be felt. Opening the jar reveals the beating heart of the Abomination; call for a **Sanity** roll (1/1D3 loss). Destroying the fragile organ destroys the Abomination. The other jars contain the ancient dried remains of its other internal organs.

## CONCLUSION

Some possible conclusions follow; adjust and tailor the conclusion to fit the actions of the investigators.

**Eaten by the Abomination:** the investigators are unsuccessful in defeating the Abomination and are all killed.

**Explosion:** the investigators may decide to use the dynamite to destroy the Abomination. If the dynamite explodes in any location other than in front of the stone slab blocking the entrance to the tomb (see *Escape* below), the entire Necropolis collapses. No one survives the cave-in.

**Cave In:** the Abomination clumsily destroys a supporting wall of the Necropolis, causing the entire structure to collapse. All inside are killed. Use this option if you need to bring the game to a speedy conclusion.

**Slay the Abomination:** combat is dangerous. Remind the players to spend Luck points during combat to better their chances of success. Destroying the Abomination's heart in the Canopic Jar is the surest way to defeat the monster.

**Escape:** the investigators may carefully use the dynamite to demolish the stone door at the entrance with a successful **Mechanical Repair** or **Hard Know** roll. Proper precaution and preparation are needed to demolish the stone door, taking approximately three rounds to ensure it is done safely. In the unlikely event investigators manage to keep the Abomination at bay while preparing the demolition, light the fuse, and get to a safe distance, the investigators flee the Necropolis while Abomination is crushed beneath the falling stones.

**A Creative Escape:** investigators may position themselves strategically in front of the tomb's entrance and entice the Abomination to blindly charge head first towards them in a fit of rage. If the investigators can succeed with a **Dodge** roll, they jump clear at the last moment: the Abomination breaks through the stone door, providing an escape route. If the **Dodge** roll is failed, the investigator is hit by the monster and crushed to a pulp as it also breaks through the stone slab, allowing the unfortunate investigator's companions to escape. The Abomination knocks itself unconscious for 1D6 rounds. What the investigators decide to do with the unconscious monster is up to them.

**Abomination Escapes:** if allowed to escape, the Abomination sprints into the desert and out of sight in moments. Allow the investigators to make a **Navigate** roll to find their way to the nearest settlement, or they can

### Insane Investigators

If an investigator loses 5 Sanity points in one go, he or she may fall into temporary insanity.

The accrual of Sanity loss may cause an investigator to go indefinitely insane if they lose one-fifth of their starting Sanity points. As a reminder, each of the investigators' starting Sanity points and the amount they must lose to go indefinitely insane are given in parentheses. Should temporary or indefinite insanity occur, a possible bout of madness is suggested:

- **Archaeologist: (SAN 40: 8+ points)**  
**Bout of madness:** pyromania, a compulsion to start fires for 1D10 rounds—"Fire will cleanse this tomb of evil!"
- **Professor of Languages: (SAN 60: 12+ points)**  
**Bout of madness:** hysterical outburst, incapacitated from screaming for 1D10 rounds—"Aarrgghhh!"
- **Dilettante: (SAN 70: 14+ points)**  
**Bout of madness:** flees in panic for 1D10 rounds—"Help! Save me!"
- **Ex-Soldier: (SAN 50: 10+ points)**  
**Bout of madness:** explodes in a spree of uncontrolled violence for 1D10 rounds—"You'll never take me alive!"
- **Crew Chief: (SAN 55: 11+ points)**  
**Bout of madness:** plutomania, a compulsion for wealth lasts for 1D10 rounds—"Mine. Mine. Mine!"
- **Plucky Kid: (SAN 80: 16+ points)**  
**Bout of madness:** megalomania, convinced of their superiority, the kid attempts to lead any activity and order everyone about for 1D10 rounds—"Hey everyone! Listen to me!."

attempt a **Track** roll to follow the footsteps of the laborers. In a few days, newspapers carry reports of victims mauled to death by a large animal—the investigators, knowing they are responsible for the Abomination's escape and killing spree, lose 1D8 Sanity points for this outcome.

