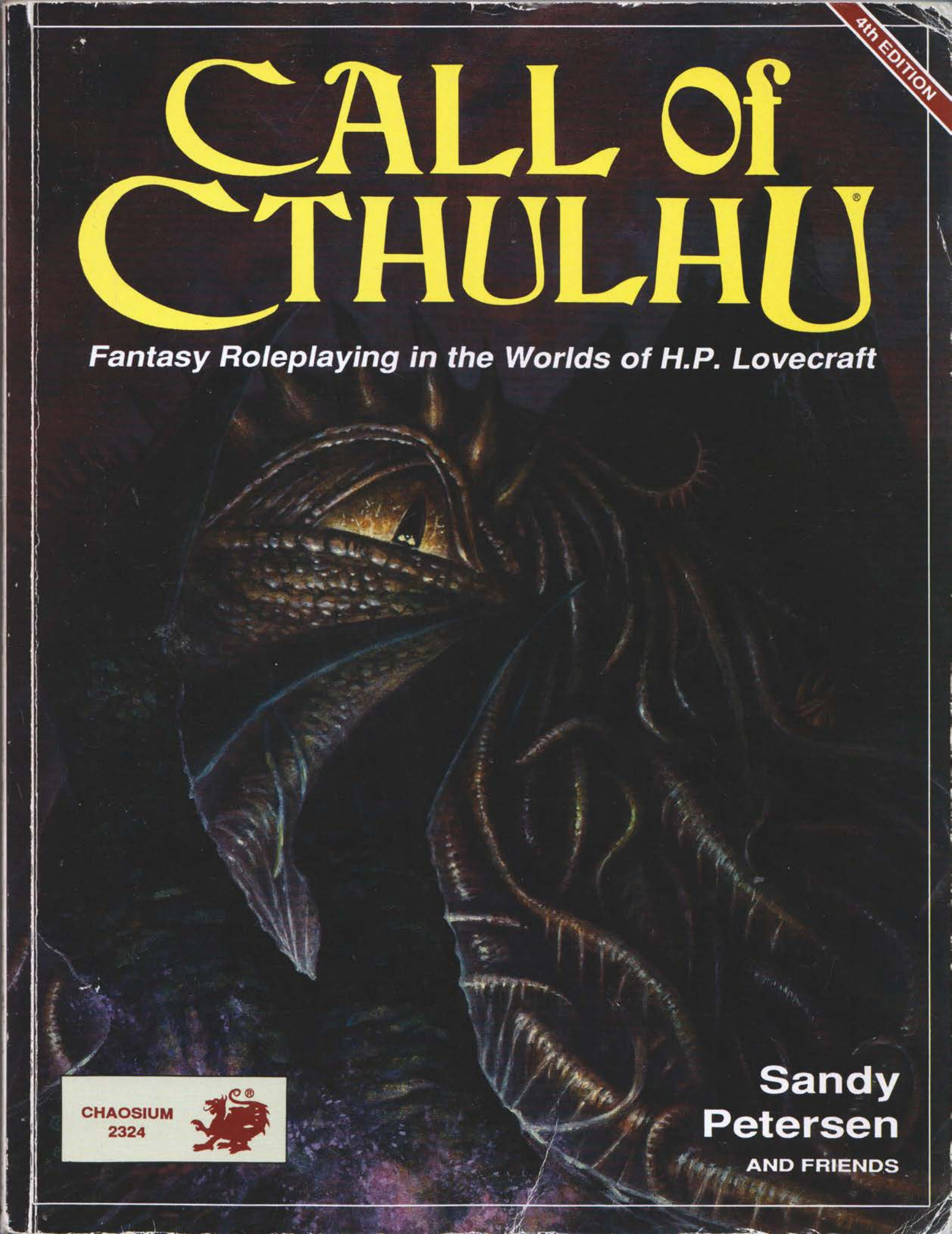
4th EDITION

CALL of CTHULHU®

Fantasy Roleplaying in the Worlds of H.P. Lovecraft



CHAOSIUM
2324

Sandy Petersen
AND FRIENDS



Howard Phillips Lovecraft
1890-1937


MIRROR
GENE
DAY

CALL of CTHULHU®

FANTASY ROLEPLAYING
IN THE WORLDS OF H.P. LOVECRAFT

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Chaosium Inc.
1989

DEDICATION

**To my father, who introduced me
both to Lovecraft and to science fiction in general.
From one of his books I read my first Lovecraftian story, *Pickman's Model.*
Thanks, Dad.**

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— S.P.

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CONTENTS

Chapters

The Game Rules 7
Investigator Creation 11
Game System 17
Sanity 30
Cthulhu Mythos 37
Magic & Spells 76
Playing the Game 88
Color Portfolio 96
Scenarios 91
1920s Sourcebook 144
Beasts, Monsters 127
Time 134
Prices & Cash 140
Travel 142
Crime 144
Weapons 146
Prisons 149
Biographies 152
On Cultists 155
Researches 156
Automobile Chases 164
Spells: a Grimoire 166
Ritual Curses 177
Excerpts 178
Plan: Rail Coaches 180
Poetry (& Song) 181
Cthulhu Cartoons 184
Sanity Quiz 186
Map: Arkham 188
Investigator Sheet 189
Map: Mass., R.I. 191
Size Table 192
Size Foldout 192

Subject Index

(alphabetical)

1920s Calendar Year 136
1920s Distances 143
1920s Timeline 134
Abhoth 40
Alien Races 38
Arkham (map) 188
Arrests 144
Atlach-Nacha 40
Attacks and Parries 20
Automatic Actions 17
Automobiles: Stats & Chases 164
Azathoth 41
Banks and Savings 141
Bast 42
Beasts: natural 127
Beings from Xiclotl 73
Binding Spells 81
Biographies 152
Books, Mythos 76
Books, Mythos (excerpts) 178
Books, Mythos (2nd. editions) 78
Brew Space-Mead (spell) 84
Bribery 145
Brockford House (scenario) 95
Byakhee 43
Call Deity Spells 82
Campaign, Running 90
Campaign, Setting-up 89
Cartoon (Cthulhu) 184
Casting Spells 80
Chances to Hit 22
Characteristics 11
Chthonians 43
Clubs 22
Combat Skills 20
Company Brand Names 144
Contact Spells 82
Contact Deity Spells 83
Create Gate (spell) 84
Creatures, natural 127
Crime 144, 145
Cthugha 45
Cthulhu (description & stats) 45
Cthulhu Mythos 37
Cthulhu Mythos Books 76
Cthulhu, ubiquity of 161
Cultists (essay) 155
Cure Rates (of institutions) 34
Curses, ritual 177
Cyaegha 47
Damage Bonus Table 13
Damage (to Investigators) 19
Daoloth 47
Dark Young of Shub-Niggurath 47
Deep Ones 48
Deities & Monsters Table 42
Dholes 49
Dice 8
Dice: failure to roll below value 19
Dimensional Shamblers 49
Distances, sample 1920 143
Dodge Roll 12
Dread Curse of Azathoth (spell) 85
Drowning Damage 19
Elder Things 50
Elder Sign 85
Enchant Item Spells 85
Example of Play 29
Experience Checks 18
Failure (in die rolls) 19
Falling Damage 19
Father Dagon, M. Hydra 48
Fencing 20
Fire Vampires 50
Firearms 22
Firearms, loading 23
Firearms table 23
Flying Polyps 51
Foreword 6
Format (creature descriptions) 39
Format (mythos books) 76
Formless Spawn of Tsathoghua 52
Gate Creation Cost Table 84
Gate Distance/Cost Table 85
Geographic Comparisons 126
Ghasts 53
Ghatanothoa 53
Ghouls 54
Glaaki 54
Glaaki, Servants of 55
Gnoph-Keh 55
Gods, Other Lesser 60
Gods, Outer/Other/Elder 38
Grappling 21
Great Old Ones 39
Great Race of Yith 56
Gugs 57
H.P. Lovecraft (illus.) 1
Hand-to-Hand Combat 21
Hastur the Unspeakable 57
Haunted House (scenario) 91
Healing 19
Hit Points 13
Hounds of Tindalos 59
H.P.L. Timeline 138
Hunting Horrors 60
Idea Roll 11
Impaling Attacks 20
Insanity, Benefits of 31
Insanity, Cure 34
Insanity, Duration of 30
Insanity, Indefinite 31
Insanity Table 32
Insanity, Temporary 30
Insects from Shaggai 68
Institution Cure Rates 34
Institutional Disasters 34
Institutionalization 34
Institutions Available 35
Investigator Sheet (master) 189
Investigator Sheet (example) 15
Investigator Tactics 88
Item Prices 140
Ithaqua the Windwalker 60
Jams (weapon) 22
Knife Fights 21
Knockout Attacks 21
Lloigor 61
Loading Firearms 23
Lovecraftian Timeline 137
Luck Roll 12
Madman (scenario) 94
Magic Points 12, 80
Magical Items 87
Massachusetts (map) 191
Mi-Go 63
Money (campaign) 14
Monster Form (master) 66
Moon Beasts 63
Movement 13
Mystery/Loch Feinn (scenario) 115
Mythos Book Table 77
Mythos Books 76
Mythos Books (excerpts) 178
Mythos, Cthulhu 37
Mythos Prehistory 139
Mythos Summary 37
Necronomicon Fragment 156
Necronomicon, Notes On 158
Necronomicon Researches 156
Nemesis, a poem 138
Nightgaunts 64
Nodens 64
Nyarlathotep 65
Nyogtha 67
Occupation Table 14
Occupations (of Investigators) 13
Occupations, additional 125
Outer/Other/Elder Gods 38
Paper Chase (scenario) 100
Percentile Die Rolls 17
Pistols (also see WEAPONS) 22
Poetry & Song 181
Poison 20
Potencies Table (of poisons) 38
POW Increase 86
Powder of Ibn-Ghazi (spell) 85
Prices for Items 140
Prisons 149
Professions (for Investigators) 13
Pronunciations (Chaosium) 126
Psychoanalysis 34
Rail Coach (plan) 180
Rescue (scenario) 107
Resistance Table 18
Resistance Table Rolls 17
Resurrection (spell) 85
Rhode Island (map) 191
Rifles (also see WEAPONS) 23
Rules Questions Answered 124
SAN 30
Sand-Dwellers 67
Sanity Defined 30
Sanity, Increasing 31
Sanity Losses 31
Sanity Points as Reward 34
Sanity Quiz 186
Sanity, Regaining 31
Savings (money) 16
Scenario Organization 89
Second Editions (of tomes) 78
Serpent People 67
Servants of Glaaki 55
Servitors of Other Gods 68
Shaggai, Insects from 68
Shantaks 69
Shock (mental) 30
Shock (physical) 19
Shoggoths 71
Shotguns (also see WEAPONS) 23
Shrivelling (spell) 85
Shub-Niggurath 70
Shudde M'ell 70
Size Table 192
Size Comparisons (foldout) 192ff
Skill Descriptions 24
Skill Descriptions: ACC—CRE 24
Skill Descriptions: CTH—HID 25
Skill Descriptions: HIS—PHA 26
Skill Descriptions: PHO—SIN 27
Skill Descriptions: SNE—ZOO 28
Skills, Combat 20
Skills Table 21
Space-Mead Table 84
Spell Casting 80
Spell Grimoire 166
Spell Table (basic) 86
Spell Table (for monsters) 81
Spell Teaching 80
Spells: Bindings 81
Spells: Choosing them 80
Spells: Contact 82
Spells: Contact Deity 83
Spells: Enchant Items 85
Spells: Other 84
Spells: Scenario 166
Spells: Summonings 80
Star-Spawn of Cthulhu 71
Star Vampires 71
Steamships 142
Summoning Spells 80
Timeline: Disasters 134
Timeline: HPL 138
Timeline: 1920s 134
Transport Speeds 142
Transportation Costs 140
Travel 142
Tsathoggua 72
Tsathoggua's Formless Spawn 52
Underground Menace (scenario) 102
Voorish Sign (spell) 85
Wages 140
Weapons: Additional 146
Weapons: Automatic 147
Weapons: Black Market 148
Weapons Jams (guns) 22
Weapons: Melee 20
Weapons Notes 148
Weapons Tables 22, 147
Weapons Zones 146
Werewolves, about them 113
Xiclotl, Beings from 73
Y'golonac 73
Yig 73
Yog-Sothoth 74
Zhar 75
Zoth-Ommog 75

Foreword

Welcome to Call of Cthulhu! *If you have ever been enthralled by a ghost story or spellbound at a horror movie, you are in for a treat. Part the veil that separates frail humanity from the terror that lurks beyond space and time. Investigate forgotten ruins, haunted woodlands, and nameless menaces. Enter the world of* Call of Cthulhu!

This game was first published in 1981. At that time, three major national awards were issued in the United States for excellency in game design. Call of Cthulhu *won all three. It has spawned foreign-language editions (French, German, Spanish, Japanese, and Italian at the moment), and a host of award-winning supplements. It has been recognized in national magazines and fan newsletters. Its sales are higher now than at any time in its history.* Call of Cthulhu *was the first horror roleplaying game, and it is still the best.*

My introduction to H.P. Lovecraft was as a child, when I found a tattered book of stories, printed for the use of servicemen during World War II. I read that book in bed that night, and became entranced forever. If you, too, love Lovecraft's stories, you can now experience the Cthulhu Mythos in a new way. What would you have done in the place of Lovecraft's intrepid heroes? Could you have solved the sinister Whately mystery? Would you have been able to save the world from the nightmare of the deep ones? Could you face shoggoths without going mad? Now you can find out!

If you have never read Lovecraft, but you like horror stories, Call of Cthulhu *opens a new vista of roleplaying for you. Vampires, werewolves, ghosts, zombies . . . all wait within.*

This game has two types of players, those who take on the parts of 'investigators,' and those who take on the part of the 'keeper.' These terms are explained in greater detail later. Briefly, an investigator is the player's persona within the game – his alter ego, so to speak: the investigator must search through webs of occult intrigue and elicit the grim truths that menace humanity. If you become a keeper, you act as game moderator; you take the part of the monsters, spooks, and sinister or not-so-sinister people the investigators meet.

If you intend to become a keeper, read all the rules in this book. Especially read the rules on Sanity, the game system, and character creation. Once you feel you understand the rules, choose a scenario. The best scenarios are the first three provided in the chapter entitled 'Ready-to-Play Scenarios.' Read the adventure, then invite some of your friends over. When they arrive, have them roll up investigators together and briefly explain the rules. The investigator sheet is self-explanatory, so this shouldn't take too much time. Now you're all set to play. Don't worry about making mistakes the first time round – it's your privilege to do so.

Seven scenarios are included in this book, for your convenience. WHile you are learning how to invent your own scenarios, you can use these to play with your friends. Always be sure to read a scenario before running it as the keeper. You want to surprise your friends, not yourself!

If you want to be an investigator, you don't need to do all this. At first, all you need to read are the opening chapters of the game – 'Introduction,' 'Creating the Investigator,' 'Game System and Skills,' and 'Sanity.' You never need read the rest of the rules unless your keeper asks you to do so, or if you decide to become a keeper yourself.

Fair warning: if you do decide to read all the rules, I strongly recommend that you skip the scenarios – reading them will ruin your enjoyment when your investigator is playing through them. Of course, once you've finished a scenario you could read it (with your keeper's permission).

With the purchase of this book, and some dice, you have everything needed to play Call of Cthulhu. *As I mentioned, many supplements have been printed. None are essential to an enjoyment of the game, but the adventures and information they include can prove welcome additions to any keeper's campaign.*

If you are already familiar with other roleplaying games, be forewarned. Call of Cthulhu *is quite a different phenomenon from most games, in which combat skills are all-important.* Call of Cthulhu *is an investigative game. Intellect, not brawn, is paramount. Your ability to read Latin may prove of more worth than your accuracy with a .45 revolver. Of course, madness and death can lurk just around the corner, so be prepared!*

See you at the asylum,

SANDY PETERSEN

Introduction

Welcome to the Cthulhu Mythos, as created by Howard Phillips Lovecraft and others. This is a world of the 1920s, full of mystery and supernatural horror.

Call of Cthulhu is a fantasy role-playing game based upon the works of H. P. Lovecraft and a few others. H. P. Lovecraft was a fairly popular writer during the 1920s and 1930s and he became a cult figure before his death in 1937. Since his death, his stature has grown, and now he is generally recognized as the major horror-story writer of the twentieth century. His stories ranged from pure science fiction to gothic horror. His nonfiction includes a history of Quebec and a commentary entitled *Supernatural Horror in Literature*.

Lovecraft's most famous invention was the Cthulhu Mythos, a series of stories sharing as plot elements certain mythical books of arcane lore and diabolical entities. The Cthulhu mythos fired the imagination of other authors, mostly proteges and friends of Lovecraft, and soon they were adding to his complex mythology. Today, Cthulhu stories are still being written by heirs to Lovecraft's literary legacy.

Purpose of the Game

Players in *Call of Cthulhu* take the part of intrepid investigators of the unknown, attempting to ferret out, understand, and eventually destroy the horrors, mysteries, and secrets of the Cthulhu mythos. A game moderator, known as the Keeper of Arcane Lore ("Keeper"), is necessary for this game, and his role is to attempt (within the rules of the game) to set up situations for the players to confront.

The investigators need not be anything like the people who play them. Indeed, it is often more rewarding and enjoyable for players to create characters entirely unlike themselves: tough private eyes, taxi dancers, or sinisterly genteel occultists.

Call of Cthulhu is an interaction between players, who operate (run) characters, and a game moderator who runs the world in which the adventures occur.

Most of the play is verbal exchange. The players tell the referee what they wish or intend to do. The referee then tells them if they can or may do it, and, if not, what happens instead.

The actual game rules are important only when there is some question of success or failure, for the rules are the agreed-upon 'reality' which makes the game world understandable. The rules tell you how to discover the outcome of game action.

In *Call of Cthulhu*, the keeper has the immense responsibility of preparing a scenario and playing it without bias. It is the keeper's duty to make the opposition smart and mean, or there will be little challenge for the players, and they will be bored. But the referee must refrain from arbitrary decisions even if the players outwit, out-guess, or out-fight him in the end.

The players also have a duty to play their investigators within the known limits of the characters they run. Remaining unbiased is as difficult for the players as for the referee. Just because a player is a science major and knows how to concoct subtle and potent compounds does not mean that his 1922 New York street cop character (without learning or training) could stroll to Yonkers and set up a pharmacy.

Operating within the limits of their characters presses the imagination of every player, and it is just this situation that makes this a game of *role-playing*. The players themselves act out the roles endowed to their investigators as though only those characters existed. Doing this well is the most difficult and most satisfying part of the game.

Like anything else, role-playing is easier when you have done it a few times. Always have some idea of your investigator's personality and character before you start, but also allow the events of his or her life to help shape

the investigator, and allow him to grow. Allow yourself different roles for different characters.

As you go through this book, you'll learn a basic role-playing system. The booklet explains the game mechanics which define Lovecraft's world. But you must create your own investigator and define his personality.

Developing an investigator will also depend upon the basic abilities which the character has, and those will be discussed below. But you must clothe the numbers with imagination, and that is the real play in the game.

Cooperation and Competition

Gaming is social. If you want to use your imagination alone, you could read a book. But be warned: when a number of people get together cooperatively, they can form a communal fantasy far more interesting and imaginative than could any one person, and the joint effort results in an extremely satisfying experience for all involved.

Players must work together. For instance, an expedition into a Persian ghoul-haunted ruin will not survive if the investigators are not willing to aid each other, heal each other, and guard each other. This is not to say that you cannot play a back-stabbing secret agent, only to suggest that if everyone plays that way, there will be no incentive to play together. There must be honor even among thieves, so far as gaming goes: if all of your investigators are cut-throats, who will want to play with you?

There also needs to be cooperation between players and the keeper. Though the keeper does mastermind the world and does set up and run the details, it's also true that the game remains a game for him as well, and that he likes to have fun playing too. The investigators should pit themselves against the Cthulhu mythos, not the keeper. The keeper should not be afraid to ask others for their opinions on game matters, and the players should not be afraid of debating rules questions or play opportunities with the keeper. Keeper rulings should be final, though, and players must be willing to take losses if the keeper is adamant in his thinking.

Simple communication will build an enjoyable and understandable world to play in. The rewards of cooperation are great; hostility and resentment are fatal to play. Remember, the object of all this is to have fun.

Winners and Losers

In *Call of Cthulhu*, there are no winners and losers in the normal competitive sense. Play is cooperative, wherein the participants work together to atain a common goal. The opponent is some alien or hostile situation controlled by an impartial keeper, not another player.

Winning in such a situation depends on whether or not the investigators succeed in their goal. Losing is what happens if they fail (they may just try again later). The death of a single investigator matters little if it means the repulsing of part of Cthulhu's master plan to enslave all Earth!

Characters who survive will gain in power from arcane volumes of forgotten lore, knowledge of horrendous monsters, and experience in their skills. Characters will continue to progress until their demise or retirement. Since *Call of Cthulhu* has a high mortality rate, players are advised not to get too attached to their characters.

What This Game Covers

This game normally limits itself to the parts of the Cthulhu mythos originated by Lovecraft himself. However, certain interesting concepts and creations by some of Lovecraft's friends are also used.

Call of Cthulhu is set in the United States, circa 1920. If so desired, a keeper may change the period to a more modern date or a more ancient one. The magic and monsters of the mythos are timeless and will not vary with the period. However, certain arcane books may be unpublished, less available, or more available in other ages, and Keepers should take this into account.

Notice to Keepers

Anyone desiring to moderate a game of *Call of Cthulhu* must first familiarize himself or herself with the works of H. P. Lovecraft. Read anything written by him, but the following works are the heart of the mythos, and will make a good start:

The Lurking Fear
The Horror at Red Hook
The Colour Out of Space
The Dunwich Horror
The Shadow Over Innsmouth
The Dreams in the Witch-House
The Haunter of the Dark
The Shunned House
The Call of Cthulhu [a must!]
The Case of Charles Dexter Ward
The Whisperer in Darkness
At the Mountains of Madness
The Shadow Out of Time
The Fungi From Yuggoth [poetry]

If the keeper reads at least half of the above works, which are mostly novelettes, he or she will be reasonably fit to run this game. Potential players of the game should read at least one story before trying to investigate any of the mysteries of the mythos.

Playing Aids

Dice

Call of Cthulhu uses a number of different dice. For convenience, players usually use their own sets, but they can also share. Three types of dice are used: 20-sided, 8-sided, and 6-sided. When two 20-sided dice are used together, or when one 20-sided die is rolled twice, a number between 01-100 is generated – a 'percentile roll.' D20s usually

have two sets of single digit numbers 0-9 on their 20 sides, so they can be used to generate a D10 result by rolling the die once; this is commonly done.

Abbreviations are used to designate these dice. The letter 'D' stands for the word Dice. This letter will be followed by a number denoting the number of sides on the die being used. Thus a D20 is a 20-sided die, a D6 is a 6-sided die, and a D100 is a pair of 20-sided dice used to generate a percentile.

Designations may be preceded by a number. This number tells the player the amount of that kind of dice to roll. For instance, 2D6 means that two 6-sided dice should be rolled and their results added together. If you don't have enough of that kind of die, roll the one you have a number of times equal to the value of the first number, and total the result.

Sometimes additions must be made to dice rolls. You might see "1D6+1." The number following the plus sign should be added to the result of the 1D6 roll. "1D6+1" means that the final result must be between 2 and 7, though the exact result depends on the actual roll of the D6.

Finally, there are occasional results requiring that different dice be rolled at one time. If a monster's claw does 1D6+2D4 damage, the actual damage will be found by rolling the three requested dice and summing their results.

Reading the Dice

Most of us are familiar with the good old cubical D6. We read it by throwing it so that it rolls, and then taking the number which is face up on the die as the result. This is the method used for reading D8 as well. The top number is the number rolled.

Though D20 is also read from the top, as with D6 and D8, they have only two sets of single digit numbers 0-9 on their 20 sides. This is fine for using the die as a D10 (simply read the '0s' as 10s), but not for D20s. What to do?

There are two usual ways to make a D20 yield 20 different numbers (and still be usable as a D10 and D100). You can take a marking pen and mark one each of the numbers from 0-9 to distinguish them from the other set of ten numbers, and then decide whether the marked or unmarked numbers represent the single digits. The others will be the 'teen' numbers. As a D20, the low zero will be 10, and the high zero will be 20. For use as a D10, simply ignore the marking.

An alternate method does not mark the die. Roll the D20 and any other die at the same time. The other die result determines whether the D20 is a single digit or a double digit number: low equals 1-10, and high equals 11-20.

D100 rolls are actually easier. If you have only one D20, you need to roll it twice. The first roll is the 'tens' roll, and the second roll is the 'ones.' If you roll a 5 the first time and an 8 the second time, you've rolled 58. "00" always equals 100.

With two D20s of different colors, you only roll both at the same time to read the D100 number. Decide which color is the 'tens' and which is the 'ones.' Then always read the dice the same way.

Occasionally these rules will refer to 'D3s' and 'D4s.' These are conventions used to designate rolling either a D6 or a D8 and halving the result. Thus, to roll a 'D4' requires rolling a D8 and reading a result of 1-2 as 1; 3-4 as 2; 5-6 as 3; and 7-8 as 4. Halve the result of a D6 roll to obtain numbers in a D3 range.

Character Sheet

Players should create investigator sheets for their characters. Pertinent information can be entered on a form of your devising (it's neater to work on graph paper), or you can use the latest version of Chaosium's printed form, found near the back of this book. This form can be photocopied any number of times. It holds all the data needed for play. The next chapter explains how to fill out the form and tells what the various entries mean.

Figures and Focus

Though it can be played as a strictly verbal game many sessions of *Call of Cthulhu*, are played using miniature figures.

Focus is always useful, for all the players can then weave their imaginations into the same framework. For instance, setting up a marching order for a party of investigators to travel up the Amazon shows which characters will be in a position to speak to each; this may be significant later if a character must choose one person out of many to aid.

Aiding rules interpretations is an excellent reason for using figures. When the figures are on the table, it is possible to see that your friends are blocking the field of fire your shotgun might have, or it will show which characters are first assailed by berserk gypsies striking from the flank, or how long it will take for one character to aid another. With figures, measurement provides answers to questions like "My guy was supposed to be here," and "Where is the elephant?" Cardboard counters can easily act as figures.

A few props provide drama. Large ruins can be constructed with children's blocks. Scrounging will unearth railroad accessories, cake decorations, weird things from hardware bins, dollhouse accessories, and so on. Styrofoam packaging can be carved to different shapes. Some HO-scale trees, toy fences, and a large rock could give an otherwise lifeless situation intriguing possibilities for deployment and use of special skills.

Figures are normally 1" high lead miniatures, purchasable at many game and hobby stores, or ordered by mail. Many people make good use of economical available toy figures. Preferences and pocketbooks influence what is used. No one is likely to have every kind of monster or person which a game demands. Substitution is common.

It is often useful for the keeper to draw out the area of activity on an ordinary sheet of paper and to note the scale there. When the action shifts to individual scale, the keeper turns to the miniature figures.

Other Aids

Paper and pencil are desirable. Some keepers may wish their players to have graph paper to aid in mapping ruins or old buildings.

What Was Left Out

Since this game was largely a work of love by the author, he has taken it upon himself to ignore a portion of the current mythos which does not appeal to him, and which he feels was not in Lovecraft's original concept. He has left out the concept of a "war in heaven" in which the Great Old Ones battled and were defeated by the Elder Gods, supposed deities of good opposed to the cosmic evil of the Great Old Ones. This idea of a cosmic war is never found in Lovecraft's own works; more importantly, it vitiates some of the stark horror found in the original ideas. Carrying Elder Signs around like crucifixes and holy water and always having the white-hat Elder Gods in the background, ready to save one's bacon if things get too far greatly weakens the original horror of the stark and bleak uncaring universe, to which mankind is left, naked and defenseless.

The author has also left out the concept of the various Great Old Ones being somehow connected to the Greek elements of Earth, Water, Fire, and Air (exemplified by Nyarlathotep, Cthulhu, Cthugha, and Hastur, respectively). This idea falls apart under close inspection (if Cthulhu is a water god, why is he currently "dead" due to being under the sea?), and weakens the premise of the Great Old Ones being monstrous alien beings.

Naturally, if these conceptions seem good and well-done to the keeper of your campaign, use them at will. *Call of Cthulhu* is your game.

Ooops! Two More Things

In the following chapters the phrases 'melee round' and 'combat round' both appear. The phrases mean the same thing. Similarly, 'Old One' is interchangeable with 'Elder Thing.' □



They approached, with ghastly intent.

GAME RULES CREDITS

insofar as known

vast majority of splendid rules: SANDY PETERSEN
more rules, especially in Sanity chapter: CHAOSIUM
about 20 new phobias, Lloigor/Ghatanothoa, Mystery of Loch Feinn: GLENN RAHMAN
Abhoth, Atlach-Nacha, Cyaegha, Zhar, Zoth-Ommog: ALLAN K. CRANDALL
Paper Chase: JOHN SULLIVAN
The Rescue: LYNN WILLIS

Creating the Investigator

The Investigator seeks to understand the monsters of the Mythos so that he or she may eventually defeat them and drive them from our world.

This chapter discusses the details of what you will need to create an investigator to probe the mysteries of the Cthulhu mythos. The first step is to name the investigator and pick his or her nationality. Since Lovecraft's stories generally took place in New England, we suggest that most characters be American. Non-american characters should probably be most often Europeans. In any case, everyone is assumed to speak English well.

Character Creation and Characteristic Rolls

Every player starts in role-playing by creating a character. The numbers rolled which represent his basic characteristics will go a long way towards determining his relative worth and value in the game world.

The nine basic characteristics are Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), Appearance (APP), Education (EDU), and Sanity (SAN).

For human beings, these basic characteristics are found by rolling 3D6 once for each of STR, CON, POW, DEX, and APP; 2D6+6 once for SIZ and INT; and 3D6+3 for EDU. SAN is not rolled for in the same manner as the other characteristics. Using the appropriate dice, determine your investigator's scores for each of his characteristics and write it down in the appropriate place on the character sheet. You are free to ignore the existence of characters who do not interest you. In fact, you are free to do what you will with the game or the characters! If your investigators become wealthy, and they build a home base, you could populate your home mansion or penthouse with the characters you otherwise might not run. After all, somebody has to wash the windows and answer the phone!

Take this opportunity to roll up the characteristics for your own character, and copy the results onto one of the character sheets.

Introducing Harvey Walters

Throughout these rules, the story of Harvey Walters, the New York mystic, will be an example for play. Let's roll Harvey up and see his scores, using the appropriate dice.

STR is Strength; rolled on 3D6. This measures the muscle power of the character. STR measures what and how easily he or she can pick up something. *(We rolled a 4 for Harvey. This is abysmal. Harvey is exceptionally puny and weak.)*

CON is Constitution; rolled on 3D6. This is a relative measure of health. From CON and SIZ together, you can figure a character's hit points (HP). This will tell the amount of damage a character can take before becoming unconscious or dead. CON will also resist poison and disease, as explained later. Note that CON is not lowered by damage. *(Luckily for Harvey, the author rolled a 14. This is pretty good, and Harvey will be fairly hardy. This may help make up for his terrible STR.)*

SIZ is Size; rolled on 2D6+6. This combines height and weight into one figure. This will be important if something wants to lift your character, or if he or she needs to squeeze into a small space, or even to determine who in an expedition is first attacked. Size also helps determine hit points, since increased mass makes you harder to kill. *(Harvey has a SIZ of 16, so he is good-sized, if weak. It is likely that he is overweight. You can see how the bare numbers of the characteristics alone begin to give an investigator a personality.)*

INT is Intelligence; rolled on 2D6+6. Your character is that smart and no smarter. It's hard to play a smart character if you aren't, and it's almost as hard for a smart person to play a dumb one. For that reason, the 'Idea Roll' is used. The character's INT is multiplied times 5, and then

the character tries to roll equal to or less than this number on D100 to "really" think of it. A player may have to play a character who is ignorant of facts the player knows, and sometimes the keeper must give data to the player which the player's investigator normally would know but which the player doesn't, since he is unfamiliar with the milieu. Thus, an investigator could see arcane runes chalked on a wall. The player does not know the meaning, but the keeper has him make his Idea roll on 1D100. A roll of less than INTx5 means the character recognized the meaning of the symbols. If the keeper decides that a particular fact would be especially difficult to figure out, he may force investigators attempting an Idea roll to roll their INTx3 or even less, instead of the standard INTx5. Or, he could simply decide that there would be no chance whatsoever that the investigators would be able to know a particular fact. In the space labelled 'Idea' next to INT on the character sheet, write in the product of the character's INTx5. *(Harvey has an INT of 17. This is an important item, and Harvey is smart. He has an Idea roll of 85.)*

POW is Power; rolled on 3D6. This is the measure of a person's charisma, soul, or will. When magic is used, POW resists spells cast at the character, and is also used to cast spells. Use it also as a 'Luck Roll' for tight spots. For instance, if a character falls down an oubliette, he might land upright and take no damage. This could be determined by rolling his POWx5 or less on D100, success meaning that he was okay. In the space next to POW on the character sheet, labelled 'Luck', write in your investigator's POWx5.

Magic Points are also derived from Power. A character's Magic Points are the measure of his or her current level of potential magical ability. Beginning investigators start with Magic Points equal to their Power. Magic Points can be expended either through the casting of mystic spells or by being sapped by some malignant monster. If a character's Magic Points reach 0, he falls unconscious.

Power is used as a measure of each investigator's leadership ability, characters with higher Power scores being the better leaders.

POW also determines a character's initial SAN. *(Harvey's POW is 9, meaning that he is not especially great in the magical arts. His Luck roll of 45% is not good. He has 9 Magic Points. His mediocre POW will also affect his SAN deleteriously.)*

DEX is Dexterity; rolled on 3D6. This tells you how quick a character is. In combat, the character with the higher DEX hits first, hopefully disabling his opponent before being hit himself. Characters can try to dodge when they see something coming from a distance, such as a rolling rock, or swerving automobile, and concentrate on getting out of the way. The typical 'Dodge Roll' is DEXx2, making it lower than other characteristic rolls. However, the Dodge roll may increase with experience, unlike other characteristic rolls, which are tied to the characteristic. The Dodge roll is buried deep in the character sheet, among the skills in the lower right hand corner. Put the total of your character's DEXx2 in that space. *(The author rolls a total of 12 for Harvey; high average. Harvey has a basic Dodge score of 24%.)*

APP is Appearance; rolled on 3D6. This measures personal handsomeness or beauty. It also measures less objective facets of appeal, such as personality and sex appeal. It does not measure a character's leadership nor charisma – these are covered by the POW score. APP is also very useful in social contexts, or when trying to make an initial impression on a member of the opposite sex. *(Harvey's APP is 17. Whatever his other flaws, Harvey has a sparkling personality.)*

EDU is Education; rolled on 3D6+3. This roughly measures the amount of time that the character spent effectively studying before entering the game-world. It is more or less equal to the number of years of general schooling that an investigator has had. A score of 12 indicates a high school graduate; a score of 14 indicates a person with some college years. EDU really only measures general education, and most college years cover specialized subjects, so a character with an EDU of 13 or 14 could be consiered to have a B.S. or B.A. degree. A character with an EDU of greater than 16 could have a graduate degree. EDU includes more than book-learning. A person who has spent a great deal of time just "knocking around" may have a high EDU, though he may not have sat very long at a school desk. Lovecraft's characters invariably were studious. Non-player-characters usually will roll 3D6 for their EDU if they are from a civilized area or nation. Someone from the backwoods may only get 2D6, or even 1D6 for his EDU score.

In game terms, EDU measures the ability of a character to know facts not deductible by INT alone. For example, if the character hears a distant chanting while in the woods, his EDU would give him a chance to discern what language it was in, whether or not he understands that particular language. EDU is also the ability of the character to know *simple* chemical formulas, to do basic math, and to have some limited knowledge of biology. Whenever a character wishes to use EDU for one of the above purposes, he must make a 'Know Roll' of EDUx5 or less on D100. If the keeper decides that the task is especially hard, he may be forced to roll EDUx3 or even x1. EDU may be increased by spending a year in school taking general courses. To see whether or not this works, have the investigator attempt an Idea roll. If he succeeds, then his EDU goes up one point. Also, for each 10 years of character life past the age of 20, 1 point may be automatically added to the character's EDU, representing the wisdom and understanding that comes with age. *(Harvey's EDU is 16. This is good. Harvey can be assumed to have graduated from college, and his player states that he has an M.A.)*

SAN is Sanity. Every character has a measure of his Sanity expressed as a number between 1 and 99. A Sanity of 99 represents an exceptionally strong mind, capable of absorbing strong shocks to the intellect without in-

curring permanent damage. A factor of 01 indicates an excessively fragile mind, which any shock could drive into permanent madness. The maximum possible SAN equals [99 minus the character's Cthulhu Mythos knowledge %]. A character's initial SAN is equal to his Luck roll (POWx5). In the section right about the middle of the character sheet, labelled SANITY POINTS, circle the number equal to your investigator's beginning Sanity. In the space between SIZ and EDU write the number 99 (your investigator has no Cthulhu Mythos knowledge, yet). As the character gains Cthulhu Mythos knowledge, this maximum SAN indication will decrease. *(Harvey has a POW of 9, so his beginning SAN is 45.)*

Other Characteristics

All humans can move 8 yards each melee round while running, unless wounded or crippled. Then they may have to move more slowly, at the Keeper's discretion.

All beings have a characteristic known as the damage bonus. Larger, stronger creatures can do more physical damage than their lesser brethren. To determine a character's (or a monster's) damage bonus, add his or her SIZ and STR together, and index the total against the following chart. The result given is in the form of D6 rolls. The number of dice listed is added to all the character's blows in melee combat, whether using natural weapons such as fists or man-made weapons such as axes or clubs. If a character physically throws an object, he may add half his damage bonus to the damage done by the thrown object. For example, a monster with a 2D6 damage bonus that threw an object would add +2D3 to the damage the object did. An investigator's damage bonus is written in the appropriate box on the character sheet.

DAMAGE BONUS TABLE

STR & SIZ	Additional Damage
02 to 12	-1D6
13 to 16	-1D4
17 to 24	none
25 to 32	+1D4
33 to 40	+1D6
41 to 56	+2D6
57 to 72	+3D6
73 to 88	+4D6
89 to 104	+5D6
105 to 120	+6D6
121 to 136	+7D6
137 to 152	+8D6
153 to 168	+9D6
169 to 184	+10D6
Each +16 or fraction thereof	+1D6 more

All beings have Hit Points. Hit Points are figured by taking the average of SIZ and CON (i.e., SIZ+CON divided by two).

Harvey Walters has no damage bonus, as his STR and SIZ add up to a total of 20. He has 15 hit points. Harvey would probably be well-advised to stay away from any fights. He probably could talk his way out of most difficulties anyway, with his brains and good looks.

Whenever a character is damaged, mark off the number of damage points taken directly on the Hit Point section. Damage can be repaired only through rest and time. When his or her hit points reach 0 or less, the character dies.

Investigator magic points equal his starting POW. Magic points are further explained in the Keeper's Book.

Working for a Living

Characters need some reason to investigate the Cthulhu mythos: this may be provided by the characters' occupations. The players are allowed to choose their investigator's occupation from the following list.

Journalist [newspaper, magazine]
Parapsychologist
Professor
Historian/Antiquarian
Author [novelist, freelance, etc.]
Private Investigator
Dilettante
Other [Doctor, Lawyer, Clergyman, etc., as determined by keeper]

In starting out, the character obtains skills representing his or her past training in the occupation. To determine the character's experience, decide upon his or her occupation and then multiply his EDU x 15. This number is the number of percentile points he may add to the skills listed under his occupation (see the table on page 14). After completely allocating his points (points not allocated are lost), he multiplies his INT x 5; this determines the number of percentile points he may allocate among any skills he wishes, including skills not covered by his occupation and combat skills. In this manner, players have the opportunity to make a more or less balanced character. The skills themselves and their uses are described in the following chapter.

Combat – Combat skills, naturally enough, include skills such as striking with a melee weapon, or aiming a firearm properly. It also includes the skills of parrying with objects when engaged in hand-to-hand combat. These are not listed separately on the sheet. Instead, all a character's combat skills are listed at the bottom of the character sheet, under 'WEAPONS.'

EXAMPLE: Harvey Walters decides to become a journalist and to work for the magazine Enigma, *which looks into the mysteries of the occult. He has an EDU of 16, so he can add 240 points onto his initial scores in those skills listed for journalists. His present skill in Read/Write English is already 80% (EDUx5 for native speakers), so he decides not to add any more to that score. He decides to learn to read Latin, with a base chance of 00%. He adds*

SKILLS AVAILABLE FOR THE OCCUPATION TYPES

AUTHOR

History
Library Use
Oratory
Psychology
Read/Write English
Read/Write Other Language
Speak Other Language
Any one other skill as a personal specialty

DOCTOR

Credit Rating
Diagnose Disease
First Aid
Pharmacy
Psychoanalysis
Psychology
Read/Write Latin
Treat Disease
Treat Poison

HISTORIAN/ANTIQUARIAN

Bargaining
History
Law
Library Use
Make Maps
Read/Write Other Language
Speak Other Language
Any one other skill as a personal specialty

JOURNALIST

Debate
Fast Talk
Oratory
Psychology
Read/Write English
Read/Write Other Language
Speak Other Language
Any one other skill as a personal specialty

LAWYER

Accounting
Credit Rating
Debate
Fast Talk
Law
Library Use
Oratory
Psychology
Read/Write Latin

PARAPSYCHOLOGIST

Anthropology
Archaeology
History
Library Use
Occult
Psychoanalysis
Psychology
Read/Write Other Language
Speak Other Language

DILETTANTE

Any five skills chosen at will

PROFESSOR

Anthropology
Archaeology
Astronomy
Botany
Chemistry
Debate
Geology
History
Library Use
Linguist
Occult
Physics
Read/Write Other Language
Speak Other Language
Zoology

PRIVATE EYE

Accounting
Camouflage
Credit Rating
Fast Talk
First Aid
Hide
Law
Listen
Psychology
Sneak
Spot Hidden
Handgun Attack



40 of his 240 points on for a 40% ability. Next, he adds 10 to his Oratory rating, raising it to 15%. He now has 190 points left. He puts 40 points into Debate, 35 into Fast Talk, 30 into Law, and 35 into Psychology, and gains scores of 50%, 40%, 40%, and 40%, respectively. He now has 50 points left. He is permitted to gain one academic skill as a personal specialty, so he chooses Archaeology and adds his 50 remaining points onto it for 50%. Harvey has spent his entire allowance for Journalist skills.

He may now multiply his INTx5 for other skills. His INT is 17, so his total is 17x5 or 85 points. He uses 60 of it to gain an ability to Pilot Aircraft at 60% and 25 more to know Library Use at 50%.

Money

The players' investigators – the journalists, authors, professors, and so on – will need money for their investigations. Their cash can come from (1) wages, royalties, and/or remittances; (2) from previous savings; and (3) grants, gifts, and loans from various non-governmental sources (government is no granter of largesse in the 1920s).

Money is only a problem if the investigators must perform extended investigations. Incidental investigations can be assumed to take place on weekends, or evenings, or days off.

CALL of CTHULHU
INVESTIGATOR SHEET

Player Name: SANDY

Name HARVEY WALTERS Sex MALE

Occupation JOURNALIST / MYSTIC Age 46

Nationality AMERICAN Residence NEW YORK

INVESTIGATOR STATISTICS

STR 4 DEX 12 INT 17 Idea 85

CON 14 APP 17 POW 9 Luck 45

SIZ 16 SAN 99 EDU 16 Know 80

Schools MISKATONIC U.

Degrees MA. JOURNALISM

Damage Bonus/Penalty none

MAGIC POINTS

Unconscious = 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | (9) | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26

HIT POINTS

Dead = 0 | UNCONSCIOUS 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | (15) | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27

SANITY POINTS

(20% current SAN: 7)

Permanent Insanity = 0 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | (38) | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 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

INVESTIGATOR PORTRAIT



INVESTIGATOR SKILLS

- ☐ Accounting (10) 10
- ☐ Anthropology (00)
- ☐ Archaeology (00) 50
- ☐ Astronomy (00)
- ☐ Bargain (05) 5
- ☐ Botany (00)
- ☐ Camouflage (25) 25
- ☐ Chemistry (00)
- ☐ Climb (40) 40
- ☐ _____ (__)
- ☐ Credit Rating (15) 15
- Cthulhu Mythos (00)
- ☐ Debate (10) 50
- ☐ Diagnose Disease (05)
- ☐ _____ (__)
- ☐ _____ (__)
- ☐ Dodge (DEXx2) 24
- ☐ Drive Automobile (20) 20
- ☐ Drive _____ (__)
- ☐ Electrical Repair (10) 10
- ☐ _____ (__)
- ☐ Fast Talk (05) 40
- ☐ First Aid (30) 30
- ☐ Geology (00)
- ☐ Hide (10) 10
- ☐ History (20) 20
- ☐ Jump (25) 25
- ☐ Law (05) 40
- ☐ Library Use (25) 50
- ☐ Linguist (00)
- ☐ Listen (25) 25
- ☐ Make Maps (10) 10
- ☐ Mechanical Repair (20) 20
- ☐ Occult (05) 5
- ☐ Operate Hvy. Machine (00)
- ☐ Oratory (05) 15
- ☐ Pharmacy (00)
- ☐ Photography (10) 10
- ☐ Physics (00)
- ☐ Pick Pocket (05) 5
- ☐ Pilot Aircraft (00) 60
- ☐ Pilot _____ (__)
- ☐ Psychoanalysis (00)
- ☐ Psychology (05) 40
- ☐ Read/Write Eng. (EDUx5) 80
- ☐ Read/Write LATIN (00) 40
- ☐ Read/Write_____ (00)
- ☐ Read/Write_____ (00)
- ☐ Ride (05) 5
- ☐ Sing (05) 5
- ☐ Sneak (10) 10
- ☐ Speak _____ (00)
- ☐ Speak _____ (00)
- ☐ Spot Hidden (25) 25
- ☐ Swim (25) 25
- ☐ Throw (25) 25
- ☐ Track (10) 10
- ☐ Treat Disease (05) 5
- ☐ Treat Poison (05) 5
- ☐ Zoology (00)
- ☐ _____ (__)
- ☐ _____ (__)
- ☐ _____ (__)

WEAPONS

weapon	shots	attack/parry	impale	damage	hit points	ammo
FIST	—	50/-	—	1D3	—	—
.22 REVOLVER	3	20/-	4	1D6	10	5

SHOTS = number of shots per round AMMO = number of rounds held in weapon

CASH, PHOBIAS, SPELLS & NOTES

cash on hand: $500-

phobias: none yet

INCOME: $4000/yr

SAVINGS: $6300

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Income for the Investigator

Journalists and private investigators must work to gain money. This money either comes in the form of a paycheck for working for a major firm, or the assumed steady income from commissions and free-lance work. The yearly average income can be found by rolling 1D4, multiplying the number rolled by $1,000, and adding $2,000 to the result. If the journalist or private investigator is away from his desk or regular source of commissions on an extended Cthulhoid investigation, he will be fired (or lose all his steady clients) and will no longer have the income.

Professional men like parapsychologists, historians, and professors have a yearly income from their salaries as teachers or as researchers/custodians/advisors for whatever institution for which they work. The professional's yearly average income can be found by rolling 1D6, multiplying the amount rolled by $1,000, and adding $2,000 to the total. Such an investigator can get one-year paid sabbatical leaves (a skill roll on a Communication skill chosen by the keeper probably will be necessary) and, if a teacher, often gets summers off, unpaid. Longer absences will get the character fired.

Unlike journalists, authors are all considered to be free-lance story and novel writers, with an occasional article, essay, or poetry. Their yearly income from their incidental writing is figured by rolling 1D6, multiplying the number rolled by $1,000, and taking the result as the annual income. If they become full-time investigators, they must survive on savings, advances, and payment for their writing (see Financial Assistance, below). Investigators who leave their various employments to become full-time investigators may become authors in attempts to raise cash.

Dilettantes are generally on a yearly income (usually collected quarterly) from family or other independent means (stocks, remittance payments, rents, etc.). To determine the dilettante's annual income, roll 1D10 and multiply the number rolled by $1,000. He has no risk of being fired, but the keeper may raise difficulties in collecting his stipend if he jaunts around the world on continuous investigatory excursions.

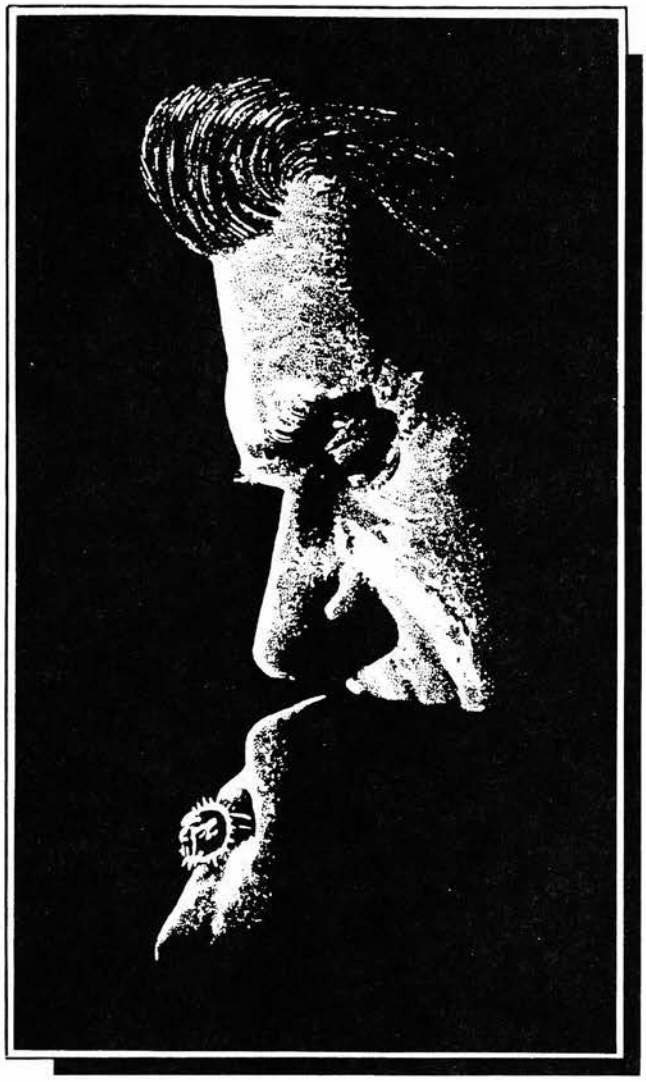
Savings

All characters may be assumed to have savings equal to their INT times one tenth their yearly income at the start of the campaign.

Example: Harvey Walters, journalist working for "Enigma" magazine, has an income of $4,000 a year, and thus has savings of $400 (1/10 of $4,000) times his INT of 17, or $6,800.

Financial Assistance

Characters could rapidly go broke if they pursue their investigations into the obscure corners of the world. However, their own income and savings are not their only resources. The keeper should have available (though only after careful searching by the investigators) eccentric millionaires (possibly with their own hidden motives) newspapers willing to bankroll extensive investigations, sudden inheritances, advances on books about the investigations, payments for books on the investigators' findings, and so forth. This financial assistance will become vital if the character leaves his employment to become a full-time investigator, goes insane for several months, or is otherwise away from his normal source of income for any length of time. Remember that we are talking about 1920s America, when such innovations as sick leave, vacation pay, leaves of absence, and health insurance are radical concepts being tried on an experimental basis by some few enlightened companies, but otherwise are unknown to the American economy. □



Tempted by magic.

Game System and Skills

Here the mysteries of the game are explained. Critical Investigator actions succeed or fail through the result of percentile dice rolls. An Investigator can learn from success and improve his or her skills percentiles.

How Skills Work

Whether your character is heroic or dastardly, you'll want him to act and succeed. In *Call of Cthulhu* your investigator can succeed in three ways: (1) automatic actions, (2) simple percentile rolls, and (3) the resistance table roll. These will be discussed separately.

Automatic Actions

This term describes activities which are always successful under normal circumstances. There is no need to roll any dice for these. They are assumed 100% successful. These include walking, running, talking, seeing, hearing, and any other basic function.

Attempting to do these things under extraordinary conditions, or trying to do them with close scrutiny, requires a die roll, as outlined in the next section.

Also, if a character has been injured in some way, normal actions such as climbing a ladder may become difficult or even impossible. This is up to the keeper.

Simple Percentile Rolls

Ordinary actions performed under stress or requiring concentration need a die roll to be successful. This includes Climb, Jump, Search, Listen, or Sneak, all skills listed on your character sheet. Further, any action which requires a specific special skill to do requires a die roll as well. Examples of these are Ride, Swim, Throw, or Pick Pockets.

Combat skills are also in this category.

To decide whether or not a character succeeded in the use of one of these skills, the player must roll 1D100. If the die total is equal to or less than the character's skill level, then he has succeeded. Otherwise, he has failed.

Example: Harvey's airplane runs into some turbulence while he is flying over the rockies. Desperately he heaves at the controls, trying to keep his plane in the air. His Pilot Aircraft skill is 60%, so his player must roll 60 or less on D100 for Harvey to succeed.

Resistance Table Rolls

The final method of determining success is by using the Resistance Table. It makes it easy to figure out if your character succeeds in pitting some characteristic of his against something else, also expressed as a simple number comparable to the characteristic. The table is a ready-to-use version of the formula devised to solve such problems; it is printed below.

To use it, take the active person's characteristic and find it on the upper, horizontal entry. Then find the passive object's characteristic on the left-hand, vertical line. Cross-index them and you have the maximum number you can roll and still succeed in the task.

For instance, a character with a STR of 12 wants to open a stuck door. The keeper decides that the door's STR is 6. Checking the resistance table, you'll see that the character needs to roll 80% or less to succeed. If he rolls that, then the door has been pulled open.

Sometimes it is more appropriate to pit one characteristic against another, different one. For example, if a character were trying to lift his friend, it would be appropriate to pit the first character's STR vs. his friend's SIZ.

The formula used to determine a character's chances is Base Chance of Success = 50% + (Active Characteristic times 5) – (Passive Characteristic times 5). The Active Characteristic is the one trying to influence the other, Passive, quantity. If a certain STR were trying to move a certain SIZ, the active element would be the STR.

These three methods of determining success give you all the mechanics you need for a character to perform normal activities.

Rewards of Experience

A great pleasure of continued role-playing is watching and participating in the advancement of a character from his humble beginnings to his ultimate fate. Characters grow and change, generally getting better at whatever they attempt to do. There is real satisfaction in having characters be successful.

Success is measured in many ways. Your character may be important in whatever campaign he participates. He may be a famous author, renowned occultist, or notorious private eye. The main measure of success, of course, is in how well your investigator has succeeded in thwarting the malign purposes of the Great Old Ones.

There is another measurement of success, advancement through experience. Simply put, the more you use a skill, the more you learn about it and the better you get at it. This includes concrete skills, such as swordfighting and jumping, abstract ones such as listening, or exotic skills such as flying aircraft.

When a character uses a skill successfully during play, the keeper may allow that character's player to put a check by that skill. Just trying is not enough to learn by – you must succeed. No matter how many times a character succeeds in a skill, he gets only one chance, between adventures, to learn by experience. Also, the character may only check a skill with the keeper's permission. After your character has finished an adventure, typically after play is done and before everyone goes home, you should check over his character sheet to see what skills have been checked (i.e., have successfully been used during play).

Example: Harvey, on assignment from Enigma, *is covering a fancy dress ball put on by the occult-oriented Order of the Silver Twilight. He decides to impress the girl he is dancing with by attempting to expound on his favorite subject, Archaeology. He makes the skill roll, but the keeper states that his player may not check the skill for an experience increase, because Harvey has not learned anything in Archaeology by droning on in front of this poor girl – if he had successfully identified a group of old pots, that might be a different matter. Later on in the evening, Harvey sees three men in tuxedos slip out through the service entrance. Harvey decides that it might be interesting to see where they are going and tries to Sneak after them. He makes his Sneak roll, and the keeper allows him to check that skill. After all, if Harvey had failed to Sneak, the men he is following would have heard him, leading to possibly serious consequences, and certainly the loss of the story.*

For each skill that an investigator has checked on his character sheet, roll 1D100 after the adventure. If his player rolls higher than his current skill level, then his expertise in that skill rises by 1D6%. If the player rolls equal to or less than the character's skill level, then the investigator hasn't learned from the experience.

RESISTANCE TABLE

ACTIVE CHARACTERISTIC

PASSIVE CHARACTERISTIC	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21
01	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–	–	–
02	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–	–
03	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–	–
04	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–	–
05	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–	–
06	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–	–
07	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–	–
08	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–	–
09	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–	–
10	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–	–
11	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	–
12	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95
13	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90
14	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85
15	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80
16	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75
17	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65	70
18	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60	65
19	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55	60
20	–	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50	55
21	–	–	–	–	–	–	–	–	–	–	–	05	10	15	20	25	30	35	40	45	50

For success, roll equal to or less than the indicated number.

Repeat the procedure for all skills used in the adventure. Note that for combat skills, a successful attack does not raise a parry skill, and vice versa.

You can see that successfully doing something you're poor at is hard, but also that if you succeed at it, then you're likely to learn from the experience. Conversely, if you're good at a skill you'll usually succeed at it, but it will get progressively harder to increase your skills.

Finally, remember that characteristic rolls, such as the Know roll or the Luck roll, do not increase this way. Those are constant unless the characteristic itself should change for some reason.

Costs of Failure

If success is rewarded, failure is not. It is painful to miss out on a chance, even if it has no immediate effect on your investigator other than not bringing home the lost manuscript just then. While your investigator may get a bit hungry without money, that may only motivate him more strongly on the next expedition. But there can be worse fates, such as the failure to finish climbing up a rope, or failing to block an axe's swing.

Taking Damage

Damage is a measure of the hurt which characters' bodies can take. Damage is inflicted whenever there is a physical cause, such as falling from a height or being shot.

Normally, when a character is hit, the amount of damage he receives is subtracted from the total HP (hit points) available. In *Call of Cthulhu,* there is no penalty for taking cumulative damage until the character is down to 2 HP or less, unless the keeper decrees otherwise.

Example: Harvey is surprised while illegally searching a notorious occultist's office. He quickly snatches up a poker from the fireplace, which proves to be red-hot. The keeper determines that Harvey must take 1D6 points of damage from the red-hot poker. Though Harvey manages to escape the room by jumping through the window, the damage to his hands remains. Since all the damage is to Harvey's hands, the keeper states that Harvey cannot perform skills such as Pickpocket or Pilot Aircraft. It will be a long time before Harvey grabs a potentially hot object without inspecting it first!

When a character has only 1 or 2 HP left, he falls unconscious. This means that the investigator is alive, but will not wake until aided by outsiders. He must be tended till he heals or enough first aid is given to wake him.

When a character's hit points are reduced to 0 or less, he dies. This is generally a sorrowful occasion.

Healing is a natural process wherein the body regenerates HP. This occurs for all living creatures. Healing happens normally at the rate of 1 HP per week of game time. Thus, a character that has taken 7 points damage will not be naturally healed for 7 weeks, though he could go out and expedition with fewer than his maximum HP. If a character is being tended by a competent doctor or nurse, or is in a hospital, the keeper may allow him to heal at the rate of 2 points per week, or even 3 points under extraordinary circumstances.

Shock

A character that takes a great deal of damage all at once may well be knocked unconscious or faint. If an investigator takes damage equal to half or more of his current hit points from a single wound, he must roll his CON or less on 1D20 or he will fall unconscious.

Example: Harvey jumps through a window to escape the occultist mentioned in the last example. He has taken 3 points of damage to his hands by idiotically picking up a hot poker, so he has only 12 hit points left (normally, he has 15). He crashes to the ground below, and takes 6 points more of damage. This is equal to half his current hit points, so he must roll his CON or less on 1D20 to keep from being knocked cold. Harvey rolls 5 on the D20 and succeeds, so he groggily stands up and staggers towards the gate. He hears dogs barking behind him, so he hurries across the road, failing to notice a car speeding towards him. The driver slams on the brakes, but skids into Harvey. However, since the car was nearly stopped, Harvey takes only 3 more points of damage. Since Harvey has only 6 current hit points, he must again attempt to roll his CON or less on 1D20 to remain conscious. This time he rolls 17 and rolls over and over down the road, out cold. The driver jumps out of his vehicle, and, like any good Samaritan, puts Harvey into the back of his car and worriedly rushes off to the nearest hospital, where Harvey will be for some time to come.

Falling

When a character drops from a height, he takes 1D6 points of damage per 10 feet that he falls. If he makes a successful Jumping roll when he leaps, then he takes 1D6 points less damage.

Drowning

If the character was expecting a sudden immersion, he must make a roll of CONx10 or less on 1D100 the first round that he has no air available. On the second round, he must roll CONx9. On the third, he must roll CONx8, and so on, until he reaches CONx1. After the tenth round, he may keep attempting to roll CONx1 each round.

If the character fails one of the rolls, then he has taken a breath of whatever medium he was in. If he was in water (the most common case), then he will take 1D8 points of damage from drowning on the round he fails the CON roll. On all following rounds, he automatically takes 1D8 points of damage: CON rolls are no longer made after one is missed.

This rule is applicable to normal drowning and failed swimming rolls. It can be adapted for use with characters being strangled or surrounded by poison gas as well. It can even be used for smoke inhalation.

Poison

All poisons have a numerical rating. When an investigator has been poisoned, he matches the poison's potency (the rating) against his CON and makes a resistance roll, using the poison as the active characteristic. If the poison overcomes the victim's CON, then something bad happens. A common result is for the victim to take the poison's full potency as damage to his hit points. If the poison fails to overcome the victim's CON, then the results are not as bad; he may take only half the poison's potency as damage, or he may even take no damage at all.

Most poisons do not act instantly, and even cyanide takes until the following round to kill. Most fast-acting poisons will begin to work within 3 or 4 rounds after they have been ingested, and most animal venoms take a minute or so to act, even the fastest. It takes fifteen minutes or so for a character to begin to feel the effects of a cobra bite.

Combat Skills

This game divides attack skills into two main categories: melee and firearms. Melee skills include fencing, hand-to-hand attacks, knives, and clubs. Firearms include handguns, rifles, and shotguns.

A target will suffer a variable amount of damage when successfully hit by a weapon, depending on type. Looking at the Melee Weapons table on page 22 we can see that a sharpened fencing foil will do 1D6 points of damage to a hapless victim. The Firearms table on page 23 lists the damage the various types of firearms will do.

Some types of monsters have armor, representing their tough hides or thick layers of muscle and fat. A monster's armor value is subtracted from damage done to it. A monster with 4 points of armor that was shot by a rifle bullet doing 10 points would only take 6 points of damage.

In melee combat, some weapons are capable of parrying other weapons. Only melee weapons can be parried. If a successful Parry roll is made in combat, then the user can block the attack of a foe. This means that the weapon takes damage instead of the character doing the parrying.

Fighting

Fights occur in 'combat rounds,' each round lasting a few seconds. The order in which foes strike at each other is important, and is determined by the DEX of the combatants. In each combat round, all creatures with DEX 18 try to strike. Then all creatures with DEX 17 go, then 16, 15, 14, and so forth, till every creature has an opportunity to strike or shoot.

If melee weapons are being used against firearms, all aimed and ready firearms shoot once before any melee combat takes place. This simulates the relative ease of pulling a trigger as opposed to swinging a melee weapon in an attack. The firearms in the melee shoot in the order of their wielders' DEX, highest dexterity first. After these first shots, all characters wielding melee weapons or those needing to either draw their pistols or shoulder their rifles or shotguns strike or shoot in DEX order. If a gun can fire twice in a round, the second shot takes place in this later part of the combat round, with melee weapons and unready guns. The second shot takes place at the user's DEX. Guns capable of a third shot in the round fire at half the user's DEX in the later part of the round.

The Impale

An 'impale' is a special type of successful attack which can be done by firearms and long pointed melee weapons. Impaling weapons include all firearms except for shotguns, and those melee weapons marked with a * on the Melee Weapons table. An investigator using one of these weapons should always notice if he rolled lower than one-fifth (20%) the required attack. If he did, then he has impaled his foe. When determining a weapon's impale chances, divide the user's skill level with the weapon by 5 and drop all fractions.

Example: Harvey has the ordinary base chance of 20% to hit with a revolver. 20/5 is 4, so if he rolls 04 or less on percentile dice when shooting at an enemy, he has impaled him.

This means that the thrusting weapon or bullet happened by chance to strike a vital area, or slipped in, driving deep into vital organs or bone. Because of this, two special things happen:

(1) More damage is done. The attack must roll the normal damage (1D6 for a .22 revolver, for example) and then roll it again, adding the two results together. An impaling .22 revolver bullet would do 2D6 damage; far superior to its normal capabilities.

(2) If a melee weapon, it sticks in the body of the foe (doing no further damage). In the next combat round, the attacker can pull it out by rolling 1D100 equal to or less than half his chance to hit with it.

Using Melee Weapons

Melee weapons have two uses, attacking and parrying. Hand-to-hand weapons (including fist, kick, and head butt) and knives without hilts cannot parry. Other melee weapons may be used to perform one parry and one attack each round. A firearm may be parried with if it is not fired during that round.

Though an attack may only be made at one's own DEX rank, parrying can happen anytime during the combat round, whether before or after one's DEX. In parrying, the character states who he intends to parry (among his attackers) at the beginning of the round, before anyone attacks. If he is knocked out or stunned before the attack he intends to parry has occurred, then he loses that parry opportunity.

Fencing covers the skills of fighting with a foil or rapier. Sharpened foils do 1D6 points of damage, and actual rapiers or sharpened heavy epees do 1D6+1 points of damage. Most sword-canes fall into the 'sharpened foil' category. A character with the fencing skill may use both foil and rapier at the same chance for success. However, he

Table of Skills with Base Chances

SKILL	*Base Chance*	*SKILL*	*Base Chance*
Accounting	10%	Make Maps	10%
Anthropology	00%	Mechanical Repair	20%
Archaeology	00%	Occult	05%
Astronomy	00%	Operate Heavy Machinery	00%
Bargain	05%	Oratory	05%
Botany	00%	Pharmacy	00%
Camouflage	25%	Photography	10%
Chemistry	00%	Physics	00%
Climb	40%	Pickpocket	05%
Credit Rating	15%	Pilot Aircraft	00%
Cthulhu Mythos	00%	Psychoanalysis	00%
Debate	10%	Psychology	05%
Diagnose Disease	05%	Read/Write English	EDU x5%
Dodge	DEX x2%	Read/Write Other Languages	00%
Drive Automobile	20%	Ride	05%
Electrical Repair	10%	Sing	05%
Fast Talk	05%	Sneak	10%
First Aid	30%	Speak Other Languages	00%
Geology	00%	Spot Hidden	25%
Hide	10%	Swim	25%
History	20%	Throw	25%
Jump	25%	Track	10%
Law	05%	Treat Disease	05%
Library Use	25%	Treat Poison	05%
Linguist	00%	Zoology	00%
Listen	25%		

must advance in Fencing Attack and Fencing Parry separately. Both foils and rapiers can impale. These weapons are quick enough for the user to both attack and to parry in the same combat round.

Hand-to-hand combat skills actually include four different types of attacks, which are used and increased by experience separately. These are Fist/Punch, Head Butt, Kick, and Grapple. Only one of these attacks may be used in a given combat round.

If a character wishes to knock someone unconsious rather than to do physical damage to someone, the attacker's intention must be stated before rolling for the attack's success. Such "knock-out" attacks can only be performed with blunt weapons, fist, kicks, grapple damage, and head butts. Knock-out attacks do not work against monsters, only humans, though they are effective against some hybrid monsters, such as deep one half-breeds, ghouls (who are descended from humans), and the like.

Match the damage done against the current hit points of the target on the resistance table. If the damage overcomes the hit points, the target is knocked out and remains so for several minutes. A First Aid roll awakens the target immediately. Knock-out attacks do actual damage equal to one-third of the total damage rolled (round down all fractions).

Grappling is a special type of unarmed combat. A grapple attack may only be parried by another, successful, grapple roll. A Grappling character may make one grapple attack and one 'parry' each round. If a grapple attack succeeds and is not parried, then the character has got ahold of his target and may exercise one of three options. He may simply try to immobilize his target. This is done by successfully overcoming the target's STR with one's own STR on the resistance table. If the grappler succeeds, then the target is held fast until the grappler attempts another action. A second option is to knock down the target. This option will succeed automatically if used. The last option is to try to break the target's bones or strangle him. If the grappler wishes to damage the target, he must make a second successful grapple attack in the round in which he initially grapples. Success indicates that the target takes 1D6 points of damage plus the attacker's damage bonus. On successive rounds after the first, the attacker can continue to attempt grapple attacks; doing 1D6 damage plus damage bonus each round he succeeds in. If the grappler wishes to strangle his target instead, he may maintain a grip and the target asphyxiates as per the Drowning rules given on page 16. A strangler need not make successive grappling attacks to keep his target's windpipe shut off. In either type of damage-producing grapple attacks, the victim is caught, and can only escape by successfully matching his STR vs. the attacker's STR on a round.

Knife-fighting includes several types of knives, from large bowie knives to stop-gap weapons such as kitchen

Melee Weapons Table

Name	*Damage*	*Base Chance*	*Hit Points*	*Cost*
Fist/Punch	1D3	50%	–	–
Head Butt	1D4	10%	–	–
Kick	1D6	25%	–	–
Grapple	Special	25%	–	–
Fencing Foil, sharpened*	1D6	20%	10	$20
Rapier or Heavy Epee, sharpened*	1D6+1	10%	15	$30
Civil War Sabre	1D8+1	15%	20	$8
Wood Axe	1D8+2	20%	15	$2
Hatchet	1D6+1	20%	12	$2
Fighting Knife (Bowie, dirk)*	1D4+2	25%	15	$8
Butcher Knife (commando knife)*	1D6	25%	12	$3
Small Knife (switchblade, etc.)*	1D4	25%	9	$3
Pocketknife*	1D3	25%	6	$2
Baseball Bat/Poker	1D8	25%	20	$1.50
Nightstick/Small Club	1D6	25%	15	$2.25

* *weapon capable of impaling*

implements. A character with the knife-fighting skill may use any knife at the same % chance for success. Knives may either attack or parry (but not both) in a combat round. A well-made fighting dagger or bowie knife does 1D4+2 points of damage. A standard butcher knife or bayonet does 1D6 points of damage. A small knife such as a small kitchen knife or concealable large switchblade, does only 1D4 points of damage, and a pocketknife or small switchblade does but 1D3 points of damage. Regardless of type, a knife is capable of impaling.

Clubs include the policeman's nightstick as well as the mugger's sap. A typical small club does 1D6 points of damage when it hits. A large club, such as a baseball bat or poker, does 1D8 points of damage. A really big club might even do 1D10 points of damage, but would require a character with a STR of at least 13 to wield.

Other melee weapons may be used in *Call of Cthulhu*, but the possibilities are so numerous that it is impossible to do more than list them here. On the Melee Weapons table *Name* indicates a typical form of the weapon, *Damage* provides the dice rolled to determine damage done (the character's damage bonus is added to this), and *Base Chance* is the initial skill level for an untrained user to hit or parry with the weapon. *Hit Points* is the number of points of damage the weapon can take before breaking. A weapon can be damaged when used to parry or when dropped or otherwise abused. *Cost* gives a standard price for the item in U.S. dollars for this period. Some items must be imported.

Firearms

There are three main firearm skills: Handgun, Rifle, and Shotgun. A character with the Handgun skill can fire any type of handgun with the same % chance for success. A character with Rifle can use any rifle and a character knowing Shotgun may use any shotgun. All types of firearms except for shotguns are capable of impaling.

When a firearm is used at point-blank range, the firer's chance to hit is doubled. Point-blank is defined as equal to or less than the user's DEX in feet.

A character may fire at targets at up to double the weapons base range at half his normal chance to hit. He may fire at up to triple base range at one quarter his normal chance, quadruple at one eighth normal chance, and so forth.

Revolvers are assumed to have a cylinder of 6 bullets. Common practice was to leave empty the chamber resting under the hammer of the gun, because even in the 1920s accidents could happen and the gun go off in the holster, pocket, briefcase, or wherever it was being carried. Keepers might wish to keep track of which players are proceeding with fully-loaded revolvers and have them make Luck rolls to keep the gun from going off in appropriate circumstances.

Automatic pistols of the period were unreliable and likely to jam. If a character makes an attack roll of 99 or 00, his automatic has jammed. To clear the jam, he must make his Mechanical Repair roll, and it takes at least 1D6 rounds to do so. He may keep trying until he has succeeded or destroyed the gun trying. A standard automatic may be considered to have 7 rounds in the clip, though the actual number varied between 5 and 9. It is possible to put an extra round in the chamber, but this gives the same chance of an unfortunate accident as does carrying a bullet under the hammer of a revolver.

It takes one full combat round to load two shells into a revolver or automatic. It is possible to put just one round into the appropriate chamber and get off a shot at half one's DEX, if the investigator feels a real need to shoot during the round. Better he should duck behind a wall and reload in peace.

There are two basic types of rifles in this game: automatics and bolt-action. Automatic rifles may fire twice a round, but the automatic rifles of the time will jam on an attack roll of 96-00, requiring a Mechanical Repair skill roll and 1D6 rounds to fix. Both bolt-action and automatic rifles of the time have, as a rule, five round magazines built into the rifle. Automatic rifles have only 8 breakage points while bolt-action rifles have 12. It takes the same amount of time to load a rifle as it does to load a handgun.

During this period, shotguns generally are double-barreled, although pump-action repeaters are becoming much more popular. Such pump-action shotguns jam on a roll of 96-00. Double-barreled shotguns may fire both barrels simultaneously (at the same target) for two different attack rolls at the same DEX, or one barrel may be fired at a time. Shotguns fire in a spreading pattern, so they have an increased basic chance to hit. While the damage a shotgun does is lessened with distance, at any range beyond 20 yards, a cluster of close targets (within 3 feet of each other) may be hit for the same damage if an attack roll is successful. Shotguns are loaded at the same rate as other weapons. Pump action shotguns have 8 hit points while normal ones have 12.

Example: Harvey Walters is investigating the old Whateley house when he surprises a burglar attempting the same endeavor for more pecunious reasons. They run into each other in the hall, so no movement is called for. The burglar heard Harvey coming and has his revolver ready to fire as Harvey rounds the corner. Harvey, investigating a mysterious noise, has a broken chair leg in his hand. The burglar's gun is ready, so he fires first at his DEX of 10, even though Harvey is more dextrous. His skill with the revolver is the basic 20%, and even with the

Firearms Table

Skill	*Name*	*Shots/Round*	*Damage*	*Base Chance*	*Base Range**	*Hit Points*	*Cost*
Handgun	.22 revolver	3	1D6	20%	10 yards	10	$15
Handgun	.22 automatic	3	1D6	20%	10 yards	6	$25
Handgun	.32 or 7.65mm revolver	3	1D8	20%	15 yards	10	$20
Handgun	.32 or 7.65mm automatic	3	1D8	20%	15 yards	6	$25
Handgun	.38 or 9mm revolver	2	1D10	20%	15 yards	10	$20
Handgun	.38 or 9mm automatic	2	1D10	20%	15 yards	6	$25
Handgun	.45 revolver	1	1D10+2	20%	15 yards	10	$25
Handgun	.45 automatic	1	1D10+2	20%	15 yards	8	$30
Rifle	.22 bolt-action	1	1D6+2	10%	30 yards	9	$25
Rifle	.30-06 bolt-action**	1/2 rounds	2D6+3	10%	100 yards	12	$50
Shotgun†	20-gauge	2	2D6	30%	10 yards	8	$50
			1D6		20 yards		
			1D3		50 yards		
Shotgun†	12-gauge	1	4D6	30%	10 yards	10	$50
			2D6		20 yards		
			1D6		50 yards		
Shotgun	sawed-off††				10 yards max.		$100

* Range for any snubnosed weapon is 5 yards.
** .30-06 bolt-action rifles fire only once every second combat round. It may always fire in the first combat round.
† Note that the damage for shotguns varies with range.
†† Maximum range for sawed-off shotguns is 10 yards. At up to 5 yards they do full damage: between 5 and 10 yards they do 1D3 (20-gauge) or 1D6 (12-gauge).

doubling for point-blank range, he misses with a roll of 72. Harvey lashes out with the chair leg at the basic 25% chance of hitting with a club-like object, and rolls 84, no hit. The burglar fires a second round from his .32 revolver at his DEX of 10, and rolls 45, another miss. He then gets a third shot at DEX 5 (half his DEX of 10), and rolls 94, yet another miss.

Harvey hits the floor and tries to get away from the gun. The burglar runs pell-mell down the hall and out the back door he jimmied earlier. Harvey gets to his feet, unsure in the dark whether he has met man or ghost.

Skills Descriptions

Accounting: This skill enables the user to perform basic mathematics and to be able to keep correct books for his business. It also enables him to check the books of another to see if they have made an error or if they have been cheating somehow on their tax schedules or pay receipts. In looking over old receipt books, it will enable the user to discover how the owner gained his money, *e.g.*, grain, slave-trading, whiskey, etc. He can also tell how much of the money has been spent and on what.

Anthropology: Successful use of this skill allows the user to tell from what culture a particular individual has come, as well as his racial type or nationality. If the character is able to observe a culture for a while (at least a day or so), he may make *simple* predictions about that culture's mores and morals that he did not witness. If he can study the culture for a month or more, he may know many details about that culture by making his Anthropology roll. This knowledge may help him to make predictions about a particular individual's actions and/or beliefs.

Example: Professor Anderson sees a swarthy man swagger down the street and into a bar. Anderson has an Anthropology skill of 75%, and succeeds on his skill roll, so he can tell that the character was a Dravidian Indian by ethinicity and probably a Hindu by religion. The professor then attempts his Anthropology roll a second time to make a prediction or deduction about that individual (Professor Anderson is allowed to do so because he once spent a semester in India observing the natives), and he can tell that the character observed is probably devout because of various caste marks, and that such an individual should not be going into a bar, as members of his sect are teetotalers. He can also tell that the scarf around the man's neck is a sign of the secret sect of Thuggee, a band of assassins.

Archaeology: Use of this skill allows the user to recognize the time period and source of an ancient artifact. It is also the percentage chance to detect a fraudulent artifact. If the character has a chance to look over an entire site and to inspect it thoroughly, he may make deductions about the culture of the former inhabitants if he can successfully roll his Archaeology. If he can succeed in using Anthropology as well, his deductions will be more correct and detailed.

Astronomy: This skill enables the user to know which stars are overhead at any particular time of year, and which planets are visible, and to name any given star. Of course, especially well-known stars (such as Betelgeuse or Antares), and any constellation will be known automatically by any astronomer with a skill of 25% or more. Astronomy also gives a character's chance to predict conditions on the surface of a given moon or planet, and to know when eclipses and meteor showers will occur.

Bargain: Bargaining is the skill of buying something for a lower price than listed. To use it, one must be in a situation where bargaining is reasonable; bargaining with a clerk at the grocery is not feasible. Also, the bargainer must state the price at which he wishes to purchase the item, and for each 2% difference between that price and the asking price, he must subtract 1% from his Bargain skill. In any case, the person selling the item will not take a loss, no matter how well the character Bargains with him.

Example: Harvey Walters wishes to purchase a shotgun over the counter in Kriegs, Germany, to take with him while he investigates the disappearance of his manservant, Kurt, in the old ruins. (Kurt failed a Sneak roll and was caught by the inhabitant.) The elderly shopkeeper asks $100 American for the weapon, and Walters is on a limited budget. Walters offers the shopkeeper $70, and attempts to make his Bargain skill roll. At this time, he has a skill of 20%, but he wants the gun for 30% less than norma, so his chance for success is reduced by 15% to only 05%. He rolls 22 and fails. Harvey then offers $80, increasing his chances for success to 10%. He rolls 02, succeeding.

Botany: Use of this skill allows the character correctly to identify any plant, and to make an informed comment as to its uses and/or misuses. If an unknown plant is presented before him, he may attempt to deduce what its normal habitat is by rolling his skill or less. He can try to name any plant known to mankind, and will also know its normal range and habitat if he makes his skill roll.

Camouflage: This skill allows the covering of oneself, one's comrades, or an object with debris or cloth or other concealing materials to keep them from being spotted. It also includes hiding small objects in a room or place.

Chemistry: This skill allows the character to make fairly complex chemical compounds, including simple explosives, poisons, gases, and acids by merely rolling his percentage change of success and spending at least a day or so with the proper equipment and chemicals. He can also analyse an unknown substance, given a week in a lab, if he makes his roll.

Climb: Climb is self-explanatory. A successful Climb roll must be made every 10 to 30 feet, depending on the difficulty of the climb. If a character needs to climb quietly, his die roll is matched vs. both Sneak and Climb. If the character's roll is such that he succeeds in Climb but fails Sneak, he is considered to have climbed successfully, making noise.

Credit Rating: This is the investigator's chance to get a loan, either from a bank or business, or simply by pan-

handling. The amount of money he is able to get will vary greatly from situation to situation, and must be adjudged by the keeper with particular note of the character's social standing, job, and wealth, or lack of same. If the character fails in his skill roll, he gets no money. Bonuses may be added onto this roll if the character appears wealthy or has known business interests. This skill is also the chance for the character to pass a bad check successfully or to bluff past a demand for credentials.

Cthulhu Mythos: This skill starts at a base percentage of 0%, and never exceeds 98% for a player-character. *No investigator may choose this as a starting skill, and it may not be increased by normal experience.* Cthulhu Mythos skill is gained only by insane insights into the nature of the universe (see Sanity chapter) or by reading forbidden books (see Magic and Spells). **Increases from insanity and reading books are permanent. This skill will decrease a character's maximum SAN. A character's Sanity may never be higher than 99 minus his Cthulhu Mythos skill level. Once learned, Cthulhu Mythos cannot be forgotten.**

Whenever spoor or other evidence of mythos monsters is seen, a successful roll against this skill allows the investigator to know the general class of monster involved (as given on the Five Classes of Monsters table on page 38). If the investigator sees a monster (even briefly), he may roll vs. this skill to identify the exact creature involved. Use of this skill will also allow a character is identify a spell from watching its casting, and it will allow him to identify a Mythos book by skimming over a page or two.

Example: Harvey Walters has worked his Cthulhu Mythos up to 15% and sees a smeared spot on the road, heavy with goo and slime. He rolls 08 on his skill roll, and is told that whatever made the smear was at least a major monster. Harvey goes in the other direction.

Note that although the keeper should only give the monster's general class, the investigator may well be able to figure out more. For instance, a footprint in the Arizona desert is unlikely to be a Deep One's trail.

Debate: This is the ability to convince a targeted victim intellectually that the debater is correct in whatever principle he is expounding. He may still deny it emotionally, or he may go home and look it up, but he will admit to himself that the debater sounds right. Two debaters trying against one another each roll their skills simultaneously, continuing until one fails while the other succeeds.

Diagnose Disease: This allows the user to tell from what disease a given victim (including himself) suffers, including knowing whether or not someone is malingering. If the character has the Pharmacy or Treat Disease skills, he can double his normal chances for success in these skills by succeeding in Diagnose Disease on the ailment to be treated.

Dodge: Allows a character to evade seen blows, missiles, etc.; a function of DEX. It may be increased by experience. A character attempting to dodge may perform no other actions in that combat round, including making no attacks.

Drive Automobile: Anyone with a skill of 25% in driving can successfully drive a car down the road. If the character is trying to lose a pursuer or trail someone, both participants should attempt Driving rolls til one fails, and the other succeeds. In addition, if a drive is made under bad conditions, such as high speed, over very slick ice, or down a steep mountain trail, the character must succeed in a Drive roll or wreck.

Electrical Repair: This enables the investigator to repair any piece of electrical equipment that has been broken or otherwise damaged. It also allows him to perform operations such as hot-wiring cars. To fix a device may require special parts or tools, at the keeper's discretion.

Fast Talk: This skill causes the victim to agree with whatever the fast talker is saying. He does so without thinking and will proceed to sign the paper, allow the fast talker to trespass, or whatever else is needed. If allowed a moment's thought, he will come back to his senses if he makes an Idea roll successfully.

Example: Slimy Sam the insurance man is using his Fast Talk pitch on a target, and has succeeded. The target proceeds to go upstairs for a pencil to sign the contract, but while upstairs is allowed an Idea roll to come to his senses, and succeeds. He comes down determined not *to sign the contract.*

Fast Talk will *not* work on a target that has already made up his mind, and Debate or Oratory must be used instead. The advantage of Fast Talk is that obviously false or suspect goods or facts may be passed off as true. It also takes less time (only a minute or so) to work. Debate or Oratory usually take at least five minutes to work.

First Aid: This skill allows the user to heal 1D3 points of damage that he or another has taken. Once a character has had First Aid applied, whether or not the attempt was a success, he may not receive it again until and unless he is wounded again. This also gives the percentage chance of awakening an unconscious or stunned comrade, setting a broken limb, and performing limited operations (such as taking out large splinters). If the character performing the First Aid makes a Special roll (same as chance to impale for weapons, or 1/5 the normal chance for success), then the target has 2D3 points of damage healed. If the character rolls 96-00 on the percentile dice, then 1D3 points of damage is done instead of any healing.

Geology: Geology enables a character to tell the approximate age of a rock stratum, recognize fossil types, and tell the name of a particular fossil. It also allows him to recognize potential earthquake zones, landslide areas, or places that could contain caves. By looking around an area and inspecting the mouth of a cave, the character can try to tell the approximate extent of the cave. He can also identify rocks and minerals with this skill, and even tell what areas rare minerals are known to come from.

Hide: This aids the user to hide behind objects or in bushes or otherwise to attempt to conceal himself. If shadows are extremely deep, the user could try to hide in them, but note that cover must be present before this skill may be used. If the user wishes to move while re-

maining in cover, his chances for success are figured by using his Hide skill cut in half.

History: The character is enabled to remember the history of a country or city by successfully rolling this skill, with particular reference to events that would interest that character. Subtractions may be made from the user's chance of success if he is trying to know something about a particularly obscure fact or tiny area.

Example: Harvey Walters is on location in Germany in the small town of Frundsberg. He decides to use his History skill to see if he can find out anything. His recent studies have given him a chance of 25%, and he rolls an 07! The keeper tells him that he remembers that the village next to Frundsberg has a very bloody history, and that during the Thirty Years' War a great massacre occurred in which over 200 accused witches and warlocks were burned to death. Harvey is fascinated, and immediately goes to that neighboring town to investigate and look for monuments.

Jump: Successful use of the Jump skill allows the character to leap through openings or to leap a distance up to his own height vertically, or twice his own height horizontally. A character falling from a height that makes a successful Jump roll can subtract 1D6 from damage done.

Law: This is the character's chance of knowing a given law which pertains to his present situation, whatever it is. If operating in a foreign country, the chance for success is halved, unless the character spends some time (30-INT in days) studying the nation's law.

Library Use: Use of this skill enables the character to find a given book, newspaper, or reference in a library, assuming that the reference exists. Failure indicates that he has wasted his time and must try again. It takes four hours of continual search to use this skill, so a character rarely gets more than two tries per day. This skill will not let a character into a locked-case or rare-book special collection, though he can locate the proper case. He may need Fast Talk, Oratory, or proper credentials to get at such books.

Linguist: A linguist has a percentage chance of speaking any common language at a chance equal to his Linguist skill/5. He may recognize the exact language and/or dialect of a speaker by making his percentage roll as well. This even applies if the speaker is trying to conceal his accent, but the linguist must concentrate and hear the character speak for at least 30 seconds. He can use this skill to tell the native tongue of a character speaking a foreign language as well, so that he could tell that the person by the counter speaking in Polish was actually a Finn, for example. However, this last use is limited by the character's skill in the language being spoken. Thus, in the previous example, if the linguist had a Linguist skill of 90%, but could speak Polish only at 50%, his chance of detecting that the person at the counter was Finnish would only be 50%.

Listen: This skill is the ability of listening intently for sound. It includes trying to overhear conversations and hearing through a closed door. The keeper may use it to determine the results of such situations as whether or not you were awakened by that cracking twig.



Up from the grave.

Make Maps: This skill allows the user accurately to map an measure an area, whether it is an island or the inside of a room. It includes properly estimating distances. Failure indicates that the map is somehow misleading.

Mechanical Repair: This allows the user to repair a broken machine. It is a companion skill to Electrical Repair, and both may be necessary to fix some devices. Special tools or parts may be required to fix some machines. This skill can be used to pick locks, but usually special tools are also required, except with simple locks.

Occult: This skill enables the user to recognize occult paraphernalia and words, as well as recognize grimoires of magic and occult codes when he sees them, though he may not be able to translate the code. This skill does *not* apply to spells, books, and magic of the Cthulhu mythos, but as most of the more ignorant human worshippers of the Great Old Ones believe in the conventional occult as well, it may prove of use.

Operate Heavy Machinery: This is required to drive a tractor, tank, or other heavy equipment. It works similarly to Drive Automobile. If the user is trying to perform an exacting piece of work, he must succeed on his Heavy Machinery roll to do it. If he has a skill of 25% or more, he may successfully use the machine except for difficult tasks or in bad conditions, when the roll must be made. Each different type of machinery counts as a different skill. However, a character with skill in one type can operate similar types as well.

Oratory: This is the counterpart to Debate. It convinces the target(s) emotionally that what the user says is true, though it will not necessarily make them believe it intellectually. Usually it is a more potent tool than Debate, but if the victims have a few minutes to think it over, they may begin to poke holes in the speaker's rhetoric.

Pharmacy: This skill allows the caster to know the name and side-effects of a drug which will produce any desired effect. If he hears the name of a drug, he may use this skill

to attempt to realize what its effects are. Players may keep a record of drugs known. A character cannot properly prescribe drugs to help disease unless he knows the exact disease being dealt with (and possibly not even then). However, he might be able to use drugs to relieve symptoms.

Photography: This skill allows one to take clear pictures, and develop them properly. If this skill is failed when a photo is made, then it was blurred or did not show what it was intended to.

Physics: grants theoretical understanding of pressure, materials, motion, magnetism, electricity, optics, radioactivity and related disciplines, and the ability to construct experimental devices to test ideas. Practical devices such as automobiles are not the province of physicists.

Pickpocket: This is an overtly criminal skill. It allows the user to steal unobtrusively from the person of the victim. If the object being stolen is in intimate contact with the victim (such as a watch or necklace), the chances for success are cut in half.

Pilot Aircraft:A trip made in an aircraft may require the user to successfully make his Pilot skill roll to avoid minor disaster. If he is forced to fly in a storm, navigate by instruments, or perform other difficult tasks, he must also make his piloting roll. Upon any landing, even under good conditions, he must try his Pilot roll as well. If conditions are good, chances for success are doubled on landing. Unless the landing field is really bad, the only effect of a failed Pilot roll on landing will be damage to the craft, which will need to be repaired before the next takeoff. Each different basic type of aircraft counts as a different skill. There were no helicopters during the 1920s, only airplanes and dirigibles.

Psychoanalysis: This skill enables a character temporarily to cure a neurotic or psychotic patient of his or her fears and problems. It takes at least an hour to perform, but it will permit the madman or madwoman to behave somewhat normally for a day or so. It may be used to cure insanity permanently if the skill is used over a prolonged period of time (see Sanity chapter). It also can be used to increase a person's SAN (see Sanity chapter).

Psychology: This skill allows the user to study an individual and tell if he is overtly psychotic or not. A second successful use allows him to tell the specific ailment that the victim suffers from. He can also make a general guess as to a particular individual's desires and/or needs.

Example: Harvey, when he reaches the nearby town of Kriegs, meets a fellow American, sloppily dressed and unkempt, with shifty eyes. The fellow accosts Harvey and begins to talk to him. Harvey tries a Psychology roll to see what the fellow wants and succeeds. He can tell that this man is evidently trying to start a fight, so he turns and walks away.

Read/Write English: The basic chance for this skill is extremely high, EDUx5 for native speakers. The character only needs to roll his skill or less if an extremely difficult document is read, or if a paper is in an archaic dialect, when it functions as does the similar Read/Write Other Language skill. No communication skill (including Bargain, Debate, Fast Talk, and Oratory) may have a higher chance of success when written than the character's Write English score. For example, Slimy Sam the conman has a Read/Write score of only 50%. Although he has a Fast Talk ability of 95%, if he is trying to con somebody by mail, his chance for success can be no higher than his Read/Write score, or 50%.

Read/Write Other Language: The character's skill percentage in reading a language is his chance of understanding a document in a foreign language. In general, he will have a chance equal to his skill of understanding each important point in the manuscript. Each separate language counts as a separate skill. A character's skill in Reading a language is never less than 1/2 his ability to Speak that language–assuming the language has a written form.

Example: Harvey Walters uncovers an ancient document while in the old castle in Kriegs. He can tell that it is in Latin and proceeds to take it home and try to read it. He has an ability of 40% in Latin, and the keeper determines that there are three important facts in the document. Harvey tries to roll his percentage chance three times, and rolls a 39, a 22, and a 67, so he cannot make out the third reference. The keeper tells him that, first, the old manuscript is written by a Theophobos Elias, who claims to be a wizard, and second, that he claims to have buried a monster beneath the castle. Harvey rushes out to disinter the monster and photograph its bones. Unfortunately for him, the third fact was that the monster is still alive!

If the character is not trying to read a manuscript, but is trying to understand an arcane volume (see the Magic And Spells chapter), he need only roll once. Succeeding, he gets the gist of the book: failing indicates that he has only been able to skim the surface. He may attempt to reread the book only when his skill with the languages improves by at least 10%. If he wishes to study the book later on, looking for specific facts, he must attempt to make his Read/Write skill while perusing the book. Failure indicates that the references he sought were too difficult to make out.

If a character is writing to another, his chance of succeeding in Bargain, Debate, Fast Talk, or Oratory can be no greater than his skill in Writing in that language.

Ride: Riding a horse is easy, as long as the horse remains in a slow gait, no more than a trot. If a rider has a 25% or higher ability in Ride, he can stay on a horse at any gait. When a horse does something unexpected, such as falling or rearing, the character's chance of remaining on the horse's back is equal to his Ride. If a character falls off a horse, either because the horse has suddenly collapsed, fallen, or died, or because the character failed a Ride roll, he may attempt another Ride roll to land on his feet. If he fails the roll, he takes 1D6 points of damage.

Sing: Success in this skill indicates that the performance is pleasing and that the audience is happy. Failure indicates that the singer went off-key or forgot the words. The better the singer's chance for success, the better the song when performed, so that a singer with an 80% skill sounds better than one with a 40% skill, even if both make their skill rolls successfully.

Sneak: This skill covers the act of moving quietly, without alerting an enemy. If it is used with the skill of Hide (see above), the investigator makes a single die roll, which is used for both skills. The investigator may succeed with one skill and fail with the other using this method.

Example: Exploring an ancient castle just north of Kriegs, Harvey's servant Kurt has heard footsteps coming down one of the otherwise deserted hallways, and he wishes to move secretly and quietly down the hall, concealing himself behind the heavy shadows and draperies so that he can see the intruder. His skill in Hide is 70% and his skill in Sneak is 25%. Since he is moving and trying to remain hidden simultaneously, his Hide skill is cut in half to 35%. Kurt rolls 29, thus successfully keeping under cover, but his shoes click loudly on the hallway's paving stones as he fails his Sneak skill roll.

Speak Other Language: When two characters are speaking together in a foreign language, the total chance for success is equal to twice the Speak Language skill of the less skilled speaker. A character's basic chance to speak his native tongue is equal to his INTx5. When two characters speak their native tongue together, there is no chance for a misunderstanding. A character's chance to speak another language is never less than half his chance to read or write that language, except in the case of certain dead or pictographic languages, such as Cuneiform. Thus, since Harvey Walters has a 40% ability to Read Latin, he also has a 20% chance of speaking it, if he can find anyone to talk to. Failure in using this skill indicates that a misunderstanding has occurred. Each separate language counts as a separate skill. A character must use his Speak Language skill to understand something overheard in a foreign language. A character's chances for success in a foreign language using Bargain, Debate, Fast Talk, or Oratory can never be higher than his ability to speak that same language.

Spot Hidden: This skill allows the user to spot a secret door, hidden compartment, camouflaged car, concealed ambushers, or anything similar.

Swim: Swim is the ability to stay afloat and moving. When in water, the character may use a Swim roll either to keep from drowning or to move across a distance. If a character fails a Swim roll, he must undergo the drowning procedures (see above, under Drowning). A drowning character may attempt a Swim roll each round. If he succeeds, in a Swim roll, then he can reach the surface, and if he then succeeds in a second Swim roll, he can begin to move. If he fails in the second Swim roll, he again begins to drown.

Throw: This skill is used to hit a target with a casual object, hitting the target with the right part of the object thrown (such as the blade of a throwing knife). A palm-sized object balanced for throwing can be hurled one meter for every STR point of the investigator which exceeds the object's size. If the throw roll fails, then randomly determine where the object lands.

Track: This allows the investigator to follow a person, car, or animal over soft earth or leaves successfully. Each day old that the tracks are subtracts 10% from chances of success, and an intervening rainy day may make tracking impossible. A being cannot be tracked over concrete.

Treat Disease: Successful use of this skill allows the sick person cared for by the user to recover and to be more or less comfortable. This skil will not help a victim recover if he has an extremely virulent disease, but the user will be able to tell that the victim belongs in the hospital. This skill is intended for use on mild illnesses, or recurrent severe ones such as malaria or influenza. If your investigator comes down with the bubonic plague, this skill will only help him to remain comfortable while he dies.

If this skill is used in a hospital, with proper equipment, access to drugs, and continual care, the skill may be able to treat even very severe diseases.

Treat Poison: If a character has the skill of Treat Poison applied to him before the poison's effects have become evident, he will be purged of 2D6 levels of poison. This skill can also be used to know what type of poison a victim has been poisoned with, and what the best course of treatment would be.

Zoology: This skill allows the user to name a given animal from any part of reasonable size ("reasonable" depends on the skill of the zoologist and the judgment of the keeper). He can also judge the probable ecological niche and habitat of an unknown animal presented to him. □



A country lane.

