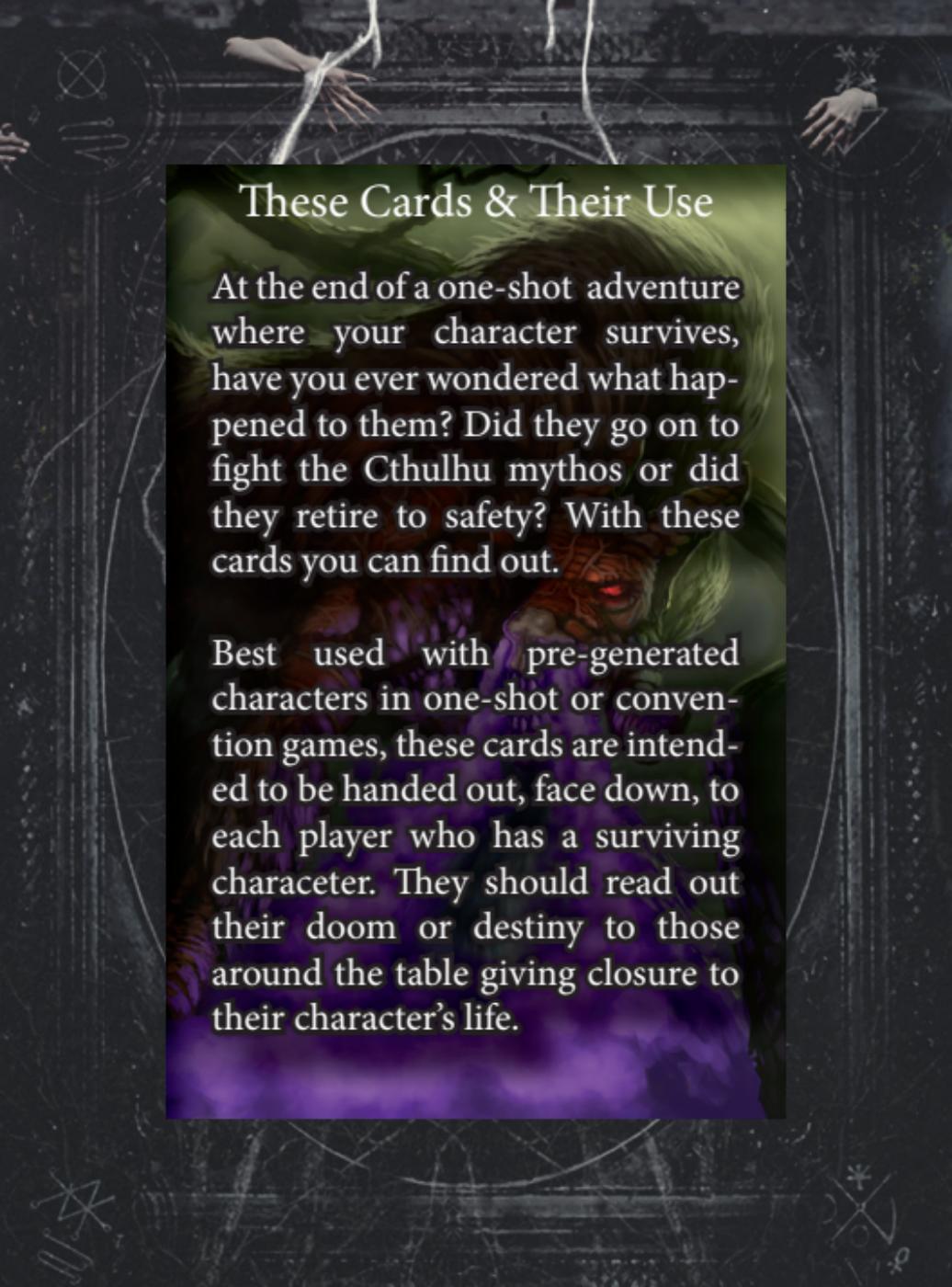




AFTERLIVES

THE
CLASSIC CTHULHU
DECK





These Cards & Their Use

At the end of a one-shot adventure where your character survives, have you ever wondered what happened to them? Did they go on to fight the Cthulhu mythos or did they retire to safety? With these cards you can find out.

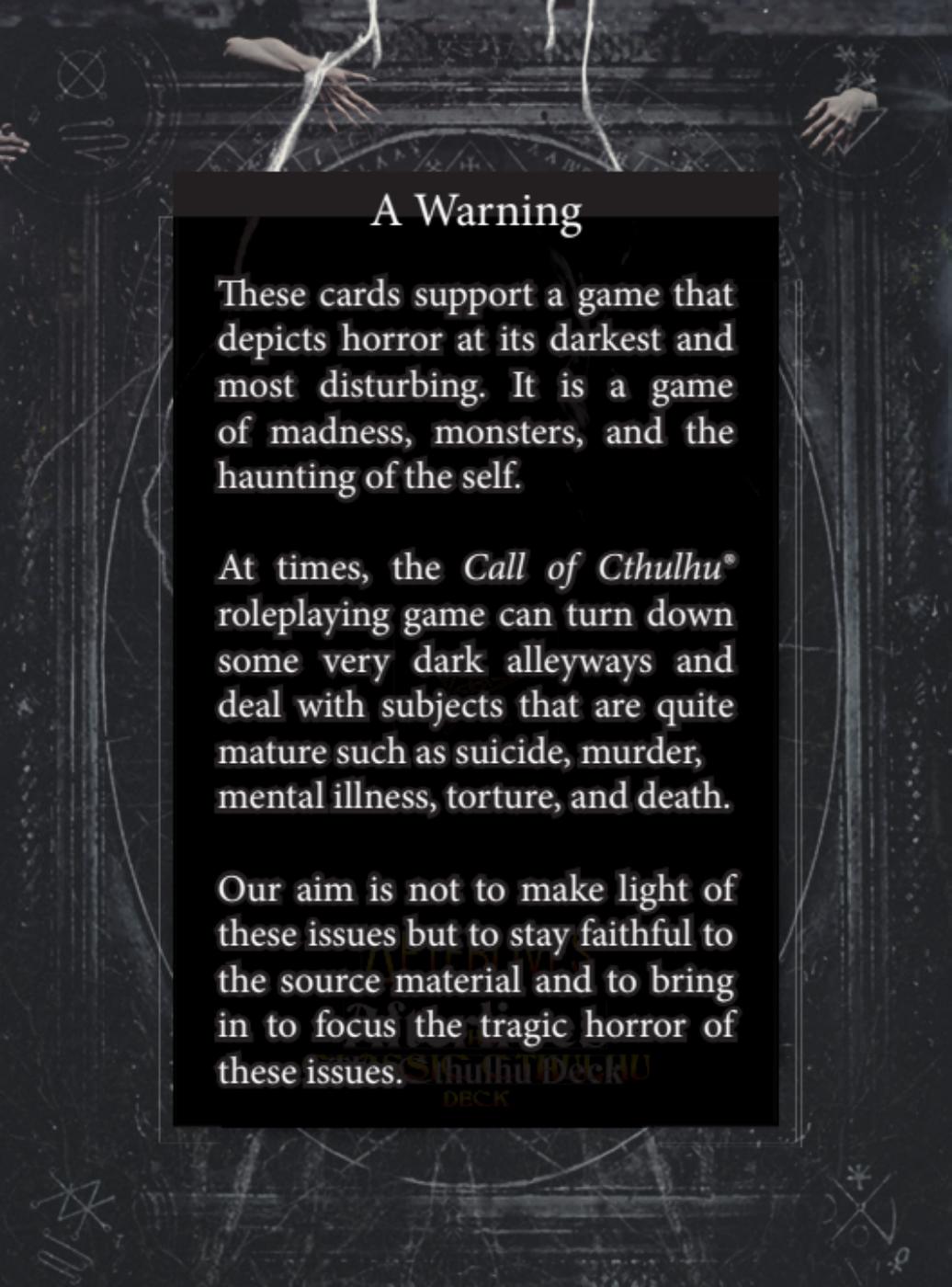
Best used with pre-generated characters in one-shot or convention games, these cards are intended to be handed out, face down, to each player who has a surviving character. They should read out their doom or destiny to those around the table giving closure to their character's life.