At the end of the game thank the players for participating and direct them to the Chaosium website at [www.chaosium.com](http://www.chaosium.com) to find out more about *Call of Cthulhu*.

## APPENDIX A

### SOURCES

<http://history1900s.about.com/od/1920s/a/kingtut.htm>

[https://en.m.wikipedia.org/wiki/Cthulhu\\_Mythos\\_cults#Brotherhood\\_of\\_the\\_Black\\_Pharaoh](https://en.m.wikipedia.org/wiki/Cthulhu_Mythos_cults#Brotherhood_of_the_Black_Pharaoh)

<http://history1900s.about.com/library/misc/bltutomb.htm>

<https://en.m.wikipedia.org/wiki/Anubis>

[https://en.m.wikipedia.org/wiki/Canopic\\_chest](https://en.m.wikipedia.org/wiki/Canopic_chest)

<http://factsanddetails.com/world/cat56/sub365/item1931.html#chapter-7>

<https://janetthomas.wordpress.com/2013/03/06/the-role-of-the-sacred-ibis-in-ancient-egypt/>

[http://www.egyptian-scarabs.co.uk/weighing\\_of\\_the\\_heart.htm](http://www.egyptian-scarabs.co.uk/weighing_of_the_heart.htm)

<http://www.ancientmilitary.com/egyptian-weapons.htm>

## APPENDIX B

### HANDOUTS

#### Handout:

#### The Leather Bound Journal

There are entries dated from 1910 to 1916 describing Sascha Karner's time as an anthropologist. The journal outlines the anthropologist's trip to Egypt and his attempts to unearth ancient Egyptian artifacts. In addition, Karner writes about his English companion, and archaeologist named Dr. Gerald Sutton. There are many entries outlining the difficult work environment due to the Great War. Karner often praises Sutton for his assistance dealing with the English authorities.