An Example of Play



The game has just begun. The investigators are trying to find out why Bosso Morgan, a notorious gangland figure, vanished.

KEEPER: Well, what's your plan?

PAULA: Let's sneak around Bosso's house, looking for clues.

[All the investigators agree to Paula's plan.]

JOE: Okay, let's go. I'll drive us over in my Hupmobile. Is there anyone on the street? We're leaving at midnight.

KEEPER: Nobody is in sight.

JOE: Okay, Cathy, why don't you see if your private eye can pick the lock on the back door, and Paula can keep watch.

KEEPER: Paula, try to make a Listen roll.

PAULA: Okay, I succeeded.

KEEPER: You hear the house's front door opening oh-so-quietly.

PAULA: I'm going to try to hide behind the garbage cans. My Hide roll worked. What happens?

KEEPER: Since it's night, and there are no streetlamps near, you can't see much. A hulking figure leaves the house and creeps towards the street. When it reaches the street center, it pulls up a manhole cover and drops inside. You hear a splash.

PAULA: Did he lock the door behind him?

KEEPER: Not only is it not locked, but it still swings wide open.

PAULA: I'll sneak back and tell the others.

JOE: Let's go inside.

ARNOLD: Are you kidding? In *there?* Not me!

CATHY: Okay, you stand guard while the rest of us go inside.

ARNOLD: All alone? I'm coming inside.

KEEPER: It's very dark.

PAULA: Joe, let me carry your electric torch. I'll take the lead. Everyone else keep lights doused. We don't want to be seen from the street.

KEEPER: Ahead your beam picks up wet patches on the floor, possibly footprints. The water in the patches is dirty and stinks. You are inside the entrance hall and can either go left through an opening to the living room or up a stairwell to your right. Directly ahead is a closed door, evidently a closet.

PAULA: Where do the footsteps come from?

KEEPER: They backtrack upstairs.

PAULA: Shall we follow them?

[General assent]

KEEPER: In the first room upstairs is an awful sight. Gore is everywhere. The fully-clothed corpse of Bosso Morgan is draped over the bed. The top of his head has been torn off and the insides crudely scooped out. Everyone try a SAN roll. *[Paula, Joe, and Arnold succeed. Cathy fails her roll.]* Cathy, you lose 1D6 SAN. *[A 4 is rolled.]* You turn green and get sick at the gruesome sight.

CATHY: Makes sense. After I've gotten control of myself, I'll go find a bathroom and clean myself off.

KEEPER: What are the rest of you going to do?

JOE: I want to inspect the body closely, but without touching it. Also, I'm warning the others not to step in the blood.

PAULA: I'm searching the other rooms up here.

ARNOLD: I'm coming with you.

KEEPER: Joe, you can see more of the filthy water splashed over the corpse. Some of it is even inside his brainpan. There are some abrasions on what is left of his face. Try to Spot Hidden.

JOE: Okay, I succeeded. Now what?

KEEPER: Seven feet up the wall is a bloody, watery handprint. Clawmarks are visible, and the print is at least eight inches across the palm, though the fingers are quite stubby. It's not smeared at all, and you can make out the lines of the palm in the print.

JOE: *Wow!* I'm hissing to Paula, Cathy, and Arnold to get in here. Does your professor have his camera with him, Arnold?

ARNOLD: Dang it! I knew I forgot something! Uh ... I'll just press a sheet of paper from my notebook against the print for a copy.

KEEPER: Everyone try a Listen roll. *[Joe, Arnold, and Cathy fail. Paula succeeds.]* Paula, you hear a clanging noise in the street.

PAULA: I wonder what that could be ... Oh no! I hope it's not the manhole cover banging down.

KEEPER: The front door suddenly slams closed, and you can hear someone stomping up the stairs.

JOE: Uh-oh.

ARNOLD: My professor is jumping out the window.

PAULA: I'm shining my light out the bedroom door, trying to see what is coming.

CATHY: I'm pulling out my .32 automatic and looking over Paula's shoulder.

JOE: I'm cowering behind Cathy and Paula, but I'm getting out my trench knife, just in case.

KEEPER: Arnold, your character's back is turned, so he can't see what the others do. Please step into the next room for a moment while I describe the scene. *[Arnold obligingly goes to the kitchen for another bottle of pop.]* Shuffling into the room is a ghastly parody of a man. It stands almost eight feet tall, with deformed, twisted extremities. Its face is a mass of wrinkles–no features are visible. Its sickly brown-green skin is loose and seems to be decaying–loose strips of flesh hang from its limbs. It drips the filthy brown water seen earlier. Everyone but Arnold's professor try a SAN roll. If you fail, you lose 1D10 SAN.

JOE: I made my roll successfully.

CATHY: I blew it, but lost only 3 SAN.

PAULA: Oops! I'm really scared by the bogeyman. I lost 9 points.

KEEPER: Let's see ... Paula, your character isn't indefinitely insane, since you had 76 SAN, but unless you roll higher than your INTx5 on percentile dice, you're going to faint dead away.

[Paula rolls a 04 and her character faints, collapsing.]

KEEPER: Okay. Since Paula was holding the flashlight, it's now rolling on the floor, flashing wildly about the room. Arnold's professor sees, as he would have known had he checked earlier, that all the windows are barred with iron gratings. The only way outside seems to be past the Thing.

ALL *[In a rather confused fashion]*: I'm trying to pound open the bars with a chair ... Where's my electric torch? ... Does anyone know what this thing is? ... I'm shooting at its face ... Help! Help!

[Let us close the curtain on this sorry scene.] □

Sanity

Insanity is the primary cause of Investigator disablement. Here the use of Sanity and the effects and benefits of its loss are explained. Several methods for the recovery of SAN are also provided.

General

Sanity is the natural mental state of ordinary life. It is possible to lose this state of mind when confronted with the horrors and terrors of the Cthulhu mythos. It is possible to regain or even increase one's initial SAN. Knowledge of the Cthulhu mythos always lowers a character's maximum SAN. Temporary insanity can be cured; permanent insanity results when a character's SAN is reduced to or below zero. Permanent insanity is incurable.

Using SAN

A character is required to roll his SAN as a percentage whenever encountering an unnatural monster or one which is behaving sufficiently unnaturally (such as an attacking horde of frothing rats) to endanger a person's Sanity. Sometimes a situation, such as finding a companion horribly and inexplicably mutilated, also calls for a SAN roll.

Further, a character must lose SAN when reading certain books and when attempting to learn and/or cast certain spells.

A successful roll usually means that the character loses either no or a minimal amount of SAN, and is capable of continuing his current actions until confronted with a different danger. But each confrontation, even if involving first reading a book, then casting a spell from the book, then facing the monster conjured by the spell, requires another SAN roll. Confronting a number of monsters at one time or in rapid succession (such as a series of attacking dholes) calls for just one roll. However, if encounters are spread out over several hours, then successive rolls are needed to simulate the situations.

Failure to make the SAN roll always means that the character loses some SAN. The amount lost depends on the monster type or on the situation as ruled by the keeper.

Losing SAN may also cause the character to go temporarily insane, as described below.

Finally, when a character's SAN is reduced to zero, he is hopelessly, incurably insane, and becomes a non-player-character (NPC) for the keeper to play.

INSANITY

Shock and Temporary Loss

Whenever a character loses 5 or more points of SAN in a single experience, he has suffered a terrible shock. He must make a D100 roll. If he *succeeds* in an Idea roll, then he has realized the full significance of what he beheld, and will go temporarily insane. The keeper should determine what happens, and the investigator will remain in the resulting state for the amount of time shown by rolling on the Temporary Insanity Time Table, below.

Temporary Insanity Time Table

Roll 1D10	*Result*
1-4	1D10 combat rounds
5-7	1D10 Minutes
8-9	1D10 Hours
10	1D10 Days

If the roll is over the character's Idea roll, the investigator does not go mad, but may not clearly remember what he just experienced.

Temporary insanity due to this type of loss need not represent true insanity: the character may just faint, go into hysterics, or suffer a nervous breakdown. It is likely that he will receive a phobia associated with the cause of his insanity.

Indefinite Insanity

Whenever a character loses 20% or more of his current SAN in a single hour, he will automatically go insane. To find the exact mania induced by the experience, the keeper must pick an appropriate infirmity from the Insanity Table (page 32).The effect begins immediately.

This type of insanity is indefinite, and the sufferer will not recover of his own accord. Recovery from insanity is described in *Curing Insanity*, below.

Example: As Harvey Walters, armed with his new shotgun, enters Kriegscastle, he confronts the horribly mutilated corpse of his former servant, Kurt, hanging from a hook. The keeper rules that he must make a SAN roll against his current SAN of 45. He fails with a roll of 72 and the keeper rolls 1D6 to determine the SAN damage. Harvey loses 3 points.

A few seconds later, while Harvey is still stunned from the macabre vision before him, a dismal shriek is heard overhead, and Harvey quails before the sight of an entire flock of terrifying winged things, not twenty feet overhead. (The winged things are byakhee.) Harvey attempts a SAN roll against his new SAN of 42 and rolls 54. Because there are twenty monsters, the keeper rules that Harvey loses 6 full points of SAN, rather than rolling 1D6 for the amount.

Harvey's original SAN was 45, and he lost 9 points in rapid succession. As 20% of his total SAN was 9, Harvey must go insane. The keeper decides to roll 1D6 on the Insanity Table, rather than merely choosing an appropriate insanity as he could have done, and rolls 1. Harvey is under Stupefaction. His gun drops from nerveless fingers, and he is found beside the corpse next morning, singing tunelessly and babbling nonsense to Kurt's corpse.

TYPICAL SAN LOSSES

Potential Loss	*Event*
1D3	Surprised by corpse
1D3	Surprised by mangled corpse of animal
1D4	Surprised by fragment of a corpse
1D6	Surprised by horribly mangled corpse
1D6	Waking up in a tomb or coffin
1D6	See good friend or close relative die
1D8	Meet someone you know to be dead
1D8	Witnessing bizarre occurrence (i.e. sky turns green)
1D10	Witnessing grisly bizarre occurrence (i.e. gigantic bloody head falls from heavens)
1D10	Undergo severe torture

The Value of Insanity

It is possible for a character who has gone mad to gain from the experience in two ways:

First, the character may add to his Cthulhu mythos skill. The first time a character goes temporarily or indefinitely insane from any mythos-type source, he may add +5% to his Cthulhu mythos skill. Each time he goes insane thereafter, he may add an additional 1% to his Cthulhu mythos skill.

Example: Harvey Walters has a 5% skill in Cthulhu Mythos since he read a manuscript found in an abandoned house. After he sees the byakhee fly overhead and goes insane, his raving mind attempts to understand these unearthly manifestations. Since he has never gone mad before, he adds 5% to his Cthulhu Mythos skill, raising it to a total of 10%. This means that his SAN may never reach higher than 89 (99 minus his Cthulhu Mythos). Of course, Harvey's current SAN is still only 36%.

Secondly, a madman may gain an unnatural insight into the problems or monster facing him. Whether this happens is determined by rolling a number *greater than* the character's Idea roll on percentile dice after going insane. Keeper judgment and sensitivity are needed to help maintain game balance and dramatic tension.

Example: Confronted with a vampire in the Carpathians, Chastity Thirstwhistle loses her mind. Her Idea roll is 75 and she rolls 99, thus gaining an insight. The keeper rules that in her delirium she realizes that vampires are repulsed by garlic. She screams, "Get into the kitchen!" – even though they are outside, and she starts picking various plants. Whether anyone realizes what she is doing, or questions her, is up to the keeper and players.

REGAINING AND INCREASING SAN

Skills

Each time a character attains 90% ability in a skill during the course of a game (excluding skills at 90% at the start of the campaign), he is allowed to add 2D6 more points of SAN to his current SAN, though his SAN may still not exceed 99 minus his Cthulhu mythos. This addition to SAN represents the self-discipline and self-esteem gained in mastering a skill.

Defeating Monsters

When a character manages to defeat a monster, he may manifest the increased confidence he gains by his performance by increasing his SAN by an amount equal to the normal danger to SAN which the being(s) posed. If he kills a dimensional shambler, for example, he regains 1D10 points of SAN. His SAN may not increase past the limit of 99 minus Cthulhu mythos.

If a temporarily or indefinitely insane character manages to defeat a monster and regain SAN, he does *not* become cured of his insanity. He must still recover normally (for temporary insanity) or undergo treatment (for indefinite insanity). See *Curing Insanity* below.)

INSANITY TABLE

Use for Indefinite Insanity

In most cases of insanity, an obvious affliction will be spotted on the table, and the keeper need make no random roll. However, in some cases the nature of the affliction will not be obvious from the context of the shocking event, and at that time the keeper may randomize the affliction by rolling 1D6 on the list below.

When a character experiences indefinite insanity, his madness is all-encompassing, either incapacitating or rendering him a danger to himself and others. Even after a cure, the character retains traces of his madness (tiptoeing on a bridge, for instance, even though he knows the bridge will not collapse), a tendency especially true with phobic behavior, described further below.

1. CATATONIA / STUPEFACTION (keeper's choice) – The *catatonic character* assumes foetal positions (legs and arms curled up tightly against the body). Victim is oblivious to events and will not resist being moved, but always assumes foetal position when left alone. Cannot walk or stand. The *victim of stupefaction* stands with no will or interest, and does not talk or communicate in any way. May be led or forced to walk, eat, stand, or sit, but takes no independent action. May babble incoherently.

2. AMNESIA – Victim is bereft of memory, possibly selectively. Will usually remember languages and physically-based skills, but not intellectual skills such as Chemistry. Names and knowledge of friends, family, and enemies are lost first.

3. PANZAISM / QUIXOTISM (keeper's choice) – The *Quixotic victim* sees the fantastic and the supernatural everywhere. Passing dogs are obviously werewolves, abandoned houses are full of ghosts and slimy horrors. These perceptions can be hallucinatory, and it should be quite difficult to convince the sufferer of his misguided ways. The *victim of Panzaism* sees even the most extraordinary things and events as common and ordinary. A deep one is a normal man, or at most a man in a wetsuit. They are impossible to convince of the supernatural.

4. PANTOPHOBIA – The pantophobe fears everything. Each noise, every gesture, every action of friends (not to mention enemies) throws him into paroxysms of fright. When not cowering in a corner, he is running for cover.

5. PARANOIA – A paranoid is positive that everyone is an enemy. Every comment or gesture is a threat. The victim may not utter this belief, but develop elaborate secret schemes of protection and revenge.

6. PHOBIA – Keeper picks 1D6 phobias from the phobias list.

Phobias List

ACROPHOBIA: Fear of Heights. What goes up must come down. The higher you go, the further you fall. High buildings, mountains, cliffs – the higher up you go, the nearer you come to Those Things From The Stars.

AGORAPHOBIA: Fear of Open Places. The sky is so wide, so heavy, so massive. It spreads into infinity with stars and clouds held up by who knows what. Monsters come from the sky and space.

AILUROPHOBIA: Fear of Cats. Everyone knows that cats are just witches or devils in disguise. Those evil devil-eyes, teeth, and claws are just made for drawing and sucking blood! Cats move silently and sinisterly on soft, padded feet; they could be anywhere watching, waiting for their opportunity to catch or curse you!

ALGOPHOBIA: Fear of Pain. Let's face it: nothing, by definition, can be worse than pain. The worst monsters and horrors don't kill quickly, they inflict endless, excruciating pain. You would do anything to avoid that.

ANDROPHOBIA (for female investigators): Fear of Males. Men are brutal and cruel. Men lust after you, they only desire to ravage and hurt. Men sacrifice women to monsters or to their own depraved lusts. Men know secrets no woman can hope to fathom.

ANTHROPHOBIA: Fear of People. People are crazed, violent, wicked, and conniving – nature's sole mistake. Every crime ever committed was committed by a person. The papers are full of the terrible things people do every day. Who knows what secret lusts or murders lurk behind the kindest face? People are to be shunned.

ASTRAPHOBIA: Fear of Thunder, Lightning, and Storms. Thunder can burst the windows and shake the house, leaving you at the mercy of the storm. The approach of monsters is always signalled by a storm.

BACTERIOPHOBIA: Fear of Bacteria. Tiny creatures are crawling all over you, bringing dread disease and disfiguration. Each one is an agent of the Great Old Ones. They lurk in the bushes, on your food, everywhere.

BALLISTOPHOBIA: Fear of Bullets. There is nothing more terrifying than the sound of gunfire, for that means that they have found you again. Gunfire attracts monsters. Agents of monsters wield guns themselves. Run far away from all guns, or alternatively try to get rid of all guns around you.

BAROPHOBIA: Fear of Loss of Gravity. You know that you might fall off the world, into the sky (see Agoraphobia). Hold onto something every minute. Be sure that what you hold onto is bolted to the earth. Walk cautiously!

BATHOPHOBIA: Fear of Depth. Out of the deepest reaches of the sea swim monsters; out of the deepest wells do monsters crawl. Dig down, and you will unearth loathsome horrors better left hidden. Space is deep; space is alive with festering monsters. Your own basement goes too deep into the ground to be safe. Never go into a subway.

BELONEPHOBIA: Fear of Pins and Needles. There is no pain worse than that inflicted by small sharp objects. They carry disease, besides. You have nightmares of being tortured with pins in every inch of your body. Don't put on those garments until you have carefully searched them for pins!

BOTANOPHOBIA: Fear of Plants. Plants are mindless things, hideous to the sight, touch, or smell. They send horrid tentacles into the ground, secretly burrowing everywhere. Plants want you to die, so that they can feed upon and swell monstrously from your corpse.

CLAUSTROPHOBIA: Fear of Enclosed Spaces. It's awfully cramped in here. You can't stretch your arms and you're getting terrible cramps in your back and your legs and your stomach. Maybe that's why sweat is crawling down your forehead. Are the walls closing in? Could be. Why wait? – get out of here now!

CLINOPHOBIA: Fear of Beds. Everyone dies in bed. It's crazy to sleep in a bed – that's the first place a monster will look! Worse yet, hideous things lurk under beds! It could be right there in your room, waiting.

CHROMOPHOBIA: Fear of a Color (keeper chooses an appropriate color). A particular color represents monsters, and draws them near. The color symbolizes madness and fear. Monsters can materialize right out of that color!

DEMOPHOBIA: Fear of Crowds. Any crowded place has agents of Them. You are extremely uneasy with any group of people, even your friends. The presence of other bodies makes you nauseous, even hysterical.

DENDROPHOBIA: Fear of Trees. They taught you in school that trees are alive. They were right. If you turn your back on them, they will move. No tree can be trusted. Cut all of them down; it's the only way to be safe.

DOMATOPHOBIA: Fear of Home Confinement. Home is not your castle, it's your prison! Aren't houses the things that are haunted most often? Don't go inside; They're waiting for you. Spend as much time outside as possible. When the streets have emptied late at night, you still pace up and down the street, dreading to open the door.

DORAPHOBIA: Fear of Fur. Monsters have fur. Ergo, pussycats and dogs and bears and mice must be monsters. Watch out – they're everywhere.

ENTOMOPHOBIA: Fear of Insects. There are billions, quadrillions of insects out there, all of them after you, crawling under your bed, flying aboe you, infesting your food. There is no escape, but you must try.

GEPHYDROPHOBIA: Fear of Crossing Bridges. A bridge could collapse under you, sending you screaming into the gorge below. Deformed monsters could hide under the bridge, to trap you when you cross and to chase you until you have nowhere to run but over the side. You court disaster on every bridge you cross.

GYNEPHOBIA (for male investigators): Fear of Females. Women are calculating and their cruelty is legendary. Women are witches and temptresses. Women know things no man can hope to fathom.

HEMATOPHOBIA: Fear of Blood. Monsters love pain and death and blood. Fresh blood always draws monsters.

IATROPHOBIA: Fear of Doctors. Doctors know terrible secrets. They wear grim white masks and wield bloody scalpels. Doctors appear when you are sick, weak, and dying. They plot to help you die in the most agonizing ways possible. Doctors will try to mutililate you or turn you into a monster.

MONOPHOBIA: Fear of Being Alone. You must not be alone. Monsters and demons will grab and possess you as soon as you leave your friends. If you suddenly vanished while alone who would know? Who could help you?

NECROPHOBIA: Fear of Dead Things. There is no horror worse than death. Dead things are cold, filled with maggots and corruption. The dead hate the living and use all the malign power of darkness to bring us to their dismal state.

OPTOPHOBIA: Fear of Opening One's Eyes. Every morning you slept safely through the night. But then you wake: what happens now? Better to pull those blankets over your head and stay where it's safe.

OMBROPHOBIA: Fear of Rain. Rain destroyed the world once; it will do so again. Rain makes floods, takes lives, causes ball games to be cancelled. Humid lands are under a curse. Who knows what dread Thing lurks just over the lowering thunderheads, directing the rain?

OPHIOPHOBIA: Fear of Snakes. Snakes are agents of the Evil One. All are bloated with deadly poison. The simplest snake or lizard could grow to monstrous proportions. They could swallow you whole and pierce your insides with terrifying convulsions.

PECCATOPHOBIA: Fear of Sinful Acts. Darkness tempts us to sin. Sinners become the helpless, degraded slaves of infernal powers. Sinners are doomed. Sternly judge your every action – and everyone else's actions, too.

PEDIPHOBIA: Fear of Children. Children are sly, evil. Children are uncivilized; they maim and kill thoughtlessly. Remember your own childhood?

PSYCHROPHOBIA: Fear of Cold. Cold blackens and kills flesh. It destroys. People lose their hands and feet because of cold. Space is cold; so are the poles. Out of such places monsters thrust themselves.

SCOTOPHOBIA: Fear of Darkness. Darkness of any sort hides monsters. That shadow could conceal a Great Old One! Only light and flame hold them at bay. Keep the home fires burning.

TERATOPHOBIA: Fear of Monsters. Monsters are everywhere – everything you've learned tells you this is true. The end may be near. Monsters are tricky. Are you sure your friend isn't a monster?

THALASSOPHOBIA: Fear of the Sea. Thundering waves, briny green emptiness, the sea will flood the land and only the highest of mountain peaks will survive above water, maybe. The doom is near. Warn the world!

TRICHOPHOBIA: Fear of Hair. Hair is ugly and unsanitary. Hair gets into your food, into the butter, ruining your appetite. It itches, tickles, grows. Monsters and savage wild beasts are hairy. Let nothing with hair draw near.

VERBOPHOBIA: Fear of Words. Words have evil power. Black magic spells are made of words. Forbidden books weave dreadful combinations of words. Words corrupt; words tell of horrors no one needs to know. Shun conversations – who knows how your mind is being altered? Read no books.

VESTIOPHOBIA: Fear of Clothing. Clothing is confining, stifling. We were not born with clothing, and we defy the natural order in wearing it. Clothing is diseased, contaminated. People wearing clothes must have some dread secret to hide – perhaps they are not truly people at all, but monsters. Freedom, security, and nudity are the same thing. Take it off – all off.

XENOPHOBIA: Fear of Foreigners. Your friends are okay, and so are most Americans (if you're an American). But how about those foreigners? Any of them could be assassins in the pay of Them. They might be monsters in disguise. Beware foreign accents and mongrel faces, and tell your friends to watch out for them too.

ZOOPHOBIA: Fear of Animals. Animals bite, claw, shred, and sting. Monsters are animals. Animals carry disease and loathsome parasites. They are everywhere. Animals hate people and soon will rid the world of them. □

The criteria for "defeating a monster" have purposely been left vague. The keeper should decide what the goals of the monster were, whether or not the investigator(s) succeeded in foiling it, and whether the characters realize that the monster's goals were blocked.

If the monster had no particular aims beyond the immediate destruction or hampering of the characters, "defeat" generally consists of slaying it or permanently driving it away. Whether one monster or a hundred were defeated, the SAN gain is about the same. If a greater number were defeated, the keeper may desire to increase the SAN reward to its maximum for the type. Under no circumstances should the SAN reward be increased beyond the maximum possible for that type of being. For example, defeating any number of dimensional shamblers with magic should never restore more than 10 points to the character, since the type SAN rating is 1D10. If the character did exceptionally well, the keeper may wish to reward him with 10 points automatically. The same principle applies to other rewards.

Psychoanalysis

It is possible to increase SAN through intensive psychoanalysis, though it can never increase a character's maximum SAN. One psychoanalyst may work on one player-character per week. If the psychoanalyst makes his skill roll that week, then the patient gains 1 point of SAN. However, if the psychoanalyst rolls 96-00, then the patient loses 1D6 points of SAN. The SAN may never be raised higher than the character's Luck roll by this method. If his SAN is already higher than his Luck roll, psychoanalysis is of no avail in raising SAN. Some people are always a little shakier than others. If the psychoanalyst makes a special roll on the D100 (20% or less of the needed roll, or equal to chances for an 'impale') then the patient regains 1D3 points of SAN that week.

CURING INSANITY

Psychoanalysis

It is possible for competent characters to attempt to psychoanalyze other characters to cure them of their temporary insanity. Until cured in this manner the PCs will continue insane.

The procedure is long and tedious and not always successful. The PC attempting the cure must have a Psychoanalysis skill to succeed at all. Each character to be cured must spend 1D6 full game months in intensive communication with the psychoanalyst, during which time they may do nothing else.

After this time period, the psychoanalyst's player must attempt to make his skill roll on 1D100. If a successful roll is made, the character has been cured. If the psychoanalyst rolls 20% or less of his needed roll (for example, if he had a 75% skill and rolled 15 or less), then the insane character also recovers 1D6 points of SAN. However, if a roll of 96-00 is made, then the character loses 1D6 points of SAN and may never be cured by that psychoanalyst.

Availability of Psychoanalysis

Use for cities located in USA, Canada, Great Brittain, France, Germany, Austria, Northern Italy, Japan, Czechoslovakia, Scandinavia, and Australia.

Population	*1D100 Roll*
Up to 100,000	01-05
100,000 to 300,000	01-50
300,000 to 600,000	01-95
Over 600,000	01-99 (roll 1D10 for number)

In other populations of 300,000 or more, roll POWx1 or less on D100 to find an analyst. Only one roll is possible per game year.

Curing Insanity by Institutionalization

It is possible for a character to recover sanity by being committed to an institution. Psychology at this time was primitive at best, however, and there is a distinct danger in the process.

In the 1920s, insane asylums (the phrase "mental health facility" was yet to come) ranged from enlightened bastions of healing to real snake pits. Even if the player-character's friends know enough to avoid a real quackworks, enlightened psychotherapy of the period has its pitfalls. For instance, electroshock therapy might shock a player-character out of his insanity while lowering his Intelligence until he is useless as an investigator.

Each time a character is institutionalized for insanity, the keeper should establish a Cure Rate for the place by

Institutional Disasters

1D100	*Result*	*Explanation*
01-20	Disfigurement	Lose 1D6 points of APP
21-40	Poor Health	Lose 1D6 points of CON
41-55	Muscle Atrophy	Lose 1D6 points of STR
56-70	Mental Damage	Lose 1D6 points of INT
71-85	Nerve Damage	Lose 1D6 points of DEX
86-00	Coma	Roll 1D100 each month. If the roll equals CON or less, awakened cured. If the roll is between CON and CONx5, continue to sleep. If the roll is over CONx5, lose 1D6 CON and continue to sleep.

rolling 1D100 and subtracting 25 from the result. If the result is under 01, then the place is for caretaking only, and has no chance of curing the insane. The keeper should retain an institution's Cure Rate in his records, as the players may want to use the place again if it restores the first character they bring to be cured.

Each 1D6 game months, review the character to see if he can be released. The keeper rolls 1D100 against the Cure Rate of the institution. If the roll is equal to or less than the Cure Rate, the character is cured and free. If not, then the character loses 1D6 points of SAN. If the roll is 96-00, then the character loses 1D6 points of SAN and the keeper rolls on the Institutional Disaster Table.

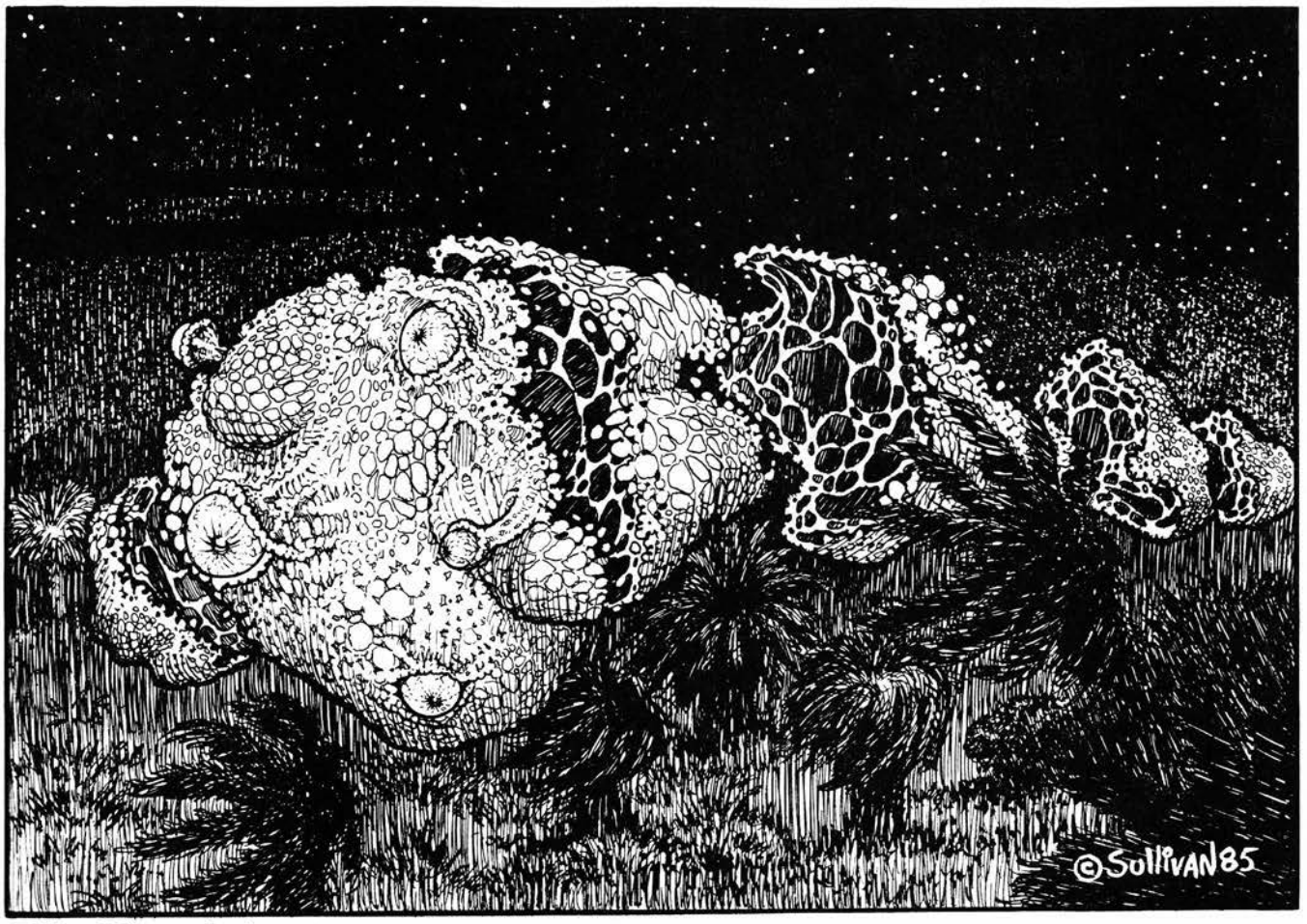
Example: After Harvey Walters went insane, friends and colleagues found the best institution in the area and put him into it. It happens to be very good (a keeper's roll of 87, subtract 25, still gives a 62% Cure Rate). The keeper rolls 1D6 for the months until Harvey's review, and gets a 3. Harvey is not cured, and loses 1D6 more SAN. Fortunately for Harvey, the roll is only 1, so his SAN is now 35. A second keeper roll for months until review gives 5 for the next period, and the cure rate roll this time is 32, so Harvey is now cured. Fortunately, he did not run into any institutional disasters. Eight months after his incredible shock, Harvey is again sane, but with a lower tolerance for further shocks.

Institutionalization can never increase a character's SAN.

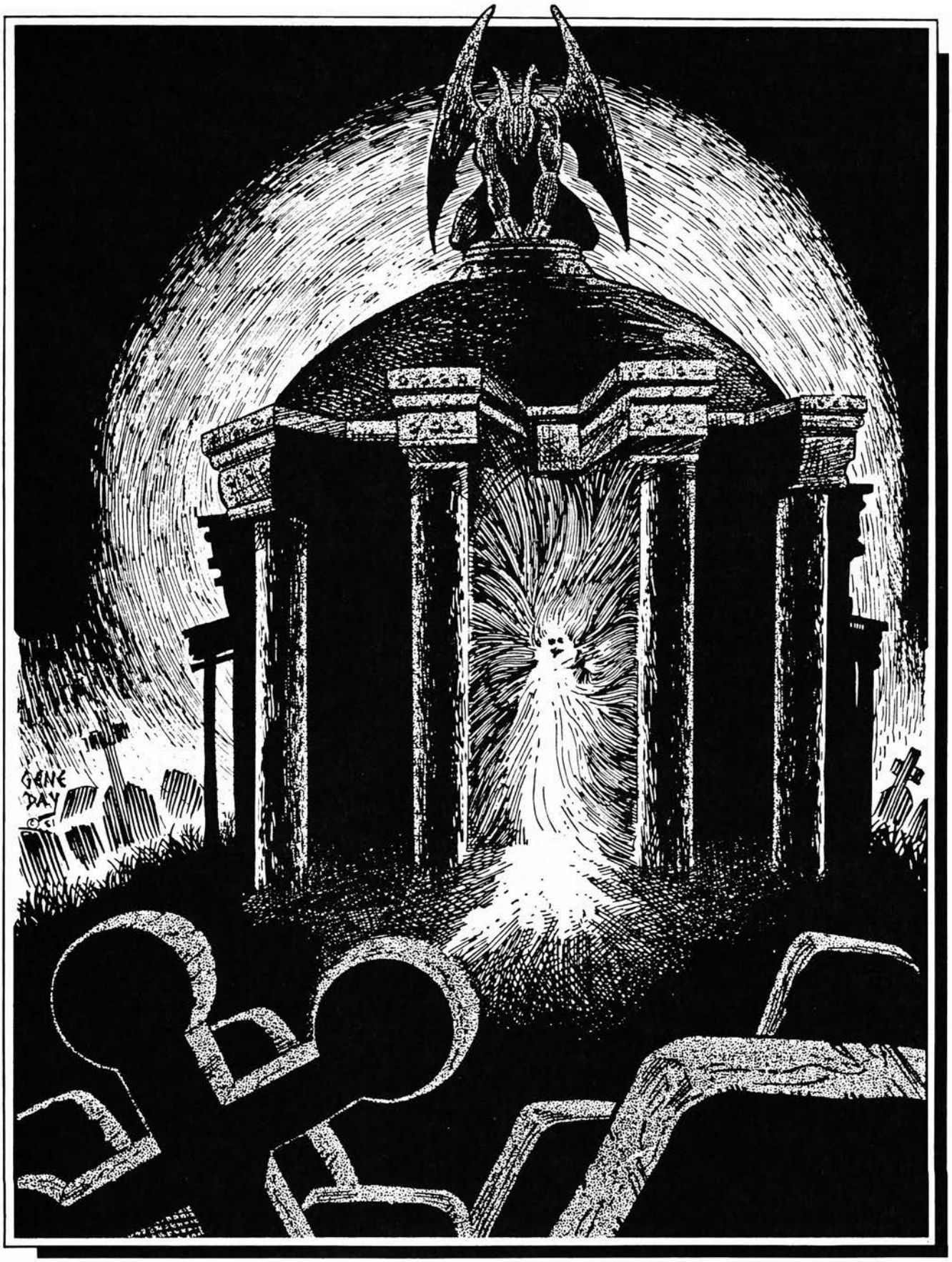
Availability of Institutions

If a character goes mad anywhere in Europe, the Western Hemisphere, Japan, or a colonially-influenced country, there will be an institution of some sort available to the authorities for incarcerating madmen. If the keeper rules that it is not a true mental institution, the cure rate can be found by rolling 1D100 and subtracting 50. If the result is under 01, the institution has no intention of curing the mad. Just locked away, the character's player can only hope that events will lead to his character's being rescued and put into a curing environment.

Many Moslem-influenced countries had no institutions available. Madmen were touched by Allah and were left alone to make what way they could in the world. Again, the player will have to hope for rescue of some sort for the character. □



A Flying Polyp – malice incarnate.



Gradually she coalesced.

The Cthulhu Mythos

Many of the creatures and beings of the Cthulhu Mythos are invulnerable to the actions of the Investigators. Such beings rarely deign to involve themselves directly in human affairs. This they leave to their worshippers and agents, who can be foiled by clever Investigators.

THE MYTHOS

Lovecraft once wrote: "All my tales are based upon the fundamental premise that common human laws and interests and emotions have no validity or significance in the vast cosmos-at-large." When mankind finds out the truths of the universe, the cosmic horrors that lurk beyond the sky creep in and cause madness and death. In the totality of the Cthulhu mythos, there is a complex and broad group of legends, and it is difficult, if not impossible to give a full summary. Keepers are reminded that one of the most important features of the Cthulhu mythos is the ease with which new additions are absorbed into the framework, and they are invited to add their own legends, monsters, and stories.

The 'deities' of the mythos appear to be extremely powerful alien beings, some of whom may be of extra-cosmic origin. They can be ranked on a continuum of power, ranging from all-ruling Azathoth, down through great Cthulhu, to lesser sorts such as the Deep Ones.

Summary of the Mythos

The universe is ruled by beings known as the Elder Gods, Outer Gods, or Other Gods. Only a few of these are known by name; the majority are both blind and idiotic. They are controlled to some extent by their messenger and soul, Nyarlathotep, and are immensely powerful. Azathoth, the daemon sultan and ruler of the cosmos, writhes mindlessly to the piping of a demon flute at the center of the universe. Yog-Sothoth, either a second-in-command or co-ruler, is coterminous with all time and space, but locked somehow outside the mundane universe, and can only be summoned to this side through the use of mighty spells, whereas Azathoth theoretically might be met simply by travelling far enough through space. A group of the Other Gods dance slowly around Azathoth, but none are named. When troubles arise, these deities are discomforted, which sends Nyarlathotep out to investigate. All the races and lesser deities of the mythos acknowledge the Other Gods, and many worship them.

Under the Other Gods in power, though not in importance, are the beings known as the Great Old Ones. The Great Old Ones appear to be immensely powerful alien beings, rather than true gods in the sense that the Elder Gods are. Each of the Great Old Ones is independent of the others, and many seem to be temporarily imprisoned in some way. It is said that "when the stars are right" the Great Old Ones can plunge from world to world, but when the stars are not right they cannot live. "Cannot live" does not necessarily mean death for one of this group. The arab Abdul Alhazred [Abd Al-Azrad] wrote the following couplet in his work "Al Azif" on this subject:

> *That is not dead which can eternal lie,*
> *and with strange eons even death may die.*

The most famous creation of Lovecraft is a Great Old One, Cthulhu himself. Cthulhu, with the rest of his race, is at present imbedded in a vast tomb at the bottom of the Pacific Ocean. He seems to be the most important Great Old One on earth. Others exist of different races, but they seem to be both less powerful and freer. Ithaqua the Windwalker seems to be more or less free on earth, but restricted to arctic latitudes. Hastur the Unspeakable dwells near Aldebaran and Cthugha near Fomalhaut. Other Great Old Ones doubtless infest other worlds, and it may be common for a world to be ruled by dominant Great Old Ones. All the Great Old Ones known on earth are often invoked and/or worshipped, but Cthulhu is evidently worshipped more than all the other denizens of the Cthulhu mythos put together.

After the Great Old Ones come a host of minor deities and beings such as Quachil Uttaus, the Treader of Dust; Fthagghua; and similar beings. These entities usually have

no worshippers, but wizards may know spells to summon them. They fill the role of "demons" in the mythos.

Alien Races

Alien races are an important part of the mythos. These races vary in power, and many are extinct. They are intimately connected with the history of the earth as described in *At the Mountains of Madness* and *The Shadow Out of Time*. In these stories Lovecraft gives the true history of the earth.

At the dawn of the Cambrian age, a race of beings known only as the Elder Things flew to the earth. They inhabited much of the land, warred with other races, and finally were pushed back to Antarctica. The Elder Things, perhaps mistakenly, bred organisms eventually to become the dinosaurs, mammals, and humanity. They also bred the horrible shoggoths, which eventually forced semi-extinction of the Elder Things.

An indigenous race of cone-shaped beings had their minds taken over by a race of mental beings known as the Great Race. The Great Race survived from the time of the earliest land creatures until about 50 million years ago, when they were exterminated by a race of terrible flying things, not native to this earth, which the Great Race had imprisoned in vast caverns beneath the surface. However, the Great Race had already transmitted their minds forwards in time to escape their doom.

The spawn of Cthulhu came down upon the earth and conquered a vast reach of land in the primordial Pacific Ocean, but were trapped when it sank beneath the surface.

The beings known as the Fungi from Yuggoth established their first bases on the earth in the Jurassic period, about a hundred million years ago. They gradually reduced their bases to the tops of certain mountains, where they still maintain mining colonies and such.

Dozens of other races also participated in this antediluvian parade of species, such as the serpent folk who built cities and a civilization in the Permian, before the dinosaurs had evolved; or the winged race succeeding the Great Race in time; even some races from earth's future are mentioned, such as the beetle-like organisms to succeed man and the intelligent arachnids to be the last intelligent life on earth, billions of years in the future.

At the present time, there are only a few races on earth besides the humans. The Deep Ones dwell under the sea in large numbers, and the fungi from Yuggoth still keep isolated mining colonies in the mountains, but other races either only rarely visit earth, are sleeping, or otherwise inactive most of the time.

THE DEITIES, RACES, AND MONSTERS

The Outer Gods, Other Gods, and Elder Gods

The Other Gods are rulers of the universe and have little to do with humanity, except for Nyarlathotep. All those meddling with them gain only inevitable madness and death. Only a few of these beings are named. They appear to be almost true gods, as opposed to the alien horror of the Great Old Ones. Some of them may be the personification of some cosmic principle.

The term "Elder Gods" is sometimes used to refer to another race of gods, neutral to and possibly rivals of the Other Gods. The Elder Gods, if they exist, do not seem to be as dangerous to humanity as Azathoth and its kin, but have even less contact with us (if possible). Only one Elder God is named: Nodens.

All these deities are also sometimes called the Outer Gods, and are primarily gods of the outer planets and not of earth. They would only seldom be called to earth, but on the occasions when they do appear, they are second in horror to nothing. The races associated with them (shantaks, hunting horrors, servitors of the Outer Gods, and spawn of Shub-Niggurath) are the rarest of the monster types. Gates and such may be found in remote areas which can allow entrance to this universe to certain of the

Five Potencies of Monsters

1. Minor	*2. Moderate*	*3. Major*	*4. Great Old Ones*	*5. Outer Gods*
Byakhee	Chthonians (immature)	Chthonians (adult)	Atlach-Nacha	Abhoth
Deep Ones	Dark Young of Shub-Niggurath	Father Dagon/ Mother Hydra	Cthugha	Azathoth
Elder Things	Dimensional Shamblers	Dholes	Cthulhu	Bast
Fire Vampires	Formless Spawn of Tsathoggua	Flying Polyps	Cyaegha	Daoloth
Ghasts	Gnoph-Keh	Hounds of Tindalos	Ghatanothoa	Nodens
Ghouls	Hunting Horrors	Lesser Other Gods	Glaaki	Nyarlathotep
Servants of Glaaki	Lloigor	Star-Spawn of Cthulhu	Hastur	Shub-Niggurath
Great Race of Yith	Servitors of the Other Gods		Ithaqua	Yog-Sothoth
Gugs	Shoggoths		Nyogtha	
Insects from Shaggai	Star Vampires		Shudde M'ell	
Mi-Go	Beings from Xiclotl		Tsathoggua	
Moon Beasts			Y'golonac	
Nightgaunts			Yig	
Sand Dwellers			Zhar	
Serpent People			Zoth-Ommog	
Shantaks				

Outer Gods (especially Yog-Sothoth), and these gates can be used by a clever sorcerer.

The Great Old Ones

The Great Old Ones are a category including a large number of extremely potent alien beings. They are not so supernatural as the Outer Gods and their kind. The Great Old Ones are worshipped much more frequently than the Outer Gods. Generally an entire clan or secretive cult will be found worshipping one of these beings, rather than a lone madman, as often occurs with the Outer Gods. The beings serving the Great Old Ones are frequently races normally inhabiting the remoter fastnesses of earth, unlike the races serving the Outer Gods. The Great Old Ones and their worshippers and servants comprise the crew most often encountered by the player-characters.

The Races and Lesser Entities

There are a large number of greater and lesser beings that inhabit the Cthulhu mythos for the frightening of investigators. In an average campaign, the Outer Gods and Great Old Ones should *not* be frequently met with. If every encounter the players had was with the likes of Cthulhu and Nyarlathotep, there would be little opportunity for advancement in skills, for the players would have to create new characters every adventure!

Format

All these beings are described in a standard fashion. First comes the *Description.* Where possible, the description will be a quote from a work by H. P. Lovecraft or the author who invented the monster. Next comes *Cult.* Only deities have the Cult section. This describes the extent of the being's worship, what other beings are associated with its worship, and what benefits it gives to its worshippers. All types have the *Notes* section. For deities, this is for use only when the being has been summoned or otherwise encountered. It gives the effects of the being on those around it, its probable actions, and how it may be driven off. For lesser races, the Notes state where the creature is found, what deities (if any) it is associated with, its habits, and any special features. Lastly, the entity or race is described in a consistent format as if it or they were investigators or animals.

Abbreviations are given for each of the monster's characteristics, which include STR, CON, SIZ, INT, POW, and DEX. None of these entities have APP, EDU, or SAN meaningful to humans. Unintelligent beings also lack INT. Deities are given actual numbers showing what their respective ratings are, but monsters are given a dice-roll range. When a monster appears, the keeper can roll up a monster using the rolls given as guides, but for faster monster-making, average scores for different monster types are also given.

Hit Points give the number of points of damage a monster must take before being slain. This is the average for the race, figured by averaging SIZ and CON. Bigger or healthier monsters will have more hit points than this average. Gods cannot be truly slain, though they have hit points. When a deity's hit points are reduced to 0 or less, rather than dying, the being is dispelled, or forced back to whence it came. Mere damage will not destroy any Great Old One or Outer God.

Move is the monster's speed in yards per combat round. (Remember, humans have a speed of 8.) If two speeds are listed seperated by a slash, the second number is the monster's flying or swimming speed (depending on the monster).

Underneath the monster's characteristics is a section headed *Weapon, Attk%,* and *Damage. Weapon* lists the usual weapon(s) used by the creature when forced into combat. *Attk%* is either a deity's chance to hit in combat, or for lesser beings, the percentage chance to hit in combat for a typical member of the race. *Damage* gives the damage done by an average member of the race or by the deity. This is usually given in the form of a damage for the basic weapon plus the creature's damage bonus. For example, the damage for a Deep One's claw is listed as 1D6+1D4. This means that a Deep One's claw does a base damage of 1D6, and that the average Deep One has a damage bonus of +1D4. Especially big Deep Ones may have a +1D6 or even +2D6 damage bonus, or very small ones may have no bonus at all.

After the creature's weapons, *Armor* is listed. This is the amount of damage subtracted from damage done to the creature, as described previously. This section may give special abilities that the monster or deity has for resisting damage, such as regenerating, immunity to bullets, or similar powers.

Spells are next. This heading gives chances for a particular monster to have spells, or it lists the specific spells which a deity possesses. Generally, only exceptional monsters have spells.

Certain spells match certain beings better than others. It is a lot more appropriate, for example, for a Deep One to Contact Spawn of Cthulhu than it would be for him to Summon Fire-Vampire.

The spells in *Call of Cthulhu* may be divided into four classes. These classes are (1) those spells dealing with the Elder Gods, (2) spells dealing with the Other Gods and their minions, (3) spells of the Great Old Ones and their survivor races, and (4) spells of independent entities such as the Hounds of Tindalos, the chthonians, and their kin. The Spells for Monsters table tells generally which spell(s) are known by which class of monster. The specific spells are left to the keeper's discretion.

Some monsters have *Skills.* These skills act as do the human skills of the same name.

The last entry is *SAN.* This gives the amount of SAN that a human will lose when seeing a member of the race. This amount may be increased if more than one monster were seen, at the keeper's discretion. The maximum that it could be raised to would be the maximum possible loss that a single creature could cause.

Abhoth, Source of Uncleanness (Outer God?)

Description: Abhoth is a huge pool of gray matter many yards across. It constantly bubbles and puts forth limbs, mouths, and pseudopods. Obscene monsters constantly form from the gray mass and crawl away from their "parent." Abhoth's tentacles and limbs grasp many of its offspring and devour them again, returning them to the primal mass, but many manage to escape and crawl away into the black caverns wherein the monster god sits.

Cult: Abhoth has no known human worshippers, but perhaps underground horrors or even Abhoth's own spawn may worship it.

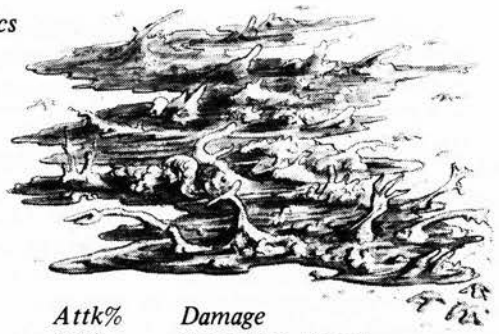
Notes: Abhoth is manifestly not a native of this planet. In fact, its form (or lack of same) and cynical mind seem to imply that it is a relative of Tsathoggua, and the black caverns wherein it dwells, and never leaves, may well be part of N'Kai.

If a party is unfortunately enough to come upon Abhoth itself, bubbling uncleanly in its pool of filth, Abhoth will put forth a probing hand or member which will feel over the intruders, and then drop off and crawl away. The visitor will then either be seized and devoured by other appendages of Abhoth's or ignored, at the keeper's option. Abhoth is known to speak telepathically with intruders, but few have returned from the meeting.

As one nears Abhoth, the various monstrous spawn which continually arise from its body become more and more numerous, and these may cause trouble or attack an investigator. The spawn of Abhoth is manifold and varied in appearance, and particulars are best left up to the keeper. Most of the spawn is no larger than 1 to 6D6 in SIZ, at least at first – after a year or so of feeding and growing, a spawn may be any size.

Characteristics

STR	40
CON	100
SIZ	80
INT	13
POW	50
DEX	1
Hit Pts	90
Move	0



Weapon	*Attk%*	*Damage*
Appendage	60%	Grasp and Absorb

Armor: No weapon using kinetic force can harm Abhoth permanently. Abhoth regenerates from all kinetic damage at the rate of 20 points per melee round. Fire or magic will cause normal damage. If Abhoth is reduced to 0 hit points, it will withdraw and sink far away down into the earth, where it is inaccessible to further damage. It will again ooze to the surface after healing from its injuries.

Spells: None, but it may give someone that it takes a fancy to (for unguessable reasons) a portion of its own body, which could be used to create a creature identical to the spawn of Abhoth.

SAN: Seeing Abhoth and failing a SAN roll costs the viewer 1D20 SAN. Succeeding a SAN roll still results in a loss of 1D3 SAN.

Atlach-Nacha (Great Old One)

Description: Atlach-Nacha superficially resembles a huge and hideous black hairy spider with a strange, remotely-human face and little red eyes rimmed with hair.

Cult: Atlach-Nacha is superstitiously believed to be ruler of all spiders, perhaps because of its body form. It has no cult. Some sorcerers are given spells and POW from Atlach-Nacha. It is also possible to summon Atlach-Nacha via various elder spells. This is dangerous however, for the spider-god hates leaving its eternal work of spinning.

Notes: Atlach-Nacha lives underground, where it eternally spins its fantastic web, trying to bridge an unguessably-deep chasm for unknown purposes. Some old books refer to the believe that when the web is complete, the end of the world will come.

Anyone stumbling into Atlach-Nacha's web is trapped. To escape, they must match their STR vs. the web's STR of 30 (more than a single individual may try to pull one free). Sooner or later, Atlach-Nacha will run by to use the trapped prey as food.

Atlach-Nacha can either fling more web over a potential prey item, or it can bite. If it successfully flings its web over a target, that target is immobilized until it can break free of the web's STR of 30. Atlach-Nacha may fling on more webbing if the target appears likely to escape. If Atlach-Nacha bites a target, it will immediately inject a paralyzing poison, and the victim will become immobilized, incapable of action or defense. Atlach-Nacha will then suck the victim's body juices at the rate of 1D6 STR permanently gone from the victim per round. Once a victim reaches 0 STR, he dies. If a victim of Atlach-Nacha's paralyzing bite is rescued before he dies, then he will slowly recover from the paralysis – a process requiring over six months of rest.

Characteristics

STR	30
CON	75
SIZ	25
INT	15
POW	30
DEX	25
Hit Pts	50
Move	15



Weapon	*Attk%*	*Damage*
Bite	60%	Penetrates any armor and injects paralyzing poison.
Webbing	80%	30 STR entanglement

Armor: 12 points of chitin and fur. When Atlach-Nacha's hit points are reduced to 0, it immediately flees over its complex web to a secret lair where it waits for its damaged body to heal.

SPELLS: All Contact spells

SAN: Viewing Atlach-Nacha costs 1D10 points of SAN, or 1 point of SAN if a SAN roll succeeds.

Azathoth, The Daemon Sultan (Outer God)

Description: Azathoth is the ruler of the Other Gods, and has existed since the beginning of the universe. It dwells beyond normal space-time at the center of the universe, where its amorphous body writhes unceasingly to the monotonous piping of a flute. Other gods dance mindlessly around Azathoth to the same music.

Azathoth is described as both blind and idiotic; it is a "monstrous nuclear chaos." All the urges of Azathoth are immediately fulfilled by Nyarlathotep.

Cult: Azathoth is worshipped by none in a regular cult. It is usually called upon by accident, and brings disaster and horror to its unwitting callers. Only the pathologically insane would worship such a being.

Azathoth's few worshippers may have special insights into the nature of the universe, its origin, and meaning. These insights could only be understood by another madman. They may also receive insights as to the controlling and summoning of the Other Gods, their slaves, and servants. Azathoth is not grateful for worship, and if called would be as likely to destroy a worshipper as a non-worshipper, though the worshipper probably wouldn't care if he were slain.

Notes: Azathoth never comes alone, always bringing 1 flautist (Servitor of the Other Gods) to play its music, and 1D10-1 lesser Other gods, for a total of 0-9 lesser gods. After being summoned, Azathoth may become irritated and start to strike out. The chance of it so doing is 100%, minus 10% for each Other God arriving with Azathoth, or that is otherwise present on the scene, and minus 5% more for each magic point (MP) which the caller expends to keep Azathoth happy. The magic points are expended each round. For example, if Azathoth were to arrive with 8 other gods, there would be a 20% chance per round that it would begin to destroy. If the caller expended 4 points per round, Azathoth would remain calm.

If Azathoth becomes angered, it will begin to grow, nearing its true size. On the first round that it attacks, it will burgeon out from its summoned confines, and its pseudopods have a reach of 50 yards. On the second combat round it has a reach of 100 yards, the third round giving it 200 yards, the fourth 400 yards, and so on, doubling each round. There is a chance that Azathoth will voluntarily depart as well once it becomes angered. This is equal to 10% per round, minus 1% per lesser god that arrived with Azathoth. In the above example, there would be a 2% chance per round that Azathoth would simply leave instead of continuing to devastate. Of course, Azathoth may be dismissed by using the reverse of the summoning spell. This is explained later under Magic.

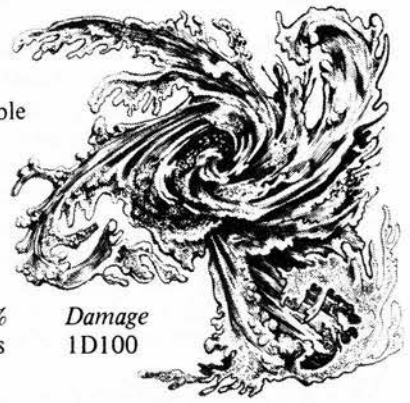
An area blasted by Azathoth is totally ruined, with cracked boulders, pools of alkaline water, and dead splintered trees. A clever keeper could draw connections between this and the so-called Siberian "comet" of 1908.

Once it begins to grow, the entire area around Azathoth is destroyed in a radius equal to the pseudopod's range. However, investigators caught in this maelstrom are only harmed if specifically struck by a pseudopod.

Characteristics

STR	N/A
CON	300
SIZ	Variable
INT	0
POW	100
DEX	N/A
Hit Points	300
Move	0

Weapon	*Attk%*	*Damage*
Pseudopod	Varies	1D100



Pseudopod Attack: Each round, after all other beings present have struck, Azathoth lashes out with 1D6 pseudopods. The chance of any given pseudopod of hitting depends on the number of pseudopods being used:

Number of Pseudopods	*Attack%*
1	100%
2	50%
3	33%
4	25%
5	20%
6	16%

These pseudopods leave greatly corroded rents in whatever is struck. Each hit will greatly weaken structural material, destroying any thickness of wood, a yard thickness of stone, or a foot thickness of metal. If Azathoth hit a tank, it could crush it like an eggshell. Investigators cannot Dodge these massive blows.

Armor: Azathoth has no armor, but cannot be slain. If its summoned form is reduced to 0 hit points, it will return whence it came. If somehow reduced to 0 hit points while at its seat where it rules the universe, it will withdraw to another dimension and return in 1D6 hours, back at full hit points. Azathoth always has 300 hit points, regardless of SIZ.

Spells: All the lesser Other Gods are subject to the whims of Azathoth. When angered, the lesser Other Gods with Azathoth may also begin to ravage the surrounding area, but they will return with Azathoth when it leaves.

Azathoth has other powers, not made manifest in a game situation. A case in point is the valley which Azathoth reduced to molten lava, leaving a great seal over the valley. The inhabitants had somehow caught Azathoth's notice. If Azathoth's crushing blows strike an Elder Sign, the sign will be destroyed, and Azathoth will take 3D6 points of damage. Anyone or anything hiding behind the sign will take damage from the blow normally, but the damage will be reduced by the amount of damage points which Azathoth took, for whatever that is worth.

SAN: All witnessing Azathoth's presence must succeed in a SAN roll or lose 1D100 points of SAN. Characters making a successful SAN roll lose 1D10 SAN each. Azathoth is one bad cookie.

Bast, Goddess of Cats (Outer God)

DESCRIPTION: Bast is represented as either a cat or as a woman with a cat's head. In ancient Egypt, she was often shown with a sistrum in her right hand, an aegis surmounted with a lion's head in her left hand, and a small bag slung over her left arm. She is also called Bastet or Ubasti.

Bast is one of the Elder Gods, though she seems to be a lesser one. She may have dominion only over Earth and its dreamland, for the cats of Dreamland's Jupiter are inimical to Earth's cats.

Lovecraft himself loved cats, and it is only proper that the Cat Goddess have a position of importance.

CULT: She was the goddess of the ancient Egyptian city of Bubastis. Her cult eventually came to Italy, and evidence of Bast worship has been found in major Roman cities, including Pompeii.

When she was actively worshiped, she was both a deity of the home and a lioness war goddess. Her worshipers always regarded her affectionately. Her cult seems not to have survived among humans, but probably she does not care: all cats doubtless worship her in their savage hearts.

A person managing to contact her, and to gain her good graces by performing unguessable pleasing acts, may gain the ability to communicate with cats, or to transpose his or her soul into the body of a cat.

NOTES: Like the other Elder Gods, Bast rarely takes action, though perhaps she could be summoned in a ceremony employing one of her many surviving statuettes. On rare occasions she may take action against a person who is remarkably cruel to cats. Then she likely acts through her feline minions. If they cannot solve the difficulty, she may come personally. She always appears with an entourage of large, sleek cats, mostly housecats, but including at least one lioness, tigress, or other big cat.

If Bast must fight, she generally sends her cats into battle. If she must participate, she can transform one or both of her delicate arms and hands into the tawny forelimbs of a lioness and swipe with them.

Bast can attack twice a round, using both claw and bite. Her claws and bite ignore any and all armor her opponent possesses, and always draw blood. A wound made by her continues to bleed, costing the victim one hit point on each succeeding round until the wound is bandaged (successful First Aid), fully regenerated, or magically healed.

STR 48	CON 25	SIZ 12	DEX 45	APP 21
INT 35	POW 30	HP 19	Move 40	

SKILLS: Dodge 300%, Hide 100%, Sneak 100%.

WEAPONS: Claw 100%, 1D8+3D6 damage
Bite 100%, 1D10+3D6 damage



ARMOR: no natural armor, but note her Dodge skill and her spells entry below.

SPELLS: at will, Bast can command all felines, anywhere in the world. She can summon any number of cats to her aid, but they must travel normally to get to her.

Bast can heal damage caused to herself or to her cats by expending a magic point per point of damage.

Bast can dodge attacks agains her and still attack successfully. She must apportion her Dodge skill percentiles among her assailants. She can Dodge bullets or other missiles, but her Dodge skill is halved against such attacks.

SANITY: there is no loss of SAN for viewing Bast.

The Deities and Monsters

Outer Gods

Abhoth
Azathoth, the daemon sultan
Bast
Daoloth
Nodens, lord of the great abyss
Nyarlathotep, the crawling chaos
Shub-Niggurath, the black goat of the woods with a thousand young
Yog-Sothoth, the all-in-one

Great Old Ones

Atlach-Nacha
Cthugha
Great Cthulhu
Cyaegha
Ghatanothoa
Glaaki
Hastur the unnameable
Ithaqua the windwalker
Nyogtha
Shudde M'ell
Tsathoggua
Y'golonac
Yig, father of serpents
Zhar
Zoth-Ommog

Alien Races and Monsters

Byakhee
Chthonians
Dark Young of Shub-Niggurath
Deep Ones
Dholes
Dimensional Shamblers
Elder Things
Fire Vampires
Flying Polyps
Formless Spawn of Tsathoggua
Ghasts
Ghouls
Servants of Glaaki
Gnoph-Keh
Great Race of Yith
Gugs
Hounds of Tindalos
Hunting Horrors
Mi-Go, the Fungi from Yuggoth
Nightgaunts
Sand Dwellers
Serpent People
Servitors of the Other Gods
Insects from Shaggai
Shantaks
Shoggoths
Star-Spawn of Cthulhu
Star Vampires
Beings from Xiclotl

Byakhee (Lesser Servitor Race)

Description: ... *there flapped rhythmically a horde of tame, trained, hybrid winged things. ... They were not altogether crows, nor moles, nor buzzards, nor ants, nor decomposed human beings, but something I cannot and must not recall. (The Festival* by H. P. Lovecraft.)

Notes: The byakhee are an interstellar race often serving He Who is Not to be Named (Hastur the Unspeakable). Composed of conventional matter, though highly organized, they are vulnerable to ordinary weapons such as pistols. They are capable of flying through interstellar space and carrying a rider, if that rider is protected from the vacuum and cold by suitable spells or potions. They do not have any bases on earth, but are sometimes summoned by humans to perform deeds or serve as steeds.

In combat, a byakhee may either strike with both claws simultaneously (getting two attacks in the round), or it may attempt to bite the victim. If the bite strikes home, the byakhee will remain attached to the victim and begin to drain his blood. Each round the byakhee remains attached, including the first, the blood drain subtracts 1D6 points of STR from the target, until his STR reaches 0, when he dies. This STR loss is not permanent, and may be recovered by transfusions or by resting 1 day per point of STR lost. Once it has bitten a victim, the byakhee will remain attached, not otherwise attacking, until it is slain or the victim dies.



Characteristics		*Average*
STR	5D6	17-18
CON	3D6	10-11
SIZ	5D6	17-18
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+3	13-14
Hit Points		14-15
Move		5/20 flying

Weapon	*Attk%*	*Damage*
Claw	35%	1D6+1D6
Bite	35%	1D6+1D6 plus blood drain

Armor: 2 points of fur and tough hide

Spells: Byakhees with a POW of 14 or more have at least 1D4 spells. Normally, byakhee know only spells relating to Hastur and his associated beings.

Skills: Listen 50%, Spot Hidden 50%

SAN: Seeing a Byakhee costs 1D6 points of SAN if a SAN roll is failed. If the roll succeeds, the viewer still loses a single point of SAN.

Chthonians (Greater Independent Race)

Description: These are formed like an immense thin squid, with an elongate, worm-like body, coated with slime. A chanting sound accompanies them.

Notes: The chthonians are a powerful race of burrowing entities. The most important chthonian is the being known as Shudde M'ell *(q.v.)*. They have a complex life-cycle, lasting over a thousand years. Because of this, they are very protective of their young, which in the earliest stages are no larger than a walnut. Chthonian eggs resemble spherical mineral formations a foot or less in diameter, and have shells two or three inches thick. Chthonians communicate via telepathy and can thus reach another of their race anywhere in the world.

There are six stages in the life of a chthonian. We have initially listed the statistics for the last and largest stage, as it is the one most frequently met, but there is a following chart listing all six stages together and comparing them. A nest of younger chthonians may be encountered, or a band of chthonians with varying age-groups could be met with. Chthonians can withstand enormous temperatures, up to 4000 degrees Centigrade (7200 Fahrenheit). Younger stages can withstand less extreme heat.

All chthonians have powerful mental telepathy, and none need oxygen or air to survive.

Chthonians are extremely susceptible to water. While their slime coating will keep them protected from small amounts of water, any large amount (as from total immersion for more than a brief moment) will destroy a chthonian.

Chthonian Telepathy: Chthonians can use their telepathic abilities to attack humans. This is done by matching the POW of the chthonian vs. the POW of the victim on the resistance table. If the victim is overcome, he may not leave the area where he is psychically attacked. At first, he has some limited mobility, and may move about as long as he stays within a mile or so of the spot he is 'bound' to, but as the chthonians draw nearer, he will be restricted more and more until finally he will not even be able to leave his desk or chair! This power is used to prevent the escape of victims. Chthonians can contact a known human with their telepathy anywhere on the earth, but it may take some time before they can find his mind. If the victim is aware of the fact that he is under the mental influence of the chthonians, he may try to break their hold by matching his POW vs. the chthonian's POW each day. Only one chthonian can hold a given human to the site, but they could take turns holding him.

It costs a chthonian a magic point (MP) to communicate for 15 minutes telepathically or to "bind" a human to a site for a day. It costs an additional MP to contact a non-chthonian and an additional point to bind a human per 10 miles distance that the chthonians must reach. Several chthonians can combine their MPs to reach a great distance to contact and bind a human, but only one of them matches its POW vs. the victim. It costs no extra MPs to contact another chthonian, no matter what the distance is. When a human feels a psychic probe or scan from the chthonians, searching for his mind, he may try to resist with a POW vs. POW roll on the resistance table to ward off the probe and avoid being detected. The human target will notice the probe only if he can make an Idea roll unless he has specifically been concentrating, trying to feel for such an attack.

Chthonians do not waste time chasing after humans unless they have something the chthonians want (such as odd spherical mineral formations). Chthonians are world-

wide, even found in basalt under the ocean. There is a city called G'harne in Africa which they frequent.

Only full adults can psychically attack humans, though all stages can communicate telepathically and sense human minds.

Chthonian Earthquakes: All chthonians can create earthquakes when underground. The earthquake's force is figured by adding together the combined POW of all participating chthonians and dividing by 20. The result is the earthquake's force on the Richter scale. For example, a pair of chthonians with a POW of 20 would make an earthquake with a force of 2 on the scale. Ten chthonians with a POW of 20 each would give an earthquake of 10 on the Richter scale! The earthquake's area is limited to 100 yards diameter, plus 100 yards more diameter for each point of force (on the Richter scale) by which the quake is lessened.

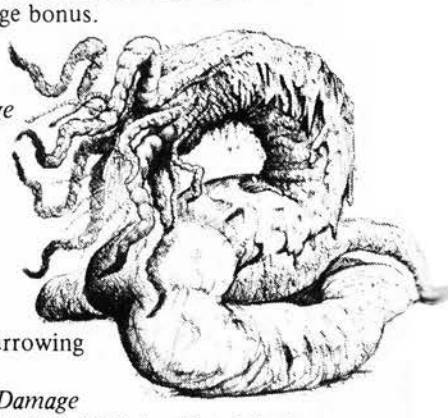
Example: A tribe of over 100 chthonians, with a combined POW of 1,800, decides to destroy a portion of Los Angeles. 1,800 points normally causes a quake of 1,800/20 or force 90, which would probably send that part of the earth into orbit! However, the chthonians wish to affect a larger area than just a 100 yard diameter circle. Therefore, they reduce the quake's power to 9, and increase the diameter of the circle by (90-9) x 100, or 8100 yards, which makes a circle with a diameter of around 4.7 miles. Note that as far as destructive power is concerned, a quake of Richter 90 is little different from a quake of 12 or so! Flattened and destroyed is flattened and destroyed.

At least half the chthonians must be directly under the center of the quake. Also, it costs each chthonian in the group Magic Points equal to the Richter force of the quake they create. In the example above, all participating chthonians would have to expend 9 Magic Points.

Only full adults are capable of creating earthquakes.

Attacks: Each round, a chthonian attacks with 1D8 tentacles, which do damage equal to half the creature's damage bonus (round down). If a tentacle strikes, it clings to its victim, worms its way into his vitals, and begins to sap his blood and drain his vital fluids, costing him 1D6 CON each round. When the victim reaches zero CON, he will die. CON lost to a chthonian is gone for good. While a tentacle is draining a victim, only 1D8-1 other tentacles can attack each round. If two tentacles are draining victims (it is possible for two or more tentacles all to drain the same victim) then only 1D8-2 tentacles strike, and so forth. Rolls of less than 1 indicate that no tentacles attack that round; however those draining their targets will continue to sap their CON. Each tentacle could attack a different target, or they could all attack the same one.

If the chthonian desires, it may simply try to crush its foes, instead of attacking with the tentacles. It cannot strike with its tentacles if crushing, but it can continue to hold onto and drain those victims already caught. This crush attack is performed by rearing up and plunging down upon a group of victims. The crush area is circular, striking at all within it. It has a diameter equal to the chthonian's SIZ divided by 10 in yards. All within the crush area must roll separately to see if they are hit. The damage for a chthonian's crush is always equal to the creature's normal full damage bonus.



Full Adults

Characteristics		*Average*
STR	(3D6)x5	45-60
CON	3D6+30	40-41
SIZ	(3D6)x5	45-60
INT	5D6	17-18
POW	5D6	17-18
DEX	2D6	7
Hit Points		43-51
Move		6/1 burrowing

Weapon	*Attk%*	*Damage*
Tentacle	75%	2D6 to 3D6 plus blood drain
Crush	80%	5D6 to 6D6

Armor: Chthonians have 5 points of armor (from blubber, muscle layers, etc) as adults. In addition, they seal up after being wounded, regenerating 5 points of damage per round. If a chthonian takes 12 points of damage on round 1, it is reduced to 7 points on round 2, 2 points on round 3, and on round 4, all damage vanishes and the monster is back to full strength. However, if a chthonian is slain (reduced to 0 or less hit points), it cannot regenerate.

Spells: Only full adult chthonians possess spells and then only on a roll of INTx3 or less on 1D100. If a chthonian does have spells, it will have 1D6 spells connected with the Great Old Ones tied to this earth, such as Cthulhu, Y'Golonac, Shub-Niggurath, etc.

SAN: Seeing a chthonian costs 1D20 points of SAN unless a SAN roll is made. If a successful SAN roll is made, only 1D3 points of SAN are lost. If the chthonian viewed is only one of the lesser instars, not a full adult, the loss of SAN is 1D10 if a SAN roll fails, and 1 point if it succeeds. There is no loss for the sight of a chthonian hatchling.

Chthonian Life Cycle

	1st Instar	*2nd Instar*	*3rd Instar*	*4th Instar*
STR	3D6	3D6x2	3D6x3	3D6x4
CON	3D6+10	3D6+15	3D6+20	3D6+25
SIZ	3D6	3D6x2	3D6x3	3D6x4
POW	1D6	2D6	3D6	4D6
Temperature	100C	250C	600C	1500C
Regenerate	1 pt/rd	2 pt/rd	3 pt/rd	4 pt/rd
Armor	1 pts	2 pts	3 pts	4 pts
Hit Pts	15-16	22-25	29-33	34-42

Explanations: STR, CON, SIZ, and POW are listed above for the four larger stages of larval life, before the chthonian reaches adulthood (described above). INT and DEX do not change.

Temperature is the maximum temperature that the creature can withstand without taking pain and injury. A

temperature double that listed will kill the creature quickly. Remember that adults normally can take a temperature of 4000C.

Regenerate is the points per round that the creature regenerates as explained under the adult section. *Armor* is the points of skin armor the creature has. *Hit Pts* gives the hit points for an average individual of that stage.

Special Notes on Hatchlings: Hatchlings are the initial stage of the chthonians, before even the first instar, and exist only for a few months right after hatching. They are about the size of a large earthworm, have 1 hit point, 1D6 points of POW, and can withstand only 40 degrees Centigrade. A burning cigar butt could wither and kill one.

Cthugha (Great Old One)

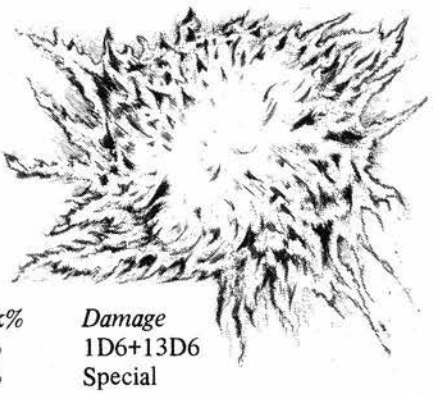
Description: Cthugha resembles an enormous burning mass continually varying in shape. It dwells at or near the star Fomalhaut, from whence it may be called. It is one of the most obscure and remote of all the Great Old Ones.

Cult: There does not appear to be a cult connected with Cthugha. Cthugha is served by entities known as fire vampires. In some books, the fire vampires are stated to be ruled by a being known as Fthagghua, but this is uncertain.

Notes: When Cthugha is summoned, it always brings 1D100x10 flame vampires with it which immediately begin to set the area alight. Cthugha itself will float over the summoning locale, blasting and burning the entire site. Humans remaining in the area will take damage from the heat, starting on the first round after Cthugha comes. Each round, the humans must attempt to roll CONx5 or less on D100. Once they fail, they begin to take damage at the rate of 1 point per round. The only way to survive is to flee the area. Once a character has begun to take damage, he may attempt no more CON rolls. Further damage is automatic.

Cthugha and his minions will affect a roughly circular area with a diameter of 2D10 x 20 yards. It will not depart until that area has been thoroughly blasted and burned, unless it is dismissed through some spell.

Each round, Cthugha can form 1D4 pseudopods from its formless mass to attack with. It may belch forth fire instead of using pseudopods. The flame burst has a range of 150 yards, and blanket the target site with fire, coating an area 20 yards across. All within the area must resist with their CON vs. Cthugha's POW on the resistance table, or take damage equal to Cthugha's POW. If they successfully resist, they still take damage equal to half Cthugha's POW. Armor does not help vs. this damage.



Characteristics

STR	80
CON	120
SIZ	140
INT	28
POW	42
DEX	21
Hit Points	130
Move	0

Weapon	*Attk%*	*Damage*
Pseudopod	40%	1D6+13D6
Flame burst	60%	Special

Armor: None, really, but all hand-held weapons take 14 points of damage on any round in which they strike Cthugha. This damage is taken before Cthugha is struck, and if the weapon is destroyed, Cthugha takes no damage. Bullets and other high-velocity missiles will be melted into small blobs of liquid, doing 14 less points of damage upon striking Cthugha. Roll a bullet's damage normally, and then subtract 14 from the total. A score of less than 0 equals 0.

Spells: Cthugha knows all spells dealing with summoning or otherwise working with entities of flame and itself. It has the usual telepathic abilities common to the Great Old Ones, but does not seem capable of communicating with humans in any fashion, and must be summoned to be dealt with.

SAN: Those beholding Cthugha must succeed in a SAN roll or lose 1D20 points of SAN. If the SAN roll succeeds, they lose 1D3 points anyway.

Great Cthulhu (Great Old One)

Description: *...A monster of vaguely anthropoid outline, but with an octopus-like head whose face was a mass of feelers, a scaly, rubbery-looking body, prodigious claws on hind and fore feet, and long, narrow wings behind. This thing... was of a somewhat bloated corpulence.... It lumbered slobberingly into sight and groping squeezed its gelatinous green immensity through the black doorway. ...A mountain walked or stumbled. (The Call of Cthulhu,* by H.P. Lovecraft.)



"Now no one stands in my way."

Cthulhu dwells in the corpse-city of black R'lyeh, sunken deep beneath the surface of the Pacific. Cthulhu is in a sort of living death while there, but someday the city will rise, freeing him to raven and slay across the world. In the city are also entombed other members of Cthulhu's race. Cthulhu is evidently the high priest and ruler of them all and is by far the most potent.

Cult: Cthulhu's cult is the most widespread and popular cult of all the Great Old Ones on earth. The cult doctrines are as follows: Cthulhu plunged from the stars with his kin and built a great prehistoric city at R'lyeh, ruling the world. When the stars changed and their continent sank beneath the sea, the city and its inhabitants fell into a death-sleep where they await their reawakening by members of Cthulhu's cult. When R'lyeh rises above the waves, members of the cult will be required to come to it and open the vast black door behind which Cthulhu waits, when he will awaken and rise to revel across the world in wild abandon with the faithful.

Entire tribes worship Cthulhu, from remote Eskimos to degenerate Louisiana swamp-folk. He seems to be most worshipped among sea-folk, or beings that live near the sea. He is served by the beings known as the Deep Ones as well as by the octopoid things known as his Spawn.

Cthulhu's cult is prehistoric in origin, and has several variants. Cthulhu himself has many names, most of which can be traced back to their original form. Thus, two of his names are Tulu and Thu Thu.

Notes: If a party is unlucky enough to meet Cthulhu, each round 1D3 members of the party are scooped up in Cthulhu's flabby claws to die hideously. If Cthulhu's head is near enough (for example, if Cthulhu were just emerging from a vast hole, or if he were to stoop over), the characters may be attacked by Cthulhu's facial tentacles as well, which capture 4 members per round and can reach into small openings. Cthulhu moves at a speed of 25 mph, walking along the ground at a fair pace, and he can swim at a speed of 20 knots.

If Cthulhu takes more than 160 points of damage, he will burst and dissolve into a cloud of green mist which immediately begins to reform into his horrible form. It takes Cthulhu 11-20 minutes to regain full shape (roll 1D10+10). Cthulhu can regenerate from damage done to him at the rate of 6 points per round, but when his hit points have been reduced to 0 or less, he does not regenerate normally: he merely turns into the cloud and reforms with full hit points.

Cthulhu could try to grab a plane or similar object with his claws to keep it from hitting him. If he so tries, he is automatically successful.

If Cthulhu is encountered, the only hope is to try to escape before he can catch the investigators. If more targets are in reach than he can catch in one round, the keeper may have the player(s) attempt a combination of Luck and/or Dodge rolls until the requisite number of victims have been caught.

Example: Harvey Walters, two other investigators, and six native porters stumble into the wrong cave on a Polynesian isle and find themselves confronting the head of Cthulhu himself. Harvey actually makes his SAN roll, and so do three natives and one of his associates. This leaves three natives and one investigator essentially helpless. so the keeper rules that Cthulhu's facial feelers snatch these four unfortunates. The residual losses to Harvey and the others are minimal (none were over 4), so all turn to run immediately. Cthulhu reaches out to snare some more prey and the keeper rolls a 5 on D6, which translates to a 3 on D3. Harvey, his partner, and one of the natives all make their Dodge roll, leaving two porters to be automatically scooped up. However, Cthulhu still needs one victim, so the keeper calls for Luck rolls for the three characters. Harvey, with a POW of 9, gets an 03. Whew! The native's POW is 12, and the roll is 32, also a Whew! The other investigator has a POW of 18, but the roll is 94. Kicking and screaming, the unlucky investigator is crushed as Harvey turns the corner of the cave and streaks for the saner world above.

Cthulhu's body form is not fixed. He can warp and modify it at will, extending new limbs, retracting old ones, greatly increasing his wings' area and reducing his body's size to enable flight, or elongating a single limb or tentacle to enable it to writhe through yards of corridor. However, his general overall shape is basically tied to the form listed above under Description. Thus, he might expand his wings, but would not completely absorb them. All forms are recognizable as being at least a distorted caricature of Cthulhu himself.



Characteristics

STR	140
CON	110
SIZ	210
INT	42
POW	42
DEX	21
Hit Pts	160
Move	24/20 swimming/16 flying

Weapon	*Attk%*	*Damage*
Claw	100%	1D6+21D6
Tentacle	100%	11D6

Armor: Cthulhu has the equivalent of 21 points of armor, as any penetrating attack must go through several feet of muck and Cthulhu's equivalent of muscle. In addition, he has the ability to regenerate 6 hit points per round, unless reduced to 0 hit points, when he will dissolve into a disgusting, cloying, greenish cloud, then reform into his original form with full hit points in 1D10+10 minutes. He cannot move or attack while reforming from the cloud, thus perhaps allowing his assailants some time to flee. He is immune to all physical attacks in cloud form.

Spells: Cthulhu knows all spells except Summon/Bind Nightgaunt and Contact Nodens. The only spells he is likely to teach his servants are Contact Deep Ones or Contact Cthulhu, unless they offer a great deal of some sort.

SAN: Seeing Cthulhu causes the investigator to make a successful SAN roll or lose 1D100 points of SAN. A successful SAN roll still costs 1D10 points of SAN.

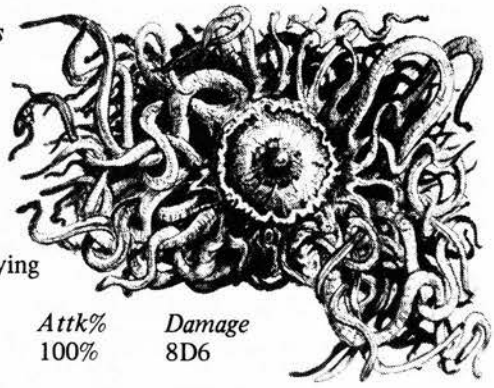
Cyaegha (Great Old One)

Description: Cyaegha is an enormous black mass with one huge spherical green eye. It is possible that Cyaegha's form is that of the huge eye surrounded by a growth of long tentacles.

Cult: Cyaegha is worshiped by the residents of a small village over its resting place in a remote part of West Germany. The cult holds human sacrifice, but Cyaegha cares little for worship, though it waits impatiently for the time of its release.

Notes: If freed, Cyaegha will drift over an area, surveying all below. It will pick random targets to crush and squeeze with its tentacles.

Cyaegha can attack with 1D10 tentacles each round.



Characteristics	
STR	80
CON	120
SIZ	200
INT	20
POW	35
DEX	14
Hit Pts	160
Move	25 flying

Weapon	*Attk%*	*Damage*
Tentacle	100%	8D6

Armor: None. When Cyaegha has taken damage equal to its hit points, it will retreat underground. It takes only minimum possible damage from weapons that are capable of impaling.

Spells: All Call and Contact spells

SAN: Seeing Cyaegha and failing a SAN roll costs 1D100 SAN. A successful roll still costs 1D10 SAN.

Daoloth (Render of the Veils) (Outer God)

Description: *...Not shapeless, but so complex that the eye could recognize no describable shape. There were hemispheres and shining metal, coupled by long plastic rods. The rods were of a flat gray color, so that he could not make out which were nearer; they merged into a flat mass from which protruded individual cylinders. As he looked at it, he had a curious feeling that eyes gleamed from between these rods; but wherever he glanced at the construction, he saw only the spaces between them. The strangest part was that he felt this was an image of something living – something from a dimension where such an example of abnormal geometry could live. As he turned to speak...he saw out of the corner of his eye that the thing had expanded and occupied almost the whole side of the room – but when he swung back, the image, of course, was the same size. At least, he was sure it was – but Gibson could not even be sure how high it had originally been. (The Render of the Veils,* by J. Ramsey Campbell.)

CULT: Daoloth's astrologer-priests can see the past and future, and perceive how objects extend into the last dimension. They gain the power to travel into other dimensions and to see other types of reality. Daoloth does not appear to be particularly malign. He is currently worshiped in Yuggoth and other alien worlds, and does not seem to have much of an earthly cult.

NOTES: Daoloth's presence causes disaster among humankind. If he is not carefully held inside a circle of Elder Signs or other magical binding, his form expands and engulfs anyone nearby. Those engulfed by Daoloth are immediately sent to distant and dismal worlds and dimensions, from which they rarely return. Seeing Daoloth is also disastrous, for the human eye attempts to follow the god's outline, and that speedily causes madness.

Daoloth's human cultists summon the god only in absolute blackness. Daoloth moves unconventionally, either by expanding his shape or by slipping through dimensions. He expands at 8 meters radius per round, and can continue expanding until he reaches the size he wants.

DAOLOTH, The Render of the Veils

STR N/A	CON 100	SIZ varies	INT 50	POW 70
DEX 30	HP 100	Move 8		

WEAPON: Engulf, automatic success, sends victim to other plane.

ARMOR: none, but anything striking or penetrating Daoloth is transported to another dimension. Magical spells might do harm.

SPELLS: has all spells dealing with seeing or traveling to other worlds, planes, and dimensions.

SANITY: 1D10/1D100 first round god is visible; in succeeding rounds automatically lose 1D10 SAN while Daoloth is visible.

Dark Young of Shub-Niggurath (Greater Servitor Race)

Description: These beings are enormous writhing masses, formed out of ropy black tentacles. Here and there over the surface of the thing are great puckered mouths which drip green goo. Beneath the creature, the tentacles end in black hooves, used to walk on. The monsters roughly resemble trees in silhouette – the trunk being the short tentacular "legs," and the top of the tree representing the ropy "body." The whole mass smells like an open grave. They stand between 12 and 20 feet tall.

Notes: These beings are the "young" referred to in the title of Shub-Niggurath: "Black Goat of the Woods With a Thousand Young." They are closely connected to her, and are only found in areas where her worship has been heavy. They act as proxies for Shub-Niggurath in accepting sacrifices, provide worship figures for cultists, and try to slay non-cultists met, as well as spread their mother's faith across the world. Luckily, they are rarely met with.

In its masses of tentacles, a typical Dark Young has four main strands which it uses to attack with. All four

can attack at once. If a victim is hit by a tentacle, he is held to one of the horrible sucking mouths and begins to lose 1D3 points of STR per round, permanently. This STR may not be restored. While being drained, a victim is incapable of performing any action other than writhing ineffectually and screaming.



Characteristics		*Average*
STR	4D6+30	44
CON	3D6+6	16-17
SIZ	4D6+30	44
INT	4D6	14
POW	5D6	17-18
DEX	3D6+6	16-17
Hit Points		30-31
Move		8

Weapon	*Attk%*	*Damage*
Tentacle	80%	4D6 + STR drain

Armor: None, but Dark Young are of non-terrene material and make up, so that all firearms and bullets do no more than 1 point of damage when striking these beings. If the weapon impales, it does 2 points of damage. Shotguns are an exception, and do minimum possible damage, which would be 2 points for a light shotgun and 4 points for a heavy, 4D6 shotgun. Weapons such as clubs and cutlasses do full damage.

Spells: All Dark Young know spells equal to half their INT in number. Round fractions up.

Skills: Sneak 60%, Hide in Woods 80%

SAN: Seeing a Dark Young costs the viewer 1D20 points of SAN unless a SAN roll is made. A successful roll still costs the viewer 1D3 points of SAN.

Deep Ones (Lesser Servitor Race)

Description: *I think their predominant color was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. ... Their croaking, baying voices ... held all the dark shades of expression which their staring faces lacked. ... They were the blasphemous fish-frogs of the nameless design – living and horrible. (The Shadow Over Innsmouth,* by H. P. Lovecraft)

Notes: The deep ones are an amphibious, marine race that serve primarily Cthulhu and two beings known as Father Dagon and Mother Hydra. Deep ones are also worshipped by humans, because they are capable of breeding with humans – deep ones are immortal, unless slain, and so are the hybrid young, giving a form of eternal life to their worshippers' children. Such deep one/human hybrids may inhabit remote coastal villages. A hybrid begins life as a human-looking child which gradually becomes uglier and uglier. Suddenly, over a period of only a few months, the human undergoes a monstrous transformation into a deep one. The changeover usually takes place at the age of 1D20 + 20 years, but individuals with a smaller amount of deep one blood may undergo the change at a later age and possibly to a lesser degree.

Deep ones often interact with man. Globally, they have many submerged cities. They are a marine race, unknown in fresh-water environments. They appear to have a monstrous lust to produce human/deep one hybrids; the reason may lie in the breeding cycle of these beings, of which little is known.



Characteristics		*Average*
STR	4D6	14
CON	3D6	10-11
SIZ	3D6+6	16-17
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
Hit Points		13-14
Move		8/10 swimming

Weapon	*Attack%*	*Damage*
Claw	25%	1D6+1D4
Trident	25%	1D6+1+1D4*

* The trident is capable of impaling, as well as being thrown.

Armor: 1 point of skin and scales.

Spells: Deep ones with a POW of 14 or more will know spells at the discretion of the keeper. At least 1D4 spells will be known by such exceptional deep ones.

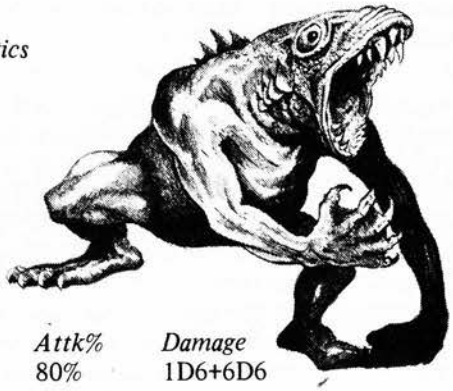
SAN: Seeing a deep one costs the viewer 1D6 points of SAN unless his SAN roll is successful, in which case he loses no SAN.

Father Dagon and Mother Hydra

Description: These are simply deep ones that have grown enormously in size and age. Father Dagon and Mother Hydra are each over 20 feet tall.

Cult: These are the rulers of the deep ones. They are active and mobile, unlike Cthulhu and his minions, but are very infrequently met.

Notes: Dagon's and Hydra's characteristics are identical. It is possible that there are more than two deep ones grown to enormous size and strength, as described in the story *Dagon*.



Characteristics	
STR	52
CON	50
SIZ	60
INT	21
POW	30
DEX	20
Hit Pts	55
Move	10

Weapon	*Attk%*	*Damage*
Claw	80%	1D6+6D6

Armor: 6 point skin

Spells: Father Dagon and Mother Hydra each know all spells pertaining to summoning and binding the lesser servitor races of the mythos.

SAN: It costs 1D10 points of SAN to see one of these individuals, or 1 point if a SAN roll is successful.

Dholes (Greater Independent Race)

Description: *Below him the ground was festering with gigantic Dholes; and even as he looked, one reared up several hundred feet and leveled a bleached, viscous end at him. (Through the Gate of the Silver Key,* by H. P. Lovecraft and E. Hoffman Price.)

Notes: Dholes are gigantic wormlike burrowing horrors. They are not native to the earth, and none seem to have been brought here for more than brief periods. This is fortunate, for they seem to have riddled and left waste several other worlds. They dislike light, though it does not visibly harm then. They are only rarely seen in daylight, and then only on planets that they have thoroughly conquered.

Dholes have the ability to spit a glob of slimy goo from their mouths in lieu of any other attack. The goo has a range of 2-3 miles. Anything struck by the glob is stunned and engulfed. Climbing out of a mass of goo requires a roll of STR or less on 1D100. This may be tried once per round.

While buried in the frightful slime, the character cannot breathe, and must make drowning checks as if asphyxiating each round. In addition the slime is caustic, doing 1 point of damage to the character (ignoring any armor the target might have) each round he is held. Once the victim escapes the glob into the open air, the corrosive properties cease and he takes no more damage, even though he is still sticky and wet. The glob could easily mire a car or bring down an airplane if fired at it.

The glob covers an area with a diameter equal to one twentieth the monster's SIZ in feet. A dhole with a SIZ of 400 would spit a glob 20 feet across.

If a dhole tries to swallow (engulf) someone, it affects an area equal in size to the area covered by a blob of spat goo, or SIZ/20.

If a dhole crawled over someone, he would definitely be crushed by its hundred-foot plus body.



Characteristics		*Average*
STR	1D100x10	Abt 500
CON	1D100+100	Abt 150
SIZ	STR+1D100	Abt 550
INT	2D6	7
POW	10D6	35
DEX	1D4	2-3
Hit Points		Abt 350
Move		18/10 burrowing

Weapon	*Attk%*	*Damage*
Engulf	80%	Swallows
Spit Goo	50%	Special (see above)

Armor: Dholes possess the equivalent of armor equal to their POW. A dhole with a POW of 38 would have 38 points of armor.

Spells: Dholes know no spells.

SAN: Seeing a dhole costs 1D20 points of SAN unless a successful SAN roll is made. If the roll succeeds, then the character loses 1D4 points of SAN anyway.

Dimensional Shamblers (Lesser Independent Race)

Description: *Shuffling towards him in the darkness was the gigantic, blasphemous form of a thing not wholly ape and not wholly insect. Its hide hung loosely upon its frame, and its rugose, dead-eyed rudiment of a head swayed drunkenly from side to side. Its forepaws were extended, with talons spread wide, and its whole body was taught with murderous malignity despite its utter lack of facial description. (The Horror in the Museum* by H. P. Lovecraft and Hazel Heald)

Notes: Little is known about these beings save their name and a description of a hide. It is assumed that they are entities capable of walking between the planes and worlds of the universe, spending little time at any one planet, but wandering about. They can leave a plane at will, signalling the change by beginning to shimmer and fade. This transition costs them 4 magic points and takes a round to complete. During this time they may be attacked normally, but they may not attack back. They occasionally serve one or another of the Outer Gods or even Great Old Ones.

Shamblers can take objects or beings with them when they fade into another dimension. If they clutch the desired object in their talons and expend an additional Magic Point per 10 SIZ points of the object or creature, it will make the transit with them. Such victims or objects are never found again.

A dimensional shambler can attack with both of its foreclaws at once, at the same DEX.

Characteristics		*Average*
STR	2D6+12	19
CON	3D6+6	16-17
SIZ	2D6+12	19
INT	2D6	7
POW	3D6	10-11
DEX	3D6	10-11
Hit Points		18
Move		7



Weapon	*Attk%*	*Damage*
Claw	30%	1D8+1D6

Armor: Shamblers possess 3 points of armor in their thick hide.

Spells: A shambler with an INT of 10 or more knows one spell per point of INT over 9.

SAN: Viewing a dimensional shambler costs 1D10 points of SAN if a SAN roll fails. If the SAN roll succeeds, there is no loss.

Elder Things (Lesser Independent Race)

Description: *They represented some ridged barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangularly tapering arms arranged around it like the arms of a starfish. (Dreams in the Witch-House,* by H.P. Lovecraft.)

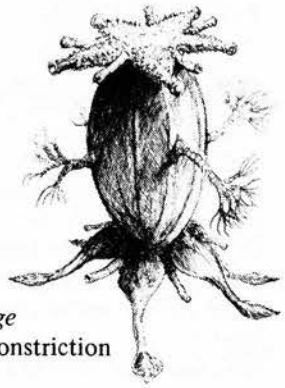
There is a very complete description of one of these things in *At the Mountains of Madness,* also by Lovecraft, which is too long to include here. It states that these organisms stand about eight feet tall, with a six-foot torso, and that they have wings which neatly fold up into slots.

Notes: The Elder Things came to earth many hundreds of millions of years ago, and may have accidentally started terrestrial life. They created the blasphemous shoggoths to serve as slaves. After numerous wars with other races, the amphibious Elder Things were driven back to Antarctica, where a city still remains frozen under a glacier. The Elder Things communicate by piping whistles and are able to sense without light. Their race began to degenerate before man evolved, and at least partially lost their former ability to fly through space on their membranous wings. Their civilization was eventually wiped out by their former slaves, the shoggoths. The Elder Things are certainly all extinct on land, but may still have colonies in the deepest waters. Elder Things also may be met by time travelers.

In hand-to-hand combat, an Elder Thing may use all five tentacles at once, but no more than three versus a single target. Once a tentacle grips home, it will cling onto the victim, and each round thereafter the victim will suffer 3D3 points (equal to half the Elder Thing's damage bonus) of constriction and crushing damage. If the target has armor, it will only protect until the cumulative damage rolled by the Elder Thing has equalled or exceeded its defensive capabilities.

Example: "Knuckles" Bowman, tough explorer, is attacked by an Elder Thing while exploring underwater. The keeper rules that his armored diving suit is worth 8 points of armor. The Elder Thing wraps a tentacle around poor Knuckles and begins to constrict him, while using its other tentacles to fend off Knuckles' comrades. On the first round, the tentacle damage rolled is 3 points, so Knuckles takes no damage. On the second round, the damage rolled is 6 points. Since the suit's armor-like protection only works until cumulative damage exceeds it, Knuckles takes 1 point of damage (total damage rolled so far has been 9 points – Knuckles' suit can take 8 points in normal combat). Each succeeding round of constriction, Knuckles will take the full damage rolled.

Characteristics		*Average*
STR	4D6+24	38
CON	3D6+12	22-23
SIZ	8D6	28
INT	1D6+12	15-16
POW	3D6	10-11
DEX	3D6+6	16-17
Hit Points		25-26
Move		8/10 flying



Weapon	*Attk%*	*Damage*
Tentacle	40%	3D3 constriction

Armor: 7 point skin.

Spells: Random Elder Things have a chance of knowing 1D4 spells equal to their INTx3.

SAN: Viewing an Elder Thing costs 1D6 points of SAN. A successful SAN roll indicates no loss.