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DECK





A Warning

These cards support a game that depicts horror at its darkest and most disturbing. It is a game of madness, monsters, and the haunting of the self.

At times, the *Call of Cthulhu*® roleplaying game can turn down some very dark alleyways and deal with subjects that are quite mature such as suicide, murder, mental illness, torture, and death.

Our aim is not to make light of these issues but to stay faithful to the source material and to bring in to focus the tragic horror of these issues.

Call of Cthulhu Deck
DECK



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DECK



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DECK



The Guardians of Fate

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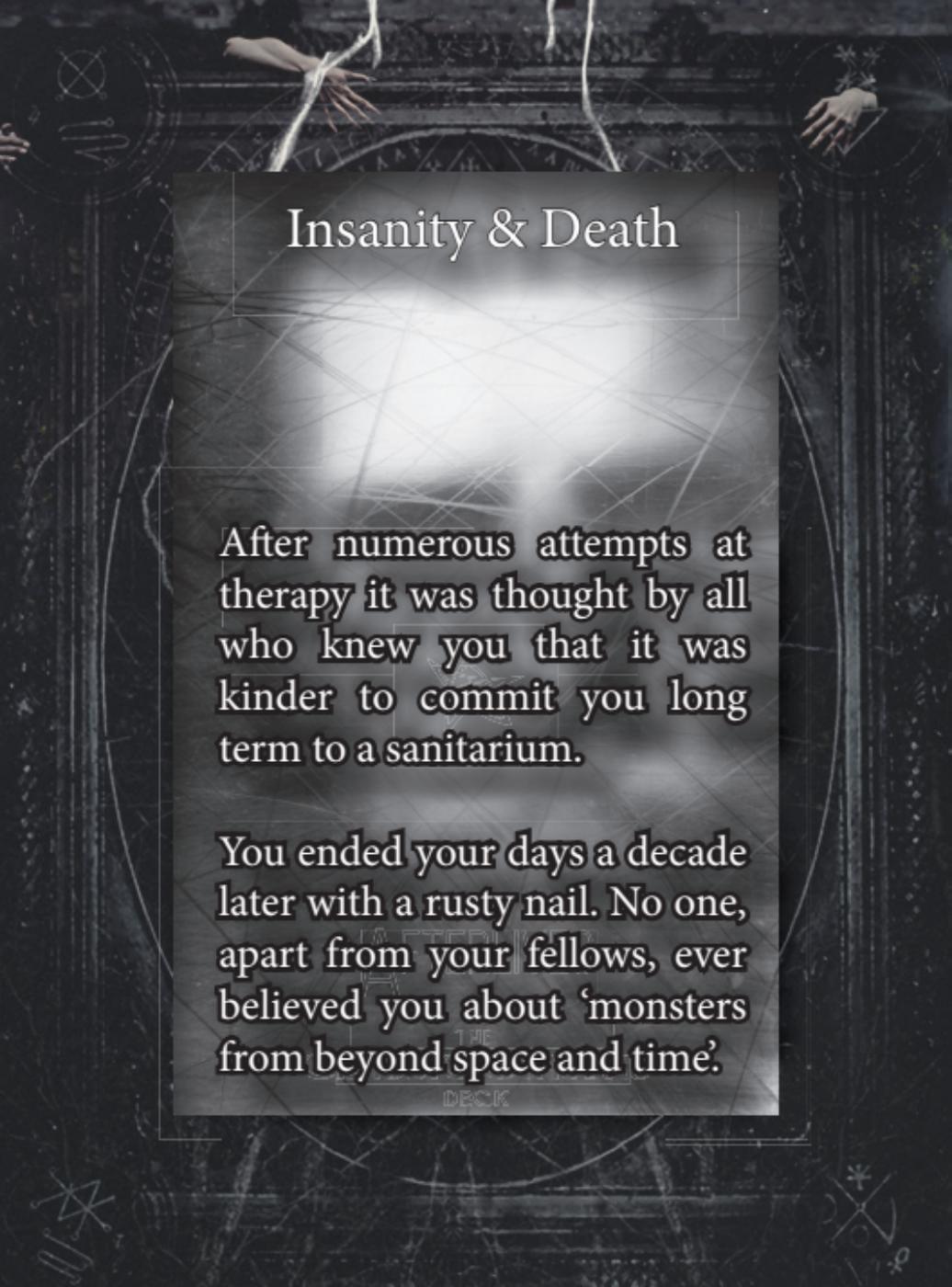
DECK



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DECK





Insanity & Death

After numerous attempts at therapy it was thought by all who knew you that it was kinder to commit you long term to a sanitarium.

You ended your days a decade later with a rusty nail. No one, apart from your fellows, ever believed you about 'monsters from beyond space and time'.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A Quiet Corner

After years of dealing with those strange events that night, your character sank into addiction and eventually escaped to North Patagonia, found a partner, raised a family, and farmed Barley.

You may still be haunted by your dark nightmares but have found a peace of sorts.





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Down with the Yithians

You took what knowledge you gained from your harrowing experience and eventually found a lost and ancient alien city deep below the Australian Outback.

It would be centuries before your fractured mind would return to its own body.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A Well-Earned Rest

After a few months recuperation your character was approached by the government and invited to lead a task force against this new and emerging threat to all of Mankind from the supernatural. You were one of the fabled 'Top.Men.'

You served valiantly until the end of your years. You died in your sleep surrounded by family and friends.

A rare end indeed.

THE
HOLLAND
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Ignorance Is Bliss

After two months you began to throw yourself into your work and it began to seem like the events you bore witness to were a horrible dream.

You did well for yourself financially in the following years in your chosen career and then retired to live out your days in comfort.

You never spoke about the horror.