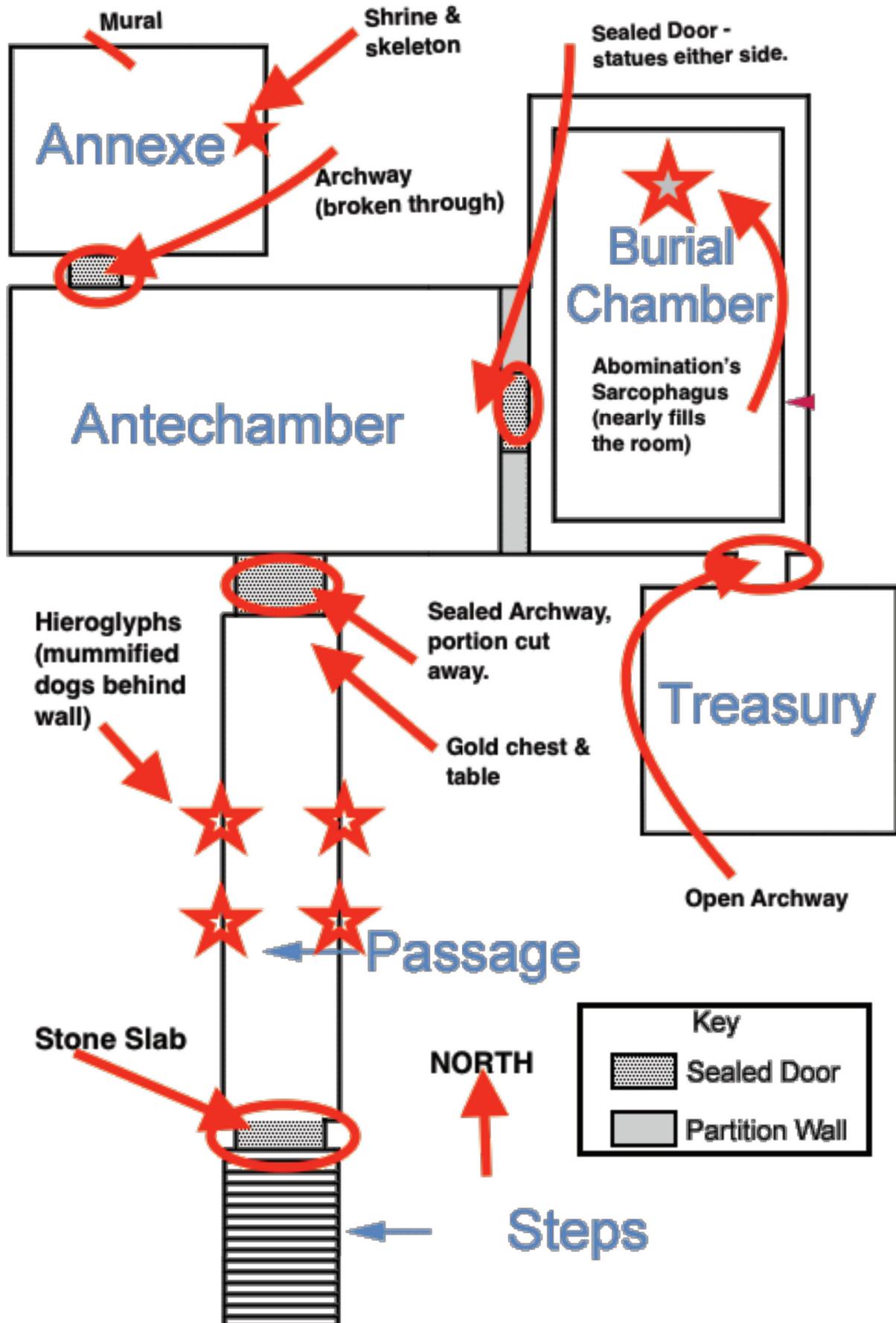
#### The last four entries appear most significant:

**7th August 1916:** Word has reached us of fierce fighting north, close to the Suez Canal. Our men are frightened enough as it is without the fear of being killed in a crossfire. Their superstitious beliefs have delayed the dig more than once and I do not care for any further delay. We dig tirelessly through the loose sand and rock. We are close.

**3rd September 1916:** Today was glorious! We have found the entrance. Removing the doorway was difficult but we created a pulley system that allowed us entry. More work greets us inside. Limestone chips have clogged the entirety of the tunnel. I've halted the removal of the stones until I have surveyed the structure and documented what we have learned thus far. Sutton thinks my meticulous records are unnecessary and time-consuming.

**1st December 1916:** Finally, the tunnel is now clear. Some of the workers have taken a great interest in the damaged hieroglyphs in the passageway. Today we remove the last of the stone chips and explore. The stonework looks unstable. It may be too risky to use the explosives.

**3rd December 1916:** Sutton is dead. The local labor attacked us and broke his neck when he refused to be forced inside the tomb. Beware the Children of the Sphinx! I plan on waiting a couple of hours in the hope they have gone. I'll gather some of the jewelry and then make my escape. This place will not be my tomb. I can hear noises. Something else is here with me.



## APPENDIX C

## THE INVESTIGATORS

**Professor of Languages**

Years of studying Egyptian hieroglyphics at Cambridge University have surprisingly limited occupational opportunities; consequently, you have spent most of your professional career translating Germanic documents. Now you have the chance to work on something really worthwhile. You have been summoned to Egypt to a new dig that promises to unearth some fabulous finds.

**Motivation:** put your skills to use and, hopefully, be part of a major discovery.

**Possessions:** beef Jerky, pen and pencils, writing pad, cigar and matches.

**Dilettante**

A noble of the British Empire, your great wealth means that you have been able to pursue your studies without the need to work. Spurred by your fascination with all things ancient, you funded an archaeological dig in Egypt, hoping to uncover priceless artifacts and hidden lore. You are excited, as your dig team believes they have found the entrance to a previously unknown necropolis.