Fire Vampires (Lesser Servitor Race)

Description: *There appeared thousands of tiny points of light. ... The myriad points of light were living entities of flame! For wherever they touched, fire sprang up. (The Dweller in Darkness,* by August Derleth)

Notes: The beings known as fire vampires are minions of Cthugha and, like him, dwell on or near the star Fomalhaut. They come to earth when summoned, or when accompanying Cthugha. They appear to be a form of intelligent gas or plasma, a fairly frequent mythos concept.

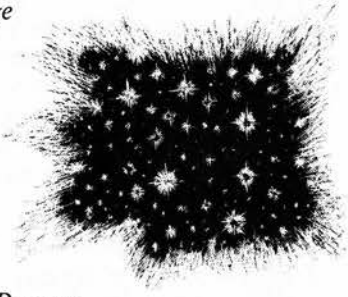
Fire vampires attack by touching their victims, and can set flammable objects alight by touch. They damage humans by heat-shock. To determine the heat-shock damage, roll 2D6 for the vampire's attack and match this against the investigator's CON on the resistance table. If the heat wins, the investigator takes the full rolled damage to his hit points. If the investigator wins, he still takes half the damage rolled to his hit points.

In the same attack, the vampire may try to steal magic

points from its victim. It does this by matching its own current magic points vs. the magic points of the victim. If the vampire wins in the ensuing resistance battle, it steals 1D10 magic points from the victim. If the vampire loses the resistance struggle, it loses one of its own magic points. Thus, in each attack by a fire-vampire, roll twice – once to determine heat damage and once to determine magic point loss.

Hit points for a fire-vampire are determined solely on the basis of CON. Their SIZ does not affect it. Their damage capacity is dependent on things other than sheer mass.

Characteristics		*Average*
STR	N/A	
CON	2D6	7
SIZ	1	1
INT	3D6	10-11
POW	2D6+6	13
DEX	3D6+6	16-17
Hit Points		7
Move		11



Weapon	*Attk%*	*Damage*
Touch	85%	2D6 fire damage plus magic point drain

Armor: None, but material weapons cannot harm them, including bullets, etc. Water will do damage at the rate of 1 point of damage per half gallon poured over one. A typical hand-held fire extinguisher will do 1D6 points of damage per hit, and a bucket of sand will do 1D3 points of damage. Fire vampires hate fire trucks.

Spells: Fire vampires with a POW of 17 or more will have at least 1D3 spells.

SAN: Seeing a fire vampire costs no SAN.

Flying Polyps (Greater Independent Race)

Description: *A horrible elder race of half polypous, utterly alien entities. ... They were only partly material [and] had the power of aerial motion, despite the absence of wings. ... There were ... suggestions of a monstrous plasticity and of temporary lapses of visibility ... singular whistling noises and colossal footprints made up of five circular toe marks seemed also to be associated with them. (The Shadow Out of Time,* by H. P. Lovecraft)

Notes: This unnamed species came to earth out of space about six hundred million years ago to prey on the native animals. They built basalt cities with high windowless towers and inhabited three other planets in the solar system as well. On earth, they were warred on and finally forced underground by the efforts of the Great Race of Yith, but near the close of the Cretaceous era (about 70 million years ago) they rose up from their subterranean haunts and exterminated the Great Race. The polyps still remain in their caverns and seem content to remain there, annihilating the few beings chancing across them. The entrances to their dwellings are mostly deep within ancient ruins, where there are great wells sealed over with stone. Inside these wells dwell the polyps.

They have the power to use great winds in combat or wartime in three ways. The first way is by directly blasting their foes. The *windblast* has a range of 20 yards. All with a 10-yard diameter area (an area shaped like a cylinder emanating from the polyp) are affected. The blast does damage equal to the polyp's damage bonus, or usually 5D6 points of damage. The blast can extend further than 20 yards, but loses 1D6 of damage for each multiple of the basic distance travelled. Victims of the windblast literally have their flesh stripped from their bones, their skin dehydrated and wind-burned, and are blown backwards for a number of yards equal to the points of damage they have taken.

Example: A polyp with a damage bonus of 5D6 uses a windblast on a patrol of soldiers spread out along a road. Those soldiers within the 10-yard diameter of the windblast and within 20 yards of the polyp take 5D6 points of damage each. Those 21-40 yards away take 4D6 damage, those 41-60 yards off take 3D6 damage, those 61-80 yards away take 2D6 points of damage, and those at 81-00 yards take 1D6 points of damage. Those further away take no damage, but may lose their helmets, etc. from the strong gust of wind.

The polyp's second use of wind is for capturing prey. This is the most mysterious use. When used in this mode, the wind has a range of 1000 yards (a little over half a mile), and can blow around corners or up through winding hallways. Although the wind emanates from the polyp, it has a peculiar *sucking* effect on the victim, slowing him down. It forces the target to resist using his STR vs. half of the polyp's POW each turn. If the polyp wins the resistance struggle, the victim cannot move forward that turn. If the victim wins, he may move normally that turn. If the victim is within 200 yards of the polyp, he must resist vs. the polyp's full POW instead of half. This technique may be used on multiple targets, in which case 05% is added to the chances of the victims resisting for each extra target. The polyp may choose not to affect certain victims in order to affect the others more potently. All targets must be within around 30 yards of each other for multiple targeting. The flying polyp can move at full speed while using this tactic, so it will usually be chasing it's prey while slowing them down at the same time.

Example: A polyp with a POW of 14 is trying to get Harvey Walters and his four manservants. Harvey's STR is 4, and each manservant has a STR of 9 (what a coincidence ...). They are further away than 200 yards, so must resist vs. half of the creature's POW, or 7. A 7 vs. 9 gives a 60% chance that Harvey's servants will resist, and 7 vs. 4 gives only a 35% chance for Harvey to resist. However, since the creature is trying to get five individuals instead of one, +05% is added to each person's chance to resist for each victim over the first, or +20%, so that the servants each have a 80% chance of resisting, and even Harvey has 55%. This is not good enough for the polyp, which is rapidly coming up behind them, so it decides to attack only two of the victims. Since the polyp doesn't

know the STRs of its targets, two victims are chosen randomly, and Harvey is not one of them. The two attacked have a 65% chance (60 + 5 more for an extra target) of escaping, and must check for movement each round.

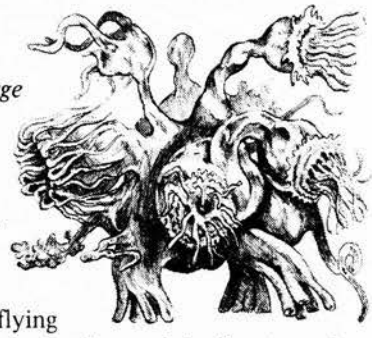
The last way that a polyp can raise a wind is in conjunction with its fellows in an effort to make a great windstorm. A polyp can make such a wind with a speed of 1/2 mile per hour per point of POW it possesses. This wind loses 5 mph of force for every 200 yards it travels. These massive winds are used because they can cover such a vast area, and can blanket tens of square miles of countryside with their unnatural storm.

Example: 12 flying polyps with a combined POW of 198 are gathered to destroy an Australian hamlet. They can create a wind with a force of 99 mph. They are 300 yards away from the town, so the wind force is reduced by 5 mph to 94 mph, which is still a high hurricane force, certainly sufficient to destroy the entire village.

Each of the polypoid wind abilities cost them a magic point per turn to use.

A polyp can turn invisible at will, costing a magic point per turn, but they can still be located by the constant nauseous piping sound that accompanies them. When invisible, anyone trying to hit the polyp must make a Listen roll to tell where it is, and then has 50 percentiles subtracted from his chances of hitting. Thus a marksman with a 90% chance to hit that fired at an invisible polyp would only have a 40% chance of hitting, and could fire only if he made a successful Listen roll during the same round he fired at the polyp. When the polyps are visible they change form and phase in and out of visibility, so a polyp's POW is subtracted from its chance of being hit. For example, a polyp with a POW of 17 would subtract 17% from the chance of any foe to hit it. When a polyp is invisible, it may not attack physically using its tentacles, but may still use wind force as a weapon or cast spells.

The polyps continually form and dissolve tentacles from their body. Each round, roll 2D6 to determine how many tentacles may attack in that particular round. The tentacle damage is always 1D10. Because of the partially non-material nature of these entities, the tentacle's damage is done directly to the target's hit points. No armor counts. The wound takes the form of a wind burn or dessication of tissue.



Characteristics		*Average*
STR	4D6+36	50
CON	2D6+18	25
SIZ	4D6+36	50
INT	4D6	14
POW	3D6+6	16-17
DEX	2D6+6	13
Hit Points		38
Move		8/12 flying
Damage Bonus		5D6, but only used in figuring of windblast damage

Weapon	*Attk%*	*Damage*
Tentacle	85%	1D10

Armor: 4 points worth of armor, plus invisibility (see above). Also, due to the extraterrene nature of their bodies, a flying polyp takes only minimal damage from physical weapons. Thus, a gun doing 2D6+3 points of damage would automatically do only 5 points of damage to a polyp (and even this would be reduced by 4 points due to the monster's skin armor). A gun that impaled and normally did 1D8+2 points of damage would automatically do 6 points (minus the 4 points of armor). Enchanted weapons will do full normal damage, and forces such as heat or electricity will also do full normal damage.

Spells: To determine spells known by a flying polyp, roll 1D20. If the roll is higher than the polyp's INT, it knows no spells. Otherwise, the polyp knows a number of spells equal to the die roll.

SAN: Viewing a polyp can cost a viewer 1D20 points of SAN unless a SAN roll is made. There is a 1D3 loss if a successful SAN roll is made.

Formless Spawn of Tsathoggua (Lesser Servitor Race)

Description: *When the men of K'n-Yan went down into N'Kai's black abyss with their great atom-power searchlights, they found living things – living things that oozed along stone channels and worshipped onyx and basalt images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse – they were amorphous lumbs of vicous black slime that took temporary shapes for various purposes. The explorers of K'n-Yan did not pause for detailed observations, and those that escaped alive sealed the passage. (The Mound,* H.P. Lovecraft and Zealia Bishop.)

Notes: These formless beings can change form in an instant, from a toad-like lump to elongate things with hundreds of rudimentary legs. They can ooze through small cracks and enlarge their appendages at will. They are closely associated with Tsathoggua, and often may be found in his temples, or in underground caverns.

Due to the extreme fluidity of these beings, and the many different forms which they may transform into with dazzling rapidity, they have at least four attack forms which they may vary at will from round to round. They may normally use only one attack mode in a single round. If a formless spawn uses its Whip mode, it may attack 1D3+1 times in a single combat round. If it uses its Tentacle attack, it may strike at any 1D3 opponents in one round. If it uses its Bite or Bludgeon attacks, it may attack once in that round.

When bitten, the victim takes no damage, but is instantly swallowed. The round after being swallowed, the victim takes 1 point of damage. On the second round, he takes 2 points of damage, and so forth, increasing the damage done by 1 point each round. While swallowed, the victim may take no actions whatsoever, though his friends may attempt to slay the monster to free him.

These beings can swallow prey of SIZ less than or equal to themselves. While digesting a victim, a Spawn may continue to fight, but may not move from its site without disgorging its prey. It may continue to swallow its prey until it has reached its maximum capacity in Size.

The Spawn's chance to hit with Tentacle is always 2/3 that of its Whip chance. The chance to hit with Bite is always 1/3 of the Whip chance, and the chance to hit with Bludgeon is always 20%. Damage from the Whip is always 1D6. The Whip can reach up to the monster's DEX in yards. Damage from the Tentacle is always equal to the monster's SIZ in yards. The Bite does no direct damage (but see above), and the Bludgeon's damage (but see above), and the Bludgeon's damage is equal to twice the monster's damage bonus (minimum of 2D6). The Whip and Tentacle may be used to grapple a target instead of merely causing damage.

Characteristics		*Average*
STR	1-6D6+6	9-27
CON	3D6	10-11
SIZ	1-6D6+12	15-33
INT	2D6+6	13
POW	3D6	10-11
DEX	2D6+12	19
Hit Points		13-22
Move		12



Weapon	*Attk%*	*Damage*
Whip	90%	1D6
Tentacle	60%	1D6-3D6
Bite	30%	Special
Bludgeon	20%	2D6-6D6

Armor: These beings have no armor, but are hard to slay, due to their nature. They are immune to all physical weapons, even enchanted ones, as wounds simply seal up again after being opened. Spells may affect them, as may fire, chemicals, or other such forces.

Spells: A given Spawn will know a spell if its INT+POW or less is rolled on 1D100. Certain Spawn will know many spells.

SAN: Viewing a formless spawn costs the viewer 1D10 points of SAN unless a SAN roll succeeds, in which case he loses only 1 point of SAN.

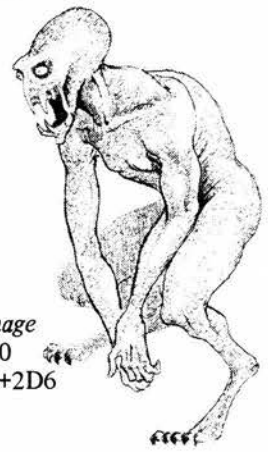
Ghasts (Lesser Independent Race)

Description: ... *repulsive beings which die in the light ... and leap on long hind legs like kangaroos ... there glowed in the [cavern] gloom ... a pair of yellowish red eyes ... ghasts have indeed an excellent sense of smell ... something about the size of a small horse hopped out into the grey twilight, and Carter turned sick at the aspect of that scabrous and unwholesome beast, whose face is so curiously human despite the absence of a nose, a forehead, and other important particulars ... they spoke in coughing gutturals.* (*The Dream-Quest of Unknown Kadath*, by H. P. Lovecraft)

Notes: Ghasts are restricted to the underworld and vast caverns where sunlight never comes. When exposed to direct sunlight, they sicken and eventually die. They are cannibalistic and eat one another as well as other beings they catch. The horrible semi-human bipeds which are ridden by the highly scientific but morally degenerate humans inhabiting the cavern of Kn'Yan may well be relatives of or even examples of ghasts. Ghasts are evidently tamable, though very primitive and savage.

In each combat round, a ghast may kick once with its hooved feet and bite once as well.

Characteristics		*Average*
STR	3D6+12	22-23
CON	4D6	14
SIZ	4D6+12	26
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+6	13
Hit Points		20
Move		10



Weapon	*Attk%*	*Damage*
Bite	40%	1D10
Kick	25%	1D6+2D6

Armor: 3 points of skin armor

Spells: None

Skills: Sneak 70%

SAN: It costs 1D8 SAN to see a ghast. If a SAN roll succeeds, no SAN is lost.

Ghatanothoa (Great Old One)

Description: Ghatanothoa is known to be exceedingly horrible, with myriad tentacles, maws, and sensory organs. However, the whole does have a definite, though dreadful, outline.

Cult: Ghatanothoa is sometimes tied to the lloigor. At present, he has no known human cultists. In ancient times, the priests of Mu periodically offered up human sacrifices to Ghatanothoa, lest he rise from his extinct volcano and work much greater carnage seeking sacrifices of his own.

The worshipers of Ghatanothoa were not friends of their awful god, but worshiped him solely to prevent their own destruction.

Notes: Anyone in the presence of a perfect image of Ghatanothoa, no matter how small or distant, and whether or not their eyes are closed (though hiding behind an opaque wall or barrier would protect) will receive what is known as the curse of Ghatanothoa. The victim's flesh and sinews will rapidly (over the course of several minutes) harden to the consistency of leather and bone. The brain (and other internal organs) will remain fresh and alive in its hard, immobile case, aware of the passage of time in its unbearable prison. Only the destruction of

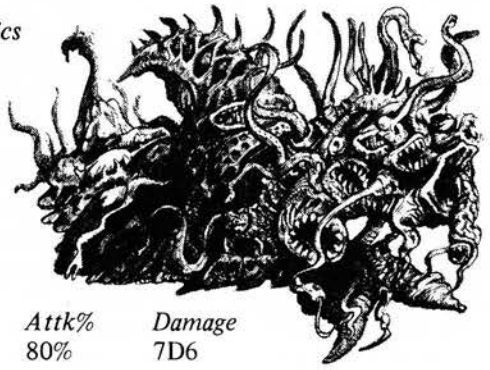
the brain can end the victim's suffering. It is likely that the individual will be incurably insane long before the blessed release.

Each round that the image of Ghatanothoa is present, all humans must roll CON x 5 or less on 1D100. If a character fails, then he loses 1D6 DEX, his muscles stiffen, and he begins to feel the effects of paralysis. When a character's DEX has been brought to 0, the character will be completely immobilized. The petrifaction process is normally irreversible.

Ghatanothoa dwelt in a burrow beneath a city originally built by the Fungi from Yuggoth, though generally inhabited by primeval humans. The burrow was surmounted by a truncated volcanic cone. When Mu sank, the god's home was overlaid by the waves and he was no longer free.

Occasionally, tectonic upheavals force Ghatanothoa's dwelling-place to rise to the surface, as if in horrific preparation for that awful day when it will rise, along with R'lyeh, to sink no more. Investigators would be wise to be wary of any island between New Zealand and Chile that matches the description of Ghatanothoa's abode.

Characteristics	
STR	90
CON	80
SIZ	140
INT	20
POW	35
DEX	8
Hit Pts	120
Move	9



Weapon	*Attk%*	*Damage*
Tentacle	80%	7D6

Armor: The equivalent of 10 points of armor, plus regenerates from damage done at the rate of 10 points per round. When at less than 0 hit points, the deity's petrifaction power is inoperative, but once it has regenerated back to at least 1 hit point, those present will once again begin to solidify.

Spells: Ghatanothoa knows all Summon and Bind spells. He also knows Contact Old Ones, Cthonians, Deep Ones, Flying Polyps, Ghouls, Star-Spawn of Cthulhu, and Sand-Dwellers).

SAN: If a character sees Ghatanothoa, he loses 1D100 SAN, unless he succeeds in a SAN roll in which case he loses 1D10 SAN anyway. This is the least of his troubles, for he has almost certainly been petrified. The blind, numb victim will lose 1D6 SAN per day until reduced to 0 SAN.

Ghouls (Lesser Independent Race)

Description: Ghouls are rubbery, loathsome humanoids with hooflike feet, canine features, and claws. They speak in "glibbering" and "meeping." They are often encrusted with grave-mold.

Notes: Lovecraft's ghouls are horrible creatures dwelling in tunnel systems beneath many cities. They have ties to witches and occasionally will attack humans. It may be possible for a human to be transformed into a ghoul over a prolonged period of time.

A ghoul may attack with both claws and its bite in a single melee round. If the ghoul's bite strikes home, then it will hang on with its fangs and worry the victim. On the second and subsequent rounds after the ghoul has bitten its victim, it will hold onto him and automatically bite him again. While the ghoul is attached to the victim this way, both normally fall to the ground and roll around. Additionally, both ghoul and victim have a +20% chance to hit the other (except for the ghoul's bite which, as previously stated, automatically hits). A successful STR vs. STR roll will dislodge the ghoul; but a character trying to dislodge the ghoul may not attack. A character using a pistol that is grappled by the ghoul does not get to double his chances of hitting for point-blank range, though he does get the +20% add. Rifles cannot be used in such hand-to-hand scrambling.

Characteristics		*Average*
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	2D6+6	13
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+6	13
Hit Points		13
Move		9



Weapon	*Attk%*	*Damage*
Claws	30%	1D6+1D4
Bite	30%	1D6+1D4 + worry

Armor: None, but all guns do only half damage.

Spells: To determine spells known by a ghoul roll 1D100. If the roll is higher than the ghoul's INT, it knows no spells. If it is equal to or lower than the ghoul's INT, it knows that many spells.

Skills: Sneak 80%, Hide 60%, Listen 70%, Spot Hidden 50%, Climb 85%, Jump 75%

SAN: Seeing a ghoul will cost 1D6 points of SAN if a SAN roll fails. If it succeeds, there is no loss.

Glaaki (Great Old One)

Description: *From an oval body protruded countless thin, pointed spines of multicolored metal; at the more rounded end of the oval a circular, thick-lipped mouth formed the center of a spongy face, from which rose three yellow eyes on thin stalks. Around the underside of the body were many white pyramids, presumably used for locomotion. The diameter of the body must have been ten feet at its least wide... long stalks [were] twisting above it... [the] shape towered, pulsing and shaking with deafening vibration... a spine stiffened toward [a victim]. (The Inhabitant of the Lake,* by J. Ramsey Campbell.)

CULT: Glaaki (*GLAH-ki*) heads a particularly loathsome cult in which most members are undead slaves. Glaaki

currently dwells at the bottom of a lake in New Britain from whence it summons new members to its cult by a "dream-pull" – sending hypnotic dreams to potential initiates. Glaaki is weak now, and without the strength drawn from the initiation process, it cannot send the dream-pull any distance. But whenever someone comes to live nearby it can send the dreams, or it can dispatch its undead members to capture and bring new initiates.

NOTES: Glaaki's dream-pull can be used for many purposes, but the main use is to draw victims to the lake for initiation. The victim's chance to be overwhelmed by the dream is equal to Glaaki's magic points minus the victim's magic points on 1D100. For each half-mile of distance between the victim and Glaaki's lair, add 1 magic point to the victim's total for the effect of this calculation. Glaaki can try once per night, for as many nights as desired.

In the initiation ceremony, the novice stands on the lakeshore while Glaaki rises from the deep. Glaaki drives one of its spines into the victim's chest and then, on the next round, injects a fluid into the victim. Normally the spine kills the human victim. The spine detaches from Glaaki, and from it grow protrusions through the victim's body. When growth is complete (in a night or two), the spine drops off, leaving a livid spot which does not bleed and from which emanates a network of red lines. The victim is then an undead slave.

If the damage from the spine fails to cause enough damage to kill the victim before the fluid is injected, the victim becomes an undead horror, but is not subject to the will of Glaaki. If possible, Glaaki has its servants capture such an individual and hold him while it drives another spine into him to cause proper servitude. If the victim manages to break off the spine during the round in which he is stabbed and before the fluid is injected, he dies anyway but does not become an undead slave of Glaaki. In the rare instance that the spine does not cause enough damage to kill the victim, and is broken off before the fluid is injected, the victim can remain a normal human being. Glaaki's undead slaves usually hold novices tightly to prevent them from breaking off spines prematurely.

GLAAKI

STR 40	CON 60	SIZ 90	INT 30	POW 28
DEX 10	HP 75	Move 6		

WEAPON: Spine, 100%, 7D3 damage

ARMOR: each spine has 4 points of armor and 6 hit points; Glaaki has 40-point integument.

SPELLS: Glaaki knows most spells, and gladly teaches them to his worshiper-slaves.

SANITY: 1D3/1D20 SAN loss.

Servants of Glaaki (Lesser Servitor Race)

Description: *...A hand came scrabbling out to lever it up! ...It was the hand of a corpse – bloodless and skeletal, and with impossibly long, cracked nails...." (The Inhabitant of the Lake,* by J. Ramsey Campbell.)

NOTES: The slaves of Glaaki are the undead things created by his spines. They share Glaaki's memories and become almost a part of it, though they can still perform many individual actions. At first they look human enough, if stiff and corpselike, but with the passage of time they begin to wither and look like the undead monsters they are. After six decades of this half-death, the slaves of Glaaki become subject to the Green Decay if subjected to too-intense light, such as daylight. The Green Decay causes rot to begin on the spot, destroying them within a few hours.

characteristics	*average*
STR 3D6	10-11
CON 3D6 x2	20-22
SIZ 2D6+6	13
INT 2D6+6	13
POW 3D6	10-11
DEX 1D6	3-4
Hit Points	17
Move	5



weapon	*attack%*	*damage*
Grapple	20%	special
Sickle	40%	1D6+1

ARMOR: none.

SPELLS: retains all known when alive, plus any new spells taught by Glaaki.

SANITY: seeing a servant of Glaaki costs no SAN if the servant is new and has a still-living appearance. If the servant is older and has withered into its living-corpse aspect, an investigator loses 1D8 SAN if a Sanity roll fails, and 1 SAN even if it succeeds. Seeing a servant of Glaaki that has died from the Green Decay costs 1D10 SAN if a Sanity roll fails, and 1 SAN if the roll succeeds.

Gnoph-Keh (Greater Independent Race)

Description: ... *the sharp horn of Gnoph-Keh, the hairy myth-thing of the Greenland ice, that walked sometimes on two legs, sometimes on four, and sometimes on six. (The Horror in the Museum,* by H. P. Lovecraft and Hazel Heald)

Notes: In earlier stories, Gnoph-Keh appears to be a single being, but later on it seems that they may be a race of beings; possibly even a degenerate human tribe. Here, we have assumed that it is a sparse race of rare beings, associated with the Wendigo. Usually only one gnoph-keh is encountered at a time, and the race is generally restricted to glaciers, icecaps, and extremely cold and icy areas. Especially bad winters may bring them down into the lowlands. If a human tribe does indeed exist naming themselves after the fabled gnoph-keh, perhaps they worship the gnoph-keh as a deity, or use it as a totem beast.

The gnoph-keh has the power to summon a small blizzard about itself, restricting visibility to 3 yards maximum. This costs the creature 1 magic point per hour, and gives a blizzard with a radius of 100 yards. The radius may be increased by 100 more yards for every extra magic point expended. On the rare occasions that two or more gnoph-kehs work together, they may combine their magic points to create gigantic blizzards. The blizzard will always be more or less centered on the gnoph-keh, and may kill humans or other natural animals through freezing or ice formation. Every 15 minutes that a human spends within the gnoph-keh's blizzard, he must roll his CONx5

or less or take a point of freezing damage to his hit points. If he is not properly protected against the ice and wind, he must take the damage automatically. If he is extremely well-sheltered, within an igloo or snow cave or similarly insulated structure, he may be safe.

The gnoph-keh can also create an intense cold around its body by expending magic points. For each magic point the gnoph-keh spends, the temperature will go down by 20 degrees Fahrenheit. This lowered temperature will last for an hour, when more magic points must be expended to maintain it. The radius of the cold is the same as the blizzard. If the creature desires, it can combine this cold-producing property with its wind and snow blizzard-making ability to create a truly uninhabitable area.

In any given melee round, the gnoph-keh may attack with its horn, and no, two, or four claws of its six. If it uses no claws, then it may add 2D6 to its effective damage bonus when jabbing with its horn (as it has a better grip on the snow). If it uses two claws, it uses its normal damage bonus, and if it uses four claws, it subtracts 2D6 from all its damage bonuses, including those to the claws, as it must spend some energy staying upright instead of investing force into its blows.

Characteristics		*Average*
STR	2D6+24	31
CON	3D6+12	22-23
SIZ	2D6+24	31
INT	1D6+12	15-16
POW	6D6	21
DEX	4D6	14
Hit Points		27
Move		9



Weapon	*Attk%*	*Damage*
Horn Gore	65%	1D10 + (5D6, 3D6, or 1D6)
Claw	45%	1D6 + (3D6 or 1D6)

Armor: 9 points of gristle, fur, and hide

Spells: Roll 1D20 for an average gnoph-keh. If the die roll is equal to or less than the creature's INT, it knows that many spells. Otherwise, it knows none.

SAN: Seeing gnoph-keh costs 1D10 SAN, unless a SAN roll succeeds, in which case nothing is lost.

Great Race of Yith (Lesser Independent Race)

Description: *They seemed to be enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves.*

These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red trumpetlike appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference.

Surmounting this head were four slender grey stalks bearing flowerlike appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was fringed with a rubbery grey substance which moved the whole entity through expansion and contraction. (The Shadow Out of Time, by H. P. Lovecraft.)

Notes: The Great Race was originally native to this earth. A species of mental entities, fleeing their own world's destruction, came to earth and took over the minds of the cone-shaped beings dwelling here. The combination of the two – the earth-born bodies and the minds of the aliens – made the Great Race. This race flourished from about three or four hundred million years ago until fifty million years ago, when they were exterminated by the flying polyps *(q.v.)*. However, the minds of the Great Race had already fled their doomed bodies into the future bodies of a beetle-like race to succeed mankind.

Naturally, though the Great Race took over the bodies of one generation of the cone-things, their children were normal members of the cone-things' species. In practice, it made little difference, as the mental race taught its young its own technology and mythos, so that the young grew up as true inheritors of the original race.

The Great Race reproduces by means of spores, but does so infrequently because of their long life span (4,500 to 5,000 years). They feed solely on liquids.

The Great Race gained its name because it alone, of all intelligent beings, has managed to conquer time. A membe of the race can send its mind forward (or backward) into time, pick out a suitable subject, and trade places with it. Thus, whenever a member of the Great Race takes over the body of a being, that being is put into the body of the Great Race individual, there to stay until the being now inhabiting its old body sees fit to return and trade places once more. It is this technique that is used by the race to travel en masse through time and space to conquer other planets.

The Great Race is very interested in history – both future and past. To satisfy their longing for knowledge, they exchange places with selected individuals in some time period they wish to study, and the Race member stays in that age for about 5 years, studying the era. At the same time, the victimized person forced back in time into the body of the alien Great Race member is caused to write down everything he knows about his own time. The Great Race is fairly kindly, and will permit its captives to travel about and see the country, as well as allowing them to meet other victims like themselves, generally from far distant planets or eras. When the time comes to restore the victim to his own body, the Great Race will blank his memory of all that has happened to him while he was "possessed" – in the distant past. This blanking is not perfect, and the victim often has dreams and/or nightmares reviewing occurances which took place while the victim was in the past.

There is a cult on present-day earth which devotes its

efforts to aiding and abetting the occasional visitors from the Great Race to the present. In return, the visitors give them technological or magical knowledge.

In practice, the only way that a member of this race in his original cone-body could be met would be through time-travel. However, this is the easiest being to meet through that method.

This race was highly technological, fighting with camera-shaped weapons that fired great gouts of electricity. Their wars were mostly among themselves, though sometimes wars were fought with the Old Ones or the Fungi from Yuggoth.

In combat, a member of this race may use both pincers simultaneously. The race is, however, very civilized, and will avoid participating in hand-to-hand combat if possible.

There are many varieties of lightning-guns. A common form is described here: the weapon contains a pack of 32 charges, and takes 1 round to reload. As many charges as desired may be fired in a single shot, but each charge past 4 fired at once gives a 5% cumulative chance of burning out the gun. Thus, if 7 charges were fired at once, there would be a 15% chance of ruining the gun. Each charge does 1D10 points of damage to the target, so that 3 charges would do 3D10 points of damage. The gun has a basic range of 100 yards. For each 100 yards fired past that base, 3 points are subtracted from the total damage done. Also, 20% is subtracted from the chance to hit for each extra 100 yards.

Characteristics		*Average*
STR	12D6	42
CON	4D6+12	26
SIZ	8D6+36	64
INT	4D6+6	20
POW	2D6+6	13
DEX	2D6+3	10
Hit Points		45
Move		7

Weapon	*Attk%*	*Damage*
Pincer	40%	1D6+6D6
Lightning Gun	30%	Varies



Armor: 8 point skin

Spells: Members of the Great Race rarely learn magic. A random member has a chance equal to its INT or less on 1D100 to know 1D3 spells.

SAN: Seeing a member of the Great Race costs 1D6 points of SAN unless a SAN roll succeeds. A successful SAN roll costs nothing.

Gugs (Lesser Independent Race)

Description: *It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone and the head of the awakened Gug sentry, large as a barrel, wabbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown by coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally. (The Dream-Quest of Unknown Kadath,* by H. P. Lovecraft)

Notes: The gugs worship various Great Old Ones with ceremonies so abhorrent that they have been somehow banished beneath the earth's surface. They gleefully eat any surface dweller they can lay their four paws upon. Gugs are huge – an average gug is at least 20 feet tall.

In combat, a gug may either bite or hit with one arm. Each arm has two forearms, and thus two claws, so that the arm strikes twice when it hits. Both claws must strike at the same opponent.

Characteristics		*Average*
STR	6D6+24	45
CON	3D6+18	28-29
SIZ	6D6+36	57
INT	2D6+6	13
POW	3D6	10-11
DEX	3D6	10-11
Hit Points		43
Move		10

Weapon	*Attk%*	*Damage*
Bite	60%	1D10+4D6
Claw(s)	40% each	4D6



Armor: 8 points of tough skin, hair, and cartilage

Spells: Some gugs know a few spells. To simulate this, roll 1D100 for each random gug. If the die roll is higher than the gug's POW, it knows no magic. If the die roll is equal to or lower than the gug's POW, it knows a number of magic spells equal to the die roll.

SAN: It costs 1D8 SAN to see a gug. A successful SAN roll indicates that there is no loss.

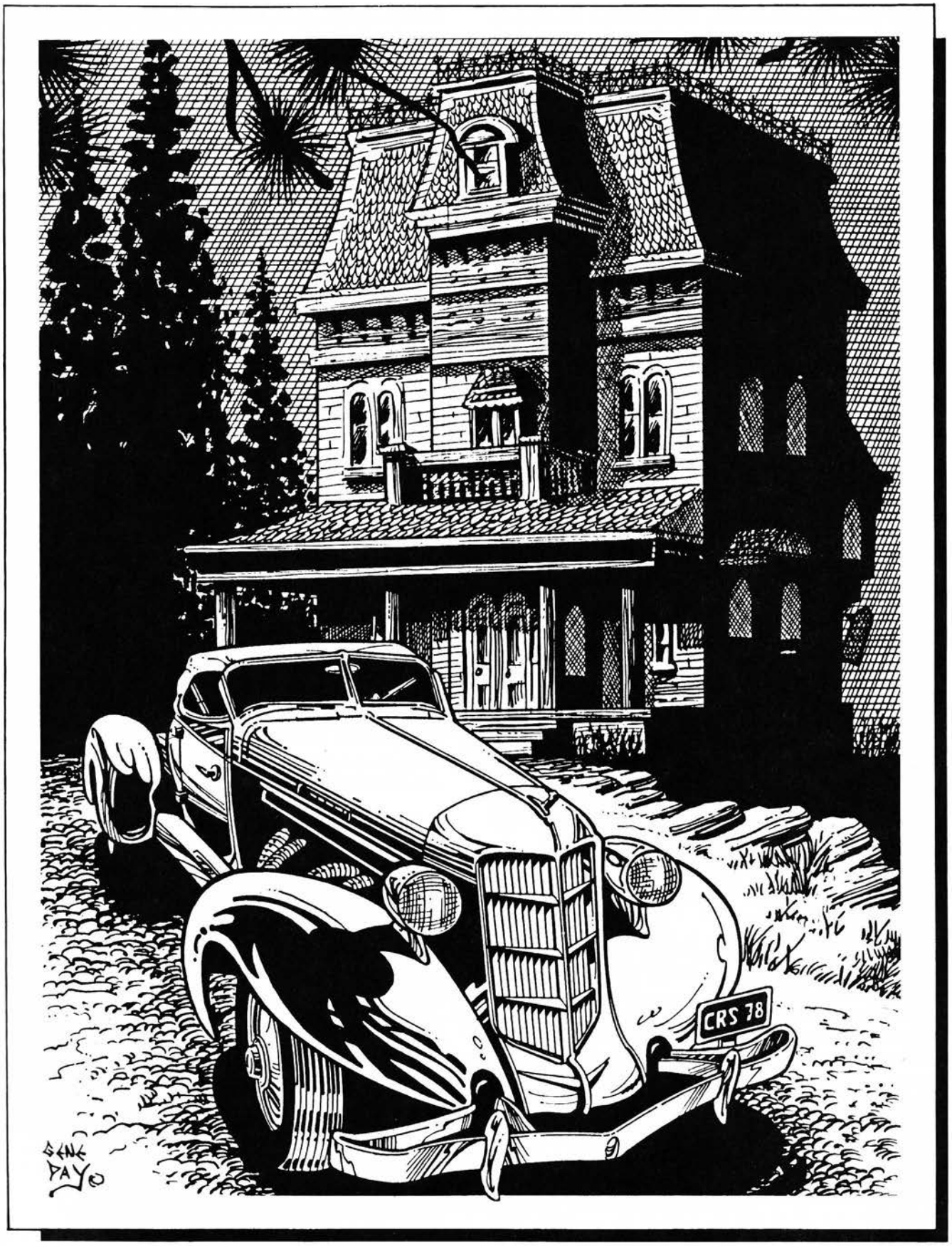
Hastur the Unspeakable, He Who is Not to be Named (Great Old One)

Description: Hastur the Unspeakable dwells near the star Aldebaran in the constellation Taurus. He is connected with the mystic Lake of Hali, the Yellow Sign, and Carcosa, as well as the things that dwell therein. He may be connected in some way with the power of flight through space.

His appearance is unknown. In a reported instance of possession by Hastur, a corpse took on a bloated scaly look, and the limbs became boneless and fluid. The things in the Lake of Hali look octopoid from a rear view and are related to Hastur. They also have unbearably horrible faces. All the above facts give hints as to what Hastur may look like, but his appearance is still largely up to the individual keeper.

Cult: The cult of Hastur is moderately common on earth, and the abominable Tcho-Tcho people are reputedly his worshippers. His cult is particularly loathsome, and is more widely known of than it is belonged to.

His worshippers always refer to Hastur as He Who is

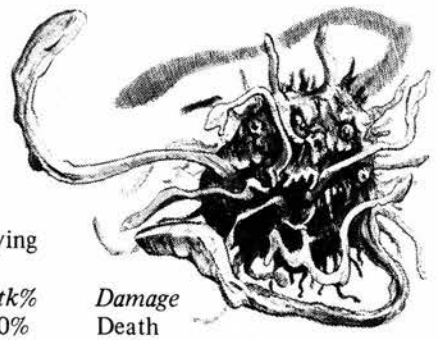


No light could be seen from the house.

Not to Be Named. This may be a mistranslation of his title the Unspeakable. Hastur is served well by the byakhee, an interstellar flying race.

Notes: If Hastur is summoned (which is only possible at night), each round, 3 individuals within 20 yards of the horror must succeed in a Dodge roll or be grasped by Hastur and destroyed on the following round (unless Hastur is dispelled first). Hastur will not normally attack his friends or worshippers. He must always leave the earth when Aldebaran moves below the horizon. Of course, if his hit points are reduced to 0, he is banished.

Characteristics	
STR	120
CON	200
SIZ	100
INT	15
POW	35
DEX	30
Hit Pts	150
Move	20/50 flying



Weapon	*Attk%*	*Damage*
Tentacle/Claw	100%	Death

Armor: Thick, scaly, rubbery, and baggy hide worth 30 points of armor.

Spells: Knows Summon and Bind Byakhee; all Call and Contact spells; and Brew Space Mead

SAN: Witnesses of Hastur himself that do not make their SAN rolls lose 1D100 points of SAN. Those that succeed in a SAN roll lose 1D10 points of SAN.

Hounds of Tindalos (Greater Independent Race)

Description: *"They are lean and athirst!" he shrieked. ... "All the evil in the universe was concentrated in their lean, hungry bodies. Or had they bodies? I saw them only for a moment, I cannot be certain." (The Hounds of Tindalos,* by Frank Belknap Long)

Notes: The Hounds of Tindalos dwelt in the distant past of the earth, when normal life had not yet advanced past one-celled animals. They inhabit the *angles* of time, while certain other beings (including mankind and all common life) descend from *curves*. This concept is hard to figure out, and only seems to be used with respect to the Hounds themselves. The Hounds lust after something in mankind and other normal life, and will follow a victim through time and space to get it. They are immortal.

Because of their relationship with the angles of time, they can materialize through any corner, if it is fairly sharp – 120 degrees or less. When the Hounds manifest themselves, they first appear as smoke pouring from the corners of the room, from which the head emerges, followed by the rest of the body.

Once a human has contacted a Hound, the Hound will follow that man through anything to get to him. To figure the time before the Hound reaches his prey, determine the number of years between the prey's present location and the time when he was spotted by the Hound. Then divide the number of years by 100,000,000 to get the number of days travel time for the Hound.

Example: Harvey Walters has found a mysterious gem, which, when meditated upon, allows him to see into the distant past. He looks into the past, 3,000,000,000 years back; he sees a Hound of Tindalos, and is seen as well! Harvey faints, breaking the connection, but the Hound is out for blood! The travel time for the Hound is about 30 days. Harvey has a month to get ready for the arrival of his unwelcome visitor.

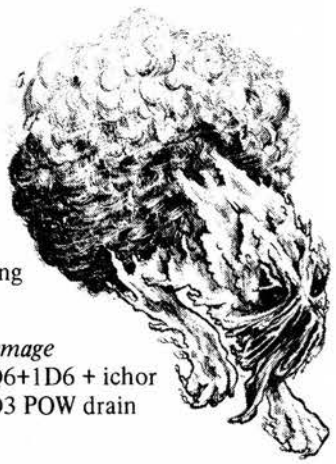
Once driven off, the Hounds will usually give up. Unfortunately, they are very difficult to drive off. They are friendly to nearly all the greater races of the Cthulhu mythos, and can get aid from them. Remember that they cannot manifest except through a corner, and cannot pass through smoothly flat or curved walls.

A Hound may either use its paw or its tongue to attack with in a round, but not both. It will usually attack with its paw. For random determination, roll 1D6. On a roll of 1-4, it will use its paw. A roll of 5-6 indicates that it will attack with the tongue.

The entire body of one of these monsters is covered with a sort of bluish pus. When a victim is struck by a Hound's paw, a gout of this mucoid stuff is smeared over him. This "pus" is alive and active, doing poison damage to the target as if he had ingested a poison with a 2D6 potency. This poison damage is done *each* round that the ichor remains on the victim's body. The ichor can be wiped off with a rag or towel if the cleaning individual can roll his DEXx5 or less while doing it. It could also be sprayed off with water or some other cleansing fluid. Fire could be applied to kill the ichor – this, however, would do 1D6 points of burn damage to the victim.

When the tongue hits a victim, a deep, penetrating, though bloodless and painless, hole is formed. The victim takes no physical damage, despite his peculiar wound, but loses 1D3 points of POW permanently!

Characteristics		*Average*
STR	3D6+6	16-17
CON	3D6+20	30-31
SIZ	3D6+6	16-17
INT	5D6	17-18
POW	7D6	24-25
DEX	3D6	10-11
Hit Points		23-24
Move		6/40 flying



Weapon	*Attk%*	*Damage*
Paw	90%	1D6+1D6 + ichor
Tongue	90%	1D3 POW drain

Armor: 2 point hide. Additionally, Hounds can regenerate 4 points of damage per round, unless dead. Mundane weapons do no harm at all to Hounds, unless they have been enchanted in some way. Magic weapons do normal damage.

Spells: All Hounds know at least 1D8 spells.

SAN: Seeing a Hound costs 1D20 points of SAN unless a SAN roll succeeds. A successful roll still costs 1D3 points of SAN.

Hunting Horrors (Greater Servitor Race)

Description: These beings resemble enormous ropy black serpents or worms possessing batlike or umbrella-like wings. Their forms continually shift and change, twitching and writhing, so it is hard to look at them. They may have only a single large wing rather than two. They speak in great harsh voices. A hunting horror is normally around 40 feet long.

Notes: These beings are dispelled by daylight. A strong burst of light (not producible by mankind) could sear one to dust. They move swiftly and are hunting-creatures for some of the gods (hence their name), particularly Nyarlathotep. They can be summoned in their own right, and seek for blood and lives.

A hunting horror may attack with both bite and its tail-tentacle attack in a single round.

The tail grapples and holds the victim, keeping him from movement. The hunting horror may then fly off with him, or keep fighting. The victim can only break loose on a successful STR vs. STR attempt. When a victim is caught in the tail, the hunting horror may only attack via biting. It may bite the caught victim at +20% to hit, and the grappled one may not fight back in any way.



Characteristics		*Average*
STR	5D6+12	29-30
CON	3D6	10-11
SIZ	5D6+24	41-42
INT	1D6+12	15-16
POW	6D6	21
DEX	3D6+3	13-14
Hit Points		26
Move		7/11 flying

Weapon	*Attk%*	*Damage*
Bite	65%	1D6+3D6
Tail	90%	grapple only

Armor: Hunting horrors have 9 points of armor. They cannot be impaled by bullets.

Spells: Roll 1D20 for each hunting horror. If the total is over the monster's INT, it knows no spells. Otherwise, it knows the number of spells on the die roll.

SAN: Viewing a hunting horror costs 1D10 points of SAN unless a SAN roll succeeds. No SAN is lost with a successful SAN roll.

Ithaqua the Windwalker, the Wendigo (Great Old One)

Description: Ithaqua is reported from the north part of North America, where the Indians encountered him. He is known to stalk the wastes, tracking down hapless travellers and carrying them off. Such travellers are found again, weeks or months later, buried partway as if dropped from a height, frozen solid in positions of great agony, with various important body parts missing.

Cult: Ithaqua has a minimal cult, though many fear him in the far north. The inhabitants of Siberia and Alaska may leave sacrifices to keep the Wendigo from haunting their camps, but organized worship seems to be rare.

An invisible race of mental entities known as the Lloigor are connected to Ithaqua as servants or worshippers.

Notes: If Ithaqua is within a few dozen yards, he can attempt to use mighty winds to whisk victims off their feet and into the air. All attacked this way must roll on the resistance table, matching their own STR vs. Ithaqua's STR. If Ithaqua is attacking several victims, he must divide his STR up among them.

If very close, Ithaqua may grab with his mighty claws as well as use his wind gusts. He may use one claw each round. Anyone grabbed by the Wendigo's claw is automatically picked up and held as well, if Ithaqua desires to do so. If he takes 125 points of damage, Ithaqua will be dispersed along the arctic winds, not to return that night.



Characteristics	
STR	50
CON	150
SIZ	100
INT	10
POW	35
DEX	30
Hit Pts	125
Move	10/100 flying

Weapon	*Attk%*	*Damage*
Air Gust	100%	Lift and drop 1D10 x 10 feet. Each 10 feet dropped equals 1D6 damage.
Claw	80%	6D6 – ignores all armor worn by or natural to the victim.

Armor: 10 point skin and thick slime

Spells: All Call and Contact spells

SAN: Hearing the howl of the Wendigo on the north wind costs a listener who fails a SAN roll 1D6 points of SAN, and a single point even if the listener succeeds in the SAN roll. Those beholding Ithaqua lose 1D100 points of SAN if they fail a SAN roll and 1D10 even if they succeed.

Lesser Other Gods

Description: In addition to the important, named, Other Gods, there is a company of entities which seems to be minor or at best less important Other Gods. This includes the beings known to dance for Azathoth and several beings worshipped in various places. They are capable of giving spawn to monstrous larvae which may grow into new Gods.

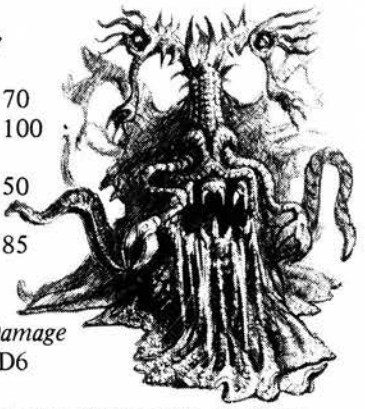
Cult: These beings possess only small cults, and their names should be determined by the keeper. Although most of them are as mindless as their master, Azathoth,

they possess less power, so they are safer to approach. Their worshippers may gain protection from their gods through worship, or they may be able to exploit the god by using it to perform tasks for them unwittingly.

Notes: Since almost all these deities are at least a little different from one another, their powers and attacks should vary. This is up to the keeper. In conjunction with their masters these gods can manifest much greater power. Also, other types of lesser Other Gods exist than the type described here, including some types with INT, greater SIZ, and so forth.

Characteristics		*Average*
STR	4D20	42
CON	1D100+20	about 70
SIZ	1D100+50	about 100
INT	0	0
POW	1D100	about 50
DEX	1D10	5-6
Hit Points		about 85
Move	1D8-1	0-7

Weapon	*Attk%*	*Damage*
Smash	60%	8D6



Armor: Usually none. If it reaches 0 hit points, the Other God is dispelled, rather than dying.

Spells: These beings are able to summon servants and slaves to aid them. Each god has at least one servitor subject to it (usually a Servitor of the Other Gods) which will come and go for it. They usually have no other true spells, as their being and presence is powerful enough.

SAN: Anyone viewing the Lesser Outer Gods must make a SAN roll for each one viewed, with a loss of 1D20 points of SAN for every missed roll. Successful rolls still indicate the loss of 1 point of SAN.

Lloigor (Greater Independent Race)

Description: The lloigor are vortices of power in their natural form, and completely invisible to human eyes. On rare occasions they can form tangible, visible bodies for themselves. These bodies are monstrous and bear some resemblance to enormous reptiles, though close inspection will reveal their utter dissimilarity to any reptiles that ever walked the face of the earth.

Notes: Unlike a human mind, the mind of a lloigor is not divided into several layers of consciousness. The lloigor never forget, neither do they have an imagination or subconscious to mislead them. Their outlook of absolute pessimism results in an atmosphere of gloom that makes the lloigor's mind and actions completely incomprehensible to humans. Mind-contact with the lloigor always leads to a suicidal depression for the hapless human involved.

It is believed that the lloigor originally came to earth from the Andromeda galaxy and that their first earthly colony was on a lost continent somewhere in the Indian ocean; possibly the same continent that has now sunk, carrying the city of R'lyeh and its star-spawn with it. The lloigor used human slaves to perform their will. These were treated with (as is only natural) inhuman cruelty. The lloigor inflicted discipline by amputating limbs or causing cancerlike tentacular growths to sprout on a recalcitrant slave's body. The lloigor race continued to decay and decline until they retreated under the earth and seas, where they have maintained their failing energy.

The lloigor still maintain pockets of contact with humans for unguessable and unthinkable purposes. They may yet resurge and resubjugate the human race, or their essential pessimism may cause them to do nothing.

Today, Melincourt, Wales; Providence, R. I.; and al-Kazimiyah, Iraq are known spots where the lloigor have acted in recent years. But their ways are hinted at in folklore of places as widespread as Haiti, Polynesia, and Massachusetts.



A lloigor worship stone.

The lloigor are sometimes linked with the Great Old One Ghatanothoa, who is now sunken beneath the Pacific with Cthulhu, fortunately for mankind. In turn, the lloigor are served by degenerate human agents. Typically, men in service to the lloigor come from families with histories of mental instability (doubtless due to their contact with these astral horrors). Individually, these men usually have records of violent robbery and the most depraved, evil crimes.

The lloigor need humans to survive for the present. These immaterial entities must draw energy from intelligent beings to perform necessary tasks. By expending one of its own magic points, a lloigor may drain 1D6 magic points from a sleeping human to use in performing some magical action. These magic points must be used immediately, and cannot be used to replace the magic point lost by the lloigor itself. A lloigor can drain energy from several humans at once, from up to several miles away. The lloigor can drain energy in this manner through walls and closed doors. Generally, to keep their profile low, when the lloigor need a great deal of energy, 1D6 magic points will be drained from each of a large number of humans – such as everyone in a small town. The next morning, the victims will awaken feeling headachy and enervated, but during the course of the day, they will regenerate their lost magic points and will be fine again, until the next time the lloigor need energy for some act of destruction. It is important to note that the lloigor can only drain energy from sleeping individuals.

The lloigor can attack supernaturally in three ways: the first way is to directly drain magic points from a chosen target while he sleeps, keeping that character's magic points at 0 or so. Such an unnatural condition will seriously weaken that character both physically and spiritually, and will eventually lead to sickliness and possibly even death. After each full day spent with 0 magic points, the victim must attempt to roll his CONx5 or less on 1D100. If he succeeds, then he is fine, though weak. If he fails, he loses a hit point. If he rolls 96-00 on the percentile dice, then he loses a point of CON permanently. In any case, while he is kept at 0 hit points, the victim will not heal from wounds or injuries suffered.

The lloigor can create telekinetic effects that can push people and manipulate objects, such as a compass needle or a door latch. The lloigor must be directly present, and within a few yards to create such an effect. It takes 10 magic points to create a telekinetic force with a STR of 1 aboveground. It takes only 6 magic points to create the same telekinetic STR in a subsurface but open area, such as a river bed or canyon, and it takes only 3 magic points to create a telekinetic STR of 1 when in a totally underground tunnel or cave. The lloigor will usually use this to warn an investigator that he is getting into something he won't be able to control. They may also use it to arrange "accidents" (such as pushing someone down the cellar stairs). If badly threatened, the lloigor may perform more potent deeds, such as causing airplanes to disappear while in flight.

The lloigor's most fearsome weapon is a type of silent vortex or implosion which they unleash to directly destroy and slaughter foes. This blast makes no more sound than a roll of distant thunder. Things in the blast area are generally torn to pieces, and the ground is ruptured and broken. Greenish or blue-grey pools and ponds disfigure the landscape afterwards.

If the blast is a small one, the energy can be gathered from the surrounding communities. A larger holocaust may take some time; as much as several years of stored energy. It takes at least a hundred magic points to create the destructive effect over an area 10 meters in diameter. Everything within the effect of the explosion takes 1D100 points of damage. The vortex or explosion takes several combat rounds to manifest, so if a character was alert and noticed the telltale effects of swirling lines beginning to appear in the air and a half-unheard throbbing noise penetrating his body, he might be able to flee the explosion site before it occurred, if the explosion did not cover too large an area. These explosions are usually caused at night, for more humans are asleep, and thus more energy is available.

To form into their physical bodies of the monstrous distorted reptiles, the lloigor must expend a number of magic points equal to the lloigor's reptile SIZ. Once the body is formed, it may be maintained indefinitely or dissolved at will. If the lloigor is slain in reptile form, it dies permanently. Several lloigor may combine their magic points to permit a single one to create his physical form quickly. A lloigor in reptile form has all the powers of one in the immaterial mode, except that it cannot pass through walls and is not invisible (obviously). However, it can handle material objects and can attack directly without vast expenditures of magic points.

When in monster form, a lloigor has all the characteristics listed below. When immaterial and intangible, it lacks the parenthesized characteristics, possessing only INT, POW, and DEX.



Characteristics		*Average*
STR	(3D6+30)	41-42
CON	(8D6)	28
SIZ	(2D4x10)	50
INT	4D6+6	20
POW	4D6	14
DEX	3D6	10-11
Hit Points		(39)
Move		7/3 through solid stone in immaterial form.

Weapon	*Attk%*	*Damage*
Claw	30%	1D6+5D6
Bite	50%	2D6+5D6

Armor: The reptilian armored hide of a lloigor in physical manifestation affords it 8 points of protection. In the lloigor's natural state it cannot be harmed by any physical weapons, magic or not.

Spells: All lloigor know at least 1D4 spells.

SAN: In their natural state, lloigor are invisible to humans. If viewed in their reptilian manifestation, all witnessing must succeed in a SAN roll or lose 1D6 SAN. A successful roll indicates no loss.

Some Speculation

The reptilian manifestation of the lloigor suggests that many dragon legends and sea-serpent sightings may stem from sightings of lloigor. In modern times people have

tried to photograph strange creatures such as the Loch Ness monster only to freeze at the crucial moment, have their camera fail, or their photos mysteriously disappear. Could not the telepathic or telekinetic influence of the lloigor be involved?

The British Isles are a treasure trove of dragon lore. The dragon is the symbol of Wales – a favorite haunt of the lloigor. Sightings of land dragons are rare now (though they persist in Africa), but they are still common in bodies of water, where they are called "sea serpents." Do the lloigor find the highly ionized aquatic environs better suited for physical manifestations?

Conceivably dragons were more common in ancient Britain because the lloigor could force its early inhabitants to construct the system of megaliths which exists in ruins to this day, a puzzle to archaeologists. We now know that the megalith erectors had an advanced understanding of astronomy and mathematics. The stones are placed above points of strong underground water currents. They act as amplifiers for an earth force that changes with the cycles of the moon. Could the circles have been places to let the lloigor bask in rising energy? Could the ready supply of energy allow their more frequent appearance as ravaging dragons? Is it only a coincidence that a disproportionate number of early churches built on megalithic sites were dedicated to dragon-killing saints such as Michael and George?

Mi-Go, the Fungi from Yuggoth (Lesser Independent Race)

Description: *They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membranous wings and several sets of articulate limbs, and with a sort of convuluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be. ... They sometimes walked on all their legs and sometimes on the hindmost pair only. (The Whisperer in Darkness,* by H. P. Lovecraft)

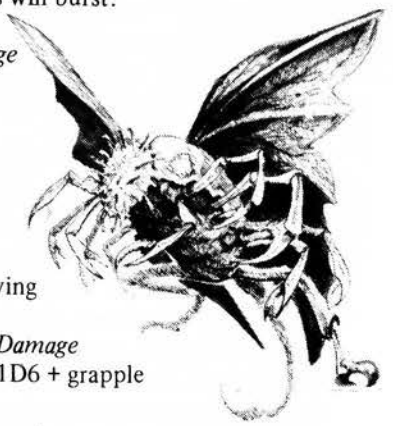
Notes: The fungi from Yuggoth are an interstellar race, with a main colony or base on Yuggoth (Pluto). There are mining colonies on earth, where the mi-go seek rare ores in mountainous areas. The mi-go have definite connections with fungi, and are clearly not animal. They communicate with each other by changing the colors of their brain-like head, but they can speak human tongues in a buzzing insectlike voice. They worship both Nyarlathotep and Shub-Niggurath, and possibly others. They will hire human agents to simplify their operations, and are sometimes connected to cults.

The fungi from Yuggoth are not able to eat normal terrene food, and must import all their food from other worlds. They are able to fly through the interstellar aether on their great wings, but maneuver clumsily in an atmosphere. Ordinary photographic plates will not take an image of these beings, but a good chemist could devise an emulsion that would work. After death, a mi-go will dissolve away in the course of a few hours.

A fungi from Yuggoth may attack in hand-to-hand combat with two nippers at once. If the victim is hit, the mi-go will try to grapple him (roll STR vs. STR to break free), and fly away with him into the sky, where it will either drop him from a height, or take him into the high atmosphere where his lungs will burst.

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	2D6+6	13
POW	2D6+6	13
DEX	4D6	14
Hit Points		10-11
Move		7/9 flying

Weapon	*Attk%*	*Damage*
Nippers	30%	1D6 + grapple



Armor: None, but due to the extra-terrene nature of the mi-go's body, all impaling-type weapons do minimum possible damage. A pistol doing 1D10+2 points will do 3 points with a normal hit, or 6 points with an impale.

Spells: All mi-go have a chance of knowing 1D3 spells equal to their INTx2. They are also capable of astounding and delicate surgical feats. One of their common surgeries is to take a human brain out of its body and place it in a metal tube, where it will stay alive. They can then attach speaking, listening, and seeing devices to the tube, so that the brain can interact with those about it. This way they can carry with them those that cannot withstand the vacuum and cold of space.

SAN: Seeing a mi-go costs 1D6 points of SAN unless a SAN roll succeeds. There is no loss if the roll is successful.

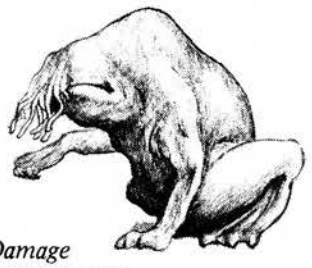
Moon Beasts (Lesser Independent Race)

Description: *They were ... great greyish-white slippery things which could expand and contract at will, and whose principle shape – though it often changed – was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout. (The Dream-Quest of Unknown Kadath,* by H. P. Lovecraft)

Notes: The moon-beasts are an alien race not encountered on earth, though they doubtless have colonies and worlds in the heavens. They serve Nyarlathotep for his favor, and enslave other races. If sadism can be said to have any meaning for a race so alien, it can be said that these beings are monstrously cruel, frequently torturing members of other races that fall into their paws. There is possibly a colony of these creatures on earth's moon.

Although the only weapon listed here for the beings is the spear, they can be expected to have a large quantity of other, more technological, marvels. Many of their soldiers will be members of various slave races.

Characteristics		*Average*
STR	3D6+6	16-17
CON	2D6+6	13
SIZ	3D6+10	20-21
INT	2D6+9	16
POW	3D6	10-11
DEX	2D6+3	10
Hit Points		17
Move		7



Weapon	*Attk%*	*Damage*
Spear	25%	1D10+1+1D6

Armor: None, but their peculiar body formation causes them to take only minimum possible damage from firearms. Thus, a pistol doing 1D6 damage would only do 1 point to a moon-beast. If the pistol were to impale (normally doing 2D6 damage), it would deliver 2 points of damage.

Spells: Moon-beasts always know at least 1D3 spells.

SAN: It costs 1D8 points of SAN to see a moon-beast. If a SAN roll is successful, there is no loss.

A Version of an Elder Sign



Nightgaunts (Lesser Servitor Race)

Description: ... *Shocking and uncouth black things with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of nightgaunts. (The Dream-Quest of Unknown Kadath,* by H. P. Lovecraft)

Notes: Nightgaunts serve Nodens by, among other things, grasping and carrying off intruders, who are unceremoniously dumped in the most dismal and horrible places imaginable, and left to die. Nightgaunts are stationed at various spots in the lonely parts of the world, and come out at night. They are not very intelligent, but can understand some languages (such as the glibbering of ghouls), and are friendly to some occult races. Nightgaunts will attempt to sneak up quietly on their victim, grasp his weapons, and then overpower him.

Two or more nightgaunts can combine their STRs for the purpose of grappling with a strong victim.

Nightgaunts can only tickle foes that have already been grappled. A successful tickling attack forces the victim to roll his CONx3 or less or be immobilized for 1D6 rounds. If he succeeds in the CON roll, he is still immobilized for 1 round. Nightgaunts can reach through holes, creases, etc; thick clothes or even armor will not help vs. this attack.

Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	4D6	14
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+6	13
Hit Points		13
Move		6/12 flying



Weapon	*Attk%*	*Damage*
Grapple	30%	match STR vs. STR or be grappled and immobilized
Tickle	30%	special (see above)

Armor: 2 point skin armor

Spells: None

Skills: Sneak 90%, Hide 90%

SAN: It costs 1D6 SAN to behold a nightgaunt, but a successful SAN roll means there is no SAN loss.

Nodens, Lord of the Great Abyss (Outer God)

Description: Nodens usually takes the form of a normal human, greybearded and hoary. He will often ride in a chariot formed from a huge seashell drawn by unearthly monsters or fantastic beings from earthly legend.

Nodens belongs to a group of beings sometimes called the Elder Gods. The term "Elder Gods" is often used collectively to refer to the Cthulhu mythos and all its deities.

Nonetheless, Nodens seems different in some fundamental way from Azathoth, Yog-Sothoth, and the deadly malignity of Nyarlathotep. At times, Nodens is almost friendly to humankind.

Cult: Nodens has been known to visit earth on occasion. He is known to have aided those pursued or harassed by the Great Old Ones or Nyarlathotep on occasion. Nodens has no cult on earth, but is served by the horrible entities known as nightgaunts.

Notes: Nodens will never physically attack a foe. If he is faced by an opponent of not excessive power, he will sum-

mon nightgaunts in sufficient quantity to carry off the enemy. If he faces a foe too powerful for the nightgaunts to handle, Nodens will attempt to dismiss the enemy. In dismissing a foe, have the foe attempt to roll its POW or less on 1D100. If it succeeds, it will remain, and Nodens will himself voluntarily depart in order to avoid a struggle. If Nodens is forced to leave because of some such being's resisting his dismissal, he has been known to take a favored human with him part-way. Unfortunately, he is the Lord of the Great Abyss, and his paths only coincide with the normal world at a few points, so any human taken with Nodens would be likely to be dropped off somewhere dismal. Nodens will never take responsibility to deliver a character anywhere on earth, but has been known to take a human on trips to the outer reaches of the galaxy (and back again).

Example: Harvey Walters has found a magical periapt. This periapt has the ability, when dissolved in wine and thrown onto a flame, of summoning Nodens. On an ocean voyage, Harvey lands on a remote Pacific isle, which turns out to be R'lyeh, and Harvey and his party meet Cthulhu himself. Harvey is atop a hill, hopelessly watching Cthulhu clamber and ooze up after him, when he remembers his periapt. He has 10 minutes or so before Cthulhu arrives at the promontory, so Harvey summons up Nodens with the periapt. Nodens arrives in the form of a pillar of flame and immediately attempts to dismiss Cthulhu from their presence. Cthulhu has a POW of 42 and rolls 27, so he does not leave. As Nodens prepares to depart, Harvey, in an agony of fear, pleads with Nodens to take him as well. The cruel keeper arbitrarily decides that Harvey will need to make a quick Oratory roll to convince Nodens, and Harvey makes the roll. Nodens takes Harvey with him, but drops him off at a random spot. The keeper decides that Harvey finds himself at Irem, City of Pillars – the lost city in the middle of the Arabian peninsula. Still, it is far better than being but 10 minutes away from Cthulhu!

When severely pressed, Nodens is known to use his staff against human opponents. This staff always ignores all armor worn by the target.

Characteristics

STR	42
CON	45
SIZ	15
INT	70
POW	100
DEX	21
APP	21
Hit Pts	30
Move	12



Weapon	*Attk%*	*Damage*
Staff	100%	4D6

Armor: Nodens has no natural armor, but see below.

Spells: Nodens can call nightgaunts to his aid at the rate of 1D10 nightgaunts per magic point he expends. He has other types of servants, but they would come only at the rate of 1 per magic point expended. Their precise nature is best left to the keeper.

Nodens can heal damage caused to himself by expending a magic point per point of damage.

Nodens can also gain armor for himself by expending 1 magic point per point of armor. This armor cloaking lasts until either moonset or sunrise, whichever comes first.

SAN: There is no loss of SAN for viewing Nodens.

Nyarlathotep, the Crawling Chaos (Outer God)

Description: Nyarlathotep is the messenger, heart, and soul of the Other Gods. He is the only Outer God to have a true personality, and he claims to have a thousand different forms.

Only a few of Nyarlathotep's forms are described in the mythos. One is that of a swarthy, Egyptian-looking human. Another is an enormous monster with clawed appendages and a single long blood-red tentacle in place of a face. This tentacle stretches forward when the Thing howls at the moon. The third form is black and winged, with a tri-lobed red eye, and cannot withstand light at all. There is some evidence that the "Black Man" of witch ceremonies is also a form of Nyarlathotep.

Nyarlathotep enacts the will of the Outer Gods, and is accurately referred to as their soul. He always attempts to bring madness to humanity, and several prophecies (including the stories "The Crawling Chaos," "Nyarlathotep," and the poem "The Fungi From Yuggoth") seem to state that someday Nyarlathotep himself will destroy humanity and possibly the entire planet. Nyarlathotep always appears mocking, and is evidently contemptuous of his masters.

Cult: Nyarlathotep is never worshipped of himself. All invocations to the Outer Gods include Nyarlathotep's name, possibly recognizing him as their messenger. He is known and feared by all races of the mythos, and he occasionally requires things of them.

Those worshipping the outer gods often do so in hope of gathering Nyarlathotep's favor. Rewards to loyal slaves usually come through the Crawling Chaos, as the other Outer Gods are too mindless to care.

Nyarlathotep may grant such worshippers knowledge of a spell, knowledge of some destructive scientific fact (such as how to make an A-bomb), or a servitor monster. Nyarlathotep's gifts are always designed to cause turmoil and horror to mankind in general, and sometimes even to the gift's recipient.

Nyarlathotep himself is served by the normal Servitors of the Outer Gods, but he also has his own special servants, including the shantaks and hunting horrors. He may grant any type of creature whatsoever to his worshippers if he deems it good. Such a bequest is rare, and usually involves at least permanently donating some POW or other characteristic to Nyarlathotep and the other Outer Gods.

Notes: When encountered or summoned, Nyarlathotep will usually act by attempting to summon beings to carry foes off or otherwise dispose of them. If not exposed as

Nyarlathotep yet, he may try to corrupt or trick his foes by appearing as a friend. Nyarlathotep is generally reluctant to reveal himself by using supernatural powers. If sorely pressed, he will, of course, use such powers

Nyarlathotep has the ability to summon any monster listed in the book (plus several not included) at the cost of 1 magic point per POW point the creature possesses. When in monster form, he tends to grasp his victims and then carry them off with him.

When in human form, Nyarlathotep can be slain by normal physical means. If so slain, after collapsing, the body will begin to quake and swell, bursting to release the huge clawed monster (or some other monstrous form) described previously. This unwelcome colossus then rises from the split corpse and disappears into the sky without further molesting the killer. When in monster form, Nyarlathotep is difficult to slay, but so doing will dispel him magically.

Nyarlathotep's clawed demon form changes continually, but each round he will have at least 2 claws capable of attacking. In special conditions, he may have more.

Always keep in mind that causing madness and insanity is more important and enjoyable to Nyarlathotep than mere death or destruction. He will slay and destroy only to bring to pass more madness and insanity in the earth, preparing the way for the return of the Outer Gods and their star-spawn.

Characteristics	*Human*	*Monstrous*
STR	12	80
CON	19	50
SIZ	11	90
INT	86	86
POW	100	100
DEX	19	19
APP	18	–
Hit Points	15	70
Move	12	16



Human Fighting Ability

Weapon	*Attk%*	*Damage*
Any	100%	As per weapon – usually using the most sophisticated available in the era he is in.

Monstrous Fighting Ability

Weapon	*Attk%*	*Damage*
Claw	85%	10D6

Armor: Nyarlathotep has no armor in his two most common forms. If he is brought to zero hit points, he collapses on the ground, changes form (always to a more monstrous one, which causes his viewers to lose SAN), and then flies into interstellar space.

Monster Form

MONSTER TYPE .....

SAN LOSS .....

STR..... POW .....

CON ..... DEX .....

SIZ ..... APP .....

INT ..... (EDU.....)

Move ..... /..... /.....

SPELLS & EQUIPMENT

.....

.....

.....

.....

.....

.....

.....

MAGIC POINTS

1	2	3	4	5	6	7	8
9	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					

Weapon .....

A% .....P%.....

Damage.....HP.....

Weapon .....

A% .....P%.....

Damage.....HP.....

Weapon .....

A% .....P%.....

Damage.....HP.....

ARMOR .....

HIT POINTS

1	2	3	4	5	6	7	8	9
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
100	101	102	103	104	105	106	107	108
109	110	111	112	113	114	115	116	117
118	119	120	121	122	123	124	125	126
127	128	129	130	131	132	133	134	135
136	137	138	139	140	141	142	143	144
145	146	147	148	149	150			

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Use this form to fully portray a Mythos monster. Not all monsters need this much data. Make as many copies of this form as needed.

Spells: Nyarlathotep knows all spells in the mythos. In addition, he may summon monsters at the rate of 1 magic point per POW point the monster has. In addition, he may summon a shantak, hunting horror, or Servitor of the Elder Gods at the cost of only a single magic point.

SAN: Those beholding Nyarlathotep in his human form(s) lose no SAN. Seeing him in any of his other 999 forms causes a loss of 1D100 points of SAN unless a successful SAN roll is made. Even a successful SAN roll requires a loss of 1D10 SAN.

Nyogtha, The Thing That Should Not Be (Great Old One)

Description: Nyogtha is a minor deity reported to inhabit underground caverns on earth. It may be related to Cthulhu. Nyogtha resembles a blob of living darkness which may throw out tentacles or pseudopods at will.

Cult: Nyogtha has a few worshippers, mostly witches and their ilk. It teaches them spells on occasion in return for sacrifices and POW.

Characteristics: Unless driven off by appropriate spells, Nyogtha will grab its victim and drag him off to its underground pits. If Nyogtha decides simply to strike for damage, everyone within 10 yards takes 1D10 points of damage from numerous wounds.

Characteristics	
STR	85
CON	40
SIZ	80
INT	20
POW	28
DEX	20
Hit Pts	60
Move	10



Weapon	*Attk%*	*Damage*
Tentacle	100%	1D10 or entrap and grapple

Armor: The first 10 points of damage received each round (from all sources) are ignored by Nyogtha. Nyogtha is dispelled and will leave after taking 60 points of damage.

Spells: All Call and Contact spells, as well as Create Gate.

SAN: One seeing Nygotha and failing a SAN roll will lose 1D20 SAN. A successful roll still costs the investigator 1D6 points of SAN.

Sand-Dwellers (Lesser Servitor Race)

Description: *Then out of one of the caves came a Sand-Dweller – rough-skinned, large-eyed, large-eared, with a horrible, distorted resemblance to the koala bear facially, though his body had an appearance of emaciation. He shambled toward me, manifestly eager. (The Gable Window,* by H. P. Lovecraft and August Derleth)

Notes: Sand-Dwellers may be the most obscure of all the races in the Cthulhu mythos. They appear in only a few stories.

Sand-Dwellers look as though they had been encrusted with sand. They dwell in caverns and come out at night. They are known to live in the American Southwest and may live in other spots as well. They usually serve various of the Great Old Ones, and often dwell near their rulers.

In combat, a Sand-Dweller may use both claws at once.

Characteristics		*Average*
STR	3D6	10-11
CON	2D6+6	13
SIZ	3D6+6	16-17
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
Hit Points		15
Move		8



Weapon	*Attk%*	*Damage*
Claw	30%	1D6+1D4

Armor: 3 point armor from the rough hide

Spells: Sand-Dwellers with a POW of 14 or more may know spells. A typical magical Sand-Dweller would know 1D8 spells.

Skills: Hide 60%, Sneak 50%, Spot Hidden 50% (Sand-Dwellers make good watch-things)

SAN: It costs 1D6 SAN to see a Sand-Dweller unless a SAN roll is successful, in which case there is no loss.

Serpent People (Lesser Independent Race)

Description: The serpent people resembled upright serpents, with ophidian heads and scales, but with two arms and legs. They often dressed in robes and possessed tails.

Notes: The serpent folk flourished in the prehistoric, before even dinosaurs walked the earth. They built black basalt cities and fought wars, all in the earliest times – in the Permian era or before. They were known as great sorcerers and scientists, and devoted much energy to calling forth dreadful demons and brewing potent poisons. They became extinct long ago, save for a few individual sorcerers and atavisms. Legends persist of a dwarfed degenerate remnant dwelling in burrows beneath England and Scotland. These diminutive relics, if they exist, are likely to have an occasional atavistic, full serpent man present.

Serpent Men may use any weapon known to man, clutching it effectively in taloned hands. In close combat, it may use ordinary weapons and bite simultaneously. A common serpent man spell is an enchantment which transforms their appearance into that of a normal human, masking their reality from others and allowing them to mingle in normal society.



Characteristics		*Average*
STR	3D6	10-11
CON	3D6	10-11
SIZ	3D6	10-11
INT	3D6+6	16-17
POW	2D6+6	13
DEX	2D6+6	13
Hit Points		10-11
Move		8

Weapon	*Attk%*	*Damage*
Bite	35%	1D8 + poisón, potency equal to the serpent man's CON.
Weapon	35%	As per weapon

Armor: 1 point scales

Spells: All modern serpent men should know at least 2D6 spells.

SAN: Seeing a serpent man in his true form costs 1D6 points of SAN unless a SAN roll succeeds, in which case there is no loss.

Servitors of the Other Gods (Greater Servitor Race)

Description: These creatures are amorphous beings, which progress by rolling or slithering. They have a visual kinship to frogs, as well as to squids or octopi. Because of their ever-changing shapes, it is hard to be certain of any specific form.

Notes: The Servitors of the Outer Gods will accompany their masters as required. These are the demon flautists that play the flute-like music for their masters to dance by. They sometimes play for groups of cultists as well, as a sort of backround dirge, or in order to summon various beings.

Each round a servitor can attack physically with 2D3 tentacles. Each tentacle does damage equal to twice the creature's damage bonus (minimum of 1D6 pts of damage).



Characteristics		*Average*
STR	4D6	14
CON	3D6+6	16-17
SIZ	4D6+6	20
INT	5D6	17-18
POW	2D6+12	19
DEX	3D6+6	16-17
Hit Points		18-19
Move		7

Weapon	*Attk%*	*Damage*
Tentacle	45%	2D6

Armor: None, but normal weapons can not harm a servitor. Magical weapons will do normal damage. A servitor, additionally, regenerates 3 points of damage per round until dead.

Spells: All Servitors know at least 1D10 spells. In addition, they are capable of summoning at least 1 type of being by piping on their flutes. A given Servitor is able thus to summon 2D6-6 different types of beings (minimum of 1). The being will arrive 1D3+1 rounds after the Servitor starts to "whistle it up." Summoned beings may (and often do) include a deity as one of the possibilities. Summoned servitor races depart when dismissed by the Servitor or within 2D6 rounds after the Servitor's death. If the being summoned is a deity, it need not leave unless it wishes to. Summoning a being costs the Servitor a magic point, and another magic point for every 5 rounds that the summoned being remains. Each summoning brings only a single being.

SAN: Seeing a servitor costs 1D10 SAN unless a SAN roll succeeds, in which case 1 point is still lost.

Insects from Shaggai [Shans] (Lesser Independent Race)

Description: *At last a shape appeared, slapping above the ground on leathery wings. The thing which flew whirring towards me was followed by a train of others, wings slapping the air at incredible speed. Even though they flew so fast I could, with the augmented perception of terror, make out many more details than I wished. Those huge lidless eyes which stared in hate at me, the jointed tendrils which seemed to twist from the head in cosmic rhythms, the ten legs, covered with black shining tentacles and folded into the pallid underbelly, and the semi-circular ridged wings covered with triangular scales – all this cannot convey the soul-ripping horror of the shape which darted at me. I saw the three mouths of the thing move moistly, and then it was upon me. (The Insects from Shaggai,* by J. Ramsey Campbell).

NOTES: The insect-beings from Shaggai (the Shans) are now a fugitive race. Shaggai itself was destroyed by a great cosmic catastrophe, but many of the Shans escaped in temples made of an indestructible strange gray metal, which they caused to teleport to other worlds. Earth's atmosphere contains some component which prevents them from teleporting away once they arrive here, and also keeps the insects from flying any great distance.

The insect-beings never feed, as they live by photosynthesis, and so are free to spend their time in decadence and in aesthetic enjoyment of abnormality, and in torture of their many slave-races. Shans are extremely long-lived, taking centuries to reach adulthood. The insects are scientifically advanced, and have many weapons and devices which operate by focused mind-power (magic points).

The Shans worship Azathoth with many complex rites and systems of torment, and each of their temples holds the living Azathoth inside. Though there are many temples each so-containing, there is but one Azathoth.

The insect-beings now dwelling on Earth have brought with them certain beings from the planet Xiclotl as slaves and guards. At one time they ruled a human witch-cult dedicated to finding sacrifices for Azathoth.

Shans are parasitic and not wholly material. One of

these pigeon-sized creatures can fly right through human tissue into the target's brain, wherein it crawls about and reads its host's memories, affects target thought-processes, and injects specific memories and ideas of its own. During the day, the insect is not active within the brain, leaving the victim to do more or less as he pleases. But at night the Shan wakes, and begins to implant memories. It can 'read in' SAN-destroying sights which the insect has witnessed, or riddle memory-fragments to entice the victim into performing certain actions. Eventually the host is so hypnotized that he gladly helps the Shans. But often such progressively-increasing control causes the target to go mad, and thus become an unsuitable host.



characteristics	*average*
STR 1D3	2
CON 1D3	2
SIZ 1	1
INT 3D6+6	16-17
POW 5D6	17-18
DEX 2D6+24	31
Hit Points	2
Move	4/40 flying

WEAPONS: Meld, 60%, progressive control after insect enters brain of target
Nervewhip, 50%, special damage – see just below

The nervewhip is a small device which projects a chattering line of pallid light. When the light strikes a target, the insect matches its magic points against the target's magic points. If the insect wins, its victim is completely overcome by agony, and can do nothing but writhe on the ground until the whip is turned off. If the insect fails to overcome its victim, he is still pained, and his player must subtract 20% from all skill levels for 24-minus-CON hours. The target's magic points must be matched against the insect's each round until he succumbs to the pain or the nervewhip is turned off.

ARMOR: none. These vulnerable insects use their scientific and pyschic skills to protect themselves.

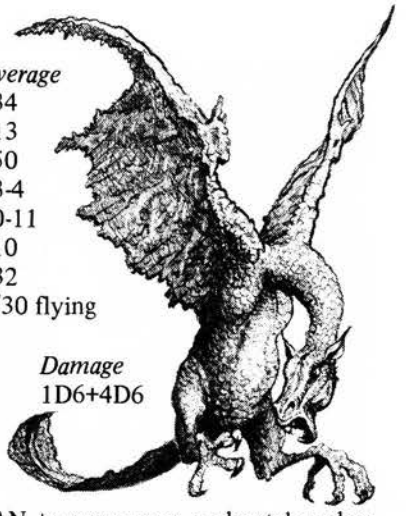
SPELLS: roll 1D20 and match the roll against the insect's INT. If the roll is less than or equal to the insect's INT, that many spells are known by it. Call Azathoth is the most common spell.

SANITY: 0/1D6 SAN loss.

Shantaks (Lesser Servitor Race)

Description: *They were not any birds or bats known elsewhere on earth ... for they were larger than elephants and had heads like a horse's. ... The Shantak-bird has scales instead of feathers and those scales are very slippery. (The Dream-Quest of Unknown Kadath,* by H. P. Lovecraft)

Notes: Shantaks brood in cavernous holes and their wings are encrusted with rime and nitre. They are always described as noisesome and loathly, and are used as steeds by various of the servants of the Other Gods. They have an extreme fear of nightgaunts and will always retreat from them. Shantaks can fly through space, and have been known to carry an unwary rider straight to the throne of Azathoth.



Characteristics		*Average*
STR	4D6+20	34
CON	2D6+6	13
SIZ	4D6+36	50
INT	1D6	3-4
POW	3D6	10-11
DEX	2D6+3	10
Hit Points		32
Move		6/30 flying

Weapon	*Attk%*	*Damage*
Bite	55%	1D6+4D6

Armor: 9 point hide
Spells: None
SAN: It costs 1D6 SAN to gaze upon a shantak unless a SAN roll succeeds, in which case there is no loss.

Shoggoths (Lesser Servitor Race)

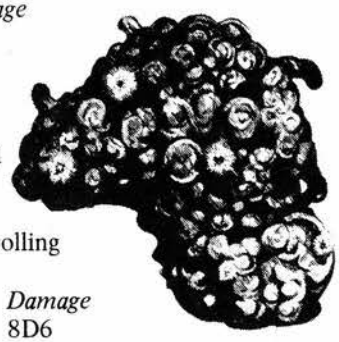
Description: *The nightmare, plastic column of fetid, black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, re-thickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train – a shapeless congerie of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and unforming as pustules of greenish light all over the tunnel-filling front that bore down upon us, crushing the frantic penguins and slithering over the glistening floor that it and its kind had swept so evilly free of all litter. Still came that eldritch mocking cry – "Tekeli-li! Tekeli-li!" And at last we remembered ... the demonic Shoggoths ... had no voice other than the imitated accents of their bygone masters. (At the Mountains of Madness,* by H. P. Lovecraft)

Notes: Shoggoths are among the most horrible of all the monsters of Lovecraft. Abdul Alhazred (Abd al-Azrad) himself attempted desperately to claim that there were none on Earth itself, save in crazed dreams. Shoggoths are often found as servants of deep ones and other races, and are amphibious. They are surly servants at best, ever becoming more and more intelligent, more and more rebellious, more and more imitative. They destroyed their former creators, the Elder Things, in a rebellion. They communicate in whatever manner their master race wishes, forming special organs for the purpose.

A typical shoggoth is roughly a 15-foot diameter sphere when floating free. In combat, it covers an area 5 by 5 yards across. All within the area are attacked separately, and must successfully match their STR vs. the shoggoth's STR or be sucked apart. If the shoggoth is attacking more than a single target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can only strike back on rounds they roll STR or less on1D100. Each round the victims are held within the

shoggoth, they take damage equal to the shoggoth's damage bonus, in the form of rupturing, crushing, and sucking into pieces. A given shoggoth may be much larger or smaller than the typical specimen given here.

Characteristics		*Average*
STR	18D6	63
CON	12D6	42
SIZ	24D6	84
INT	2D6	7
POW	3D6	10-11
DEX	1D6	3-4
Hit Points		63
Move		10 rolling



Weapon	*Attk%*	*Damage*
Crush	100%	8D6

Armor: Shoggoths have no armor, but their body form gives them quite a bit of defense. Fire and electrical attacks do only half damage to a shoggoth. Physical weapons such as firearms do only 1 point of damage on hitting a shoggoth, no matter how much damage is rolled, and whether or not the attack was a successful impale. Finally, shoggoths regenerate from damage done at the rate of 2 points per round, until dead.

Spells: None, normally

SAN: Viewing a shoggoth costs 1D20 SAN unless a SAN roll succeeds, in which case only 1D6 SAN is lost.

Shub-Niggurath, The Black Goat of the Woods With a Thousand Young (Outer God)

Description: Shub-Niggurath is never met personally in any of H. P. Lovecraft's stories, but is often referred to in rituals and spells. It has been guessed that she is some sort of perverse fertility deity.

In one of Shub-Niggurath's few descriptions, she is said to be an enormous cloudy mass. This mass doubtless boils and festers. It is likely that parts of the mist coalesce at times, forming horrendous body parts, – ropy black tentacles, slime-dripping mouths, or short writhing legs, ending in black hooves.

Cult: Shub-Niggurath is worshipped quite extensively. She may have connections with the Druids and similar groups. Worshippers of Shub-Niggurath are generally formed into gangs or congregations, as are Cthulhu's cultists, but unlike the worshippers of Yog-Sothoth or Azathoth.

Worshippers of Shub-Niggurath receive the usual promises as well as sometimes getting some of her young as aides, servants, or masters. Shub-Niggurath is not a sorcerer's goddess. Many diabolical cults in the fastness of the jungle or hidden swamps may worship this being, gaining power over wilderness horrors.

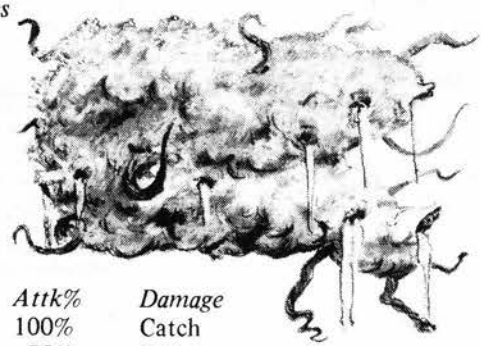
Notes: If summoned, Shub-Niggurath will attack any non-worshippers present. She is often summoned specifically to accept sacrifices. Shub-Niggurath may be dismissed by beings knowing her summoning spell (see Chapter VI), or it is possible to hurt her enough to make her leave. She will voluntarily disappear if she takes 145 points of damage from any source.

Shub-Niggurath has dozens of tentacles, but only one can attack a given victim in a round. If it catches him, the character will be whipped to the body of the creature and brought to the goddess's many mouths to be drained of body fluids. The bite of Shub-Niggurath drains 1D6 STR from the victim per round. This STR loss is permanent. While having his fluids and blood drained, the victim is held absolutely helpless, and may not cast spells, expend magic points, or perform any act whatsoever except to writhe in pain.

In battle against other deities or powerful beings, Shub-Niggurath will still only attack with one tentacle per opponent, but after a tentacle strikes, it will hold on and a second tentacle will attack. After the second hits, a third will attack, and so on. Each successful attack permits a different set of Shub-Niggurath's mouths to begin draining her gigantic victim.

Shub-Niggurath may trample beings with a SIZ of less than 60. The trample attack is effective against all such beings in her path, which is about 10-20 yards across.

Characteristics	
STR	72
CON	170
SIZ	120
INT	21
POW	70
DEX	28
Hit Pts	145
Move	15



Weapon	*Attk%*	*Damage*
Tentacle	100%	Catch
Trample	75%	11D6
Bite	Auto.	1 point STR drain

Armor: Shub-Niggurath has no armor, but her slimy mist body is immune to physical weapons. Magical weapons, or fire, electricity, or similar energies damage her normally. Her ropy tentacles and gooey vapors can rejoin, effectively allowing her to regenerate points of damage. Each magic point she expends enables her to heal 2 points of damage.

Spells: Shub-Niggurath knows all spells pertaining to the Other Gods, as well as Create Gate, Curse of Azathoth, and Voorish Sign.

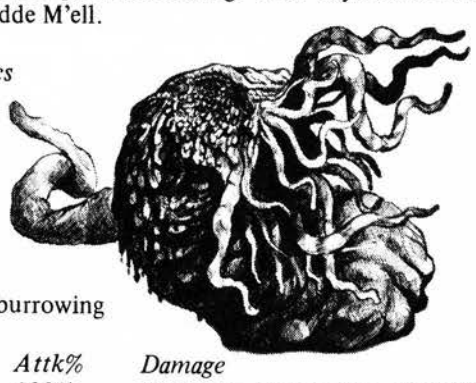
SAN: All witnessing Shub-Niggurath who do not make their SAN rolls lose 1D100 SAN. A successful SAN roll indicates a loss of 1D10 SAN.

Shudde M'ell, The Burrower Beneath (Great Old One)

Description: Shudde M'ell is pre-eminent among the chthonians, and is apparently largest and most evil of his kind. He resembles an exceptionally large member of his race.

Cult: The chthonians, along with Shudde M'ell, are not much worshipped, though they may have been dealt with in prehistoric tribes, or by stone-age tribes in New Guinea, etc. There are rumors that some of the Druids worshipped chthonians (and through them, Shudde M'ell), and perhaps the races that built G'harne honored him. There does not appear to be an active modern cult laboring for Shudde M'ell.

Notes: Shudde M'ell, all by himself, can cause an earthquake with a strength of 3.5 on the Richter scale anywhere within a half-mile of himself. Since he usually works in conjunction with other chthonians, he can create much stronger earthquakes. A randomly-caused quake of this sort would be around 2D6 on the Richter scale. If Shudde M'ell attacks directly, it is much like a normal chthonian assault. A vast hole opens up, accompanied by a terrible chanting noise and slobbering, sucking sounds. Everything over the hole, which is at least 1D10+10 yards across, is sucked in and destroyed. Chthonians then pour out of the hole and attack any survivors. A hundred points of damage from any source will drive off Shudde M'ell.



Characteristics	
STR	90
CON	80
SIZ	120
INT	20
POW	35
DEX	15
Hit Pts	100
Move	8/2 burrowing

Weapon	*Attk%*	*Damage*
Tentacle	100%	6D6 plus 1D6 points of CON drained per tentacle
Crush	90%	12D6 to all within 12 yard radius.

Armor: 8 points of skin, plus regenerates 5 points of damage per round.

Spells: Knows all spells dealing with lesser entities of the Great Old Ones.

SAN: Shudde M'ell affects the viewer's SAN just as does a normal chthonian: 1D20 SAN for a failed SAN roll, and 1D3 if it succeeds.

Star-Spawn of Cthulhu (Greater Servitor Race)

Description: Gigantic octopoid beings and entities resembling Cthulhu himself, but smaller.

Notes: Not all the inhabitants of R'lyeh were trapped when it sank. Some still live on in the deep trenches beneath the ocean, where they are tended by the Deep Ones. Related entities dwell in the stars, such as the beings said to infest the Lake of Hali, on or near Aldebaran in the constellation Taurus.

A Star-Spawn may attack either with tentacles or with a claw. It may use 1D4 tentacles each round, or a single claw. Tentacle damage is equal to half the creature's damage bonus, and claw damage is equal to its damage bonus.



Characteristics		*Average*
STR	2D6x10	70
CON	3D6x5	45-60
SIZ	3D6x10	90-120
INT	6D6	21
POW	6D6	21
DEX	3D6	10-11
Hit Points		68-90
Move		20/20 swimming

Weapon	*Attk%*	*Damage*
Tentacles	80%	9D3 to 11D3
Claw	80%	9D6 to 11D6

Armor: The thick blubbery outer parts of these beings act as armor, giving them 10 points of armor. In addition Star-Spawn regenerate from damage done at the rate of 3 points per melee round.

Spells: All know at least 3D6 spells.

SAN: It costs 1D20 points of SAN to view the Star-Spawn unless a SAN roll succeeds, in which case 1D6 points is still lost.

Star Vampires (Lesser Independent Race)

Description: *Slowly but surely the dim outlines of a Presence came into view; the blood-filled outlines of that unseen shambler from the stars. It was red and dripping; an immensity of pulsing, moving jelly; a scarlet blob with myriad tentacular trunks that waved and waved. There were suckers on the tips of the appendages, and these were opening and closing with ghoulish lust. ... The thing was bloated and obscene; a headless, faceless, eyeless bulk with the ravenous maw and titanic talons of a starborn monster. The human blood on which it had fed revealed the hitherto invisible outlines of the feaster. (The Shambler from the Stars*, by Robert Bloch)

Notes: These loathsome things are normally invisible, their presence signalled only by a sort of ghoulish tittering. After feeding, the thing becomes visible through the blood it has drunk. These can sometimes be "tamed" to serve a powerful wizard or other being. They are summoned from the depths of space.

In an attack, 1D4 talons can grasp a given victim at once. He will be grabbed and squeezed and then drained of blood. After being grasped by the vampire's talons, if the victim is not dead yet, the thing bites him and drains his blood at the rate of 1D6 points of STR per round. If the victim is dead, it will drain him anyway, but it matters little to the target.

Characteristics		*Average*
STR	4D6+12	26
CON	2D6+6	13
SIZ	4D6+12	26
INT	3D6	10-11
POW	1D6+12	15-16
DEX	1D6+6	9-10
Hit Points		20
Move		6/9 flying



Weapon	*Attk%*	*Damage*
Talons	40%	1D6+2D6
"Bite"	80%	1D6 STR (blood) drain

Armor: 4 point hide, plus invisibility. If an investigator is trying to hit a star vampire by aiming at the noise, his chance of hitting is reduced by 50 percentiles. Thus, if he had a 70% chance to hit normally, it would be reduced to 20%. If the creature is in close combat with the investigator, he has half normal chances to hit, so that if he had a 70% chance to hit, it would be cut in half to 35%. Bullets only do half damage to the extra-terrene material of the star vampire.

After feeding, the star vampire will remain visible for 1D6 rounds, after which it has metabolized the blood drunk into a transparent equivalent. During this time, it can be hit normally.

Spells: If a star vampire can roll its INTx3 or less on 1D100, it is likely to know at least 1D3 spells.

SAN: Viewing a star vampire costs 1D10 SAN unless a SAN roll succeeds, in which case 1 point is still lost.

Tsathoggua (Great Old One)

Description: Tsathoggua dwells in the black gulf of N'Kai, where he first arrived on Earth from Saturn. He is one of the less malevolent beings of the Cthulhu mythos, though still terrible.

Tsathoggua is usually represented as having a fat furry body and a toadlike head with batlike ears and fur. His mouth is wide and his eyes always are half-closed, as if sleepy.

It is also said that he can freely change his shape.

Cult: Tsathoggua was worshiped by furry subhumans in ancient times, and by sorcerers and wizards in later times. He has given magic space-doors and spells to the faithful.

Tsathoggua is served by a race of entities known, for lack of a better name, as his "formless spawn." They dwell in N'Kai and in his temples.

Notes: If Tsathoggua is encountered, check to see if he is hungry or whether he has just had a sacrifice. There should be a basic 50-50 chance, or the keeper may prefer to roll against the Luck of the unluckiest investigator in the party. If Tsathoggua is not hungry, he will ignore the characters and pretend to be asleep. If hungry, he will grab a character each round. If a character is grabbed, he is pulled to Tsathoggua, and on each following round the character loses one point from all his characteristics each round until Tsathoggua is driven off. The investigator will be in great agony, with acid burns, vitriol running through his veins, punctures all over his body, and similar catastrophes befalling him. He will require hospital care for some time before he can act effectively. A full month of hospital care restores one point to each characteristic. Tsathoggua will retreat after taking 75 points of damage from any source.

Characteristics	
STR	50
CON	120
SIZ	30
INT	30
POW	35
DEX	27
Hit Pts	75
Move	24



Weapon	*Attk%*	*Damage*
Tentacle	100%	Catch
"Bite"	Auto.	1 point per characteristic per round

Armor: Absolutely no weapon using kinetic force has any real chance of harming Tsathoggua. He regenerates from such damage as cuts, punctures, and bruises, healing at the rate of 30 points per melee round. Fire, electricity, and other such phenomena have normal effects on the monstrous god.

Spells: Tsathoggua may summon all the lesser races of the Cthulhu mythos except nightgaunts, and may Contact all the higher gods.

SAN: If the viewer fails a SAN roll, he loses 1D10 SAN. There is no loss if the SAN roll succeeds.

Beings from Xiclotl (Lesser Independent Race)

Description: *I had almost collided, I thought, with a metallically grey tree... about sixteen feet high with very thick cylindrical branches. of these cylinders further divided into six flat circular extensions. This might merely have been a natural distortion, and such an explanation might also have accounted for the strange arrangement of the branches in a regular circle at the apex of the trunk; but I could reach for no natural explanation when those branches nearest me suddenly extended clutchingly in my direction, and from the top of what I had taken for a trunk rose a featureless oval... an orifice gaping at the top. (The Insects from Shaggai,* by J. Ramsey Campbell.)

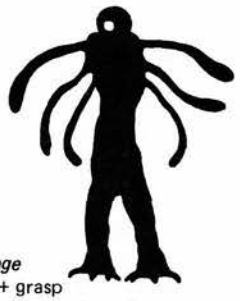
NOTES: These carnivorous aliens come from the planet of Xiclotl *(zye-KLOT-l)*. The Xiclotlans are enslaved by the insects from Shaggai *(shag-GAI)* for their great strength and feeble intellect, and are used as brute laborers.

On their home world, the Xiclotlans worship a legendary species of plant-creature, periodically voluntarily sac-

rificing themselves to these plants.

Xiclotlans can simultaneously use all six of their tentacles in combat. Each tentacle does damage equal to half the creature's damage bonus. Anyone struck by a tentacle not only takes damage, but must successfully resist with his STR against the being's STR or he is firmly grasped and lifted to the being's mouth on the next round. The being can thus swallow one creature a round, but cannot swallow anything larger than one-third its SIZ; naturally a Xiclotlan tears into pieces those entities too large to swallow. Each round after a living creature is swallowed, it takes damage equal to its devourer's damage bonus. After the being has eaten prey of total SIZ equal to the Xiclotlan's own SIZ, the Xiclotlan becomes satiated and can no longer swallow prey, though it can continue to fight.

characteristics	*average*
STR 6D6+30	51
CON 3D6+24	34-35
SIZ 4D6+30	44
INT 2D6	7
POW 3D6	10-11
DEX 4D6	14
Hit Points	40
Move	8



weapon	*attack%*	*damage*
Tentacle	50%	5D3 + grasp
Mouth	automatic	swallows whole – does 5D6 damage per round thereafter

ARMOR: 8-point hide

SKILLS: Hide 60%, Sense Hidden 50%, Sneak 60%.