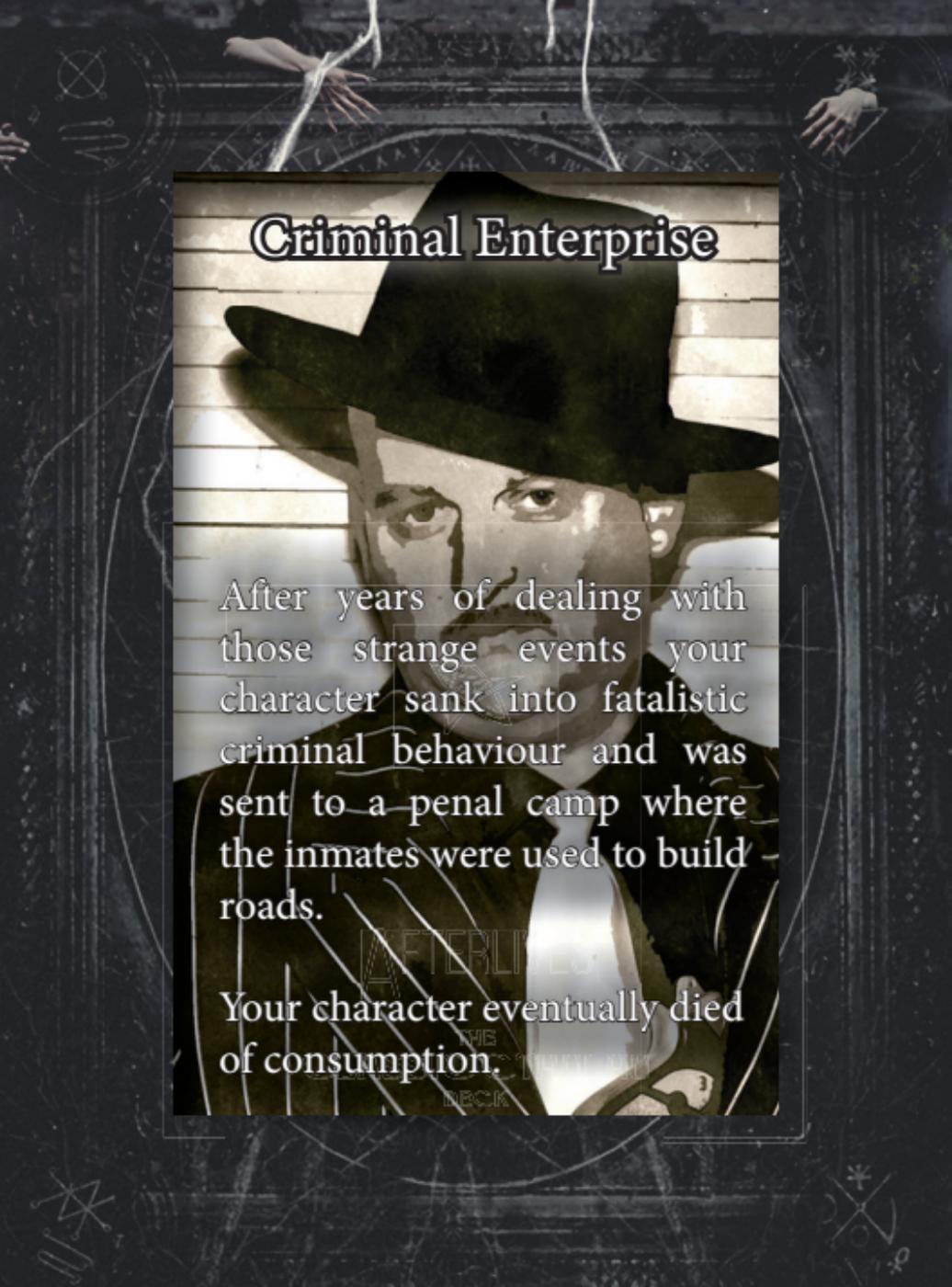
THE
CLASSIC CTHULHU
DECK



AFTERLIVES

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DECK





Criminal Enterprise

After years of dealing with those strange events your character sank into fatalistic criminal behaviour and was sent to a penal camp where the inmates were used to build roads.

Your character eventually died of consumption.



AFTERLIVES

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CLASSIC CTHULHU
DECK



Driven

Your character left the area at their earliest opportunity and became a Teacher. You married, raised a family, and became a much respected member of the community.

Your character lived a long life but was killed in a hit-and-run in their 80's.

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DECK



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CLASSIC CTHULHU
DECK





Secrets Revealed

After years of dealing with those strange events your character sank into depression and, unable to find peace anywhere, took their own life with their pistol.

A day later, a dossier turned up at the Times detailing implicitly what transpired that night and any ensuing cover-up.

THE
CLASSIC COTHULHU
DECK



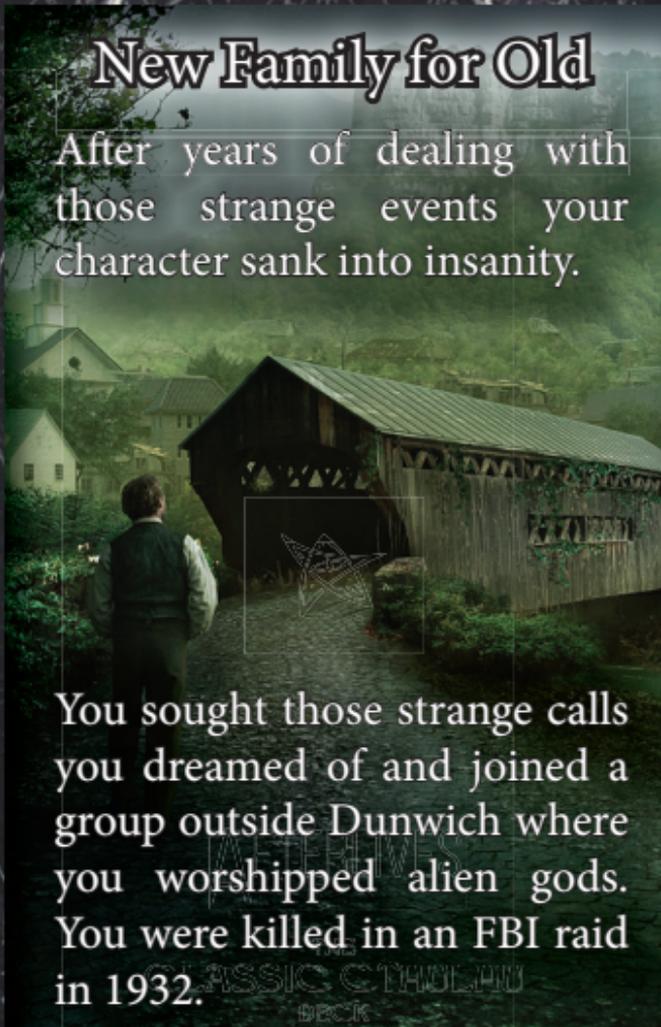
AFTERLIVES

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CLASSIC CTHULHU
DECK



New Family for Old

After years of dealing with those strange events your character sank into insanity.



You sought those strange calls you dreamed of and joined a group outside Dunwich where you worshipped alien gods. You were killed in an FBI raid in 1932.

CLASSIC CTHULHU
back



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





The Nail in the Coffin

Your character left the area and travelled the country. You never forgot what happened but you managed to move on.

In your 60's, while your family was out, you read in the City Tribune about young people going missing around the area where your night of horror occurred.

It is time to return to that evil and destroy it once and for all.

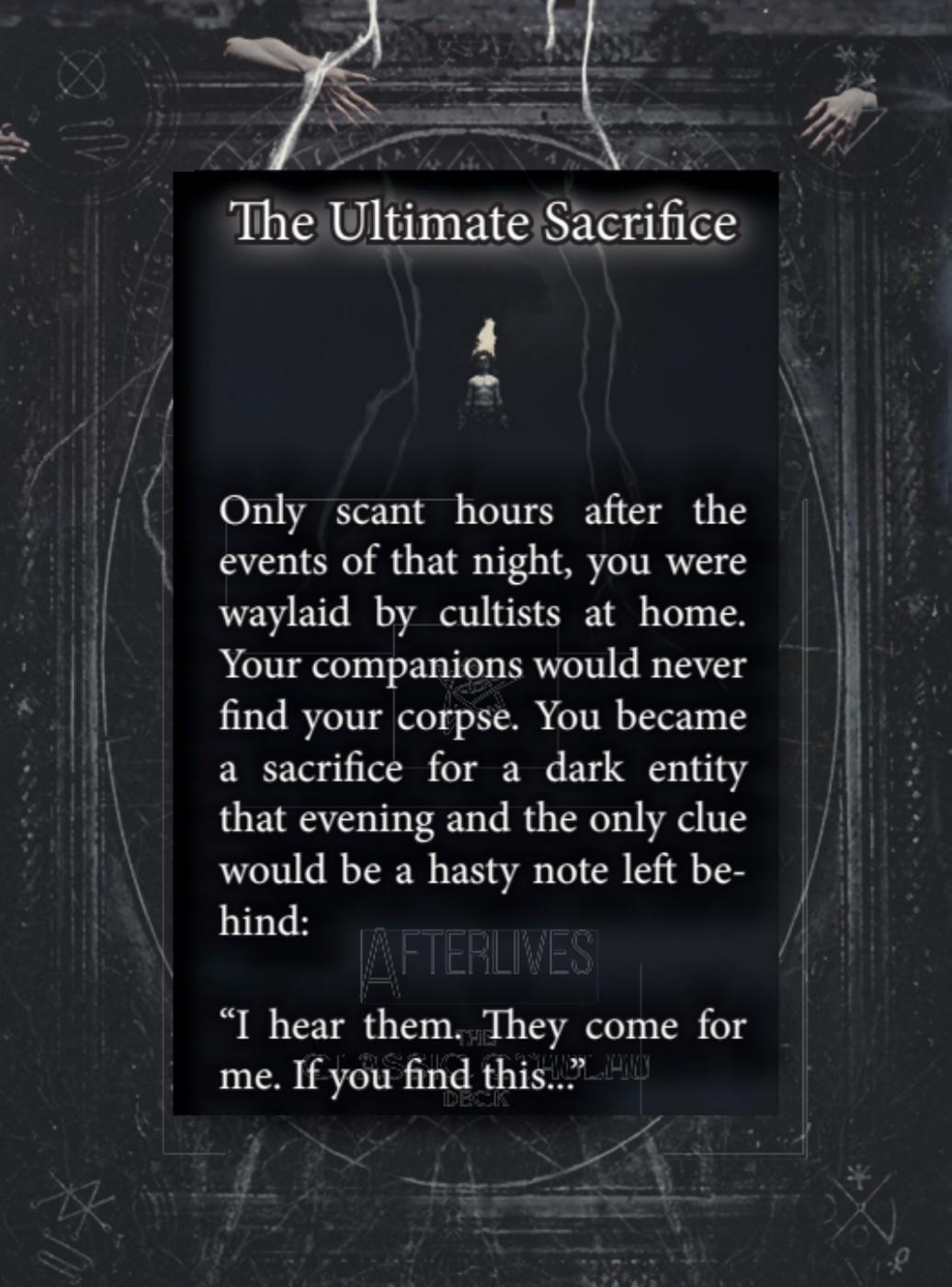
CLASSIC CHOLAU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



The background is a dark, textured surface with faint, glowing symbols and patterns. At the top, two hands are visible, one on the left and one on the right, reaching down towards the center. In the center, a small, glowing figure stands on a dark, circular platform. The overall mood is mysterious and ominous.