**Motivation:** seek out of the secrets of ancient civilizations—what wonders could you learn?

**Possessions:** water flask, pocketknife, ink pen, notebook, matchbook, cigarette case.

**Ex-Soldier**

You fought in Egypt during the Great War. Having left the Army, you have been contacted to provide support at an archaeological dig in the Valley of Kings. Despite the heat and the flies, the pay is good. Word has reached you that the archaeologist has found a tomb and your employer has arrived on site for the grand unveiling. You'd better look sharp and go see what's happening.

**Motivation:** you were dishonorably discharged from the Army due to an incident with an officer that ended in fisticuffs. Fighting is all you know and now you've gained the only employment you can muster—landing you straight back in Egypt. You need to impress the boss to ensure he keeps you on the payroll.

**Possessions:** .32 revolver loaded with six bullets, 4 spare bullets, fighting knife.

**Crew Chief**

A jaded foreman from Cairo, you frequently work with foreigner archaeologists due to your excellent understanding of the English language. Once again, you find yourself helping with a dig in the Valley of Kings. The superstitious laborers have been a bother to keep under control throughout this troublesome dig. Hired by the Dilettante, you do your best to keep your bosses ignorant of the troubles, as well as ensuring their safety from the quarrelsome and often careless laborers.

**Motivation:** keep your bosses safe, which means you'll be paid.

**Possessions:** water flask, 20 feet of hemp rope, a metal pry bar, and a wooden mallet.

## Plucky Kid

Small for your age, you are often mistaken for being younger than you really are. Perhaps this is how you became a mascot to the Archaeologist and Dilettante, who both took a shine to you from the start. Originally from Bombay, your facility with languages has charmed the Professor and been helpful as you sought adventure, traveling to England and then onto Egypt. The Crew Chief also seems to like you, since your sharp eyes and discretion have kept him informed about the general discontent of the laborers, helping to quell trouble before things became a problem.

**Motivation:** seek adventure! New wonders await you!

**Possessions:** a handkerchief wrapped around leftover scraps from lunch, and a dagger hidden in your clothes.

## Archaeologist

Recently, you have had the good fortune of being privately funded to work in Egypt. After a long time with no notable findings, you have been granted only one more season of work, with an expectation that you produce results or else your funding will be pulled. The good news is that your current dig seems to be the answer to your prayers, as you have uncovered an ancient stone path leading into a cliff face. You and your companions could be on the verge of a big and career-making discovery!

**Motivation:** you have a passion and drive to succeed in your work. You crave the fame that a big discovery would bring.

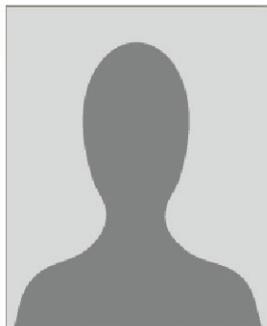
**Possessions:** a satchel containing a trowel, small brush, matches, and four candles.

# 1920S ERA INVESTIGATOR

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Professor of Language  
 Age 30 Sex \_\_\_\_\_  
 Residence Oxford  
 Birthplace London, England

# CHARACTERISTICS

STR **50**  $\frac{25}{10}$  DEX **45**  $\frac{22}{9}$  POW **60**  $\frac{30}{12}$   
 CON **50**  $\frac{25}{10}$  APP **70**  $\frac{35}{14}$  EDU **80**  $\frac{40}{16}$   
 SIZ **40**  $\frac{20}{8}$  INT Idea **60**  $\frac{30}{12}$  Move Rate **9**  $\frac{+1}{-1}$



Major Wound Ma9 IP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	11	12	13	14
	16	17	18	20