SPELLS: these creatures normally know no magic.

SANITY: 0/1D6 SAN

Y'golonac (Great Old One)

Description: Y'golonac is a bloated, glowing figure which dwells underground in a vast ruin behind a wall of bricks. It is known to come when its name is read or spoken while evil is present. It is a minor god, but extremely malignant.

Cult: Y'golonac is delineated in the *Revelations of Glaaki,* an occult book. He has only a little cult, but strives mightily after more worship, accosting the especially perverted and subtly evil in an attempt to gain them as his High Priests.

Notes: Y'golonac is usually seen as a normal, somewhat neurotic and flabby human. When a person debased in sin and evil is contacted by Y'golonac, he becomes possessed and absorbed by the deity. His shape can then mutate at will from the form of the possessed individual to that of Y'golonac – glowing, headless, naked and huge, with wet mouths opening in the palms of the hands.

If Y'golonac attacks a person psychically, the person must roll his POWx5 or less each round to avoid being overcome. Once overcome, he loses 1 point of INT and POW each round until Y'golonac is forced away or until his soul and mind are completely destroyed, and replaced with Y'golonac's. Y'golonac will depart if he takes 75 or more points of damage from any source. Y'golonac may normally only attack people that have somehow become aware of him, usually through reading at least a page of the *Revelations of Glaaki.* Y'golonac is clever at getting persons to read passages from that horrid book without knowing they have done so.

In combat against more than one enemy, Y'golonac will use his mouths to devour and destroy any foes. Damage done by Y'golonac's biting mouths will not heal naturally, and the loss is permanent – the suppurating wounds never closing or healing.



Characteristics	
STR	25
CON	125
SIZ	25
INT	30
POW	28
DEX	14
Hit Pts	75
Move	10

Weapon	*Attk%*	*Damage*
Touch	100%	Lose 1 pt INT & POW each round of attack
Devour	100%	1D4 non-healing damage

Armor: None

Spells: Y'golonac knows all Summon, Bind, and Contact spells.

SAN: Those witnessing the transformation from a human body to that of Y'golonac must succeed with a SAN roll or lose 1D20 SAN. One point is lost if the SAN roll is successful.

Yig, Father of Serpents (Great Old One)

Description: Yig is never clearly described, but is mainly an American deity, worshipped by those on this continent. The notorious curse of Yig consists of madness and malformed children.

Cult: Yig is worshipped by Amerinds and voodoo doctors, and may be somehow connected to Quetzalcoatl. He is also worshipped by the serpent people and their kin. His worshippers gain some immunity from poisonous snakes, the ability to talk to snakes, and some arcane rituals and spells.

Notes: A manifestation of Yig would be signalled largely, or entirely, by a carpet of serpents. These snakes would be rattlers in North America. In other places, they might be puff adders or cobras. If Yig desires to slay someone that has offended him greatly, such as a cult member who has exposed secrets or an outsider who has seriously damaged the cult, he will send a sacred snake to kill the offender.

Sacred snakes of Yig are always very large representatives of their species with a white crescent mark on the top of their heads. In North America, the snake would be an enormous tom rattler, 5-6 feet long. The snake appears so swiftly that the victim is always startled and automati-

cally hit unless he can react swiftly (by making an Idea roll). On subsequent rounds, the character must Dodge to avoid being bitten by the snake, which will follow him across the room. If one is bitten by a sacred snake of Yig, no antitoxin will save him. He is a dead man.

Yig himself, on the rare times he appears, may look like a scaly strong man with a serpent-like head or a normal head. He may be accompanied by mobs of snakes. 70 or more points of damage will drive him off.

In hand-to-hand combat, the hand of Yig will grasp, not punch, doing crushing damage to an arm or leg. On the next melee round, Yig will draw the victim to him on a successful STR vs. STR roll and bite him.



Characteristics	
STR	30
CON	120
SIZ	20
INT	20
POW	28
DEX	18
Hit Pts	70
Move	10

Weapon	*Attk%*	*Damage*
Hand	90%	2D6
Bite	95%	1D8 + instant death on penetration

Armor: 6 points of scales. Impaling weapons only hurt Yig on an impaling roll, in which case it will damage him normally, but ignore his armor. Any other hit by an impaling weapon bounces off. Normal hacking and crushing weapons do normal damage, and must count Yig's scaly armor. All objects to strike Yig that penetrate his armor take 3D6 points of damage from the disintegrating effects of Yig's venomous blood. If Yig takes 70 points of damage or more, he is dispelled.

Spells: Yig has all the usual Summon, Bind, and Contact spells. He is particularly adept at Contacting chthonians and obtaining their aid.

SAN: Any character seeing Yig in his true form must make a SAN roll or lose 1D8 points of SAN. There is no loss if the SAN roll is successful.

Yog-Sothoth, the All in One (Outer God)

Description: Yog-Sothoth dwells in the interstices between the planes making up the universe. There, Yog-Sothoth appears as a conglomeration of iridescent globes, which are always shifting, flowing into one another, and breaking. This conglomeration is large in size, but variable, so that at one time it may appear to be 100 yards across, and at another time half a mile or more.

Connections between Yog-Sothoth's appearance and the so-called flying saucers are obvious. Yog-Sothoth desires to enter this plane to feast on the life it contains, but can only do so at certain times.

Yog-Sothoth holds the power to travel within the planes to reach any other time or space. Yog-Sothoth itself is coterminous with *all* time and space. Because of this, Yog-Sothoth has been called the Key and the Gate. In Yog-Sothoth's aspect as Opener of the Way, it is known as Umr at'Tawil [correct Arabic form would be Tawil at'Umr, which means the Prolonged of Life].

Cult: Yog-Sothoth is preeminently the deity of sorcerers and wizards. He grants them the power to travel between the planes, or the power to see into other planes, usually performing the latter gifting its slave with a piece of magic glass or the like. Yog-Sothoth may also give its slaves the ability to command various monsters from distant worlds.

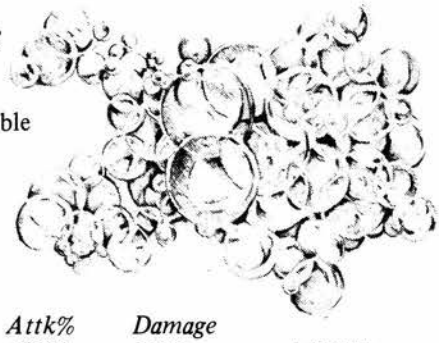
In return for these gifts, the way is opened for Yog-Sothoth to travel from his usual domains to earth to ravage and plunder.

As Tawil at'Umr, all those wishing to travel to distant times and places may safely deal with him. This form seems to be the least malignant way in which to meet him, but even then there is always a danger that Tawil at'Umr will remove its veil and cause utter madness and destruction of those dealing with it.

Notes: Yog-Sothoth can fly through the atmosphere at an enormous speed – normally upwards of 100-200 mph, or even capable of breaking the sound barrier.

Each combat round, Yog-Sothoth may touch one character with its slimy spheres, and that character immediately takes 1D6 points of damage to his CON. This damage is permanent and will not heal normally. It takes the form of corrosion, withering, or corruption of the body part touched, and may also involve an APP loss for the victim. Alternately, Yog-Sothoth may unleash bolts of silvery fluid or fire (at a cost of 1D6 magic points) which can reach over half a mile, and destroy any normal objects struck – knocking down aircraft, and slaying or stunning any or all humans failing to Dodge or jump out of the way. These gouts of energy cover an area up to 5 yards across with their effects.

Yog-Sothoth can transport one character per round anywhere in the universe or anywhere in time by touching him. If the character is not willing to be thus transported, he may successfully resist by rolling his POWx3 or less on 1D100.



Characteristics	
STR	N/A
CON	400
SIZ	Variable
INT	40
POW	100
DEX	1
Hit Pts	400
Move	100

Weapon	*Attk%*	*Damage*
Sphere touch	100%	1D6 permanent CON loss
Silver bolt	80%	Death to all in 5-yard circle

Armor: None. Only enchanted weapons can harm Yog-

Sothoth at all. If he is reduced to 0 hit points, he is dispelled back to the interstices between the planes.

Spells: All

SAN: In its form of Tawil at'Umr, it costs no SAN to view this deity, as it is covered with a mystic cloth. As the iridescent spheres, it costs 1D10 SAN if a SAN roll fails, and 1 point if the SAN roll succeeds. Yog-Sothoth has other forms than the spheres, and if seen in one of those other forms, it costs the viewer 1D100 SAN unless he succeeds with a SAN roll, in which case he loses 1D10 SAN.

Zhar, the Twin Obscenity (Great Old One)

Description: ... *the thing that crouched in the weird green dusk was a living mass of shuddering horror, a ghastly mountain of sensate, quivering flesh, whose tentacles, far-flung in the dim reaches of the subterranean cavern, emitted a strange humming sound, while from the depths of the creature's body came a weird and horrific ululation. (The Lair of the Star-Spawn,* by August Derleth)

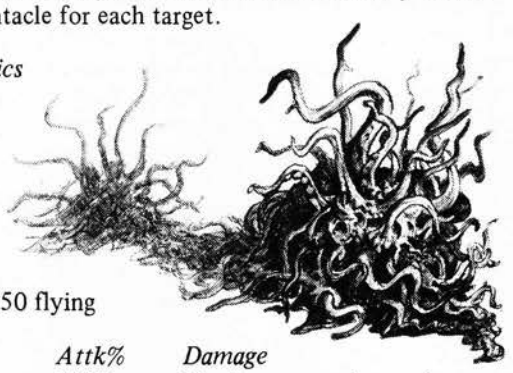
Cult: Zhar dwells in a dead city, buried under the Plateau of Sung in China. There are two equally titanic monsters here. Possibly Zhar possesses two bodies, connected by long expanses of tentacles. The name lloigor is persistently associated with that of Zhar, and this second mammoth may be named Lloigor (do not confuse with the astral race of the same name), or the lloigor may simply be tied to Zhar as worshipers or exploiters.

The Tcho-Tcho people inhabit the Plateau of Sung (among other places), and are known to worship Zhar.

Notes: When approached or disturbed, Zhar will attack by grasping with a tentacle. Anyone grasped will completely disintegrate on the next round, leaving behind only unliving, inorganic objects. The tentacles have a reach of at least 30 yards. Each round, Zhar may attack with one tentacle for each target.

Characteristics

STR	100
CON	100
SIZ	100
INT	30
POW	28
DEX	30
Hit Pts	100
Move	20/50 flying



Weapon	*Attk%*	*Damage*
Tentacle	100%	Death on second round

Armor: 22 points of blubbery flesh which acts as armor.

Spells: Summon and Bind Byakhee, Call Hastur, possibly others, up to the gamemaster

SAN: It costs 1D20 SAN to see Zhar, unless a SAN roll succeeds, in which case 1D6 SAN is lost.

Zoth-Ommog (Great Old One)

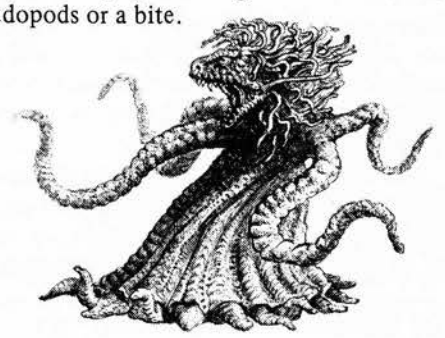
Description: Zoth-Ommog has a cone-shaped body with a lizard-like head. From the head grows a mass of thick serpent-like tentacles. From the base of the neck four thick pseudopods resembling starfish arms project, one on each side of the body.

Cult: Zoth-Ommog has no active cult among humans. Some Deep Ones may worship this malign entity. Zoth-Ommog is evidently buried underneath the Pacific in the corpse-city of R'lyeh.

Notes: Zoth-Ommog, as many other Great Old Ones, can manifest itself through one of its statues. It will generally assault any human on sight, attacking either with one of its gigantic pseudopods or a bite.

Characteristics

STR	40
CON	120
SIZ	60
INT	20
POW	35
DEX	12
Hit Pts	90
Move	50

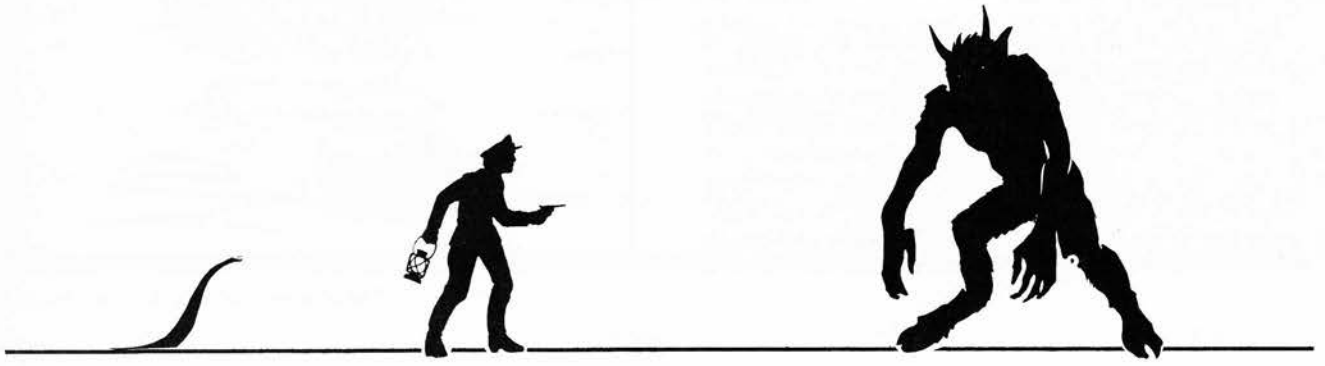


Weapon	*Attk%*	*Damage*
Tentacle	90%	Grapple – on next round squeeze for 5D6 damage
Bite	90%	1D6+5D6 damage

Armor: Zoth-Ommog has the equivalent of 10 points of armor with its thick, blubbery skin, plus it regenerates from all damage done at the rate of 3 points per combat round. Reduction to 0 hit points still forces Zoth-Ommog away for a prolonged period of time.

Spells: All Call and Contact Deity Spells

SAN: All witnessing Zoth-Ommog that fail a SAN roll lose 1D20 SAN. If the roll succeeds, the investigator will still lose 1D6 SAN. □



Magic and Spells

Wherein the methods of summoning and binding Mythos horrors are explained. No sane Investigator would willingly learn such secrets unless forced to by the greatest need.

The magic of the Cthulhu mythos is not that of most fantasy games. There are few spells devoted to blasting and smiting foes, and very few spells are quickly performed. Much of the sorcery will need to be invented by the keeper for his campaign.

The magic is largely devoted to ritualistic summonings of horrible demons and entities and trying to coerce them into obeying one's wishes. The spells are learned by resorting to ancient books of lore, or by learning from a wizard.

The Books of the Cthulhu Mythos

The numerous volumes of arcane lore and their various editions and translations are the backbone of the mythos. These books will be a major source of power for the characters, and defeating some terrible monster may be made palatable by the prospect of gaining some book or other.

The following conventions are used in the list of books following: *title* refers to the name of the book; *language* gives the language the reader needs to be familiar with in order to read the book; *+ to knowledge* gives the number of points added to the reader's ability in Cthulhu mythos. *Spell multiplier* gives the percentage chance that the reader will learn spells or other arcane arts from reading the work; *effect on SAN* is the amount of SAN lost by reading the work.

Unlike SAN loss from being frightened by monsters, SAN loss from reading a book is automatic. There is no way to lessen the impact.

With some of the books, I have listed the author or translator for interest's sake. Also, since some books come in varying editions, an asterisk (*) has been placed beside the names of books which are later editions of the books listed just over them. For example, the *Necronomicon* of Dr. John Dee is marked with a "*" because it is a later edition of the book above it, namely *Al Azif,* by the Arab. I hope this is not confusing. The only books with duplicate editions listed are *Al Azif* (also known as the *Necronomicon), Unausprechlichen Kulten* (later known as *Nameless Cults),* and the *Liber Ivonis* (known as *Livre d'Ivon* or the *Book of Eibon).* Other editions of the remaining works are at the option of the keeper.

Language: When a character gets his hands on one of the books, he may attempt to read it by spending at least 2D6 months in serious study (this need not be consecutive months), and then rolling his skill in the appropriate language on 1D100. If he succeeds, he takes the SAN loss tied to the book and also gains the benefits contained in the work. If he fails to make the roll, it is assumed that he



The shaman cast blue dust into the fire.

Books of the Cthulhu Mythos

1D100	*Title*	*Language*	*+ to Knowledge*	*Spell Multiplier*	*Effect on SAN*
01	***Al Azif*** (by Abd al-Azrad)	Arabic	+18%	x5	-2D10
02	****Necronomicon*** (tr. by Theodorus Philetas)	Greek	+17%	x5	-2D10
03	****Necronomicon*** (tr. by Olaus Wormius)	Latin	+16%	x5	-2D10
04	****Necronomicon*** (tr. by Dr. John Dee)	English	+15%	x4	-2D10
05-08	***Cultes des Goules*** (by the Comte d'Erlette)	French	+14%	x2	-1D10
09-12	***De Vermiis Mysteriis*** (by Ludvig Prinn)	Latin	+12%	x3	-2D6
13	***Unausprechlichen Kulten*** (by von Junzt)	German	+15%	x4	-2D8
14-16	****Nameless Cults*** (pub. Bridewell)	English	+12%	x3	-2D8
17-20	****Nameless Cults*** (pub. Golden Goblin Press)	English	+9%	x2	-2D8
21-22	***Liber Ivonis***	Latin	+13%	x2	-2D4
23-24	****Livre d'Ivon*** (tr. Gaspard du Nord)	French	+12%	x2	-2D4
25	****Book of Eibon***	English	+11%	x2	-2D4
26-30	***The Golden Bough*** (Frazer)	English	+5%	x1	-1D2
31-34	***Witch-Cult in Western Europe***	English	+4%	x1	-1D3
35-37	***Pnakotic Manuscripts***	English**	+10%	x2	-1D8
38-40	***Book of Dzyan***	English**	+9%	x1	-1D6
41-44	***Azathoth and Others*** (poetry by Edward Derby)	English	+4%	–	-1D4
45-47	***People of the Monolith*** (poetry by Justin Geoffrey)	English	+3%	–	-1D3
48	***R'lyeh Text***	Chinese	+15%	x4	-2D8
49-50	***Cthaat Aquadingen***	English**	+13%	x3	-2D8
51-52	***Eltdown Shards***	English**	+11%	x2	-1D8
53-54	***Celaeno Fragments***	English**	+9%	x2	-1D8
55-56	***Sussex Manuscript***	English**	+7%	x2	-1D6
57-58	***Ponape Scripture***	English**	+5%	x2	-1D6
59-60	***Zanthu Tablets***	English**	+3%	x2	-1D6
61-63	***Revelations of Glaaki***	English**	+15%	x3	-2D6
64-65	***Seven Cryptical Books of Hsan***	Chinese	+8%	x3	-1D8
66-67	***Prodigies in the New-England Canaan*** (by Reverend Ward Phillips)	English	+4%	–	-1D6
68-69	***True Magick*** (by Theophilus Wenn)	English	+6%	x2	-1D8
70-71	***Monstres and Their Kynde***	English	+8%	x1	-1D8
72-74	***G'harne Fragments*** (tr. Lord Wendi-Smith)	English**	+10%	x2	-1D10
75	***Cthulhu in the Necronomicon*** (by Dr. Shrewsbury)	English	+6%	x1	-1D6
76-00	Keeper's Choice	various	varies	varies	varies

* translation of work listed above.

** the work is found translated into English, but originally was not in that tongue.

was able to get enough of the gist of the work to lose his SAN, but not enough to gain any other benefits. If he does succeed in his Read Language roll, he may attempt to go up through experience. If he fails his roll, he may not try to read that particular work again until he has increased his current skill in that language by at least 10%. If a character has failed to read a book (losing the appropriate SAN) and then tries again, he will only lose half the SAN rolled (round fractions up). Once an investigator has successfully read a book, he will no longer lose any SAN upon again perusing it.

+ to Knowledge: Once a character has successfully studied and read a book, this number is immediately added to his Cthulhu mythos skill.

This number also gives the book's usefulness as a reference tool. Whenever a character needs to find out a specific fact about the Cthulhu mythos (such as how long it takes for a chthonian to reach maturity, or approximately where Y'golonac's body awaits its resurrection), he may spend several hours of hard study poring over a book. Multiply the book's Knowledge + by 5 and attempt to roll that or less on 1D100. If the roll is a success, then the fact, or at least allusions to that fact were found. If the roll was a failure, then there was nothing about that in the book. In either case, the keeper should make a note to the effect of what was or was not contained in the book for future reference. Of course, the keeper may always state as to whether or not a certain fact is contained, and may have the discovered fact be as obscure as he desires.

Example: Harvey Walters has obtained the dread De Vermiis Mysteriis. *In a recent experience, he overheard references to the "Moon-Lens" and is quite curious as to what this means, since the reference was in a fairly ominous tone. He turns to his new book, and reads it. Since* De Vermiis Mysteriis *has a knowledge + of 12, it has a 12x5 or 60% chance of containing a reference to the desired fact. Harvey rolls 47, and the keeper informs his player that, while the Moon-lens' nature and description is not contained in* De Vermiis Mysteriis, *the book does contain a reference to a special sort of quartz found in central Africa which can be used to "see the Moon-lens clearly." Harvey is mystified by this, but decides shortly that it must mean that he is supposed to look at the moon through a glass of this quartz, and starts pestering his editor for funds to travel to Africa.*

Spell Multiplier: After a character has successfully studied a book, he may attempt to learn spells from it. The keeper should make a listing of the various spells in a given book, and the order in which they can be deciphered. When a character tries to learn spells from a book, he must spend 2D6 weeks in study and then try to roll his INT times the spell multiplier or less on 1D100. If he succeeds, he has learned a spell. If he fails, he has wasted his time. A character may try again and again, taking 1D6 months each time, and learning new spells until he has learned all the spells contained in a particular book.

When a spell is determined for a book, the keeper should make a note of it, and when anyone else reads that same book, the first spell learned should be the same as the first spell learned by the previous readers.

SAN: This has been already explained at the beginning of this chapter. The character loses this amount of SAN (no SAN roll can be made to reduce the loss) when he first tries to read the book. On each subsequent attempt, he loses half this amount (round fractions up) until he has finally succeeded, when he will lose no more SAN.

Second Editions: As previously explained, the asterisk (*) means that the book is a translation of the one listed above it, without an asterisk, which would be an original edition of that work.

When one edition of a work is read and understood, it has definite effects on the other editions of that work read by an investigator. After a successful reading, SAN is not lost again in reading the work, no matter how many different languages and editions are subsequently read. The Cthulhu mythos knowledge that a character may gain from reading different editions is limited. The highest bonus of all the editions that he has read is used as his bonus.

Example: Harvey Walters gets a copy of the Golden Goblin edition of Nameless Cults, *and adds 9% onto his Cthulhu mythos skill. Later on, he gains a copy of the Black Book,* – the original German edition, *which adds 15% onto Cthulhu mythos. However, since Walters has already added 9% onto his skill by reading a less complete edition of the work, he only gets to add 15-9 = 6% onto his skill. Later yet, he gets a copy of the Bridewall edition of* Nameless Cults. *He may add nothing to his Cthulhu mythos skill for this book, as its bonus is only 12%, less than the 15% he already has gained in owning the original edition. In acquiring and reading these three books, Harvey only had to lose the 2D8 points of SAN once, as he successfully read the book the first time.*

The double asterisk found after the *Language* column in some books means that the book is found here translated into English, but was not originally in that tongue. If a copy of the work (usually around a one-third chance of this) is found to be in the original, usually non-human, tongue, it is more potent. Add +3% to the Knowledge increase that the work provides, and add +1 to the spell multiplier. It is treated as another edition of the same work. The exact language of the original is up to the keeper. The 1D100 roll at the head of the chart is for the convenience of the keeper to use if he or she cares to randomly determine a particular book that a character finds. Note that the roll of 76-00 gives no specific book. For this, the keeper may make up his own book, using the previously given works as guides. He or she could also have the books be useless, or be an old diary or black magic grimoire. Diaries often add to Cthulhu mythos knowledge (especially when written by the right people), but hardly ever have spells. Grimoires, on the other hand, usually lend only minimal increases to the Cthulhu mythos skill, but may have as high as x2 or even x3 spell multipliers. However, most grimoires have only a x1 spell multiplier. The amount of SAN lost in reading



The sacrifice.

one of these books must also be specified by the keeper. The amount of SAN lost should be commensurate with the amount of benefits the book contains.

Other Means of Learning Spells

A person knowing a spell can teach it to another by spending time with him in a one-on-one situation. Each week the trainee may attempt to roll his INT or less on 1D100. Once he succeeds, he has learned the spell.

Another way to learn a spell is from a deity or monster. The entity may either give his follower a tablet or scroll containing the spell (from which it may be learned as if it were a book) or the entity may telepathically imbed the spell in the target's mind. This takes only a few minutes. The target must succeed with an Idea roll to retain the spell's knowledge after the entity leaves.

SPELLS AND MAGIC OF THE CTHULHU MYTHOS

Magic Points

All characters have magic points (MPs) equal in amount to their POW at the start of the game. These MPs can be expended by the character to cast spells. A character cannot expend more MPs than he possesses. Magic points are regenerated by POW at the rate of one-quarter of the user's POW per 6 hours (round down any fractions). Thus, at the end of a full day, all the user's magic points would be regenerated. Magic points will never be regenerated above the character's POW. If a character were to somehow obtain more magic points than his POW, he could use them in casting spells, but they would not be regenerated.

If a character's Magic Points reach 0, he will fall unconscious and remain in that state till his MPs have increased to at least 1.

Casting Spells

Several requirements must be met before a game spell can be successfully cast. In most spells magic points are required of the caster or the spell will not work. In some cases the spell uses POW. POW does not regenerate. It will remain at that lower value until further lowered or somehow raised.

The second requirement for spell casting is that of a physical component. Some spells lack a physical component, and other spells may share components with each other. Usually a physical component may be used again and again for a spell (such as the necessary great menhirs used for the summoning of He Who is Not to be Named), but other times this component is used up in the course of the spell (such as drinking space-mead).

The third requirement is that of time. All spells take some time to cast. This may vary from only a few minutes or seconds to over a week.

The fourth requirement is the incantation. The user must know the spell and reiterate a sometimes complex and lengthy chant. The spell caster must have freedom of movement and usually voice as well to cast the spell.

The last requirement is SAN. Whenever a spell is cast, the user will usually lose some of his SAN. The loss varies from spell to spell, and is grossly large for some spells. In general, all such SAN losses are automatic – no SAN roll will reduce the loss.

Spell Choices for Cthulhu Monsters

The following table divides all the spells into various categories. These may be used to determine what spells a particular alien entity knows, or is likely to teach its worshippers or followers.

Summoning Servant Races

There are a group of spells, each summoning a different being, but sharing several characteristics in common, which are discussed under this heading. All these spells are distinguished by the use of the word "Summon" in the title. Knowing one of these spells is of no use whatsoever in attempting to cast any of the others.

All the Summonings require the expenditure of magic points at the rate of 1 MP per 10% chance for success (exception: Summon Servitor of the Outer Gods). For each MP that the character is expending in the spell, he must spend at least 5 minutes in chanting and gesticulations. The character may spend as many magic points as he likes, but more than 10 points is counterproductive. Even if 10 points are expended, there is still a 5% chance for failure – if the caster rolls 96-00.

If the spell is a success, the desired being will appear within 2D10 minutes after the chanting ends. Only one being will appear per spell cast. The caster loses 1D3 SAN each and every time that he casts a Summon spell. Other Summon spells besides these certainly exist, but this list should give a good starting point. Of course, when the Summoned being arrives, it may cause additional SAN loss. Most of these spells require a material component.

Summon Byakhee: This spell requires the material adjunct of a whistle, which must be blown during the Summoning. For each point of POW permanently expended in enchanting the whistle (knowledge of how to do this may or may not be included in the original spell's description, at the keeper's option – it may be found in a different place altogether), 10% is added to the spell's probability for success. Such a whistle may be used again and again. This spell may only be cast successfully at night when Aldebaran is above the horizon (October through March are the best months). The byakhee will flap down out of the sky, still icy from space.

Summon Dark Young of Shub-Niggurath: This spell requires a blood sacrifice of some beast with a SIZ of 8 or larger. The summoner must use a knife to make certain ritual cuts in despatching the victim. This spell may only be cast outdoors in a wood, and during the dark of the moon. The Dark Young will stalk out of the woods when summoned.

Summon Dimensional Shambler: This spell requires the use of a dagger, which must be made from a pure elemen-

SPELLS FOR MONSTERS

Category	*Associated Spells*
Elder God	Summon/Bind Nightgaunt Contact Nodens Brew Space-Mead Elder Sign
Other God	Summon/Bind Dark Young of Shub-Niggurath Summon/Bind Hunting Horror Summon/Bind Servitor of the Other Gods Call Azathoth Call Shub-Niggurath Call Yog-Sothoth Contact Nyarlathotep Resurrection Dread Curse of Azathoth Shriving Voorish Sign Powder of Ibn-Ghazi Create Gate
Independent Races	Summon/Bind Dimen. Shambler Summon/Bind Star Vampire Contact Chthonian Contact Flying Polyp Contact Hound of Tindalos
Great Old One or Servitor Race	**Summon/Bind Byakhee** **Summon/Bind Fire Vampire** **Contact Deep One** **Contact Elder Thing** **Contact Formless Spawn of Tsathoggua** **Contact Ghoul** **Contact Fungi from Yuggoth** **Contact Sand-Dweller** **Contact Spawn of Cthulhu** **Call Cthugha** **Call Hastur** **Call Ithaqua** **Call Nyogtha** **Contact Cthulhu** **Contact Tsathoggua** **Contact Yig** **Create Gate** **Brew Space-Mead**

tal metal, and may not be an alloy of any sort (including steel). The blade may be enchanted, by expending a point of POW permanently on it. (Knowledge of how to do this may or may not be readily available, at the keeper's option), in which case +10% to chances of success are given for every point of POW in the dagger. This spell may be cast anytime. The shambler simply forms out of the air.

Summon Fire Vampire: This spell requires a bonfire or other source of flame for success. The spell may only be cast at night when Fomalhaut is above the horizon (September through November are the best times).

Summon Hunting Horror: This spell requires a blood sacrifice of a sentient being (usually human). The caster does not perform the sacrifice himself – it is taken by the Hunting Horror when it arrives. If no sacrifice is available for the horror, it will take the caster. This spell may only be cast at night in the open air.

Summon Nightgaunt: This spell requires a stone emblazoned with the cryptic Elder Sign. The stone must *not* be star-shaped. The spell is only effective at night when the moon is below the horizon.

Summon Servitor of the Outer Gods: This spell may be cast anywhere and at any time that is especially unhallowed. Typical nights would be Midsummer's Eve, Mayday, Halloween, and Walpurgis Night. Other nights could also work, at the whim of the keeper. A flute is required for the success of the spell. This flute may be enchanted to increase chances for success, at a cost of 1 point of POW permanently gone for a 10% increase in chances of success. This spell costs triple normal costs for success – that is, it takes 3 magic points for a 10% chance of success.

Summon Star Vampire: This spell is only castable at night under a cloudless sky. The caster needs a book in which is inscribed the words of the spell. The book may be enchanted to increase chances for success, at the rate of 1 point of POW permanently gone per +10% chance.

Binding Servant Races

For each Summon spell, there is an appropriate Bind spell. Thus, there is a Bind Byakhee, Bind Dark Young of Shub-Niggurath, Bind Dimensional Shambler, and so forth. All these spells are specific to type; the Bind spell for one monster never will work on another.

To cast a Binding spell, the user must spend a combat round intoning the spell's chant, and then expend a magic point. He then matches his magic points vs. the magic points of the creature he is trying to control. If he overcomes the creature's magic points on the resistance table, it is bound. If he fails, it will always attack him. He may not try to Bind a creature currently engaged in melee with him. A Binding spell must always have a specified, visible target, with one exception: if a successful Summoning spell has been cast, but the creature has not yet arrived, a Binding spell may be cast upon the not-yet-arrived being, so that when it comes it will already be bound by the caster.

A being may not be bound if it is already under the influence of a Binding spell cast by some other individual, or if it is more than 100 yards off (unless it has been summoned by the character attempting the binding).

Once a being has been bound, it must obey one order of the caster, after which it is free to go again. It is considered to be under the influence of the caster's spell until it has fulfilled the letter of his command (if not the

spirit). This order must be specific and limited in duration. For example, "Protect me from all harm." would not be a legal command, but "Slay those four men who are attacking me." would. A being could be summoned to carry one somewhere, preside at a cult ceremony, go to a specific location and slay all found there, or any other deed the keeper's fevered brain can imagine.

The command given the creature by its binder, may not have more words than the INT of the creature, though the binder can point ("Go thataway.") or make other simple gestures.

Each attempted casting of a Binding spell, successful or not, costs the user a point of SAN.

Contact Spells

This is another group of spells sharing characteristics in common, grouped for convenience. As usual, knowledge of one of these spells does not allow the knower to cast any of the others. The effects of the spell are the same in all cases. A member of the Contacted species will come to the caller. The spell takes a minute or two to cast, but the Contactee will not necessarily come immediately, and may delay its coming for a day or two. The beings will usually try to come when their caller is alone, or with no one but cultists or friends of the beings. To make a random determination as to time of arrival, the keeper could roll 1D100 for the number of hours before the Contactee will come. Members of lesser races, such as elder things, sand-dwellers, or mi-go, may arrive in small groups instead of coming alone.

This spell is usually used to get into contact with one of the Elder Races, so that a sorcerer can learn knowledge of skills, magics, and secrets. The contacted race may set up some simple method of being called by the sorcerer, and the keeper should carefully determine their reactions to the sorcerer and play them carefully. If the spellcaster can offer something to the being or beings contacted in exchange for what the caster wants, his chances of success will greatly increase. Remember that these entities often have their own, diabolical plans and schemes. There is no guarantee that the contacted entity would rather bargain with the sorcerer than devour him (especially in the case of such malignant creatures as Flying Polyps or the hounds of Tindalos). In any case, the minds of these alien horrors do not work at all as a human's would.

Each Contact spell costs a certain amount of magic points to cast, depending on the spell. This amount is equal to the minimum possible POW that a member of the Contacted race could have (i.e., a Hound of Tindalos, with a 7D6 POW, could theoretically have a minimum POW of 7, so the appropriate Contact spell costs 7 magic points).

The Contact spells each cost the user 1D3 SAN to cast. Other Contact spells for other races may also exist.

Contact Chthonian: This spell takes 5 magic points to cast. It must be cast at a sight that chthonians are known to inhabit or have surfaced at, such as G'harne in West Africa. It might also be possible to successfully cast this spell at any place where earthquakes have caused extremely deep cracks to form in the earth.

Contact Deep Ones: This spell takes 3 magic points, and may only be cast on the ocean shore, near one of the Deep Ones' submerged towns. The spell involves throwing specially inscribed stones into the water.

Contact Elder Thing: This spell takes 3 magic points and must be cast while over a deep trench in the sea, or while near a magical gate to another world in which the elder things are known to dwell. The most likely trenches are those near Antarctica and the mid-Atlantic rift.

Contact Flying Polyp: This spell takes 9 magic points and must be cast at one of the rare openings into the underworld wherein the polyps live. The caster must actually stand by the opening as he intones the spell and expends the magic points.

Contact Formless Spawn of Tsathogghua: This spell takes 3 magic points and must be cast either at a temple of Tsathogghua (still possessing its statue of Tsathogghua) or at a spot near an opening into the black abyss of N'Kai (evidently somewhere in western North America).

Contact Ghoul: This spell takes 8 magic points. It may only be cast on moonlit nights near an old (at least a century) graveyard or at an ancient crypt. Or at other sites that ghouls are known to favor.

Contact Hound of Tindalos: This spell costs 7 magic points and may be cast anywhere, at any time. It is extremely dangerous.

Contact Fungi from Yuggoth (Mi-Go): This spell takes 8 magic points and must be cast either at the base of a high mountain, or on the mountain itself. The mountain must be part of a range known to be mined by the mi-go. Such ranges include the Appalachians, the Himalayas, and some mountains in Central Africa.

Contact Sand-Dweller: This spell takes 3 magic points and must be cast while in a suitable desert. The desert of the southwestern United States is suitable.

Contact Spawn of Cthulhu: This spell costs 6 magic points and must be cast while at the ocean shore, and near a Deep One outpost, or else near a spot that the Spawn of Cthulhu are known to sleep. This spell will work on various Polynesian isles, off the Massachusetts coast, and over the site of R'lyeh.

Call Deity

It is possible to summon some of the demon-gods of the Cthulhu mythos to one's aid or detriment. The actions of the being when summoned are given under the description of that particular being. As usual, knowledge of one of these spells gives no help in casting any of the others.

All of the Call Deity spells have the same basic chances for success. In each case, one individual must act as the caller for the entire group. He must know the spell, and may expend as many magic points as he desires. Anyone else knowing the spell may expend as many magic points as he desires as well. All others in the group may only expend 1 magic point each. Add up the total number of

magic points being used, and this gives the percentile chance that the spell will work.

For each 1% chance of the spell's success, the entire group must chant for a full minute. Thus, a ritual with a low chance of success will normally take less time. However if the total percentage chance for success exceeds 100%, the extra percentage points may be subtracted from the total time necessary (down to a minimum of 1 minute).

Example: Harvey Walters wants to summon Cthugha to destroy a certain site. He knows the right spell and acts as the caller. He has 6 compatriots, one of whom also knows the spell, and others of which do not. Harvey expends 8 Magic Points (all but one), and his knowledgeable friend expends 12 of his Magic Points as well. Each of the other 5 investigators spend their 1 point each for a total of 5 Magic Points more. The grand total is 8+12+5=25% chance for success. Harvey's group must chant for 25 minutes.

A second, possibly more important use of these Call Deity spells is in Dismissing said deities. The spell to Dismiss any deity is contained within the Call spell, so that anyone knowing how to Call a given deity also gains the knowledge of how to Dismiss it.

Dismissing a deity takes 1 magic point per 5 points of POW or fraction thereof that the deity possesses. In addition, an *additional* magic point must be expended for each 5% cumulative chance of success in the dismissal.

Example: Harvey Walters and his friend George encounter Nyogtha, whom they naturally enough wish to Dismiss. Both Harvey and George know the spell for Calling (and thus Dismissing) Nyogtha, so they go to it. Nyogtha has a POW of 28; they must expend 6 magic points, plus 1 more magic point per 5% chance of dismissal. They have nothing to lose, so each of them give up their entire store of magic points (9 for Harvey and 12 for George). This makes a total of 21. Since 6 points must be spent just to activate the spell, their chance is equal to 21-6 or 15x5% = a 75% chance of success in Dismissing Nyogtha.

Most Call Deity spells require special adjuncts or times when or where the spell may be cast successfully. This does not apply to the Dismiss Deity use of these spells. A Dismiss spell may be cast at any time and at any place.

Casting any Call Deity spell costs the caster 1D10 SAN. Dismissing a deity costs no SAN.

Call Azathoth: This spell may only be cast at night. No special preparations are needed, but the summoning is dangerous. It must be cast outdoors.

Call Shub-Niggurath: A large stone altar must be consecrated before this spell can succeed. The altar must be set in the heart of a dank wood or other wilderness spot, and the spell must be cast from it. The altar is consecrated by being completely bathed in blood – which requires at least 200 SIZ points of victims. Once the altar is consecrated, it may be used again and again. Each time Shub-Niggurath is summoned, 40 SIZ points of victims must be sacrificed, and their blood spilled over the altar. The altar will add +20% to chances of success in casting the spell of Summon Dark Young of Shub-Niggurath. This spell may only be cast at the dark of the moon. For each Dark Young present at the casting of Call Shub-Niggurath, 10% is added to chances for success of this spell.

Call Yog-Sothoth: A stone tower at least 10 yards high must be created for this spell. Each time that the spell is cast, a human sacrifice must be designated for Yog-Sothoth's taking. This need be no more than gesturing towards a nearby village, from which Yog-Sothoth will select a victim. For each point of POW permanently expended in enchanting the tower, +5% is added to the chances of casting this spell from it. The tower must be in an open area, and the spell must be cast under a cloudless sky.

Call Cthugha: No adjuncts for this spell are needed other than a flame of some sort, which the casters must move during the spell's intoning. A match or torch would both be suitable. The spell may only be cast at night when Fomalhaut clears the horizon. September to November are the best months for Fomalhaut.

Call Hastur: This spell requires the enchantment of 9 blocks of stone in a "V" pattern. A point of POW must be permanently expended in enchanting each of the 9 blocks. The stone monoliths need not be regular in shape, but each must have a total volume of at least 9 cubic yards. The spell may only be cast on clear nights when Aldebaran and is above the horizon (generally between October and March). The stone "V" adds +30% to chances for success in casting the spell of Summon Byakhee. Each byakhee present when Call Hastur is cast adds +10% to the chances for success in the spell.

Call Ithaqua: This spell requires an enormous mound of snow upon which the caster must stand. It may only be performed in the far North and only when temperatures are below freezing.

Call Nyogtha: This spell may only be cast at an entrance to an extensive underground cavern, which must (eventually) connect up to the cave wherein Nyogtha dwells.

Contact Deity

Deities may be contacted as well as lesser races. The procedures are different from those followed in Calling a deity, and so are the results. Knowing a Contact spell for one deity does not help in casting any other Contact spell.

In casting any Contact spell, the caster must expend 1 point of POW permenently. This gives him a chance of success equal to half his new Luck roll. Once success is achieved, the deity contacts him in a more-or-less friendly manner, according to its personality and whims. The keeper should play the deity carefully. Since investigators generally will not worship these beings except in passing, they are unlikely to give the characters very good magics or knowledge. The deity will generally not appear personally, but a sending or projection of the god will come.

The deity will contact the spellcaster within 24 hours or so after it has been successfully Contacted. Each casting of any of these spells costs 1D6 SAN.

Contact Nodens: This spell may only be successful if performed while in a remote location, such as on the edge of a sea-cliff. Nodens will contact the caster when he is alone, and in an inaccessible place.

Contact Nyarlathotep: This spell may be cast anywhere, but Nyarlathotep will only appear at the meeting of a group of worshippers or at the initiation of a new follower of the Outer Gods.

Contact Cthulhu: Cthulhu's response is always in the form of a dream or nightmare. He informs his followers of his desires in dreams.

Contact Tsathogghua: When this spell is successful, Tsathogghua may appear in spirit form, as a hazy, translucent projection of his real self (normal SAN losses apply). He will speak audibly to his contacter, but will usually only appear when his contacter is alone.

Contact Y'golonac: Contacting Y'golonac results in the possession of the contacter or of a close associate, who will then approach the contacter. Y'golonac will try to possess the contacter himself if the deity does not feel that he would make a suitable priest. Otherwise, it will inhabit one of the contacter's associates or even a different, random person, and try to convert the contacter through his possessed victim.

Contact Yig: Yig will generally send one or more of his snkes to the contacter. The snakes will bear messages between the god and his contacter.

Other Spells

Brew Space-Mead: This spell is actually a procedure for creating a magical drink. This drink requires five different ingredients – which should be determined by the keeper – and requires at least a week of brewing time. Once finished, it must be enchanted by putting 20 magic points into the brew per dose (this may be done over a period of time). Each dose of the brew will allow a human character to withstand the vacuum and vicissitudes of space. While in space, the investigator will be in a sort of mental and physical stasis, and will be nearly insensible to his surroundings. Upon arriving at his destination (presumably by being carried by Byakhee or something similar), the effects of the space mead end, and the character must drink another dose to travel back through space. In all cases, use of the mead requires the expenditure of magic points. In general, it costs magic points equal to the log to base 10 of the distance travelled in light-years. For example, if a character were to travel 101 light years, it would cost him 2 magic points. If he were to travel a billion light years, it would cost him 9 magic points. In addition, travelling through space costs the character points of SAN equal to the magic points lost. Space-Mead is usually only prepared for immediate use. There are several different types of Space-Mead, each with the same effects, but requiring a different 5 ingredients.

SPACE-MEAD EFFECTIVENESS

Magic Points and SAN Expended	*Distance in Light-Years Not to Exceed ...*
1	100
2	1,000
3	10,000
4	100,000
5	1,000,000
6	10,000,000
7	100,000,000
8	1,000,000,000
... and so on.	

Create Gate: This spell allows the user to make a Gate to other lands, places, and worlds. Each Gate is preset for a single other location. Creation of a Gate requires the permanent expenditure of POW in enchanting the site. The amount of POW that must be sacrificed is equal to the log to base 10 of the distance the Gate covers in miles. The Gate may take many forms, a common one being a pattern of painted lines on a sloor or a peculiar arrangement of stones in a field. Using the Gate costs a number of magic points equal to the POW originally used to make the Gate. If a character going through a Gate does not have enough magic points to make the transition, he goes through anyway, but arrives at the other side dead.

GATE CREATION COSTS

POW or magic points Expended	*Distance in Miles Not to Exceed ...*
1	100
2	1,000
3	10,000
4	100,000
5	1,000,000
6	10,000,000
7	100,000,000
8	1,000,000,000
9	10,000,000,000
... and so on.	

Example: Harvey Walters comes upon a spell to make a Gate, and decides to make a Gate to go to Mercury. At the furthest, Mercury is about 140 million miles away, so the log to base 10 comes between 8 and 9 (always round down). Thus Harvey would have to sacrifice 8 points of POW in order to have such a Gate.

Gates are designed for returns as well as departures. To return, a character must make a return Gate attuned to the Gate used to move initially. This costs no POW. All the character needs to do is go through the initial Gate, and while on the other side ink out or otherwise make a

copy of the Gate through which he came. Then the traveller expends magic points equal to the POW expended in making the original Gate, and the return passage is operational.

Gates are known that are capable of *changing* those passing through them, the better to aid their survival on an alien world, and there may be Gates that can go to more than one destination. These elements would have to be introduced by the keeper.

Creating a Gate costs no SAN. Each use of a Gate costs one point of SAN.

SAMPLE LOCALES AND DISTANCES

Sample Locale	*Distance in Miles*	*(POW needed)*
1 Astronomical Unit	93,000,000	(7)
1 Light Year	5,900,000,000,000	(12)
1 Parsec	19,000,000,000,000	(13)
Moon	230,000	(5)
Mercury	140,000,000	(8)
Venus	160,000,000	(8)
Mars	250,000,000	(8)
Jupiter	600,000,000	(8)
Saturn	1,000,000,000	(8)
Uranus	1,900,000,000	(9)
Neptune	2,800,000,000	(9)
Pluto (Yuggoth)	4,600,000,000	(9)
Proxima Centauri	24,000,000,000,000	(13)
Sirius	52,000,000,000,000	(13)
Fomalhaut	140,000,000,000,000	(14)
Vega	160,000,000,000,000	(14)
Aldebaran	320,000,000,000,000	(14)
Other side of Milky Way ...	600,000,000,000,000,000	(17)
Andromedan Galaxy ...	6,000,000,000,000,000,000	(18)
Distant Quasar ...	30,000,000,000,000,000,000,000,000	(25)

Resurrection: This is a rare spell, with a misleading name It enables the user to take the complete corpse of a being and reduce it by various essential salts and compounds into a fine, usually bluish gray, powder or ash. Under the influence of a magical spell, the powder will take the form of the original being. All the dust must be present for the resurrection to be a success. If only part is there, what the magician will get will have "onlie the liveliest awfullness" in it. The complete corpse of the being need not be all in one piece. As long as the coffin is intact, and sufficient care is taken to scrape together all the fragments of dust within it, the spell is likely to be a success.

By reciting the spell's formula backwards, it may be used to dissolve a resurrected entity back into the dust. In doing this, the formula reciter matches his Magic Points vs. the target's Magic Points. If the spell user wins the struggle, then the target dissolves back into dust. Otherwise, it remains, and may try to prevent the spell user from reciting the spell a second time. Reciting the spell backwards takes two combat rounds.

Either use of the spell costs the user 3 Magic Points. Also, each use of the Resurrection spell costs the user 1D10 SAN. Using the reverse formula to dissolve a "returnee" back into his component dust costs 1D6 SAN. Being resurrected by this spell costs one 1D20 SAN.

Dread Curse of Azathoth: By repeating the secret name of Azathoth, one can generate respect for oneself in any being conversant with the mythos. This is due to the "curse" effect. By repeating the secret last syllable of the Name of Azathoth, and directing the effects of that Name against a particular foe (a roll on the resistance table matching Magic Points vs. Magic Points is necessary), one causes the target to lose (permanently) 1D3 POW. This spell is usually used to coerce and threaten recalcitrant creatures. Each use of the Name costs the speaker 1D6 SAN and 4 magic points.

Powder of Ibn-Ghazi: This magic powder has 3 ingredients, which must be compounded carefully and strictly according to the directions. The exact ingredients are up to the Keeper.

The powder is used either by blowing it from a tube, or by throwing it over the target. It has the ability to make invisible things visible. This includes magical lines extending from all places enchanted for the Calling of any deity or the aura around a Gate. It also works on invisible creatures, of course. The duration of the powder's effect is no more than 10 heartbeats. Using the powder costs no SAN, but seeing what it exposes may.

Shrivelling: This curse takes two combat rounds to intone, and costs the caster a variable number of magic points. It blasts and blackens the victim, giving him one point of damage per magic point the caster invests in the spell. To succeed, the caster must overcome the target's magic points with his own on the resistance table. Casting this spell costs SAN equal to ½ the magic points spent.

Voorish Sign: This is a complex hand-gesture that serves to aid in the casting of other spells. All spells have their chances for success increased by 5% if the Voorish Sign is performed with it. Using the Voorish Sign costs the user 1 magic point and 1 SAN.

Elder Sign: The Elder Sign may be formed into the shape of a leaden seal, carved in rock, or drawn in the sand. When emblazoned across an opening, it makes that path unusable to the minions of the Great Old Ones and Outer Gods. The Sign is star-shaped, with an eye with a flaming pupil in the center of the star. This is the most effective technique for sealing off an entrance to the Outer Gods, Great Old Ones, and their minions. Making an effective Elder Sign also involves permanently sacrificing 2 POW (but no SAN).

Enchant Item: There is no one "Enchant Item" spell. Rather, there are several different spells used to create

Basic Mythos Spells

1D100	*Name of Spell*
01-02	Summon Byakhee
03	Bind Byakhee
04-05	Summon Dark Young of Shub-Niggurath
06-07	Bind Dark Young of Shub-Niggurath
08-09	Summon Dimensional Shambler
10	Bind Dimensional Shambler
11	Summon Fire-Vampire
12	Bind Fire-Vampire
13-15	Summon Hunting Horror
16	Bind Hunting Horror
17-18	Summon Nightgaunt
19	Bind Nightgaunt
20-21	Summon Servitor of the Outer Gods
22	Bind Servitor of the Outer Gods
23-24	Summon Star Vampire
25	Bind Star Vampire
26-27	Contact Chthonian
28-30	Contact Deep Ones
31-32	Contact Flying Polyp
33-34	Contact Formless Spawn of Tsathoggua
35-37	Contact Ghoul
38-39	Contact Hound of Tindalos
40-42	Contact Fungi from Yuggoth
43-44	Contact Old One
45-46	Contact Sand-Dweller
47-48	Contact Star-Spawn of Cthulhu
49	Call Azathoth
50-51	Call Shub-Niggurath
52-54	Call Yog-Sothoth
55	Call Cthugha
56	Call Hastur
57-58	Call Ithaqua
59	Call Nyogtha
60	Contact Nodens
61-63	Contact Nyarlathotep
64-66	Contact Cthulhu
67-68	Contact Tsathoggua
69	Contact Y'golonac
70	Contact Yig
71-72	Brew Space-Mead
73	Create Gate
74	Resurrection
75-76	Dread Curse of Azathoth
77-79	Powder of Ibn Ghazi
80	Shrivelling
81-82	Voorish Sign
83-85	Elder Sign
86-90	Enchant Item
91-00	Other Spells, at keeper's discretion

magical objects, each of which must be learned separately. However, they have been grouped here for convenience.

Each spell is used to enchant a different device to use with some of the spells listed above. The criterion for each spell is the same, involving a blood sacrifice, the permanent loss of 1 or more POW, and 1D4 SAN, and at least a day of time.

Other Spells. Other spells can be devised by the keeper. It is recommended that most introduced spells be limited to techniques of calling, summoning, or contacting alien monsters.

I have purposely left out some obvious spells, keeping the idea in mind that Lovecraft generally invented his spells when needed. Thus, a creative keeper should be able to make up a new spell for any occasion, if conditions warrant.

Increasing POW

When a character successfully casts any spell which requires him to match his magic points or POW on the resistance table vs. the target's magic points or POW, his POW has been exercised, and may increase. Subtract his current POW from 21 and multiply the difference by 5 to get his percentage chance of increasing by 1D3 points.

Example: Harvey Walters has succeeded in casting the spell of Bind Fire-Vampire against a recalcitrant Vampire which was attempting to burn him to death in his car. After ordering the being back to whence it came, Walters has a chance of increasing his POW. His current POW is 8. Subtracting this from 21, he gets 13. Thirteen times 5 is 65%, so he has a 65% chance of going up. He lucks out and rolls a 34, so his POW goes up 1D3 points. He lucks out again, and it goes up 3 points. His POW is now 11.

Another way of increasing POW is by trading SAN for it. More powerful and effective individuals often seem to be a little irregular in their ways. For each 10 points of SAN sacrificed for this purpose, POW goes up 1 point. If a character has 9 or less SAN, he cannot do this.

A third method is by coercing or convincing deities to give one POW in return for something from the recipient. This method is best left up to the keeper.

Finally, whenever a character is forced to make a Luck roll, and rolls a 01 on the percentile dice, he may attempt to increase his POW as if he had overcome another's magic points or POW (i.e., subtract current total from 21 and multiply remainder times 5).

Increasing a character's POW does not raise his SAN in any way, though his Luck roll will increase.

Magical Items

It is preferable for the keeper to provide his own magic items, rather than having a ready-made list available for the characters. Each magic item should be crafted and carefully planned, both as to its advantages and disadvantages. This is not to say that the items should never be duplicated, but that they should be unpredictable.



Setting sail toward the Dreamlands.

Magic items should generally be of the type that allows the character to probe more deeply into the mythos or that allow him to encounter other monsters, dimensions, or areas. Some magic items that could profitably be included in a healthy campaign are listed and briefly described here:

The Glass from Leng: A magic piece of glass which allowed the owner to see into other places randomly. He would inscribe a pentagram in red chalk, recite a brief verse, and then the glass would show him a scene from some area inhabited by the beings of the Cthulhu mythos. Unfortunately, they could also see through to his side of the glass ...

The Plutonian Drug: This was a drug which had the ability to send the user's mind back in time. It had the unfortunate side effect of sometimes sending them so far back that they encountered entities capable of travelling forward after them.

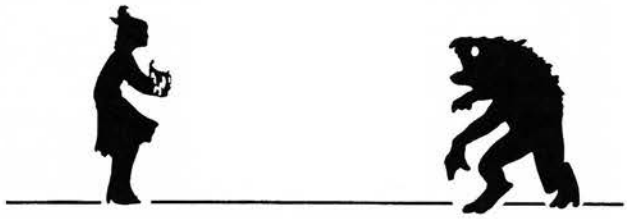
The Shining Trapezohedron: When this bright jewel-like object was placed in total darkness, it summoned the Haunter of the Dark – Nyarlathotep – in a form that could not endure light. The Haunter could not, unfortunately, be dispelled again without very potent ceremonies.

The Lamp of Alhazred: This lamp gave forth vapors when lit that sent the mind of the breather into ecstasies of vision. These visions showed the breather strange and weird landscapes of the mythos.

Other reasonable magic items could include functioning Gates, magical adjuncts to the various other spells, and magic books.

Other Spells

Naturally many more spells exist, some not at all Mythos-related. For a sample, see pages 166-177 of this book. □



How to Play the Game

Wherein the secrets of successful roleplaying are revealed. **Call of Cthulhu** *games are quite different from other roleplaying games. They depend upon the creation of a suspenseful atmosphere and unified Investigator action against overwhelming odds.*

Call of Cthulhu differs in feel and motivation from other roleplaying games. In many such games, an effective technique is to confront and attempt to destroy obstacles directly. Such a course of action will lead to disaster in a typical *Call of Cthulhu* scenario. The majority of the otherworld monstrosities are so terrible that any attempt to openly combat them will end gruesomely the player's character. Even the merest glimpse of some of the more macabre horrors can send a character into screaming insanity. What can a player do, then?

The first step in a *Call of Cthulhu* scenario is to determine what you are up against. This may involve going to the library, speaking with local residents, trying to obtain journals and diaries of those involved, and comparing reports of the problem with the character's arcane books. After some evidence accumulates, the players may want to send one or two characters to see if they can spot or hear anything interesting. If a slimy hole has been found in the back of the old Marsh mausoleum, send a character through to see what he can see. Ideally, a scout should be well-equipped and prepared for instant flight. If feasible, it may be smart to put the scout in a car, aircraft, or boat for the trip. The scouting party should be small because, realistically, there is an excellent chance that the scout or scouts may not return. "Safety in numbers" does not apply here – the eldritch horrors are likely to be able to dispose of fifteen unprepared investigators as easily as of two or three. Even the death of the scouting party may tell the main party something, though. The scouting party should consist of characters with high SAN and good mobility. The scouting party should avoid trying to destroy or to foil all Cthulhu mythos activity (except as necessary in escaping), restricting their activities to studying and spying out the foe.

If and when the scouts return, make a plan to deal with the problem. In a small party, everyone may participate in the scouting trip. Even in such a case, after the exploration, they should return to a safe place and make plans. Commonly, novice players will sink into despair and assume that any danger is too much to face. This usually is not so, as any competent keeper will try to match the dangers to the party's capabilities. However, if disaster occurs and Elder Horrors overwhelm the party, it is best to flee with what remnants of the group are left and leave the scenario as "a story better left untold!" If the keeper consents, the players may attempt the same scenario again later on, as they have become more competent and their investigators better able to handle themselves. Of course, the keeper is within his rights in beefing up the monsters and dangers of the scenario. After all, the horror has had all that much more time to grow.

The best way to destroy the dangers in a scenario is to use brain instead of brawn. The investigators should use direct action and engage in combat only against creatures that have attacked them. Otherwise, they should rely on spells, defacing monuments, the Elder Sign, and similar techniques in destroying the monsters. If the investigators find out that there is a grisly demon inhabiting the old rickety mine shaft, they need not climb down it again and get eaten or struck permanently insane. They could set fire to the mine supports, dynamite the shaft, or pour concrete into the opening, thus burying the hideous threat forever (?).

A smart maneuver is to divide characters into two general classes or types. One type is the wise old professor, who spends his time reading arcane manuscripts and learning the Sanity-blasting spells able to send the Elder Horrors back whence they came, as well as learning and increasing his Cthulhu mythos knowledge. This kind of character is typically of little use if a fight develops, and generally has a low SAN, due to intensive study of the mythos. The second type is that of the tough, high-CON guy able to fight well, whether with fists or guns. This character should leave the more eldritch aspects of the mythos to others, so that he can keep a high SAN and thus remain suitable as a bodyguard and for scouting missions. Other "types" of characters could be developed,

but the basic pattern should be obvious. *No* one character can learn to do everything, and thus no one character can be prepared for all eventualities. Because of this, characters need to operate in well-balanced groups (or at least to stick to scenarios in which their particular deficiencies will go unnoticed).

Avoid too much gunplay. Trying to win scenarios by shooting up the monsters and their accomplices will result in bad things happening. First, the police/FBI/whoever may become involved, especially if the players shoot some high priest of Yog-Sothoth. Witchcraft was not enforced as a crime in the U.S.A., and the investigators may well be carried off to prison babbling about diabolical gods and human sacrifices. Further, an observant keeper may notice that the players' response to difficulties is to shoot their way out and react accordingly, by presenting the investigators with monsters immune to gunfire or by giving the investigators a taste of their own medicine. Three or four gunslinging worshippers of Yig could well prove more than the players would like to handle! Always remember that in *Call of Cthulhu,* as in the real world, guns are lethal! Avoid overuse of them and try to avoid confrontations involving them.

Every campaign will have its own feel. The above guidelines may or may not prove fully useful in some other campaign. For example, if gangsters and/or foreign spies are a common feature in a campaign, the characters may want to carry concealed weapons for self-defense. On the other hand, in a campaign in which the investigators devote their time to studying the grislier mysteries of the Cthulhu mythos in Hollywood, the only use for a gun may be to shoot oneself if in danger of permanent madness.

How to Set Up a Scenario

Each scenario in *Call of Cthulhu* should be organized like the layers of an onion. As the characters uncover one laer, they should discover another. These layers should go on and on, until the players themselves decide they are getting too deep and stop their investigations. On the surface, the scenario should look like it is no more than a conventional "haunted house," mystic cult, or even a hoax. As the investigators delve deeper into the mystery, hints and notes should be given showing the greater significance of this particular haunted house in the scheme of things. If the players choose to investigate these hints, he should be led on to yet another scenario or adventure. For example, take *The Case of Charles Dexter Ward,* the only horror novel written by Lovecraft. In this novel, the hero begins by investigating the ancient writings of his wizard ancestor. As he investigates deeper (the first layer of the onion) he discovers a technique to raise the dead and so raises his ancestor, who proves to look almost exactly like the hero. His ancestor then becomes his mentor in the arcane arts (the second layer of the onion). However, the hero proves too "squeamish" and his ancestor murders him and takes his place (end of scenario for the hero). The hero's doctor then starts his investigations along the same lines as the hero (the new first layer of the onion). He finds that the ancient house of the sinister ancestor still stands, and visits it (the second layer of the onion). While there, he encounters numerous horrific sights, beings, and makes other discoveries, among them how to lay to rest the evil ancestor whom he suspects has displaced the original hero (the third layer of the onion). The doctor finally gets to the insane asylum where the evil ancestor is masquerading as the original hero and he destroys the ancestor.

Although the novel goes no further, other steps could be taken: a Being destroyed some of the ancestor's cronies, but were there others? Were there surviving notes, devices (and guardian monsters) at the homes of those cronies? At the ancestor's centuries-old house there were deeper crypts than the doctor wished to explore. What was in them? Was the malignance of the Being that the doctor unleashed limited only to the ancestor and his brother wizards, or does it now have diabolic plans of its own?

Each layer of a scenario should present two or three choices as to where to proceed. The players should never be certain that they have delved into the bottom of a mystery, except in a superficial manner. Obviously, the keeper cannot make his scenarios infinitely deep, so either he will have to break off play when the investigators get too deeply into his mysteries, or else he will have to improvise. If he breaks off play, it should only be till he manages to extend his scenario further and give more depth to the mysteries. Two or more scenarios could lead to the same dark secret, simplifying the life of the keeper and presenting the atmosphere of a sinister interlinking network of secrets to the players. For example, the old Starry Wisdom cult chapel in Boston could lead the investigators to Innsmouth and the Esoteric Order of Dagon. Later, investigators of swamp cults in Louisiana could find that they have connections to a master cult in New England, centered in Innsmouth and titled the Esoteric order of Dagon.

In this manner, the keeper need not have a different black mystery for each scenario, which would make his life too complex.

Keeper's Lore: How to Set Up a Campaign

First, make up several scenarios. To start, make them only two or three layers deep. The keeper will also need to think of a couple of deeper secrets and subsequent scenarios for the players to delve into if they succeed in solving a scenario.

The scenarios ought to be arranged like the branches of a tree. The players start out fooling around with the very tips and edges of the mythos, where there are dozens of myths, legends, clues, and adventures. As they gain knowledge and experience, the investigators will work their way inwards, where there are fewer happenings, of greater importance. At the center of the mythos reside the hideous Elder Gods in all their reality. The final goal of play may well be to save this planet and force the retreat of Cthulhu and other space beings. Becoming powerful enough for *that* may take years.

Sprinkled among the more conventional scenarios should be a couple of hoaxes or meaningless trails. This

will keep your world from degenerating into a mass of monsters and their kin. Don't forget that the real world of Prohibition, gangsters, bolshevik spies, and movie stars is also right there for your players. An occasional scenario with dangers of this world would be a relaxing experience for your players, but keep in mind that the main goal of the game is to meddle in the Cthulhu mythos! An occasional scenario, especially at the start of a campaign, with a "normal" werewolf, ghost, or vampire may also be interesting for your players. Be creative!

How to Run a Campaign

Charts for random encounters, wandering monsters, and similar things are the bane of *Call of Cthulhu*. In this game, each event should be carefully crafted to give the players the maximum amount of thrills and chills. It is important to try to keep the feel of a horror story in the game. When a mysterious monster appears out of nowhere, don't tell your players that they see a Deep One; tell them that a horrible half-human froglike entity is before them. Embellish your description by telling them that it is draped with seaweed and it stinks like a long-dead fish.

Many of the monsters in the mythos are so potent that it is doubtful that even the best-prepared and -equipped party could defeat them. In such cases, the main goal of the expedition could be to avoid and escape the monster! Don't force a horror upon a party without giving them some warning. Not much warning is necessary ... a blast of cold air, howling in the night, or the cessation of the whip-poor-will's chirping is enough, but be sure to have such spooky things happen often enough that the investigators don't expect some horrendous monster to show up every time.

Strongly resist the temptation to allow the players to become "villains" in the game. Enforce rigidly the rule that when a character reaches a SAN of 0, he becomes the property of the keeper. When such characters crop up (as they certainly will), put them into scenarios. The game is by far the most enjoyable with the players desperately struggling to save the world and keep their sanity.

Some other words of caution – don't put the deities into your campaign until the characters are ready for them. Limit the investigators' experiences to fanatic cults and lesser races from the mythos, then gradually work them up to greater races, and only then let them encounter a god. Resist the efforts of some players to turn the game into gunfight/shoot'em up encounters. Such events are not very successful in the game anyway, and can spoil an adventure for others players and the keeper alike. Limit the use of gunfire to special situations. By running monsters basically immune to guns, the keeper can help to make guns worse than useless. Characters who stick around to ineffectually blaze away, rather than run away, should be the ones that die most often.

Don't kill the characters too quickly. *Call of Cthulhu* is dangerous enough with insanity and other threats. Don't force the players to roll up new characters too often. When a character faints, let him lie there instead of having the monster eat him. When an investigator with a non-player-character hireling sleeps in a haunted house, and the Inhabitant therein decides to make away with one of them, have him make away with the hireling. The central investigators should not lead charmed lives, but they will be dying often enough without your making a special effort to kill them.

Above all, do not forget that *Call of Cthulhu* is a game of mood. Keep your campaign full of bumps in the night, sinister strangers, and dark and stormy nights. Try to make your runs spooky enough to give your players the creeps. One good source of ideas for scenarios are horror movies. Another good source is horror stories, especially (though not exclusively) the works of those writing in the Cthulhu mythos. Lovecraft's essay, *Supernatural Horror in Literature,* gives dozens of sources for good ideas. Especially recommended are William Hope Hodgson and M. R. James.

Your player should always have a motive to investigate a particular scenario. Perhaps it is tied to an old family secret of his? If he is a journalist, your problem is solved; the journal need merely send him to investigate a story! Lovecraft didn't confine himself to Cthulhu mythos stories, and neither should the keeper, though all his plots may have some of the elements of the mythos in them. Lovecraft wrote psychological horror stories about ancestral memory, cannibalism, grave-robbing, and curses: let your imagination run wild.

Call of Cthulhu should not be a rigidly set game experience. The keeper should have firm control over what is happening, though he should remain flexible and capable of adapting to the changing circumstances of his players' plans and abilities. A good keeper always will modify his original plan to accomodate his players. While *Call of Cthulhu* requires the use of scenarios, this does not mean that the scenario cannot be changed by an imaginative keeper.

A keeper for *Call of Cthulhu* thus necessarily must be creative and flexible. He should have a strong sense for the mysterious and horrifying, and should be fairly articulate as well, possessing the ability to describe well. *Call of Cthulhu* is perhaps more demanding than many other games in its requirements for a keeper, but that is a function both of the nature of the game and the desire to maximize the pleasure of playing it.

Unlike many other roleplaying games, *Call of Cthulhu* does not suit itself well to solitaire play. However, it is excellent with only a keeper and one or two players. In general, it is wise to keep the number of players in a single scenario quite low ... three or four players being sufficient for most situations, though occasionally an event is important enough to justify more.

Have fun, and don't take the game too seriously. When a character is killed, remember that that's the way it usually happened in the stories themselves! □

Ready-to-Play Scenarios

The keeper need only review the first three scenarios before play. All needed information is in the scenario text. Only specified bits of information should be given to the investigators.

The first three scenarios have the same structure. Information available to the players is given, followed by the facts of the situation, initially available only to the keeper. Then comes the scene of the action, with a description of the various parts involved in the scenario, and statistics given for the non-player characters involved. Finally, lists of clues appear, along with where they may be found. These scenarios have value as models for adventures you later devise. The next three adventures move the action further into the world, and are more loosely constructed.



THE HAUNTED HOUSE

Player's Information

In the year 1920 the investigators are asked to investigate mysterious happenings in the Corbitt house in central Boston. The last family to live there had a tragedy and the owner wishes to set matters straight. The landlord is willing to reimburse the investigators for their time and trouble. The available facts are as follows: the family moved into the house in 1918. Nine months after moving in, the father had a serious accident, and went violently insane shortly thereafter. There are rumors of the house being haunted, and the landlord wants the investigators either to put the rumors to rest or else to exorcise the haunts.

Keeper's Information

A previous owner of the house, Walter Corbitt, was buried in the basement. Through his connections with a Cthulhoid cult, he learned magics that enable him to animate his body after death. He vampirizes and psychically preys upon the inhabitants of the house, killing or otherwise disposing of those that threaten his secret.

KEY TO MAP:

Ground Floor

Room 1 – This is a storage room, filled with boxes and junk such as broken water heaters, old bicycles, and the like. On the west wall is a cupboard, boarded shut. If it is wrenched open, inside are three ancient books. Two of the books are the diaries of a certain Walter Corbitt, a former inhabitant of the house; the third is labelled *Dzyan,* and is almost completely incoherent. If the diaries are perused, together they will add +4% to the reader's Cthulhu mythos knowledge. They will also cost him 1D4 SAN. The diaries describe various occult experiments of Corbitt's, along with their results, including demonic summonings and the like. If the book labelled *Dzyan* is studied, it will be impossible to understand except for one section, which clearly describes the technique for Summoning a Dimensional Shambler *(q.v.).* The spell can be learned by studying the book and rolling INTx5 or less on 1D100, but no other spells can be learned.

Room 2 – A second storage room, but without any secrets.

Room 3 – The bathroom, of large size. The drains aren't very good.

Room 4 – This is the living room. It contains conventional appurtenances such as a radio, couch, shelves with gewgaws, and so on.

Room 5 – The dining room, complete with a table and seven chairs.

Room 6 – This is the quite conventional kitchen.

Upper Story

Room 1 – This is an ordinary bedroom, with a bed, bookshelf, and window view.

Room 2 – As Room 1.

Room 3 – This room looks like Rooms 1 and 2, but it is the old room of Corbitt himself. He has stayed there so long that part of his psychic aura lingers here, and he can use the power of Nyarlathotep to cause that aura to perform deeds in this room. Whenever he does something in this room, a horrible smell is made manifest – the sign of the Old Ones. He can cause loud thumping noises to emanate from this room, which may be heard downstairs. He can also form a pool of blood (taken from rats) on the bedsheets. He can make a rattling, scratching sound on the windowpane or door, and he can move the bed around at a fair speed. If an investigator appears to be learning his secret, he will try to make him think that the haunting is all taking place in this room. If an investigator is unconvinced, Corbitt will try to lure him into this room and kill him. He attempts to do this by attracting the investigator to the window by making it rattle, then causing the bed to move rapidly, hitting the investigator, and throwing him out the window. The fall causes 2D6 points of damage. In trying to convince the investigator that this room is the main source of the haunting, Corbitt will use the pools of blood and the thumping. He will not rattle the windows, saving that for his attempt at hurting the investigator.

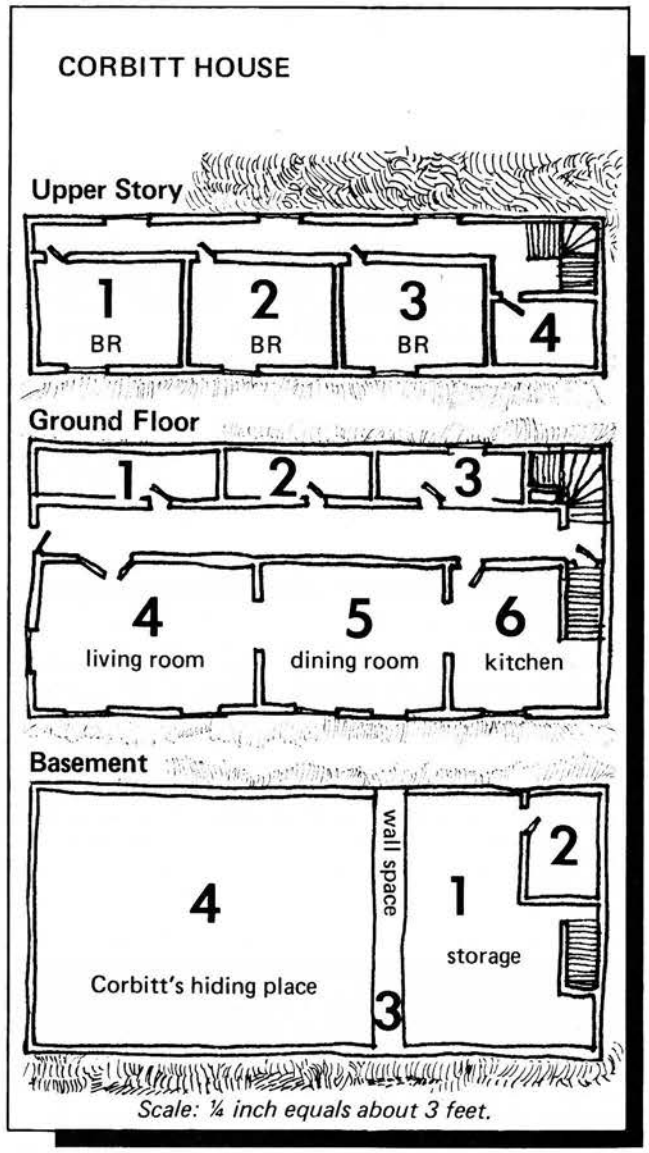
Room 4 – A bathroom. Its pipes connect to the one downstairs. Its drains aren't so hot either.

Basement

Room 1 – This is the main basement storage room. Corbitt can try to cause a person to fall down the stairs by controlling the rickety wooden steps. Unless the character can roll his DEXx5 or less, he will fall down the steps if Corbitt wishes him to. He will take 1D6 points of damage from this fall. In the room, scattered about, are a large number of tools, blocks or wood, nails, screws, broken chairs, and the like. If an investigator searches through the mess and succeeds in a Spot Hidden roll, he can find a knife with oddly thick rust on its blade. This is Corbitt's magic knife. The "rust" is from the blood of those it has killed. Corbitt can make this knife float in the air and try to stab someone. Each such attempt costs him a Magic Point, and the chance for the knife to hit its target per attempt is equal to Corbitt's current Magic Points x 5 or less on 1D100. The character could try to parry the knife with a garbage can lid (base chance 30%), but nothing else suitable is in the room. If the investigator wishes, he can try to grab the knife out of the air (he will succeed if he can roll his DEX or less on 1D100). If the investigator gets a good grip on the knife in this manner, he must match his STR vs. Corbitt's current Magic Points, or the knife is wrested free, doing the investigator a point of damage from sliced hands. Attempting to wrench the knife away costs Corbitt another Magic Point.

Room 2 – A storage room full of wood and coal.

Room 3 – The west wall of room 1 is made of closely-connected boards. If they are broken through, a crawlspace is visible between two wooden walls. A foul odor emanates from here and rats nest here as well. The rats



attack any intruder trying to explore this space. They attack in a swarm which clambers all over the hapless investigator, doing 1D2 points of damage per round on DEX 8. If an investigator can hit one of the rats with any weapon (a miss means that the hapless victim covered with the rodents is hit instead), he will kill the rat, and the rest of the rats will flee. Carved into the inner wall are the words "Chapel of Contemplation: Our Lord Granter of Secrets" with the church's address. If the investigators break through the inner wall, they will find themselves in Room 4.

Room 4 – This is Corbitt's hiding place. He lies motionless and seemingly dead on a pallet in the center of the room. It takes 2 Magic Points for Corbitt to move his body for 5 combat rounds, so he is reluctant to move unless he must. The floor is earthen, and there is a table in the southwest corner with some withered papers on it, which fall to dust if touched. If threatened, Corbitt will rise from his pallet

(costing all viewer's 1D8 SAN unless a SAN roll succeeds) and attack.

Walter Corbitt

STR 18	CON 22	SIZ 11	INT 16	POW 18
DEX 7	APP -3	Hit Points 17		

Weapon: Claws 50% chance to hit, doing 2D3 points of damage upon hitting. He may attack once per round. Anyone injured by the deadly talons of the undead Corbitt will become diseased. The day after being wounded, the victim becomes delirious and will remain so for 30-CON days. He can recover if at the end of that time he successfully rolls his CON x5 or less on 1D100. If he fails, he becomes delirious for another 30-CON days, and so on. If at any time he rolls 96-00 on 1D100 when attempting a CON roll, the character will die.

Corbitt's Magical Powers: Some of these have already been described. He has others.

He is immune to firearms. Bullets will only chip pieces off of his body, making him look even more horrific than he already does. If a character shoots Corbitt, that character loses a point of SAN. Other weapons (axes, shovels, pokers, etc.) work normally on Corbitt, but this monster has the equivalent of 4 points of armor from his dried, iron-hard flesh. Any damage done to Corbitt is never healed, and once his body is reduced to 0 hit points, it will crumble into dust and Corbitt's spirit will be released to go to Hell.

Corbitt has the power to create a mental cloud over the mind of another. This costs him 4 Magic Points, and he must overcome the victim's Magic Points with his own with a successful resistance table roll. If Corbitt succeeds, the character will forget what he was doing, and be in a daze for 2D3 hours. While in this dazed state, the victim is subject to telepathic commands from Corbitt. He will not commit suicidal acts, though he may commit homicidal ones or idiotic, reckless ones, such as walking across a highway. After waking, the victim will not recall what he did under the influence. This power is usable only on target within the house, but once entranced, the victim may wander anywhere and remain subject to Corbitt's will, until the daze ends.

Corbitt is vulnerable to daylight. Each combat round that he is exposed to direct daylight he will take a point of damage.

CLUES

In the Boston Library are the following facts. In old newspapers it says that in 1835 a wealthy landowner built the house, but sold it for reasons of health to a certain Walter Corbitt. In 1852 Mr. Corbitt was the subject of a lawsuit by his neighbors, who petitioned to force him to leave the area "in consequence of his surious *[sic]* habits and inauspicious demeanor." Evidently Corbitt won the lawsuit, for his obituary in 1866 states that he was still living in the same place. It also states that a second lawsuit was being waged to prevent Corbitt from being buried in his basement, for which his will evidently provided. It does not say whether or not the suit was successful. A successful Library Use roll is necessary to find the above material. The newspaper concerned is the Boston *Globe* in all cases.

At the Boston *Globe's* offices (roll Fast Talk or Oratory to get in) is an unpublished article written in 1918 about the "Haunted House." It states that in 1880 a family of French immigrants moved into the house but left again after a series of violent accidents that left the parents dead and three children crippled. The house was left vacant until 1909, when a family moved in, but immediately fell prey to ill house. In 1914, the oldest brother went mad and "killed himself with a kitchen knife" (in reality, Corbitt's magic knife) – the heartbroken family moved out. In 1917, a second family moved in, but again left the house almost immediately, as all members of the family became ill at the same time.

Civic records say that the executor of Corbitt's will and the main speaker at his funeral was a certain Reverend Michael Thomas. Reverend Thomas was pastor of the Chapel of Contemplation: Church of Our Lord Granter of Secrets. The Church Register (available at the city building) states that this church was closed down by the police in 1912.

At the police station (roll a Law or Fast Talk to get in) are records concerning the raid on the Chapel of Contemplation. The highly secret raid was occasioned by complaints that the Church was responsible for the disappearance of several neighborhood children. During the raid three policemen and seventeen cult members were killed, through it doesn't say how, and there is no record of any autopsies. Though 54 members of the cult were arrested, all but eight were released. The records hint that important officials may have been tied to the cult, which may be why the explanation and story were quashed after the raid. Michael Thomas was arrested and sentenced to 40 years in prison on five counts of second-degree murder, but he escaped from prison in 1917 and has not been seen since.

At the closed, darkened Chapel of Contemplation are the church records stating that Walter Corbitt was buried in the basement of his house "in accordance with his wishes and with the wishes of that One Who Waits in the Dark." Chained to the rotting pulpit is an enormous volume bound in human skin (a doctor can tell this, as can anyone succeeding in an EDUx3 roll). This book will prove to be a copy of the *Celaeno Fragments* in Latin. It acts just as does that book in English.

Benefits

If Corbitt is conquered and destroyed, each participating investigator can gain 1D6 SAN. Also, around Corbitt's neck is a black gem. If this is taken out of his dust by an investigator, it will dissolve in his hand, adding a point of POW to his characteristic. This stone helped fuel Corbitt's undead might. □



THE MADMAN

Player's Information

Old Harny Reginald in backwoods Vermont is reputed to have gotten very eccentric. He attacked a postman for no apparent reason. There are also tales that Harny's insanity has taken the form of mysterious rituals on hilltops, complete with bonfires and sacrifices of goats.

Keeper's Information

Harny, never overly stable, has been contacted by a group of mi-go, the fungi from Yuggoth. This small band of mi-go wish to clear out the nearby valley of Jenning so that they may mine its surrounding hills in peace. They are trying to clear it out by summoning Ithaqua the Windwalker to blast the town, killing all the people as if by a severe snowstorm. Any survivors will be mopped up by the mi-go. They are attempting to summon Ithaqua with midnight chances and spells, but they have failed so far. (They only have a 20% chance for success in casting the spell Call Ithaqua.) Over the course of a few months, the mi-go have managed to create a magic pathway to the top of one of the nearby hills, allowing Ithaqua to manifest itself this far south.

Facts

Harny's cottage is about 4 miles north of the valley of Jenning. Two miles northeast of Harny's cottage is the mountain on which the bonfires are supposed to occur.

Jenning: In the town of Jenning, successful use of Oratory will allow the investigator to speak with the townspeople freely. (Fast Talk will merely turn them off.) They have the general opinion that Harny is crazy and that he has been meddling with things that shouldn't be meddled with. If the investigator can befriend a townsperson or two, they will state that they have seen "unnatural things" in those hills and won't go there at night anymore. Successful Fast Talk, Debate, or Oratory can get them to describe the "things" –they are described as "sumthin like big crawdads, big as a man, but with a little scrunch'd up face, an' red all o'er, like they bin roasted." Every Friday night a bonfire is visible atop Harny's mountain. If someone with spyglasses succeeds with a Spot Hidden roll, several black figures can be seen moving around the base of the fire.

Harny's Cabin: Harny Reginald is friendly enough to an investigator in the day, but becomes increasingly uneasy as night approaches. Harny does not know what his new friends are planning to do to Jenning, and if he found out, he would turn against them. He will drunkenly make statements as "M' new friends knaow more th'n them perfessers from the U." "They kin mek it snow or rain." "My crops hev'n't failed oncst since m' new friends come along." Daon' hev m' dawg no more ... m' friends needed it to he'p call *their* friend." "Iffka, I thin' his name be. Er is it Ifkwa ... Itta ... Iffdkwa ..." (and so forth *ad nauseum*). If an investigator insists on staying till nightfall, Harny will threaten him with his shotgun and order him to "git!" If the investigator manages to get the shotgun away from Harny, or hides in the woods outside, as soon as the sun goes down, he can see a mi-go fly out of the sky to the cabin (lose appropriate SAN) and go inside to speak in a buzzing voice with Harny. This is mi-go 2. If the mi-go encounters investigators within instead of Harny, it will immediately attack (if there are only one or two investigators) or flee (if there are more). If it flees, it will only be to bring armed mi-go to fly after, hunt down, and kill the intruding humans.

Harny Reginald

STR 8	CON 13	SIZ 15	INT 8	POW 10
DEX 9	APP 6	EDU 1	SAN 18	Hit Pts 14

Skills: Shotgun 70%, Driving 40%, Tracking 65%, Mechanical Repair 45%

The Mountain

On the bonfire mountain, as one climbs the slopes, it gets colder quite quickly and unnaturally. At the top, the temperature is well below zero. If the investigator is not wearing extremely warm clothing, he must roll his CONx5 every five minutes or take a point of damage from the cold. When he has taken over half his hit points in damage, he will go unconscious. If he is in warm clothing, he may make the CON roll every hour instead. If the investigator tries to climb the mountain during the night, while the mi-go are at the top, he must make one each Hide and Sneak roll or be spotted by a patrolling mi-go. If the investigator climbs the hill the previous day and waits till night, assuming he is smart enough to conceal himself in a copse of frozen trees, he must make a successful Camouflage or Hide roll to keep from being seen by the mi-go when they arrive. In both of these cases, the keeper should make the die roll himself. The investigator should not know whether he is hidden well enough or not. Each investigator may try a single, appropriate, roll.

If a loud noise is made, such as a gunshot, within 1D10 combat rounds several fungi from Yuggoth will arrive to investigate. There are three fungi patrolling the hill at any one time.

At the top of the mountain is a ring of stones, each stone around three feet in diameter. The stones are all cracked and coated with a thick layer of spiky frost. As the investigator waits in the dark (rolling vs. his CON for frostbite damage); just before midnight seven fungi from Yuggoth float out of the sky (check for SAN loss) and begin to move about the hilltop. Harny joins them after a while, and then a couple of the mi-go leave to patrol the hillside against intruders. Then the chant begins, led by the awful buzzing voice of the leader, who is assisted by fungi 5, while Harny and the two remaining mi-go

chant responses. The leader and fungi 5 each expend all their Magic Points but one, while Harny and the other two each expend one, giving them a 28% chance to succeed. As the beings hum and sway, a blue-white flame begins to flicker in the circle of stones. A blast of icy air emanates from it, and the flame is one of cold, as can be determined by the sudden growth of frost on the stones around it. If the spell is a success this time, a grotesque howling horror will plunge out of the sky into the middle of the flame, extinguishing it, and proceed to ravage down through the valley, bringing an unnatural arctic blizzard to the small Vermont town. All investigators seeing the Wendigo must take appropriate SAN losses, as they have just encountered Ithaqua himself. If the spell is a failure, then the flame will flicker for about half an hour of chanting, then subside, and the disappointed fungi from Yuggoth will call back their guards and flap off the mountain, leaving Harny to make his way back to his farm.

All the fungi from Yuggoth carry twisted pieces of metal, looking like metallized driftwood. Fungi 1, 5, and 7 also wear slimy green webs draped over their bodies.

The Fungi From Yuggoth

	No. 1	*No. 2*	*No. 3*	*No. 4*
STR	14	11	14	10
CON	14	14	10	9
SIZ	14	7	12	6
INT	17	13	14	15
POW	13	8	12	15
DEX	22	17	14	13
Hit Pts	14	11	11	8
Claw Attk	70%	35%	35%	40%
Damage	2D6	1D6	2D6	1D6
Armor	11 pts	3 pts	3 pts	3 pts

	No. 5	*No. 6*	*No. 7*
STR	9	8	15
CON	9	15	13
SIZ	8	11	10
INT	15	13	12
POW	14	12	10
DEX	14	15	18
Hit Pts	9	13	12
Claw Attk	50%	40%	30%
Damage	1D6	1D6	2D6
Armor	11 pts	3 pts	11 pts

These slimy webs act as 8 extra points of armor vs. all weapons and are a half-alive artifact of the mi-go technology. The twisted metal objects held by all the fungi are weapons.

If an investigator manages to kill a fungus from Yuggoth and steal its web, he may wear it. Its slime will do a point of damage to him every time he takes it off. It will work as armor for him, though. However, since he does not have the proper nutrient solution to soak it in after use, after each time he uses it, it declines 1 point in efficacy. Thus, after wearing it once, on the second time it is only 7 points of armor, then 6 points, etc. It looks quite grisly, and cannot be worn on the street without screams or other comments. When a projectile or weapon strikes the user, the web instantaneously bunches up and clumps around the target spot, softening the impact.

The twisted metal things project an icy mist which looks like a thick fog. The fog moves at a speed of about 30 mph in a fat cylinder about 30 feet across. There is no die roll involved in the use of this weapon, with such a broad area of effect. The fog always engulfs its target(s) unless the victim is able to move out of the area of effect. When the fog engulfs the victim, he will take 1D10 points of freezing damage, which is reduced by 1 point for thick clothing (2 points for arctic-type clothing). If the victim is in a rolled-up car, then the damage is reduced by 4 points, but the car will freeze up and stall unless the character immediately makes a Drive roll. The weapon is normally played on a target for several successive rounds. Its main advantage is the lack of marks on the victim, who appears to have frozen to death. It must generally be played for three or four rounds over a victim to ensure his death. If an investigator can get one of these weapons, he can master its use by succeeding in an Idea roll.

If Ithaqua is successfully called, the valley and its village will be destroyed by three days of 75 degrees-below-zero weather. All roads are blocked by huge snowdrifts.

Benefits

If the investigators manage to foil the fungi's awful plan, each will gain 1D10 SAN. Merely killing a mi-go will not net them any SAN (unless, of course, all are killed, which would necessarily halt it indefinitely). If an investigator can succeed in a Cthulhu Mythos roll while listening to the mountaintop chant, he learns that they are trying to summon Ithaqua, and gains 2D10 SAN instead of 1D10 SAN if Ithaqua is stopped. □



THE BROCKFORD HOUSE

with permission of Marc Hutchison

Player's Information

Joyce Brockford, a wealthy shipowner, is unhappy with his new vacation house just off the coast of Maine. He wishes the investigators to locate the cause of the strange noises coming from beneath.

Keeper's Information

The house originally was built by a worshiper of Cthulhu. The problematic "noises" that disturb Brockford's sleep are made by groups of Deep Ones meeting in caverns underneath the house and chanting hymns to Father Dagon, Mother Hydra, and Cthulhu.

Key to Map: Ground Floor

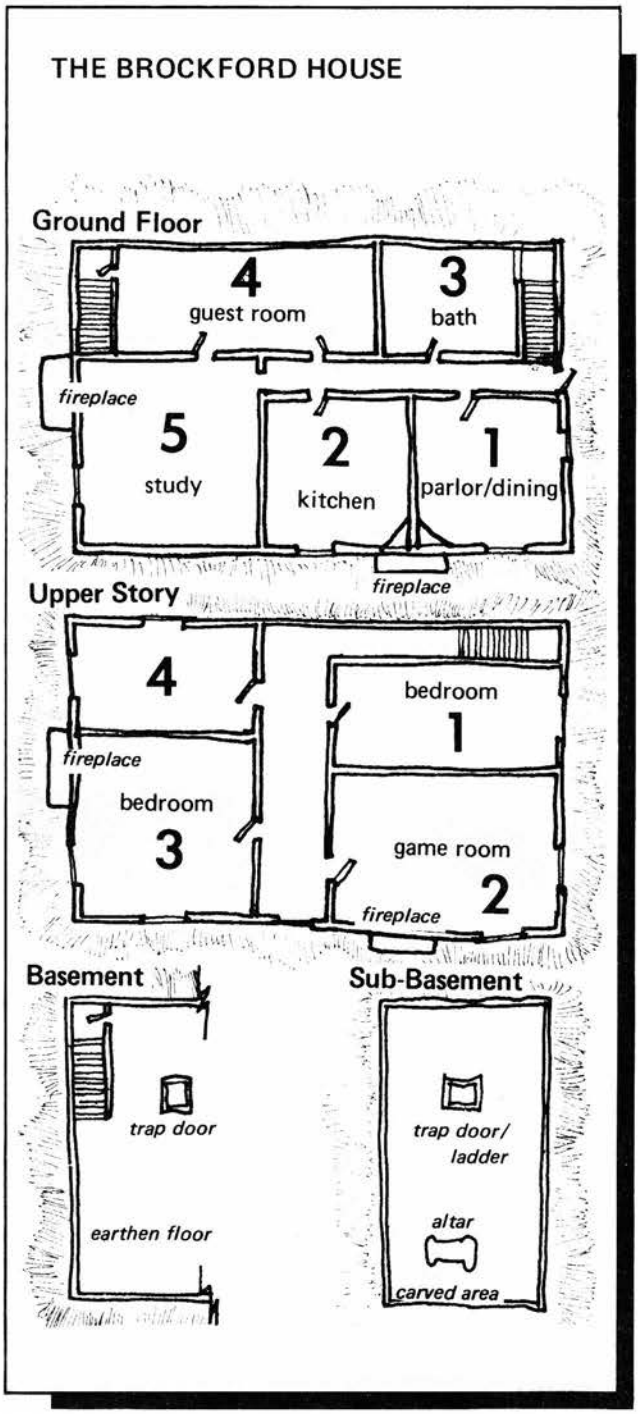
Room 1 – This is the parlor/dining room. No secrets here.

Room 2 – This is the kitchen. Food is cooked over the open fire in the fireplace.

Room 3 – This is a large bathroom, with an enormous tub and WC.

Room 4 – This is the guest room, for visitors to stay in.

Room 5 – The study. There are several cushioned chairs here, the fireplace, and a bookshelf. There is a deer's head over the fireplace. If an investigator succeeds in a Zoology roll, he can tell that it is the head of no deer known to him, and that it seems to be malformed around the eyes. If a character succeeds in his Spot Hidden roll, he can see a group of six books hidden behind the books on the front shelf of the bookcase. Four of the mystery volumes are collections of notes of a mathematical or astrological nature – there are columns of figures, astrological and alchemical symbols, etc. One of the books is a collection of notes on ancient history, geology, mythology, the occult, and the like, with an attempt at correlating all these into some grim whole. Reading this costs the reader a point of SAN and also adds +1 to his Cthulhu mythos knowledge. If the investigator can succeed in an Idea roll after reading the book, he can understand that the writer must have had (or have sincerely believed that he had) contact with some sort of underwater beings. The last book is a collection of notes with explanatory comments taken from "a very horrible book." It requires a successful Cthulhu mythos roll to tell from whence the notes were taken – the *Necronomicon*. This collection costs 1D8 points of SAN to read, adds +1D3 to Cthulhu mythos knowledge, and has a spell multiplier of x2. The first spell listed is Contact Spawn of Cthulhu, the second one is Contact Cthulhu, the third one is Call Azathoth, and the fourth and last is Create Space Mead.



Upper Story

Room 1 – This is an unmysterious bedroom.

Room 2 – This is a games room; there are dartboards, chess sets, etc. scattered about. Another of the malformed deer heads sits above the fireplace here. If the character failed to succeed in a Zoology roll downstairs, he can try again here.

Room 3 – This is the master bedroom, intended for Mr. Brockford's use.

Room 4 – This room is curiously barren. There is no rug on the floor, and the walls are bare. There is no furniture, but there are some iron staples in the outside wall, driven into the stone. The original owner used to keep human sacrifices here until needed. The iron staples held chains which were fastened around the victim's neck and torso. A successful Spot Hidden and Idea roll, if both made together, will allow an investigator to determine from marks on the floor and walls that people were once imprisoned here and somehow fastened to the iron staples. He can't tell why, of course.