The Ultimate Sacrifice

Only scant hours after the events of that night, you were waylaid by cultists at home. Your companions would never find your corpse. You became a sacrifice for a dark entity that evening and the only clue would be a hasty note left behind:

AFTERLIVES

“I hear them. They come for me. If you find this...”



AFTERLIVES

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DECK



Lost In The Peaks



After that night things started to calm down. No one noticed you were missing until it was too late. Inexplicably, your remains were found gnawed and scattered on the high slopes of a mountain in Vermont 3 years later.

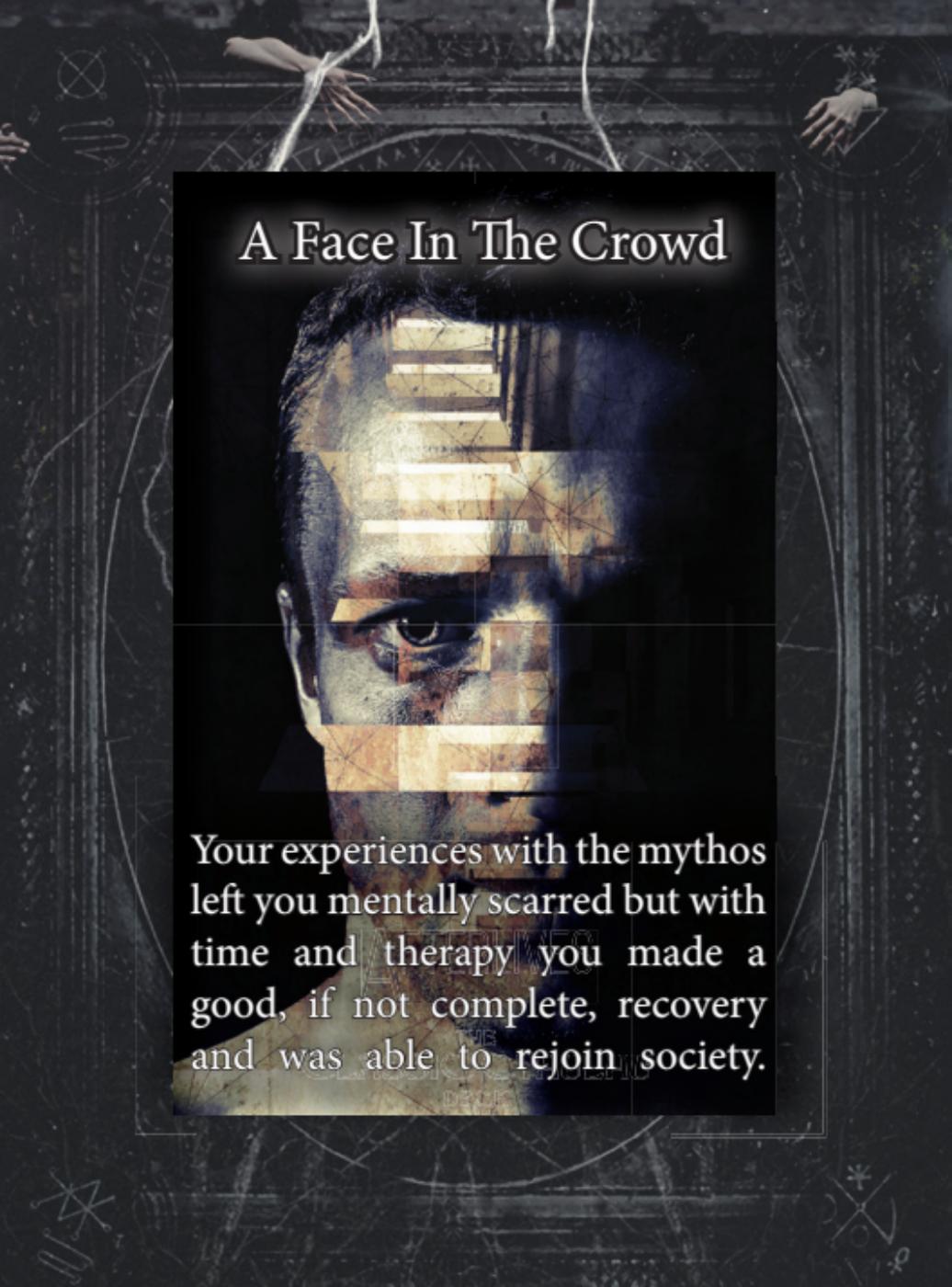
THE
CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



The image features a central portrait of a man's face, which is heavily distorted by a digital glitch or fragmentation effect. The background is dark and textured, adorned with various occult symbols, including pentagrams and circles with internal lines. At the top, two hands are visible, one on the left and one on the right, appearing to be part of a larger, possibly ritualistic, scene. The overall aesthetic is mysterious and somewhat unsettling.

A Face In The Crowd

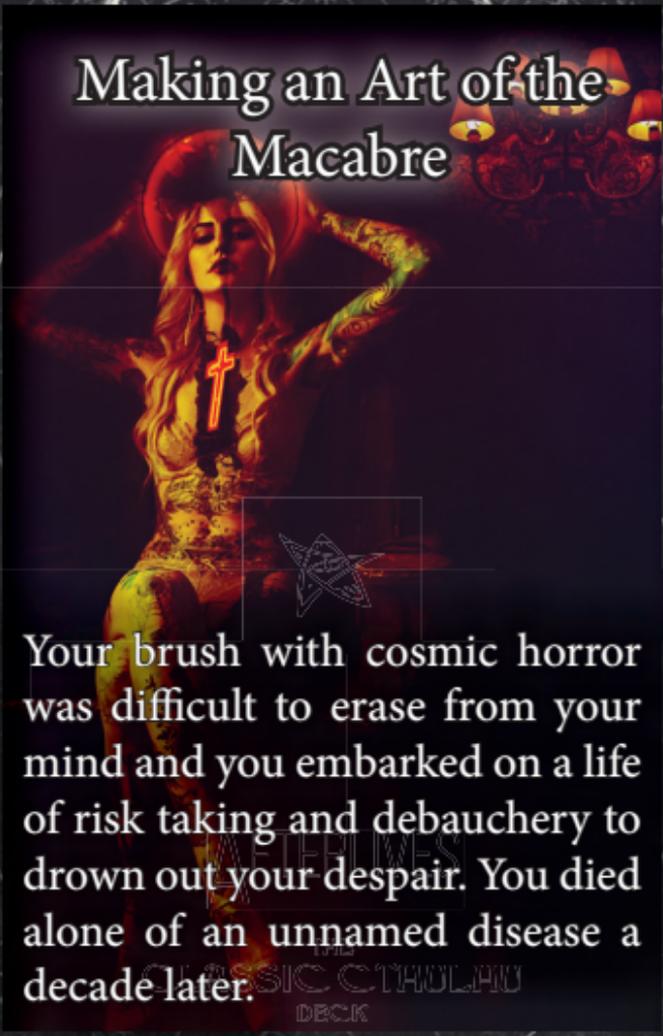
Your experiences with the myths left you mentally scarred but with time and therapy you made a good, if not complete, recovery and was able to rejoin society.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A woman with extensive tattoos and a red hat is the central figure. She holds a red cross against her chest. The background is dark with occult symbols, including a pentagram and a hand holding a dagger. The text is overlaid on this image.