Temp. Insane \_\_\_\_\_ Indef. Insane \_\_\_\_\_ **60** Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

SANITY

# CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

M12 IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>45</b> $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<b>20</b> $\frac{10}{4}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Throw (20%)	<b>20</b> $\frac{10}{4}$
Credit Rating (00%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Egyptian Hieroglyphs	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Latin	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Psychology (10%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> German	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	<b>90</b> $\frac{45}{18}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

# COMBAT

Damage Bonus **none**

Build **0**

Dodge **25**  $\frac{12}{5}$

**1920S ERA INVESTIGATOR**

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Dilettante  
 Age 44 Sex \_\_\_\_\_  
 Residence Westminster, London  
 Birthplace London, England

**CHARACTERISTICS**

STR **50**  $\frac{25}{10}$  DEX **60**  $\frac{30}{12}$  POW **70**  $\frac{35}{14}$   
 CON **40**  $\frac{20}{8}$  APP **50**  $\frac{25}{10}$  EDU **80**  $\frac{40}{16}$   
 SIZ **60**  $\frac{30}{12}$  INT Idea **50**  $\frac{25}{10}$  Move Rate **7**  $\frac{+1}{-1}$



Major Wound  **M10IP**

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane  Indef. Insane  **70** Max  Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

**CALL of CTHULHU**

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**M14IP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

**INVESTIGATOR SKILLS**

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Law (05%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Library Use (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<b>21</b> $\frac{10}{4}$	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%) Painting	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>45</b> $\frac{22}{9}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Throw (20%)	<b>20</b> $\frac{10}{4}$
Credit Rating (00%)	<b>70</b> $\frac{35}{14}$	<input type="checkbox"/> Intimidate (15%)	<b>60</b> $\frac{30}{12}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>	

**WEAPONS**

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Pocket knife	25	12	5	1D4	-	1	-	-

**COMBAT**

Damage Bonus **none**

Build **0**

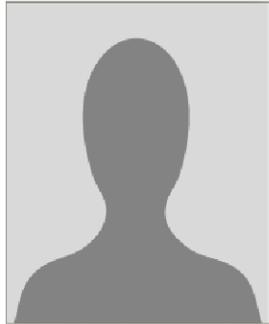
Dodge **30**  $\frac{15}{6}$

**1920S ERA INVESTIGATOR**

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Soldier  
 Age 29 Sex \_\_\_\_\_  
 Residence Peckham, London  
 Birthplace London, England

**CHARACTERISTICS**

STR **80** 40 16 DEX **60** 30 12 POW **50** 25 10  
 CON **60** 30 12 APP **40** 20 8 EDU **50** 25 10  
 SIZ **70** 35 14 INT **55** 27 11 Move Rate **8** +1 -1



Major Wound M13IP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	11
		12	<b>13</b>	14
		15	16	17
		18	19	20

Temp. Insane \_\_\_\_\_ Indef. Insane \_\_\_\_\_ **50** Max \_\_\_\_\_

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	<b>50</b>	51	52	53	54
55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	
78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

SANITY

**CALL of CTHULHU**

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	<b>40</b>	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

M10IP

00	01	02	03	04
05	06	07	08	09
<b>10</b>	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

**INVESTIGATOR SKILLS**

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<b>70</b> <u>35</u> <u>14</u>	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>20</b> <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art/ Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<b>50</b> <u>25</u> <u>10</u>	<input type="checkbox"/> Mech. Repair (10%)	<b>40</b> <u>20</u> <u>8</u>	<input type="checkbox"/> Spot Hidden (25%)	<b>45</b> <u>22</u> <u>9</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>45</b> <u>22</u> <u>9</u>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<b>50</b> <u>25</u> <u>10</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<b>30</b> <u>15</u> <u>6</u>	<input type="checkbox"/> Survival (10%) Desert	<b>50</b> <u>25</u> <u>10</u>
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	<b>50</b> <u>25</u> <u>10</u>	<input type="checkbox"/> Navigate (10%)	<b>30</b> <u>15</u> <u>6</u>	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<b>40</b> <u>20</u> <u>8</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	<b>20</b> <u>10</u> <u>4</u>
Credit Rating (00%)		<input type="checkbox"/> Intimidate (15%)	<b>40</b> <u>20</u> <u>8</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<b>30</b> <u>15</u> <u>6</u>
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<b>20</b> <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>50</b> <u>25</u> <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<b>10</b> <u>5</u> <u>2</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