Basement

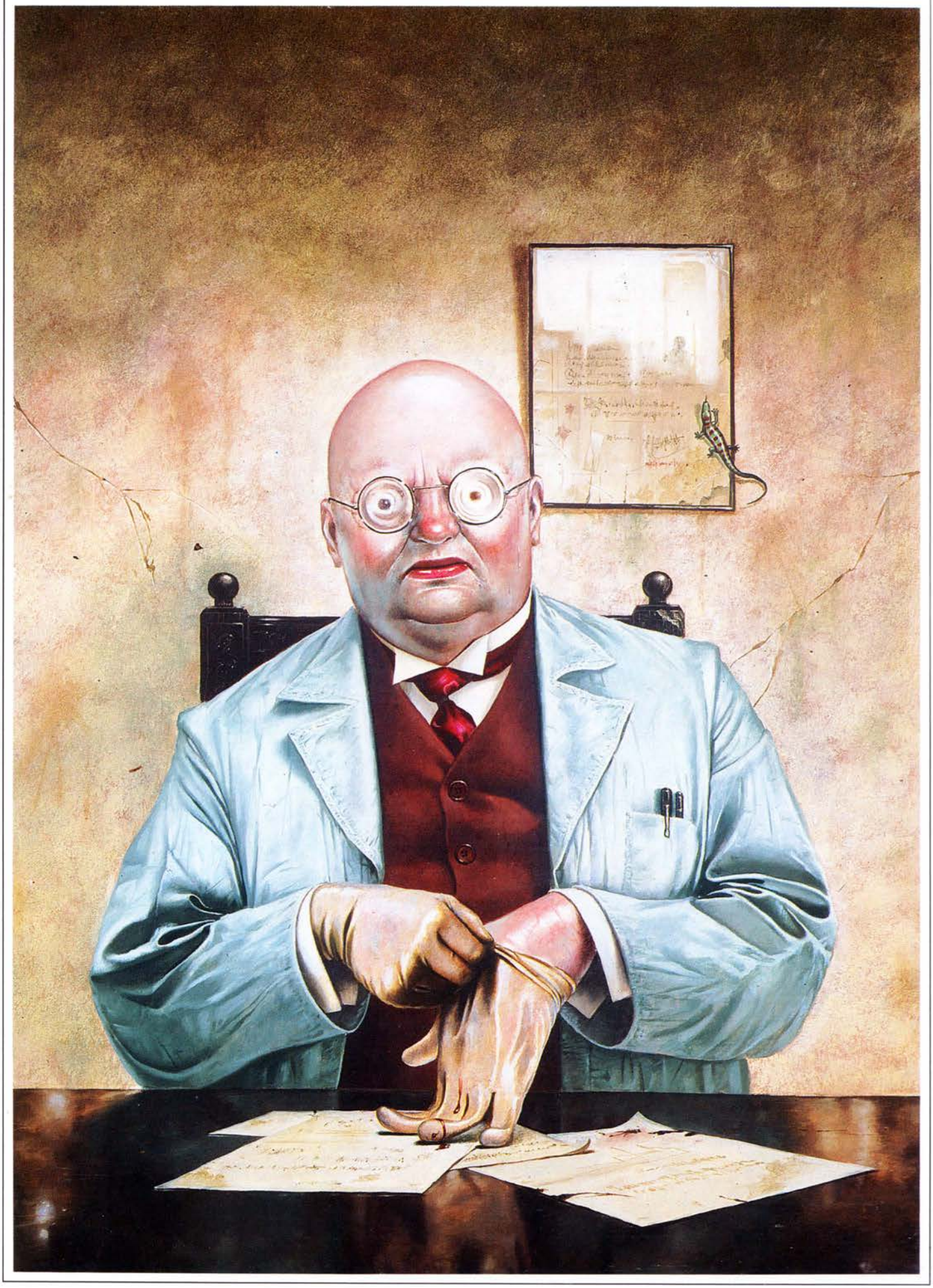
The basement has an earthen floor. There is not much down here, just a few bundles and boxes scattered around the foot of the staircase. Underneath about 4 inches of soil at the marked location a trapdoor leads to a secret sub-basement. Brockford doesn't know about it. If a character either starts digging into the floor over the trapdoor or makes a successful Listen roll while walking over it (to hear the hollow sound), he may find it. Once found, it is hard to pry loose. Unless the character pulling up the lid



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13

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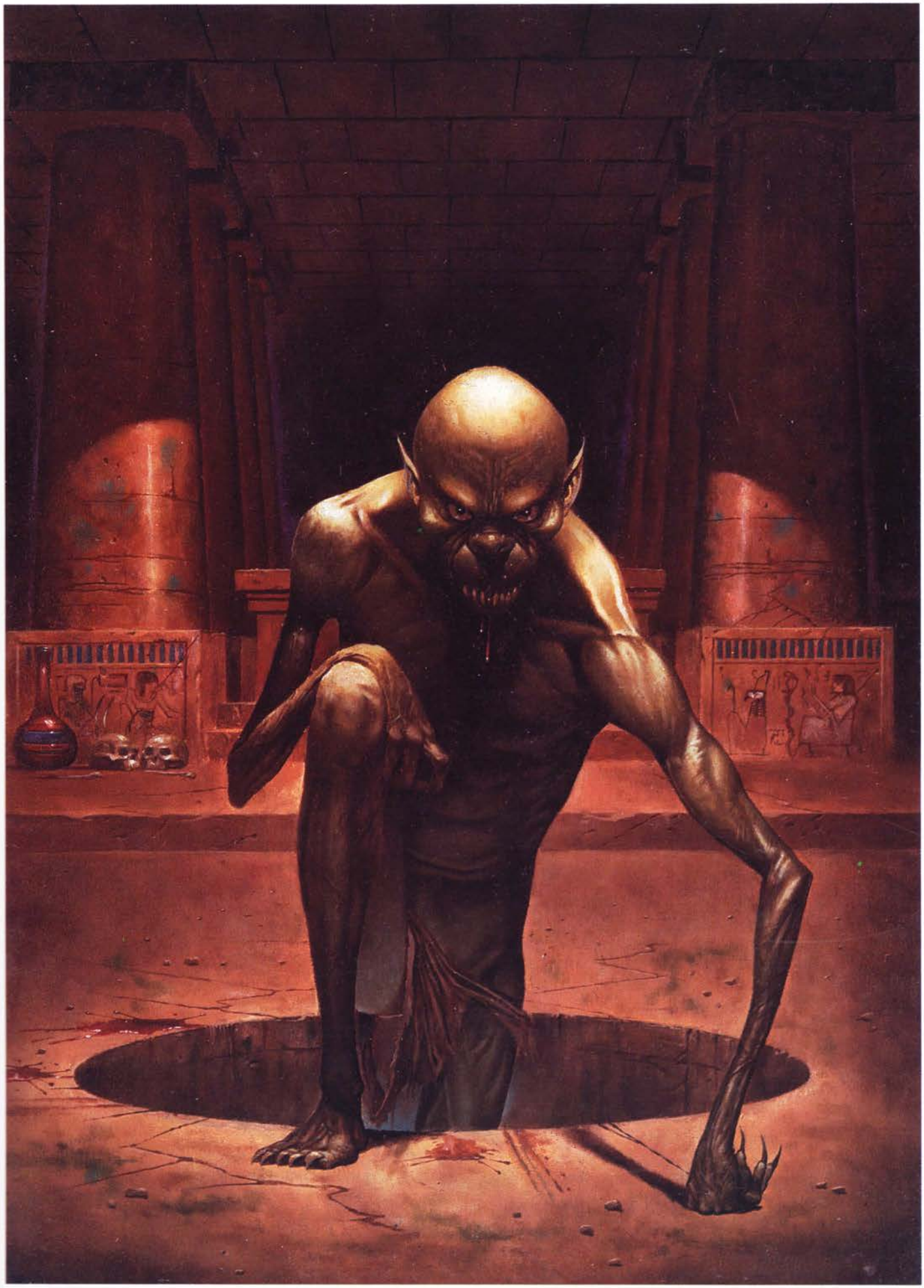
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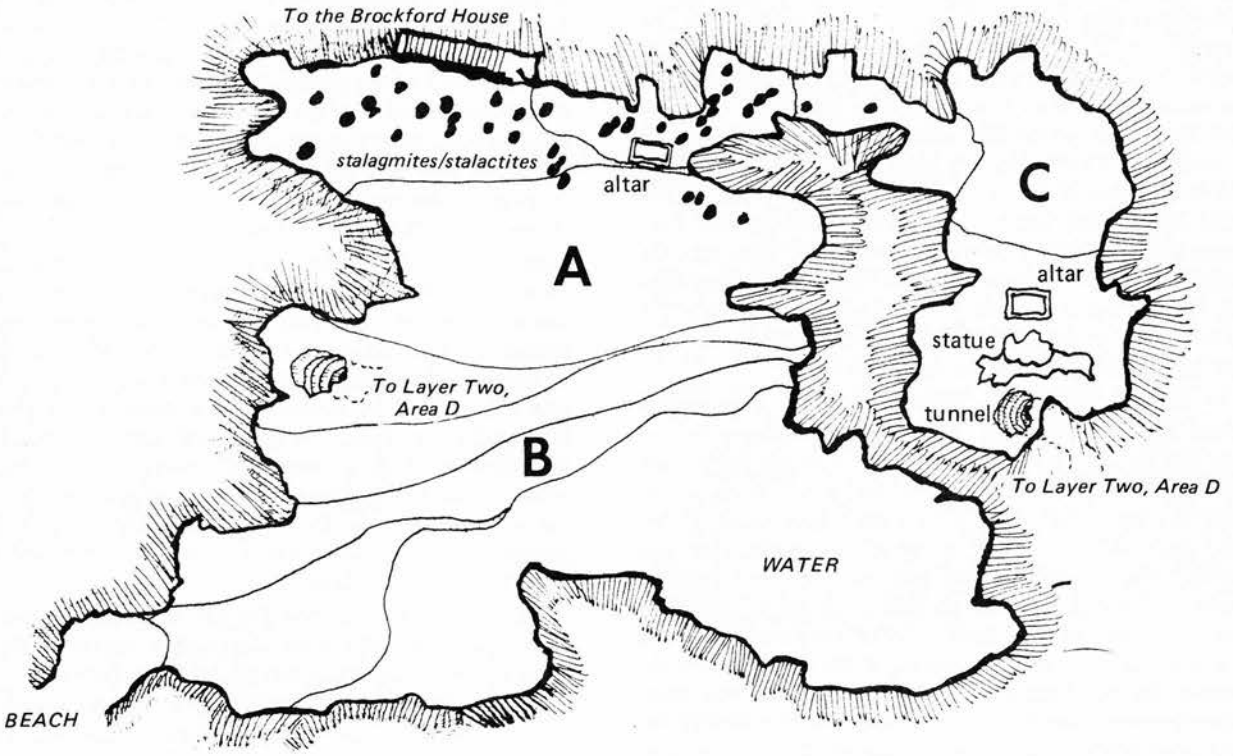


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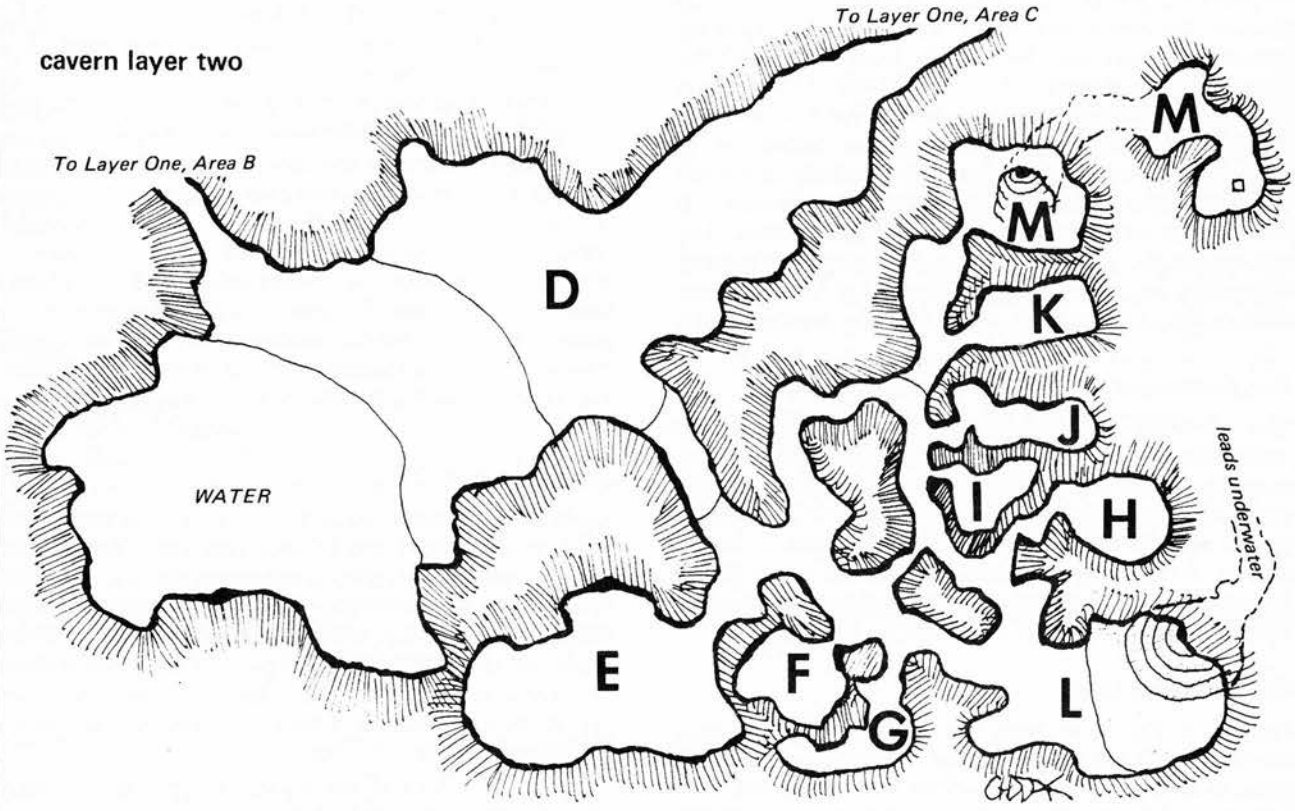


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BENEATH THE HOUSE: cavern layer one



cavern layer two



succeeds in half a Mechanical Repair roll, the lid to the sub-basement is destroyed in the process of getting it loose. Once the lid is pried loose, there is a 50% chance each night of deep ones entering through it (unless it is undamaged and replaced carefully) and seeking for the investigators. Each night that they search, they cover 1D4 rooms, in numerical order, starting with the ground floor. For example, on their first night, they might roll a "3" on their D4, meaning that they would cover rooms 1-3 on the ground floor. On the second night, they roll 57 on 1D100 and don't arrive at all. On the third night, they roll 23 and come again. They roll a "3" on 1D4, meaning that they search rooms 4 and 5 on the ground floor, then proceed upstairs and search room 1. On the fourth night they happen to come again and roll a "4" so they search rooms 2-4 on the upper story and will not search any more, as they have gone through all the rooms of the house.

If the deep ones thus enter the house, a successful Listen roll will allow an investigator to awaken before they get to him. After they leave, a horrible fishy odor permeates the place, so the investigator will know something has happened, even if he didn't hear them. If the deep ones get to a room in which an investigator was staying, they overpower him and carry him off forever. There are enough of them so that no group of investigators could hope to fight them all off if they were cornered in a small room. In other words, if the investigators are inactive for too long after removing the basement trapdoor, they are doomed. If an investigator encounters the deep ones while they are ransacking the house, they will immediately try to grab him, and quite a merry chase through the house may ensue. They will not follow the investigator more than half a mile from the house. The deep ones have a Spot Hidden of 60% and can try to spot a concealed investigator only once in a room in which he is hidden. If the deep ones go through the house and fail to find the investigators, they give up searching, and won't come again for several months, when they will return. If the investigators have given up the search by then, they will read in the papers that Joyce Brockford, the wealthy shipowner, has mysteriously disappeared at his new house. Perhaps the executor of his estate is hiring investigators?

Sub-Basement

The sub-basement is a smaller room with carved stone walls. There is a large stone altar at one end of the room, and this altar is oddly stained. Behind the altar is a large carved area on the wall, defaced so that it is not possible to tell what it once was. If the altar is rapped, it sounds hollow. Successfully matching STR vs. the altar's SIZ of 12 causes it to tip over, revealing a flight of narrow steps leading downwards. These steps lead to cavern layer 1.

Cavern Layer One

Area A – The steps from the sub-basement lead to a secret panel at the back of a large cavern, whose mouth is open to the ocean, though hidden from the shore. The back part of the cavern (where the door opens up) is full of stalactites and stalagmites (represented by the dots on the map).

There is sand all over the flat area of this area, and it is crisscrossed and trodden down by webbed footprints. Lose a point of SAN for seeing this if the characters have not already seen deep ones. There is an altar on a rise near the back wall of the cavern, and there is a dense thicket of stalactites behind it. If the investigator actually threads his way through the stalactites, he will find that they thin out again and lead into cavern area C. If he heads towards the lapping of the waves, he will come upon an area sloping down toward the ocean – area B.

Area B – On the border between A and B is a hole in the rock floor. If an investigator inspects it there is a 2/3 chance (roll 1-4 on a D6) that there is a deep one just within the hole acting as a guard. Fortunately for the investigators, the room is so filled with the lapping of waves and echoes that no sound below a shout or gunshot can be heard in it. Thus, the guard will not have heard the investigators if they were moderately quiet in nosing around area A. Of course, he will try to grab anyone coming around his hole. Down by the water's edge a slight crevasse or tunnel leads away from the cavern and back onto the regular seashore.

The guardian deep one (as are all guards in this scenario) is armed with a peculiarly-made speargun. Its bolt does 1D10 damage upon hitting, and can impale.

Area C – This is a hidden area with no light source. An investigating party will need flashlights or lanterns. At the end of the cavern is an altar, and looming over the altar is a statue of Great Cthulhu. The investigators will each lose 1D4 SAN from seeing this statue, but only once. If an investigator has the nerve to look behind the statue (due to a trick of lighting, it seems to be snug against the wall), he will find a shaft or tube leading downwards.

If rapped, the altar sounds hollow. Inside the altar is a withered human corpse (lose 1D3 SAN) which immediately falls out. It still wears the rags of a Maine fisherman's raincoat. Curiously enough, sticking out of a top pocket is a deed to the house – evidently this sorry lich is a former owner to the house! There is no explanation as to how he came to be here, but the holder of the deed legally owns the house, and the investigators could theoretically use it to try and cheat Mr. Brockford out of its ownership!

Cavern Layer Two

Area D – This is the place that the tunnels in both Area A and Area C lead to. It is an open area with a pool of water at one end. This water connects with the sea, and a character making a Swim roll could get through to the open ocean. This area has a 50% chance of holding 1D6 deep ones, all armed with harpoon guns, as described previously. These deep ones will try to take any intruders off with them, or kill intruders if necessary. The hole in one wall leads to a complex of caves.

Area E – This room has a pile of bones in one corner. Some of the bones are human.

Area F-K – Each of these small rooms contain nothing, However, each room has a 10% chance of holding a resting guardian deep one, complete with speargun. These deep ones will only come out of their chambers if a wandering investigator makes a noise that cannot be attributed to a wandering deep one.

Deep Ones

	No.1	*No. 2*	*No. 3*	*No. 4*
STR	12	18	19	19
CON	6	12	12	11
SIZ	13	16	16	13
INT	12	14	16	14
POW	13	8	9	9
DEX	12	16	13	11
Armor	1 pt	1 pt	1 pt	1 pt
Hit Pts	10	14	14	12
Speargun	30%	65%	75%	30%
Damage	1D10	1D10	1D10	1D10
Claw Attk	50%	75%	60%	55%
Damage	2D6	2D6	2D6	2D6

	No. 5	*No. 6*	*No. 7*	*No. 8*
STR	9	8	21	18
CON	13	9	15	11
SIZ	17	15	22	17
INT	17	12	18	15
POW	6	13	12	7
DEX	12	10	9	6
Armor	1 pt	1 pt	1 pt	1 pt
Hit Pts	15	12	19	14
Speargun	70%	45%	40%	70%
Damage	1D10	1D10	1D10	1D10
Claw Attk	60%	50%	65%	60%
Damage	2D6	1D6	3D6	2D6

Area L – This room has a large mud slick at one end, sloping into a tunnel. If an investigator gets too near, he must make half either a Climb or Jump roll to keep from sliding down its smooth surface. An investigator could also voluntarily slide down it. The slide ends suddenly underwater. The investigator must make a Swim roll or start to drown. If a Swim roll is made twice consecutively, the investigator can surface near the shore. If he makes his Spot Hidden while underwater near the mud slick, he can see a tube leading down into the depths of the ocean. This eventually comes out in a town of the deep ones, but requires deep sea diving gear to penetrate. (Remember that scuba gear has not yet been invented.) Any subsequent scenario is best left up to the keeper.

Area M – This small cavern slopes down into an icy-cold room, with congealed mud ripples on the walls. In the solidified mud at the back of the room is embedded a shining cube. It takes a successful STR roll vs. the mud's STR of 20 to rip the cube free. Anyone trying a'so takes 1 point of damage to his hands from frost damage, as the cube freezes to his flesh. It costs 1 SAN to look at the cube, because it is not organized like a regular cube – the angles and sides are subtly different, and sometimes it seems as though more than three sides of the object can be seen simultaneously.

This cube sometimes provides glimpses of other planes of existence when peered into (a chance equal to the peerer's POWx1 each time he looks into the crystal). It emits a chilling force, and will gradually (over several hours) cool any area it is set in to nearly freezing. It may only be handled without injury by wearing mittens or good gloves. If the cube is studied over a period of time, it may be possible for the investigator to learn how to use it. His chances for success are equal to his Cthulhu mythos knowledge. He may try once per month of study. If he succeeds, he will learn that the permanent sacrifice of a point of POW will transport himself, with the cube, to another plane or place. It requires another such sacrifice to return, and the user cannot use the crystal twice in a 24-hour period without risking permanent loss of the user and crystal to Limbo, wherever that is. When the crystal is used, roll randomly on the following chart to determine where the investigator ends up. □

TRANSPORT CUBE TABLE

1D6	*Result*
1	90,000,000 years in the past, to the time when the Great Race was still dominant.
2	900 light years away, to a planet where the Old Ones still dwell.
3	To Pluto, in a pressurized city dwelt in by the fungi from Yuggoth.
4	This takes the investigator to the lightless caverns of N'Kai, inhabited mainly by things such as Tsathoggua's spawn and nightgaunts.
5	This goes to another world inhabited solely by monstrous dholes. There is a 5% chance per hour of attracting a dhole's attention.
6	One billion years in the past, when life was all primitive worms and microscopic things. There is a 2% chance per hour of attracting the attention of a Hound of Tindalos.

The following adventures are by various authors, and are less to be regarded as models than to be simply enjoyed.

PAPER CHASE

An adventure for 1 investigator and the keeper.

Background Information

Douglas Kimball lived in a small house on 218 Aylesbury Street in Arnoldsburg, Michigan, for most of his life. A solitary, middle-aged man, he lived only for his books and reading. He read in his study. He read in bed. He read the bible in church. And he took to reading in the graveyard near his home.

For hours at a time he would sit on one particular low tomb and read. One night, darkness caught him still reading. The bright, full moon rose and Douglas noticed a most singular occurence. A slab to his left slid aside, and a strange entity stuck its head out and meeped softly.

A most bizarre friendship began, a friendship that lasted for five years, until one night Douglas followed his friend into the twilight world of the ghouls, where he has dwelt quite contented, ever since.

A year passed, and Douglas Kimball acquired new living habits, a slightly altered appearance, and unusual dietary tastes. He began to do his reading at night.

But one cannot read the same books forever. One evening, he broke into his old house, now owned by his nephew, and retrieved some of his beloved books.

Now, during the night, Douglas sits upon his small, low tomb and reads peacefully. But these books will last him just so long. Even now, he plans to retrieve more of his books.

PLAYER INFORMATION

The investigator is contacted by a Thomas Kimball. It seems his house has been burglarized, and five of his late uncle's favorite books have been stolen. They have no great cash value – only his uncle having any use for them; but his uncle disappeared without trace a year ago.

Thomas Kimball would like the investigator to find out who stole the books, return them if possible, and discover if his uncle, Douglas Kimball, is still alive.

KEEPER INFORMATION

Asking Friends and Neighbors

A successful Oratory roll will yield some information from the neighbors about Douglas Kimball. One of them, a Lila O'Dell, remembers seeing Mr. Kimball walking over to the cemetery with a book under his arm; but then, he carried his books anywhere he went.

The Caretaker

If Melodias Jefferson, the caretaker of the cemetery, is approached, a successful Credit Rating roll will get him to be impressed enough to reveal which tombstone Douglas Kimball used to sit on while reading.

If the investigator can make a Spot Hidden roll, he will notice a bottle peeking out of Melodias' Jefferson's coat. Assuming there is alcohol in the bottle (there is), the investigator may try to blackmail additional information out of him. This is done by matching the investigator's INT vs. Melodias' INT of 11 on the resistance table. Or the character may try to bribe him later with alcohol.

To find and buy booze during Prohibition, a player must roll his investigator's POW+INT+EDU or less on



Douglas Kimball and his books.

1D100. If successful, a pint of liquor may be obtained for 1D3 dollars. If the roll is missed, he must make a Luck roll to prevent arrest. A roll of 96-00 results in automatic arrest.

If blackmail or bribery succeeds, Melodias will admit to seeing a figure in the cemetery late at night, still sitting on the tombstone, but he was too afraid to investigate. Some things are best left alone. He will say no more.

Library & History

A successful Library Use roll will direct the investigator to the Arnoldsburg Advertiser. An article dated over ten years ago concerns the alleged sighting of a band of people, apparently unclothed, cavorting in the cemetery. The constable was summoned and the cemetery searched, but no sign of the strangers was ever found, though misshapen footprints gave mute evidence of their presence.

The Arnoldsburg Advertiser

A successful Oratory or Debate roll will let the character into the files on the ten-year-old story. If the investigator is a Journalist or Author, he may get in automatically.

If the investigator bypasses the library (and does not see the story), he must roll his POW or less as a percentage to blunder across the pertaining story here in the newpaper's ill-kept files.

In a never-published statement concerning the cemetery, Mrs Hilda Ward, an insomniac neighbor now aged 64, claimed that for over twenty years she had seen 'Devil Spawn' stalking about the burial ground. Though human in outline, she claimed they had canine features, hooved feet, and were covered with mould. No one ever was gullible enough to believe her. Mrs. Ward has since moved to Detroit, and none of the other neighbors have ever seen or will admit to having seen Hilda's 'Devil Spawn.'

The Kimball House

Inside the house, Thomas Kimball has moved into all of the rooms except for the study, which is cluttered with his uncle's books. There are books of all sizes, shapes, and on all subjects, identical only in that they were all well-cared-for.

Searching the study will take at least one day. The investigator should attempt a Spot Hidden. If successful, a journal is found. The last entry is dated the day before Douglas Kimball vanished. This entry mentions reaching a decision and joining with "my friends below.' If a character succeeds in a Read English roll, he must make a SAN roll or lose 1D3 SAN. The journal hints at a network of tunnels beneath the cemetery, inhabited by mysterious creatures.

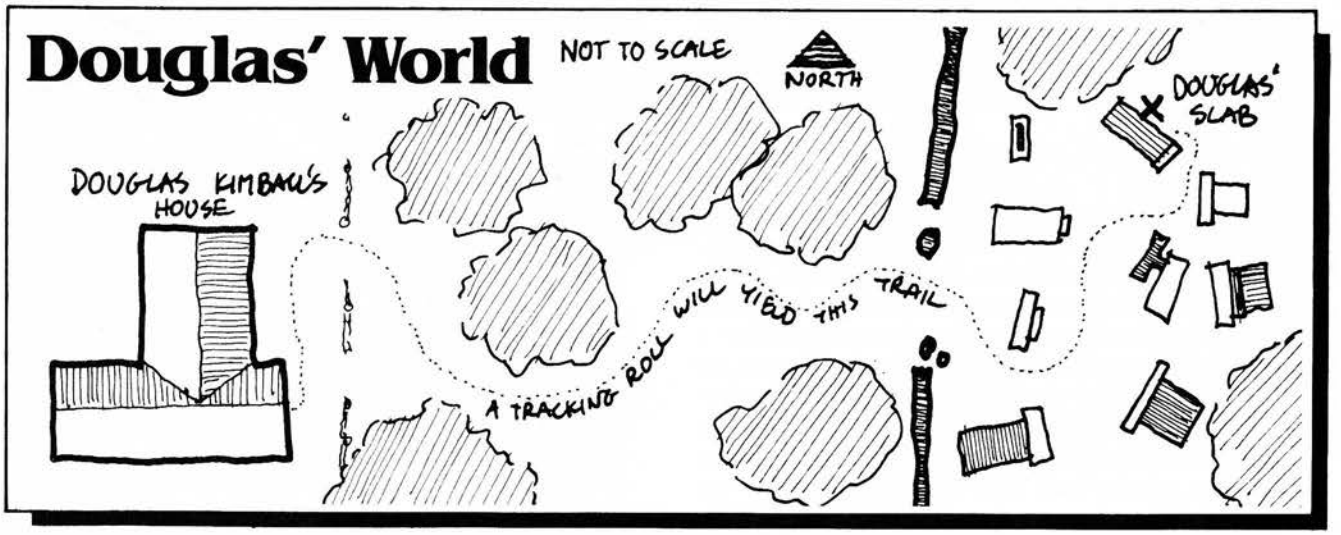
At this point in the adventure, the investigator has a number of options. He could carefully search the cemetery for tracks around the tomb Douglass Kimball frequented. If a Track roll is successful, turn to The Burrow section. Or the investigator could watch the cemetery or the house in hopes of seeing Douglas Kimball or one of the ghouls.

Watching the House or Cemetery

If a watch of the house and/or cemetery is set up outside, then each night a Luck roll should be attempted for the investigator; the first night it is successful, a figure will leave the cemetery grounds, go to the house, and enter through the study window. If it is locked (Thomas does not normally lock it, but the investigator may have previously stated he was locking it), the figure will ram its shoulder against the window, smashing the wood and breaking the pane.

A few minutes later, the figure will re-emerge, laden with books and head back to the cemetery, if left unmolested.

If the investigator confronts the figure, chases it or tries to attack it, it will flee into the cemetery carrying the books. If unable to get away, the figure (Douglas Kimball) will fight back after dropping the books. He will only fight so long as needed to drive off or knock



down his assailant, then flee with his precious burden.

If the investigator manages to kill the figure, it will turn out to be a dead ghoul with an uncanny resemblance to Douglas Kimball. Make two SAN rolls. The first is because of the ghoul's awful appearance. If it is failed, the character loses 1D6 SAN (otherwise, he loses nothing). The second SAN roll is due to the realization of Douglas Kimball's fate. If this SAN roll is failed, lose 1D8 SAN. If it succeeds, lose 1 SAN anyway. As the investigator gets up from the dead figure, he hears shuffling all round him.

The keeper should now ask the investigator what he plans to do. If the investigator decides to stay and see what happens, his player must make a SAN roll as dozens of ghouls loom out of the gloom. If the SAN roll is missed, the investigator loses a full 6 points of SAN, goes temporarily insane, screams, and faints. The unfortunate awakes in a sanitarium, perhaps one with a cruel or neglectful staff, which could provide an alternate ending or an extension to this adventure.

There was no remaining trace of a ghoul where the investigator's unconscious body was found, and Thomas Kimball will not be bothered again.

Should the investigator attempt to fight or shoot at the ghouls, he will be rapidly overpowered and taken back with them into their burrows, never to be seen again.

If at any time the investigator flees, the ghouls will take the body of Douglas Kimball and return to the cemetery. Thomas Kimball will not be bothered again.

If Douglas Kimball is called by name, he will still return to the cemetery, but slowly as to be easily followed. He will stop there and sit upon his favorite tombstone, and talk to the investigator.

The Conversation

The investigator must succeed in a SAN roll or lose 1D6 SAN at this point. Douglas Kimball will answer any questions if asked in a civilized manner.

Douglas will say that he was just too tired of the mundane life among humans. The only thing he wanted from life was to be left alone, able to read whenever he liked. But other humans kept making demands on him. As a ghoul, his life is great. He does not need money. He does not have to dress for dinner. He does not have to meet people, except at meal-times. He can read whenever he wants, day or night.

But the ghouls are shutting down this entrance so he had one last night to try and get more of his books. There is so much to see and experience in the world below that he is planning to write a book about his experiences.

He will ask the investigator not to reveal to his nephew that he is still alive (in a manner of speaking). He will then creep down into the opening of the burrow and close it behind him. If the investigator has been beguiled by the wonders of life below or otherwise wants to go with him, he can, but the investigator will not be heard from again.

The investigator will get +3% Cthulhu mythos knowledge and lose 1D4 SAN from talking to the ghoul that was Douglas Kimball.

The Burrow

If the ghoul is followed to the graveyard, or if the investigator successfully tracks in the graveyard, he can follow half-cloven prints to the appropriate tomb entryway. If the investigator wants to open the door, he must overcome its SIZ of 10 with his STR on the resistance table. If the tomb door is opened, a horrible stench will well up. If the player did not specifically say that the investigator was holding his breath, he will black out from the miasma.

If the investigator blacked out, he will awaken at night, with Douglas Kimball perched next to him (make a SAN roll). If the investigator has held his breath and goes down into the burrow, he will meet Douglas Kimball waiting for him (make a SAN roll). In either case, refer to The Conversation section. If the investigator opens the burrow but does not go down, at nighttime, Douglas will come up and visit him in his room.

If at any time the investigator attacks Douglas Kimball in the cemetery, that investigator will never be seen again.

Last Notes

The player may come up with an original or different solution to this dilemma. Cementing the tomb closed will mean little to the ghouls who were abandoning the graveyard anyway. In any case, if the investigator got to talk with Douglas Kimball, he can gain 1D6 SAN from the knowledge that there is one ghoul, at any rate, who will not be planning to come back.

Douglas Kimball

STR 17	CON 15	SIZ 13	INT 16	POW 13
DEX 8	EDU 17	SAN 0	Hit Points 14	

Claws 50%, 1D6+1D6
Bite 50%, 1D6+1D6
All Knowledge skills 30%

Spell: Contact Ghoul
Douglas Kimball, now a ghoul, takes only half damage from gunshot wounds.



THE UNDERGROUND MENACE

Players' Information

The intrepid investigators have read an interesting newspaper report from northern Michigan. There have been small earthquake rumblings in the town of Winnemuck. Since there are no fault lines in the area, this is quite unusual to say the least. The report states that the residents are "panic-stricken" by these events, and graphically describes their terror.

The investigators get involved in this investigation in one of three ways: a university with which they are connected could send them to see what is happening; someone from Michigan could ask them to come to help them – he has heard of the investigators' expertise in paranormal events ("If this ain't paranormal, what is?"); or something about the description of the townsfolk's fear could strike the investigators as abnormal and worthy of closer inspection all on their own.

Keeper's Information

An evil priest of the Great Old Ones is creating a nest for horrific monsters in a cave near Lake Superior. The burrowing and monstrous underground rituals have caused the troubles. The priest plans to eventually use the monsters to seal off and destroy the small peninsula on which Winnemuck stands. He then plans to import Cthulhu cultists from all over the world to dwell there, and then to begin rituals of great magnitude in a not-entirely-hopeless effort to bring Cthulhu and his kin back to life ahead of the set time.

WINNEMUCK

In the town of Winnemuck, none of the townsfolk wish to talk about the quakes unless an investigator succeeds in a Fast Talk or Law roll. A successful Law roll means that the investigators managed to imply that the townsman could be in trouble if he withholds information. If either roll succeeds, the townsperson states, "I thought it could come to this, though I hoped when we drove Bill out of town that the problems would end. I sure hope them quakes are natural and normal, like the scientists are trying to prove, but I'm might afraid they ain't." After saying this much, the townsperson refuses to say more. (In reality, he knows little more.) If the investigator succeeds in a Fast Talk or Oratory roll immediately after the townsman stops talking, saying something to the effect of "Bill who?", the townsman may be startled into saying "Bill Whittaker, naturally." Then he will get angry and refuse to speak further to the investigators.

A city map purchased in the town hall (copies are 25 cents each) shows an old road called Whittaker Road leading out of town toward Lake Superior. No Whittakers currently live in town, the city clerk repeatedly assures the investigators – even if they don't ask. A county map available at the county seat (costs 50 cents) shows that the road leads to the shore of Lake Superior, passing through a forest in which a farmhouse is located. No one at the county seat knows anything about the road or the Whittakers, and they all try to play down the quakes, fearing that tourists and immigrants might be frightened away.

The police station (roll Law or Debate to get information) has one document dated August 12, 1916, stating that Dollie Hackens, Buddy Perklette, and Maxwell Eisenstein were arrested for harassment on the accusation of one J.W. Whittaker, but Whittaker refused to press charges thereafter. If the investigators search for these people, they find that Dollie Hackens drowned in Lake Michigan two months later, that Buddy Perklette died of a heart attack in January of 1917 (Buddy was 24 years old), and that Maxwell Eisenstein was committed to the state madhouse in March, 1917, where he died raving in December of 1919. This latter information is available from the families of the respective victims, or at the coroner's office for Perklette and Hackens.

The office of the Winnemuck *Bee*, a local newspaper (roll Orate to get in) has back issues dating to 1910, when the paper was started. Before that, Winnemuck had no newspaper. A successful Library Search allows the user to find a paper dated August 15th, 1916, in which there is a letter to the editor signed by a Bill W. The long, rambling, confused letter accuses the good Winnemuck townsfolk of condoning the ruffians who are damaging his property, trespassing, and otherwise harassing him. He ends the letter by saying, "If these harassments end not, the entire township will be the worse for it. The minor things that have been happening up to now could grow worse, and I can promise you that my cries for justice will not be made in vain. I may leave, but never forever. Bill W."

The Old Road

If the investigators go up Whittaker Road to the old farmhouse, things will happen. If they travel by car, after a rough mile or two, the lane gets too muddy for the auto, and the party has to walk through the woods. If the party rides horses, the animals refuse to enter the woods at all, so the investigators still have to walk. It is a four-hour walk to the farmhouse through heavy woods. If the investigators are in the woods at nightfall, whether they are traveling to or from the house, they can hear whistling howls coming from the west (see the section "Standing Stones," below).

The mud track of the road leads on from the farmhouse to the shore of Lake Superior, about a mile further.

THE FARMHOUSE

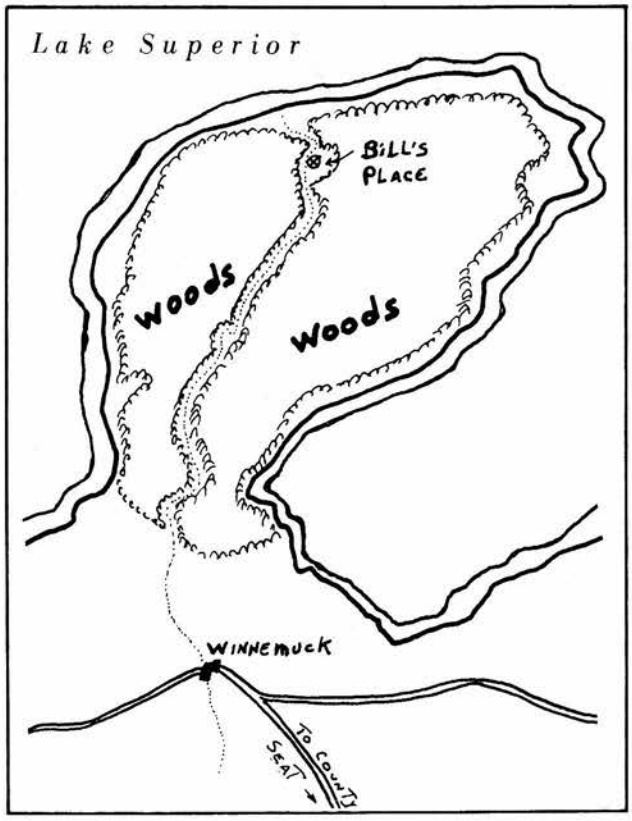
The farmhouse has been abandoned since 1918. Thick shrubs grow right up to the front door. A stable is half fallen-in. All the shingles from the roof have blown off, and lay in the yard, and all the windows of the house have been broken. Three miserable acres of cleared ground behind the house are overgrown with saplings. An animal trail leads from the back yard of the house into the deep woods.

Inside the single-story house are three rooms. The living room has a small rock fireplace. A dead rabbit, its dessicated corpse twisted and convulsed as though it died in painful spasms, is on the kitchen floor. Old broken furniture is everywhere, and holes have rotted through some walls.

In a hole in one wall, the corner of a book can be seen with a successful Spot Hidden. If an investigator reaches through the cobwebs to grab the book, he is bitten by a black widow spider. If he ignores the sting and takes the book anyway, he is bitten again. If he immediately withdraws his hand after receiving the first bite, he is not bit-

ten again. Several black widows live in the hole, and any violent attempt to kill them also ruins the book. When the character withdraws his hand, the spider is seen clinging to his hand or scurrying up his sleeve. A roll of DEX x5 or less dislodges it and it may then be easily stepped on. If the character fails the DEX roll, he is bitten again each round until his player succeeds in a Luck roll – then the spider is successfully dislodged and crushed.

Each black widow spider bit infuses a poison of potency 1D10 into the victim (for treatment, see the Treat Poison skill in the rulesbook). Match each bite's potency separately against the victim's CON on the resistance table. If the victim's CON is not overcome, he suffers only pain. The poison begins to take effect 1D3 hours after the in-



vestigator is bitten: he then undergoes abdominal cramps, difficult breathing, nausea, and so forth. Within an hour after the pain begins, he will no longer be capable of walking (remember that four-hour walk from the farmhouse to Winnemuck). If the poison damage is high enough to kill the victim, death ensues 3D10 hours after the bite. If the character survives, he instead completely recovers at that time. In any case, if the total poison potency adds up to less than the character's CON, he is not incapacitated and can walk again in 1D3+3 hours after the bite. Any loss of hit points from the poison is longer lasting, and the damage goes away only at the rate of one point daily. If the victim gets to a hospital within six hours, 12 points of poison potency are automatically purged from his body in addition to any Treat Poison attempts the investigators make.

The book hidden in the wall is a copy of the *Revelations of Glaaki,* standard English edition. The book's title is visible on its spine, and even a brief perusal informs the reader that this book may cost Sanity to read thoroughly.

THE STANDING STONES

The animal trail from behind the farmhouse winds several miles into the woods, finally ending at a clearing within which stand some megaliths and a stained cube-like rock (an altar) in the center. If the characters arrive here after nightfall, a ceremony is in progress. If the characters follow the whistling howl mentioned earlier, they also end up here.

In daylight, there is nothing grim here but the altar. A successful Zoology roll indicates that the stains are from blood, and that the charred, perforated, and scraped substance around the altar's base is cattle tissue; a successful Geology roll deduces (from the depth that the stone has been blood-soaked) that vast quantities of blood have been let here.

At night, the party is impressed by torches set all around the altar, and see a cow, tethered beside the stone, rolling her eyes in fright.

If the investigators arrive before night and wait for dusk, the priest spots them from his hideyhole and does not come out to set up torches or fetch the cow – but the ceremony starts just the same.

The ceremony consists of the aforementioned whistling howls, but at close range the investigators can pick out distinct words: "Ia, Ia, Shub-Niggurath, the Black Goat of the Woods with a Thousand Young! Iar' Mnarh'lu w'gah'nagl thnarolo yoranalakh Sirrharie! Sirrharie! Ymrokh'nal noh'iklom! Noh'iklom raj'annigh! Ia! Ia! Shub-Niggurath! Thnarlo yoranalkah! The Goat! The Goat of the Woods! Accept now my sacrifices!"

A successful Listen roll tells the investigators that the chanting noise comes from behind the altar, where some strategically-arranged stones and a hollow in the ground make it impossible to see what is there without stepping into the clearing. If someone is foolish enough to walk into the open, the chanting stops and the woods become deathly silent. If the investigator goes to where he can see behind the altar, a robed figure leaps from the hollow toward the investigator's throat. If more than one investigator enters the clearing, the figure leaps at the one most heavily armed (shotguns, rifles, pistols in that order). The priest's DEX is 17; unless the target's DEX is 17 or more and unless his gun is ready and aimed, the target investigator can fire only one shot before being mauled.

The priest (formerly Bill Whittaker) is a ghoul, as can be determined from the rags he wears, which still hold a watch with *"Bill" Whittaker* inscribed on it. Discovering this adds 1 percentile to Cthulhu Mythos knowledge, and costs 0/1D3 SAN.

If Bill is slain, his robe falls open and the investigators can get a good look at him (costing 0/1D6 SAN). If Bill is not slain, and manages to kill his victim, he leaps at a sec-

ond investigator and so on until he is killed or until all the investigators are killed or else flee. If someone fires a shot at Bill while he is engaged in melee, a miss indicates that Bill's target has been hit instead, unless the firer succeeds in a DEX x3 roll. The fury of Bill's attack causes Bill and his entangled victim to roll all over the clearing.

In 1D6 minutes after Bill dies – or after the ceremony is completed without interference, the cow begins to bellow in terror. A horrible squishing noise is heard from the south. Tree branches snap, and finally a Thing lurches into the clearing. Investigators should have enough warning to avert their eyes if they wish. The Thing, a Dark Young of Sub-Niggurath, methodically squishes across the clear to stand in front of the altar. If the priest still lives, he comes out of hiding and slaughters the cow. Before the blood ceases to gush from the animal's neck, the Thing grabs the twitching bovine and seemingly sucks out its insides – leaving only a charred, perforated, scraped membraneous hide on the ground If the investigators try to interfere, or if the priest has already been slain, the Thing attacks the investigators.

J.W. (Bill) WHITTAKER, currently a ghoul priest

STR 18	CON 13	SIZ 12	INT 10	POW 15
DEX 17	EDU 10	HP 13	Move 9	

WEAPONS: Claws 50%, damage 1D6+1D4
Bite 50%, damage 1D6+1D4 + worries foe

NOTE: Bill gets two Claw attacks and one Bite attack each combat round. If he manages to bite an opponent, he hangs on and worries his victim. For further details, see rulesbook, p. 46.

ARMOR: none, but Bill takes only half damage from a gun of any sort.

SPELLS: Contact Chthonian, Summon Dark Young of Shub-Niggurath, Voorish Sign.

If the Thing is killed, it begins to melt almost immediately, and within half an hour is entirely gone except for dank vapors and a loathsomely-damp spot on the earth within which all the plants have been killed. No new plants will grow there for decades to come.

If the investigators simply flee when the Thing arrives, it does not follow them. However, the next week the investigators are attacked by a hunting horror, summoned by the Thing and sent after them. The hunting horror attacks at midnight. If the investigators are in a building, it tears off the roof or smashes in through a wall, and comes after them. If the investigators are separated, it goes after the largest group; if two groups are equal in size, it attacks the better-armed band. It can find the investigators no matter where they hide. If slain, the hunting horror melts just like the Thing, but its damp spot doesn't kill plants.

THE THING FROM THE WOODS

STR 44	CON 23	SIZ 41	INT 16	POW 20
DEX 16	HP 33	Move 8		

WEAPONS: Tentacle (4 attacks per round) 80%, 4D6 damage + drains 1D3 STR permanently per round thereafter.

ARMOR: none. Most firearms do only 1 point of damage on a successful hit An impaling shot does 2 points of damage. Shotguns do minimum possible damage. Crushing or slashing weapons do full damage.

SPELLS: Call Shub-Niggurath, Shrivelling, Summon/Bind Hunting Horror, Summon Servitor of the Outer Gods.

SANITY: 1D3/1D20.



The thing in the woods.

HUNTING HORROR

STR 28	CON 10	SIZ 43	INT 13	POW 16
DEX 14	Move 7/11 flying		HP 27	

WEAPONS: Bite 70%, 4D6 damage
Tail 90%, grapple and carry off (roll STR vs. STR to escape)

ARMOR: 9-point hide. and cannot be impaled.

SPELL: Call Azathoth.

SANITY: 0/1D10.

LATER ACTIONS

If the investigators kill neither the priest nor the Thing before leaving the area, a few months later they read in the newspaper that the quakes worsened, forcing most of the townsfolk to move. Those who stayed were killed when an enormous crevice swallowed what remained of the town. Only bare earth covers the site now. Each investigator loses 1D6 SAN.

If the investigators kill the priest, but not the Thing, and drive off the hunting horror, they either may return to the altar site (presumably better-prepared) and fight the Thing again. or they may wish to leave the area. If they leave, events progress as in the preceding paragraph. If they return to the altar for any reason, the Thing (which can see by means of the standing stones, using them to the same effect as we might a telephoto lens) sneaks up to a point where it can see them without being seen. This is easy enough in the dark, for the thing does resemble a tree. As it nears, the investigators smell it again – a foul, charnel odor – though they cannot see it nor pin-point its location. Then the Thing casts a 15-point Shrivelling spell at the best-armed investigator and follows this with a physical attack by the Servitor of the Outer Gods which it summoned up in the last few days. The Servitor looks like a rolling lump of tentacled matter.

THE SERVITOR

STR 13	CON 15	SIZ 22	INT 18	POW 16
DEX 19	Move 7	HP 19		

WEAPON: Tentacle (2D3 attacks per round) 45%, 2D6 damage each.

ARMOR: none, but only magic weapon can harm a Servitor of the Outer Gods.

SPELLS: Contact Cthulhu, Contact Nyarlathotep, Create Gate. This Servitor can summon byakhee and a Lesser Other God named Klajrakh by playing its flute. See the Servitor rules in the rulesbook, p. 56.

SANITY: 1/1D10

If the investigators kill the Thing, but not the priest, he calls another Thing from the Woods. Events proceed as though nothing had happened. So long as the priest lives, the altar and standing stones cannot be knocked over.

If the investigators kill both the Thing and the priest, they have saved the town. Congratulations are in order. They receive 1D20 SAN for the victory. If they also knock over the standing stones, the site becomes unusable and any Cthulhoid priests using it must perform long and complex purification rituals. This gives the investigators an additional 1D10 SAN, if they realize what they have done (a successful Cthulhu Mythos or Occult roll does this). If the investigators knock over all the stones, under the altar they find a series of stone steps leading into the earth.

THE STONE STEPS

The steps lead down 30 yards, ending in a small, hot chamber filled with bones and rotting meat. The stink is overpowering. A dark polished wooden stick is visible atop a bone heap. The rod is good-quality mahogany, about two feet long, and uncarved except for the tips which resemble grinning inhuman faces. The staff acts as a nightstick or small club in combat, and counts as a magical weapon against monsters such as Servitors of the Outer Gods. The staff has 20 hit points. Clinging to the underside of the staff are black widow spiders which try to bite the grasper. For details, see the "Farmhouse" section above.

A narrow, be-slimed tunnel leads from the bone chamber. Investigators hardy enough to follow it eventually come to a cross-tunnel, then another, then another, until there is danger of becoming lost. The keeper may invent whatever maze-like chart of twisting tunnels and tubes he pleases to entertain the players. If the investigators persist, after several hours of slime-tube crawling they emerge into a huge underground cavern thousands of feet beneath the surface of the earth. A soft red light from the walls illuminates the trembles and quivers of a colossal worm-like slimy monster. Impaling the monster through the middle of its back is a huge transparent crystal upon which is etched the Elder Sign. Anyone familiar with chthonians recognizes this being, of an immensity rivaling the fabled Shudde M'ell. Everyone seeing this horror loses 1D3/1D20 SAN.

The shuddering mass before them is obviously incapable of aggressive action, though it is equally obviously not fully dead. Some of its tentacles have fallen from its body and lie twitching on the cavern floor. Flaps of tissue have torn away from the monster's body and ooze pools of ichor. Even walking across the cavern is obviously unhealthy.

If the investigators try to free this monster, they must somehow transport a heavy crane and equipment down through the slime tunnels into the cavern. With the crane, they can slowly pull out the impaling crystal (which weighs over 30 tons. Once this is completed, the monster beings to heal from its wounds – a process visible immediately but taking several weeks to complete. Once it is healed, a monster with the power and malignity of Shudde M'ell tself will be unleashed on the world. All participating investigators automatically lose 1D20 SAN for doing this. The freed monster shows neither gratitude nor benevolence for the investigators for its release, and will try to kill them if they come near.

The monster is immune to any damage which the investigators can wield. Blasting it with dynamite, flame, or bullets opens up holes or severs small tentacles, but cannot kill the horror.

The investigators should be able to deduce that the priest and his Thing were attempting to free this creature from its state of undeath, presumably by deactivating or removing the enormous impaling crystal. If the investigators do realize this, each gains 1D10 SAN for the knowledge that they have foiled this terrible plot and that the now partially-alive creature will probably return to a comatose state, now that its priest-factotum is out of action.□



THE RESCUE

Keeper Information

Rogers Whittaker, a counsel for the U.S. State Department, was murdered Sunday, June 6, while hiking in the Appalachians. His mangled corpse was found floating in the Water Gap, and had been in the stream for several days. The Tiger county coroner was uncertain whether the lesions on the body had been incurred before or just after death, but has marked the case "accidental death" in the absence of contradictory evidence. Whittaker's daughter Edith, who customarily accompanied him, has not been seen since both left for their weekend ramble.

In fact, Whittaker and young Edith blundered into a den of werewolves. He was quickly slain. She is presently the frightened captive of these despicable and godless creatures.

Players' Information

While conducting research at the Library of Congress, the intrepid investigators have been informed of Rogers Whittaker's death and Edith Whittaker's disappearance by a mutual friend, Carl Cabot Walsingham IV, an undersecretary at the State Department. Walsingham is a school chum or old acquaintance of a properly upper-class investigator of the keeper's choice.

Rogers Whittaker was a respected member of the legal staff at the State Department, an expert in tariffs and customs requirements. Nearly sixty years old, his life was of the utmost respectability and propriety. Widowed for more than a decade, Whittaker commonly took his daughter Edith, 17, on nature walks ranging through the Shenandoah Valley. The Whittaker family is an old and respected one with branches in Hartford and Boston as well as Washington. Edith was known as an unremarkably respectable girl who was to have attended Bryn Mawr in the autumn.

Rogers Whittaker failed to appear for dinner as scheduled at Carl Walsingham's home on Monday. By Wednesday, friends and family were forced to officially notify local police of the absence of father and daughter. Then the press learned of the Whittakers' disappearance, and several circumspect articles appeared. When Whittaker's corpse was found without trace of Edith, the events prompted large headlines in the Atlantic seaboard press, which the investigators would have noticed had they not been so concerned with their research.

Whittaker's body was found and identified on Thursday, June 10; a search for Edith Whittaker was undertaken by the sheriff of Tiger County, in whose jurisdiction Whittaker's body was found.

Walsingham has invited the investigators to breakfast with him on Friday, June 11. Besides the investigators, a Dr. Huntington Dare will also be present.

The Tale Unfolds

Carl Cabot Walsingham IV

Walsingham is a rich and confident gourmand in his early thirties, rather portly and always well dressed. He is a notorious hypochondriac. Over an elegantly-served Virginia country breakfast, Walsingham says that he believes that Edith may still be alive, though possibly injured. He has heard of previous exploits by the investigators and, while he discounts many of the more fantastic elements in their stories, he also knows that they have some basis in fact. As good Christian men, he asks for their aid in this matter. He believes that there is little time to lose, and he has taken the liberty of having his manservant Clive procure rail tickets to Highmark, the town nearest to the site where Whittaker's body was recovered.

He fears that Whittaker's death was no accident, a fear reinforced by the observations of the other gentleman present at table.

Walsingham supplies photos of both Rogers and Edith Whittaker. They are unremarkable, evidently pleasant enough people. Edith is a rather washed-out and shy-looking brunette with gold-rimmed spectacles, and one might easily guess that she spent much of her time with her father. Her maid has said that Edith was wearing a broad-brimmed straw hat with an embroidered band of blue forget-me-nots around the brim, a white blouse, a blue sweater, a long light blue skirt, and dark boots, and perhaps carried a picnic basket.

Dr. Huntington Dare

A polished, bookish man, Dr. Dare is in his early 40s. Though usually well-mannered, his temper gets the best of him at times. He is red-haired, smooth-shaven, and well-dressed. He stands around 5' 11" tall.

At the family's request, the good doctor traveled to Highmark to witness the autopsy on Thursday, yesterday day afternoon. Dr. Dare acknowledges that unequivocal findings are difficult once a body has been immersed for several days, but that he believes that Whittaker was slain, primarily because of the quantity of blood still extant in the tissue just beyond the edges of the wounds. The killers may have been one or more animals, but if so they are animals unfamiliar to him as a pathologist. The jaw sizes, dentition, and claw patterns positively eliminate bears or cats; the killer may have been an unusual breed of dog, but it would have had to be of mastiff size or greater.

If pressed for further information, Dr. Dare will add little of substance except casual obervations confirming the competency of both coroner and sheriff. Though he can hardly admit it without proof, secretly he knows of nothing which could match the slashing bites and tears which killed Whittaker; as a man of science, he finds this ignorance both alarming and provoking. He has been doing some unusual reading in the occult library of a friend, and has made suppositions which he hopes never to have to reveal. He has written his specific information in a notebook carried on his person at all times in the day.

Dr. Dare volunteers to accompany the investigators for the weekend, though he must return to Washington on Monday. He has spent several months in the general area over the past ten years, hunting deer and pheasant.

Dr. Huntington Dare

STR 12	CON 15	SIZ 14	INT 17	POW 14
DEX 16	APP 11	EDU 18	SAN 66	Hit Pts 15

Skills: Read English 90%, Read Latin 60%, Botany 50%, Chemistry 70%, First Aid 100%, Law 30%, Occult 15%, Pharmacy 80%, Treat Disease 90%, Treat Poison 90%, Zoology 75%, Diagnose Disease 90%, Spot Hidden 75%, Track 40%, Hide 40%, Sneak 40%, Credit Rating 60%, Hunting Rifle 75%

Clive the Manservant

Clive has been with the Walsingham family since the morning after Queen Victoria's death – some 20 years. In all that time, except for two Saturday night bouts of tipsiness, he has been a model of probity and discretion. He is friendly, though never deserting his station or responsibilities. His face is round and genial, his gait firm and purposeful. His clothing is always appropriately formal. He stands six feet tall. He inspires confidence. If the truth were to be known, he is much more capable than Walsingham, whose sole talent was to be born with money.

Clive the Manservant

STR 14	CON 12	SIZ 15	INT 16	POW 14
DEX 13	APP 13	EDU 14	SAN 75	Hit Pts 14

Skills: Read English 70%, Read French 70%, Read Latin 25%, Accounting 80%, First Aid 65%, History 50%, Library Use 70%, Treat Disease 90%, Listen 70%, Psychology 60%, Spot Hidden 50%, Drive Automobile 50%, Mechanical Repair 70%, Electrical Repair 40%, Sneak 85%, Debate 60%, Credit Rating 35%, Fast Talk 50%, Climb 70%, Jump 60%, Swim 80%

The Journey

The investigators have two hours to prepare for the 98-minute express run to Highmark. Walsingham places a car and driver at their disposal, with his regrets that his health does not permit him to accompany them. He insists that they accept the company of his servant, Clive, who will see to all their mundane needs. At the station, Clive shows the investigators to their first-class compartment. If they have accepted Walsingham's offer of his employee, Clive will remain aboard and serve a fine buffet lunch, unobtrusively pouring fine French champagne into their innocuous-looking teacups.

As the hours pass, the train leaves behind the beautiful fields and copses, and winds into the sterner bluffs and mountains of the Appalachians. Dr. Dare, if the investigators have allowed him to accompany them, describes the terrain: rolling hills broken by abrupt cliffs and heights, gently-looping rivers, fresh shallow streams leaping over abrupt waterfalls, thick hardwood growth, heavy underbrush, suspicious backwoodsmen, decaying farms settled a century and more ago, unnerving sudden chasms, dank and mysterious caverns which lead forever into the moutainsides. At times on even the warmest days, a chill can settle over a glen as though cold and ancient eyes were watching. The streams flow from the mountainsides and always, summer or winter, flow at the same temperature. The doctor wonders if they might not originate from some other place entirely.

Everyone grows sleepy as the train pushes on. It is 12:36 pm when the train pulls into Highmark.

Highmark

Highmark is a sleepy country town of 1600 people. The streets are wide, quiet, and dusty – there is no pavement. The town hall and jail are one wood-frame building; the three jail cells are of brick. There are two general stores: the "immigrant store" where the newer, poor residents buy goods; and the "good store" where the long-time residents shop. There are several churches, including a fine new Presbyterian church with a new brick face, which most people will proudly mention. The town has no newspaper, though the weeklies from Cumberland, Morgantown, and Martinsburg can be purchased at the railway station, as can the daily Washington Star and Post. Most of the Eastern European immigrant laborers in Highmark work at Wenchall Mines, about three miles further west along the railroad.

Bob Everett, the high school principal, is the local stringer for several papers; he contribures news of deaths, births, visits, and unusual events, and is paid five cents per column inch. In many months he has had nothing to report more exciting than the Roberts boy's death. There is a doctor, but he is presently in Hagerstown to see his mother, who is reportedly gravely ill. The town's mayor is Alan Haskew, who runs the "good" general store; he is proud and condescending, and is responsible for the double flagpole in front of the town hall. From these flagpoles the youth of Highmark like to fly insulting banners or ladies' undergarments.

Upon disembarking, the investigators learn that Walsingham has had a Packard touring car sent along with them, riding on its own flatcar, its finish protected by tarpaulins. The presence of the automobile causes talk in



Rafter Pelton transformed.

Highmark, for there may never have been one finer in this rural town. Most inhabitants still ride in horse-drawn carriages when traveling about town or to the nearby farms. The roads linking it with other towns are passable by carriage, but train and telegraph are their normal methods of communication; there is no telephone.

Note: For the rest of this scenario it is assumed that Clive has accompanied the investigators. Neither Dr. Dare nor Clive need to have been taken along as party members for successful play of the scenario. If efficient Clive is along, he has already telegraphed for rooms for the investigators at Mrs. McInulty's, a reputable local boarding house.

The Beggars at the Station

As the investigating party disembarks, they notice two rather dirty and disreputable-looking men. One of them, Jack, approaches and respectfully asks the fine gentlemen if they might spare him a nickel so that he might eat today. Clive will send him on his way with the remark that he might well spend his time making something of himself rather than offending his betters. The stationmaster will intervene, explaining that poor Jack lost most of his senses fighting in the Great War, and that he was a good man before he went. If any of the investigators give him money or tobacco, Jack will thank them effusively and at embarrassing length.

If Jack receives anything from the investigators, the second beggar, Jocko, will race over and in a surly fashion demand his due. This man the stationmaster will chase away angrily, telling the good-for-nothing to stay off railway property once and for all, or he'll set the dogs on him. At that comment, Jocko (who has backed away in fright during the tirade) will kick a spotted hound, the stationmaster's favorite dog, sleeping near the baggage truck. The hound springs at Jocko, and a melee ensues. If the investigators help in pulling apart man and dog, Jocko will tearfully swear to remember them always in his prayers; if they do nothing to aid him, he will angrily curse them and all their leeching, exploitative kind, warning everyone that the revolution is not far off, and that he will remember who stood for the poor people and who did not. The powers of the people are extensive, he shouts, very extensive.

About Town

The Constable's Office

Constable Hamblin welcomes the investigating gentlemen, expressing his sorrow at the death of Rogers Whittaker.

He is quite deferential in the presence of such finely-dressed gentlemen as Dr. Dare and the investigators, and stories of the elegant manservant and the wonderful Packard touring car on its own flatcar have already flashed through town. He welcomes their aid in the search for Edith Whittaker, though he fears that they must steel themselves for the worst – there has yet been no trace of the girl, and each hour without news leaves less hope that she is alive. More than a dozen townsmen and deputies are still combing the riverbanks for her, but they will have to halt the search soon; they must return to their jobs and families.

The constable normally deals with drunkenness and brawling on Saturday evening, occasional petty thefts frm clotheslines and outbuildings, and juvenile pranks of various sorts, such as painting cows or rotating roadsigns. He can answer questions about unusual happenings with perfect honesty: this part of Tiger County, thank god, is not the sort of place where anything ever happens. His files, which he will be glad to open to such important men, bear him out.

He will also show his copy of the coroner's report on Rogers Whittaker's corpse: it is identical in every particular to the copy which Dr. Dare has in his possession.

The constable points out the approximate search area on a local map earnestly hand-drafted by students of Mr. Montgomery's civil engineering class, Highmark High School, 1917.

Mrs. McInulty's Lodge

This is a rambling three-story house, in which Clive has rented a room each for the investigators, Dr. Dare, and himself. Breakfast is at 7 am, supper at 6 pm sharp. The doors are locked at 9 pm (11 pm on Saturday), and unlocked again at 5:30 am. No smoking allowed; visitors in the parlor only; no cursing or spitting at the table. There is no telephone.

Because their party obviously has money, Mrs. McInulty (age 52) is friendly and accomodating, but she has been overworked for years. The local families and children have gotten rather confused in her mind, and in the space of a few hours she is likely to tell the investigators different stories about the same people and events.

Town Investigations

Several people profess to remember that the Whittakers disembarked from the early train (10:07 am) and strolled up the road toward Old Man's Bluff, a knoll which the investigators can see rising about two miles away. The road parallels the Water Gap stream, in which Rogers Whittaker was found floating on Thursday.

Nearly everyone saw or says they saw the body being pulled from the river, even though the spot is nearly a mile outside of town. They all report that the body was horribly torn and grotesquely bloated, and that they hope never to see such a fearsome sight again.

There have been no other murders or accidental deaths in the area for over a year; the last death was the youngest Roberts boy, who was jumping around in a hay loft and managed to impale himself on a carelessly-lain pitchfork.

There have been no mysterious occurances, strange lights, weird sounds, or odd people that anyone can remember. Several years ago, though, a cow belonging to that same Roberts family had triplet heifers, and all three are still alive; two of them are the best milkers in this part of the country.

People are mostly friendly, outgoing, and eager for stories about the wonderful world beyond. Clive is quite taken with Highmark, and thoughtfully records it as a place where he might well retire – though he will not report this to the friends of his employer.

They will be willing to talk about anything, but they know almost nothing except about local, mundane matters.

The Pelton Girls (Jael and Deborah)

Somewhere on the streets, the investigators will see two hulking females throwing rocks at a pack of 10-12 warily-advancing dogs. The angry barks of the dogs and the lewd curses of the girls are deafening and upsetting in a town noted most for being quiet. The girls wear shabby calico dresses; their legs are bare; their hair is stringy and dirty. The gangly youngsters are identical twins. Several neighbors will come out onto their respective porches and loudly tell the Pelton females to leave. If asked, the neighbors will agree that the Peltons are always making trouble, and that the county would be better off without them. If an investigator tries to accost one of the girls, she will frown and petulantly pull away, leaving without saying anything except for curses.

Second Meeting

Whether the party goes out late that afternoon or waits until next morning, they will meet the two beggars again. If they gave Jack a coin or gift, he will greet them elaborately, then giggle and howl like a dog over and over. If the investigators leave, he will race fifty yards ahead of them and then he will sit down and say that he can't go farther because he is lost. This will happen over and over. If someone kicks or threatens him, he will flee.

Along with Jack, the investigators encounter Jocko, who always skulks along after Jack, confiscating the pittances Jack receives. He will insinuate that he knows why they are in town, though it is no secret, and slyly advise them to go up the Water Gap to the gorge, saying that "things get caught in the shallows." Then he will urinate casually and swagger off. Should anyone notice where he stood, that investigator will find a dampened piece of lace embroidered with blue forget-me-nots. Jocko will forever deny any knowledge of the scrap of cloth, but he has left it there to spite and tantalize the investigators.

Pelton knows both beggars and has shown them his powers and has bragged of his cruelty and invincibility. Both are flattered by him and frightened of him, and both are proud that they know something which the town does not. They know that Pelton is holding Edith, and that he probably killed her father. They do not comprehend how many others he has murdered. Jocko stole Edith's

hat as a fetish of power. The rest of the hat lays in the bushes not far away. Its hatband is inscribed carefully with Edith's name and address.

Jack frankly admires Pelton, though Pelton has taught him only to say that he is "a great man." Pelton reminds Jack of the cruel and powerful generals he cheered in the Great War.

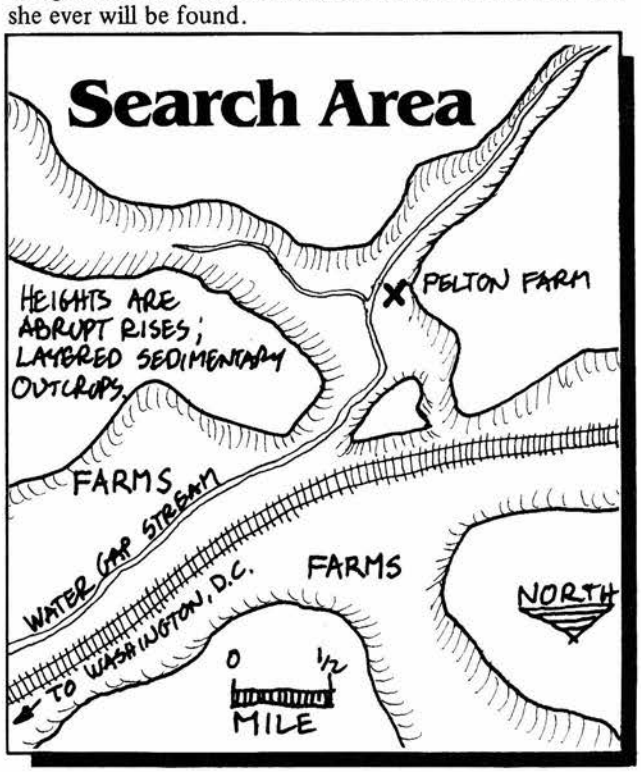
Jocko has been convinced by Pelton that the powers of metamorphosis lie within every man, and that it is the oppression of society and the clever lies of organized religion which denies the proletariat even the dreams of its actual greatness. Occasionally Pelton amuses himself by causing Jocko to perform elaborately ludicrous and humiliating "meditative rites" in order to open himself to the truth which Pelton swears he embodies.

Pelton, of course, will slay both in an instant if either ever seems a threat.

The Search Party

If the investigators go downstream from the town, they'll find nothing but old wagon wheels, broken lumber, and garbage tossed from the railway. The river gets bigger and dirtier from drainage from more local mines, all the shafts of which are in operation.

If the investigators go a mile upstream, they'll meet the search party, dragging the pools and scouring the banks. The men seem competent and earnest, though discouraged. They all think that Edith is dead, perhaps washed far downstream or gnawed by animals or fish. The men say that they have searched as far as the Pelton farmstead at the gorge, but could go no farther than that because beyond the stream narrows and becomes quite dangerous. It is possible, they say, that Edith's body is in the ravine, wedged between some rocks, but if so it is unlikely that she ever will be found.



The Pelton Farm

A mile beyond the searchers, the hills narrow ominously on either side. The road goes uphill in a series of switchbacks and continues to the west, but the Water Gap stream slices through the neighboring ridge to the south, carving a dark and dangerous gorge as it goes. Just before the gorge, the investigators come to the ramshackle Pelton Farm, home of Jael and Deborah Pelton, the girls who were throwing rocks at the town dogs, and of their father, Rafer Pelton. The farm is still worked, but the ground is rented to other famers; the Peltons do not farm and have no farm animals of any sort. They are, in fact, noticeably bad with all animals, and animals always react nervously or angrily when a Pelton is near. They exist on the rents from their land and perform odd jobs in the area. Rafer Pelton says he has a government pension, but never gets any government mail or checks. (Why should he? Since its foundation, the U. S. Government has never needed a werewolf.)

Rafer Pelton

He is the father of and leader of this tiny werewolf clan. He is tall, dark, and muscular, with a cruelly-intelligent face. The mother of his twin daughters, whom none of the townspeople ever met, died in childbirth. Unlike some afflicted with this ancient curse, Pelton takes fiendish pleasure in his animalistic and malevolent powers of destruction. A cunning lycanthrope, he makes sure never to indulge his vile needs in Tiger County; instead, often as the moon nears full, he and his daughters take the train to Washington, Richmond, or Baltimore, there to pounce upon and destroy derelicts or other defenseless folk. After wallowing in gore and satisfying their atavistic lusts, they carefully conceal the evidences of their depredations, using all their human intelligence to do so. By victimizing those without friends or money, they ensure that the police are not unduly concerned.

The Whittakers were attacked because Rafer decided to have sons, a vain hope as he would know if he understood more about werewolf reproduction. He impulsively killed Rogers Whittaker and seized Edith while they explored Water Gap Ravine. He hoped that they would not be missed or that, being missed, their location would not be known. The girls (perhaps because of unconscious primal jealousy) disposed of Rogers' body clumsily, choosing and weighting a gunny sack which was rotten. When the body bloated, the pressure tore the sack and the body rose to the surface of the stream.

Rafer Pelton – human form

STR 15	CON 12	SIZ 17	INT 16	POW 13
DEX 11	APP 12	EDU 19	SAN 0	Hit Pts 15

Skills: Read English 95%, Read Latin 60%, Read French 90%, Speak French 90%, Accounting 40%, Anthropology 50%, First Aid 70%, Occult 25%, Pharmacy 50%, Treat Disease 80%, Diagnose Disease 60%, Listen 50%, Spot Hidden 50%, Mechanical Repair 60%, Camouflage 50%, Hide 60%, Move Quietly 60%, Climb 70%, Dodge 55%, Jump 65%, Swim 80%

Rafer Pelton – bestial form

STR 30	CON 24	SIZ 17	INT 8	POW 13
DEX 11	EDU 9	SAN 0	Hit Points 21	

Skills: Listen 50%, Spot Hidden 50%, Hide 60%, Move Quietly 60%, Climb 70%, Dodge 55%, Jump 65%, Swim 80%, Track by Smell 90%
Bite 75%, 1D8+2D6 damage

Armor: 1 point skin

Special Abilities: regenerates 1 point of damage per round until dead; vulnerable to silver.

Jael Pelton

Jael idolizes her father and does everything she is told to do by him. Like her father, she consciously indulges and exults in her bloodlust as a sign of superiority over merely human prey.

Jael Pelton – human form

STR 12	CON 13	SIZ 13	INT 12	POW 10
DEX 12	APP 9	EDU 5	SAN 0	Hit Pts 13

Skills: Read English 25%, Occult 20%, Listen 60%, Spot Hidden 40%, Hide 35%, Move Quietly 50%, Climb 70%, Dodge 60%, Jump 50%, Swim 50%

Jael Pelton – bestial form

STR 24	CON 26	SIZ 13	INT 6	POW 10
DEX 12	EDU 5	SAN 0	Hit Points 20	

Skills: Listen 60%, Spot Hidden 40%, Hide 35%, Move Quietly 50%, Climb 70%, Dodge 60%, Jump 50%, Swim 50%, Track by Smell 60%
Bite 40%, 1D8+1D6 damage

Armor: 1 point skin

Special Abilities: regenerates 1 point of damage per round until dead; vulnerable to silver.

Deborah Pelton

Deborah is the more thoughtful of the two daughters, and consciously despises her father for seizing Edith. Though just as shaken by bloodlust as he, she agonizes about it. At sometime in the near future, she will flee the area in an attempt to escape her dark destiny. She does not know that this is just what her father did, long ago.

Deborah Pelton – human form

STR 12	CON 13	SIZ 13	INT 14	POW 12
DEX 12	APP 9	EDU 6	SAN 0	Hit Pts 13

Skills: Read English 30%, Occult 15%, Listen 60%, Spot Hidden 30%, Hide 40%, Move Quietly 70%, Climb 50%, Dodge 60%, Jump 50%, Swim 50%

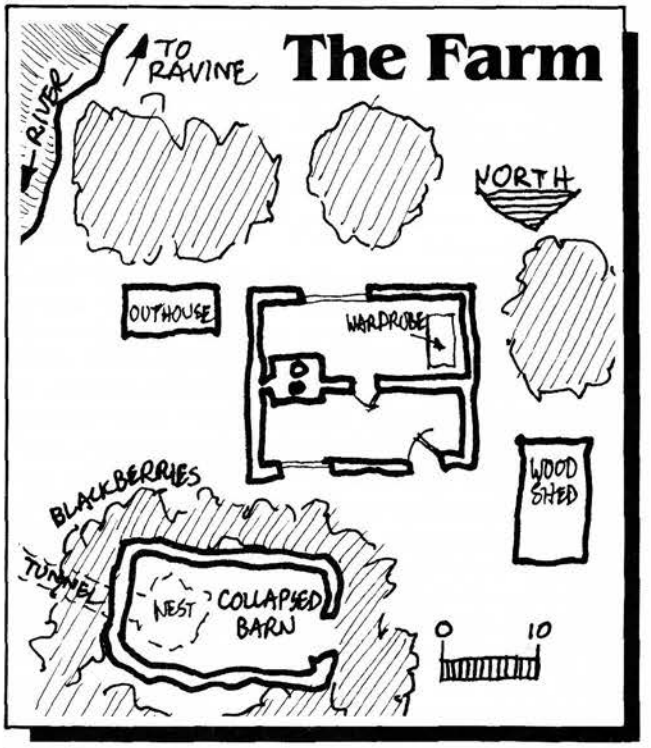
Deborah Pelton – bestial form

STR 24	CON 26	SIZ 13	INT 7	POW 12
DEX 12	EDU 6	SAN 0	Hit Points 20	

Skills: Listen 60%, Spot Hidden 30%, Hide 40%, Move Quietly 70%, Climb 50%, Dodge 60%, Jump 50%, Swim 50%, Track by Smell 80%
Bite 40%, 1D8+1D6 damage

Armor: 1 point skin

Special Abilities: regenerates 1 point of damage per round until dead; vulnerable to silver.



The Farm

The Pelton farm consists of well-kept fields, a two-room farmhouse, a woodshed, and a mostly-collapsed barn. The fences are new and in good repair; the buildings appear almost unlivable. Only woodsmoke or a light at night might indicate that they are not abandoned.

The Woodshed

The woodshed holds nearly eight cords of well-cured hardwood. Some sticks have teeth marks on them.

The Collapsed Barn

The Peltons have concealed a nest here, room enough for all three to take shelter. There are a few human bones strewn about, as well as some hardtack wrapped in several layers of oilskin. The werewolf family has concealed nearly a dozen such hiding places up the gorge and through the nearby hills. In one of them Edith is being held.

A two-foot-diameter tunnel extends underground to the stream bank some hundred feet distant. The stream exit is camouflaged by a large flat rock.

The Farmhouse

The front room contains a table, four chairs, a fireplace, a few cooking utensils, and some books – all about wolves

ABOUT WEREWOLVES

There are perhaps many different types of were-things. The variety of werewolf that the Peltons have become are victims of a genetic virus so far not isolated. The properties of the disease resemble those of rabies in a vague way, but the consequences are both less immediately fatal and more long-lasting. Normally, the disease is transmitted via saliva in a bite a attack, and a victim surviving a werewolf attack has a cumulative 5% chance of contracting the disease for each point of damage he has incurred. A character who took 5 points of damage would have a 25% chance of becoming a lycanthrope.

Sexual congress between a werewolf and an undiseased human results in the infection of the formerly undiseased human. Children born to werewolves are generally infected before birth. Such births are uniformly difficult, and cause the mother's death in the vast majority of cases.

The disease incubates for about a month, and, once manifested, frequently causes the death of the victim in a rabies-like manner. To simulate this, unless the infected individual can roll his CONx1 or less on 1D100, the disease leads to agonizing death within a few months, rather than to the wolf-like transmutation. Rabies vaccine will increase the sufferer's chances of survival to CONx3 or less — however, the victim will still be subject to lycanthropy.

A victim that has survived this earliest stage of the disease is now subject to periodic attacks of a grisly nature. The first attack almost always takes place upon a night with a bright moon — a certain light intensity seems likeliest to trigger the response, in an epilepsy-like reaction. From then on, the attacks occur randomly, often being hysterically-induced, though they will generally occur at nearly monthly intervals. Bright moonlight retains its seeming power over the hapless lycanthrope to a great extent. Those humans who find the transformation ultimately enjoyable often discover that they can learn to control the reaction — turning it on and off at will, though in times of severe physical or emotional stress they may still revert.

The exhausting transformation process takes about 5 minutes. It also requires 5 magic points per one-way transmutation. The werewolf may transform during the day or night, but since it is vulnerable during the transformation, the fiend will seek out a concealed, usually darkened, place. The transformation process is almost always preceded by a brief "aura" — a hallucination or waking dream. Despite the terrifying nature of these auras, they are useful, as they alert the lycanthrope to the fact that he is about to transform, giving him time to hide or flee others' sight.

During the attacks, a werewolf is quite savage and feral, much like the classical mad dog or rabid human.

Werewolves are notoriously resistant to injury in their bestial state. They can regenerate 1 point of damage per combat round while transformed, though scars and welts are left behind, and the process is greatly weakening — often forcing the victim, once he has re-transformed into human form, to spend several days in bed, nauseous and shaky. Thus, they prefer not to be injured at all.

Why silver is such a specific killer is unknown, but the reaction is nearly as fast as that of cyanide in normal human bodies. The efficacy of silver led medieval doctors to prescribe drinks and effusions of silver particles; these did nothing to delay the progress or fatality of the disease. It may be that the hypersenstized nervous system becomes susceptable to increased electrical conductivity, or possibly the formation of silver compounds is intrinsically poisonous to the lycanthrope's altered body chemistry. It may be that other elements, such as cobalt or platinum, have similar results, but simply have not been tried, being relatively rare. Symbolically, silver is the lunar metal; it is appropriate that the element which seems to give the werewolf his power also is the element which can destroy the beast.

When damage is given a werewolf with a silver weapon, the damage done is also matched vs. the creature's CON as if it were a poison. If it overcome's the werewolf's CON, the monster dies. If it does not, then the werewolf takes half the rolled damage as non-regenerable damage. For example, if a silver bullet were to do 15 points of damage to a werewolf with a CON of 20, the monster first would take the 15 points of damage normally. Then, the 15 points would be matched vs. the creature's CON of 20 on the resistance table, giving a 75% chance for the werewolf to resist the silver. If the werewolf successfully resists, then it takes 8 points of extra damage from the silver anyway, and its natural regeneration process will not affect this additional damage.

Seeing a werewolf in its beast-man form costs the viewer 1D8 SAN unless a SAN roll is made, in which case no SAN is lost at all.

In general, despite the information gathered, the present sad state of lycanthropic research can only be regretted.

and werewolves. Prominent among them is a copy of *Monstres And Their Kynde,* in (rather archaic) English, which gives +8% to knowledge, has a x1 spell multiplier, and costs 1D8 SAN to read. There is also a copy of *Les Lupus Horrifique* in French, concerning a mass outbreak of lupus or rabies, by a Dr. Raphael Peltonne, privately printed in Martinique, 1887. The book is filled with terrifying events, told in an exceedingly cynical way: +2% to knowledge, and -1D4 SAN. The book holds no spells. The room is generally filthy.

The back room's contents include three beds, dirty and unmade. There is a second fireplace, and this one has warm coals. Clothes are piled everywhere, both men's and women's, and an upright wardrobe actually holds reasonably clean, respectable clothes. These are worn by the werewolves during their frequent journeys to the cities in search of prey.

Water Gap Ravine

While the keeper is free to have the investigators encounter the Peltons at the farm, this event will be more dramatic if it occurs in the ravine itself, in the semi-darkness and deafening roar of the place, among shelves and boulders, somewhere along the tentative animal trail which follows the gorge (and which in three miles opens with it into another valley).

Be sure to have the investigators take up a marching order and have their players state whether the search will be thorough or cursory.

Some 15-30 minutes into the gorge, Pelton (in his horrible man-beast form) will exhibit Edith at a point well ahead of the investigators, and make her scream to ensure that the investigators see her. Pelton's blood frenzy is driving him to attack the interlopers.

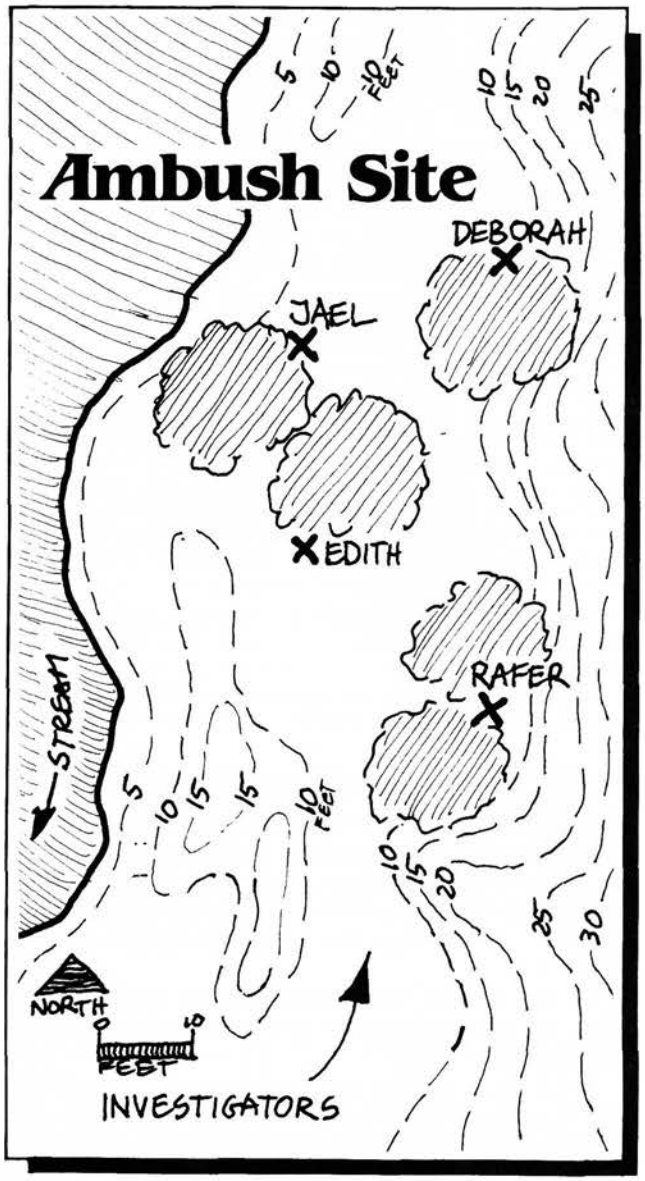
The Trap

Pelton will bind the ever-swooning Edith to a tree in a small wide place in the gorge. All three werewolves will hide; Pelton will look to see if any of the investigators

seem to be armed and attack that individual, or anyone who seems to be the leader of the group. The two girls will spring forward only when Pelton does; they have hunted with him often, and are well-disciplined in the craft.

Pelton's attack will come when the attention of the investigators is momentarily focused upon the still-living Edith, gratuitously draped across a low tree limb, shouting for help.

After a werewolf kills a human, it must succeed in an Idea roll (with its lowered INT) or be so diverted by its kill that it will halt to feed on a victim, rather than seeking to kill all the investigators first. The werewolves may well be victorious, but at least one or two investigators should be able to escape.



Escaping

There is not much chance of evading three werewolves in the gorge, but it might be done in three ways. First, the beast-things might be so diverted by their kills that the characters cannot be tracked down while in the gorge. If they make it past the Pelton farm, they will be so close to the men still searching for Edith's body that the werewolves will refrain from attacking.

Secondly, they might try climbing the walls of the ravine. It is six Climb rolls to get to the top; the werewolves will not climb up the cliff, but they may later pursue such escapees once on top of the bluff, getting there by safer, if not speedier, paths.

Thirdly, an investigator or two might brave the Water Gap stream itself. This river is about forty feet wide and rapid, but six successful Swim rolls will bring such a character to the searchers far downstream (he will suffer 1D6 damage from bumps and scrapes along the way).

In any case, the werewolves will certainly try to eliminate the remainder of the party before the alarm they will spread is taken too seriously. An attack at the boarding house or on the train should not be ruled out. If an investigator does emerge alive and return to Washington, the influence of Walsingham and the Whittaker family should ensure that a major punitive hunt is launched to eliminate the scourge once and for all. The werewolves will likely enlist their beggar allies, Jocko and Jack, but these worthies are not likely to cause trouble on their own. The details of such a campaign are beyond the scope of this scenario.

About Edith

Edith Whittaker is a sheltered young lady, unprepared for being kidnaped and held for unimaginable reasons by a group of werewolves. She has spent most of the time unconscious or feigning unconsciousness, and all she can report to the investigators is one shocking transformation by Rafer Pelton and the gross toilet habits of his two daughters. She has been held in a small cave midway up the ravine, close to a waterfall which would have drowned out any screams she might have made had she felt confident enough to make them. She has no other memories; keepers may arrange events as desired.

Pelton may have infected her during her stay. The investigators may bring her back to civilization, only to read of mysterious and shocking murders near her home during the next full moon.

If Pelton has impregnated her, she will die in childbirth if she goes to term unless she can roll her CONx1 or less on 1D100. Her child will manifest the werewolf syndrome at puberty.

Edith's mind surely will have been affected by the ghastly death of her father and by her subsequent ordeal. The gossip about her will be elaborately cruel. It will be many years before she can place this elaborate incident behind her. She might possibly want to become an investigator at some later date.

Rewards

Surviving investigators who can prove that Edith is dead will earn some gratitude on the part of the Whittakers,

and will gain some small knowledge and influence in the national bureaucracy. If they can return Edith alive, the family and friends will incidentally make sure that the investigators receive enough investment information in the next year to reap a 5:1 return on investments, up to $10,000 initial capital.

Each investigator will gain 15% to add to his or her Credit Rating.

If the werewolf gang is killed or broken up, each investigator will gain 1D3+3 SAN each.

Finally, Walsingham will always insist that any survivors always stay at his home when they are in Washington D.C. thereby saving incidental food and lodging costs.



MYSTERY OF LOCH FEINN

Players' Information

Professor Willard Gibbson, a paleontologist with the British Museum, was murdered while working in the Loch Feinn area. Loch Feinn is a northern lake, near the town of Gregor. Gibbson's body and effects were returned to his 22 year old daughter, Elaine, who lives in London.

The player-characters can be drawn into this adventure one of three ways. The late professor could have been a friend of one or all of the investigators, as could his daughter Elaine. Thus, the ties of friendship could lead them to Loch Feinn. Or they could be contacted by Elaine, who wants a further investigation, and who tantalizes the investigators by telling them that her father told her over the phone that he was onto "the biggest scientific discovery of this century or the last!" Unfortunately, Professor Gibbson did not elaborate over the phone, and died shortly thereafter. Such a potential discovery should tantalize both scholars and journalists. Finally, the British Museum could hire the investigators to go and dig deeper into Professor Gibbson's doings while at Loch Feinn, to either figure out what he had been working on, or to bring his killer to justice.

Two or more of these methods could be used to drag the investigators to the highlands, at the option of the keeper. In any case, they are unlikely to forget their adventures there.

Keeper's Information

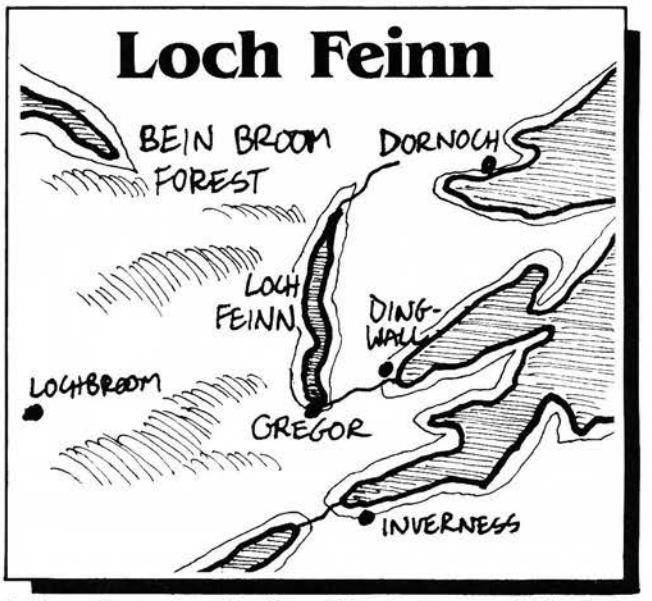
Loch Feinn is a center of lloigor activity. They are gathering their power to dominate the entire area. A local family, the MacAllans, serve their interests. Central to the scheme is the appearance of a lloigor in the loch, in reptilian form. This appearance is called the Water Horse by the locals.

General Information

The Town of Gregor: The provincial Scots are reticent with outsiders – especially about things concerning their loch. The professor was brutally stabbed to death outside of town. The local police investigation seems to be both sluggish and ineffective. A successful Oratory roll on the part of one of the investigators will help them gather more information from local contacts. Some people believe that the MacAllan clan was responsible for the murder. The MacAllans are a family living all round the loch. Liam MacAllan is the clan chief. For over a century people have been blaming them for cattle theft, assault, rape, murder, and other crimes. Several members of the family have been sent to prison; some others met their doom in violent disputes. It's not wise to fuss with or trespass on the MacAllans. They are reputed to patrol the shore of the loch with shotguns.

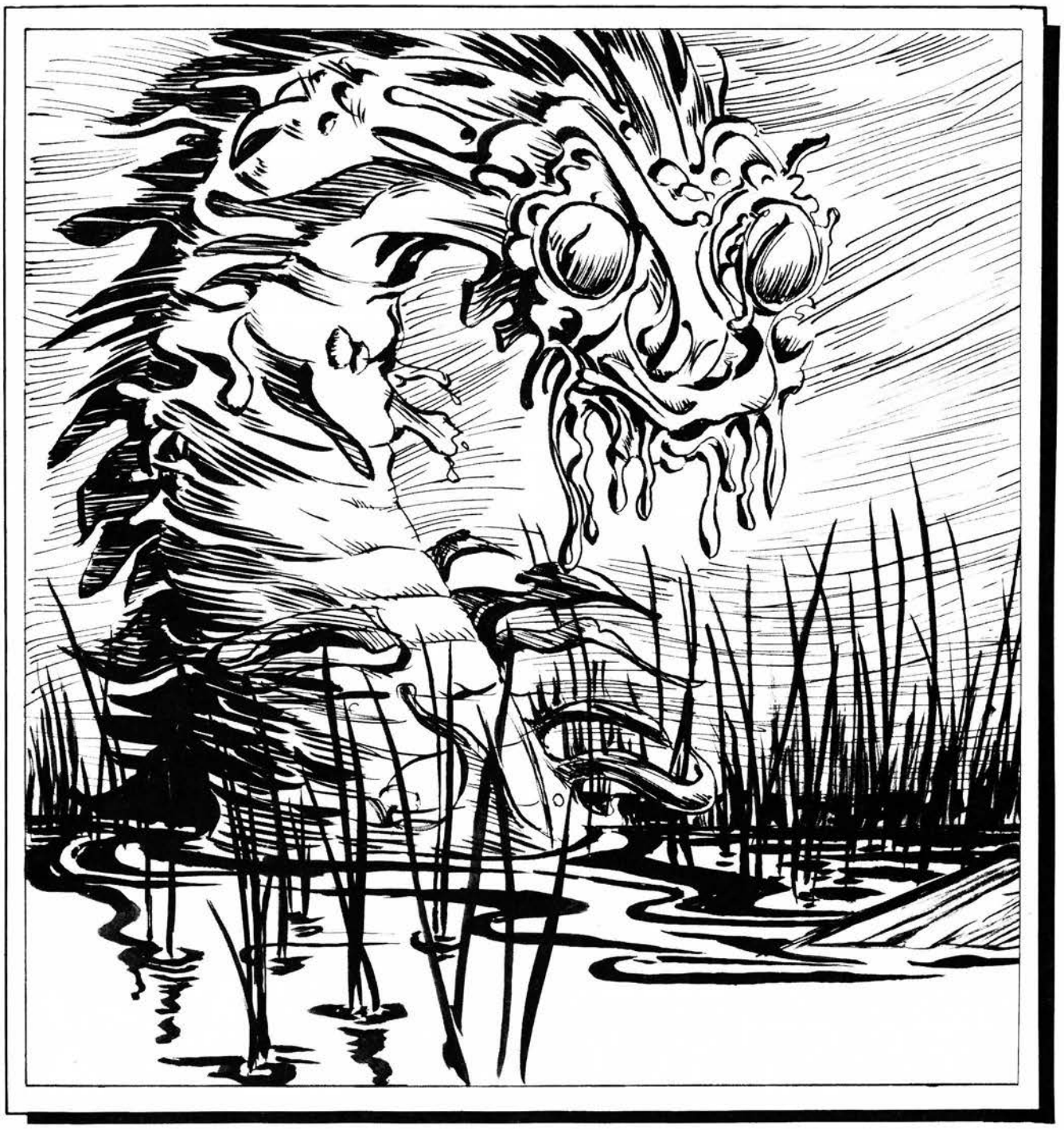
The MacKenzie House: The MacKenzie house is where the murdered professor had stayed. If the party needs a place to lodge, it is good enough. If interested in the professor's room, they may stay there. Erma, the proprietor's wife, will tell the investigators (if they ask), that everything Professor Gibbson had was sent to the local authorities. If the party achieves access to the room, a successful Spot Hidden will find the professor's journal, hidden from view and taped to the top of the closet. Erma and her bland husband will ask few questions and expect little trouble. The only way the investigators could offend their hosts is by "not payin' wha' they owe."

Gibbson's Journal: The journal taped inside the closet reveals his belief that the legends of the Water Horse point to the survival of some sort of prehistoric life, possibly a plesiosaurus. He states that the more superstitious locals



believe that seeing the Water Horse means one's death is at hand. Apparently the persons most able to help his research, the MacAllans, are impossible to deal with and have threatened to shoot him if he trespasses on any of their farms again. Fortunately, the farm of one Paton MacGuffin, who despises the MacAllans, affords him a good view of the loch.

Later in the journal he reports finding a megalith on an island in Loch Fewin and another near the shore on MacAllan land. Professor Gibbson complains several times



about being driven away from these interesting stones by MacAllan toughs.

Gibbson makes references to two books, *Legends of Orkney and North Scotland* and *The History of County Tamlin.* Evidently he found these helpful in confirming the existence of the Water Horse. Both books can be found in the Gregor town library.

The History of County Tamlin lists several sightings of the Water Horse in recent times, usually south of the megalith-bearing island. There are several deaths and disappearances attributed to the monster. In 1898, Amery F. Skein was found mutilated and half-devoured floating in Loch Feinn.

Increasingly Gibbson begins to become paranoid about being followed and watched. He vaguely refers to a scrap outside a pub with Liam MacAllan. This only sparks the professor's pugnaciousness, for he approaches young Sean MacAllan, Liam's skulking son, in the Rose of the Highlands pub, where he plies him with whiskey while the young ruffian alternately boasts and threatens. Sean seems proud of a secret knowledge and makes drunken references to "them fra below."

Now Gibbson begins to pay more attention to the comings and goings of the MacAllans, evidently worried that they may attempt to stop his research. He hides his journal because he does not feel safe. Gibbson finds that the MacAllans are known to gather at the ruins of Laireag



The investigators and the Water Horse.

Castle on some old pagan feast days.

The tone of the journal, at this point, implies that the author has knowledge that he dares not disclose. Perhaps the professor fears slander? The final entry mentions a search for a book called *Standing Stones of Great Britain.*

Elaine Gibbson: The professor's daughter is his only close living relative. It was she who received his effects after his murder. The party who interviews her will find her more than willing to talk. She had been her father's assistant for two years and would have accompanied him to Scotland if her studies had not delayed her departure. She supported her father's view that the strange creatures in Scottish lochs might be living fossils.

Elaine wants to go to Scotland with the party. She will go by herself if necessary, but she will go anyway. She is plucky and independent. If the party does not give her sufficient useful work to do during the investigation, she will go out on her own to investigate whatever seems to be the focus of the mystery at the moment.