Making an Art of the Macabre

Your brush with cosmic horror was difficult to erase from your mind and you embarked on a life of risk taking and debauchery to drown out your despair. You died alone of an unnamed disease a decade later.

CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





The Church of the Thoughtful Clouds

Your experience led you to search for answers which you found in rural Massachusetts. You joined their new church praising the Twisting Wind Dancers and to feed them lost travellers.



AFTERLIVES

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CLASSIC CTHULHU
DECK



A Walk on the Beach

You hid your inner distress from the others. That horrific brush with the supernatural had affected you deeply and you were last seen heading down to the beach three months ago.





AFTERLIVES

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CLASSIC CTHULHU
DECK





The Hunt

You suffered a psychotic break after your mythos encounter and used mythos spells and rituals to look for victims as America's latest serial killer.



AFTERLIVES

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CLASSIC CTHULHU
DECK





A Star Is Born

You siezed life after your brush
with cosmic horror and became
an accomplished actor.

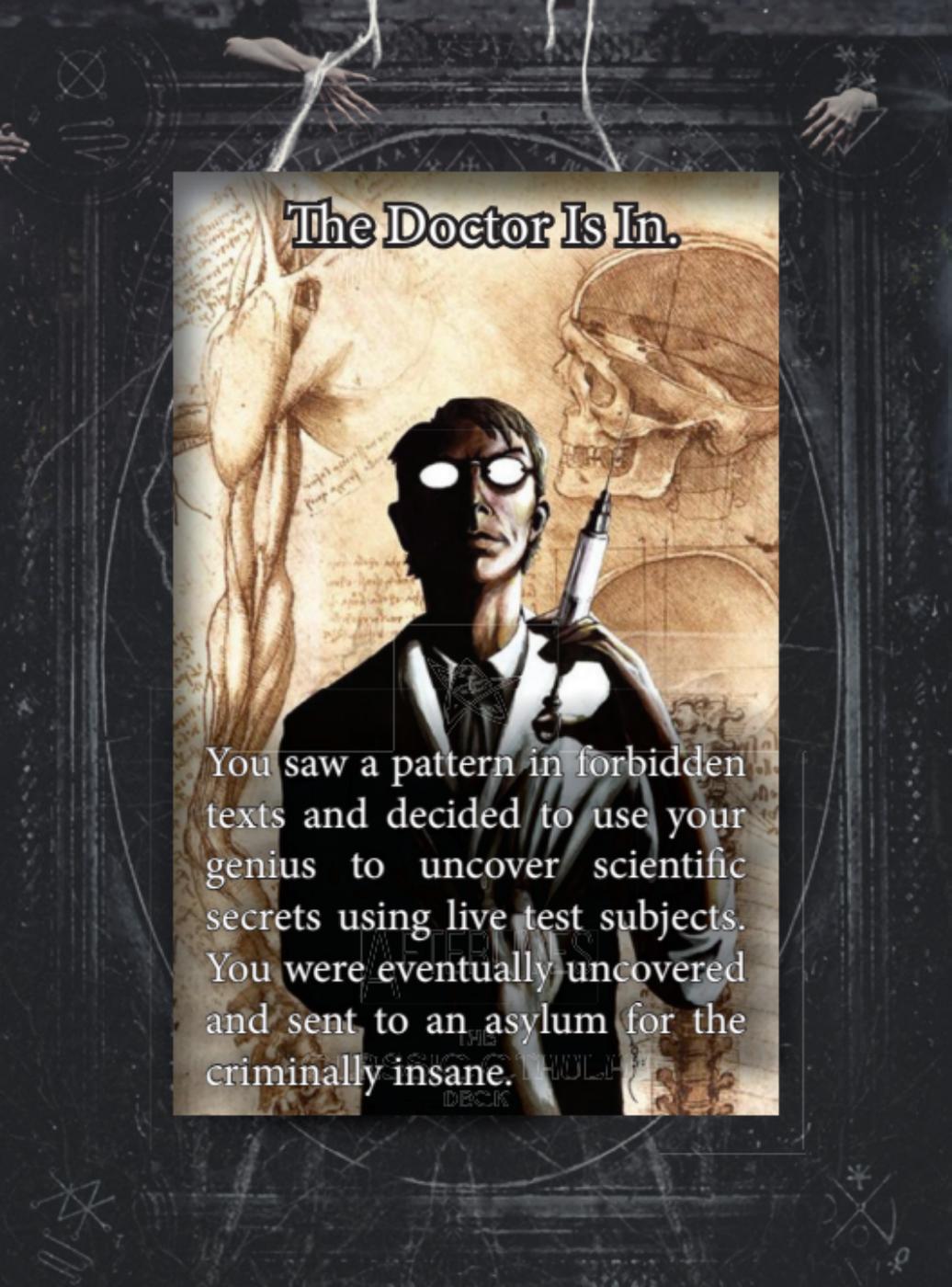
Engaging in a masquerade seems
to be your forté.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



The image features a central figure of a man in a dark suit, white shirt, and patterned tie. He wears glasses with glowing white lenses and holds a large medical syringe in his right hand. The background is a collage of vintage anatomical illustrations, including a human torso with muscles and a profile of a human skull. The entire scene is framed by a dark, textured border with faint occult symbols and diagrams, such as a caduceus and various geometric patterns. The text is overlaid on the central image in a white, serif font.

The Doctor Is In.

You saw a pattern in forbidden texts and decided to use your genius to uncover scientific secrets using live test subjects. You were eventually uncovered and sent to an asylum for the criminally insane.



AFTERLIVES

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CLASSIC CTHULHU
DECK



Knowledge Is Power

After encountering the myths you decided to look deeper into its machinations, unaware that you had become vulnerable to it. You fell into a mirror and now exist in the cracks between realities.

TERLIVES

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CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





To Sleep, Perchance To Dream

You took a strange herb in
some tea to help you sleep and
went to bed. You are unsure
whether you died or stepped
into some world of dream.
There is no way out for you.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





A Vast Alien Living Intelligent System

Your fascination with new technologies such as radio and powered flight lead you to dream of an artificial god.

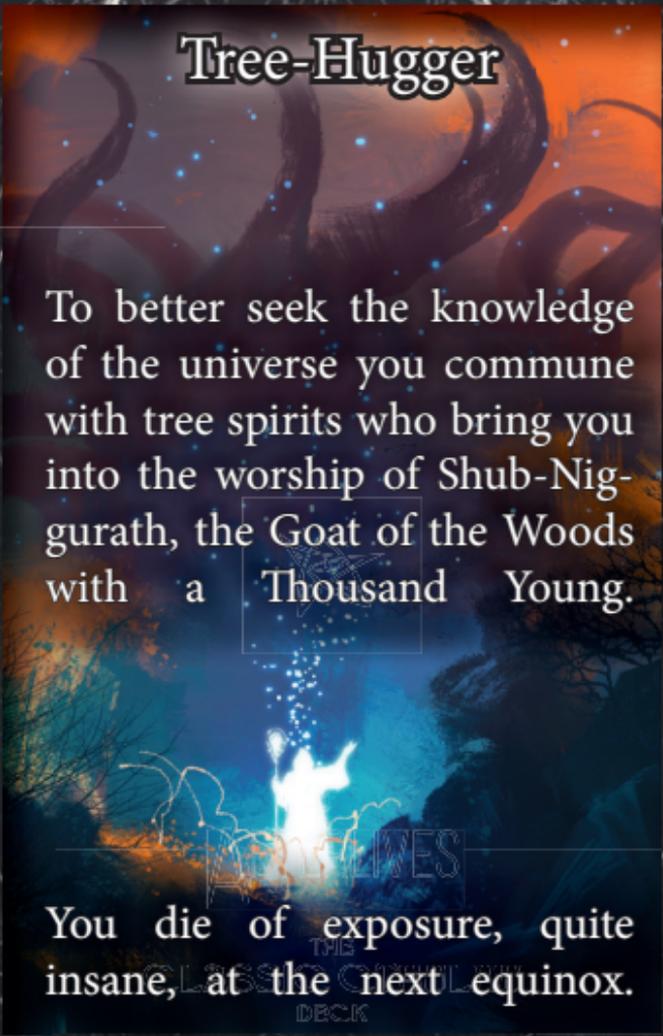
It speaks only to you and you are its willing conduit. In 1945 your twisted remains are found inside a prototype computer.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





Tree-Hugger

To better seek the knowledge
of the universe you commune
with tree spirits who bring you
into the worship of Shub-Nig-
gurath, the Goat of the Woods
with a Thousand Young.