**WEAPONS**

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-
.32 Revolver	60	30	12	1D8	15 yards	1 (3)	6	100
Fighting knife	70	35	14	1D8+1D4	-	1	-	-
_____	_____	_____	_____	_____	_____	_____	_____	_____
_____	_____	_____	_____	_____	_____	_____	_____	_____

**COMBAT**

Damage Bonus **+1D4**  
 Build **+1**  
 Dodge **50** 25 10

**1920S ERA INVESTIGATOR**

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Crew Chief  
 Age 38 Sex \_\_\_\_\_  
 Residence Cairo  
 Birthplace Cairo

**CHARACTERISTICS**

STR **70** <sup>35</sup>/<sub>14</sub> DEX **65** <sup>32</sup>/<sub>13</sub> INT **65** <sup>32</sup>/<sub>13</sub>  
 CON **40** <sup>20</sup>/<sub>8</sub> APP **30** <sup>15</sup>/<sub>6</sub> POW **55** <sup>27</sup>/<sub>11</sub>  
 SIZ **70** <sup>35</sup>/<sub>14</sub> EDU **55** <sup>27</sup>/<sub>11</sub> Move Rate **8** <sup>+1</sup>/<sub>-1</sub>



Major Wound  **M11IP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **55** *Max* Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**SANITY**

**CALL of CTHULHU**

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

**M11IP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

**MAGIC POINTS**

**INVESTIGATOR SKILLS**

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) <b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Mech. Repair (10%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Spot Hidden (25%) <b>40</b> <sup>20</sup> / <sub>8</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%) <b>25</b> <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> First Aid (30%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%) <b>20</b> <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/> Climb (20%) <b>50</b> <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%) <b>65</b> <sup>32</sup> / <sub>13</sub>
Credit Rating (00%) <b>10</b> <sup>5</sup> / <sub>2</sub>	<input type="checkbox"/> Intimidate (15%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Op. Hv. Machine (01%) <b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/> Track (10%) <b>10</b> <sup>5</sup> / <sub>2</sub>
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%) <b>20</b> <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) English <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) <b>35</b> <sup>17</sup> / <sub>7</sub>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%) <b>30</b> <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Language (Own) (EDU) Egyptian <b>55</b> <sup>27</sup> / <sub>11</sub>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

**WEAPONS**

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Sm. pry bar	55	27	11	1d4 + db		1		

**COMBAT**

Damage Bonus **+1D4**

Build **+1**

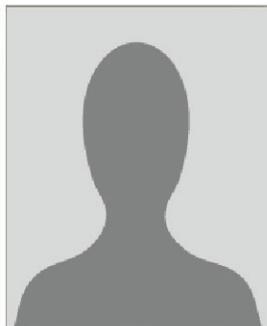
Dodge **35** <sup>17</sup>/<sub>7</sub>

# 1920S ERA INVESTIGATOR

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Plucky Kid  
 Age 17 Sex \_\_\_\_\_  
 Residence \_\_\_\_\_  
 Birthplace Bombay, India

# CHARACTERISTICS

STR **35**  $\frac{17}{7}$  DEX **80**  $\frac{40}{16}$  INT **85**  $\frac{42}{17}$   
 CON **80**  $\frac{40}{16}$  APP **50**  $\frac{25}{10}$  POW **80**  $\frac{40}{16}$   
 SIZ **40**  $\frac{20}{8}$  EDU **35**  $\frac{17}{7}$  Move Rate **8**  $\frac{+1}{-1}$