Elaine Gibbson

STR 8	CON 13	SIZ 10	INT 16	POW 14
DEX 11	APP 16	SAN 89	Hit Points 12	

Skills: Read/Write Latin 80%, Read/Write German 50%,

Read/Write French 85%, Chemistry 45%, Geology 55%, History 30%, Library Use 90%, Zoology 65%, Paleontology 70%, Debate 40%

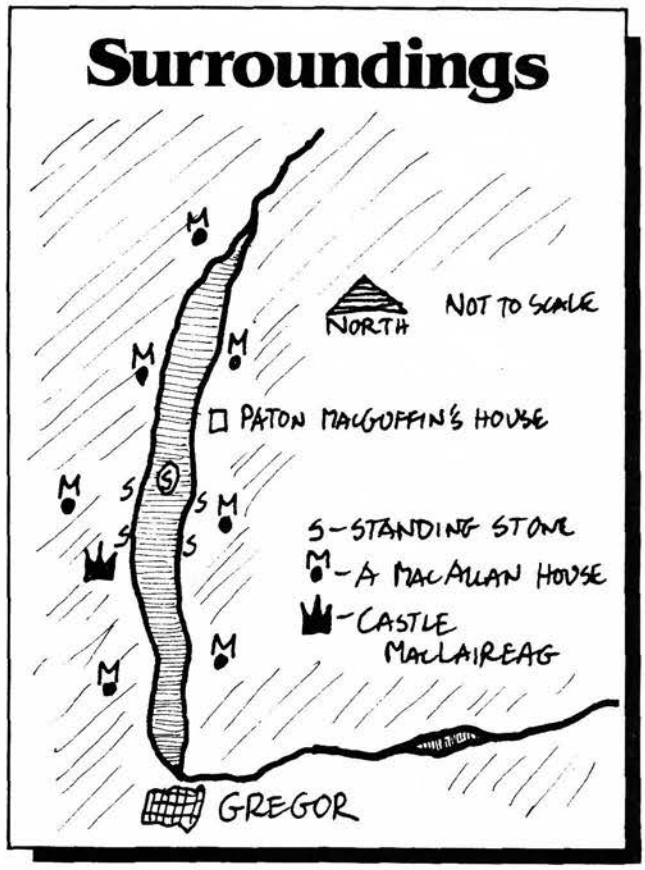
Willard Gibbson's Papers: The professor's papers are kept in Elaine's apartment. The letters at first give general information on the town of Gregor and the general recalcitrance of the locals. He is unable to get conclusive proof that there is anything real in the loch, but remains hopeful. He mentions that he is keeping a journal – which is not included in the effects forwarded by the Gregor constabulary.

Among the papers is a file of clippings and handwritten notes taken from books with additional references noted. They include a story from the life of St. Anfac in which he finds the men of Loch Feinn "steeped in most damnable heresy." The story is climaxed by a battle with Satan in the form of a dragon, which St. Anfac drives off with a prayer. This story was supposed to take place in the latter ninth century.

Monsters reappear in a number of other accounts stretching back centuries, and up into modern times. The monster is described as dark grey, long-necked, "strange" footed, and, in older reports, sometimes possessed of great wings and many heads. The monster is always seen in the loch or along the shore. For many years, lost people and animals have been attributed to attacks by the monster. In modern times, disappearances are still occasionally mentioned in connection with the Water Horse, but official testimony speaks instead of drownings, heart attacks, and murder by brigands.

The latest letters speak of the sinister MacAllan clan. The professor was threatened by Liam MacAllan, but feels his investigation is gaining momentum and is not dissuaded from his conclusion. He urges Elaine not to worry In his last letter, Professor Gibbson asks Elaine to find him *The Standing Stones of Great Britain,* and, if possible, *Unausprechlichen Kulten.*

The Books: Elaine managed to find *The Standing Stones of Great Britain*. This book puts forth a theory that the old megaliths of the isles are all located upon important points in the ground and act as power amplifiers. In the proper pattern they form a cohesive magnetic energy field, according to the author. Certain straight-line alignments of megalithic sites were called "Dragon Paths" by certain clans of ancient Britons.



Unausprechlichen Kulten, which could not be obtained by Elaine, has several more interesting tidbits. If the players have a copy of any edition of this horrid work, they may find the following by making appropriate die

They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites. Kadath in the cold waste hath known Them, and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones whereon Their seal is engraven, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? ye see Them not: and Their habitation is even one with your guarded threshold . . . . Man rules now where They ruled once: They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again.

—H.P. Lovecraft

rolls (the book's Knowledge + times 5 or less on 1D100). Standing stones were raised for the worship of many ancient and evil beings. Von Junzt especially notes the worship of the lloigor in ancient Europe, and correlates the standing stones associated with the lloigor to the numerous megalithic sites in Britain. Von Junzt says that the lloigor live underground, but gives no details as to their physical form or nature, except to state that they are "astral." Von Junzt also seems quite taken by the fact that a Malcolm MacLaireag, burned in Edinburgh in 1396, died screaming, "Lloigor! Lloigor! Lloigor!" Von Junzt then goes on to say that this case was typical of the lloigor. Those made into their servants quickly become driven to crime and utter depravity, sexual and otherwise. Their very presence drives unstable types to wickedness.

Castle MacLaireag: Searching successfully in a library will reveal that Castle MacLaireag is a ruin standing on the west shore of Loch Feinn, uninhabited since 1781. It was built in the 13th century by the infamous MacLaireag clan of robbers. They terrorized the loch area for four centuries, but were ruined in the Highland Revolt of 1745-46. The clan died out after this setback, and no living Scot is known to have inherited the MacLaireag name.

The MacAllans: The London and Gregor library also holds the following information about the MacAllans. A Thomas MacAllan distinguished himself in service to Prince William during the Highland Revolt. The MacLaireag lands were bestowed upon Thomas, but his family did not prosper in the far north. The younger MacAllans began showing a wild and cruel streak in their new home. The few surviving MacLaireags were blamed for corrupting the youth, and driven out of the area entirely. The MacLaireags then disappear into obscurity and are not heard of again. Thomas himself vanished in 1749 while on the loch. His son Donald inherited the lands, and his mad temper made the clan unpopular.

Donald's successor James was worse. A sadist and pederast, he was constantly in trouble with the law, when he could not bully the local constabulary into submission. During James' rule much of Castle MacLaireag was destroyed by an explosion, evidently due to the accidental ignition of a cache of illegal gunpowder.

The MacAllan fortune, in decline anyway, was wiped out by this catastrophe. The survivors divided up the land around the loch into several holdings, and made their living on these small, poor farms from then on.

Loch Feinn: Scouting the countryside or perusing a good map will show that Loch Feinn is a body of water a half-mile wide and almost 3 miles long. Its look is typical of the lochs which fill the deep depressions of Highland faultlines. The country about is mostly glens and hills, which are barren except when the heather blooms. Most of the inhabitants are farmers, raising oats, turnips, and potatoes, as well as sheep or shaggy Highland cattle.

There are several islands on Loch Feinn. There are few water plants, but the shores abound with trees and thickets. The waters are deep black from peat leached from the hills round about.

The Ruin of Castle MacLaireag

One who explores the ruin will find that no visible part of it is habitable. It is a blackened, spooky ruin with walls and towers mostly fallen. The castle once had two levels, but the upper stories now lack floors or ceilings. No plant of any kind grows within the castle itself, though bare dirt is exposed in several places.

If the northeast tower (the only intact tower remainint), a Spot Hidden will reveal a trap door hidden in the floor's rotting flagstones.

Beneath the trap door a flight of stone steps descends into a series of dingy chambers.

Rooms 1-3: Empty. The mold and dust is thick.

Rooms 4-9: Obviously old prison cells, with a stone bench against one wall and rusty shackles riveted into the stone walls. The keeper may place any prisoners taken by the MacAllans here.

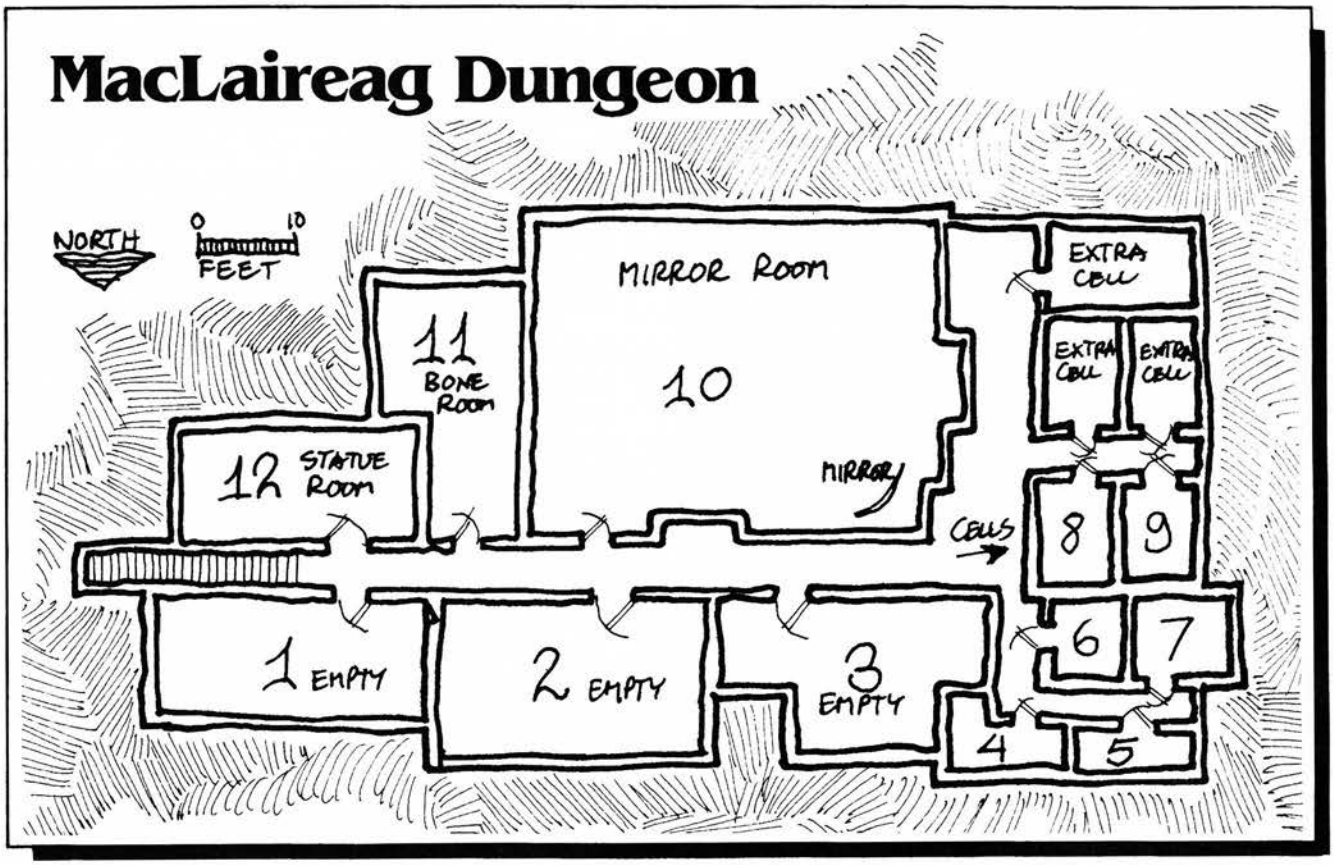
Room 10: Once the torture chamber of the castle. Its lack of dust proves regular visits by someone in large numbers. A brassy-looking mirror stands in tne northwest corner, with a message in Gaelic carved into the edges.

This is where the MacAllans – and the MacLaireags before them – pay homage to the lloigor. They chant, dance, and play musical instruments. The mirror summons the image of dread Ghatanothoa. Anyone reciting the spell engraved on the mirror's edges loses all his magic points, and must make a 1D100 roll. If the die roll is equal to or less than the magic points lost, then the image of Ghatanothoa appears in the mirror, squirming around and lustfully seeking those in the room. The character performing the spell and standing before the mirror will have no chance – he will be transformed to a rigid leathery mummy as he stands there, a process taking only half a minute or so (and which is excruciatingly painful). Those looking into the mirror while the spell-caster intones the Gaelic chant must each attempt a Luck roll to withdraw in alarm before disaster strikes. Those failing a Luck roll lose 1D6 DEX permanently as their muscles and sinews begin to stiffen, and must make a SAN roll or lose 1D20 SAN (success still causes them to lose 1D6 SAN). Those elsewhere in the room are safe. Seeing their friend turned into a rigid corpse costs all those watching 1D10 SAN unless a SAN roll succeeds, in which case only 1D3 points are lost.

If the 1D100 roll is higher than the magic points lost, then only a blurred image of the horrific deity is seen. All peering into the mirror lose 1D20 SAN unless a SAN roll is made, in which case 1D6 SAN is still lost. In any case,

If the 1D100 roll is higher than the magic points lost, then only a blurred image of the horrific deity is seen. All peering into the mirror lose 1D20 SAN unless a SAN roll is made, in which case 1D6 SAN is still lost. In any case, the image lasts no longer than a few seconds, except in the brain and eyes of the hapless individual successfully casting the spell engraved on the mirror, as described above.

Room 11: A dismal den. The charred remains and the gnawed bones of several dozen humans lay here. Some bones seem comparatively fresh, others crumble into the dust of centuries. A failed SAN roll here will cost the viewer 1D4 SAN.



This is the place where the MacAllans callously shovel the remains of those suffering the blast death of the lloigor, whether the victims are MacAllans or outsiders.

Room 12: This contains several apparently mummified bodies, in agonized and twisted poses. These are, of course, victims of the mirror in Room 10.

The Lloigor: While underground in the castle, there is a 10% chance for every 10 minutes the investigators spend underground that a lloigor will rise through the floor, alerted by the investigators' psychic presence. This chance doubles to 20% after a spell is cast in the underground (including the chant to Ghatanothoa on the mirror in Room 10). When the lloigor comes, it will attack with a pyrokinetic blast. This is a minute and localized version of the larger blast used by the lloigor in general to destroy areas. It will cost this lloigor its entire supply of 15 magic points. As the effect begins, the chosen target will suddenly feel his hair stand on end and sounds become muffled, as if he were suddenly charged with static electricity. His clothes will then begin to smoulder. If the victim does not flee for the surface immediately (within 10-20 seconds), then all at once his skin will begin to blacken and char, as if under the influence of great heat. His fingers will blacken and twist, and his entire body will shrivel. Within a minute, all will be over. The heat is intense but localized, and may not be felt even by one next to the victim. Anyone actually touching the victim while he is visibly withering will have their hand scorched with intense heat, and take 1D4 points of damage. Dousing the victim with water or sand will do no good. If he has not immediately run for the exit upon the start of the combustion process, his doom is sealed. It is likely that he will actually die, as there should be no obvious reason why running for the surface would do anything. The initial smouldering and feeling of static electricity may not even be more interesting than threatening to the victim. The victim chosen is up to the keeper, but we suggest that it not be a major character in the adventure.

The end result is a victim of one of the mysterious cases of spontaneous human combustion sometimes reported. The skull is charred and shrunken, most of the bones turned to powder. One or two extremities (such as a foot), oddly enough, may be intact. It is possible that the person will be burned to ash while his clothes remain nearly intact.

After the victim has been scorched to death, all the party will be able to feel the presence of the lloigor. It will feel like an overwhelming, haunting presence. Since the lloigor is invisible, and intangible, they cannot sense it in any way except in this emotional manner. The lloigor has only enough magic points for the single attack, but the investigators won't know this, and are likely to flee after the death of their compatriot. If the party is so foolhardy as to stay, the lloigor will leave to fetch the MacAllans or even another, fresh lloigor to bring destruction upon the investigators.

The MacAllans and Their Secrets

Liam MacAllan is the leader of the clan. He is a fanatic, so mad he could not function save through his submission to the telepathic domination of the lloigor. Strangers he cannot frighten away he will try to have killed. If one gains the verbal better of him he will rage and curse, but

will reveal nothing of use. He is thin, ravaged by age and sin, and bitter-looking. His hovel houses his hag of a wife, two vicious sons, and a sluttish daughter.

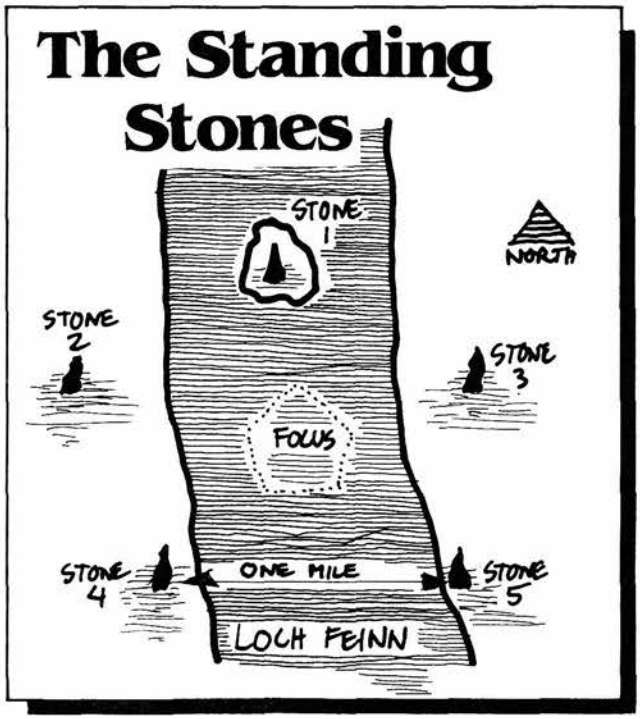
Liam MacAllan

STR 13	CON 11	SIZ 12	INT 8	POW 14
DEX 10	APP 4	EDU 3	SAN 0	Hit Pts 12

Skills: Shotgun 60%, Sneak 50%, Spot Hidden 50%, Cthulhu mythos 45%

Sean MacAllan is the son of Liam. He is cocky about being heir to the clan's leadership. He is about 24, and an experienced criminal, with a record of robbery, assault, and statutory rape. His knowledge of lloigor activity is larger than he can ever be forced to divulge, and talks best while drunk. If persuaded to talk he will say things such as "Keep awa' frae th' loch. It b'loongs tae th' Water Horse. Them beloo th' loch hae powers ye canna ken. Theer be power in the rocks. Th' MacAllans raised the rocks 'n keeps 'em raised." He will say no more than this, and will cheerfully assault and even murder the investigators if he catches them on MacAllan property.

The Secret of the Stones: The MacAllans have restored the ancient megaliths around the loch. Two are on each side of the loch and one on an island in it. They form a pentagonal shape. Near each of the megaliths is a small magnetic field, no more than 3-4 yards across. In the very center of the pentagon, out in the loch, is a strong



magnetic field over 10 yards across. A compass near one of the stones or in the field over the loch would detect the field, by either pointing to the generating stone or by going haywire (if out in the loch). Small iron objects will become magnetized if they spend more than a few minutes in the center of the field in the loch.

At the center of the loch, the forces concentrated there easily allow the lloigor to take physical form – the Water Horse. There is usually only one Water Horse in the loch at once, but occasionally more are present.

By sitting at the center of the field, a lloigor can draw in 1 magic point every fifteen minutes, which may be used to manifest in the tangible form of the Water Horse. Thus, it usually takes 10-15 hours before the creature has gathered enough magic points to materialize. However, once formed, the Water Horse can exist indefinitely – until the lloigor decides to dematerialize again.

The Lloigor's Plot: The lloigor ruled the British Isles 5,000 years back, when there were many carefully aligned megalithic arrangements devoted to the lloigor, and they could walk the land in the form of dragons. The lloigor are trying to increase their power around the loch to extend their domination beyond the MacAllan clan to include the entire town of Gregor and the farming country. Their crazed human servants will be used to restore more megaliths. In the future, the lloigor will be able to wreak more destruction on the human race than they ever could for the last several centuries.

The Rites of the MacAllans: The MacAllans hold their rites of worship in the torture chamber of the old castle dungeon. They do this on Candlemas (February 2), Beltane (May 1), Lammas (August 1), and Samhane (October 31). One hiding in the ruins of the castle can see them proceed into the northwest tower, there to dance odd, perverted reels, chant in slurred Gaelic, perform weird measures on oddly-tuned bagpipes, and engage in incestuous and bestial orgies.

At the climax of the rites, a clan member may try to summon Ghatanothoa into the mirror. When a clan member in such a fanatic ecstasy succeeds, his petrified body is stored in Room 12.

Often, a lloigor makes an invisible appearance, and incites the MacAllans to release energy to it through an especially violent family orgy, ritual torture and murder of a captive, or some other vile exercise.

The MacAllans inbreed constantly, and need outside blood frequently to keep from degenerating completely. When one of the young MacAllan hellions or bucks wishes to marry outside the clan (which is frequent), the object of his or her unwelcome attentions is forcibly inducted into the clan. Generally a healthy young person between the age of 18 and 24 is so victimized. If the date of the adventure is reasonably close to a pagan holiday, the keeper may decide that a party member meeting this descriptionhas been victimized. If not, a MacAllan buck (probably young Sean himself) has taken a villainous interest in Elaine, and his clan will abduct her if possible. Even the strongest person may become a mad fanatic with the MacAllans after several months or years living with them, forced to participate in their festivals, staying in their filthy huts, possibly bound and even gagged much of the time, and, of course, being continually under the psychic influence of the lloigor colony.

If the party is hidden within the castle basement during a MacAllan ritual, and a lloigor is present at the ceremonies, it may telepathically sense the investigators' presence and alert the MacAllans, whereupon it will vanish, leaving the MacAllans to take care of the spies.

The Water Horse: On any night that the party watches the

loch, there is a 10% chance of spotting the Water Horse. If the party explores the loch by boat, there is a 20% chance of encountering the creature. If the party is near the focus of the magnetic fields, the chance rises to 40%.

The monster is most likely to vanish underwater if seen. If the party knows enough to threaten the lloigor, and the lloigor are aware of their knowledge, the Water Horse is likelier to attack.

Water Horse

STR 40 CON 30 SIZ 50 INT 18 POW 15
DEX 10 Hit Points 40 Armor 8 points

Skills: Bite 50%, 2D6+5D6 damage)

If the Water Horse wishes, it may expend all 15 magic points and cause a party member to spontaneously combust, if it can catch the party in a boat. To do this, it must surface quite near the boat and focus its psychic energies on the chosen target for at least 3 rounds, at the end of which time the victim will begin to shrivel and blacken. Before then, his clothes will begin to smoulder, his hair will stand on end, and any metal objects on his person will become strongly magnetized. There is really no way to escape this attack on the lake, but if the Water Horse is killed or driven off before the 3 rounds are up, the attack will be cancelled. To drive off the Water Horse, the party will need some effective method of attacking it underwater, for if it is fired at or otherwise assaulted, it will simply submerge, while remaining near enough to the party's boat to continue its attack. It must stay within 10-20 feet to attack with the spontaneous combustion. As previously stated, it can only do this once.

Possible Solutions

If one of the stones is broken or removed bodily, the magnetic fields' power is reduced by 50%. If two or more are destroyed or removed, the field vanishes. If the field is thus destroyed, the lloigor will have to back down and suspend their plot until the stones are replaced. If the MacAllans can be arrested or otherwise eliminated, then the lloigor will not be able to build new stones, though they will continue to use the field, if the party does not destroy the stones.

The stones stand 8 feet high and weigh nearly two and a half tons each. If a stone is not destroyed, but merely tipped over, the total field is reduced by 1D20% for each stone toppled.

At first, the investigators should have no reason to suspect that there is a pentagonal pattern to the stones. Mapping the stones will reveal this. Interfering with a stone will definitely attract the attention of a lloigor. If this happens, either the Water Horse will rise from the loch to physically assault, possibly first destroying the culprits' means of transport to prevent escape; or the lloigor will summon the gun-toting MacAllans, and 1D6 MacAllans will arrive in a few minutes.

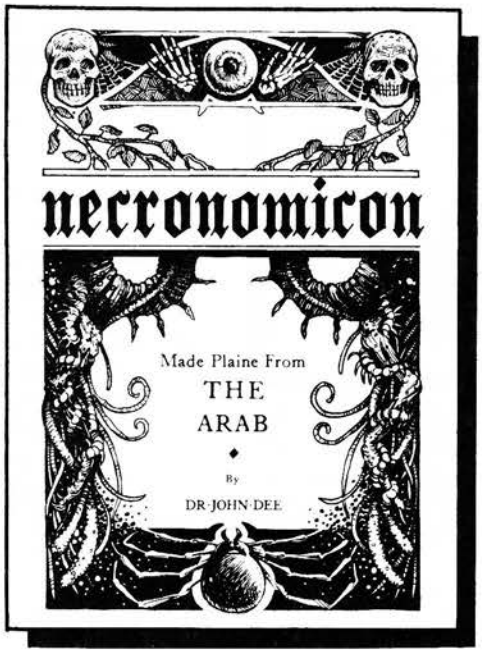
The Lloigor's Reactions

When the party still knows little and is merely poking around, the lloigor will have no interest in them, though the MacAllans may.

If the party is too successful in spying on the Water Horse or starts to find too much evidence relating to the lloigor and their stones, the lloigor will quickly and brutally react. They may have their agents try for the investigators' lives; a dangerous accident or event may occur; an investigator may be abducted or kidnapped, while the other party members are warned away; or the lloigor may even try to gather enough energy to cause an implosion.

Failure

If the party fails to reduce the magnetic field over the loch, in the years to come a kind of regional emotional illness will descend on the whole area. The inhabitants will become vile and shunned. They will discourage outsiders while they work on secret projects – raising megaliths on certain points of power. □



Sourcebook For The 1920s

Wherein exist many elements useful alike to players and keepers,
yet equivocal enough to suggest that
the gentle hand of the keeper rules upon many points.

SOURCEBOOK CONTENTS & CREDITS

insofar as known

Cthulhu Questions [Sandy Petersen] 124
Additional Occupations [Chaosium] 125
Chaosium Pronunciations [Lynn Willis] 126
Geographic Comparison [Rand McNally] 126
Beasts & Monsters [S. Petersen, S. Perrin] 127
1920s Timeline [L. Willis, H. Henderson] 134
Calendar Year 1920 136
Timeline for H.P.L. [Lynn Willis] 138
Nemesis [H.P. Lovecraft] 138
Mythos Prehistory [Keith Herber] 139
Wages, etc. [Lynn Willis] 140
Transport Costs [Lynn Willis] 140
Item Prices [Steve Perrin] 140
Banks and Savings [Lynn Willis] 141
Transport Speeds [Lynn Willis] 142
Largest Steamships [Lynn Willis] 142
Sample Distances [Lynn Willis] 143
Companies [Tadashi Ehara] 144
Weapons Zones [Lynn Willis] 146
New Weapons Table [Sandy Petersen] 147
Automatic Weapons [Steve Perrin] 147
Notes on New Weapons [Lynn Willis] 148
Black Market Weapons [Lynn Willis] 148
Prisons [Lynn Willis] 149
Biographies [Lynn Willis] 152
On Cultists [Lynn Willis] 155
Sadowski's Researches [Bill Hamblin] 156
Auto Chases [John B. Monroe, L. Willis] 164
Spells [many authors, especially Keith Herber, Larry DiTillio, Sandy Petersen] 166
Ritual Curses [col. by Sandy Petersen] 177
Excerpts [H.P. Lovecraft, J. Ramsey Campbell, Frank Belknap Long, Clark Ashton Smith] ... 178
Railway Coaches [L. Willis, Y. Chodak] 180
Poetry & Song [H.P. Lovecraft, Joan Carruth, Larry Press] 181
Cthulhu Cartoons [Larry Fichera, Tim Callender] 184
Sanity Quiz [Morgan Conrad] 186
Arkham Map [L. Willis, Gahan Wilson 188
Investigator Sheet [Charlie Krank] 189
Map of Mass., R.I. [Rand McNally] 191
Size Table [Sandy Petersen] 192
Size Foldout [L. Willis, S. Petersen] 192
Renderings from *Atlas of Ancient Archaeology* [Yurek Chodak] ..... various pages

Call of Cthulhu Questions Answered

Q: Why does it take so long to read a Cthulhu Mythos book?

There are many reasons.

(1) These fat books are clumsily scribed by madmen, hand-written in horribly-cramped script, and use archaic language. Large portions of these manuscripts are not even in the Roman alphabet – they are occult ciphers which must be cracked before the reader can learn the important truths they conceal. The books are written for other sorcerers or cultists, not laymen, and they employ terms without explaining them. There is no index. There is no glossary. Probably there is not even a table of contents. There may not be chapters, paragraphs, or even breaks between words, or any punctuation of any sort. Different books are written centuries apart from each other, and by authors of widely-varying philosophical persuasions, who use completely different technical phraseology. One must learn the jargon anew with each book.

(2) Skimming through one of these volumes of antique lore gains the looker no true understanding. All he receives is a SAN loss. He must read the book deeply. He must not only peruse every syllable, but also compare it with other books related to the subject. Not just occult books either.

The reader might completely miss or be confused by a reference to "Arthur's Grail" in some arcane book because he didn't know that the Holy Grail of Arthurian lore symbolizes the Black Cauldron of Celtic myth. And, unless he knew that the Black Cauldron resuscitated dead men boiled in it and that it came from Hell, he might not perceive the implications. And even then he may not realize for some time that the phrase "he drank from Arthur's Grail" might refer to somebody raised by the Resurrection spell. And if he knew nothing of the Resurrection spell, the phrase might remain obscure and unknown to him forever.

(3) The books are physically difficult to read. Almost without exception, they are of enormous age and must be handled with care. The reader must wear thin, thin gloves, and turn the pages with padded forceps. There are no photocopy machines in the 1920s with which to take quick and sturdy copies.

(4) Mostly the books are of enormous length. Even the fairly innocuous *Golden Bough* by Sir James Frazer is composed of 13 turgid volumes. It has been abridged recently into a single volume (one still several hundred pages long), but the abridged version, in *Call of Cthulhu* terms, has no useful powers.

(5) Lastly, in reading these books one easily grows tired and bored. The books are long, poorly-written, and unclear. A bored reader misses facts and knowledge. So one can't read for too long at one time.

A formula could be derived giving the different reading times of Mythos tomes, as affected by a character's education, reading ability, intelligence, and Cthulhu Mythos knowledge, but such a formula would be difficult to create, use, and implement, and add little to play.

How Do I Learn a Language in **Call of Cthulhu?**

Any scientific or language skill can be learned by taking university courses or by being tutored by a competent scholar with at least 75% skill in the subject. Each four months of study permits the student to attempt to increase the relevant skill. This is done in the same manner as an increase by experience – the student's player rolls 1D100 and, if the die roll exceeds the student's current skill level, the skill increases by 1D6 percentiles.

This system obviously teaches skills more slowly than does experience. However, it offers more certain success.

Must My Character Lose Multiple Sanity for Seeing Multiple Monsters?

Unless the keeper feels particularly nasty, the maximum SAN an investigator can lose for seeing multiple monsters in rapid succession (i.e., less than a few hours apart from one another) is equal to the maximum possible Sanity loss from that type of monster.

Thus, if a character spent a day on a desert island encountering hordes of Deep Ones every hour, the maximum SAN lost by that individual during his day of terror would be 6 points, since the maximum loss from a Deep One is 1D6 SAN.

However, if the character also encountered flocks of Byakhee on the island, his maximum SAN loss would increase to 12, losing the maximum 6 SAN points for Deep Ones and another maximum 6 for the Byakhee.

Why Can't My Investigator Get 'Used-To' Seeing Common Types of Monsters?

An accommodating keeper may wish to set standards permitting experienced investigators to psychically adjust to seeing certain monsters. An acceptable optional rule follows: each investigator must keep track of the number of times he encounters a certain monster and the number of times San rolls succeeded against that type of monster. When an investigator has received a number of successful SAN rolls against a monster type equal to the maximum SAN point loss provoked by that monster, the investigator has become used to the entity.

For instance, the maximum SAN loss delivered by a Deep One is 6 points. Once a character has six successful SAN rolls against Deep Ones, he is accustomed to them. The maximum SAN loss for seeing a Dimensional Shambler is 1D10. When a sorcerer has succeeded in 10 SAN rolls provoked by Dimensional Shamblers, he has become accustomed to them. The maximum SAN loss Cthulhu can deliver is 100 points. Once a character has received 100 successful SAN rolls inspired by Cthulhu's presence, he has grown accustomed to Cthulhu. Obviously, before this could happen, the investigator has long since reached a SAN of zero – a point at which SAN loss no longer matters to the character.

"Becoming accustomed to" a monster means that the character automatically succeeds in all SAN rolls caused by that type of monster. Of course, he may still suffer SAN loss from that monster, since even successful SAN rolls offer imperfect protection against the more powerful entities. A person accustomed to shoggoths would simply lose 1D6 SAN each time one was encountered. An investigator accustomed to Byakhee would lose 1 SAN on each meeting. A person accustomed to Deep Ones or Dimensional Shamblers, however, would suffer no loss of SAN when seeing one of these monsters, since a successful SAN roll results in no SAN loss. □

Other Occupations

Listed here are some alternate occupations which investigators and keepers may wish to try. Other occupations not listed can be easily extrapolated by comparing them to those listed below and those given in the rulesbook.

ANARCHIST

Camouflage
Fast Talk
Hide
Library Use
Oratory
Psychology
Read/Write Other Language
Sneak

GANGSTER

Bargain
Climb
Credit Rating
Drive Automobile
Fast Talk
Jump
Law
Listen
Spot Hidden
Handgun Attack
Knife Attack

MISSIONARY

Accounting
Bargain
Credit Rating
Diagnose Disease
First Aid
Oratory
Read/Write Other Language
Sing
Speak Other Language
Treat Disease

PROFESSIONAL ATHLETE

Climb
Credit Rating
Dodge
Jump
Psychology
Ride
Swim
Throw

HOBO

Bargain
Climb
Fast Talk
First Aid
Hide
Listen
Spot Hidden
Sneak

POLITICIAN

Accounting
Bargain
Credit Rating
Debate
Fast Talk
History
Law
Oratory
Psychology

FARMER

Bargain
Botany
First Aid
Listen
Mechanical Repair
Operate Heavy Machinery
Spot Hidden
Zoology

POLICEMAN

Drive Automobile
Fast Talk
First Aid
Hide
Law
Listen
Spot Hidden
Sneak
Handgun Attack
Nightstick Attack and Parry

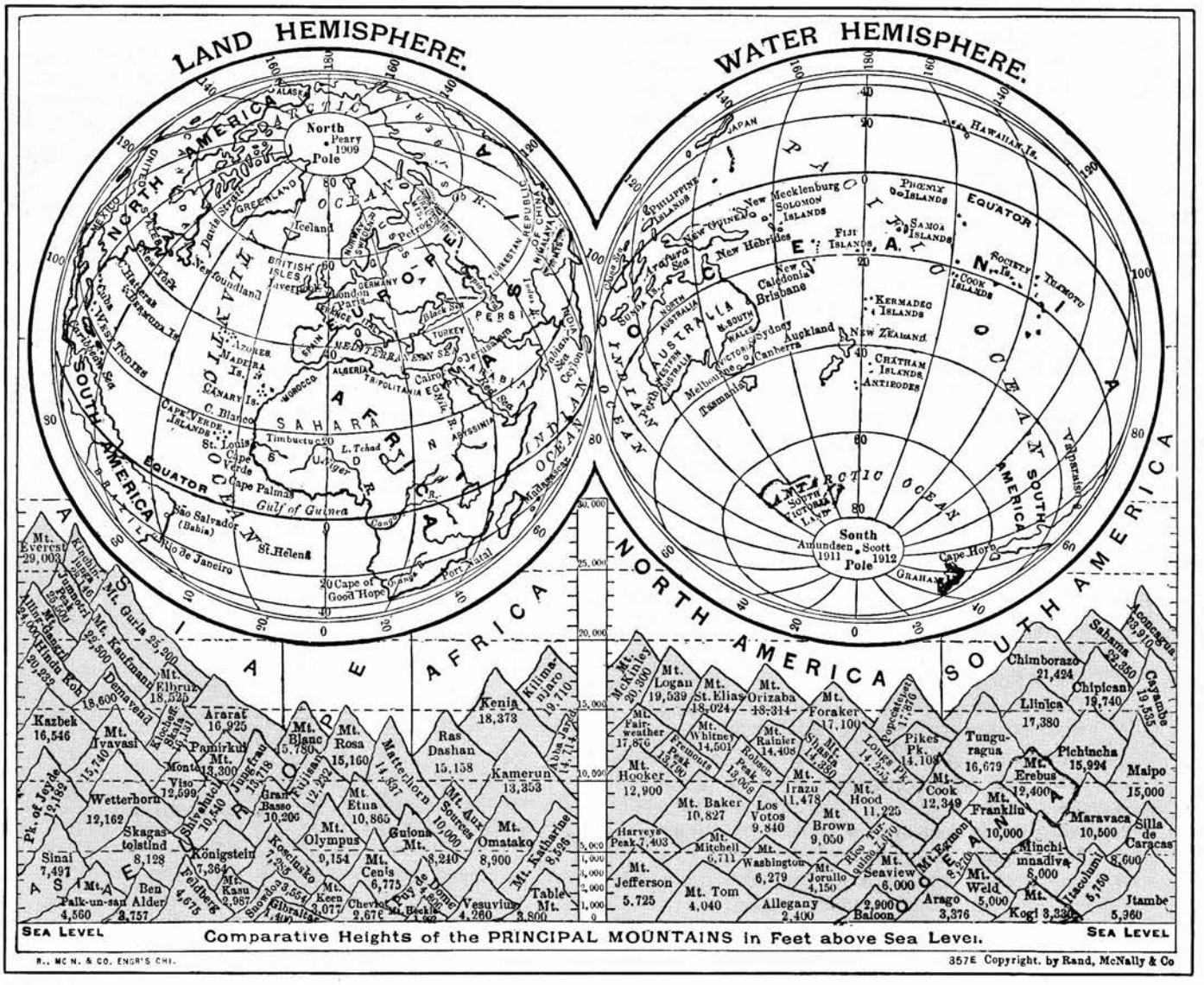
SOLDIER

Camouflage
Climb
Drive Automobile
Electrical Repair
First Aid
Hide
Listen
Operate Heavy Machinery
Spot Hidden
Sneak
Rifle Attack □

CHAOSIUM PRONUNCIATIONS OF CTHULHOID NAMES

The capitalized syllable is stressed. Consonants are always hard. All S's are sibilants. An apostrophe indicates a compacted short-I sound. A short-O is written O; a broad-O is written AU; a long-O is written OE. A short-A is written A; a broad-A is written AH; a long-A is written AE. A short-E is written E or EH; a long-E is written EE. A short-I is written I or IH; a long-I is written IGH. A short-U is written I or UH; a long-U is written OO. With one exception, the letter Y is pronounced as it is in 'yawn.' OI is pronounced as in 'noise.'

entity	*pronunciation*
Abhoth	*AB-hauth*
Atlach-Nacha	*AT-lach NACH-ah*
Azathoth	*AZ-uh-thoth*
Bast	*BAST*
Byakhee	*B'YAHK-ee*
Chthonian	*kuh-THOEN-ee-uhn*
Cthugha	*kuh-THOOG-hah*
Cthulhu	*kuh-THOOL-hoo*
Cyaegha	*sigh-AE-guh*
Dagon	*DAG-aun*
Daoloth	*DAE-oe-lauth*
Dhole	*DOEL*
Ghast	*GAST*
Ghatanothoa	*gah-tahn-oe-THOE-ah*
Glaaki	*GLAH-kee*
Gnoph-Keh	*nauf-KEE*
Gug	*GUHG*
Hastur	*has-TOOR*
Hydra	*HIGH-drah*
Ithaqua	*ITH-uh-kwah*
Lloigor	*LOI-GOER*
Mi-Go	*MEE-goe*
Nodens	*NOE-denz*
Nyarlathotep	*NIGH-ar-LATH-oe-tep*
Nyogtha	*nee-AUG-thah*
Shaggai	*shahg-GIGH*
Shantak	*SHAN-tak*
Shoggoth	*SHOE-gauth*
Shub-Niggurath	*shub-NIG-er-ath*
Shudde M'ell	*shood-ih-MEL*
Tindalos	*TIN-dah-loes*
Tsathoggua	*t'sa-THAUG-wah*
Xiclotl	*ZIGH-klaut'l*
Y'golonac	*ee-GOE-laun-ahk*
Yig	*YIG*
Yog-Sothoth	*YAHG-sau-thauth*
Yuggoth	*YUG-gauth*
Zhar	*ZAR*
Zoth-Ommog	*zauth-OEM-maug* □



Beasts & Monsters

Some keepers may wish to add a variety of natural and unnatural animals and beings to their games. The following stats and notes provide a variety of new creatures for use with CALL OF CTHULHU. More such beings certainly can be devised, and those presented here easily can be modified for special circumstances. The most obvious special circumstance is a need to change the size of an animal type. For instance, a keeper may want a Kodiak bear or a polar bear instead of the common black bear presented here. In that case add a D6 or two to the stats for STR, CON, and SIZ. Remember also that the damage that a bigger, stronger, tougher paw swipe would do will increase also.

POTENTIAL SAN LOSSES

0 SAN Loss – Bat, Bobcat, Black Bear, Bush Pig, Cape Buffalo, Condor or Giant Eagle, Crocodile, Dog, Elephant, Gorilla, Horse, Indian Wild Dog, Lion, Mountain Lion, Python, Rat Pack, Rhino, Giant Squid, Tiger, Wasp Swarm, Wolf.

1D8+ SAN Loss – Ghost, Wraith, Zombie.

1D8 SAN Loss – Mummy, Werewolf.

1D6 SAN Loss – Human Skeleton, Vampire.

1D3 SAN Loss – Pixie.

BAT, LARGE

Characteristics		*Average*	
STR	2D4	5	Move 1/12 flight
CON	2D6	7	Hit Pts: 6
SIZ	2D4	5	
POW	2D6	7	
DEX	1D6+18	21-22	



Weapon	*Attack*	*Damage*
Bite	40%	1D4

OTHER SKILLS–Spot Hidden Items 75%.

HABITAT–warm and temperate climates world-wide.

BOBCAT

The bobcat is the most common large cat of North America, and is notoriously mean. It is found in mountains and woods everywhere on the continent, especially along watercourses.

A bobcat can attack with both claws and its bite each combat round. If both claws hit, the animal hangs on, continuing to bite, and rips with its hind claws.

HABITAT – North America.

characteristics	*average*
STR 2D6	7
CON 3D6	10-11
SIZ 1D4	2-3
POW 2D6	7
DEX 2D6+12	19
Hit Points	7
Move	12



weapons	*attack%*	*damage*
Claw	40%	1D3
Bite	20%	1D4
Rip	80%	2D3

ARMOR: none.

SKILLS: Climb 80%, Hide 80%, Sneak 90%.

BLACK BEAR

By far the most common type of bear in North America, only the black bear is likely to be met in the eastern portion of the continent.

It can attack twice in a round, using either two separate claw attacks or a bite plus one claw attack.

HABITAT – southern Canada to southern Mexico.

characteristics	*average*
STR 3D6+10	20-21
CON 2D6+6	13
SIZ 3D6+10	20-21
POW 3D6	10-11
DEX 3D6	10-11
Hit Points	17
Move	16



weapon	*attack%*	*damage*
Bite	25%	1D10+2D6
Claw	40%	1D6+2D6

ARMOR: 3-point fur and gristle.

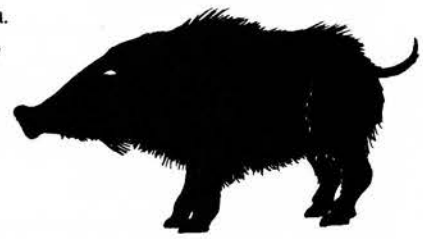
SKILLS: Climb 30%, Listen 30%.

BUSH PIG

These common African animals live in dense forests and travel in small herds of about 20 individuals. They are not domesticated. Their numbers have increased lately because the number of leopards has decreased.

HABITAT – south of the Sahara.

characteristics	*average*
STR 2D6+4	11
CON 2D6+6	13
SIZ 2D6+4	11
POW 2D6	7
DEX 2D6	7
Hit Points	12
Move	10



weapon	*attack%*	*damage*
Gore	30%	1D8

ARMOR: 3-point hide.

SKILLS: Smell Enemy 50%.

CAPE BUFFALO

They travel in large herds, sometimes of several hundred individuals, but also are met in smaller groups. The Cape Buffalo is notoriously aggressive, and many experienced hunters consider them to be the most dangerous game animal in Africa.

HABITAT – plains and open forest south of the Sahara.

characteristics	*average*
STR 4D6+20	34
CON 3D6+10	20-21
SIZ 4D6+20	34
POW 2D6	7
DEX 2D6	7
Hit Points	28
Move	12



weapon	*attack%*	*damage*
Charge	50%	2D6+3D6

ARMOR: 5-point hide

CONDOR or EAGLE, GIANT

Only the largest birds will attack a man, though a vulture might attack a helpless man. All birds have the special ability to cut an attacker's chance to hit in half while flying.



Characteristics		*Average*	
STR	3D6+12	22-23	Move 5/12 flight
CON	3D6	10-11	Hit Pts: 14
SIZ	3D6+6	16-17	
POW	2D6+6	13	
DEX	2D6+12	19	

Weapon	*Attack*	*Damage*
Bite	45%	1D8+1D6
Claw	45%	1D6+1D6

ARMOR–2 point feathers.

HABITAT–the higher hills and mountains which offer safe nesting sites. Nests may be among pinnacles or on rocky ledges, or even in trees which have grown close together and can support the considerable weight of several to a half-dozen large birds and nest. Range is basically western hemisphere, but there is no reason as far as adventures go that a referee simply cannot say, 'A giant bird is diving at you' in any place this side of Antarctica, where the only giant birds walk.

CROCODILE

This is the same species as the Nile crocodile. Where there is water in Africa, there are crocodiles. Crocs eat anything they can catch, and will come in great numbers to a kill to feed communally. Usually they will not attack a boat.

characteristics	*average*
STR 4D6+12	26
CON 3D6+8	18-19
SIZ 4D6+12	26
POW 3D6	10-11
DEX 2D6	7
Hit Points	23
Move	6/8 swimming



weapon	*attack%*	*damage*
Bite	50%	1D10+2D6

ARMOR: 5-point hide.

SKILLS: Hide 60%, Sneak 50%.

HABITAT–jungle marshes across the globe.

DOG, ORDINARY

Characteristics		*Average*	
STR	2D6	7	Move 12
CON	3D6	10-11	Hit Pts: 8
SIZ	1D6+1	4-5	
POW	2D6	7	
DEX	2D6+6	13	



Weapon	*Attack*	*Damage*
Bite	30%	1D6

OTHER SKILLS–Track by Smell 80%, Spot Hidden Item 60%.

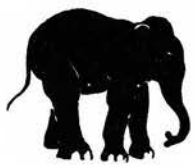
Dogs usually hunt in packs of 1D8+3.

HABITAT–everywhere.

ELEPHANT

Everyone knows about elephants. Investigators should be safe enough unless they are too closely approach a herd, or are surprised by a rogue.

characteristics	*average*
STR 6D6+34	55
CON 3D6+16	26-27
SIZ 6D6+42	63
POW 2D6+6	13
DEX 3D6	10-11
Hit Points	45
Move	10



weapon	*attack%*	*damage*
Trunk	50%	grapple
Rear & Plunge	25%	2D8+6D6
Trample	50%	12D6 to downed foe
Tusk	25%	6D6

NOTES: can attack once per melee round. If the trunk grapples a victim, the victim may escape by successfully matching his strength against half the elephant's STR. The trunk does no damage in and of itself, but each following the initial grapple the victim can be hit by any of the elephant's attack with a 100% chance for success.

ARMOR: 8-point skin

SKILLS: Listen 70%, Scent 70%.

HABITAT – central Africa, southern Asia.



GHOSTS

Each ghost should be individually crafted by the referee for the circumstances appropriate. Ghosts generally possess only the characteristics of INT and POW, appearing in a misty form. When matching their POW vs. their victim's POW, the ghost appears to be clawing at, enveloping, or otherwise physically attacking the victim.

'Ordinary' ghosts attack each melee round by matching their POW vs. the POW of the victim on the resistance table. If the ghost overcomes the POW of the victim, the victim loses 1D3 of POW. If the victim can overcome the ghost, he causes it to lose 1D3 points of POW. Some ghosts may be of great strength, draining 1D6 POW or more from a victim in a single melee round, but such powerful ghosts still will lose only 1D3 POW if overcome by the victim in a particular round.

'Individually crafted' ghosts can be sources of good, spooky scenarios. Entire campaigns can be devoted to the study of and the exorcising of ghosts. Books to read before crafting individual ghosts include ***The Haunting of Hill House*** (both the novel and the film, in fact) by Shirley Jackson, ***The Shining*** by Stephen King, any of William Hope Hodgson's ghost stories (particularly the Carnacki-Ghost Hunter tales), and any ghost stories written by Montague Rhodes James [M. R. James]. Some of these books may prove difficult to get hold of (like the ghosts they portray), but most public libraries should have them. Good luck on your library rolls.

GORILLA

Characteristics		*Average*	
STR	4D6+12	26	Move 8
CON	3D6	10-11	Hit Pts: 15
SIZ	2D6+12	19	
INT	1D6+1	4-5	
POW	3D6	10-11	
DEX	3D6+6	16-17	



Weapon	*Attack*	*Damage*
Bite*	45%	1D6+2D6
Hand*	45%	1D6†

* Gorillas can bite and attack with both hands in one round.

† If the gorilla hits with both hands, it will grapple its foe, doing the gorilla's damage bonus in damage to the victim in each successive round until the victim breaks the gorilla's grasp with a successful STR vs. STR roll on the resistance table. A gorilla can bite while grappling. A grappled victim cannot melee with weapons longer than a dagger or hatchet.

ARMOR–2 points.

If provoked, the gorilla may act violently, but is normally peaceful and shy.

HORSES

The best of horses can be described politely as stupid; extremely stupid horses are common. For the purposes of role-playing, horses are divided into three classes: the cart horse, the cavalry horse, and the riding horse.

THE CART HORSE

This class includes all the animals used as beasts of burden–horse, mule, burro, llama, etc. They may or may not be usable as riding animals, but their training is such that they will not move much faster than

a broken trot, and will not even trot for very long. Around angry people or the sound of gunfire, their only interest will be to flee.

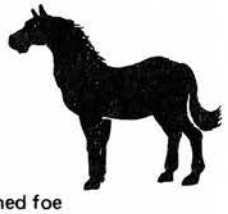
THE CAVALRY HORSE

A cavalry horse is trained to stay calm in battle, carrying its rider where he wants to go. Such horses are not trained to fight independently of or to fight in coordination with their riders: a rider would have to make Ride rolls and do nothing else if his horse commenced fighting for any reason. Such a horse probably will stay before natural and unnatural creatures.

THE RIDING HORSE

A riding horse will carry a rider and gear for a goodly distance during a given period if the horse receives adequate care and feed. Grass is not good food for horses that must do heavy work; oats and other grains can better maintain horses used to such a diet, but such high-energy food will have to be carried along. Riding horses will not fight unless cornered or unless in a territorial fight with another horse. Horses almost never will fight to kill another horse.

Characteristics		*Average*	
STR	3D6+18	28-29	Move 12
CON	2D6+6	13	Hit Pts: 20
SIZ	4D6+12	26	
POW	3D6	10-11	
DEX	3D6	10-11	



Weapon	*Attack*	*Damage*
Bite	05%	1D10
Kick†	05%	1D8+2D6
Rear/plunge*	05%	2D8+2D6
Trample††	25%	4D6 to downed foe

† There is a 65% chance the blow will knock down a target of SIZ 12 or less, with 10% less chance for every 6 points of SIZ larger.
* There is a 10% chance for every 6 SIZ points over 12 that the target will not fall down, if it is still alive and capable of standing. A horse that rears and plunges can make no other attack.
†† A horse will only trample when directed to do so; they will not trample ordinarily. A trampling horse can make no other attack.

ARMOR—1 point skin.

HABITAT—plains, steppes, and temperate climates.

INDIAN WILD DOG (dhole)

Despite the name, this is no supernatural monster. The wild dog of India lives mainly in dense forests and is sometimes quite vicious. They travel in packs of 5-12 individuals which sometimes can bring down water buffalo.

characteristics	*average*
STR 1D6+1	4-6
CON 3D6	10-11
SIZ 1D6	3-4
POW 1D6+6	9-10
DEX 2D6+6	13
Hit Points	7
Move	15

weapon	*attack%*	*damage*
Bite	40%	1D6



ARMOR: none

SKILLS: Listen 40%, Track 80%.

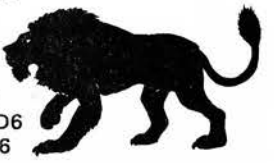
HABITAT – wooded areas of central/southeast Asia.

LION

The most famous of all the wild cats, lions travel in prides of up to a dozen or so animals, and hunt cooperatively. The male lions of southern Africa have denser and blacker manes than those further north.

A lion can make one claw attack and one bite attack each combat round. If both attacks hit, the lion hangs on, continues to bite, and rakes with its hind claws.

Characteristics		*Average*	
STR	2D6+12	19	Move 10
CON	3D6	10-11	Hit Pts: 14
SIZ	3D6+6	16-17	
POW	2D6+6	13	
DEX	2D6+12	19	



Weapon	*Attack*	*Damage*
Bite*	40%	1D10+1D6
Claw*	60%	1D6+1D6
Ripping*†	80%	4D6

* Gets two claw attacks and one bite attack in a melee round; all must be used against the same opponent.
† If it scores hits with both claws, it will hang on and rip with its hind legs from then on, and may continue to attack by biting as well.

ARMOR—2 point skin.

HABITAT—Africa and Near East.

MOUNTAIN LION

Mountain lions, also called cougars, are not uncommon in western North America, and a few persist in the Appalachians. They also are found through Central and South America. Normally they do not attack man.

A cougar can attack with both claws and its bite each round. If both claws hit, the animal hangs on, continuing to bite, and rakes with its hind legs.

characteristics	*average*
STR 3D6+6	16-17
CON 3D6	10-11
SIZ 2D6+8	15
POW 3D6	10-11
DEX 2D6+12	19
Hit Points	13
Move	18



weapons	*attack%*	*damage*
Claw	50%	1D6+1D4
Bite	30%	D10+1D4
Rake	80%	2D6+1D4

ARMOR: 1-point fur.

SKILLS: Climb 80%, Jump 40%, Hide 80%, Sneak 90%.

HABITAT – western hemisphere.

MUMMY

These undead beings are similar to intelligent zombies. Some cults keep mummies in their temples as guardians. Like zombies they must be hacked apart before they cease action. Contrary to popular belief, many mummies lack bandage wrappings and move relatively swiftly. Like vampires, mummies have no true POW of their own, and cannot replace it normally if spent. Mummies are effective fighters, and will have a minimum percentage attack chance of DEX x 5.

Characteristic		*Average*	
STR	3D6 x 2	20-22	Move 6
CON	3D6 x 1½	15-17	Hit Pts: 13-14
SIZ	3D6	10-11	
INT	3D6	10-11	
POW	1D6+12	15-16	
DEX	2D6	7	
APP	1D6	3-4	



Weapon	*Attack*	*Damage*
Fist	70%	1D6+1D4
any weapon except firearms	50%	as per weapon + 1D6

ARMOR—2 point skin plus any worn armor.

OTHER SKILLS—Move Quietly 50%.

Mummies are so horrendous, and their stench of bitumen and

death is so strong, that there may be an effect upon a viewer's consciousness or sanity.

PIXIE

Loosely-run campaigns occasionally may want to have some of the 'little folk' drop in. Pixies are diminutative elves capable of flight with small transparent wings. These imps tend to use the sling. They are naturally invisible, although they become visible if they attack, and spend most of their time playing pranks on travellers in the woods.

Characteristics		*Average*	
STR	2D4	5	Move 3/10 flight
CON	3D6	10-11	Hit Pts: 7
SIZ	1D6	3-4	
INT	3D6	10-11	
POW	2D6+6	13	
DEX	4D6	14	
APP	3D6	10-11	



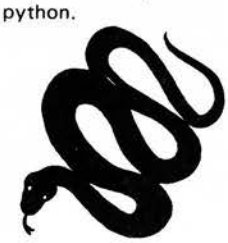
Weapon	*Attack*	*Damage*
Sling	30%	1D8

OTHER SKILLS—Move Quietly 50%, Spot Hidden Item 40%, Practical Joke 80%.

PYTHON (very large snake)

Though not a mythical or legendary creature, the python does possess a number of legendary properties. Pythons have the ability to entrance their prey as do vampires, causing the victim to stand still until attacked. Determine the outcome by matching POWs on the resistance table. The victim may not parry or otherwise defend himself. If the victim resists the effects of the serpent's gaze, he need not defend himself again from the hypnotic gaze during that struggle with the python.

Characteristics		*Average*	
STR	3D6+12	22-23	Move 6
CON	2D6+6	13	Hit Pts: 16
SIZ	5D6	17-18	
POW	3D6	10-11	
DEX	2D6+6	13	



Weapon	*Attack*	*Damage*
Bite*	40%	1D6
Crush*	60%	2D6†

* There is a +20% chance to bite or to crush an entranced victim.
† If the crush attack succeeds once, the victim is totally enfolded in the coils of the serpent. The victim may have his weapon arm free to fight if he is not surprised and can roll DEX x 3 or less on D100. He cannot speak or cry for help. Each round of crushing does 2D6 damage—armor will help in resisting this, if any of the characters are weird enough to go trotting about in medieval plate. The victim also must successfully roll CON x 5 or less on D100, or he will fall unconscious.

ARMOR—2 point skin.

SKILLS—Move Quietly 90%, Hide in Cover 75%.

HABITAT—tropical forests.



RAT PACKS

Rats may attack in packs. In each fight first find out how many rat packs are attacking and then relate the figure to the player. A reasonable attack might be 1D8 + 2 rat packs in one situation, and 1D3 in another—you will need to tailor your attacks. Tell the players how many are attacking, and then always allow the characters first attack. If a character happens to make his percentage with whatever weapon he has, then he kills a rat, and one pack scampers away in dismay, reducing the overall attack in the round.

Rats always attack second. Find the number of packs and multiply the figure by 5% to establish their current chance of a successful attack. A successful attack will do 1D3 points damage to a character. If the character is armored, the armor may absorb the damage of each attack individually.

When telling players about the horde of red-eyed rats meeping and gibbering across the floor, multiply the number of packs by 10 and give the players the total number of rats involved—there is no need to inform them that the number of rat packs is the only important element.

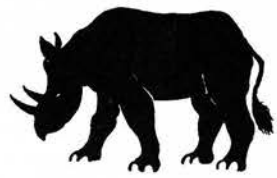
RHINO

The two-horned animal described here is the irascible black rhino of Africa. This animal is highly aggressive, and sometimes charges for no apparent reason. The larger white rhino is more placid and much less likely to charge. A few Sumatran and Javanese rhinos exist.

A typical black rhino is about twelve feet long and five feet high at the shoulder.

To use the Charge attack, a rhino must be able to charge for at least ten yards. A rhino attacks once per round.

characteristics	*average*
STR 6D6+20	41
CON 3D6+6	20-21
SIZ 6D6+20	41
POW 3D6	10-11
DEX 2D6	7
Hit Points	31
Move	15



weapon	*attack%*	*damage*
Bite	25%	1D10
Charge	50%	1D10+5D6
Trample	75%	10D6 against downed foe

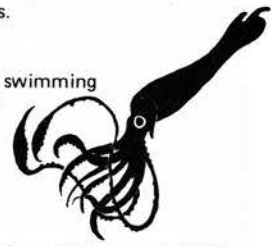
ARMOR: 10-point skin.

HABITAT – central and south Africa; India; Indonesia.

SQUIDS, GIANT

This is a prototype squid. To make a whale-battler, add 1D6 of SIZ and STR for every two feet of span from tentacle-tip to tentacle-tip. The statistics are for a squid about four yards across.

Characteristics		*Average*	
STR	6D6	21	Move 4/10 swimming
CON	2D6+6	13	Hit Pts: 17
SIZ	6D6	21	
INT	2D6	7	
POW	3D6	10-11	
DEX	2D6+12	19	



Weapon	*Attack*	*Damage*
Beak*	45%	1D10+ poison, potency equals CON
Tentacle*	45%	1D6†

* The beak and the eight tentacles can attack simultaneously at up to eight different targets.
† If a tentacle strikes a foe, it will hang on. When a foe has been struck by two different tentacles, they will constrict him, giving him 4D6 points of damage per round. Armor will protect against this damage.

ARMOR—2 point skin.

SKILLS—Hide in Cover 70%.

HABITAT—salt water only; world-wide, but much prefers the cooler sub-surface waters, especially those closer to either pole.

SKELETON, HUMAN

Animated skeletons are encountered in a very few legends of medieval times. Skeletons are fairly brittle, and damage easily with a heavy weapon. They remain relatively immune to impaling weapons.

Any weapon which hits a skeleton has a chance of destroying it equal to or less than the number of damage points rolled x 4 on D100. For example, if an axe hit a skeleton and did 8 points damage, there would be a 32% chance of destroying the skeleton by shattering it. Unless the skeleton is shattered, it remains undamaged. Impaling-type weapons do less damage, having only a damage done x 2 chance on D100 of destroying the skeletons. This includes firearms: a .45 revolver doing 10 points of damage to a skeleton will destroy the skeleton only on a D100 roll of 01-20. They may not be harmed otherwise.

Characteristics		*Average*	
STR	3D6	10-11	Move 8
CON	N/A	— —	Hit Pts: special
SIZ	3D6	10-11	
INT	3D6	10-11	
POW	3D6	10-11	
DEX	2D6+6	13	



roll 1D6	*weapon*	*attack*	*damage*	*number appearing*
1	sword	DEX x 4%	1D8+1	3D6
2	ax	STR x 4%	1D6+1	
3	flail	DEX x 3%	1D6	
4	mace	20%	1D6+2	
5	morning star flail	DEX x 2%	1D10+1	
6	sickle	DEX+STR%	1D6+1	

ARMOR—within a group they all wear the same 1D6 armor.

HABITAT—anywhere that magicians have worked.

TIGER

The largest of all felines, tigers are notorious man-killers. They are solitary hunters.

A tiger can attack with both claws and one bite each combat round. If both attacks hit, the tiger hangs on, continues to bite, and rakes with its hind legs.

Characteristics		*Average*	
STR	3D6+12	22-23	Move 10
CON	3D6	10-11	Hit Pts: 13
SIZ	3D6+6	16-17	
POW	3D6	10-11	
DEX	2D6+12	19	



Weapon	*Attack*	*Damage*
Bite*	45%	1D10+1D6
Claw*	70%	1D8+1D6
Ripping*†	80%	2D8+2D6

* All felines get two claw attacks and one bite attack in a round. These must all be used against the same opponent.
† If the tiger hits a foe with both claws, it will hang on and rip with its hind legs from then on, and may continue to attack by biting as well.

ARMOR—2 point skin.

OTHER SKILLS—Move Quietly 75%; Hide in Cover 80%; Track 50%.

HABITAT – from India to Java to Siberia.

VAMPIRE

Every campaign needs vampires. But there are so many conflicting stories about vampires and about their powers and abilities that it seems best to let the individual keeper determine which vampire facts in particular and true in his or her campaign, and which legends are merely old wives' tales. The following guidelines are not meant to be hard and fast rules.

Vampires have all the traditional powers and problems imputed to them. The cross gives protection from a vampire, at least for a while. Vampires are twice as strong as men. A vampire can turn into smoke or mist at will. A vampire can change into a wolf or a bat. Vampire smoke moves at the rate of one yard per combat round. Vampires have no special powers in daylight, and may be unable to move abroad. Vampires may be forced to return to soil in which they originally were buried in order to pass the daylight hours.

Once its hit points have been exceeded, the vampire will turn into smoke at the end of the combat round, thereafter regenerating hit points at the rate of 1 point per round. However, if the vampire's hit points have been reduced exactly to zero, its head has been hit: the vampire falls and cannot transform into smoke. Then a stake driven through its heart will kill it forever. One may need to cut off its head, though this differs from legend to legend.

Characteristics		*Average*	
STR	3D6 x 2	20-22	Species move + 2
CON	2D6+2	13	Hit Pts: 12
SIZ	3D6	10-11	
INT	3D6	10-11	
POW	2D6+6	13	
DEX	3D6	10-11	
APP	3D6	10-11	



Weapon	*Attack*	*Damage*
Touch*	50%	1D4+1D4
Bite†	50%	1D4

* The touch of a vampire can reach through armor and attack a character's POW. If the vampire wins, the character loses POW.
† If the bite of a vampire penetrates armor, it drains 1D6 in STR (blood) from the victim per melee round. It will stay attached until the victim is dead or the vampire is destroyed.

ARMOR—usually none, but it can wear any available armor. The armor will not turn into smoke as does the vampire.
HYPNOTIC GAZE—if the vampire catches the glance of a character, it can attempt to control the character through a POW vs. POW roll on the resistance table. A roll of the target character's POW x 5 or less must be made on D100 to see if he was lucky enough to avoid the gaze of the vampire.

Unlike living creatures, vampires cannot regain POW after losing it by using magic or by the POW vs. POW combat also used by ghosts (*q.v.*). However their POW-draining ability removes POW from victims and transfers it immediately to the vampire's permanent POW, and increases it. In this way only the vampire restores POW. The victim of POW loss to a vampire will regenerate his own POW to its normal maximum in the usual fashion. A vampire's maximum POW is 21; further drain of POW will be lost to the vampire as well as to the victim.

HABITAT—wherever deals with Satan are made.

WASP SWARM (OR ENRAGED BEES)

This swarm of stinger-equipped, flying insects will attack for 2D6 melee rounds. Unless the victims are completely covered (as with netting or by being enclosed in an auto) there will be no protection against them.

Weapon	*Attack*	*Damage*
1D10 stings	15%	1 per sting

HABITAT—deserts, woods, plains, and jungles.

ALTERNATE SYSTEM—the wasp swarm can last 1D6+1 melee rounds with characteristics varied by a 1D4 roll:

Roll	*Weapon*	*Attack*	*Damage*
1	1D4 stings	100%	1 per sting
2	1D6 stings	100%	1 per sting
3	1D8 stings	100%	1 per sting
4	1D8 stings	100%	1 per sting



WEREWOLF

There seem to be two types of werewolf, and either type can be played. Lon Chaney Jr.'s film *The Wolfman* typifies the first: a normal human is cursed and occasionally thereafter turns into a monster, half human and half beast. The human may be unaware of his curse, or may detest his fate (see Robert E. Howard's *Wolfshead*). A second sort of werewolf is a fiend who glories in his transformations to raven on human flesh. This type may fully transform into a wolf, and has more control over its metamorphoses than the first type. Either type can be damage only by silver weapons or by fire. See p. 112 for further notes.

Characteristics		*Average*	
STR	3D6 (x 2)	10-11 (22)	Move 8 (12)
CON	3D6	10-11	Hit Pts: 10-11
SIZ	3D6	10-11	
INT	3D6	10-11 (5-6)	
POW	3D6	10-11	
DEX	3D6	10-11	
APP	3D6	10-11 (1)	



Weapon	*Attack*	*Damage*
Bite	30%	1D8+1D4

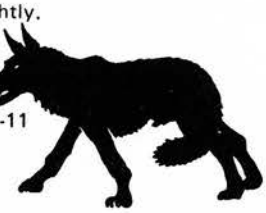
ARMOR—1 point skin.

OTHER SKILLS—Track by Smell 60%, Hide in Cover 50%.

HABITAT—wherever the full moon shines brightly.

WOLF

Characteristics		*Average*	
STR	2D6+6	13	Move 12
CON	3D6	10-11	Hit Pts: 10-11
SIZ	3D6	10-11	
POW	3D6	10-11	
DEX	2D6+6	13	



Weapon	*Attack*	*Damage*
Bite	30%	1D8

ARMOR—1 point fur.

OTHER SKILLS—Tracking by Smell 80%; Spot Hidden Item 60%.

HABITAT—approximately the same ranges as cold and temperate-climate larger ruminants and herbivores.

Wolves may hunt in packs in the presence of herds of deer or elk; they will as often hunt singly or in family pairings. They are normally shy, and verified attacks on healthy humans have been rare to non-existent.

WRAITHS

Wraiths are a special form of ghost, the creation of which was prompted by the overwhelming frustration and hate of the deceased at his or her time of death. Wraiths are malignant to all forms of life, but are friendly to the undead. Wraiths, like ghosts in general, should be hand-crafted, and rarely have POWs less than 13.

Wraiths live on the ethereal plane, and this gives them special powers and vulnerabilities. Wraiths are vulnerable to magic and their POW acts like CON in dealing with a magical attack. If a wraith loses all its hit points, it dissolves and cannot reform for at least a week. It may not be able to reform at all.

In an attack, the wraith matches its POW vs. the victim's CON on the resistance table. If the victim fails to resist, he loses characteristic points from his STR, INT, or his CON, depending upon the type of wraith encountered, but always equal in number to the current POW of the wraith. A wraith can attack in this manner only once per victim. If the victim's score in a characteristic is reduced to below 1, the victim dies. If the victim survives the initial attack, the wraith must attack the victim's POW on all subsequent attacks. If such an attack is successful in a round, the victim loses D6-1 (0-5) points POW; if the victim attacks back successfully, the wraith loses D6-1 (0-5) points of POW.



ZOMBIE

Though everyone knows what zombies are like from the movies, there are not many stories written about them. Zombies are almost immune to weapons which impale (including firearms), although such weapons will further damage the zombie's appearance. Any hit by an impaling weapon does 1 point damage to the creature's CON. All other weapons do only half the normally-rolled damage, and the zombie literally must be hacked apart before it will cease its deeds. A few spells and substances may deactivate zombies, but these are best left to the individual referee.

Like skeletons, the 1 point of POW motivates the entity. In the case of zombies, the POW is supplied by the spell creating them. The spell-caster directs them: zombies have no motivation of their own.

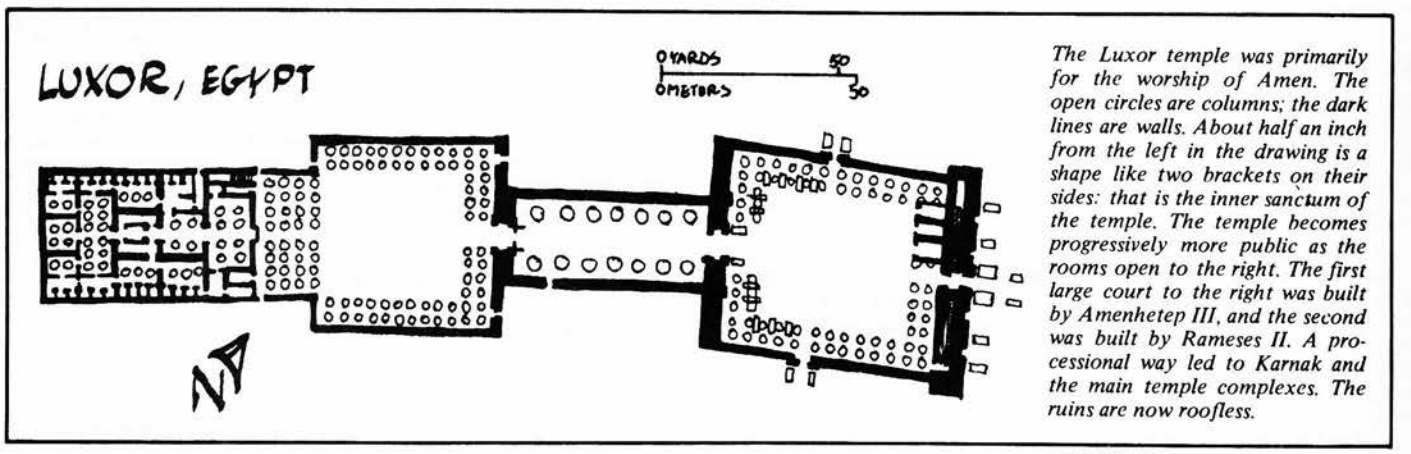
The STR and CON of a zombie are multiplied by 1.5 as part of the spell—the zombie is a clumsy opponent, but a real damage-doer if it hits you. Zombie programming is sufficient to let it hit at its DEX x 5 or less on D100, but it rarely parries at more than half that. Zombies often have two-handed weapons, and they can wear any type of armor.

Characteristics		*Average*	
STR	3D6 x 1.5	15-17	Move 6
CON	3D6 x 1.5	15-17	Hit Pts: 13-14
SIZ	3D6	10-11	
POW	1	1	
DEX	2D6	7	

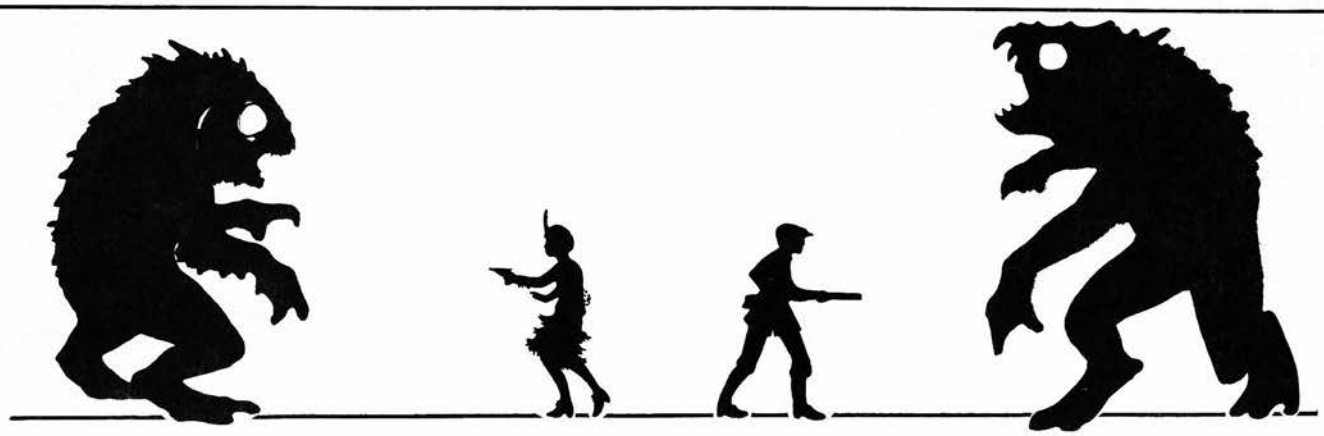
Weapon	*Attack*	*Damage*
Maul	35%	2D8+1D6

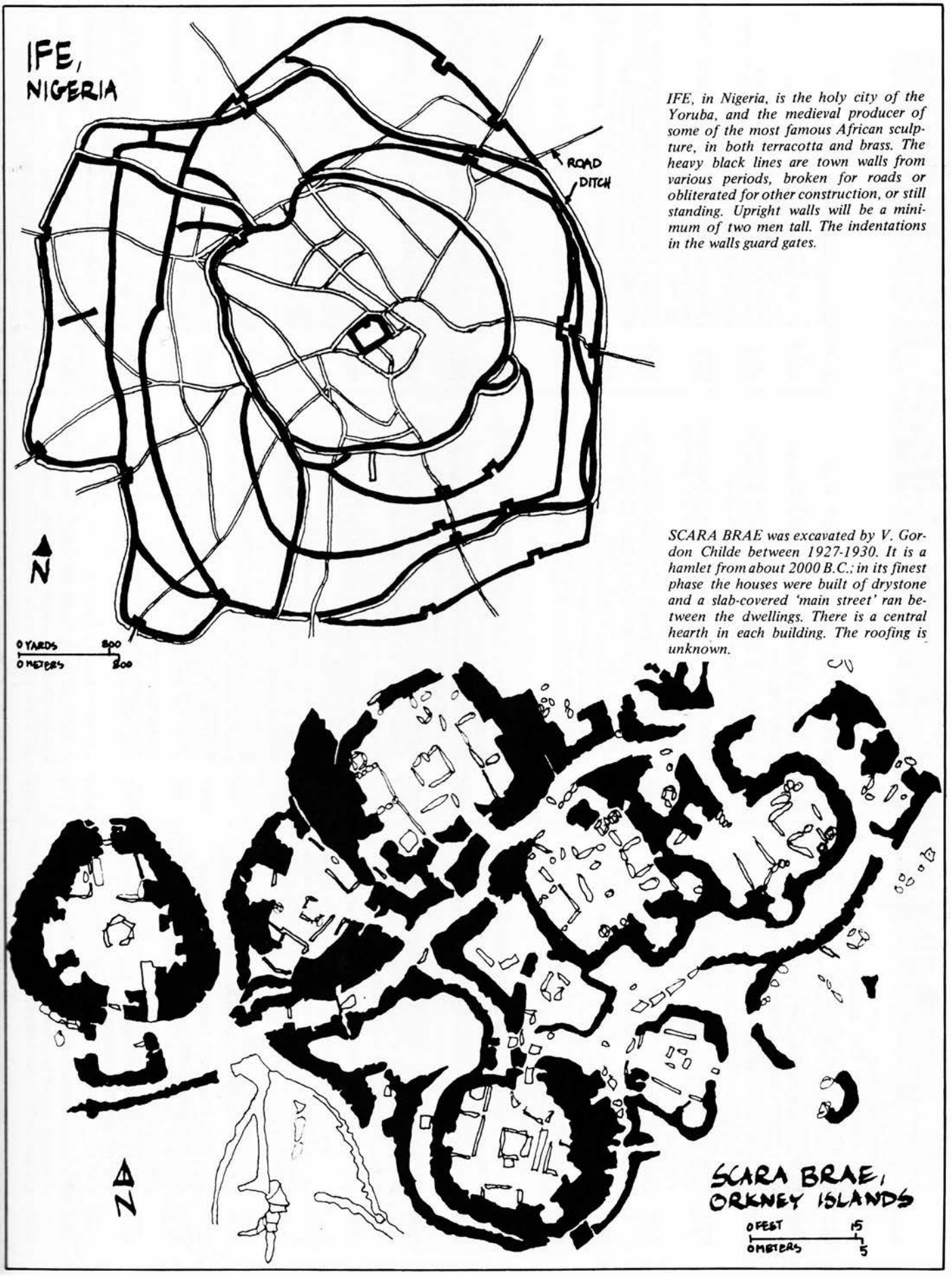
ARMOR—as provided, usually 2-point leather. □





The Luxor temple was primarily for the worship of Amen. The open circles are columns; the dark lines are walls. About half an inch from the left in the drawing is a shape like two brackets on their sides: that is the inner sanctum of the temple. The temple becomes progressively more public as the rooms open to the right. The first large court to the right was built by Amenhetep III, and the second was built by Rameses II. A processional way led to Karnak and the main temple complexes. The ruins are now roofless.





IFE, in Nigeria, is the holy city of the Yoruba, and the medieval producer of some of the most famous African sculpture, in both terracotta and brass. The heavy black lines are town walls from various periods, broken for roads or obliterated for other construction, or still standing. Upright walls will be a minimum of two men tall. The indentations in the walls guard gates.

SCARA BRAE was excavated by V. Gordon Childe between 1927-1930. It is a hamlet from about 2000 B.C.; in its finest phase the houses were built of drystone and a slab-covered 'main street' ran between the dwellings. There is a central hearth in each building. The roofing is unknown.

Timeline for the 1920's

IMPORTANT and LESSER EVENTS		THE UNIVERSE ACCORDING TO FORT, et. al.		NATURAL and MAN-MADE DISASTERS	
1890	First entirely steel-framed building erected in Chicago; first electric tube railway in London.	**1890**	Alaskans see image of mysterious sky-borne city (16 March).	**1890**	British cruiser *Serpent* wrecked in storm off the coast of Spain; 167 lost.
1891	First practical hydroelectric station; beginnings of wireless telegraphy; first practical roll film	**1891**	Fresh snows inexplicably covered by layers of worms in Valley Bend district, Virginia.	**1891**	Devastating quake levels 20,000 structures and kills 25,000 people in Japan.
1892	Cape-Johannesburg railroad completed; crown top for bottles developed.	**1892**	Unexplained explosions occur along the English Channel for several years; no evidence, damage, or explanation is ever found.	**1892**	Fire and flood create a human hell at Oil City, Pennsylvania. 130 dead.
1893	World Exposition in Chicago; first working model of the Diesel engine.	**1893**	A great luminous body passes over Virginia and North and South Carolina; visible 15-20 min.	**1893**	Floods pushed by hurricane winds devastate U.S. South Atlantic coast; 2000 dead.
1894	War between China and Japan; Captain Dreyfus exiled to Devil's Island; first wireless.	**1894**	Pickering at Lowell Observatory sees conspicuous light floating above Mars (Nov. 14).	**1894**	Steamer *Walraro* wrecked off coast of N. Zealand; 134 lost.
1895	Roentgen discovers X-rays; cigarette-making machine invented; Lumieres open their Cinematographie.	**1895**	Peasants near Odessa, Russia, attacked by strange beast.	**1895**	Building collapses in Ireland, killing 14.
1896	Klondike gold rush begins; Adressograph patents confirmed; Ford makes first motor-car.	**1896**	In the summer, hundreds of dead birds fall from the sky near Baton Rouge, Louisiana.	**1896**	Railway collision kills 60, Reading, Penn.
1897	McKinley is President of the U.S.; stencils are invented.	**1897**	Giant illuminated airship passes over Kansas City, Chicago, Texas, and W. Viriginia (April).	**1897**	Three sampans collide off Sarawak; 138 die.
1898	Spanish-American War; disc recordings become practical; commercial aspirin appears; rules for present-day golf are established.	**1898**	Phosphorescent strands of an asbestos-like substance fall on Montgomery, Alabama (Nov. 21).	**1898**	Tropical cyclone hits south U.S. coast; hundreds die.
1899	Rutherford discovers alpha and beta rays.	**1899**	Strange yellow worms found strewn across an Alaskan glacier.	**1899**	Windsor Hotel in New York goes up in flames; millions in damage and 14 killed.
1900	Boxer Rebellion in China; Peking legation siege; massive looting by occupation troops; Count Zeppelin launches 420-foot airship.	**1900**	A trickle of people appear across the world who speak no known language; many living and dead sea monsters reported.	**1900**	Pier fire in Hoboken, N.J.; $10 million damage and 326 killed.
1901	President McKinley assassinated; T. Roosevelt becomes President; first trans-Atlantic wireless.	**1901**	Alaskan Indians repeatedly report visions of a great airborne city.	**1901**	Pacific mail steamer *Rio de Janeiro* wrecked in San Francisco harbor; 128 lost.
1902	Boer War; first steam turbine-driven passenger ship; modern macadam developed; safety razor patented; first alum-dried powdered milk; puffed cereals.	**1902**	The *Freya* is discovered dismasted but otherwise undamaged; her crew is never found.	**1902**	Steamer *Primus* sunk in collision with steamer *Hansa* on the Elbe River; 112 lost.
1903	Wright Bros. fly first heavier-than-air powered aircraft; first flourescent light.	**1903**	Mud, ash, and fireballs fall across southeast Asia.	**1903**	Fire at Iroquois Theater, Chicago; worst theater fire in U.S. history (602 dead); disaster prompts fire codes across the nation.
1904	Broadway subway opens in NYC; thermos flask patented; tracks (as opposed to wheels) first appear on farm machinery.	**1904**	At Wimbledon, England, an intense and inexplicable darkness occurs for 10 minutes (Apr. 17).	**1904**	Steamship *General Slocum* catches fire near Manhattan; 1000 dead.

1905	Cullinan diamond (3000 carats) found, largest to that date; steam turbines standard for British navy; abortive revolution in Russia.	**1905**	Sheep are killed and their blood sucked from them (Badminton, Gloucestershire, Nov. 1).	**1905**	Japanese warship *Mikasa* sunk by explosion; 599 lost.
1906	U.S. troops occupy Cuba till 1909; *Lusitania* and *Mauretania* launched.	**1906**	"Typhoid Mary" is found.	**1906**	Earthquake and fire devastate San Francisco; 28,818 houses destroyed and 700 killed.
1907	Rasputin reaches the height of his influence in Czarist Russia.	**1907**	Balls of light fall from the sky and explode near Burlington, Vt. (2 July).	**1907**	Explosion on French battleship *Jena* kills 117 persons.
1908	Hermann Minkowski formulates his 4-dimensional geometry.	**1908**	A woman burns to death in her bed without the bedsheets being damaged or scorched (Blythe, England, March of the year).	**1908**	Steamer *Ying King* foundered off Hongkong; 300 lost.
1909	Robert E. Peary reaches the North Pole; first powered flight across the English Channel.	**1909**	Lighted airship repeatedly seen across New England (14-23 Dec.).	**1909**	Steamer *Seyne* sunk in collision with steamer *Onda* off Singapore; 100 lost.
1910	Murray and Hjort undertake the first deep-sea research expedition; paper cups invented.	**1910**	Fresh blood falls from sky in South America.	**1910**	Landslide buries many workers in the Norman open-pit mine, Virginia, Mn.
1911	Revolution in China leads to the republic under Sun Yat-Sen.	**1911**	"Ground found covered with masses of jellies the size of peas [and] contained numerous eggs of species . . . from which the larvae soon emerged." Eton, Bucks., England, 24 June.	**1911**	Forty tons of dynamite explodes at Communipaw terminal, NJ, killing 30.
1912	Wilson's cloud-chamber leads to the detection of protons, electrons; cellophane patented; Saville Row creates the WWI-named 'trench coat.'	**1912**	An intensely black object is seen upon the Moon, estimated to be 250 miles long by 50 miles wide (27 Jan.).	**1912**	*Titanic* rammed by iceberg, 1517 passengers and crew are lost.
1913	The Balkan War begins; Wilson inaugurated.	**1913**	Ambrose Bierce prepares for Mexico.	**1913**	British steamer *Calvadas* lost in blizzard in the Sea of Marmora; 200 lost.
1914	The Great War begins; first air raids take place; the first use of the Panama Canal.	**1914**	Manchester, England, reports a spindle-shaped object transitting the Sun (10 Oct.).	**1914**	Canadian Pacific steamship *Empress of India* sunk in collision with the Storstad in the St. Lawrence River; 1024 lost.
1915	The Lusitania is sunk; cereal flakes are marketed; the zipper is patented.	**1915**	Bright spots appear upon the Moon in December.	**1915**	*Lusitania* sunk by German submarine; 1199 lost.
		1916	Red tides along the U.S. coasts.	**1916**	French auxiliary cruiser *Provence* sunk in the Mediterranean; some 3100 die.
1917	United States enters WWI; the Russian Revolution unfolds.	**1917**	Luminous objects seen moving on the Moon.	**1917**	Steamer *Castalia* wrecked on Lake Superior; 22 men lost.
1918	WWI ends; regular U.S. airmail service; world influenza epidemic kills 21.6 million; powered flight 150mph+, 30,000'+.	**1918**	Unusual weather in many parts of the world.	**1918**	U.S.S. *Cyclops* leaves the Barbados and is never heard of again.
1919	Prohibition enacted in U.S.; first trans-Atlantic flight (1880 miles in 16:12 hours).	**1919**	Captain James and his aircraft disappear over New York.	**1919**	French steamer *Chaonia* lost in Straits of Messina; 460 dead.
1920	Prohibition in effect in U.S.; Harding elected; the Bolsheviks win the Russian civil war; Allied occupation troops in Soviet Union mostly withdrawn; parachute and ripcord invented; first broadcasting station on the air.	**1920**	Shafts of light project from the Moon.	**1920**	Earthquake in Kansu province, China, kills 100,000.
1921	Rorschach devises his inkblot test; inflation of the German mark begins; KDKA broadcasts sports.	**1921**	Millions of tiny frogs suddenly appear in north London; more than a dozen ships disappear without a trace during the year.	**1921**	Bridge collapses, Chester, Penn.; 21 die.

1922 Revival and growth of Ku Klu Klan; insulin isolated; first practical postal franking machine; Soviet May Day slogans omit 'world revolution.'

1923 Teapot Dome scandal rocks the Harding administration; German mark stabilized; Nazi putsch in Munich fails; King Tut's tomb opened.

1924 Leopold and Loeb convicted of the kidnap-slaying of Bobby Franks; present-day paper egg cartons developed; Coolidge elected.

1925 W. Pauli formulates Exclusion Principle; I. G. Farben formed; Sun Yat-Sen dies; SS formed.

1926 Dr. Goddard fires his first liquid-fuel rocket; Chiang stages coup in Canton, 20 Mar.; Trotsky expelled from Politburo.

1927 Charles A. Lindbergh flies solo and non-stop between NYC and Paris; world is electrified by the event, and Lindbergh becomes perpetual celebrity.

1928 Television experiments; teletypes come into use; first general release sound movie; waterproof cellophane developed; Hoover elected.

1929 Great stock-market crash, 24 Oct.; *Graf Zeppelin* circles the world; 16mm color film developed.

1930 Technocracy movement at its highest; the teabag developed; present-day flash bulb ends disruptive explosions at press conferences.

1922 Rocks mysteriously fall from the sky for weeks at Chico, Calif. (March of the year).

1923 Three large mounds discovered in Archimedes crater, Moon.

1924 The footprints of Day and Stewart end abruptly 40 yards from their intact aircraft; the intrepid pilots are never found.

1925 Edale, Derbyshire, England, terrorized by many evidences of a werewolf.

1926 No trace of the Percy Expedition, seemingly swallowed by the northern Brazilian jungles.

1927 Black rain in Ireland.

1928 Danish training ship *Kobenhoven* disappears without trace after sailing from Montevideo.

1929 Peter Kurten, the infamous 'vampire of Dusseldorf,' terrorizes the city.

1930 Scores die and 300 are stricken by a poisonous fog in Belgium (Dec. 5).

1922 British steamer *Egypt* lost in collision off France: 98 persons, $5 million in gold and several million in banknotes lost.

1923 Big fire in Berkeley, Calif., destroys 600 buildings, causes $10 million in damage, and 60 persons killed.

1924 Ward Line steamship *Santiago* sunk by storm off Cape Hatteras; 25 lost.

1925 Italian submarine sinks during naval maneuvers off Sicily; 50 lost.

1926 Lightning starts a massive explosion at the U.S. Naval ammunition dump, Lake Denmark, NJ; 85 million in damages and 30 dead.

1927 British Indian steamer *Tukaram* sunk in storm off Bombay, along with 128 persons aboard.

1928 Chilean transport *Angames* wrecked in storm in Bay of Arauco; 291 lost.

1929 Russian passenger steamer, *Volga,* struck by remnant WWI mine in the Black Sea; 31 lost.

1930 Fire at the Ohio State Penitentiary traps and kills 322 in locked cells. □

THE YEAR 1920

This is a complete calendar year for the year 1920, offered as a starting point for a 'real-time' campaign. Later years can be found in the universal calendars usually included in almanacs and phone books. If keepers want real-time background, the WORLD ALMANAC will furnish a convenient national time-line for any particular year; local newspaper files will provide as much local detail as desired.

JANUARY

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FEBRUARY

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APRIL

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JULY

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AUGUST

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OCTOBER

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NOVEMBER

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DECEMBER

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LOVECRAFTIAN TIMELINE

1877
Disappearance of the Starry Wisdom cult in Providence, Rhode Island. *(The Haunter of the Dark)*

May 11, 1878
A mysterious mummy found on a new island in the south Pacific by Captain Charles Weatherby of the freighter *Eridanus* bound from Wellington, New Zealand to Valparaiso, Chile. Delivered to the Cabot Museum in Boston. *(Out of the Eons)*

October 31, 1889
Murder of Walker Davis by his crazed wife Audrey near Binger, Oklahoma. *(The Curse of Yig)*

June, 1892
Mysterious meteorite falls in the yard of Nahum Gardner near Arkham. *(The Colour Out of Space)*

1893
Disappearance of Edwin Lillbridge, reporter for the *Providence Telegram*, during investigation of the Starry Wisdom cult. *(The Haunter of the Dark)*

November 1, 1907
Strange voodoo swamp cult near New Orleans broken up by police raid. Forty-seven prisoners taken. *(The Call of Cthulhu)*

April 17, 1908
Last sighting of Alonzo Typer before his disappearance in the old Van der Heyl mansion outside Attica, NY. *(The Diary of Alonzo Typer)*

1908
Mysterious stone figurine displayed at annual meeting of the American Archaeological Society in St. Louis by Police Inspector John Raymond Legrasse. *(The Call of Cthulhu)*

February 2, 1913
Wilbur Whateley born in Dunwich (on Roodmas). *(The Dunwich Horror)*

May 17, 1922
Captain James P. Orne of the fishing smack *Alma* captures a one-eyed marine creature of colossal size, which was then preserved in Boston and placed on display – admission charged. *(The Invisible Monster)*

August 8, 1922
Death of James P. Orne and over a dozen others to drowning under mysterious circumstances. *(The Invisible Monster)*

Mid-October 1923
"Death" of Doctor Munoz in New York City. *(Cool Air)*

August 1, 1924
Death of old Wizard Whateley, on Lammas. He is survived by his daughter Lavinia and his grandson Wilbur. *(The Dunwich Horror)*

August 8, 1924
Death of Captain Edward Norrys, in conjunction with sudden madness of a Mr. Thornton, a psychic investigator; and Mr. Delapore, owner of Exham Priory, while in an underground grotto beneath Exham Priory. Some months later, the Priory is demolished. *(The Rats in the Walls)*

March 23 through April 2, 1925
Madness and delirium of the young sculptor Henry Anthony Wilcox after strange dreams. He recovered, with loss of memory, on April 2. *(The Call of Cthulhu)*

April 2, 1925
Crew of the *Emma* travelling from Auckland, New Zealand to Valparaiso, Chile, encounter a strange volcanic island. While on the island, six crew members die, and one goes mad. Captain Gustaf Johansen is the only survivor – the madman died later aboard ship. *(The Call of Cthulhu)*

July 17, 1925
Archaeological expedition to Australia ends. Headed by Nathaniel Wingate Peaslee, who was amnesiac from 1908-1913. The expedition was funded by Miskatonic U. *(The Shadow Out of Time)*

1926
The promising poet Justin Geoffrey dies in a madhouse. *(The Thing on the Doorstep)*

October 31, 1926
Lavinia Whateley dies. She is survived by her illegitimate son, Wilbur. *(The Dunwich Horror)*

Winter 1926-1927
Death of George Gammell Angell, professor emeritus of Semitic languages at Brown university in Providence, after being jostled by a sailor. *(The Call of Cthulhu)*

November 3, 1927
Unprecedented Vermont floods. Strange things are sighted in the floodwaters. *(The Whisperer in Darkness)*

Winter 1927-1928
Government investigation of Innsmouth, and detonation of waterfront warehouses. Submarine discharges torpedoes off Devil's Reef. *(The Shadow Over Innsmouth)*

Early August 1928
Wilbur Whateley killed by large dog. His corpse dissolves. *(The Dunwich Horror)*

August 1928
The ghost-mound near Binger, Oklahoma partially excavated by an ethnologist specializing in American Indian lore. The ethnologist inexplicably refused to explore any deeper after mere preliminary work. *(The Mound)*

September 9 to 14, 1928
"The Dunwich Horror." Professors Armitage, Rice, and Morgan from Miskatonic University end the horror on Saturday, the 15th of September. *(The Dunwich Horror)*

September 12, 1928
Albert Wilmarth from Miskatonic University visits Henry Akeley. Akeley disappears and Wilmarth flees. *(The Whisperer in Darkness)*

September 20, 1931
Death of noted entomologist Henry Sargent Moore, Professor at Columbia University, NY, from sleeping sickness of an especially virulent nature. *(Winged Death)*

January 23, 1932
Death of noted doctor and entomologist Thomas Slauenwite, in Bloemfontain, South Africa from heart failure. *(Winged Death)*

December 1, 1932
Two apparent thieves found mysterious dead in Cabot Museum, Boston, evidently dying while trying to steal *Eridanus* mummy, delivered to museum in 1878. *(Out of the Eons)*

December 8, 1932
Autopsy performed on mysterious *Eridanus* mummy, found in 1878. Results hushed up and never released. *(Out of the Eons)* □

A TIMELINE FOR H.P.LOVECRAFT

1890 Born August 20th.
1893 Begins reading; father is committed to an institution.
1898 His father dies.
1904 His grandfather dies.
1908 HPL has poikilothermism; is withdrawn from public school.
1913 ARGOSY magazine letters column controversy.
1914 Joins National Amateur Press Association.
1915 Correspondence becomes voluminous for the rest of his life.
1918 *Marshes of Ipswich* sold.
1919 HPL's mother committed; HPL first reads Dunsany.
1921 HPL's mother dies; meets Sonia Greene at a UAPA convention; writes *Nameless City*.
1922 *The Hound* first mentions THE NECRONOMICON.
1923 Writes *Rats in the Walls*.
1923-1925 Steady sales to WIERD TALES.
1924 Marries Sonia Greene.
1925 *Supernatural Horror in Literature*; *In the Vault*.
1926 Returns to Providence, RI.
1927 *Dream Quest of Unknown Kadath*, *The Colour out of Space*, *Case of Charles Dexter Ward*, New England tour.
1928 *The Dunwich Horror*.
1929 Divorced from Sonia Greene (never made final).
1930 *Whisperer in Darkness*.
1931 *At the Mountains of Madness* and *Shadow over Innsmouth*; travels in the southeast.
1932 More travel in the south.
1933 *The Thing on the Doorstep*.
1934 Travels in the southeast.
1935 *The Shadow Out of Time*.
1936 *The Haunter of the Dark*.
1937 HPL dies of cancer, 15 March.

□

Nemesis

A Poem By
H.P. Lovecraft

Through the ghoul-guarded gateways of slumber,
Past the wan-mooned abysses of night,
I have lived o'er my lives without number,
I have sounded all things with my sight;
And I struggle and shriek ere the daybreak, being driven to madness with fright.

I have whirled with the earth at the dawning,
When the sky was a vaporous flame;
I have seen the dark universe yawning
Where the black planets roll without aim,
Where they roll in their horror unheeded, without knowledge or lustre or name.

I had drifted o'er seas without ending,
Under sinister grey-clouded skies
That the many-forked lightning is rending,
That resound with hysterical cries;
With the moans of invisible daemons that out of the green waters rise.

I have plunged like a deer through the arches
Of the hoary primordial grove,
Where the oaks feel the presence that marches
And stalks on where no spirit dares rove,
And I flee from a thing that surrounds me, and leers through dead branches above.

I have stumbled by cave-riddled mountains
That rise barren and bleak from the plain,
I have drunk of the frog-foetid fountains
That ooze down to the marsh and the main;
And in hot cursed tarns I have seen things I care not to gaze on again.