You die of exposure, quite
insane, at the next equinox.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





Rivalries

Within a month a rival thinks you have a mythos artifact and wants it for themselves.

You are ambushed during a thunderstorm and gunned down.

MYTHOS
THE
CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A Herald of Doom

After visiting a lonely New England town to appraise the architecture you uncover a dark secret of inhuman breeding and dark worship.

You manage to escape and assist the F.B.I. in planning a raid on decrepit Innsmouth. After years of being an 'advisor' you eventually retire a hero to the U.S. govt., albeit a secret one.

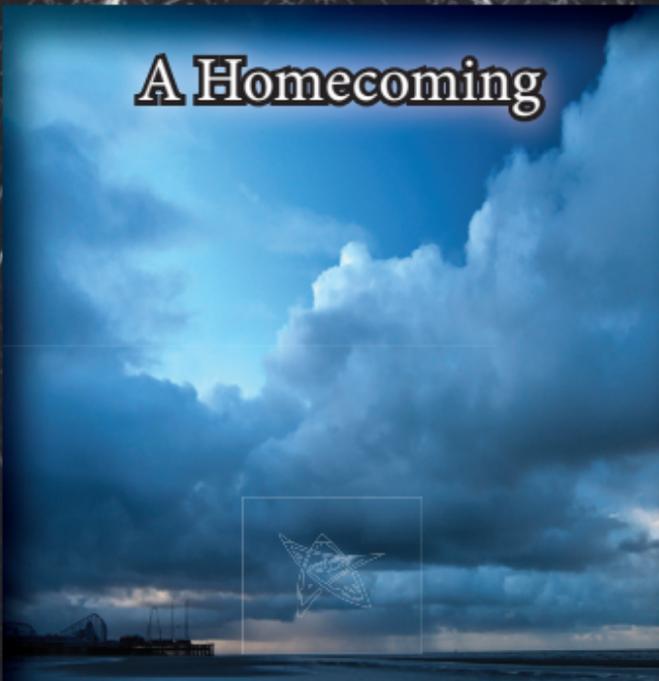


AFTERLIVES

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CLASSIC CTHULHU
DECK



A Homecoming



After many years of your health worsening, you feel a call to the sea. Your body is changing and soon you will join your ancestors beneath the waves.



AFTERLIVES

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DECK





Leftovers

After your horrific experience with the Mythos you gradually slide into madness. You then join the Ghoul realms in the darklit Underworld and feast.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Time gentleman, please



After your horrific experience with the Mythos you give up investigating outre horrors and open a bar in Canada and listen to the stories of others. You live a long and happy life.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





Ripe For The Hook

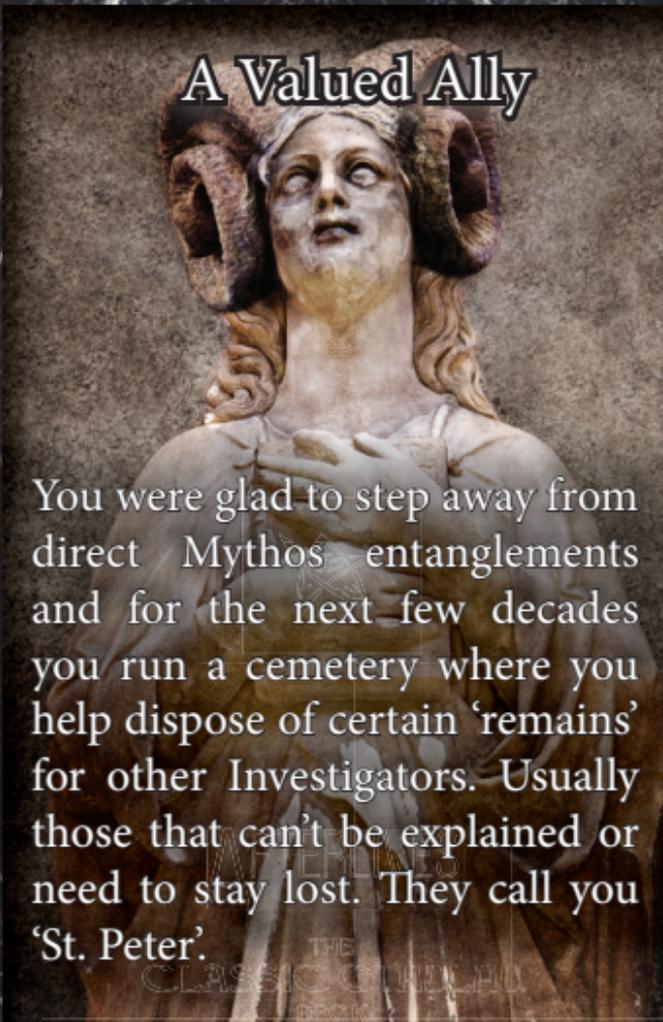
Years later, while travelling the country, you make the acquaintance of a Mr Seems. He befriends you, then stabs you in the night and proceeds to eat you over the next 4 weeks.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





A Valued Ally

You were glad to step away from direct Mythos entanglements and for the next few decades you run a cemetery where you help dispose of certain 'remains' for other Investigators. Usually those that can't be explained or need to stay lost. They call you 'St. Peter'.

THE
CLASSIC GOTHIC
MAGAZINE



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



The background is a dark, textured surface with various occult symbols, including pentagrams, circles, and hands. A central image shows a lit candle with a skull and other items on a table.

The Guardian of Darkness

After your brief monster hunting career you settle down and begin to establish a secret library in a local university in order to assist other Investigators. You retire at a venerable age to brew cider in Herefordshire.

THE
CLASSIC GUILD
DECISION



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Missing At Sea

You took to sailing the coast and seeking solitude after those awful events that prey on your mind. Eight years later your boat is found adrift with no sign of you or anyone else apart from strange scratches on the side of the vessel. You are never found.