Major Wound  **M12IP**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane  Indef. Insane  **80** *Max* Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

# CALL of CTHULHU

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

**M16IP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<b>50</b> $\frac{25}{10}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<b>20</b> $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	<b>70</b> $\frac{35}{14}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<b>65</b> $\frac{32}{13}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	<b>30</b> $\frac{15}{6}$
<input type="checkbox"/> Charm (15%)	<b>55</b> $\frac{27}{11}$	<input type="checkbox"/> First Aid (30%)	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	<b>40</b> $\frac{20}{8}$
<input type="checkbox"/> Climb (20%)	<b>25</b> $\frac{12}{5}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	<b>40</b> $\frac{20}{8}$
Credit Rating (00%)	<b>5</b> $\frac{2}{1}$	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<b>10</b> $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	<b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<b>40</b> $\frac{20}{8}$	<input type="checkbox"/> German	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Psychology (10%)	<b>10</b> $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/> Egyptian	<b>30</b> $\frac{15}{6}$	<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) Punjabi	<b>35</b> $\frac{17}{7}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-
Knife	50	25	10	1d4 + db		1		

# COMBAT

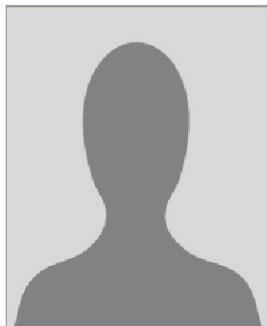
Damage Bonus	<b>-1</b>
Build	<b>-1</b>
Dodge	<b>40</b> $\frac{20}{8}$

# 1920S ERA INVESTIGATOR

Name \_\_\_\_\_  
 Player \_\_\_\_\_  
 Occupation Archaeologist  
 Age 36 Sex \_\_\_\_\_  
 Residence Oxford  
 Birthplace London, England

# CHARACTERISTICS

STR 60 <sup>30</sup>/<sub>12</sub> DEX 50 <sup>25</sup>/<sub>10</sub> POW 40 <sup>20</sup>/<sub>8</sub>  
 CON 50 <sup>25</sup>/<sub>10</sub> APP 60 <sup>30</sup>/<sub>12</sub> EDU 80 <sup>40</sup>/<sub>16</sub>  
 SIZ 50 <sup>25</sup>/<sub>10</sub> INT Idea 70 <sup>35</sup>/<sub>14</sub> Move Rate 8 <sup>+1</sup>/<sub>-1</sub>



Major Wound  **M10IP**

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
HIT	11	12	13	14
	16	17	18	20

Temp. Insane  Indef. Insane  **40** Max  Insane 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

# CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

LUCK

Ma **8MP**

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

# INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%) 25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/> Library Use (20%) 50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%) 60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%) 20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%) 70 <sup>35</sup> / <sub>14</sub>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art/Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%) 20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Mech. Repair (10%) 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Spot Hidden (25%) 50 <sup>25</sup> / <sub>10</sub>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%) 20 <sup>10</sup> / <sub>4</sub>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%) 30 <sup>15</sup> / <sub>6</sub>	<input type="checkbox"/> Navigate (10%) 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%) 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> History (05%) 60 <sup>30</sup> / <sub>12</sub>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%) 20 <sup>10</sup> / <sub>4</sub>
Credit Rating (00%) 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%) 20 <sup>10</sup> / <sub>4</sub>	<input type="checkbox"/> Persuade (10%) 50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Language (Other) (01%) Arabic 50 <sup>25</sup> / <sub>10</sub>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX) 25 <sup>12</sup> / <sub>5</sub>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%) 40 <sup>20</sup> / <sub>8</sub>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>

# WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-

# COMBAT

Damage Bonus **none**

Build **0**

Dodge **25** <sup>12</sup>/<sub>5</sub>