I have scanned the vast ivy-clad palace,
I have trod its untenanted hall,
Where the moon rising up from the valleys
Shows the tapestried things on the wall;
Strange figures discordantly woven, that I cannot endure to recall.

I have peered from the casements in wonder
At the mouldering meadows around,
At the many-roofed village laid under
The curse of a grave-girdled ground;
And from rows of white urn-carven marble I listen intently for sound.

I have haunted the tombs of the ages,
I have flown on the pinions of fear
Where the smoke-belching Erebus rages;
Where the jokulls loom snow-clad and drear:
And in realms where the sun of the desert consumes what it never can cheer.

I was old when the pharaohs first mounted
The jewel-decked throne by the Nile;
I was old in those epochs uncounted
When I, and I only, was vile;
And Man, yet untainted and happy, dwelt in bliss on the far Arctic isle.

Oh, great was the sin of my spirit,
And great is the reach of its doom;
Not the pity of Heaven can cheer it,
Nor can respite be found in the tomb:
Down the infinite aeons come beating the wings of unmerciful gloom.

Through the ghoul-guarded gateways of slumber,
Past the wan-mooned abysses of night,
I have lived o'er my lives without number,
I have sounded all things with my sight;
And I struggle and shriek ere the daybreak, being driven to madness with fright. □

MYTHOS PREHISTORY

by Prof. Alexander Zeus

4.6 Billion Years BC (to Precambrian) – Origin of the planet Earth. For most of these aeons, Earth is covered by warm, shallow seas from which continents periodically emerge.

3.3 Billion BC – Earliest known fossil. Discovered in Australia, it appears to be bacterial, possibly a native anaerobic lifeform whose evolution was stunted by the appearance of oxygen-producing and oxygen-using lifeforms later created by the Elder Things.

2 Billion BC – Arrival of the Elder Things on Earth. Landing in what is now the Antarctic Ocean, they establish an undersea colony and, using the organic material mined from the ocean floor, generate the primal shoggoth mass called – in the *Book of Eibon* – 'Ubbo-Sathla, the father of all life.' Using the shoggoth spawn of Ubbo-Sathla, the Elder Things begin construction of the first of their great undersea cities.

1.8 Billion BC – Earliest known fossils of aquatic fungus and algae.

1.4 Billion BC – Cthulhu and his spawn seep down from the distant star-system of Xoth, claiming a huge continent and naming it R'lyeh. Before long, war begins with the Elder Things for dominance of the planet.

1 Billion BC – The Elder Things make truce with Cthulhu and shortly after begin construction of a surface city in equatorial Antarctica.

850 Million BC – The Moon is ripped from the planet Earth and in the ensuing catastrophe the black continent of R'lyeh is plunged beneath the waters of what later will become the Pacific Ocean. Over the next 300 million years the tidal forces generated by the Moon's settling into orbit will destroy all of the original Elder Thing cities.

750 Million BC – The mysterious Flying Polyps arrive on Earth from somewhere in outer space. Settling on land that far later becomes Australia, they erect great windowless cities of basalt and feed upon the strange, cone-shaped beings they find living here.

570-500 Million BC (Cambrian Period) – From this period come many fossils of sponges, tilobites, mollusks, and echinoderms.

500-435 Million BC (Orodvician) – Mountains build in eastern North America, but most of the continents are still flat. Shallow seas cover much of the globe. The first fossils of primitive vertebrates are laid down, alongside those of early cephalopods. By this time the Elder Things have spread their great land cities through much of what is to become Africa and South America, with outposts as far away as Great Britain.

485 Million BC – The minds of the Great Race of Yith travel across time and space to inhabit the bodies of the cone-shaped beings of Australia. The Yithians begin a 'war of subjugation' against the Polyps. Caught off guard, they are quickly defeated and sealed away in dark subterranean vaults. The Yithians guard these vaults carefully, building cities atop them.

450 Million BC – The land masses of the planet have formed into two major continents, one each in the northern and southern hemispheres. The Sahara area of Africa is at the South Pole and ice-covered. The two continents slowly move toward each other.

435-395 Million BC (Silurian) – Fossils of the first land plants are deposited in Poland, Australia, and the southeastern United States. At this time the central portion of North America is still a vast sea. Volcanic activity increases as the two land masses move closer.

395-345 Million BC (Devonian) – The ancestral Atlantic closes as the two super-continents collide, giving rise to the mountains of Scotland and Scandinavia. Forests of scale-trees and seed-ferns slowly cover the land while the fossils of early spiders and primitive amphibians are laid down in tropical Greenland. The first sharks swim the seas.

345-280 Million BC (Carboniferous) – The single continent continues to reshape itself while shallows seas periodically wash portions of it. Low-lying swamplands begin the formation of gigantic coal deposits. The first primitive reptiles emerge at the end of this period.

280-225 Million BC (Permian) – The Appalachian Mountains form; primitive conifers forest the land. The reptiles dominate on land and in the sea; fossils of primitive mammals from this period can be found in South Africa and Russia.

275 Million BC – The beginning of Serpent People civilization, in Valusia, an area of land which later would be split by the Mediterranean Sea into North Afric and Southern Europe. A parallel race of tail-less reptile men co-exists to the east. These latter, who may or may not be related to the Serpent People, are the builders of the Nameless City.

250 Million BC – The shoggoths revolt against their masters, the Elder Things. In a war of survival, the Elder Things finally win victory but the nearly complete destruction of their 'slave-beasts' signals a general decline in the race's building and expansion.

225-190 Million BC (Triassic) – This begins the Age of Reptiles. The dinosaurs reign across a single huge continent called Pangaea. At this time Japan lies near the North Pole while present-day India is located in the Antarctic. Much volcanic activity occurs as Pangaea buckles and prepares to break apart.

190-136 Million BC (Jurassic) – As the great sauropods and pterodactyls arise, a great east-west crack appears across the continent, separating North America / Eurasia from South America / Africa. The separate Antarctic / Australian land mass is at the South Pole. About this time, India breaks loose and heads north toward Asia.

160 Million BC – The Mi-Go arrive from Yuggoth and establish their first colony in the Appalachian Mountains. These beings soon are at war with the Elder Things in South America / Africa but, as the two land masses separate, the wars decrease in intensity.

150 Million BC – At this time the continents of Antarctica and Australia are still connected by a wide strip of land. On this strip the Yithians and Elder Things fight a great war.

136-65 Million BC (Cretaceous) – Fossils of the first flowering plants come from this period, along with remains of marsupials and the first true birds. By now the new Atlantic Ocean and Mediterranean Sea are clearly noticeable while much of central Europe is submerged. Geologic forces thrust up the Andes and the Rockies. In the Antarctic the largest Elder Thing city is destroyed by the same earthquake that gives rise to the Mountains of Madness. After the cataclysm the Elder Things laid the foundation of a new city, the last surface structures they would build.

70 Million BC – A large comet strikes the planet. The severe consequences to planetary climate spell the eventual doom of the dinosaurs. By this this time South America and Africa have separated, as have the continents of Antarctica and Australia. North America has broken free of Europe and is heading westward; Greenland is also freed and sliding north. Africa rotates counter-clockwise, separating from Europe at Gibraltar and then later crashing into the Near East – in the process creating the Alps, Carpathians, and Pyrenees. The tip of South America touches the Antarctic land mass.

65 Million BC – Mammals become the dominant lifeform.

50 Million BC – The Yithian minds suddenly flee the cone-shaped bodies to inhabit another species existing far in the future of the planet. Deprived of Yithian intelligence, the cone beings are soon overwhelmed and exterminated by the Polyps.

40 Million BC – The Indian sub-continent crashes into the belly of Asia, raising the Himalayan Mountains.

26 Million BC – The continents approach their present positions.

5 Million BC – Only two land cities of the Elder Things remain. One is in Antarctica and the other located at the tip of South America. As the climate chills, the Elder Things construct an undersea Antarctic city.

3 Million BC – The civilization of the furry pre-humans of Hyperborea (Greenland) begins. They worship Tsathoggua and his spawn.

1.7 Million BC – The age of the oldest ice yet discovered in Greenland, perhaps marking the decline of the furry pre-human civilization.

750,000 BC – Numerous glaciations have occurred in Greenland, but this one – the Riss glaciation – probably destroys the human civilization of Hyperborea and Mhu Thulan.

161,844 BC – According to some, Mu (in the Pacific Ocean) is sunk by Elder Gods.

9,650 BC – Some report that in this year Atlantis perished beneath the waves of the Atlantic Ocean. □

Prices & Cash

Until the Great War, the United States was a debtor nation internationally, still paying off the vast European (particularly British) investments that had gone to fund such vital improvements as the national railway system. The Great War, however, liquidated all participant holdings in the United States, either through seizure (in the case of Germany, for instance) or through payment for military aid. While it is true that almost no state ever repaid its war debt to the U.S., this nation received payment enough: not until OPEC in the early 1970's would it be a debtor nation again, with persistent balance-of-payments problems.

Buoyed by elimination of foreign control and increased gold reserves, and initially fueled by the heavy inflation accompanying WWI, the 1920's were a generally favorable era for economic expansion and profit. Throughout the decade prices and wages remained relatively stationary with respect to each other, and inflation appears to have been effectively about 1% per year. By policy, the dollar was convertible to gold; silver prices consistently slumped.

Average Price of One Fine Ounce of Gold or Silver On the London Market, in Dollars, 1920-1930

Year	Gold	Silver
1920	$27.49	$1.35
1921	26.05	.81
1922	22.71	.75
1923	21.96	.67
1924	22.80	.74
1925	20.80	.70
1926	20.66	.63
1927	20.67	.57
1928	20.67	.59
1929	20.67	.54
1930	20.68	.39

Since the U.S. was on the gold standard at this time, gold can be bought and sold like any other commodity. The advantages of the era will be obvious to any adventurer: not only were all precious metals translatable, but foreign currencies could be pegged directly to the gold price if any exchanges became necessary during an adventure.

Wages

As an example of a wage spectrum within a particular industry, here are the national average yearly sums received by railroad labor and management over thirty years.

Year	*General Officer*	*Clerk*	*Section Foreman*	*Crpnter*	*Conductor*	*Laborer*
1900	3260	683	524	636	989	533
1914	5011	792	686	830	1395	686
1920	6347	1647	2254	1808	2971	1306
1928	7000	1645	1558	1500	3118	1083

Note the drop off in wages among some of the occupations by 1928. This is partially prompted by the worsening financial condition of the railroad industry as a whole, which includes the short commuter trains and trollies under heavy competition from the automobile by 1928. Worsening conditions also impress upon business the desirability of 'piece-work' labor, which does not need to be paid for unless it is used. These yearly rates should not necessarily be taken as indicators that the hourly wage decreased, only that the number of such hours on the averaged decreased.

Taxes

Law-abiding adventurers should be paying a small local property tax if they own land (to finance the schools), and about 5% yearly to the federal government if the adventurer is making more than $20,000 yearly. There are no sales taxes during this time, as a general rule.

Prices

The following prices have been arranged in categories commonly of interest to globe-hopping adventurers. The prices are representative of the year 1920, but should not be taken to indicate that any one item (such as a Model T Ford) exactly costs the listed price. Additionally, there is slight inflation averaging about 1% a year over the decade, and referees interested in that sort of thing may wish to adjust costs as the years of the campaign progress.

TRANSPORTATION COSTS

Automobile/Truck	
used auto	$250.
new cheap auto	1000.
luxury auto	7000. tops
used truck	350.
small truck	1400.
large truck	3500. up
med. auto tire	12.
tire chains	5.
tire rpr kit/pump	2.50
tire jack	1.
auto spotlight	3.
auto battery	15.
gasoline, gallon	.20
average mpg, 30	
repair book	1.50
Trains	
local commuter + .02 per zone	.05
medium range 25-400 miles, 1. + .02 per mile	
transcontinental, 1. + .01 per mile**	
Air Travel	
1919 cost from London to Paris was £21 ($100)	
1930 av. price was .09-.60 per passenger mile	

Animal	
OK saddle horse	$400.
old saddle horse	200.
mule	100.
burro	50.
sled dog	50.
buggy	85.
farm wagon	65.
double horse harness	45.
western saddle	20.
Ship*	
ferry, .15 first mile, .05 each additional mile	
liner, $60 per 1000 miles or fraction thereof	
freighter, $30 per 1000 miles or fraction thereof	
tramp, $15 per 1000 miles or fraction thereof	
rowboat	$35.
canoe	75.
outboard motor	80.
Bicycle, suitable to attach motor to	28.

*These prices are for good/excellent accomodations. The relation of cost, speed, and reliability is found in Ship Speeds, p. 142.

** *There are no transcontinental lines in this period. Characters always will have to transfer when going across the U.S. Chartered trains (called 'specials') can go across the nation by special arrangement.*

CAMPING GEAR

Cheap trunk (40 lbs.)	$4.	2-man tent (39 lbs.)	$12.
Expensive trunk (55 lbs.)	10.	4-man tent (62 lbs.)	22.
Water bag, 1 gal.	1.	8-man tent (92 lbs.)	35.
Water bag, 5 gal.	2.	25-man tent (233 lbs.)	95.
Camp stove	6.	16 x 20 tarpaulin	15.
Cooking kit	9.	Hunting knife	3.
Camp cot	6.	Kerosene lantern	2.
Good quart thermos	5.	Light rod and reel	10.
Fishing tackle outfit	10.		

LODGING AND DINING

Flophouse (guard your valuables)	$ .20 night
Dingy (but you get a private room)	1.00 night
Comfortable (good bed, hot water)	5.00 night
Deluxe (bell-boys, tippable)	10.00 night and up
Deluxe meal on train	1.50
Good meal in restaurant	.75
Good breakfast	.30
Dozen eggs at the store	.50
Quart of milk at the store	.15
Loaf of bread at the store	.25
Pound of bacon with little fat	.45
Excellent cigar after your meal	.20

CLOTHING

These are standard items of apparel, often useful for re-outfitting the adventurer who has escaped deadly peril sans clothing.

Man's topcoat	$14.
Rain slicker and hood	5. up
Hiking/riding suit	12.
Quality woman's dress	15.
Woman's wool coat	14.
Hunter's coat	5.
Hip boots	6.
Union suit	1.
Man's shirt	1.
Woman's frock	5.

EQUIPMENT FOR ADVENTURERS*

Shoulder holster	$ 1.25	Plated cross, 10" high	$ 2.
Money/cartridge belt	2.25	Wind-up alarm clock	3.
Gasoline table lamp (runs 12-15 hours	6.50	6X binoculars	24.
100X microscope	17.50	12-G shotgun shell, 500	20.
Baseball bat	1.50	.22 bullets, 200	1.
Varmint trap	.50	.45 bullets, 100	3.
Pocket knife	.50	.30 carbine bullets, 100	9.
Pencil	.01	Box camera	6.
Popular novel	1.50	3-cell flashlight	2.
Flashlight battery	.10	Holy Bible	4.
Carbide spelunker lamp (runs 9-10 hours)	5.00	144 8x10 photopaper	5.
		Photolab equipment	15.
Tablet	.05	Battery spot light	5.
		Flapped pistol holder	1.

* The particular rules you are using may also have priced items.

MISCELLANEOUS GEAR FOR ADVENTURERS

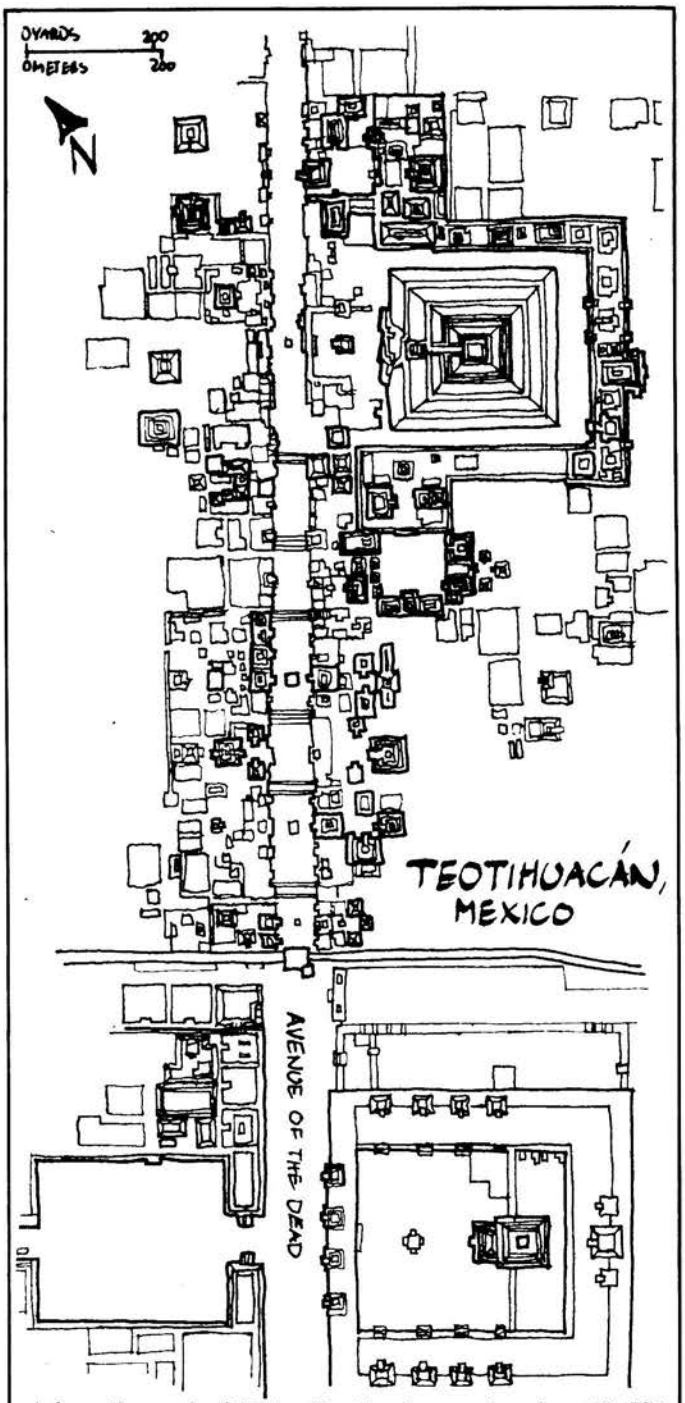
Wrist watch	$25.	Shovel	$ 1.
Pocket watch	15.	Axe	2.
Cheap signet ring	4.	½" steel link chain, per foot,	.25
Good fountain pen	3.		
48-piece jeweler kit	16.	Carpenter tool set	50.
6 needle files	1.	Blacksmith tool set	80.
Rubber gloves	.75	Plated cavalry trumpet	7.
Wheelchair (75 lbs)	40.	Typewriter	65.
Ordinary violin	35.	Ukelele	8.
Rope, per 100', ½"	3.		

These items can be potentially useful, but usually are not part of an Adventurer's utility kit.

Banks and Savings

Banks in this period are completely independent entities, and whether or not they thrive or collapse depends upon the stockholders and managers of the bank and on general economic conditions. There is no federal insurance on private savings, for instance, nor are there federal limits as to how much or how little interest a bank pays. The interest rates on loans may be regulated in some areas, for a ceiling rate may be in effect, but often they may not be.

In general, the better the interest rate on a savings account, the shakier the bank will be. Any rate above 3% probably indicates that the bank unduly needs cash. It may be amusing to tempt player-characters with high interest rates. The characters also may occasionally lose their savings in a bank collapse, and regain part or none of it months later—but this should happen rarely. □



A few miles north of Mexico City, Teotihuacan dates from 200-750 A.D., and was a very large city—over 100,000. The enormous pyramid to the right of the Avenue of the Dead is the Pyramid of the Sun; the compound and small pyramid at the bottom right is the Temple of Quetzalcoatl. There have been excavations and restorals throughout this century.

Travel

TRANSPORT SPEEDS

Throughout the 19th century and into the 20th century, the steam engine steadily decreased the time needed to travel from one place to another. Up to and through the Great War, the keys to travel were the steamship and the railroad.

World War One greatly advanced the young inventions of the automobile and the airplane, and they were in the forefront of travel after 1950—but in the 1920's their day had not quite yet come, and it was not to them that people looked for speed, reliability, or comfort.

Below are sample transportation times for all the common carriers, as well as some speed records good till 1930 for your education and delectation. The travel times and speeds listed are simply convenient averages. Your own historical research will reveal more exact figures for particular areas, years, and vehicles.

Air Speeds and Ranges

Normal single-engine fixed-wing aircraft – 300-500 miles, with a ground speed of 120mph.
Normal double-engine fixed wing aircraft – 500-800 miles, with a ground speed of 90mph.
Large dirigible or zeppelin – 1000 miles, with an air speed of 5-10 knots.

Longer ranges are available with special preparation.

Ship Speeds

The following table gives the average ability of a type of ship to follow a schedule, what its average speed is, and what the usual price for passage is. Most prices are given in cost per 100 miles and cost per 1000 miles. For a short run, use the former column; for a long run, such as around the world, use the latter column.

Type	*On Time?*	*Speed*	*Cost Per 100 Miles*	*Cost Per 1000 Miles*
Tramp	+/– 30 days	10 knts	$ 5.00	$15.00
Freighter	+/– 5 days	14 knts	10.00	30.00
Liner	+/– 12 hrs	25 knts	20.00	60.00*
Ferry	+/– 15 min	5 knts	.15 first mile, .05 per miles thereafter	

* First class accomodations on the liner are available at triple prices. Miles traveled per 8 hr. day: Tramp – approx. 90 mi.: Freighter – approx. 130 mi.; Liner – approx. 230 mi.; Ferry – approx. 45 mi.

Automobile Speeds

The average long-distance auto speed over 1920's roads in a 1920's car was 15 MPH over eight hours, or 120 miles per day. In certain well-paved corridors, of course, such as between Boston and Philadelphia, the average speed could be higher.

Railroad Speeds

The average long-distance rail speed was 35mph for 24 hours, or 840 miles per day. Here are some representative travel times for regularly scheduled runs:

Run	*Time*
San Francisco/Oakland-Omaha-Chicago	70 hours
New Orleans-Los Angeles	60 hours
San Francisco-New Orleans	73 hours

Record Train Speeds, by 1930

20th Century Ltd., Elkhart IN/Toledo OH, 74.26mph.
NY Central Special, between Granite City IL and Berea OH, 67.3 mph.
Flying Scotsman, London/Edinburgh, 49.1 mph.
Fleming to Jacksonville FL, 5 miles, 120 mph.

Fastest Voyages of Various Kinds, by 1930

Fastest day on a sailing vessel, 437 miles in 24 hours.
Fastest trans-Atlantic passage by clipper ship, 12 days.
Fastest trans-Atlantic passage by yacht, 12 days, 4 hours.
Fastest passage between Cherbourg/Southampton, 4 hours and 19 minutes.
Fastest passage New York/Cherbourg, 5 days, 1 hour, 49 min.
Fastest day's steamship run: the Mauretania, 676 knots, averaging 27.04 knots per hour.
Fastest motorboat run: 10 km in 6:12, 58.84 mph.
Fastest trip around the world: 23 days, 15 hours, 21 min, 3 seconds.

"They left New York by seaplane and overtook the Olympic *off Long Island. From Cherbourg they flew by air across Europe and Asia, reaching Tokyo on July 11. They got by steamer to Vancouver BC on July 20, and flew thence to NYC." – World Almanac. June 29/July 22.* □

THIRTY LARGEST STEAMSHIPS

REGISTERED IN 1920

Name	*Reg. Tonnage*	*Length (feet)*	*Breadth (feet)*
Leviathan	54,282	920	100
Imperator	52,000	858	97
Europa	50,000	911	96
Aquitania	47,000	901	92
Olympic	45,000	890	92
Columbus	35,000	696	76
Mauretania	32,000	790	83
George Washington	25,570	722	78
Kaiserin Augusta Victoria	24,581	677	77
Adriatic	24,541	726	75
Rotterdam	24,170	668	77
Baltic	23,876	726	75
France	23,666	720	75
America	22,622	687	74
Cedric	21,035	680	75
Scythia	21,000	600	73
Celtic	20,904	680	75
Minnesota	20,718	622	73
Caronia	19,594	650	72
Carmania	19,524	650	72
Mount Vernon	19,503	706	72
Aeneas	19,500	500	60
Agamemnon	19,361	684	72
Lapland	18,694	620	70
President Lincoln	18,168	616	68
President Grant	18,072	616	68
Berlin	17,324	612	70
Prince Frederick Wilhelm	17,084	613	68
Cleveland	17,000	608	65
New Amsterdam	16,697	600	69

SAMPLE DISTANCES, 1920

MAIL ROUTE DISTANCES BETWEEN EUROPEAN CITIES, 1920, IN MILES

London																			
202	**Liverpool**																		
287	489	**Paris**																	
1195	1397	908	**Madrid**																
1610	1812	1323	415	**Lisbon**															
276	472	211	1119	1530	**Antwerp**														
657	859	587	1495	1804	412	**Hamburg**													
746	948	674	1582	1889	497	178	**Berlin**												
618	848	359	1183	1602	460	678	611	**Berne**											
787	989	500	1073	1506	719	839	837	297	**Turin**										
980	1182	849	1668	2157	727	605	427	533	720	**Vienna**									
768	970	582	1477	1897	522	579	401	295	470	266	**Munich**								
1195	1397	907	1223	1746	1033	1180	1048	639	414	840	647	**Rome**							
1150	1252	863	1416	1828	1009	1066	838	533	391	370	487	510	**Trieste**						
1135	1557	1067	1925	2593	895	576	398	1021	1156	436	702	1276	806	**Warsaw**					
2030	2232	1899	2748	3345	2025	1903	1699	1883	2018	1298	1564	2138	1725	1205	**Istanbul**				
1917	2119	1760	2635	3117	1737	1418	1240	1545	1680	969	1226	1800	1330	842	363	**Odessa**			
1915	2117	1843	2904	3414	1706	1387	1209	1832	1967	1247	1513	1087	1617	811	1339	950	**Moscow**		
1774	1976	1699	2874	3286	1588	1269	1091	1714	2119	399	1395	2239	1769	693	1733	1356	406	**Leningrad**	
1283	1491	1219	1972	2384	993	580	685	1176	1337	1110	1084	1731	1171	1082	2408	1510	836	430	**Stockholm**
919	1131	812	1600	2012	620	208	270	885	1047	897	671	1318	967	668	1510	1510	1252	846	416 **Copenhagen**

Subtract 20% for air distances.

DISTANCES FROM THE PANAMA CANAL TO VARIOUS PORTS, IN NAUTICAL MILES

Boston, MA	2157	Hamburg, Germany	5070
Baltimore, MD	1901	Leningrad, USSR	6282
New York, NY	1974	Vancouver, Canada	4032
Jacksonville, FL	1535	Portland, OR	3869
New Orleans, LA	1403	San Francisco, CA	3245
Vera Cruz, Mexico	1420	San Diego, CA	2843
Havana, Cuba	1003	Callao, Peru	1346
Rio de Janeiro, Br.	5349	Valpariso, Chile	2616
Buenos Aires, Arg.	5450	Yokohama, Japan	7682
Cape Town, S. Af.	6574	Shanghia, China	8556
Gibraltar	4343	Hongkong, China	9195
Naples, Italy	5325	Manila, Phillipines	9347
Istanbul, Turkey	6166	Singapore	10505
Port Said, Egypt	6268	Tahiti Islands	4486
Havre, France	4610	Sydney, Australia	7674
London, England	4763	Wellington, N. Zealand	6505

DISTANCES BETWEEN CITIES OF THE UNITED STATES BY LAND, IN MILES

	New York	*New Orleans*	*San Francisco*
Atlanta, Georgia	876	496	2810
Boston, Massachusetts	235	1607	3313
Charleston, S. Carolina	739	776	3119
Chicago, Illinios	912	912	2279
Columbus, Ohio	637	945	2593
Dallas, Texas	1769	515	1932
Denver, Colorado	1930	1357	1376
El Paso, Texas	2310	1195	1287
Helena, Montana	2452	2152	1255
Jacksonville, Florida	983	616	3098
Los Angeles, California	3149	2007	475
Memphis, Tennessee	1157	396	2439
Minneapolis, Minnesota	1332	1285	2101
New Orleans, Louisiana	1372	——	2482
New York, New York	——	1372	3191
Pittsburgh, Pennsylvania	444	1142	2747
Portland, Oregon	3204	2746	722
San Diego, California	3231	2088	602
San Francisco, California	3191	2482	——
Seattle, Washington	3151	2931	957
St. Louis, Missouri	1065	699	2199
Washington, D.C.	228	1144	3069

DISTANCES FROM NEW YORK, NEW ORLEANS AND SAN FRANCISCO TO PRINCIPAL PORTS AND CITIES

	New York	*New Orleans*	*San Francisco*
Aden	6532	7870	11500
Bombay	8120	9536	9780
Buenos Aires	5868	6318	7511
Calcutta	9830	11239	8920
Cape Town	6815	7374	9898
Congo River, Mouth of	5862	6580	8853†
Hamburg	3637	5249	8315
Havre	3169	4760	7855
Hongkong	11431	10830	6086
Honolulu	6686	6085	2097
London	3233	4507	8038
Manila	11546	10993	6289*
Melbourne	10628	9437	7040
Mexico City**	2898	1626	2512
Nome	8010	7410	2705
Port Said	5122	6509	9562
Punta Arenas	6895	7340	6199
Rio de Janeiro	4778	5218	7678
Leningrad	4632	6223	7823†
Shanghai	10855	10254	5550
Singapore	10170	11500	7502
Valparaiso	4637	4035	5140
Vladivostok	10001††	9410††	4706
Wellington	8540	7939	5909
Yokohama	8986††	7762††	4536

Distances are shortest water routes available, except as specially noted. All water distances are in nautical miles.

** Route is via Yokohama.*

*** All three routes are entirely by land.*

† Via New York by land.

†† Via San Francisco and Tehuantepec by sea.

These distances are entirely by land; water or land/water routes in some cases will be shorter. Figures are as established by the War Department, for the year 1920. □

Companies and Brand Names

Borden Milk. Campbell's condensed soup had nation-wide distribution. Food processing had beome big business. But, whether they were canned, dried, or condensed, they didn't taste or look like what people were used to. Carnation evaporated milk, "Milk from contented cows." Dole canned pineapples, "It Cuts with a Spoon—Like a Peach." Coca-Cola came in bottles, "The pause that refreshes." Del Monte. Swift. Postum Cereal. Jell-O. Log Cabin syrup. Ting & Bettles. Birdseye's frozen foods. Betty Crocker. Wheaties. Gerber baby foods. Minnesota Valley Canning. "Green Giant." Heinz. The 5 cent Hershey bar. Hormel. Kellogg's Corn Flakes. Libby. Oscar Mayer. National Biscuit (Nabisco). Nestle. Pepsi-Cola. In 1929, Americans drank an average of 35.4 soft drinks (12 oz. bottles). Pillsbury. Quaker Oats. Aunt Jemima. Maxwell House coffee. Fleischmann. Chase & Sanborn coffee. Staley.

A&P. There were 70,000 milkmen with horse-drawn wagons. Jewel. Kroger. Safeway. Skaggs. Jolly Time popcorn.

The public loved Burlington's shiny new fabric, rayon. J. P. Stevens. Buster Brown shoes. Shirts with attached collars were introduced, "Only Arrow Shirts Have the Arrow Collar." Hookless fasteners (zippers) were perfected. Levi's jeans still had a rivet at the crotch. Thom McAn shoes. Black & Decker portable electric drills. Toastmaster pop-up toasters were introduced.

Avon. Gillette. Band Aids. Vicks VapoRub. Aspirin became a generic word. Walgreen drugstores.

Willys-Overland. Maxell Motor Car. Ford's Model T did about 35 mph. In 1924 Chrysler introduced the 6-cylinder Chrysler 50 that did 50 mph. DeSoto and Plymouth were introduced. Dodge. Autohorse. Gearless Steamer. Humpmobile. Roamer.

Kresge. J. C. Penny. Sears, Roebuck & Co. There were over 1000 Woolworth stores, nothing costing over 10 cents. Hale Bros. Dayton's. Macy's.

Arthur Murray Dance Studios. Pond's cold cream. Rinso soap. Jergens lotion. Sun Maid raisins. By 1929 there was a radio set in more than one-third of U.S. homes. Procter & Gamble popularized a new art form—soap sculpture.

Wall Street Journal. Barron's. Dow Jones ticker service. Douglas Fairbanks plugged Lucky Strike cigarettes. Charlie Chaplin plugged Old Gold cigarettes. Mary Pickford plugged Lux dishwashing soap. Charles Lindberg plugged Bulova "Lone Eagle" watches. Reader's Digest was available only through subscription. Time magazine had circulation of 220,000 in 1929. Kodak cameras. Bell telephone. National Cash Register. International Business Machines.

American Express. Esso. Phillips 66 gas stations. Peabody Coal Company.

Kotex. Kleenex. Toilet papers and paper towels became necessities. Cellophane. John Deere. International Harvester.

Northern Pacific. Chicago, Burlington & Quincy Railroad Company. Great Northern. Missouri Pacific. Norfolk & Western. Atchison, Topeka and Santa Fe. Southern Pacific. Union Pacific. Illinois Central.

Steamboat Willie. A & W Root Beer. MGM. Doubleday. Harcourt, Brace & Company. James Thurber. E. B. White. Robert Benchley. Harper & Brothers. McGraw-Hill Book Company.

Chesterfields, "Blow some my way." "I'd walk a mile for a camel." Prohibition.

3M masking tapes. Hallmark cards. Wrigley's Spearmint gum. □

Crime

ABOUT ARRESTS

The idea of "arrest" implies a hierarchy of authority and function: were there only one person, then that person would be policeman, judge, jury, jailer, and executioner all in one, and the idea of arrest would be pointless.

Every arrest will vary, but commonly each arrest will present one or more hypotheses or assumptions on the part of the arresting officer.

1. The officer doesn't know what the adventurers are doing, but it looks suspicious: preventive arrest.
2. They committed a crime of property.
3. They committed a crime of violence.
4. They outraged local custom and public decency.
5. The authorities wish to confiscate something (or everything) that the adventurers own.
6. Information that the adventurers have may be embarrassing, compromising, etc., to individuals, a government, a group, a nation, etc.
7. The adventurers are obviously insane and society must be protected against them.
8. The adventurers are dangerous in some manner to the authorities.
9. The adventurers are in danger, and need the protection the jail offers.

Any policeman making an arrest additionally must weigh factors such as what he individually stands to gain or to lose by making the arrest, the apparent status and probable wealth of the adventurers, the visibility of the offense, the importance of the offense, and the apparent danger to the way things are as posed by the adventurers. The referee should make clear the motivations of the arresting officer, because it will determine the players' course of action.

PROCEDURES OF ARREST AND PROSECUTION

1. The arresting officer will identify himself or his authority, so that the adventurers know he has the backing of law or society. Depending on the custom or the strength of the evidence, the arresting officer may or may not bother to tell the adventurers why they are being arrested.

2. If the adventurers resist, the police will use the force appropriate to make the adventurers conform to the needs of the state.

3. If the adventurers go quietly, they will be disarmed and secured in some manner, then will be taken to some station, court, or superior official so that the arresting officer can transfer the responsiblility of his prisoners and record the fact of their apprehension.

4. The adventurers will be questioned en route and at the station, and may be required to make a statement.

5. Even after being jailed, the adventurers may be unable to learn the reason for their arrest. They may or may not be allowed communication with the outside. The fact of their arrest may be kept secret. They may be kept imprisoned separately, rather than as a group. They may be tortured for information.

6. The authorities may or may not allow a trial. They may refuse to allow witnesses favorable to the adventurers.

7. If found guilty the penalty may reflect the crime, or it may reflect the danger the adventurers pose to an individual, a group, or the state.

8. Sentences may split up the adventurers, or otherwise be designed to force them to lose cohesiveness. Adventurers who cooperate with corrupt authorities may not live long, because they then become evidence of that corruption. □

SOME HISTORY

On January 16, 1920, the 18th Amendment to the U.S. constitution went into effect, beginning what quickly became known as Prohibition, a period lasting until the Roosevelt administration in the 1930's. Though the Amendment stopped legal production of alchoholic beverages in the United States and its territories, it did not halt the demand for liquor, and from that demand rose a number of criminal syndicates determined (for a price) to quench the thirst of Americans.

Small illegal distilleries produced liquor for the heartland of the nation, but poisonings occurred often enough from such homegrown spirits that both safety and prestige lay in securing good liquor produced in other countries. Thus began the bootlegging era.

Much of the bootlegged liquor came from British vessels anchored outside the formal three-mile limit which was then the area of oceanic control claimed and enforced by the United States. Motor boats smuggled the contraband to various points along the east coast of the nation. Trucks from Canada and rum-runners from the Carribean also provided the bonded quality booze that brought the high prices and the highest profits. The syndicates sold the liquor (either straight or cut) to independent distributors who either sold it directly to retail customers or to 'speakeasies,' illegal bars whose only advertisement was word-of-mouth.

In general, the syndicates transferred, rather than produced, and therefore did not have the normal operating requirements of industries, such as raw materials, capital investment for plants, and so on. However the necessities of extensive communication and transportation networks stimulated cooperation between syndicates in various regions of the nation. As a practical matter, the Volstead act turned gangs into corporations, and immeasurably aided the growth of organized crime.

With the enormous profits from bootlegging, the syndicates were able to capitalize and regularize illegal activities of every sort—bookmaking, gambling, the fencing of stolen property, prostitution, control of unions, loan-sharking, the numbers racket, narcotics, 'protection,' and so on. In every case where well-intentioned legislation attempted to stifle personal demands of citizens, organized crime was equipped and prepared to fill the demand at a much higher price. The vastness of the various markets and the lengthy existence of organized crime indicates a total cash outlay for all these illegal activities of hundreds of billions of dollars.

The largest and most successful syndicate was the 'Big Seven,' which included Waxey Gordon, Charles (Lucky) Luciano, Bugsy Seigal, and Frank Costello, and which controlled the east coast.

In the New York area, Guiseppe (Big Boss) Masseria controlled vice in Brooklyn and Manhattan. Dutch Schultz ran the bootlegging and numbers rackets. Lepke Buchalter and Gurrah Shapiro controlled narcotics and extortion as well as engaging in strike-breaking and labor-extorting enterprises.

In Chicago, the Shelton Gang headed bootlegging and gambling. Al Capone watched over almost every significant criminal action. The competition included Dion (Deany) O'Bannion, Hymie Weiss, and George (Bugs) Moran. During the decade Chicago knew 629 unsolved gangland murders (and a total of 5000 apparently non-gang-related killings). Most famous of the episodes was the St. Valentine's Day Massacre on 14 February, 1928, when seven underlings of Bugs Moran's North Siders were shot to death in a Chicago warehouse by agents of Al Capone.

In Detroit, the Purple Gang with Eddie Fletcher controlled bootlegging. The Licavoli Gang distributed the liquor and controlled extortion.

In a different vein, the early 1920's also saw the return of and the heightened influence of the Ku Klux Klan, especially in the Ohio river valley, the South, and in portions of Oregon and California. The Klan, however, never succeeded in finding firm financial backing, and its history is more one of moments of terror than of omnipresent control. A Klan rally of 100,000 people was held in Kokomo, IN, in July of 1923.

With the economic depression signalled by the stock market crash of October 24, 1929, organized crime began to take a backseat in the popular press to the exploits of individual bank robbers like Pretty Boy Floyd, Ma Barker, Bonnie and Clyde, and John Dillinger. Carefully-laid federal indictments for tax-evasion also made visibility a distinct hazard for organized criminals, and more and more the swaggering anti-heroes of the 1920's became conservative, well-dressed, and inconspicuous men without public names. □

BRIBERY

Officials are most likely to be bribable if they are in small towns and rural areas (where pay is low and the consequences possible from a bribe are well-known) or in large cities (where the bribee constantly contrasts his expectations with the affluence around him). Referees might make the skill of bribery a function of the briber's CHA or POW.

Calculate bribe rates in terms of a day's wages for the bribed official, and accept bribes along these lines: minor matters might cost 1-4 hours pay as a bribe; major matters will cost a day to a month or more, depending on the seriousness of the matter. The higher the level of the bribed official, the more money he or she will cost. Use the same rate basis for bribes in foreign lands.

Rates may also differ with the degree of the offense in the eyes of the bribee. A county sheriff who is glad to see the old Barnsworth place burn because neighbor kids kept getting hurt there will want less (or nothing at all) from those who burnt it; the same sheriff will react differently when the only hotel in Ponyville goes up in flames, along with four odd but peaceable-seeming residents whom some firebug freaks from Chicago claim were vampires.

If player-characters over-bribe, the bribee will become alarmed and think that perhaps he doesn't understand the situation, and refuse the bribe. Alternatively, the bribee may think the PCs are fools, and hold out for twice as many dollars. Player-characters should hit the right range, or suffer the consequences.

Bribe to Rural Policeman	–	$2.00 misdemeanor, etc.
	–	5.00 more serious matter
	–	100.00 capital offense
Bribe to Urban Policeman	–	4.00 misdemeanor, etc.
	–	10.00 more serious matter
	–	250.00 capital offense
Bribe to Government Official (police chief, tax assessor, district attorney, sheriff, smallish-town mayor, etc.)	–	$50.00 small matter
	–	200.00 more serious matter
	–	1000.00 capital offense

If the player-characters are trying to bribe their way out of a serious situation, then they may need to bribe several different people or even a whole layer of civil servants. □

Weapons

It was perhaps in the 1920's that the strangest weapons mixtures in all of history were found. While the imperial rivalries that led to the Great War had introduced the gamut of automatic weapons known to us today, their technologies and economies of production had not yet penetrated many parts of the world. At no other time was the military disparity between the colonizer and the colonized as great. In interpreting the tables below, you will need also to determine the status or race of the group to be rolled up: are they Boers or Zulus? Are they American cowboys or Digger indians? Use these tables judiciously, to reflect the realities of the time as accurately as you can.

In order to arm random civilian groups, the world has been divided into eleven areas, the chief differences of which are climate and consequent affluence. All of the groups are considered to be rural, not urban: for urban groups, half of each such party should not be armed at all, or armed only with the most casual weapons possible—sticks, bricks, straight-edge razors, and so on. Handle boundary areas between zones as you wish. The demarkations are suggestive, not authorative.

Referring to the accompanying map, World Weapon Zones, roll 1D20+4 for the number in the group, then roll 1D10 to arm each individual in the posse, mob, robber band, or group of justifiably outraged citizens.

WEAPONS ZONES

ZONE 1 — Western and Middle Europe

roll 1D10	*result*
1	club
2-3	shotgun
4-6	ax
7-9	scythe or sickle
0	rifle

ZONE 2 — Eastern Europe and the Russias

roll 1D10	*result*
1-3	club
4-5	ax
6-7	scythe or sickle
8-9	whip
0	shotgun

ZONE 3 — Sub-arctic, New Guinea & Borneo interiors, SW Africa

roll 1D10	*result*
1-3	club
4-5	knife
6	hatchet
7-9	spear
0	bow

ZONE 4 — North Africa, the Mid-East, Trans-Caspia

roll 1D10	*result*
1-4	knife
5-6	sword
7-9	musket
0	rifle

ZONE 5 — Asian mountains, Tibet

roll 1D10	*result*
1-3	club
4-6	knife
7-8	spear
9	sword
0	rifle

ZONE 6 — south Canada, U.S.A., non-jungle Mexico, settled South America, white S. Africa, Australia

roll 1D10	*result*
1-2	knife
3-4	ax
5-6	pistol (not allowed in Canada; make club instead)
7-8	shotgun
9-0	rifle

ZONE 7 — jungle areas between Mexico and Argentina

roll 1D10	*result*
1-2	club
3	knife
4-5	spear
6-7	poison dart
8-9	bow
0	rifle

ZONE 8 — India, China, Japan

roll 1D10	*result*
1-3	club
4-5	knife
6-7	torch
8-9	sickle
0	sword

ZONE 9 — Southeast Asia

roll 1D10	*result*
1-4	club
5-6	spear
7	sword
8-9	bow
0	musket

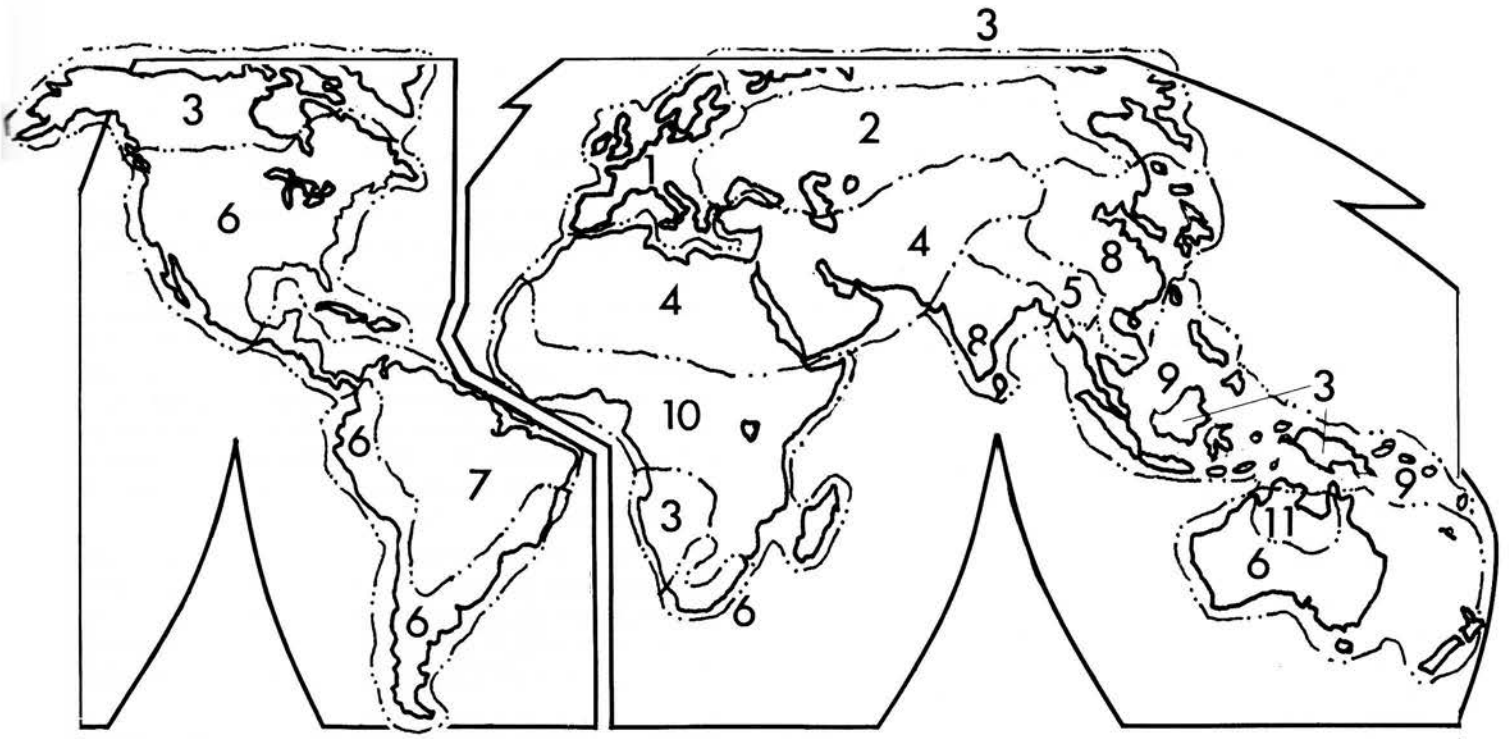
ZONE 10 — jungle and savanna of Africa

roll 1D10	*result*
1	club
2-5	spear
6-7	javelin
8-9	bow
0	musket

ZONE 11 — aboriginal Australia

roll 1D10	*result*
1-2	club
3	knife
4-6	spear
7-9	boomerang
0	bow





Cultural Weapons Around the World

Remember that these groups are armed spontaneously. With time, they might all be able to arm themselves in a more deadly fashion. But when an adventurer needs help, he probably needs it quickly. And when he runs into a flock of villains, they may not have been waiting just for him—even bad guys sometimes have other things to do.

New Weapons for CALL OF CTHULHU

skill	*weapon*	*shots/rnd.*	*damage*	*base chance*	*hit points*	*range*	*cost*	*notes*
Throw	Boomerang (war)	1/2	1D8	Throw%	8	thrown	$10	–
Rifle	Musket	1/6	1D8+4	20%	15	40 yards	$50	impales
Scythe	Scythe	–	2D6	10%	20	melee	$20	–
Sickle	Sickle	–	1D6+1	10%	8	melee	$10	impales
Whip	Bullwhip	–	1D3	05%	6	2-5 yards	$10	entangles*
SMG	SMG (Thompson)	burst (20)	1D10+2 (automatic)	15%	8	20 yards	varies	impales
MG**	.30 Machine Gun	burst (belt)	2D6+3 (automatic)	05%	10	150 yards	varies	impales
MG**	.50 Machine Gun	burst (belt)	2D6+10 (automatic)	05%	10	200 yards	varies	impales
Mortar	2'' Mortar	1/2	4D6 (3-yard radius)	00%	15	20/100 yds	varies	explosive
Throw	Hand Grenade	1/2	3D6 (3-yard radius)	Throw%	5	thrown	varies	explosive
Throw	Dynamite Stick	1/2	5D6 (1-yard radius)	Throw%	1	thrown	75 cents	explosive
Field Gun	75mm Field Gun	1/4	10D6 (2-yard radius)	00%	25	500 yards	varies	explosive

** On an 'impaling' result (1/5th normal chance to hit), the user specifies whether the whip wraps around an object in the target's possession and yanks it away, or entangles and immobilizes a chosen body part – STR against STR resistance table roll determines who wins.*

*** A machine gun jams on a 91-00 result if operated by one person, and on a 99-00 result if operated by two persons.*

BURSTS: firer may state how many rounds make up a burst. Maximum is 20 for the Thompson SMG.

AUTOMATIC WEAPONS: fully automatic weapons, such as Thompson submachine guns, may fire more than a single shot on the user's DEX. For each shot fired in a burst, the attack chance is raised by 5 percentiles, except that no matter how many shots are fired, the chance will not more than double. Roll once for all attacks against a single target. If the attack succeeds, roll an appropriate die to determine how many bullets actually hit. For example, if 8 shots are fired, roll 1D8 to determine the number of hits. If 3 shots are fired, roll 1D3. Only the first bullet will impale if an impaling hit is rolled. If more than one target is attacked, the firer loses one shot per extra target aimed at. Each target must be attacked to be hit separately.

EXAMPLE: Ohio Jones, investigating mysterious sights and sounds occuring around a top-secret U.S. military base, discovers a dead guard. He picks up the guard's tommygun as a horde of wild-eyed cultists charge out of the building which the guard was tending.

Ohio holds down the trigger and empties the magazine at them. He has a 15% chance to hit, and the magazine holds 20 shots. He could get up to 100 percentiles added to his chance. But since he can only double his chance at maximum, his chance only increases to 30%. He decides to spray the nearest five cultists, aiming 4 shots at the first (and biggest), 3 at the second, 3 at the third, 3 at the fourth, and 3 at the fifth. Since he also loses a shot in between each target, his full 20 shots are used up. He rolls a 04 vs. his first target, a 55 for the second, a 23 for the third, an 18 for the fourth, and a 25 for the last. Four out of five—what luck! The first victim takes 1D4 hits, of which the first impales, while the other three hit take 1D3 rounds each. All die instantly. Since Ohio J. was weakened by malaria at the time, the keeper rules that the Thompson's recoil knocked him off his feet, and that he let go of the gun. But the surviving cultists, dismayed by the carnage, flee to the jungle, leaving Jones, guard, and tommygun sprawled on the ground.

EXPLOSIVES: damage for explosive weapons is given with a radius. The dame done decreases by 1D6 for every increment of the stated distance between the explosion and the target. To determine damage to a target, roll the appropriate explosives damage separately for each target within the radius.

WEAPONS NOTES

BOOMERANG – this 'throwing-stick' is intended for killing or wounding small game. In the hands of an expert, the specially curved stick will come back to the user's general vicinity if he misses his target; a successful throw means that the boomerang hits the target and drops to the ground.

MUSKET – a long-barreled, often hand-made, usually smooth-bored weapon. Its users may attain at least a 70% accuracy with it, due to long familiarity, but newcomers to it will be sorely tested even to load it.

SCYTHE – the massive two-handed reaping tool of peasantry everywhere. It does damage like a wood ax, but can impale.

SICKLE – a curved-bladed reaping tool for shorter grains and grasses. It is used one-handed. It does damage like a hatchet but can impale.

WHIP – this cross between a melee and a throwing weapon is useless for hand-to-hand fighting, doing about the same damage as a head butt when it is doubled up and used as a small club. Between 5-10 yards it inflicts 1D3 of damage and a disconcerting slap of pain. An entangle with the whip means that it has wrapped around the target object that the user desired, and that the target object now can be snatched from the grip of its holder unless the holder makes a DEX x 1 roll or has specified he is guarding against this maneuver (when he needs a DEX x 5 roll). If wrapped around a limb, or a successfully-held item, the whip user can attempt to pull the target off his feet with a successful STR vs. STR roll on the resistance table.

THOMPSON SUBMACHINE GUN – the tommygun was invented in 1918 as a weapon with which to end the Great War. The war ending anyway, the gun was available generally for a short while, a favorite of company police and other hired gunmen. However, it was quickly outlawed for civilian use, and from then on only criminals and certain police forces had access to it. The famous 100-round drum was cumbersome and almost never was used.

MACHINE GUN, .30 – this is the traditional light machine gun used by nearly every armed force of the day. Though John Wayne might have been able to fire it from the hip, in your play it will take two men to fire it from a tripod. It is water-cooled and has a 20% chance of jamming any time it is used for a 'full magazine' (20-round) burst instead of a 3-round burst. Its ammunition usually comes in 500-round belts, and without a second crewman to load the gun the likelihood of jamming is 20% everytime the gun is fired, 3-round bursts or not.

MACHINE GUN, .50 – another end-the-Great-War invention, it was meant to punch through the tank armor of the day. Though later conventions of war prohibited its use against personnel, those prohibitions were ignored as necessary for the survival of the crews serving the weapons. In this period these water-cooled weapons need 3-man crews–if only to carry the gun, its tripod, and the ammunition boxes. It also used belt-fed ammunition.

MORTAR – this device fires a high-trajectory high-explosive shell which can reach targets out of the line-of-sight of the weapon. It requires at least a crew of two, and careful training is needed to use it at all properly. Because of its high trajectory, it cannot be fired at a range under the first figure shown on the table.

HAND GRENADE – contains a high explosive in a brittle metal container which will shatter into shards of shrapnel; it is the shrapnel which causes most of the damage. A hand grenade has two catches which must be released before it will explode; the nominal time of explosion after the second pin is pulled will be about four seconds.

DYNAMITE STICK – to throw a single stick of dynamite, the character must have inserted a fuse and lit it; a dynamite stick will take one melee round to 'fuse' and a second one to light and throw it. The stick will go off after all other action has ceased in the second melee round. Packs made up of more than one stick of dynamite cannot be thrown. Immobile dynamite mines of any size can be created, and they can be exploded by burning fuse, electrical discharge, or by a very strong impact, such as a bullet.

75mm FIELD GUN – this is a mobile towed field gun with a firing shield, similar to the French '75. The base chance in the table assumes a trained militia crew. The range is based on visual sighting and fire by the gun crew. Shells may be armor-piercing or high-explosive. □

BLACK MARKET WEAPONS

Characters desiring heavy weapons will not find them in the Sears, Roebuck catalog, and neither will they find them inexpensive or legal. No police force in the world will help PCs buy such weapons unless they are intended for export–and then are exported. No honest police force will ever help characters bring such items as machine guns into a country.

Even if the weapons are intended for export, the arms market is such that there is a 25% chance per total purchase that the goods will prove undeliverable, or that the sellers will steal the money and not deliver the goods, or that the police will break up the proceedings.

Thompson SMG – 1D10 x $50 + 150 for one weapon; 1D6 x $50 for lots of 20 or more.

.30 cal MG – 1D100 x $15 + 300 for one weapon; large lots unavailable.

.30 cal MG ammunition – 500-round ammo belt $100.

.50 cal MG – 1D100 x $30 + 400 for one weapon; large lots unavail.

Mortar – 1D6 x $200; unavailable in lots.

Mortar ammunition – $2 per shell; 1/3 will be duds.

Dynamite – if refused leagal purchase, $2 per stick.

75mm field gun – 1D100 x $100 + 800 per weapon; weapons which cost less than $3000 will have an accuracy limited to 200 yards.

75mm field gun ammunition – $10 per shell, specify armor piercing or high explosive. Half of the shells will be duds.

Hand grenade – $50 per box of 24; 40% will be duds. □

PRISONS: 5 Styles

Intrepid investigators often run afoul of the law, for the law is built to adjudicate routine human conduct, not extraordinary inhuman activity. Investigators handle problems by blowing up the mine, burning down the house, or beheading the sorcerer; solutions frequently despicable in a grand jury report. Society can act like a perverse parent, punishing the investigator for doing good. One way that society punishes is by imprisoning.

The entries for each prison are organized by name, physical description, penal theory used, routine functions of the prison, staff, and communications with the outside world available to the prisoners.

Big House State Pen, U.S.A.

PRISON SIZE – 1800 inmates, 429 staff

PHYSICAL DESCRIPTION – This is a double-walled (30' high each wall) prison on an island; the walls, however, only surround about half the island. Truck gardens for the prison occupy the open half. Searchlights and gun towers, as well as dogs and barbed wire seal the space between the two walls. The climate is temperate, though, and extreme rainfall or snowfall might affect the prison defenses. There are six major cell blocks, associated cafeterias, medical facilities, and workshops. The prison is virtually a small city, and has shops, generators, sanitary facilities, and so on, independent of the outside.

PENAL THEORY USED – If the investigator weren't guilty, he wouldn't be imprisoned. He owes a debt to society, and society has every right to extract payment of that debt as it wishes. Society is tougher than any crook, and the investigator had better toe the line or he'll be put away for keeps; never give a bum a second chance. The guards know that all inmates are troublemakers, so they separate them by nationality, race, and degree of seriousness of the crime to structure this maelstrom of criminal intent. Inmates had better keep quiet, do what they're told, and not stand out. (Proud and aggressive inmates know that a way to survive in prison is to organize into rival gangs which will make even armed guards fearful.)

ROUTINE FUNCTIONS – Most cells are 2-man, with toilets and no privacy. All the cells are open to the front. Everybody works in the Big House, keeping the prison itself running or fulfilling state contracts (like license plates). Nobody gets paid for this. There may be occasional hobby or art shows which matrons visit to purchase for a dollar or two examples of convict industriousness. Bedding and clothing are servicable, and cleaned at regular intervals. Recreation is limited to mandatory Sunday services and religious holidays, where pageants and choral recitals offer some relief. The work week is six days. Medical treatment is routinely decent, but subtle diagnoses do not exist here, nor does "progressive" treatment of neurotic or psychotic episodes. Wounds will be competently sewn up, but will scar. Investigators are reasonably safe so long as they do not form friendships with other inmates or with guards or staff. Gang membership brings relative immunity from day-to-day identity frustrations, but makes members liable to lethal encounters with other gangs and with guards.

STAFF – Guards at Big House are limited experts; they know how to intimidate and cajole inmates, but they do not know (who does?) how to make such inmates into responsible citizens. Even a few months of such hopeless responsibility makes guards callous, indifferent, and not infrequently brutal. Most guards are expert bureaucrats, who pass responsibility with infuriating ease, as though even the pistols which they uniformly wear could not truly make them brave, only armed. The level of Cthulhu Mythos knowledge is usually zero, for most of these men cannot imagine any reality other than the one in which they serve.

COMMUNICATION POSSIBLE – Receiving mail, reading books, and so on is a function of how well the inmate conforms to the institution; they are not rights. Telephonic communication is universally illegal, since it cannot be censored. Systematic use of the available communications, especially for library research, probably will depend on harmonious relations with the chaplain of the prison, into whose purview this usually falls.

Wayshearn Co. Work Farm

PRISON SIZE: 103 inmates, 7 guards, 14 hounds

PHYSICAL DESCRIPTION – The work farm is located on 60 acres of red clay, there is a building for administration and equipment, a barracks for white prisoners, and a barracks for blacks, all surrounded by a ten-foot barbed wire fence. Though the clapboard barracks have barred windows, escape would be quite easy if the prisoners were not kept constantly chained, either in coffles during the day or to their bunks at night.

PENAL THEORY – Since the inmates are mainly thieves, brawlers, and pimps (serious offenders go to state prison), Wayshearn County believes in the eyeball theory of penal administration. The guards know that the work gangs they run do not accomplish much: as long as the prisoners keep moving and keep their eyes on the ground, the days will pass placidly and peacefully. Guards and chain gangs can become friendly and tolerant, or not, but it is a matter of personal choice, not institutional policy. The guards never put whites with blacks, or blacks with whites, since that creates the potential for an uproar. Everybody knows that the law belongs to those who own it; if an inmate didn't have enough influence to avoid the work farm and its chain gang, he sure won't have enough influence to get free on appeal.

ROUTINE FUNCTIONS – Prisoners sleep on cots in large barracks rooms. At night they are chained to their beds; in the day they are chained to each other in units of a dozen or so. The larger the coffle, the less per prisoner that the county must pay to guard him. Road gangs get adequate exercise from their six-day-per-week work. Their food may be good or bad, depending on the available trustee

cook. There is no recreation, except for touring evangelicals, or perhaps a special event such as the county fair. Medical treatment is not outstanding, but serious ailments and conditions will probably receive standard treatments at the county hospital. If the investigator obeys the guards, personally feeds the hounds on occasion, and manages not to be chained next to a psychotic, his sentence will pass without danger.

STAFF – Most of the guards are ex-army men who found nothing better to do. They may have high school education, or may be barely able to write their names. Since they put experience before learning, an occasional guard may have Occult or Cthulhu Mythos knowledge to some minor percentage. Most of the staff can be appealed to on the basis of comfort – prisoners can initiate policy if the suggestion seems to make life easier for the guard; wise prisoners will not make too much of this power.

COMMUNICATION POSSIBLE – The imprisoned investigators will find mail is easy to get (and to send, if they have cash for stamps), and that visits once a week or once a month rarely will be interrupted. Elaborate presents probably will be inspected and refused, since the guards do not want to upset the economy of scarcity in a barracks, but the smaller the work farm, the more likely that the inspecting guards can be bribed or gifted if the intent of the briber seems harmless. Formal communications, such as libraries and interviews, are out of the reach of prisoners.

H. M. Deathoak Prison, Great Britain

PRISON SIZE – 488 inmates, 160 guards and staff

PHYSICAL DESCRIPTION – Deathoak Prison was first established in the reign of Henry VIII, and has evolved slowly since then. It was enlarged in the 18th century to hold mutinous sailors, then twice enlarged in the 19th century to hold thugs from every corner of the British empire. The prison is one continuous building of various architectural styles frequently enclosing exercise yards with 20-30 foot walls. The insides can be maze-like, for the successive gentlemen architects were uninterested in maintaining consistent floor levels. Some of the cells actually overlook surrounding industrial sites, though with sheer drops down to ornamentally-tipped ironwork fences. Over the centuries, all of the easy ways to escape have been plugged, and prison routine has long compensated for the rest. The staff firmly relies on the long-tested integrity of Deathoak. In fact, there has been no escape since Bantry Steadman's in 1862, during a riot fomented by some Americans.

PENAL THEORY – Rights, privileges, and responsibilities are determined by one's social class at the time of birth. Social class determines life behavior; this is a code of honor which it is impossible to discard or to surmount, for breeding will always show in the end: greyhounds are not bulldogs, nor should they want to be. It follows then that one should be treated according to one's station even in prison. It would be indecent to allow men and women prisoners to mix; it would scarcely be less decent to force the classes to intermix in a mongrel democracy. A Peer of the Realm sent to prison for murder is still of greater gentility and refinement than is his commoner warden and warder, and should have commensurate quarters and facilities. A man of wealth certainly cannot be expected to forego his previous standard of living and devolve like a brute. Paupers should not have their living standards improved, for that too would upset the divine ecology of class relations. The prison is intended to insulate society until decency can be restored, and criminals are held aside until society can be expected to receive them again. Normal functions of society cannot be suspended merely because of the fact of prison.

ROUTINE FUNCTIONS – Prisoners are not expected to pay for their crimes unless they are of the working class, from whom nothing less should be expected. Men of wealth can certainly buy comfortable quarters and sustain a valet/chef, if such are at all available, and it will be to the true regret and embarrassment of the administration if they are not. Regrettably, little exercise is to be had except for strolls around the yard. Medical treatment is adequate, but of course improves greatly with class standing. Cells are of various sizes, owing to the disunity of the architecture, and one cell may hold one man where the next holds three. Unless the investigator decides to commit crimes while in prison, his stay should be relatively safe from harm.

STAFF – These fellows are rather less bribable than their American cousins, for these guards are nearly convinced that mere money can accomplish nothing. What matters is birth, and birth can hardly be changed. Despite left-wing agitation, the inmates half-believe this as well, making for rather less violence. Thus secure, the warder may be slightly more likely to take a personal interest in his charges. It might be important to the warder whether the investigator is Catholic, Church of England, or other Protestant.

COMMUNICATIONS – Self-improvement is the responsibility of everyone, and exercising the mind is a handy thing to be able to do in bad weather. Library use and interlibrary loans will be encouraged by the chaplain if the prisoner's behavior is satisfactory. As usual, forms of communication which are not limitable will be severely restricted – visiting hours are weekly, and telephone use is not allowed.

Boleta Ocho, Latin America

PRISON SIZE – 312 inmates, 21 guards

PHYSICAL DESCRIPTION – Two-story barracks line three sides of a large yard; the fourth side is a high cement wall which also encircles the barracks. Guard towers with machine guns surmount the wall. Adjoining this wall and encircled by another wall are administration offices, kitchens, shops, and quarters for the guards. The weather is hot, but not humid, which is good, for the guards often lock the prisoners out of the barracks for most of the day, so that the prisoners can be watched more easily. Of the five prisons summarized here, these guards are the least

systematic and the most likely through inattention to encourage escapees, but that does not mean that individual guards cannot be intelligent and hard-working.

PENAL THEORY – All life is a prison, at least to the men doomed to guard or to reside in Boleta Ocho, and many of the guards see little difference between themselves and their prisoners. While the guards do not want to lose their jobs, they neither find it worthwhile to put much effort into guarding men. Some guards are different, and desperately seek possible riches or personal advancement; these men are badly-adjusted mentally and may be dangerous. Beware of rewarding them and of being honest with them. Only men without influence or money will be found in Boleta Ocho; of the rest, all are exiled or fined. Only a change of national government will likely alter the length of a sentence.

ROUTINE FUNCTIONS – Whoever brings property here will lose it, except for the clothes he wears. The food is despicable and irregular, for the supply accounts frequently show a debit before the end of the quarter has been reached, a fact which the commander of the prison is reluctant to reveal to his superiors. There is no organized work or play, though occasionally a local man of influence will draft a hundred men to work on a bridge or road, or perhaps cut sugar cane or fight a fire; these excursions are normal roads of escape for the inmates. Medical treatment even for simple injuries is quite uncertain. Lacking medical staff, on one day the commandant may secure the medical services of painfully ethical Methodist missionaries, and the next day be able to get only the shaky help of a rum-soaked fraud who was thrice thrown out of medical school for stupidity. If the guards in the machine gun nests do not fire in panic when a yard fight breaks out, if the imprisoned investigator is at least SIZ 13, and if no one contaminates the water which he must drink, he has a chance of surviving for several years in Boleta Ocho. The prisoner will be attacked only if he does not use the property he has brought with him to gain allies; if he attempts to hold it alone, he will surely die by knife, or from the bullet of an insulted guard.

STAFF – Prison-guarding is not a well-paid occupation, and since the prisoners are mostly poor themselves, there is little that a guard can do to enrich himself. Because this is therefore a dead-end job, a marvelous mixture of sadistic, incompetent, poetic, revolutionary, mentally handicapped, and country-innocent men take root here. Since the unemployment rate is about 40%, there are relatively few resignations; since the job is so undesirable, there are relatively few firings as well. The best part of the task is machine gun school – everybody loves it. During the many national holidays, the gunners in the towers frequently let go with magnificent displays of tracer-laden patriotism. At those times the safest place is to jump into a latrine. Since most men feel themselves the victims of fate, the safest appeals toward them will be appeals of sentiment – a dying mother, and a back may be turned at a crucial moment; a crippled son, and a gate may be left open. Perhaps as many as one percent of the guards have some Cthulhu Mythos knowledge, but few of them know what it is that they know.

COMMUNICATIONS – Packages sent to the main station in the capital have a good chance of arriving intact; packages sent to Boleta Ocho have no chance of getting through. The commandant feels, probably rightly, that the presence of property among his prisoners is so divisive and dangerous to their health that he carefully intercepts and confiscates such stuff. In recompense, he provides all the melons they can eat in season. Letters stand an indifferent chance of arriving or of being sent; they may be withheld for up to two years. Only visits arranged-for through the Ministry of the Interior can be made, and those are subject to whimsical interruptions. There are no telephones.

Chaya Ranas, located in either North Africa or Middle East

PRISON SIZE – 600 inmates, 14 guards

PHYSICAL DESCRIPTION – In the 18th century, the Bey of Ranas solved his convict problem by having them dig a salt mine and then locking them in it. The 20 or so acres of galleries were far below the surface, and he found that, by sending a daily sweep of soldiers through (who slew the inmates of any gallery who had been digging at the walls), he was able to wonderfully keep order. Such lessons were not lost on his descendants, who kept the arrangement. Once daily the guards (accompanied by a squad of nervous soldiers) see that the prisoners are fed indifferently and watered, but for the rest the men are left to themselves in the blackness of the salt mine. The one entrance is a guarded shaft nearly 200 feet below the surface. Six men are taken daily to the surface to power the air pump (a rather beautifully-crafted early 19th century device with leather fittings) which keeps their fellows below alive. Inmates who are to be freed are called seven times for seven days; if they do not appear by that time they are presumed dead. Imposture is frequent and punishable by the usual beheading.

ROUTINE FUNCTIONS – Prisoners here are truly damned. There is nothing to do but sit, go insane, or die from malnutrition (usually brought on by food theft on the part of stronger inmates) or from the panicky fights that sweep the galleries without any perceivable cause. Depending on how they feel, the Bey's warders may or may not leave torches burning. There is no laundry, medical attention, nor communication with guards. Men are killed over the ownership of cigarette butts.

STAFF – These few men feel that their hundreds of charges are worse than dogs. They feel no pity, or even interest, only resentment that the men cannot somehow secure their own air and food, which would lift such a burden of guardsmanship from the warders. There is no communication between them and the men, though once in a while orders will come from the capital to free such-and-such a man. Once they have duly called out his name, all obligation is over. There is not even a prisoner list at the prison. Guards frequently seize prisoners and sell them

as slaves or even Cthulhu Mythos sacrifices; the probability that a guard has Cthulhu Mythos knowledge of 25% or less is one in two.

COMMUNICATIONS – none.

Special Note

PRISON CURRENCY – Money is universally such a source of friction among the inmates that it is always kept by the guards. Prison currency is the single cigarette, the pack, or the carton. The man who can refrain from smoking away his bank account will find life the easier for it. Because large quantities of cigarettes are vulnerable to theft, such currency is usually available only to purchase small favors. They have the added advantage that, while cigarettes bribe inmates beautifully, guards are unlikely to be swayed by them. □

Biographies

The 1920's were perhaps the apogee of personal literacy; most people actually wrote letters, and print was still an inexpensive medium for fact and fiction. In consequence, the era and the 60-70 years before it were, in what can be called the English-speaking universe, the best-recorded in history. From our point of view, the 1920's are also far enough back in time that we can begin to be objective about the events of that day in a way which we cannot be about events nearer to us. There is consequently a mass of information which even an army of scholars could not master. The following biographical sketches give a taste of the times and an indication of some historical currents; it may be amusing to run into some of these people as NPCs in the course of an adventure. Dates given are birth and death. If there is no death date, then the person lived on past 1930.

Aguinaldo, Emilio (1869–) Local anti-Spanish Phillipino revolutionary, he fought alongside the U.S. during the Spanish-American war, then, still seeking independence for the Phillipines, he fought against the U.S. until he was captured by a ruse. He later adjusted to American rule, and lived to see full independence for his nation after WWII.

Ataturk, Ghazi Mustapha Kemal (1881–) Born in Salonika, the son of a Turkish customs official. As a lieutenant, he engaged in underground political activities, yet was also recognized as an excellent commander. A colonel by WWI, he gained national recognition for his defense of Gallipoli. He strove to block foreign partition of his nation. He was elected President of the new Turkish republic in 1923. He oriented Turkey toward the West throughout the 1920's.

Berlin, Irving (1888–) Born Israel Baline, he was originally a saloon singer. His first big hit was 'Alexander's Ragtime Band,' 1911. One of the most famous composers of his day, his most successful musicals included the Ziegfield Follies (1919, 1920, 1927) and the Music Box Revues (1921, 1922, 1923, 1924).

Besant, Annie (1847–) This remarkable woman was by turns an Anglican minister's wife, a freethinker, prosecuted for obscenity while publishing sex education materials, a Fabian socialist, a theosophist, the international president of the Theosophical society, a Hindu, a founder of a Hindu college in Benares, India, interned for agitating for home rule for India during WWI, elected president of the Indian National congress, and the discoverer and firm advocate of J. Krishnamurti as the vehicle of the new Messiah–all accomplished with great verve and wit.

Bierce, Ambrose (1842-1914?) A famous journalist and author of his time, he long worked for the Hearst papers in San Francisco and Washington, D.C. He was lost during a journey to Mexico in 1914; the situation of his death remains unknown. Ascerbic and in range half-way between Poe and Samuel Johnson, he heavily influenced writers like Stephen Crane and H. L. Mencken. In the Midst of Life (1892, 1898), Can Such Things Be (1893), Devil's Dictionary (1911), Collected Works (1909-1912).

Byrd, Richard Evelyn (1888–) With an upper-class birth and education, he was a pioneer in naval aviation. He made polar aerial explorations in 1925 and 1926, circling the North Pole in the latter year. Now famous, he turned to the Antarctic and flew to the South Pole and returned in 1929. He led later U.S. Antarctic expeditions.

Capone, Al "Scarface" (1899–) Nominally born in Naples, Italy, Capone was a nationally-known U.S. gangster by 1920. Moving from Brooklyn to Chicago, he took control of the bootlegging industry and was the de facto ruler of Chicago in the late '20's and early 1930's. He was responsible for the St. Valentine's Day Massacre in 1929.

Carnegie, Andrew (1835-1919) Born poor, he worked his way up the Pennsylvania Railroad managerial ladder, and the Civil War confirmed his wealth. In the 1870's he put his capital into steel, and dominated the industry after 1880. Despairing of successfully competing, J. Pierpont Morgan bought out Carnegie's entire steel holdings in 1901 for 500 million dollars, and in the next 20 years Carnegie gave away about 350 million of that total. Believing that the wealthy must use their wealth for the good of the community, his most outstanding act of philanthropy was the funding of hundreds of new libraries across the U.S.

Caruso, Enrico (1873-1921) Born poor, he was the eighteenth child of a mechanic. In 1898 he electrified Milan with a historic triumph in 'Fedora'; offers came from every large opera company. Shortly after the turn of the century he appeared with the Metropolitan in New York, and thereafter was connected with it. At the peak of his career he made a half-million a year from opera, and was also a major sound recording star. He died in Naples, 2 Aug., 1921. He was probably the greatest tenor of the century. A generous and gracious man, he was mourned across the world.

Chaplin, Charles (1889–) Born poor, he was a popular British music hall performer by age 19. Sennett starred him in silent pictures beginning in 1910, and he thereafter progressively more and more controlled his artistic destiny. His fame dimmed when talking pictures changed the requirements for film success.

Chiang Kai-Shek (1887–) The son of a merchant, he was educated at military academies. He joined Sun Yat-Sen's ongoing revolution; in 1918-20 money speculations and cordial relations with Shanghai's 'Green Gang' improved his prospects for the future. He became Sun's chief of staff in 1923; when Sun died Chiang took control of Sun's political party, the Kuomintang (KMT). In 1925-1928 he unified east and central China by force, though other areas of the old empire were held by war lords, communists, the Japanese, and European colonial powers. Chiang's famous purge of KMT communists was in the same year he married missionary-educated Soong Mei-Ling (1927).

Chou En-Lai (1898–) One of the most skilled diplomats alive during his lifetime, Chou had a traditional Chinese education. He became a Marxist about 1917, and travelled and organized Chinese students in Europe throughout the early 1920's. A communist and member of the KMT, he held Chinese goverment posts 1925-1926; he was purged by Chiang in 1927. He organized the famous Shanghai general strike in 1927, and escaped to the Soviet Union when it was quashed. Returning to China, he became the liason between Mao Tse-Tung and the CCP Central Committee in the early 1930's. A man persistently of the Middle Way, he tempered extremists and sharpened dullards throughout his life.

Churchill, Winston Spencer (1874–) With an upper-class but lonely childhood, he became

a military man and journalist as soon as he reached his majority, and served in and wrote about Cuba, India, South Africa, and the Sudan between 1895-1899; in a world filled with dashing young journalists, he became almost the prototype with his Boer War escapades. MP in 1900; First Lord of the Admiralty 1912. The Gallipoli disaster lost him most public confidence, after which he activated his Army commission and served on the Western Front. He was in general political isolation throughout the 1920's.

Du Bois, W. E. B. (1868–) This famous black activist and scholar is the author of several landmark books, including Suppression of the African Slave Trade (1895) and Black Reconstruction in America (1935). One of the founders of the NAACP and a leading organizer of and theorizer about Pan-Africanism and the role of Black Africa in the history of the world. Ascerbic, incisive, controversial.

Edison, Thomas Alva (1847–) The most famous and the most honored American inventor: the stock ticker, the phonograph, the incandescent lamp, the electric power system, the first patent for wireless transmission, the fluorescope, motion picture, more. Always maintaining excellent media relations, Edison was the founder and organizer of modern industrial research.

Einstein, Albert (1879–) A German-born physicist, he hypothecated the Special and General theories of relativity (1905 and 1919) which essentially ended his creative work, a common-enough situation for theoreticians. As with Edison, he was able to maintain very good media relations, and with the advent of Nazism his Jewishness and his prominence thrust him frequently into roles of spokesman and letter-writer.

Fitzgerald, Francis Scott Key (1896–) This American author was a spare and precise writer of some importance, chiefly as a debunker of the Carnegie myth: Fitzgerald's self-made millionaires get their status by shady deals and are shallow hypocrites without capacity for self-reflection. He and Zelda were free-spending alcoholics, and probably more people wished for their lifestyle than ever read his books.

Ford, Henry (1863–) The son of a farmer, he loved machines, and started his first auto company in 1899. It failed, but the second (1903) produced the Model A, and it succeeded. In 1909 he decided to produce only Model T Fords, and by 1913 he was selling 40,000 cars annually. He installed conveyer belts and thereby created the assembly line; he also raised his employees' wages to $5 a day, nearly double the industry standard for the time. Continuing to produce Model T's until 1927, he lost the auto lead to GM, which took advantage of tailored marketing and advertising to divide his 'uniform' market. His isolationist political activities were inept and often controversial.

Freud, Sigmund (1856–) He laid the systematic foundations for consideration of the unscious mind, for the meaning of dreams, for the study of pre-pubescent sexuality, for the understanding of neurotic behavior, and more. A seminal 20th century mind. Books include The Interpretation of Dreams (1901), Three Essays on Sexuality (1905), Totem and Taboo (1912), Beyond the Pleasure Principle (1920), and The Ego and the Id (1923). With rare exception, later psychological thought uniformly agrees with or departs from one man: Sigmund Freud.

Gandhi, Mohandas Karamchand (1869–) A lawyer and activist, he lived for many years in England and South Africa (1888-1915) and developed his ideas and techniques while in South Africa. His methods of passive civil disobedience and his unrelenting will for the independence of India contributed to the end of British control after WWII. The poet Tagore first called him 'Mahatmaji,' and he was usually so known thereafter. Intelligent, contradictory, fearless, dedicated.

Gershwin, George (1898–) Popular composer of songs, as well as longer works of more serious intent (Porgy and Bess, An American in Paris, etc.) which attempted with some success to fuse American popular music with black American musical concepts and with European classical forms.

Goddard, Robert Hutchings (1882–) Had a PhD in physics, and studied rocketry persistently. Published 'A Method of Reaching Extremely High Altitudes' in 1919. Experimented with rockets throughout the 1920's, and fired his first liquid-fueled rocket in 1926, near Auburn, Mass.

Goldman, Emma (1869–) American anarchist. Implicated in the attempted assassination of Frick, Carnegie's partner, (1899) she later ceased to advocate violence. Stood strongly for women's rights. Imprisoned several times. Though an early supporter, she disavowed the results of the Russian Revolution, 1923-1924. Living My Life (1931) is her autobiography.

Goring, Hermann Wilhelm (1893–) Upper-class child, and a flying ace for Germany in WWI; led Von Richtoffen's squadron after the Red Baron was downed; won all important German decorations. Met Hitler in 1922; became Munich Storm Troopers commander 1923. Won seat in Reichstag 1928.

Hearst, William Randolph (1863–) Upper-class child; began sensationalist journalism career with the San Francisco Examiner. Moved his chain of newspapers away from 'hard' news and toward comics, sports, headlines, and columns, a trend that has generally continued. Supported a succession of mistresses and expensive hobbies, among them Marion Davies and the San Simeon estate. Held the world's largest private art collection. Always unsuccessful politically. Orson Welles' Citizen Kane is a fictionalized account of WRH.

Hemingway, Ernest Miller (1898–) Reporter, soldier, author, personality. Served Italy in WWI. In Paris during the 1920's. Known for his short stories and novels like The Sun Also Rises (1926) and A Farewell to Arms (1929). His life as a celebrity really starts during the Spanish Civil War and WWII.

Hitler, Adolf (1889–) Lower middle class child; his attempts at an artistic career failed during his teens, and he developed his anti-Semitic and Aryan Race mythologies. Fought with distinction in WWI; decorations include Iron Cross, First Class. A significant political force in Bavaria, 1923, his 'beer-hall putsch' failed and he was imprisoned for a year during which he wrote Mein Kampf. He had no solid national strength until the Depression.

Hoover, John Edgar (1895–) Made Acting Director of the FBI in 1924, he recruited top-notch specialists as agents in combatting crime. In the 1920's and 1930's the FBI was unparalleled in the United States for its trail-making use and methodical study of fingerprints, the ballistics laboratory, and what now seem elementary police training procedures.

Houdini, Harry (1874-1926) Born Erik Weisz, he was attracted to the circus at an early age, and began his show business career by doing tricks and magic. But his genius lay in performing escapes from cells, chains, caskets in rivers, strait jackets, and anything else his fertile mind could imagine. He was an expert publicist, but he also knew more about locks and their solutions than any other human, and was obsessed in following their details. He collected magic tricks, and filled rooms in his home with defunct props, posters, tools, and books of magic. He was also an indefatigable exposer of spiritualist fraud, as well as a star in many motion pictures. He died on Oct. 31, 1926, the victim of peritonitis caused by a mistaken blow from an admirer.

Kroeber, Alfred Louis (1876–) An anthropologist, Kroeber taught at UC Berkeley until he retired in 1946. His life's work was the description of the California indians, but he also did major work on Zuni, Arapaho, and Peruvian archaeology topics. Probably the most widely-known and respected American anthropologist of his day. Also did extensive fieldwork and systemized previously unconnected areas of study.

Lawrence, Thomas Edward (1888–) Soldier, diplomat, writer, and mystic. A student of the Middle East and the Arabs in particular, Lawrence advised (and frequently led) Arab guerilla raids on Turkish positions during WWI. Their ingenious, flexible, and far-ranging tactics were in marked contrast to the ponderous military orthodoxies of the day, and he sometimes was in as much trouble with his superiors in Cairo as he was with the Turks. He stayed in government service after WWI, and was stationed in India near the Soviet frontier 1926-1928.

Lenin, Vladimir Ilich (1870-1924) Marxist theorist and revolutionary, nearly unique in the lasting impact of some of his writings and in his active political achievements. Upper-class child, a Marxist by his majority, he was soon imprisoned and exiled, and spent most of the next 20 years in Western Europe. His acumen and will led directly to the triumph of the Bolsheviks after the successive collapse of the Czarist and constitutional regimes. He

was tireless, self-effacing, and intelligent, and his death occurred at an unfortunate time for his nation, rigidifying 'democratic centralism' into a form which could not adequately distinguish between thought and action. Works include The Development of Capitalism in Russia, What's To Be Done?, The State and Revolution, more.

Lindbergh, Charles Augustus (1902–) Upper middle class child, fascinated by flying. With St. Louis financial backing, The Spirit of St. Louis, a very fast monoplane, was built, and with it he flew from Roosevelt Field, Long Island, to Le Bourget Airport, near Paris, the first solo flight across the Atlantic. From this feat he received tremendous fame and popularity, May 20-21, 1927.

London, John Griffith ("Jack") (1876-1916) Author and socialist. A poor and illegitimate child, he held various jobs connected with the sea, then joined the Klondike gold rush, 1899. His experiences led to popular books like The Call of the Wild (1903), The Sea Wolf (1904), White Fang (1906), and Martin Eden (1909). His fiction gets power from stereotypes of Social Darwinist and Marxist ideas, mixed with liberal doses of the notion of female purity, also popular in the time.

Mao Tse-Tung (1893–) A middle class child, he did not become a communist until he studied for a time in Peking when he was about 25. He was a founding member of the Chinese Communist Party, and until the purge of 1927 was also a member of the Kuomintang, and worked as a coordinator between the two. Lacking sophistication, he was sent back to his home province, and spent the next years agitating and building a revolutionary base. By substituting the peasantry for the almost non-existent Chinese proletariat, Mao was able to depart from Comintern theory and find a suitable mode of operation in China. Even after the disasters of the purge and the Shanghai general strike, however, the central committee steadily retook power from Mao in his 'liberated' zone, and his authority eroded until the Tsunyi conference (1935) during the Long March.

Mussolini, Benito (1883–) The son of a blacksmith, he was from his early 20's a politician journalist, and orator, urging reform at any cost. It was his genius to understand the unrest of the middle classes in Italy before and after WWI, and to offer a program theoretically granting all power to the workers which actually stifled and impoverished them, for which he and his party were greatly rewarded by the upper and middle classes. He took power in 1922, with the famous 'march' on Rome. By 1930 he was irrevocably in control of Italy, the conclusion of the decade being marked by accolades about him from Pope Pius XI.

Peary, Robert Edwin (1856-1920) An engineer, he was fascinated by the Arctic, and led a succession of land expeditions trying to reach the North Pole. The eighth expedition reached the Pole by utilizing support teams to clear the way, somewhat in the fashion of a step rocket. His officially supported triumph was upstaged by prior claims of another explorer, but those claims were later discredited.

Pershing, John Joseph ("Black Jack") (1860–) Serving in the Phillipines and other Asian posts, he was chosen to command the 1916 punitive expedition into Mexico in search of Pancho Villa. Though he failed in that effort, he was chosen because of his active service record to command the American Expeditionary Force dispatched to Europe. There he struggled mightily to retain the U.S. troops as an independent command which would otherwise have been fragmented between the Allies and (it seems likely) have been expended in early wave attacks. A stern, unfriendly man who had tragically lost his family, he did his utmost for his troops, and earned general respect.

Reed, John Silas (1887-1920) Rich and well-educated, Reed became a radical journalist who travelled the globe. He was a 'staff officer' for Pancho Villa. He covered the Great War in Germany, Russia, Serbia, Rumania, and Bulgaria. He witnessed the October Revolution in what would become Leningrad, and wrote '10 Days That Shook the World,' an inaccurate and inspiring book about it. He was named Soviet Consul-General in New York, but since the Soviet Union was not recognized by the United States government, neither was Reed. He died of typhus in Moscow, 1920, and was given a state funeral and burial in the Kremlin. Reed is an example of the many colorful and committed journalists of the day, of all political persuasions.

Rockefeller, John Davison (1839–) A middle-class child, he quickly showed an extraordinary talent for economy, efficiency, and organization, and was fortunate enough to have started in the oil business early in its development, helped immensely by the Civil War. By 1880 Rockefeller holdings refined 90% of American oil, owning all of its own support industries such as transport, storage, ships, and so on. Though Congress broke apart the Standard Oil Trust, in practice its policies continued to be coordinated after the Sherman Anti-Trust act. He had a personal fortune of 900 million in 1913, and gave away some 500 million dollars during his life. The Rockefeller Foundation was chartered in 1913. Rockefeller remained simple, frugal, and obsessed with work.

Roosevelt, Theodore (1858-1919) An upper-class child and Harvard Phi Beta Kappa, he was soon elected to the New York Assembly, and was thereafter a politician and author-lecturer except for a year or so spent ranching and writing on the Little Missouri river in Dakota Territory. He gained a justified reputation for honesty and energy in the various offices he held, and returned a war hero after the Spanish-American War. Elected governor of New York, he accepted the U.S. Vice-Presidential nomination two years later, and when McKinley was assassinated, became President in 1901. Though moving slowly at first, he used the Presidency frequently to promote conservationist and progressivist policies which have had very long-term effects. A try for re-election in 1912 split the Republican party and insured Wilson's victory.

Stalin, Joseph (1879–) The son of a Georgian cobbler, Stalin prepared for the ministry but was expelled for subversive activity. Though finally banished to Siberia, he escaped and joined the Bolshevik underground in the south. Stalin organized bank robberies and raids in the early part of the century which materially aided the international wing of the party (with Lenin at its head) as well as the local cells. He was finally caught in 1912 and exiled to the Arctic Circle, where he remained until 1917. He was a military commissar again in the south and several other fronts during the Civil War, then rose in standing during the next few years as Lenin's troubleshooter and finally as one of the three-man committee that administered party and nation after the death of Lenin. Over the next few years he engineered the exile of Trotsky, his only viable rival, and finally assumed full personal authority.

Stefansson, Vilhjalmur (1879–) A brilliant, mostly self-educated student and ethnologist, he came to the conclusion that the Arctic was hostile only when explorers treated it with contempt and did not bother to learn the Eskimo survival techniques. In proof of this theory, and confounding the ponderous Arctic expeditions of the day, Stefansson and two companions once travelled 500 miles across the moving ice of the Beaufort Sea with little more than light packs. A popular author and lecturer, his works can still be read with profit, especially by those who still divide humans into 'civilized' and 'uncivilized' categories. During and after the Depression he served as adviser, consultant, and compiler of survival techniques. If adventurers want to go a-travelling in the Arctic, they should find this man first.

Sunday, William Ashley ("Billy") (1862–) An orphan, Sunday was first a drifter and then an early major-league baseball player. Becoming a committed Christian, he was ordained in 1903, and quickly evolved a show-business style of religious presentation. The height of his career was in the second decade of the century. It was Billy Sunday who exhorted sinners to "put it over the plate for Jesus."

Tesla, Nikola (1856–) A Croatian-American inventor, he fathered the alternating electrical current system known throughout the world, as well as the induction motor, fluorescent lights, and more. He refused the 1912 Nobel Prize, offered as a joint award to him and to Edison. In the latter days of his career he experimented obsessively with the possibilities of broadcasted electrical power. He was reputed to have unusual powers of foresight and perception, and grew more and more reclusive as he grew older.

Trotsky, Leon (1879–) A middle class child, he was a Marxist by his late teens, whereupon he was exiled to Siberia, but escaped to Western Europe some time later. There he initially sided against Lenin and with the Mensheviks. Returning to St. Petersburg during the 1905 Revolution, he was again exiled to Siberia

when it was put down, but he again escaped to the West and did not return to Russia till 1917. The Great War caused him and Lenin to reach more similar positions, and in the 1917 crisis in St. Petersburg he first provided strong allies for the Bolshevik cause, and then organized the actual seizure of power. During the Civil War Trotsky was commissar for war, and did a monumental job of creating a reliable armed force under difficult circumstances. A brilliant thinker and orator, he was by nature incapable of constructing a firm factional base and Stalin rather quickly maneuvered him out of power—and then out of the country.

Villa, Francisco ("Pancho") (1878-1923) An orphaned peasant, he became a skillful fighter and organizer with Francisco Madero. Once Huerta had usurped the victory over Diaz, Villa again took the field, uneasily allied with Carranza and Zapata. In the confused years following, Villa was finally localized as a force in Mexico to Chihuahua, and was there assassinated. Villa attacked Columbus, N.M., in retaliation for the U.S. recognition of Carranza; Pershing's columns unsuccessfully chased Villa for months in return.

Wells, Herbert George (1866–) A lower middle class child, Wells originally trained as a science teacher, but forswore it upon the success of The Time Machine (1895). In the ten years following, he established or improved upon most of the classic themes of what is now called science fiction, in prose lucid with both political thought and symbolic sophistication. He then wrote a series of 'social problem' novels which also were successful. WWI corrupted his basic optimism, and after that usually saw his role as a popular educator on a mission to make mankind understand its own motives. He loved women and pursued them as long as he was able.

Zapata, Emiliano (1879-1919) Perhaps the 'saint' of Mexican revolutionaries, Zapata was single-minded in his determination to restore land to the control of those who worked it. He was rather like Lenin in his self-effacement (the opposite of swaggering Villa) and pursuit of final goals, but was much more gentle than Lenin in the actual application of force. If adventurers have to be captured by a revolutionary, this one will probably lecture them and take them to the border of Morelos and bid them good day. □

On Cultists



Humans often worship the alien entities of the Lovecraft mythos. These humans are usually primitive, sometimes mutated, and always are a bit deranged. Lovecraft rarely emphasizes them, yet often suggests them; this essay will guide Keepers in entity worship and entity worshippers.

Worship may take any of several forms, but in general the worshippers admit their inferiority to the entities they worship, sacrifice something to the entities to show their respect and submission, and occasionally receive something in return. There are usually presiding officials, commonly called priests, and there are always sacred ceremonies and rituals which are followed during worship. These forms are followed by the cultists of the Lovecraft mythos as well, and these points are detailed in the following section.

The mortal cultists are most often the enemies which the players will encounter. There are several reasons for this, primarily the fact that they are the most common and most visible part of the alien presence. Also, these cultist are usually the holders of some knowledge, magical spells (especially of protection), or magical items which are valuable to the player characters. Finally, any PCs who have gained knowledge of what they are up against will try to keep as far away from the main entities as possible, but will continue relentlessly to wage war against them. This means the destruction of the deranged worshippers wherever possible, either through the theft of their sacred or protective items or through the actual death of the individuals. It is also most likely that the worshipped entities will use their mortal pawns to attempt to destroy the intrusive player-characters.

GENERAL NOTES ON THE CULTS

The cults of the alien 'gods' or of their inferior races all have certain facets in common.

They are led by a priest. This priest may have other assistants with powers similar, though generally weaker or less developed, than his. The priests will know, perhaps, minor protective spells created by the Keeper and a Summon or two. The Summon will be for the god worshipped, and perhaps also for calling the right kind of race that serves the god. The priests might know the spells to Dispel such creatures, as well.

Priests also may be a good source for minor treasures and magical items which could be useful to player-characters in the future. They might have magical books or scrolls for their spells, or might have amulets of protection or communication. Whatever is decided, a priest always should have the force needed to cow a congregation and lead the ceremonies.

Priests are, almost by definition, permanently insane. They have devoted themselves to the worship of the 'god' and have viewed it many times, losing SAN each viewing. By the time they become effective priests, they are quite mad.

It is possible that the priests maintain the ability to act, rather than go into one of the states designated on the Insanity Table, because they voluntarily began the worship of the god. Notice that this does not protect their SAN, it only makes them into slaves of the entity worshipped.

Initiates or worshippers of the cult will also be deranged by having viewed the ceremonies and manifestations, but they will not have lost all mental faculities through voluntary subjugation to the cult.

If any player-characters decide to join the cult, they of course will go permanently insane when their SAN reaches zero. No priest will trust a recent convert with any valuable information, and probably will wait until the PC's permanent insanity proves his eternal devotion.

Thus you can see that the common band of worshippers are also quite insane. This is characterized by their fanatical devotion to their religion. They are also likely to be as frightened of the priests and leaders as they are of the gods.

PRIMITIVE CULTS

Many stories present primitive peoples as having been transfixed by these creatures or entities in ages past, continuing their unholy worship in the dark corners of the worlds. This is quite likely since any civilized peoples or organized religion would do everything possible to suppress such insanity.

Remember that it would be difficult to penetrate such uncivilized regions, and that hostile inhabitants could make it even more difficult. Not all natives may be hostile. Most of them may despise the cultists as much as do the player-characters. The natives may appeal to the players for assistance and offer aid in return.

Keepers and players should not infer that humans who putatively are uncivilized also are necessarily unsophisticated about the way of

life their land demands. It takes brains, skill, and guts to survive in a wild environment. Any common farmer in his own realm is more likely to be tougher and better able to cope than the best-educated and best-equipped outsider.

NON-HUMAN WORSHIPPERS

In some places there are cults consisting of non-human or mutated human creatures. These monsters always are kept well-hidden and their ceremonies are kept a great secret.

Even so, their priests will be quite insane, their ceremonies wild and frightening, and the worshippers fanatical beyond all reason.

SACRIFICES

It is quite likely that the cults will sacrifice living humans to their outrageous demon gods. This provides the motivation for hundreds of pulp stories.

The sacrificial ceremonies may have the victim be any random human. It may be someone picked for certain characteristics, whether it is blonde hair or a true devotion to the god being worshipped. The rites will always be a full ceremony requiring all the participants to generate enough frenzied and insane energy to summon the monster.

The victim may be thrown into the ring of Summoning, given to a servant who flies away with the prize, or be ripped to shreds by the worshippers. Or it may be simply that the servants of the god will appear to the Summons and go through and destroy random members of the congregation.

Other items of sacrifice are always possible, but unlikely to appeal to insane gods without being accompanied by senseless brutality and meaningless loss. Such creatures inevitably deserve the destruction which the players will attempt to deliver.