AFTERLIVES

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CLASSIC CTHULHU
DECK



The Three Pharoahs



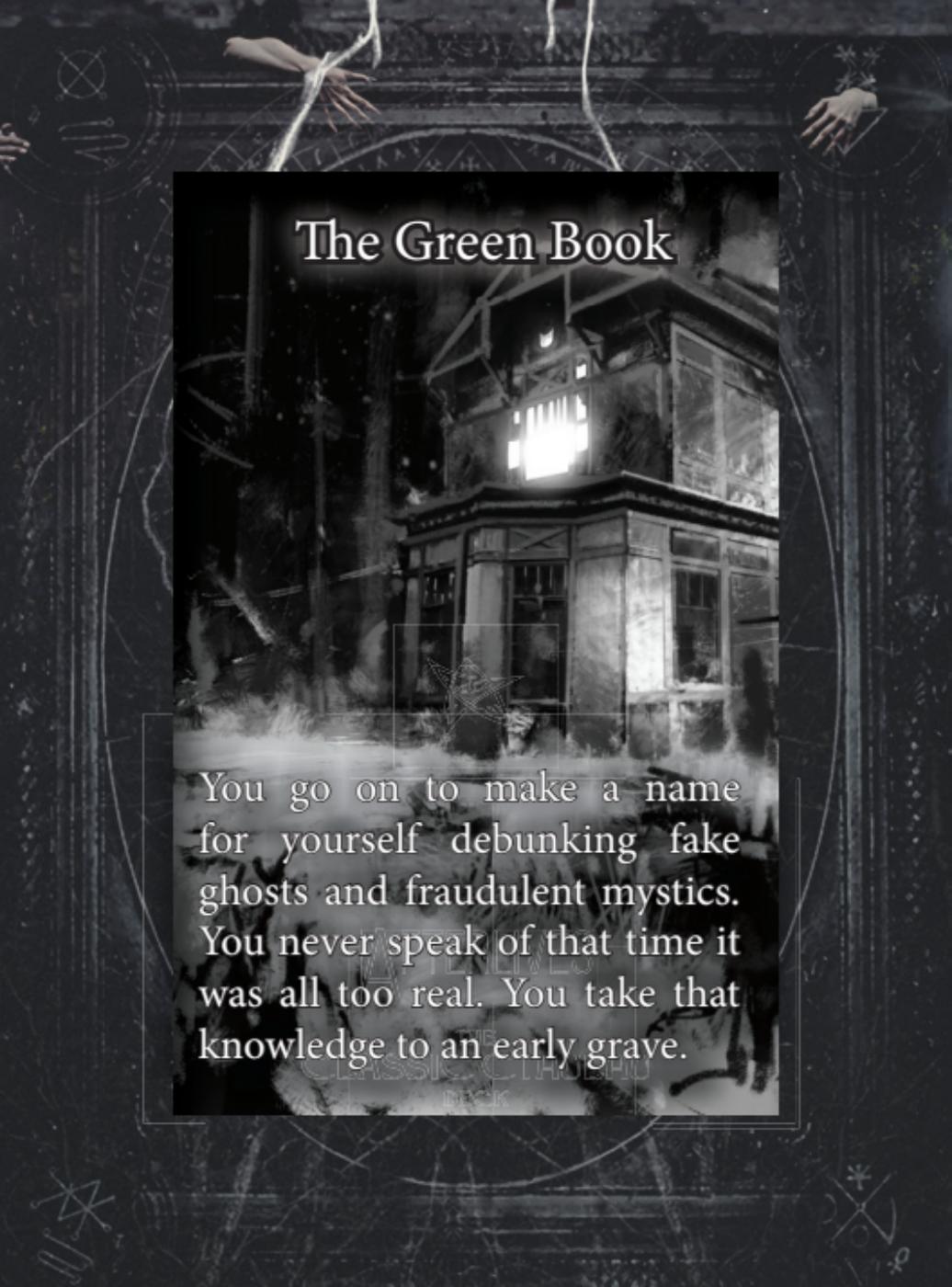
Three Pharoahs or just one with three different guises? You travel to the Valley of the Kings looking for answers. You were last seen three weeks ago going inside a hitherto undiscovered tomb.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





The Green Book

You go on to make a name for yourself debunking fake ghosts and fraudulent mystics. You never speak of that time it was all too real. You take that knowledge to an early grave.



AFTERLIVES

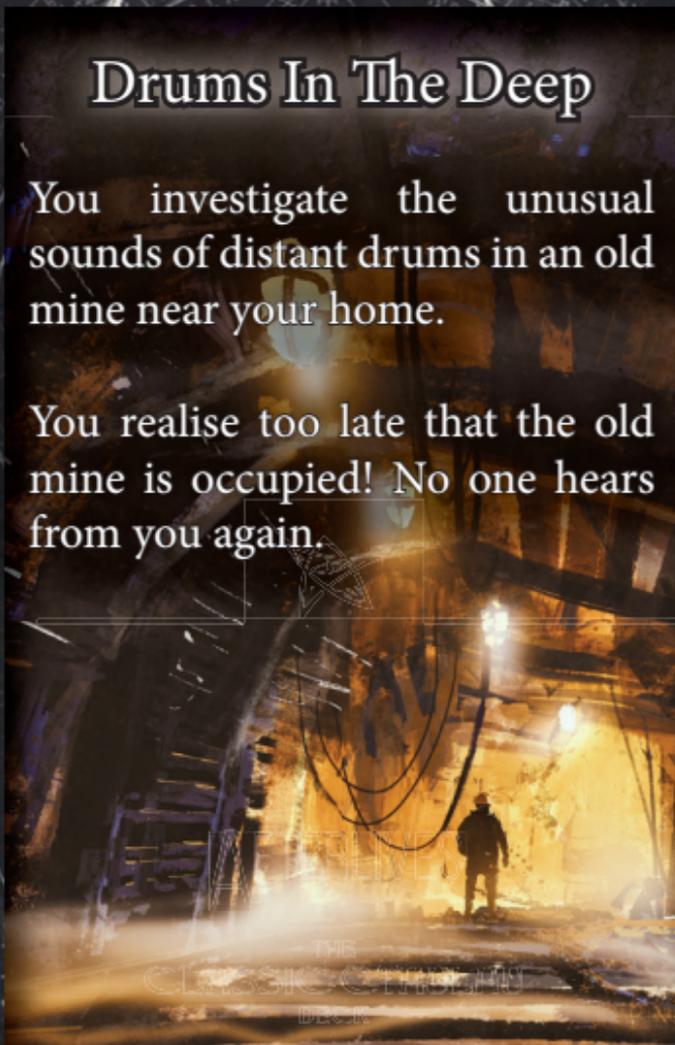
THE
CLASSIC CTHULHU
DECK



Drums In The Deep

You investigate the unusual sounds of distant drums in an old mine near your home.

You realise too late that the old mine is occupied! No one hears from you again.



THE
CLASSIC CHANNEL
BEST



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A Learned Scholar

You leave mythos investigations behind and focus on historical questions. After a few years you become the foremost authority on Mesopotamian ziggurats.

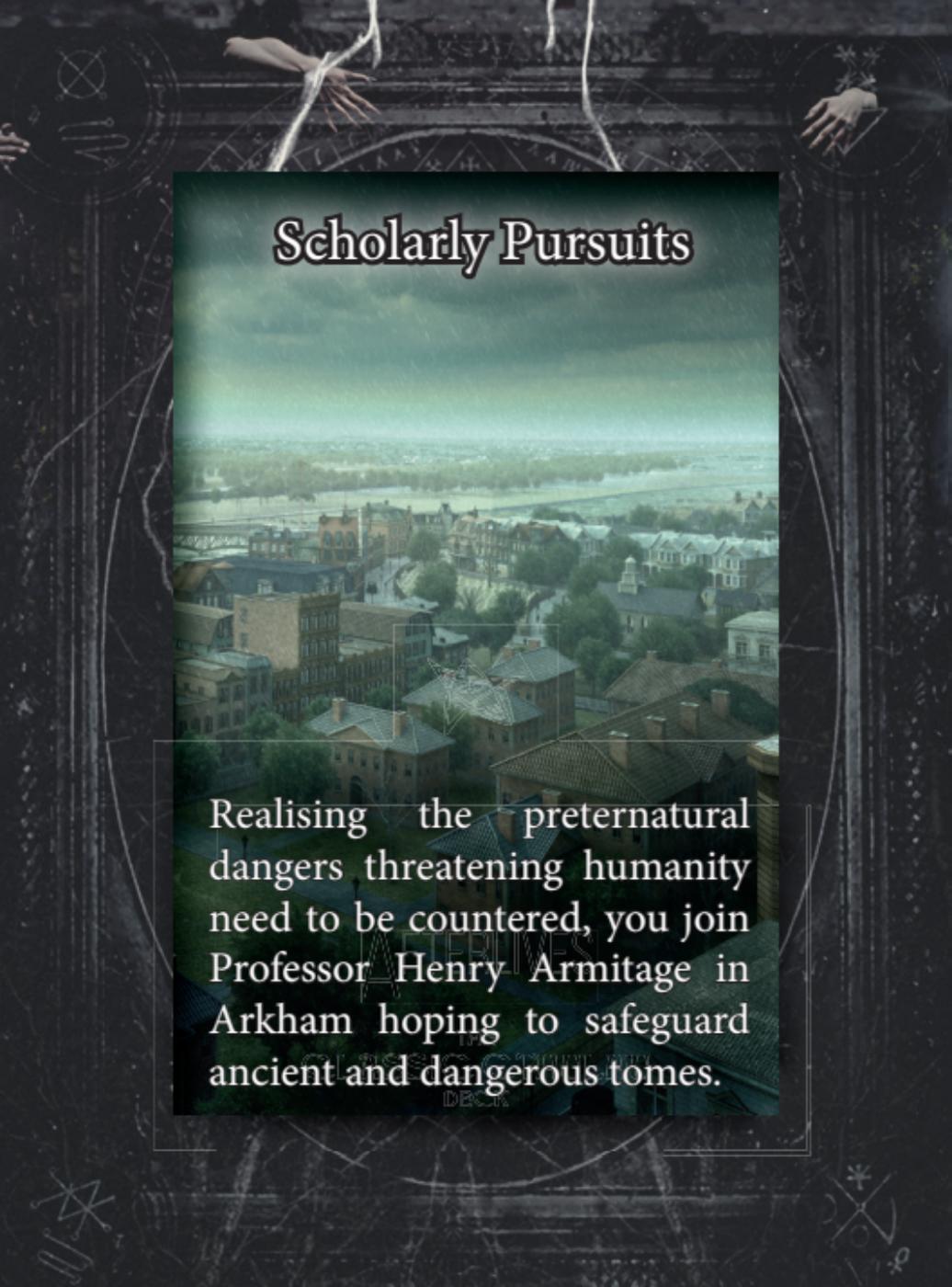
CLASSIC GAMES
BOOK



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Scholarly Pursuits

Realising the preternatural dangers threatening humanity need to be countered, you join Professor Henry Armitage in Arkham hoping to safeguard ancient and dangerous tomes.



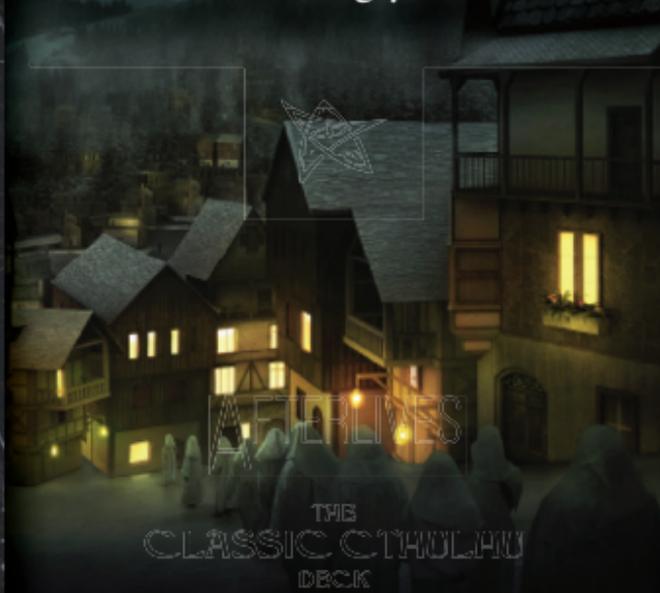
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Our Revels Now Are Ended...

After long years of madness, you find a kind of peace by heading to Kingsport and revelling in an ancient festival in a once familiar town now seemingly out of time.





AFTERLIVES

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DECK





Here Forever

After being missing for 6 months your fellows track you down to an abandoned church in an Austrian forest. Here they cry in anguish as they find your ghost, trapped in this rotten edifice. They release you by burning down the damned church.

THE
CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



The Tomb Under The Sea



You follow clues detailing the location of the real Atlantis and find it in the Mediterranean. It is revealed to be a city of the dark god Cthulhu. You resolve to destroy the remaining temple with explosives, dying in the blast.



AFTERLIVES

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DECK



A City Break



Staying in the old Gilman Hotel overnight seemed like such a good idea. It really shouldn't have ended with your friends missing and you drowning alone in the surrounding marshes.

DECK



AFTERLIVES

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CLASSIC CTHULHU
DECK



A Quiet Rest



After your horrific experience you fell to poverty and froze to death a few winters later.

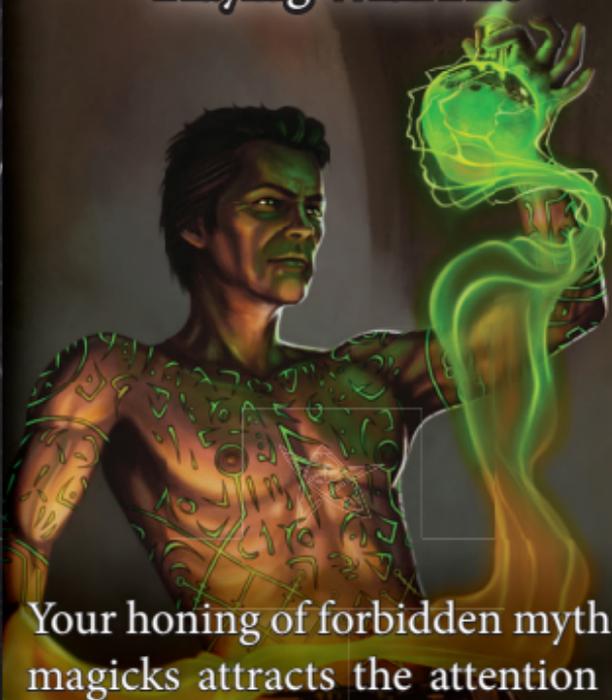


AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Playing With Fire



Your honing of forbidden mythos magicks attracts the attention of an anti-mythos organisation who burn your house to the ground with you in it. You die pledging your allegiance to dark gods.



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



A Willing Worshipper



You descent into madness is swift and you offer up your soul to Hastur on a cool moor under starlight.

THE
CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Eat This!



Giving your fellows time to escape the Ghoul warren, you light the fuse on a pile of dynamite, killing them just as they reach you.

You badass.

AFTERLIVES
THE
SIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK



Putting Down Roots



While in Thailand a local cult infects you with a Hell-Plant which bursts four months later while you're gardening at home. You are now a small and hideous scarecrow shaped shrine to the Old Ones.

CLASSIC CTHULHU
DECK



AFTERLIVES

THE
CLASSIC CTHULHU
DECK





Cold Storage

While trekking the Himalayas you discover a Mi-Go city. You die being snatched from an airship gondola by the Fungi in the ensuing Zeppelin raid.

THE CLASSIC CHALLENGE



AFTERLIVES

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CLASSIC CTHULHU
DECK





A Tower of Terror

After years of searching you find the lair of Rhan-Tegoth. You plant explosives and escape just before the mountain comes down. You go into hiding to live out your days.

AFTERLIVES

THE
CLASSIC CTHULHU
DECK

POD PRESS



AFTERLIVES

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DECK



A Heroic Death



You fight in World War II rescuing refugees from the clutches of evil men bent on their murder. You pay the price of many heroes by firing squad.

THE
CLASSIC CTHULHU
DECK



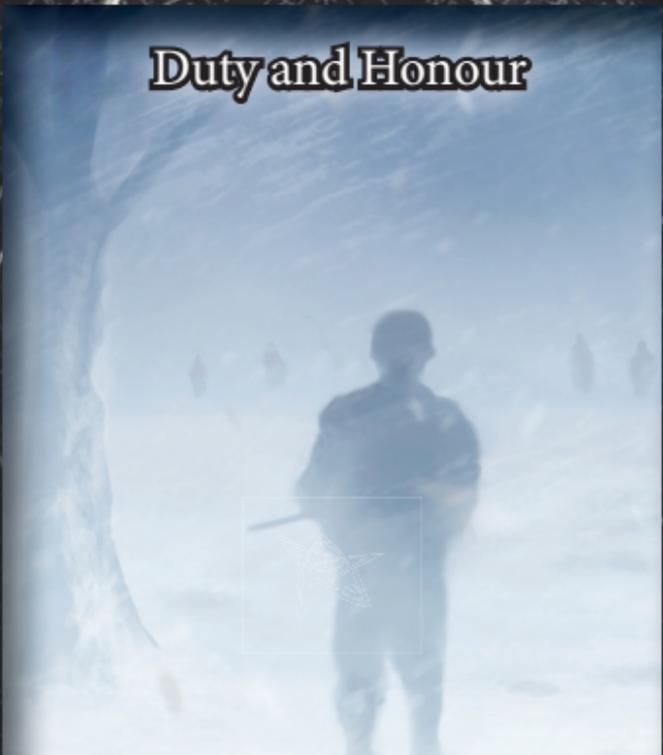
AFTERLIVES

THE
CLASSIC CTHULHU
DECK





Duty and Honour



You fight bravely in the Second World War facing a determined enemy. You retire honourably and pass away at a venerable age.