BENEFITS TO THE WORSHIPPERS

The unimaginable benefits derived from worshipping insane beliefs are left to the perverted minds of the worshippers, but we can imagine that they believe themselves somehow 'chosen' by the god for some greater glory. □

The Researches of Phileus P. Sadowsky

Ph.D., D.Litt., F.R.S., etc.

NOTES ON A FRAGMENT OF THE NECRONOMICON

The *Necronomicon* is a work familiar to many students of arcana, although few living men have had an opportunity to study it first hand, due to the peculiar tendencies of squeamish bibliophobes to deem the work accursed and to destroy every copy which can be found. Indeed, I myself have been unable, despite continuous efforts and research in all of the great libraries and intellectual capitals of the world, to ever hold a copy of that ancient volume in my hands. That is, until the summer before last.

My extensive studies of the Occult took me to that marvelous land of Egypt, where I made my way, naturally enough, to the ancient book stalls surrounding Al-Azhar madrasa, which is the oldest continually operating university in the world. Men have been selling books on the same spots surrounding that venerable institution for over 1000 years. Needless to say, it is not impossible to come across some very interesting and ancient manuscripts there, scrawled in the miniscule hands of patient medieval scribes. But the document which I was to find on that hot summer day surpassed my wildest dreams.

Some explanation of that masterpiece of occult lore, the *Necronomicon,* may benefit those inexperienced in such matters. Much of what is popularly known of the book is due to the writings of the famous fantasist H.P. Lovecraft. According to his researches, the word 'necronomicon' is actually the title of the Greek translation made c.950 AD by Theodorus Philetas, from an original Arabic manuscript. A Latin version of the Greek translation was made in 1228 AD by Olaus Wormius (not to be confused with the scholar of the same name living in the sixteenth century); this is the only version known to have survived to the present. [An analysis of Lovecraft's researches regarding the *Necronomicon* can be found in *Lovecraft: a Biography* by L. Sprague de Camp.] The meaning of the Greek title, 'necronomicon,' which the Latin version retains, is something like "things pertaining to the customs, practices, or laws of the dead," 'nekros' meaning "dead" and 'nomos' meaning "custom, practice, or law." The original Arabic title of the work was *Kitab Al-Azif,* which can be translated as "the book of the howlings of the desert demons or Jinn," or more poetically as "the book of the Approacher."

There is an error in Lovecraft's description of the book which is not a fault on his part; it seems to have been a scribal error which found its way into the medieval manuscripts, and which is worth correcting at this point. The autho of the *Necronomicon* is said to have been a mad Arab who died around 738 AD, named Abdul Al-Hazred. No self-respecting Arab ever would have had such a name. Although in fictional writing Abdul is perhaps the most popular name among Arabs, it is not actually an

Arab name at all. 'Abd' in Arabic means either "slave" or "worshiper," as in *Abd al-Malik*, meaning the "slave of the king." Abd al-Rahman (or sometimes Abdurrahman), meaning "worshiper of the generous one" (namely God); or Abd Allah, more commonly written in English as Abdullah, meaning the "worshiper or slave of God." 'Al' or 'ul' in all these names means simply "the." (Even 'Allah' actually means "The (only) God.") So Abdul means "the worshiper/slave of...." It makes no sense in Arabic. The name requires a following noun, to complete the meaning. The name Abdul Al-Hazred is obviously a clerical error either on the part of Theodorus Philetas (the Arabic into Greek translator) or (and this is more likely) by Olaus Wormius, who knew no Arabic, and translated Philetas' Greek version into Latin. The correct rendering is Abd al-Hazred.

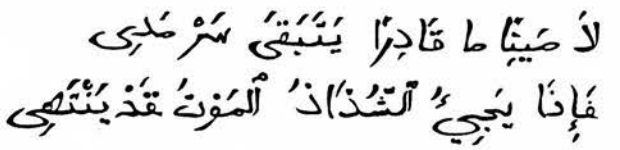
'Hazred' is not an Arabic word. It probably is a textual corruption from which one might reconstruct the original. Medieval authors often didn't fully understand foreign languages, and had no bilingual dictionaries available; they often made mistakes even in transliterating, according to how they heard proper names pronounced. For example, 'hashisheen' in Arabic became 'Assassinus' in Latin, and "assassin" in English. The Arabic name 'Ibn Rushd' became 'Averroes' in Latin. Probably 'Hazred' is a similar case, and I would speculate that the actual original was 'Azrad,' which is the elative form of the Arabic verb 'zarada,' meaning "to strangle or devour." Thus the correct name for the *Necronomicon's* author is, as far as I can reconstruct it, Abd al-Azrad, translatable as "the worshiper of the great strangler / great devourer." But as my purpose here is not to give a lesson in Arabic grammar, let me return to my narrative.

In my browsing in the store of my favorite bookseller in Cairo (who shall remain nameless in order to keep his treasure trove of manuscripts from becoming the haunt of greedy tourists), I came across a parchment, written in Arabic, which I perused with some interest. The document was of obvious antiquity both because of the archaic Arabic script it employed and because the use of parchment in the Arab world was generally abandoned after the introduction of paper in the ninth century.

As I examined this document my eyes fell upon two lines of poetry which I read with increasing excitement as I realized that they were an exact Arabic version of the famous couplet from the *Necronomicon:*

That is not dead which can eternal lie,
And with strange aeons even death may die.

The Arabic verses were engraved in my mind from the moment I read from that ancient parchment in that hot and dusty Cairo shop. I will reproduce them here, as they contain an important piece of information dealing with the Cult of Cthulhu which has heretofore been unknown. In Arabic characters the lines ran thus:



The meter of the poem is as follows: -/---/---/---/- for both lines (accents falling on the slashes). Transliterated, the Arabic sounds like this:

la mayyitan ma qadirun yatabaqa sarmadi
fa itha yaji ash-shuthath al-mautu qad yantahi.

A literal translation follows:

That thing is not dead which has the capacity
to continue to exist eternally,
And if the abnormal (bizarre, strange) ones (things,
times?) come, then death may cease to be.

Given that the couplet as Lovecraft rendered it in English is a translation of a Latin translation of a Greek translation, which can acount for the slight variations in meaning, we obviously have here the original version. This alone was a discovery of some importance. But one Arabic phrase perhaps gives a clue to an even deeper mystery.

The phrase in question contains the words 'yaji ash-shuthath.' 'Ash-shuthath' is plural, and it literally means "the abnormal," referring to people or things depending on the context. 'Yaqi' means "comes," or "are coming." Colloquial Arabic often transforms the soft "j" sound into a hard "g," and many times the vowel endings are left off and the words slurred together, as we often do in English. Therefore a possible rendering of this phrase in colloquial Arabic would be 'yag-shuthath,' easily recognizable – with a slight change in the quality of the vowels – as the Lovecraftian "Yog-Sothoth."

What we probably have here is part of a ritual of Arabian devil worshipers, who during some unknown ceremonies would change 'Yag-shuthath! Yag-shuthath!' meaning "The Abnormal One (or Times?) are coming!" This is obvious reference to the return of the Elder Gods, the central goal of the worshipers of the Cthulhu cult.

Needless to say, these revelations gripped my very soul. Here was a text that was not only a unique historical document but a proof of the existence of the Cult of Cthulhu dedicated to the return of the Elder Gods!

After skimming the rest of the parchment I was convinced by the occult nature of what was written that I held a fragment of the *Kitab al-Azif* – the famous *Necronomicon* – indeed, quite possibly a page from the original manuscript written by the hand of Abd al-Azrad himself. That parchment had to be mine! I inquired about the price, and astounded the bookseller by refusing to bargain, paying what was asked, and escaping with the great treasure.

In a few more days I had finished my business in

Cairo, and was standing at the customs desk at the Cairo airport. For some reason the officials insisted upon searching the lining of my luggage and, coming upon the priceless parchment, inquired if I had the necessary paper for transporting Egyptian antiquities.

"Paper?" I asked innocently.

No amount of persuasion would sway the hardheaded customs official. He insisted that the document could not be removed from the country ("smuggling," he called it – a technicality). For a slight donation to aid the sick mother of the customs official, I was allowed to leave the country without conferring with the Captain of Security of the airport about the matter. I boarded my plane for Germany after the official promised that the document would be handed over to the librarians at the Egyptian National Library for cataloging and storage, and that I would be allowed to return and to study the document when I pleased.

Upon my return to Egypt a few weeks later, I rushed to the National Library only to find, to my utter horror, that they had no record of the acquisition nor any entry of it in any of their catalogs. The parchment was lost! I don't know if the foul customs official had sold the priceless relic on the black marker (in which case it may surface again one day) or if it now serves as the wrapper for someone's lunch. In any case, the document is gone, and the proof of my words must rest upon my impeccable reputation for scholarly honesty.

FURTHER NOTES ON THE NECRONOMICON

[Translator's preface: Some of the readers may have heard of the recent tragic demise of the erudite and prodigious student of mythology and the occult, Herr Doktor Phileus P. Sadowsky, Professor of Arabic Literature and Philopseudology at the University of Sofia in Bulgaria. The great professor was burnt to death in an unexplained fire at his home in Sofia. To add to the tragedy, he had with him at home when the fire broke out the only known complete copy of the Arabic version of the *Necronomicon* available in Europe, which he had borrowed from the Magyar Tudomanyos Akademia Orientalisztidai Kozlemenyei. In his will, he had requested that I – who had once studied with him while he was a visiting professor in the United States, and with whom I had developed a deep and lasting friendship – compile and edit his scholarly papers. This task has been made woefully simple by the fact that most of his notes and writings perished with him in the fire. However, an important collection of unedited manuscripts, representing the work of Dr. Sadowsky's concluding years, survived his death in his offices at the University of Sofia. The following is one of his unfinished papers, which, though fragmentary, is still not without interest to serious students of the Cthulhu mythos and the occult. I present here an English translation of Dr. Sadowsky's Bulgarian manuscript, with only minor modifications.

During the past few years I have been engaged in an extensive study of an important Arabic text of the *Kitab al-Azif*, better known as the *Necronomicon*, Arabic Manuscript No. 2781 of the Magyar Tudomanyos Akademia Orientalisztikai Kozlemenyei. The importance of my discoveries to students of comparative folklore, mythology, religion, the occult, and philology makes it advisable to issue this preliminary report before my work with the manuscript is entirely complete.

The manuscript measures 21x16cm on coarse parchment which is quite decayed and wormeaten, and partially burnt on the lower right corner, as if it had been cast into a fire, but rescued before completely consumed. The text is written in a shaky hand, perhaps that of an old man, but certainly not that of a professional scribe. The type of parchment and the style of Arabic script allow the manuscript to be dated to the eighth century AD, probably from Syria or Iraq. Due to the decayed nature of the manuscript only fragments of the text can be recovered with certainty, but there is enough to allow a reconstruction of the original Arabic names of many of the Cthulhu myth-cycle deities with some philological comments on those names. The following represents some preliminary discoveries from my studies in this text.

Before many of these philological interpretations can be understood, it is important to recognize the various transitions through which the text of the *Necronomicon* passed before being translated into English in the 16th century. The original text is attributed to a certain Abd al-Azrad, whose name means "the worshiper or slave of the Great Devourer or Strangler." (Abd al-Azrad is better known in English as Abdul Alhazred.) The original Arabic text of Abd al-Azrad passed through several recensions in Arabic and was translated into Greek, from Greek into Latin, and from Latin into English. Furthermore, and this is where scholarly difficulties begin, such was the frame of this dread occultic work that there developed a large body of spurious *Necronomicon* manuscripts created by charlatans who had no connection to the authentic *Necronomicon* tradition. Some of these manuscripts have been recently published in English over the past few years, each claiming to incorporate the authentic tradition. None of these, however, has dealt with the manuscript in the original Arabic.

There were many difficulties in translating proper names from one language to another in medieval times; Arabic names often appeared in corrupt Latin forms – Ibn Rushd became Averroes, Al-Qakira became Cairo. Another related problem is that the vowels of Arabic were seldom written, only consonants appearing in the usual script. Thus to untrained foreign readers there are a large range of possible pronunciations of the same word. Likewise different regional dialects pronounced the same syllables differently. One should expect to find strange transformations when names are transmitted from one language to another. This is certainly true of the names of the entities connected with the Cthulhu tradition as they appear in various editions of the *Necronomicon.*

Azathoth

Latin = Azathoth

Greek = ΑΖΑΘΟΘ = Azathoth

Arabic = عزّ طحوتي = 'Izzu Tahuti



Dr. Sadowsky at work.

of the ancient Egyptian deity Tahuti, whose name is mispronounced in Greek as Thoth. Aza is a slight verbal corruption of the Arabic word 'Izzu, meaning "power, might, or strength." The name written in Arabic would thus be 'Izzu Tahuti," meaning "Power of Thoth." Apparently Theodorus Philetas, when translating this name into Greek about 950 AD, translated the name Tahuti into its more familiar Greek form of Thoth, thus rendering the name in Greek as Azathoth, by which the deity became known in Latin and English. As will be mentioned below, Thoth or Tahuti is a code-name used by Cthulhu-oriented philosophers to refer to Nyarlathotep, the Cthulhu mythos entity most worshiped in ancient Egypt. Thus, the name Azathoth in both translation and interpretation means "Power of Nyarlathotep" referring to the fact that Nyarlathotep fulfills all the commands of Azathoth, making him Azathoth's Power or Agent; i.e., the power behind Nyarlathotep was Azathoth.

Cthonians

Latin = cthonius

Greek = ΧΘΟΝΙΟΣ = Xthonios

Arabic = الغاريون = al-Ghariyun

Azathoth, the Daemon Sultan, is the ruler of the Elder Gods according to authentic Cthulhu mythology. His name is apparently a compound of two different particles, 'Aza' and 'Thoth.' 'Thoth' is clearly related to the name

The word Chthonian is a direct Latinization of the Greek word 'Xthonios,' meaning "dweller under the earth," which is exactly what the Chthonians are, according to Cthulhu mythos doctrine. The original Arabic name for this race, according to the Arabic *Necronomicon*, is 'al-Ghariyun,' meaning literally "those of the cave," the singular being 'Ghari,' or "of a cave."

The spot at which the cthonian race has most been claimed to emerge is the site of "G'harne" in north Africa. The similarities between the city name G'harne and the Arabic al-Ghariyun are so vast as to need no comment.

Cthulhu

Latin = Cthulhu

Greek = ΧΘΟΥΛΟ = Xthulu

Arabic = خذول = Khadhulu, or

الخذول = al-Khadhulu

The name Cthulhu is an attempt to transliterate into Greek a difficult Arabic word which appears frequently in the Arabic *Necronomicon*. The Greek form is Cthulhu. Although this is a difficult phrase in English, Latin, or Greek, it makes perfect sense in the original Arabic. Cthulhu is sometimes called Khadhulu in the Arabic *Necronomicon*. The word Khadhulu in Arabic means "abandoner or forsaker." The term is used thus in the Koran 25:29 by Muhammed the Prophet, where it states, "For

more Necronomicon, cont. – 159

Mankind Satan [Arabic = Shaytan] is Khadulu." This has traditionally been taken by Muslim commentators on the Koran to mean that "Satan is a forsaker of mankind" meaning that on Judgment Day Satan will forsake those who followed him in this life. However, as the term "khadhulu" is used extensively in the Arabic *Necronomicon* to refer to a powerful deity, and is translated by Theodorus as Xthulu and by Olaus in Latin as Cthulhu, it is probably best to translate this verse from the Koran as "For Mankind Satan is Cthulhu," thus identifying the deity Cthulhu (or Khadhulu), worshiped by a cult of pagan Arabs before Muhammed, as Satan of the Islam Judeo-Christian tradition. It appears that the center for Cthulhu worship in pre-Islamic Arabia was the famous Nameless City, also known as the City of Brass or "Many columned Irem" in Arabic "Iram dhat al-Imad."

On the other hand, there are reports of small tribes in various isolated locales (such as Greenland) who refer to this pre-Christian deity as "Cthulhu" or a near-equivalent of that name, despite the improbability of their having had any contact with the Koran or the Wormius version of the *Necronomicon*. Perhaps Cthulhu or a similar term is in reality the "true" name of thie entity, and the similarity of the Arabic word "khadulu" led Cthulhu's Arab worshipers to refer to their deity by their own word.

Dark Young of Shub-Niggurath

Latin = juvenis nigritiae

Arabic = الشباب المظلموز

= Ash-Shubab al Muthlimun

This name has undergone a great deal of corruption in its transmission from Arabic into Greek, Latin, and English, and is in reality a composite of various epithets from those languages. Part of the problem comes from the fact that the name Shub-Niggurath, commonly taken to refer to the "Mother" of the Dark Young, may in actuality perhaps be the title of the Dark Young themselves; their mother being known more accurately as "The Black Goat of the Woods With a Thousand Young." The name is best understood by breaking it down into composite phrases. Shub is probably more correctly written in Arabic as shabb, meaning "youth" or "a young man." This word could clearly have reference to the "Young" of the Dark Young. Niggurath is apparently a corruption of the Latin "nigritia" meaning "blackness." Thus, Shub-Niggurath would seem to be a word combining Arabic and Latin, and meaning "A Young One of Blackness," or in other words, one of the Dark Young. The original Arabic term used by Abd al-Azrad for these entities is in the singular "Ash-Shabb al-Muthlim" = The Dark Young One. In the plural form it is "Ash-Shabab al-Muthlimun" = The Dark Young Ones. Unfortunately the portion of the Greek *Necronomicon* which discusses these matters is damaged by water, mold, and worms, and is illegible. Part of the difficulty here could be resolved if we knew exactly how Theodorus translated the Arabic phrase into Greek, but at present this is unknown.

How did this barbarous compound word of Latin and Arabic arise? When the Roman Empire fell, the Classical Latin language began to be corrupted into numerous dialects, the ancestors of modern French, Italian, Spanish, Portuguese, Romanian, and Romansch. Quite a number of these corrupt Latin dialects developed in medieval Italy. (Modern Italian is a descendant only of the Florentine dialect. There are many other dialects spoken in Italy.) The original Latin phrase for the Dark Young, "juvenis nigritiae" meaning literally "a young creature of blackness" also went through this period of linguistic corruption. It would seem that the Dark Young were worshiped by decadent fertility cults in medieval Italy and the Dark Young were referred to by these cultists as "juvenis nigritiae." When the Muslims conquered Sicily in the ninth century, their language and culture was spread throughout that island. Sicily was evidently a stronghold of worship of the Dark Young, and the Arab immigrants were caught up into this religion. The Arabs corrupted the Latin phrase juvenis nigritiae, translating juvenis into Arabic as shabb, while corrupting the pronunciation of Latin nigritiae into niggurath. When Olaus translated the *Necronomicon* into Latin in 1228, he was apparently familiar with the decadent Sicilian cult of Dark Young worshipers and translated the Greek phrase referring to them as Shub-Niggurath, a phrase by which the cult would possibly be known to a few Italian scholars and churchmen. This phrase passed from Olaus' Latin version into English.

What would be the Arabic name of the creature (probably mistakenly) known in Cthulhu mythology as Shub-Niggurath? In the Arabic *Kitab al-Azif*, the phrase "Black Goat of the Woods with a Thousand Young" occurs alternatively as "Al-Ma'iza as-Sauda al-Ghabati" = The Black Goat of the Woods"; "Umm al-Alf Al-Muthlimun" = "The Mother of the Thousand Dark Things"; or finally, "Umm ash-Shabab al-Alf" = "The Mother of the Thousand Young Ones."

Ghouls

Arabic = غول = Ghul

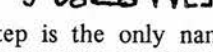
The Ghouls mentioned in the *Necronomicon* are directly related to that mythical creature of Arabic legends, the *ghul*. According to Arabic sources, the ghul has a human form, but a canine or monstrous appearance. They haunt tombs and graveyards, feasting on the corpses therein, and attempting to lure away bypassers. This clearly corresponds to the various descriptions of ghouls found in Cthulhu mythos literature.

Nyarlathotep

Latin = Nyarlat Hotep

Greek = ΝΙΑΡΛΑΤ ΗΟΤΕΠ = Niarlat Hotep

Arabic = نيارلت حطب = Niyharlat Hotep

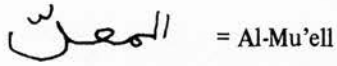
Egyptian =  = Ny har rut hotep

Nyarlathotep is the only name in the Cthulhu mythos which can presently be definitely traced back to ancient Egyptian antecedents. The name is a contraction of the following phrase: Ny har rut hotep, meaning "There is

no peace (safety, rest) at the gate." The significance of this title is apparently that Nyarlathotep, in his role as messenger of the Elder Gods, is the "gateway" between the planes, and specifically between their dimensions and ours, or at least that is how the ancient Egyptian cultists viewed the matter. These ancient Egyptian Cthulhu cultists used the name of the Egyptian god Tahuti (or Thoth) as an alternative name for Nyarlathotep, as both Thoth and Nyarlathotep served similar functions in their respective functions.

The key to the corruption of the word is that in New Egyptian the letter for 'l,' signified by a couching lion glyph, also doubled for the Greek sound 'r.' Thus the 'r' in Cleopatra is written by using the same glyph. When Abd al-Azrad (or whomever transliterated the Egyptian into Arabic) read the word 'Ny har rut hotep,' he mistakenly read the 'r' in 'rut' as an 'l' and the phrase became, in Arabic, 'Niharlat Hotep.' Now in Greek, the letter H can only appear at the beginning of a word. Theodorus could not transliterate the 'h' in 'Niyharlat,' instead choosing 'Niarlat' in Greek. Olaus Wormius continued the corruption by changing the letter I to the homophonous letter Y, and English translators finished the process by combining the entire phrase into a single word.

Shudde M'ell

Arabic =  = Al-Mu'ell

Shudde M'ell, the ruler of the Chthonians is in the Arabic *Necronomicon* written as Al-Mu'ell (or Al-Mu'ill), meaning "The Causer of Destruction." The destruction referred to here is doubtless the chthonian power to provoke massive earthquakes. The word 'Shudde' is almost certainly a corruption of the Arabic 'shidda,' meaning "violence." Thus, Shudde M'ell (or perhaps more correctly, 'Shidda al-Mu'ell') properly refers only to the earthquakes caused by this deity and its minions the chthonians; that is to say, earthquakes are the violence, 'shidda,' caused by al-Mu'ell, for the name of the deity, which is only 'al-Mu'ell,'

Future Translations

Work proceeds on translating the considerable material left by Phileus P. Sadowsky. Judging from the disarray of surviving notes, the brilliant professor was under great stress when working on the unusual manuscripts.

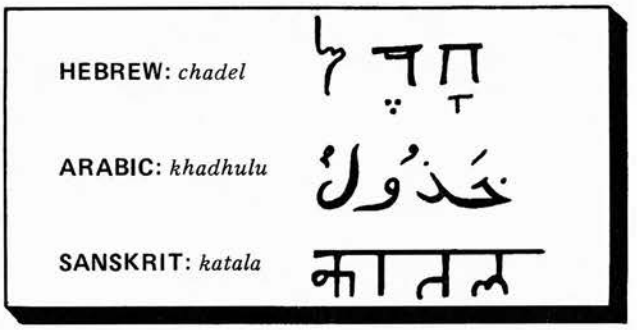
ON THE UBIQUITY OF CTHULHU

Compiled and edited from the notes of Phileus P. Sadowsky, Ph.D., D.Litt., F.R.S., etc., by William Hamblin

Collecting, compiling, collating, and correcting the scattered notes and papers of the late lamented Dr. Sadowsky have proven monumental tasks. Had I known the difficulties, I might have refused such burdens. My doctors say I have worked too hard, and they are right. Recently I have suffered horrid nightmares – no doubt provoked by these lurid studies – which culminated in a nervous breakdown. My doctors diagnose mild paranoia. They maintain that the scratching and tittering sounds I hear on my roof, at my windows, and from the dark recesses of my cellar originate in my feverishly-overwrought imagination. For sanity's sake I believe them.

Recognizing the importance of Dr. Sadowsky's work for Cthulhulogy, I shall attempt to present some of my preliminary findings, based upon a translation of Dr. Sadowsky's Bulgarian originals. In his far-ranging studies, Dr. Sadowsky seemed preoccupied by Cthulhu, and had tried to trace the origin and diffusion of the cult by philological evidence. In the process, he discovered that the name *Cthulhu,* in many linguistic variations, had been known as a god or demon of evil to the peoples of numerous different ancient cultures.

The Semitic cultures in particular, in all their various branches throughout the Middle East, retain vestiges of ancient Cthulhu worship. One of the oldest Semitic languages is Assyrian, which originated in the second millenium BC, and which shows clear references to Cthulhu worship. A common word for "demon" in Assyrian is *alu'u* [1]. When this word is combined with the Assyrian word *khatu,* meaning "ominous, evil" [2] the result is *khatu alu'u,* and is clearly related philogically to "Cthulhu." An ancient Babylonian scribe made reference to *alu'u lemnu sha pa la ishu atta,* meaning "the alu'u [demon] who has no mouth" [3]. This could be a reference to Cthulhu himself, whose face is a mass of tentacles, and therefore appears as a demon who has no mouth. Even if this reference is not to Cthulhu, the horror of the image definitely points at Cthulhoid origin.



Hebrew, another ancient Semitic language, also makes oblique reference to Cthulhu worship. This identification necessarily must remain tentative, since the oldest Hebrew texts we possess are of the Bible, the writers of which clearly and wisely would have been antagonistic toward any Cthulhu cultists. The prophet Isaiah, who lived in the 8th century BC, wrote "I shall look upon man no more among the inhabitants of *chadhel*" (Isaiah 38:11). The last Hebrew word of this verse, chadhel, is directly related semantically to the Arabic *khadhul* (see below). This word is generally thought to be a euphemism for Sheol or Hell [4]. However, if the word is taken as a proper name, the significance of the verse is drastically changed. Chadhel is

most likely an ancient Hebrew form of the word Cthulhu, as the Hebrew *dh* in this case is, in linguistic terms, an emphatic form equivalent to the English *th* which is an aspirant form of the same sound. "The inhabitants of Chadhel" comes to mean "those who dwell with Chadhel" or "the people of Chadhel" (i.e., Cthulhu), and thus clearly refers to a cultist sect. The meaning of the verse should be "I shall look upon man no more among the people of Cthulhu," a form of ritual and well-deserved cursing of the evil cultists. The name Chadhel had such horrendous overtones to the Hebrews that in medieval interpretations it became synonymous with Hell, giving rise to the modern faulty interpretation of the verse.

Muhammad, the prophet of Islam who preached in the 7th century AD, also recordedly referred to the dreaded Cthulhu cultists in Arabia. In the Qur'an (Koran), a compilation of the revelations of Muhammad, it states in chapter 25, verse 29: "Satan is the 'khadhulu' of Mankind" [5]. Although the word *khadhulu* traditionally has been taken to mean "forsaker" or "abandoner" [6], Dr. Sadowsky concluded that in reality it was a proper name, the Arabic pronunciation of Cthulhu. This verse in the Qur'an therefore refers to Cthulhu cultists in pre-Islamic Arabia and equates Cthulhu with Satan as the supreme embodiment of evil.

Indo-European languages also mention dread Cthulhu. Although I have only begun editing those portions of Dr. Sadowsky's papers containing his researches in Sanskrit, I have found an interesting entry noting that the Sanskrit word *katala* refers to a large fish or sea-monster [7], and Dr. Sadowsky speculates that this word is simply Sanskrit pronunciation of Cthulhu, who of course qualifies nicely as a sea monster. Further study in this direction should be quite revealing, and I hope to discover more on the matter among the doctor's papers.

Perhaps the most significant and revealing of Dr. Sadowsky's discoveries appear in his researches into ancient Chinese culture for traces of the Cthulhu cult. He discovered that the name Cthulhu was formed in Chinese characters thusly:

鬼 亥 老 海

Transliterated, the four characters read *kui tai lao hai.* The meaning is kui (demon), tai (evil), lao (ancient), and hai (ocean) [8]. In idiomatic English, the phrase signifies "ancient evil oceanic demon."

Important is the derivation of this name from the archaic form of *kui.* Mandarin characters evolved from pictographs, wherein the character drawn was an abstract picture symbolizing a word or idea. In later times these pictographs were further abstracted into the current Chinese characters. The character for kui went through the following evolution, arranged chronologically from left to right [9]:



Scholars will easily recognize these symbols as archaic drawings of Cthulhu, including the tentacles attached to the head. We can conclude that a generic Chinese character for "demon," *kui,* evolved from early attempts to draw a picture of Cthulhu. Awareness of Cthulhu must be ancient indeed in China for it to have affected the language so profoundly.

To summarize, through his exhaustive researches Dr. Sadowsky has discovered traces of ancient Cthulhu worship in the records of all major Old World civilizations: in Mesopotamia to the Assyrians as *Khatu alu'u,* the "evil demon"; in Palestine to the Hebrews as *Chadhel,* a name considered to be the equivalent of Hell; in Arabia as *Khadulu* "Satan the forsaker"; to the Hindus *Katala* the "sea monster"; and to the Chinese, *Kui tai lao hai,* the "ancient evil ocean demon." All label Cthulhu as malignant.

Only in Egypt has no reference to Cthulhu worship been found. Dr. Sadowsky hypothesizes that the worship of Nyarlathotep disguised as Thoth drove out all competing cults, or at least their documentary references.

The widespread nature of the Cthulhu cult – the only god known to have been worshiped simultaneously in all three major centers of ancient civilization – had gone completely unnoticed by scholars until the pioneering work of Dr. Sadowsky. One wonders: if such a powerful cult could have remained so well hidden in antiquity, what obscene rituals in hidden places might yet be practiced to this most dreadful demon?

FOOTNOTES

[1] – Ignace J. Gleb, et.al. *The Assyrian Dictionary* (Chicago University Press, 1964, in progress). Volume 2, pp. 355ff.

[2] – *Ibid.,* Vol. 6, p. 158. The word if spoken swiftly and slurred (as is often done in human speech) probably would sound somelike *khatulu'u,* easily recognizable as a dialectical variation of "Cthulhu."

[3] – *Cuneiform Texts from Babylonian Tablets* 1627:8.

[4] – *Gesenius' Hebrew-Chaldee Lexicon* (Eerdmans, 1982), p. 262.

[5] – This identification has been discussed by Dr. Sadowsky in "Further Notes on the Necronomicon," *Cthulhu Companion* (Chaosium, 1983), p. 12, and is repeated here so this discussion of Cthulhu will be complete.

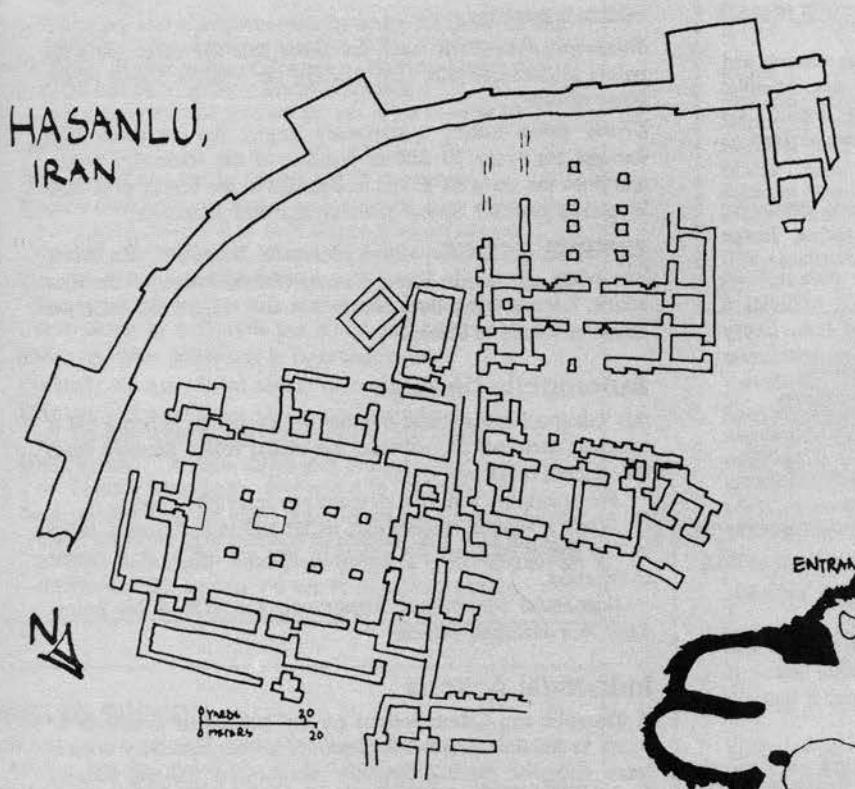
[6] – Edward Lane, *Arabic-English Lexicon* (New York; Frederick Ungar Publishers, 1965 reprint of 1865 ed.), vol. 1, pt. 2, p. 714, col. 1.

[7] – Monier Monier-Williams, *Sanskrit-English Dictionary* (rev. version of 1899 edition: New Delhi, Munshiram Manohalal, 1981), p. 270a.

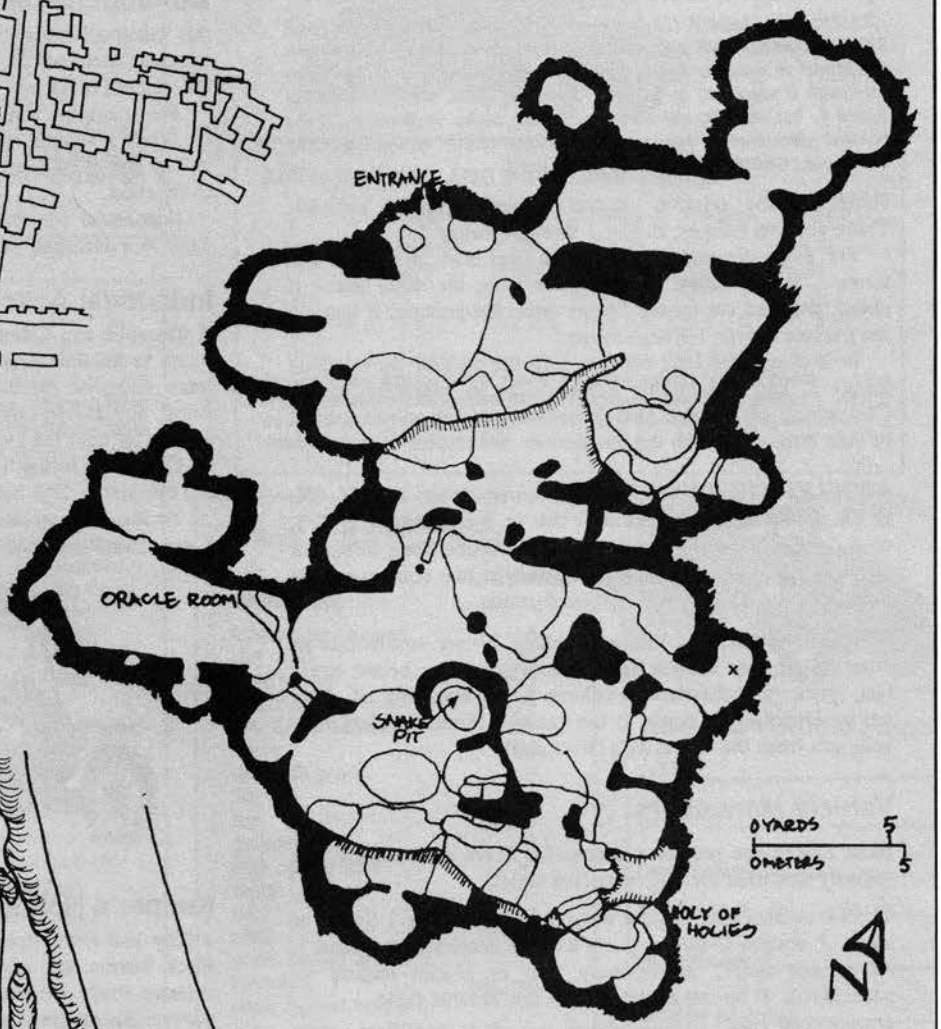
[8] – These Chinese characters can be examined in the following sources: Bernhard Karlgren, *Analytical Dictionary of Chinese and Sino-Japanese* (New York: Dover, 1974 reprint of the 1923 Paris edition) hereafter referred to as *ADC,* and L. Wieger, *Chinese Characters* (Dover, 1965 reprint of the 1915 edition) hereafter referred to as *CC.* For the specific characters: *kui* (also transliterated *kuei*) = "demon, spirit" *ADC* 460, *CC* 548; *tai* = "bad, evil" *ADC* 959; *lao* = "old, ancient" *ADC* 515, *CC* 88; *shai* = "sea, ocean *CC* 595.

[9] – These drawings are analyzed in *CC* 112, 548. □

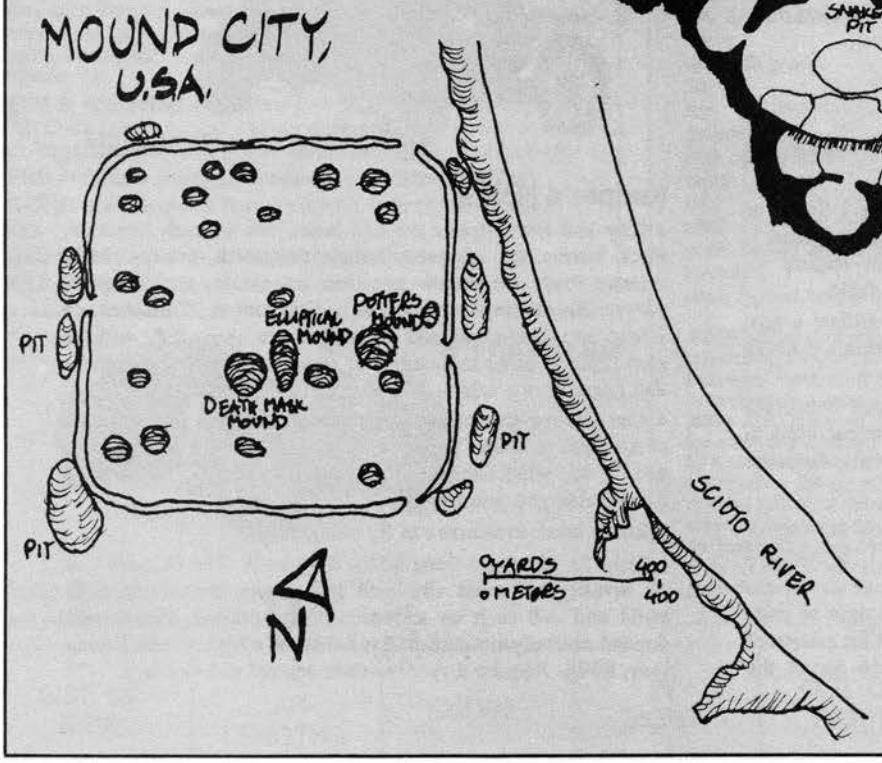




Hasanlu is in extreme northwest Iran. The period shown in this drawing was ended abruptly by battle and fire. Archaeologists were fascinated to uncover extremely rich finds which date from 800 B.C., including a man clasping a golden bowl who had been killed by a falling beam. The curving section at the left and top of the drawing is a portion of the city wall. The small squares are individual pillars in the buildings.



This Ohio site is encircled by earthen walls, and within it are a number of burial mounds, dating from about 800 B.C. to 600-700 A.D. The important folk being buried were first placed in log-lined excavations, then earth was formed over them in heights up to 30 feet. Valuable objects from all over the continent have been found in such mounds.



HAL SAFLIENI, MALTA

These burial caves on Malta have been hewn into the limestone since 4000 B.C. Newer sections were added and older parts sealed off. Original finds included vast quantities of human bones, beads, amulets, and other personal items. The indicated entrance is the original entrance; the present-day entrance is via a stairs where the small 'X' is, just an inch or so above the diagram scale.

AUTO CHASES AND COMBATS

These rules provide simple ways to conduct car chases and associated combat while roleplaying. They are not intended for lengthy play, nor are they particularly useful for controlling more than two vehicles. Keepers are advised to change or augment them as needed.

TURN SEQUENCE: (1) speed change; (2) autos maneuver and check for crashes; (3) individuals fire weapons, Jump, Climb, etc.

SPEED: the maximum sustainable speed of the vehicle; a vehicle may travel at top Speed or at any Speed less. Every car starts at Speed 0, and can accelerate up to maximum Speed. Some cars accelerate and decelerate faster than others.

EXAMPLE: a Model A (2X acceleration) and a Hispano-Suiza (with 3X acceleration) both start at Speed 0 in round one. In round two, the Model A reaches Speed 2, but the Hispano-Suiza can now go (although it need not) at Speed 3. In round three, the Model A is at Speed 4, but the Hispano-Suiza is roaring along at Speed 6. If the vehicles decelerated, the superior braking ability of the expensive European roadster similarly evidences itself.

RANGE: the relative interval between moving vehicles. There are five Ranges, *Range 1* through *Range 5*.

For every Speed faster than an opponent, a vehicle can move 1 Range closer to or further from the other car – if ahead, the lead car moves further from the pursuer; if behind, the pursuer moves 1 Range closer.

In a chase, the lead car can lose the pursuer by reaching Range 5, and maintaining Range 5 for an additional round. Cars which get enough lead presumably either outrun pursuit or take turn-offs which the pursuers do not chance to take.

ACCELERATE, DECELERATE: a vehicle has 1X, 2X, 3X, or 4X acceleration/deceleration – that is, it can change 1, 2, 3, or 4 Speeds in a single round. A Mercedes-Benz SSK, for instance, can change up to eight Speeds in two combat rounds because it has 4X acceleration/deceleration.

HANDLING: ease of manueverability. Every automobile or other light motor vehicle has a Handling of 0 or better; every bus, truck, or other heavy vehicle has a Handling of -1 or worse. Handling is innate to the vehicle. Handling adds to or subtracts from the character's Drive skill.

Vehicle Manuevers

Most maneuvers require a successful Drive roll, usually one suitably modified for difficulty (see table).

TURN: A turn may require a car to decelerate by 1 Speed or more. A normal U-turn requires a car to decelerate to Speed 1. At normal speed, an ordinary turn or U-turn require no success roll. If failing a turn, roll on the Trouble table.

High-Speed Turn: success allows the car to negotiate a turn without slowing down; subtract 10 percentiles from the Drive skill and then attempt a Drive roll.

Bootlegger Reverse: sets the car in a skid which concludes with the car facing in the opposite direction. The car starts in the other direction at Speed 2; subtract 25 percentiles from the Drive skill and then attempt the Drive roll.

RAM: a Ram utilizes a vehicle to smash into a moving or stationary target. A Ram occurs only at Range 1. If failing a ram, roll on the Trouble table.

Head-On, T-Bone: two cars hit nose-to-nose or nose to mid-section; both cars take full damage – all of the hit points of the other vehicle, plus 1D6 hit points for each Speed the vehicle is traveling.

Sideswipe, Rear-End: each car takes half the other car's hit points in damage, plus 1D6 damage per relative Speed of the other vehicle.

Crash: when hitting a stationary target, the car takes 1D6 damage for every 10 SIZ or fraction of the stationary target, and does the car's hit points in damage to the target, plus 1D6 hit points per each Speed at which the vehicle travels.

SWERVE, DODGE: with a successful Drive roll, the driver can evade any single Ram, Throw, Climb, Jump, or firearms attack, but not more than one in a round. If the roll fails, the attack proceeds as before.

Automobile Damage

All vehicles have a stated number of hit points. When a car is attacked successfully, subtract the actual rolled damage from the target's hit points.

For ramming, add 1D6 damage per relevant Speed.

When a vehicle reaches half its hit points in damage, halve its top speed. When 5 hit points or less are left to it, it ceases to function.

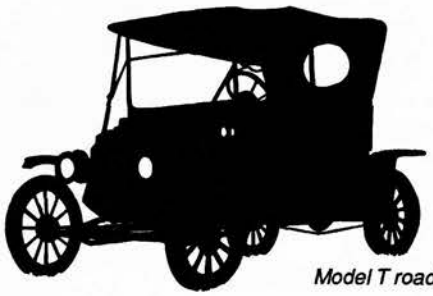
Successful Mechanical Repair can add 1D6+4 hit points daily to a damaged vehicle.

Individual Actions

A character can Climb around on the outside of a vehicle or Jump to another vehicle. Unless the keeper specially wishes more complex calculations, we recommend halving Climb, Jump, and hand-to-hand attacks aboard moving vehicles, and getting on with the game.

Characters failing Climb / Jump on the outside of a vehicle fall off, losing 1D6 hit points per Speed of vehicle.

To Jump to another vehicle requires that the vehicles be at Range 1 and that they travel at the same Speed.



Model T roadster, 1915

Keeper's Notes

- City and town streets are two lanes, one in each direction. Back streets are unpaved, single car-width tracks. Main country roads are narrow two-lane lane roads, with frequent curves. Shoulders are uncleared and unmarked. Turn-outs are infrequent. Directions and crossroads are unmarked, without stop signs or other indications of rights-of-way. Farm animals and horse-drawn vehicles are sure to be encountered.
- Can the car can outrun a byakhee? Can the investigators smash into a Dark Young with an automobile and survive and, if so, what happens to the Dark Young? The monster Speed table gets you started.
- Roads bend; creatures can fly straight.
- Only 33 Mercedes-Benz SSKs were built. The chances that an investigator could convince that august manufacturer to build and sell such an expensive, hand-crafted item should depend not only on cash-in-hand, but on a high Credit Rating (say, 80%). Require a year between deposit and delivery. □

TROUBLE TABLE

Roll 1D10 for every unit of 20 percentiles by which the Drive roll was missed. EXAMPLE: the character has 46% Drive. The actual Drive roll result is 97, 51 percentiles of difference. The character's player rolls D10x2 on this table, ignoring extra percentiles.

If a result greater than 10 is called for, use result number 10.

D10	*result*
1	**Flat Tire:** slows car to Speed 1 until changed.
2	**Engine Damage:** car slows by 2 Speeds each round until successful Drive roll or until stopped, when engine doesn't start without a successful Mechanical Repair roll.
3	**Gas Tank Punctured:** no effect until second puncture. In that round all the gasoline leaks onto the road, and the auto slows by 2 Speeds per round until halting.
4-6	**Skid:** -20 from Drive skill in next round only.
7	**Fishtail:** -10 from Drive skill in next round only.
8	**Fishtail:** -15 from Drive skill in next round only, roll on Trouble table again, and add 2 to die result.
9	**Bad Fishtail:** -30 from Drive skill in next round only, roll on Trouble table again, and add 4 to die result.
10	**Roll:** vehicle rolls off road, rolling once per Speed travelled. Each roll does 2D3 damage to the car, and 1D3 damage to each passenger. After the final roll, a result of 6 on an additional 1D6 causes the car to burst into flames.

MONSTER SPEEDS

Speed ratings are nominal, for use only with the auto chase rules, and for the average creature; an individual may have the next higher or lower Speed rating. Gods may have higher ratings if they happen to want them. Many creatures have extra-dimensional abilities which negate Speeds: those creatures are wherever they want to be.

SPEED 0: Abhoth, Azathoth, Cthugha.

SPEED 1: Byakhee (ground), Chthonian, Daoloth, Dark Young, Deep One, Father Dagon & Mother Hydra, Dhole (burrowing), Dimensional Shambler, Fire Vampire, Elder Thing (ground and flying), Flying Polyp (ground and air), Formless Spawn, Ghast, Ghatanothoa, Ghoul, Glaaki, Servants of Glaaki, Gnoph-Keh, Great Race of Yith, Gug, Hound of Tindalos (ground), Hunting Horror (ground and flying), Ithaqua (ground), Lesser Other God, Lloigor, Mi-Go (ground and flying), Moon Beast, Nightgaunt (ground and flying), Nodens, Nyarlathotep (human), Nyogtha, Sand Dweller, Serpent Person, Servitor of the Other Gods, Insects from Shaggai (ground), Shantak (ground), Shoggoth, Shudde M'ell, Star Vampire, Being from Xiclotl, Y'golonac, Yig.

SPEED 2: Atlach-Nacha, Byakhee (flying), Cthulhu (swimming + flying), Dhole (ground), Hastur (ground), Nyarlathotep (monstrous), Shub-Niggurath, Star Spawn of Cthulhu, Tsathoggua, Zhar (ground).

SPEED 3: Cthulhu (striding), Cyaegha (flying), Shantak (flying).

SPEED 4: Bast, Hound of Tindalos (flying), Insects from Shaggai (flying).

SPEED 5: Hastur (flying), Zhar (flying), Zoth-Ommog.

SPEED 10: Ithaqua (flying), Yog-Sothoth.



Mercedes-Benz SSK

Auto Chase Track

use penny to show current position

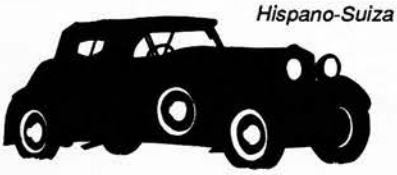
SIDE BY SIDE	TWO CAR-LENGTHS	CLOSE	IN SIGHT	OUT OF SIGHT

SAMPLE VEHICLES

vehicle	*max speed*	*hit points*	*handling*	*driver + passengers*	*accel./ decel.*
Hispano-Suiza H6	8	30	7	4+RBs	3X
Mercedes-Benz SSK	10	20	12	2+RBs	4X
Model A Ford	5	25	4	5+RBs	2X
Model T Ford	3	25	2	5+RBs	2X
Packard Straight Six	7	40	0	5+RBs	2X
6-Ton Truck	4	70	-6	3*	1X

*RBs – each vehicle has two running boards. An extra passenger could perch on each. * 3 passengers in cab.*

Hispano-Suiza H6



AUTO RANGES AND FIREARMS TABLE

	Range 1	*Range 2*	*Range 3*	*Range 4*	*Range 5*
meaning...	side-by-side	2 car lengths	close	in sight	out of sight
firearm attacks at...	b.c.	1/2 b.c.	1/4 b.c.	1/8 b.c.	no shot

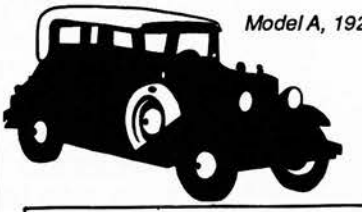
NOTES: (1) 'b.c.' means base chance. (2) while the table says 'firearms,' the same rule applies to any missile or Throw attack. (3) The attack chance is lowered to account for bad roads, indifferent suspension, awkward aiming positions, etc., normal in the bad old days long before seatbelts.

DRIVE ROLL MODIFIERS

hazard, etc.	*percentile change*
bootlegger reverse	-25
dirt road	-20
heavy rain	-20
limbs, rocks	-20
oily or icy surface	-20
snow	-20
downhill grade	-10
flat tire	-10
fog	-10
gravel road	-10
high-speed turn	-10
night	-10
rain	-10
wind	-10
each Speed above 4	-5
Handling	per vehicle
each Speed below 3	+10

NOTE: all Drive roll modifiers are cumulative. EXAMPLE: Hoping to arrive before the nightgaunts kidnap his beloved wife Hermione, Baron von Kleist (Drive 90%) zooms at Speed 6 (-10) toward Castle Kleist in his Mercedes SSK (+12 Handling). It is night (-10) and a light rain is falling (-10), making a working total of 72 Drive. Suddenly striking a fallen tree limb (-20), a Michelin tire blows out (-10). The Baron's player must roll a 42 or less on D100, or the good Baron hits the ditch.

Model A, 1927



Sample Vehicle Record

vehicle _____

driver _____

Drive skill % _____

maximum Speed _____

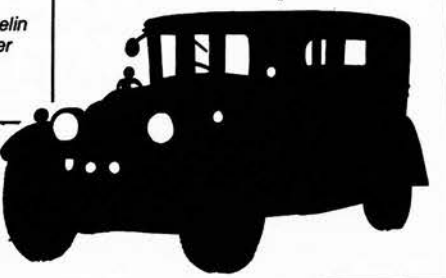
accel/decel. _____

vehicle hit points _____

handling modifier _____

current speed _____

Packard Straight Six



Scenario Spells

In addition to the canonical spells in the Magic and Spells chapter, many more have been employed in various *Call of Cthulhu®* scenarios – these through 1985. This section collects them and amounts to a handy grimoire for keepers, though the spells also can be useful models for generating new special-purpose cantrips.

Remember, keepers are never obliged to recognize charms and ensorcelments which have not been learned or created in the course of play.

Though the following conjurations may be experienced in the course of adventures, investigators are unlikely ever to know even one of these spells. Few if any should ever be found in the tomes listed in the rulesbook table "Books of the Cthulhu Mythos."

For the most part, such sorceries are wielded by the cruel and insane followers of the Great Old Ones and their ilk; power has its price, and herein the costs of momentary potency are plainly written. Investigators who crave and achieve such capability will soon join the ranks of the enemy.

Other incantations are the product of independent magical tradition – human tribal knowledge, the vast arcana of the Serpent People, the fathomless rationality of the Great Race, individual research, etc. – and hence are even less likely to be known.

FORMAT: definition; caster requirements; target requirements; additional description; restrictions.

Become Spectral Hunter: Turns the target into a monster which can attack while invisible. The spell requires 2 points POW from the caster (who also may be the recipient), a small specially-made figurine, the blood of several animals, and the loss of all Sanity points by the target of the spell. If the caster is not also the recipient, he or she loses 3D6 SAN for performing the ritual.

The spell's recipient, who must volunteer for the transformation, is turned into a spectral hunter, a hideous humanoid described in *Shadows of Yog-Sothoth*. The new spectral hunter is psychically linked to a small wooden or pottery figurine which holds its soul. If this figurine is destroyed, the spectral hunter is injured or even killed.

Bind Animal Spells: Causes a specific animal or insect swarm to obey a specific command. Published spells include Bind Driver Ant Column, Bind Green Mamba, Bind Leopard, and Bind Spider Monkey. Though each such spell must be learned separately, all operate like the Binding spells described in the section Binding Servant Races, above – except that no corresponding Summon spells exist.

The Bind Driver Ant Column spell affects an entire ant swarm. The other spells affect only a single creature at a time. Bind spells for other natural animals may exist, known by witch doctors or shamans in any primitive society.

The bound creature must be able to comprehend and perform the command. To instruct it to 'fly to Mexico' has no meaning to an eagle, and the order to 'kill Jonathan Kingsley' only baffles a tarantula – it has no way to identify any Mr. Kingsley. On the other hand, the command 'bite all humans you see' could be attempted by any creature of minimal intelligence. Room for confusion and error exists in applying Binding spells.

Bind Child Of Yig: Similar to other Binding spells; to be cast upon the special snakes associated with Yig.

The Black Binding: Offers one way to create a zombie. A ritual liquid must be poured over a corpse, or into the grave in which the corpse lies. The ingredients of the liquid are determined by the Keeper, but at least one part should be difficult to legally obtain. The corpse is left to mature. At the end of a week, the caster comes to the grave and intones the Black Binding, which costs 16 magic points and 1D6 SAN. At the end of the half-hour ritual, the corpse claws its way from the grave. The corpse is mindless, with no will of its won. When given a command, the corpse follows it until the order is carried out, then stops and awaits the next order. The zombie continues to rot after its creation, and becomes useless eventually, whereupon a new zombie must be made. Zombie statistics and capabilities are those given in these rules.

Bless Blade: Creates a blade capable of damaging or killing entities harmable only by magical weapons. Requires the blood sacrifice of an animal of at least SIZ 10 (or around 120 pounds in weight), a point of POW and 1D4 SAN from the creator, and a blade made from a pure elemental metal. The blade may be of any size. If the blade is broken, melted, or otherwise damaged, it permanently loses this ability.

Body Warping Of Gorgoroth: Allows the caster to change his or her form. The caster must invoke Nyarlathotep and repeat the phrases of the spell for 1D6+4 minutes while expending 6 magic points and an additional magic point for each point of SIZ to be gained or lost in the body warping. This spell also costs 2D6 SAN and 1 point POW each time cast. Only one alteration per casting is possible, and the effect is permanent until the spell is used to change back again. This spell cannot be cast on another being.

The sorcerer can alter shape in any manner desired, with few limits: become an exact duplicate of someone, grow larger or shrink, or take on the semblance of a non-human entity – a shantak, for instance – but without that entity's special abilities. The caster must always take fleshly form, though the form can have the outward appearance of stone, wood, a rug, etc. Once changed into a new shape, the caster has the mobility of that shape.

The caster's STR, CON, INT, POW, and DEX never change, and his or her APP becomes the same as that of the individual emulated. The caster can take on only the form of what he knows. For instance, if he had never

seen a particular individual close up, mistakes might be made in mimicry, such as having the wrong eye color or too few wrinkles. If he had never seen an individual in a bathing suit or naked, he could not know about and thus would lack moles or scars in hidden places. Therefore this spell may not make a perfect copy.

Call Arwassa: Similar to other Call Deity spells. This spell may be cast only once a month, on the first night of the new moon. When the fearsome Arwassa appears, he must be fed large quantities of still-living creatures, including at least one human being. Since Arwassa's worshipers never failed to provide sufficient fodder, it is unknown what happens if they did not provide enough. Arwassa is one of many little-known Great Old Ones.

Call The Beast: Similar to other Call Deity spells. It summons a gigantic monster (Abu Hol is one name for it) and may be cast only at one particular site in the entire world. This spot is not given here, for the benefit of any who have not yet played through the *Fungi From Yuggoth* campaign.

Call Bird: see Summon Bird.

Call Power Of Nyambe: Grants the caster additional magic points. The caster performs a ritual which requires many components of African tribal magic, and sacrifices 1 point of POW but no SAN. In return, the caster receives 2D6 magic points usable for any purpose.

Cast Out Devil: Frees the target of possession by alien entities. This elaborate spell takes a full day to cast, requiring many components of African tribal magic. It costs no SAN. After a contribution of 10 magic points to energize the spell, the POW of the exorcist is matched against the POW of the foe possessing the victim. Willing assistants who also know the spell may each add half their own POW (round fractions down) to the caster's effort, and it is seldom attempted without such help. It could be used to help a person possessed by Y'golonac or even by the mind of a member of the Great Race of Yith.

Chant Of Thoth: Increases the caster's chance to solve a particular intellectual problem. It requires 30 minutes of time, several magic points, and 1D4 SAN. For every magic point spent in the chant, the caster adds 2 percentiles to his or her chance to gain knowledge, learn a spell, translate a passage, discover the meaning of a symbol, etc. If the user's chance of success is 0%, the Chant Of Thoth cannnot help: thus, to translate an Egyptian hieroglyph, the caster already must have had at least 1% R/W Egyptian Hieroglyphs.

Cloud Memory: Blocks the target's ability to consciously remember a particular event. The spell costs 1D6 magic points and 1D2 SAN. The spell takes effect immediately. Range of the spell is 100 yards – the caster must be able to see the target, and the target must be able to receive the caster's instructions. If the caster's magic points overcome the target's on the resistance table, the target's mind is mentally blocked in respect to one specific incident. If the incident was terrifying, the victim may thereafter still have nightmares vaguely relating to it. If the spell fails, the event in question becomes more vivid in the target's mind. The caster must know the specific event to be blocked – the caster cannot command something vague like "Forget what you did yesterday"; instead, he must instance a certain event, such as "Forget you were raped by a monster."

This spell cannot block knowledge of spells or of the Cthulhu Mythos unless the knowledge is firmly tied to a specific event, nor can it undo a Sanity loss – though it could make the target forget that he or she saw the horror that caused the loss. Likewise, the spell is no substitute for successful Psychoanalysis, which uncovers the unconscious routines which caused the event to have such an impact upon the target.

Clutch Of Nyogtha: Can condemn the target to a hideous death. Costs 1D20 SAN. The caster must spend 1 magic point to start the spell, and his target must be within 10 yards. If the caster overcomes the target's magic points with his own on the resistance table, the target feels as though a large hand is crushing his heart, and loses 1D3 hit points for each combat round that the spell is in effect. While under such attack, the target is temporarily paralyzed, as though having a heart attack. In the round that the target's hit points fall to zero or less, the target's chest ruptures and bursts, and the target's smoking heart appears in the hand of the caster.

Each round the spell lasts, the caster must spend magic points equal to twice the number of hit points in damage actually done. The caster must concentrate on the spell each round that it is to remain in effect, and the caster must overcome the target's magic points each round that he concentrates. If the caster is distracted or if the target successfully resists, the spell ends, though any damage done remains.

Command Bird: Causes a particular bird to enact a single command by the caster. Costs 1 magic point and no SAN. If the target bird's magic points are overcome by the caster's on the resistance table, the bird obeys the next command given it by the caster. It does so to the best of its ability. If the command is too complicated, the bird is likely to become confused and fail the task. Particularly stupid varieties of birds should be given very simple orders.

Conjure Glass Of Mortlan: Creates a way to view scenes from the past. Costs the caster 1D8 SAN and each viewer 1D6 SAN, plus any loss for what is viewed. A crystal ball and an enchanted brazier are required as well (see the spell "Enchant Brazier"). The brazier and crystal ball must be arranged on the floor of a room along with a candle, in such a way that the light from the candle shines through the crystal ball onto the smoke from the brazier. The caster expends 6 magic points per spell attempt. The caster's chance for success equals his Cthulhu Mythos skill. The Voorish Sign can increase his chance.

The pool of light cast upon the smoke shows scenes from the past. Unless the vision draws the attention of, and thus comes under the sway of a Great Old One (which often happens), the scene viewed is of the caster's choice. The initial vision may be blurred, in which case adjustment of the distances between the crystal, the

candle, and the smoke should improve reception unless (again) one of the Great Old Ones influences the vision. The proximity of an artifact or creature from the Cthulhu Mythos deranges the spell, causing only visions that pertain to the artifact or being to appear, instead of what is desired by the caster.

Consume Likeness: Allows the caster to assume the likeness of a dead victim. Requires the freshly dead corpse of the target. The victim must be of a Size no more or less than 3 SIZ points different from the caster. For the next few days the caster consumes the victim and works the spell, expending 10 magic points every six hours, and permanently sacrificing 1 POW point. The caster could cast this spell more than once, and thereby be able to turn into several different likenesses. Each time a new victim is consumed, the caster loses 1D20 SAN.

Once the spell is complete, the caster takes on the appearance of the victim at will, so long as desired. Any damage taken forces the caster to revert to original form until he has rested 1D3 hours. To go from an assumed form to the original form takes about 20 seconds; the original form must be reverted to before another form can be assumed. To go from the original to the assumed form takes 1D3 minutes. This spell is known by many Serpent Men.

One's characteristics, skills, knowledge, and self-identity remain as they were originally, and one's shadow always remains as it was originally – a good reason to avoid strong light.

Contact Chaugnar Faugn: Similar to other Contact Deity spells. Chaugnar responds to worshipers by sending them dreams or nightmares. In them, the god informs his follower of his desires, and lets them know if their petitions are to be answered.

Contact Gnoph-Keh: Causes a Gnoph-Keh to appear. This spell takes 6 magic points and 1D3 SAN. Contact Gnoph-Keh is effective only if cast in one of the few places in the world where the Gnoph-Keh are known to exist. The spell must be augmented with a successful Sing roll, and before doing so the caster must build a small effigy of the beast from ice and snow. In all other respects, this spell is identical to other Contact spells.

Create Bad-Corpse Dust: Creates a barrier which zombies cannot cross. This powder requires the intestines of a zombie, an ounce of flesh from the dust-maker (which he must bite out of himself), and the dried and powdered flowers of a rare jungle liana. The whole is carefully dried, pounded together, and chanted over for several hours. The completed dust is used by pouring it on the ground in a trail or line. When this is done, the caster speaks aloud *Piir neh'lp Facs!* and loses 2 magic points to the line of dust. The dust then forms a magical invisible wall which zombies cannot cross. Simply breaking the line of dust does not invalidate the barrier – there must be a gap wide enough to admit a zombie or it cannot enter. The barrier remains until the dust is washed or blown away.

Each creation of the dust results in about a pound of powder, enough to form a barrier about 30 yards long.

Create Barrier Of Naach-Tith: Creates a barrier which provides both a physical and a magical defense. Each participant in this spell loses 1D10 SAN. Each magic point expended in the creation of the barrier gives it 1D6 points STR. The spells takes 1 minute to cast (during which time all magic points to be used must be expended) and lasts 1D4+4 hours. Anyone who knows the spell may participate in the casting by contributing his or her magic points to the barrier.

The barrier is spherical in shape, and about 100 yards in diameter. It can be cast around the user, to protect him from harm, or it can be cast so as to englobe a monster or enemy. Any creature bisected by the barrier's boundary upon its creation is unharmed and thrust outside the barrier. Anything trapped within the barrier can get out only by beating down the barrier with a successful STR vs. STR roll on the resistance table. Bullets or other missiles can cross the barrier if the 'damage' done to the barrier overcomes the barrier's STR on the resistance table. Once through the barrier, the missile proceeds and does normal actual damage, as if the barrier did not exist.

Success destroys the barrier. If the barrier STR is more than 20 points higher than the STR of its victim, the victim has no chance to escape, and must wait until the barrier dissolves. Multiple entrapped victims cannot combine STR to attempt escape.

The barrier provides some defense for SAN, as it is translucent and blurs the view of what is within. The one known existing written copy of the spell is contained in the great haunted library at Celaeno, on a planet near Aldebaran.

Create Curse Whistle: Makes magical musical pipes. The pipes must be made from owl bones and the creator must expend 256 ('4x4x4x4') magic points over the course of a single night. The creation of the curse whistle costs no SAN. This night must be the night of the first full moon following the summer solstice. The creator must be an Algonquian Indian shaman. He may be assisted in the magic-point expenditure by other Algonquian shamans who know this spell. Shamans of other Indian tribes may or may not qualify to create this whistle. The finished whistle can be used to cast the spells of Soul Singing and Pipes Of Madness.

Create Fetch Stick: Creates a spear-like weapon which can damage or kill extraplanar monsters. To make a fetch stick, the sorcerer first obtains a bamboo staff and attaches a sharpened iron point to one end. He then sacrifices an adult human on a starless night by plunging the staff through the sacrifice's heart. The sorcerer then sacrifices 1 point of POW to the bloody staff. Exactly one year later, the sorcerer must decapitate a second human sacrifice, scoop out the brains, then chew off all the remaining flesh from the skull. When he is done, he sacrifices a point of POW to the bloody skull. He then attaches the skull to the blunt end of the staff, and the fetch stick is finished.

The fetch stick is used as a weapon, stabbing with the point as a spear. It does 1D6+1 damage and is capable of impaling. The base chance for hitting with a fetch stick is

10%, the same as for a spear. The fetch stick counts as a magic weapon against supernatural entities, but creatures resistant to impaling resist it normally. It is especially effective against any form of animated corpse, such as the zombie. An impaling blow from the fetch stick instantly destroys a zombie or other animated corpse.

Create Mist Of Releh: Causes a dense mist to appear in an oval volume 10x10x15 feet, directly in front of the caster. The spell requires 2 magic points and no SAN. The long axis of the cloud is always at right angles to the direction in which the caster faces. The spell simply obscures vision; it lasts for 1D6+4 rounds and then evaporates without trace.

Create Scrying Window: Makes a magic window which looks into the past. Using the scrying window costs the viewer 1D3 SAN per session, in addition to normal Sanity losses for viewing particular monsters.

To make a scrying window, a central clear viewing glass must be enchanted using 10 points of POW. When the glass is enchanted, it must be keyed to a specific interval in the past – relative to the date the glass is made. As a key, one could say, "800 years past," but not "1125 B.C." After the central glass is enchanted and keyed, 98 pieces of expensive colored glass must be enchanted, requiring 1 magic point each, and fitted carefully into a geometric mosaic with the clear viewing glass at the center. When finished, the central glass shows the site at which it is placed (though at the appropriate time in the past). This viewing site may be moved by expending 1 magic point and five minutes of concentration per 100 miles or fraction thereof moved.

The glass has obvious limitations. For instance, a given scene can be viewed only once for, as time passes in our world, so it passes in the viewing area. Also, the glass must be tuned to a likely spot, or lifetimes could be spent without witnessing anything significant.

Finally, the scrying window has an inherent danger. Any being viewed has a chance equal to its POW minus 20 or less on 1D100 to realize that it is being observed. It could then cast a spell through the window, including a Summon or Call spell which could summon a monster to manifest on the observer's side of the window.

Create Time Warp: Opens a time gate good either to the future or to the past. Create Time Warp resembles the Create Gate spell, but costs POW for the number of years traveled, rather than the number of miles. The spell is inaccurate, and only gives the site desired within a million years or so, though once a warp is created the actual time interval between the two sides of the gate remains the same. This spell is unknown to any living mortal on Earth, and has not been known for millions of years.

Create Zombie: One way to create zombies. The spell requires a human corpse which retains sufficient flesh to allow mobility after activation. The caster puts an ounce of his or her own blood in the mouth of the corpse, then kisses the lips of the corpse and 'breathes part of himself' into the body. One point of POW is lost, a gift to the corpse. The caster loses 1D10 SAN points each time he makes a zombie. If the spell succeeds, the caster may give the zombie simple commands which it will carry out. Should the caster die, the zombie becomes inactive. Other than the caster's POW, there is no limit to the number of zombies that can be created. Part of the invocation refers collectively to the Outer Gods – every caster knows such entities exist, though no names of specific gods are used. These zombies are like those in the *Call of Cthulhu* rulesbook. Unlike the zombies created by The Black Binding, those formed by this spell never quite decay to uselessness.

Curse Of Chaugnar Faugn: Causes the target's eventual devourment by Chaugnar Faugn. As a focus, requires a tiny fragment of flesh from the target. The spell also requires 12 hours of chanting per week, and only a sworn worshiper of Chaugnar Faugn can use the spell. The spell costs the caster 1 magic point per hour of chanting, and each 12 hours of chanting cost 1D3 SAN. The target is affected by the spell regardless of the caster's distance, and no resistance table roll is needed.

The curse causes its victim to have his dreams filled with visions of the horrible Chaugnar Faugn. Soon he suffers from trance states in which he attempts to reach the god and to offer himself as a sacrifice. These trances become more and more frequent and more and more lengthy until the victim finally is devoured by Chaugnar Faugn.

The caster's chanting must be kept up every week that the spell continues, or its effects fade. The chanting need not all be done by one person. Anyone possessing a fragment of the target's flesh and knowing the spell can continue it, even if the original caster is slain. When the victim is finally devoured, the flesh fragment possessed by the caster instantly rots, demonstrating that the spell need no longer continue.

Curse Of The Stone: Causes horrible hallucinations in the mind of the target. It requires two rounds to invoke and costs 1D10 SAN as well as 9 magic points. The caster must overcome the target's magic points with his own on the resistance table or the spell fails. A specially-ensorcelled stone tablet is also needed. The caster of the spell must either be holding the tablet himself, or he must cast the spell at an individual who is holding the tablet. In either case, the target must be visible to the caster. When the spell is cast, the target is instantly overwhelmed with dreadful hallucinations, and loses 1D4 SAN. He is blinded and misled by these phantoms until his player can roll the target's POW or less on 1D100. One try can be made each round.

After recovering from the spell's initial effects, the victim is plagued with tremendously gripping and realistic nightmares. Each night's sleep after first being infected by this spell, the victim loses a point of SAN. The spell's effects can be lifted by any one of a variety of techniques, all of which must be delineated by the keeper, and could be worthy of a scenario in itself. Merely killing the caster is ineffective.

Dampen Light: Creates a zone of darkness through the use of an enchanted set of pipes or a flute. Casting the spell requires a successful Play Pipes or Play Flute roll

combined with the expenditure of one or more magic points and 1D3 SAN. Each magic point expended gives the zone of darkness 1 yard more of radius, centered on the flautist, and moving with him. The flutes must be played continuously for the spell's duration. The first two rounds of music have no visible effect, but on the third and subsequent rounds all the light around the caster is drained, blinding everyone nearby (including the caster). Anyone thus blinded needs a successful Idea roll to be able to move or to fight. If the Idea roll succeeds, the person has half normal chances to hit.

Death Spell: Causes the target to burst into flame. This spell costs 24 magic points and 3D10 SAN. The victim must be within 10 yards of the caster. The caster must overcome the target's magic points with his own on each round of concentration; after 1D6 rounds of concentration, the victim breaks out in large blisters and suffers 1D3 damage. On the next round after this, the victim's clothing begins to smolder and the victim takes another 1D4 damage. On the third round, the victim burst into flames, receiving 1D10 damage this round and every round thereafter. It is impossible to extinguish this fire, as the unfortunate is burning spontaneously from the inside out.

Deflect Harm: Allows the caster to negate a varying number of physical attacks. The spell costs 1 magic point and 1 SAN. The caster invokes the Names (which takes a few seconds) and stretches out a hand toward an attacker. Until he drops his hand, he may deflect a succession of attacks by expending magic points equal to the rolled damage of each attack. If an attack would have missed, no magic points are expended. If the caster drops his hand, the spell ends and may be recast. The caster may deflect a succession of attacks, but can deflect only one attack at a time.

The caster may deflect attacks until he runs out of magic points. He may choose which attacks to deflect and from which attacks to take damage, but he must decide before knowing what the damage will be. If he lacks the magic points to stop a particular attack, the blow or missile hits or misses, but he loses no magic points.

Dominate: Bends the will of the target to the caster's. Dominate requires 1 magic point and 1 SAN point. Pit the caster's POW against the target's POW (not magic points): upon a successful roll, the target obeys the commands of the caster for the duration of the next round. The spell affects one individual at a time, and has a maximum range of 10 yards. Dominate can be cast and recast as many times as the caster finds possible, allowing a target to be controlled without interruption for several minutes. Each recasting requires a POW against POW resistance table roll and the loss of 1 SAN and 1 magic point. Recasting takes only an instant, and commands may be given in the same round. Dominate can be cast once per round.

The commands must be intelligible to the target and they must not violate the basic nature of the target (a command to kill a friend or to commit suicide will not work, for instance), or the spell is broken – in which case the spell must be successfully recast for further effect.

Dust Of Suleiman: This gray-green powder has the ability to harm unnatural beings from other planes. The powder requires the dust from an Egyptian mummy at least 2000 years old, and each such mummy suffices for three doses of the magic dust. Also required are frankincense (which costs at least 20 [1920] dollars per dose to procure), sulfur, and saltpeter, but only about 50 cents worth of the latter chemicals. An incantation must be said over the dust while it is being sprinkled. This incantation is included in the spell description and the dust is useless without the incantation. It takes no SAN to make or use this dust. When this powder is sprinkled over the body of an other-plane being, the entity loses 1D20 hit points per dose. It takes one round to apply a dose. The powder works only on beings for which an ordinary Summon or Call spell exists. Thus the powder would harm a nightgaunt, a byakhee, or Azathoth, but is useless against a shoggoth, Cthulhu, or a sand-dweller.

Eibon's Wheel Of Mist: Creates a whirling cylinder within which one or more persons can hide from select Mythos creatures. To do this, a small bronze disk, etched with a strange symbol resembling a three-legged swastika, is needed. The caster lays the disk on the floor, stands atop it, intones the words of the spell, and expends the desired amount of magic points, as well as 1 SAN point. This generates a 5-foot-diameter wheel of spinning blue mist around the caster. The wheel appears from the floor and spins upward one foot for every magic point expended. Anything within the wheeling mist is totally obscured. The desired wheel takes 1D3 minutes to form completely, and lasts for 1D20+10 minutes before dissolving.

A wheel of mist is created to hide people from creatures summoned by Nyarlathotep or in the name of Nyarlathotep. Such creatures act as if the wheel and those obscured by it are not present. The creature will not move through the wheel's position, even by accident. If the wheel blocks a path, the creature stops where it is or goes backwards without knowing why. The wheel only affects summoned creatures – never Nyarlathotep.

As many people as can crowd into the mist can be obscured by the wheel, but if one's feet, head, etc., stick out then the illusion is ruined. Seven magic points are needed to hide a group of normal-height investigators, unless they specifically indicate that they are crouching, bending, etc.

Creatures present before the wheel of mist is cast, or creatures called up by power other than that of Nyarlathotep can see the wheel and move into it. The wheel can be stepped out of, but this ruins the illusion if the stepper is spotted, as does passing anything through the mist, such as a bullet or a sword. Anything passing from the outside of the wheel to the inside immediately gives away the illusion. Once the creature's attention is engaged, and it realizes that the illusion might be in progress, the protection of the spell is lost.

Enchant Book: Aids in summoning star vampires by enchanting any book in which is inscribed the words of

the spell Summon Star Vampire. The book's ink must contain the ichor of a star vampire. The caster sacrifices POW and loses 1D4 SAN. For each point of POW given to the book, add 10 percentiles to the caster's chance of success in using the spell Summon Star Vampire.

Enchant Brazier: Allows the casting of Conjure Glass Of Mortlan. On the night of a full moon between the fall equinox and the winter solstice, the caster must sacrifice a small animal while intoning certain phrases and performing certain gestures. The chosen brazier is soaked in the animal's blood, and sprinkled with a palmful of gold dust, platinum powder, or fixed mercury granules. The enchanter must then burn a piece of wood at least 500 years old, holding the brazier in its smoke. One point POW and 1D4 SAN points are then lost by the enchanter. Upon completion, the brazier is enchanted and ready to use.

Enchant Cane: Drains POW points and stores them as magic points. Casting the spell and creating the cane requires a week's work, a human sacrifice, 6 points of POW, and 1D6 SAN. Each use costs 1D3 additional SAN. Despite the spell's name, it does not have to be cast upon a cane – any non-living organic object will do. A cane is, however, convenient for humans of the 1920s. Once enchanted, the object stores magic points.

When anyone but the cane's creator touches the enchanted object for more than 30 seconds, he or she loses a point of POW, and the object gains a magic point. Such an object drains only humans. The cane or other such object usually is held against some poor victim until his or her POW has been drained away completely, and the soul sucked into the cane. When a magic point from the cane is used in casting a spell, it is gone permanently and another point of POW from some victim must be drained to replace it.

Enchant Knife: Adds to the chance for success in restricted spells. It enchants a knife or dagger which must be made of any pure elemental metal. No alloy, including steel, may be present in the weapon. The knife is used to draw a diagram on flat surface, then used to kill an animal of at least SIZ 4. The creature's blood is then used to etch out the lines of the drawn diagram. The caster loses a point of POW and 1D4 SAN.

The knife is suitable for use in casting Summon Dimensional Shambler; each extra point of POW placed into it adds 10 percentiles to the chance for success in casting that spell. If this knife is used to sacrifice the small animal killed in Enchant Brazier, the brazier so-made always adds 10 percentiles to the chance for success of any Conjure Glass of Mortlan spell cast with it.

Enchant Lance: Does 1D10 damage to (and can impale) any creature, even one normally resistant to impaling weapons. The spell requires the expenditure of 4 points POW, a night's work, 1D4 SAN, and the use (for at least 6 hours) of a fire hot enough to melt steel. The lance must be made out of solid metal, and the user needs at least STR 17 and DEX 13 to properly wield the lance.

Enchant Pipes: Increases the chance of or allows success for particular spells. The spell enchants a set of musical pipes or a flute. The instrument must be composed of at least 90% metal. An hour-long ritual of concentration and incantation must be performed over the musical instrument, during which 1D6 SAN is lost by the caster, who must also sacrifice POW into it. For each point of POW sacrificed, the musical instrument must steep in fresh warm blood for two hours. A new animal, of at least cat or rabbit size, must be slaughtered for each point of POW. For each point of POW it contains, the finished instrument adds 10 percentiles to the success chance of Summon Servitor Of The Outer Gods. The instrument also can be used in conjunction with the spell Dampen Light.

Enchant Spear: Creates a spear which always hits the target when thrown and when the throw could reach the target. This spell must be cast upon a wooden spear with a bone tip. The bone must be from a bird. The caster loses 4 points of POW, but no SAN. The spear must be decorated with feathers from at least 30 different types of birds. The feathers must actually have been plucked from living birds. If some of the feathers wear off in use, new ones must be obtained. To make the spear, the caster must perform a ritual with the chosen spear on the spring equinox for two consecutive years. At the end of the second ritual, the spear is enchanted. It always hits when thrown, but is still normal and skill-based when used to jab in melee combat. In either case it does 1D10 damage, is capable of impaling, and counts as a magical weapon against monsters. Monsters resistant to impaling weapons are equally resistant to the spear.

Enchant Stone Tablet: Causes nightmares for the owner and, if dropped into an ocean, summons 1D8 deep ones. This tablet must be made from black stone taken from the sunken city of R'lyeh. It must be carefully etched over a period of several weeks, and the caster must put 2 points of POW into it. Both a deep one and a human must be sacrificed to the tablet without shedding their blood (usually by strangling or smothering). The caster loses 1D8 SAN and must place 1 magic point daily into the stone.

When finished, the stone is properly enchanted. Anyone owning this stone has nightmares of alien vistas and dimly-perceived masses in motion, all against a backdrop of shifting colors and forms. A far-off slithering and gurgling noise is heard. If the stone's possessor destroys it, the effects of the dreams intensify, with the same result as if the spell Curse Of The Stone had been cast upon the owner (except that he does not fall prey to instant hallucinations). The tablet also can be used for the spell Curse Of The Stone.

If the tablet is tossed into the sea, it summons 1D8 deep ones. This is its main use. The deep ones return the tablet to the person who threw it. The time it takes them to bring back the tablet depends on the distance from the thrown tablet to the nearest deep-one city. The dreams stop while the deep ones possess the tablet. If the thrower is very far inland, the deep ones have local contacts do the job for them.

Enchant Whistle: Adds to the caster's chance to Summon Byakhee. The spell enchants a whistle, which must be an alloy of silver and a bit of meteorite. POW is given to the whistle in a day-long ceremony, and an animal of at least rooster size must be sacrificed. The ritual costs the caster 1D4 SAN. For each point of POW given to the whistle, add 10 percentiles to the chance of successfully casting Summon Byakhee.

Enthrall Victim: Entrances the target. The spell costs the caster 1D6 SAN and 2 magic points. He must be able to speak calmly with the target before the spell can take effect. After a round or so of talking, the caster can match his magic point against the target's on the resistance table. If overcome, the victim stands struck, numb and dumb, until retrieved from the trance by direct physical damage or a similarly-drastic event. If the caster fails to overcome the target, he may recast the spell the following round.

Eye Of Light And Darkness: Weakens many Mythos agents and servants. This powerful sigil must be worked into a hard natural substance such as granite, and then placed on a high place near the area to warded. The Eye must be created in the afternoon before the full moon rises. At moonrise, the blood of an innocent (that is, someone without Cthulhu Mythos knowledge) must be used to fill the pupil of the Eye once per hour until the moon sets. Only a few ounces of blood are thus needed.

A number of participants must chant together as the first blood is given, repeating aloud *sa-ma, sa-ma, te-yo, sa-ma,* and so on till the moon sets. When the moon next rises, the pupil of the Eye is activated and begins to glow. Once activated, the symbol disappears within the substance into which it has been etched, chiseled, or otherwise physically inscribed, and cannot then be removed by any physical or ordinary magical agent or spell. When nearby, those who created it (and only them) always are able to see the dim nimbus which the Eye emanates.

The ward requires 100 POW from the people chanting for the spell, not necessarily given with their knowledge. Each hour of the chant, the Eye randomly leeches 1D4 POW from each chanter until exactly 100 POW have been absorbed. A character losing all Power drops dead. If 100 POW is not accumulated before moonset, the activation of the ward fails, all leeched Power is lost, and the procedure must be started again from scratch if a ward is still to be created.

An Eye Of Light And Darkness is powerful. It weakens agents, monsters, and minions of the Outer Gods and Great Old Ones who enter the area it protects, damaging them at the rate of 1 magic point per hour. If such a servant remains within the Eye's effect until its magic points reach zero, it disintegrates. Contact, Call, and Summon spells may not be cast within the reach of the Eye.

The effect of the Eye extends in a 10-mile radius from it, but it does not penetrate more than 20 feet of rock or metal. If placed on a moutainside, for instance, it would protect only that side of the mountain.

To destroy an Eye requires a spell unique to that Eye, the characteristics of which may take years to deduce.

Find Gate: Makes apparent to the caster any Gate to or from another world or plane, if it is within the caster's vision. The spell costs 1 magic point and 1D3 SAN. This spell locates: it does not empower anyone to open close, create, or to pass through any gate.

Fist Of Yog-Sothoth: Hits the target with an invisible blow of varying intensity. This spell costs a varying amount of magic points as well as 1D6 SAN. The caster must be able to see the target directly. The spell takes effect instantaneously. It can affect only a single target.

Each magic point included in the spell yields 1D6 STR of targetable force. For every 30 feet of distance that the caster stands from the target, the STR of the blow decreases by 1D6.

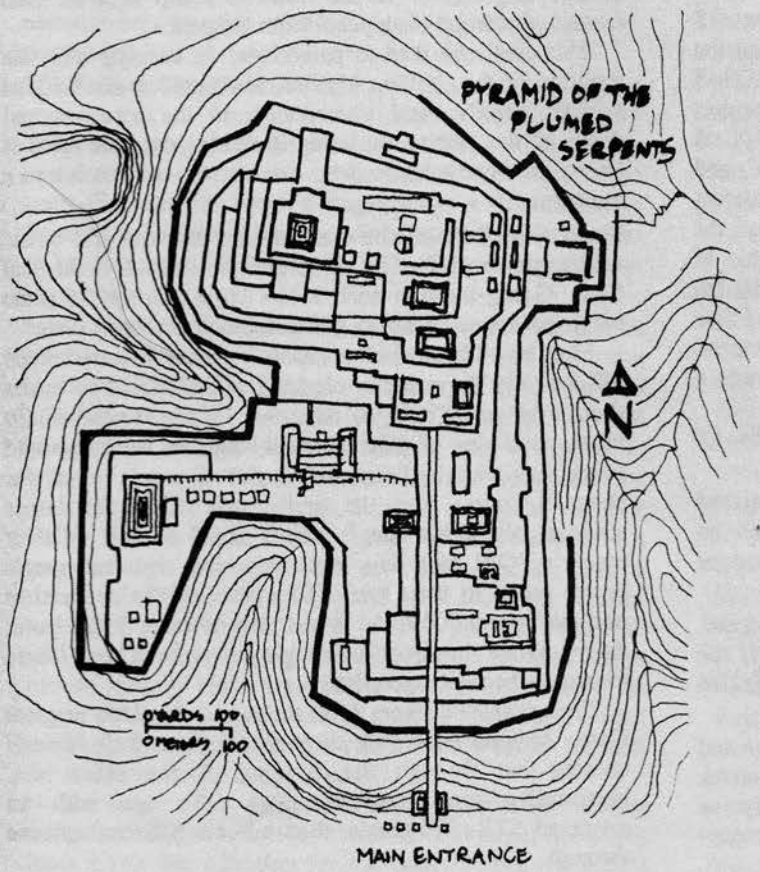
When the target is struck, match the actual STR of the blow against the target's CON+STR on the resistance table. If the blow overcomes the target, then the target is knocked unconscious. Whether or not the target is left unconscious, the target always is pushed away from the caster for a distance in feet equal to the actual rolled STR of the blow minus the target's SIZ. For every 5D6 STR in the blow, the target additionally takes 1D6 damage.

The spell also can be used against the STR of inanimate objects such as doors or walls. Results may be obvious in some cases, but for the most part keepers will have to determine these cases, perhaps by the result actually rolled.

Flesh Ward: Grants a varying amount of armor against physical attack. The spell costs 1D4 SAN and a varying amount of magic points. Each magic point spent gives the caster (or a chosen target) 1D6 points of armor against non-magical attacks. This protection wears off as it blocks damage. Thus, if a character had 12 points of Flesh Ward as armor, and was hit for 8 points of damage, his Flesh Ward would be reduced to 4 points. Once cast, it may not be reinforced with further magic points. The spell takes 5 rounds to cast, and lasts 24 hours or until all the armoring effect has been used up. Flesh Ward gives no protection against enchanted weapons.

Grasp Of Cthulhu: Immobilizes one or more targets with crushing pressure, temporarily robbing varying STR as well. The charm costs 2D6 magic points per minute, as well as 1D6 SAN for the initial cast. It can be extended for as many minutes as the caster's magic points can buy without additional SAN cost, but the caster must concentrate on the spell during that time. The spell's range is 10 yards. It is instantaneous, and can affect more than one person at a time, but each additional target costs an additional 2D6 magic points per minute.

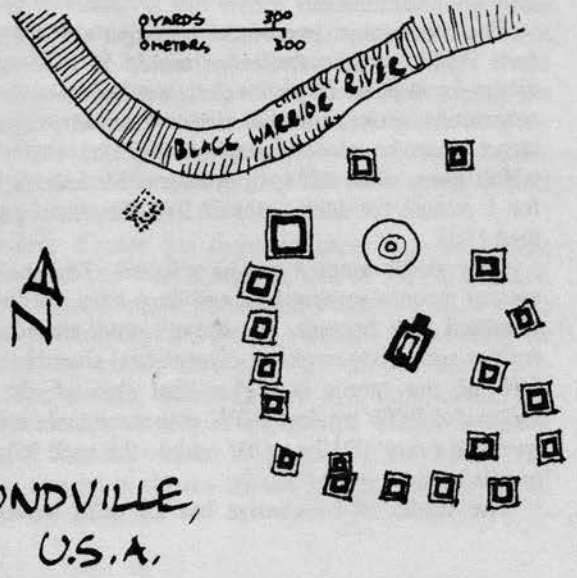
Resolve this spell on the resistance table, the POW of the caster separately against the POW of each target. If the caster wins, the victim feel great pressure and is unable to move, as though wrapped by the mighty tentacles of great Cthulhu. If there are multiple targets, one target may be attacked successfully while another target fends off the attack. For each minute the spell lasts, the target temporarily loses 1D10 STR points; if the target's STR drops to zero or less, he or she falls unconscious.



XOCHICALCO, MEXICO

The main structures were built and used during the last half of the first millenium. This is a hilltop site, with many descending terraces. The main pyramid is the highest point of the complex. The main entrance is the long avenue which starts at the bottom of the drawing. There is a ball court to the left of the top of the entrance avenue, as well as a series of small altars. All over the small city are underground ways and rooms, the purposes of which are conjectural. Xochicalco is an excellent example of the sort of lost city that adventurers might stumble across. The actual site is in Morelos, south of Mexico City.

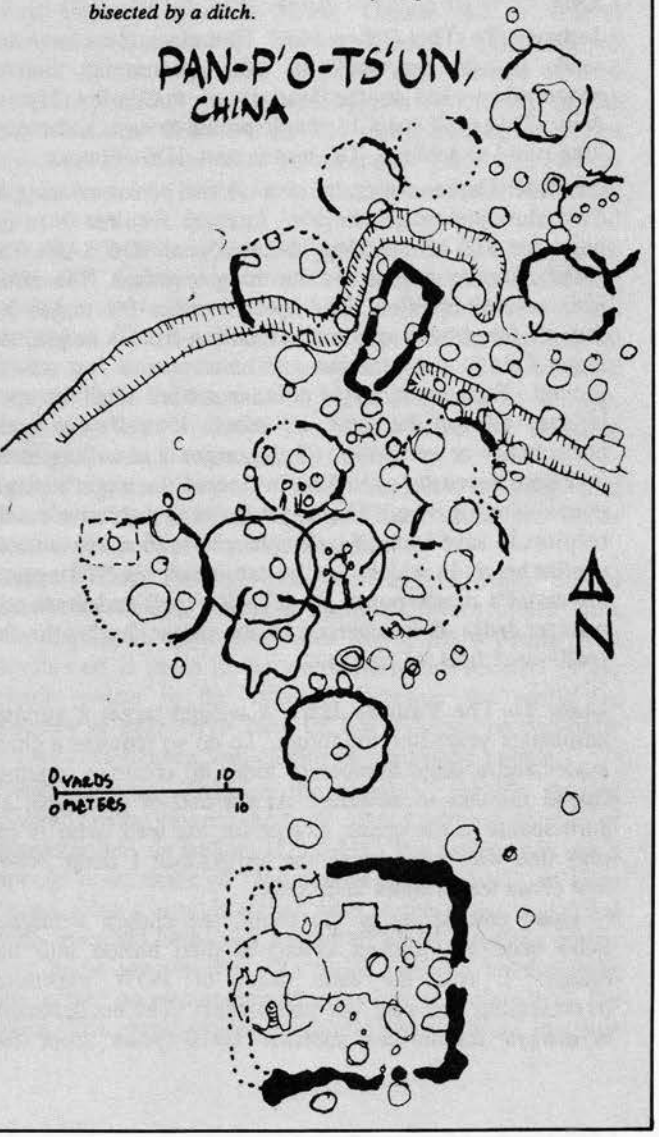
The Moundbuilders of the Mississippi Valley may have been influenced by the brilliant Mexican cultures to the south, but they were indigenous peoples, as eyewitness reports in the 16th and 18th centuries make clear. Like the early Nile cultures, the villagers worked land which was annually renewed by floods, and the people were led or ruled by a priestly class obsessed with death. Every pyramid originally had some sort of sacred temple or religious structure atop, made of wood and thatch. In the example of the Moundville structures, they appear to be grouped around an open ceremonial center. Note that one mound is circular, not pyramidal.



MOUNDVILLE, U.S.A.

The Pan-P'o site dates from about 4500 B.C., and can be taken by the keeper as typical of small primitive villages. There are slightly more than a dozen circular homes outlined by their remaining foundations. There are many storage wells (the smallest circles shown, and many not shown) which were dug into the ground as far as 20 feet, and were lined with burned clay as protection. The site is bisected by a ditch.

PAN-P'O-TS'UN, CHINA



Hands Of Colubra: Turns the hands of the caster into the foreparts of venomous snakes. The spell costs 12 magic points and 1D10 SAN; it can be used only on the caster; it takes a full round to cast. The effect lasts 1D3+3 combat rounds. The transformed snakes can bite targets up to 8 feet distant. Each snake has the caster's DEX x5 chance to hit, each bite does 1D3 damage by itself, and each hit injects a venom of potency equal to the current magic point total of the caster. Match the potency of the venom against the target's CON on the resistance table. If the venom attack succeeds, the victim loses 1D10 hit points per round until the hit points lost equal the venom's potency. At that point the poison is neutralized and does no further damage, but a second bite starts a second, new attack.

Sanity loss is 0/1D6 for witnessing the Hands Of Colubra.

Heal: Speeds natural healing, halving the required recovery time. The spell costs 3 magic points and no SAN. It takes five minutes to cast. The recipient must be touched by the caster or the spell cannot take effect.

Implant Fear: Grips the target with a soul-chilling dread. It costs the caster 12 magic points and 1D6 SAN; the sudden unexpected feeling of dread costs the target 0/1D6 SAN.

Journey To The Other Side: Entrances the caster and sends his or her spirit to other planes as desired, conceivably even to the location of a Cthulhu Mythos deity. This spell costs 15 magic points to cast, and a day-long ritual to achieve. The trance lasts 1D6+3 hours.

Levitate: Causes the caster or a chosen person or thing to float slowly through the air. Levitate requires 1 magic point per SIZ of the thing levitated, and 1D6 SAN. The caster must be able to see the thing levitated. The effect lasts several minutes. The spell levitates the target 3-5 feet off the ground or floor. If falling from a height, the target falls in slow motion and halts several feet off the ground. Each extra magic point expended after the spell is cast allows the user to move himself one yard horizontally or vertically. (If the target is unwilling to be levitated, the caster must first overcome the target's magic points with his own.) The target floats at the caster's will, helpless to save himself unless he can grab a tree limb or similar brace, in which case he can match his STR against the caster's magic points (both in the spell and those still unexpended). If he overcomes the caster, he breaks the spell – and falls, of course.

Look To The Future: Hurls a willing target a varying number of years into the future. To do so requires a chant leader and a large number of aides all chanting together for 45 minutes to an hour. At the end of that time, all participants in the chant, except for the lead (who is the only one who must know the spell), lose 1 point POW. The chant leader loses 2D6 SAN.

Upon completion of the chant, the chosen volunteer (who need not himself chant) is then hurled into the future: 1 year for each point of POW expended (representing one year per participant). The enchantment is always inaccurate: subtract 1D10 years from the desired target date. If the result is a trip into the past instead, the target disappears from existence.

This spell can lead to paradoxes. In keeping with the tradition of the Cthulhu Mythos, any paradox should lead swiftly, grimly, and immediately to the madness and death of the person initiating it. This powerful spell is known by Nyarlathotep, who may or may not teach it to a worshiper.

Make Gate Boxes: Allows creation of two magical boxes which open and thereby form the two ends of a magical Gate. Going through such a box costs exactly the same magic points and SAN as going through a normal Gate.

First, two identical boxes must be made to any desired SIZ (usually the caster's averaged SIZ+STR). The boxes should be open only at one end. Then the necessary ritual, consisting of placing one's hands on the boxes and conceiving certain lines and angles in one's mind for about 5 hours, must be performed. Then the boxes automatically drain magic points equal to half of their maker's POW each day, until they have absorbed magic points equal to their total SIZ x100. (If the maker has odd-numbered POW, the boxes take an extra magic point daily.) When the necessary magic points have been taken, the boxes become operative.

The completed boxes form the two ends of the magical Gate. Anyone squeezing through one box finds himself coming out through the opening of the other box, presumably some distance apart. No one with an averaged STR+SIZ greater than a box's SIZ can squeeze through.

Mental Suggestion: Causes the target to fall under the control of the caster for one round, doing what is commanded. The spell costs 8 magic points and 1D8 SAN, and takes 3 rounds to cast. The sorcerer can cast it on any target he can see with the unaided eye. Match the caster's magic points against the target's, on the resistance table. Success is total, and can include the command to attempt suicide or make a murderous assault on a friend.

Mesmerize: The user can command any being with human blood in its veins for a short time. The caster loses 1D6 SAN, but no magic points, and must have at least 50% Occult and 50% Cthulhu Mythos. The spell takes only an instant to cast.

The caster must overcome the target's POW with his own POW, on the resistance table. If successful, the victim is stopped in his tracks, and becomes subject to commands spoken in the victim's native tongue. The target must be close enough to see the caster's eyes, which glow while the spell operates. Mesmerization lasts for 1 minute for each point of INT the caster possesses, then ends.

Only single victims can be affected. The spell works agianst modern serpent folk and deep ones, for they have interbred with humans, but doesn't work on non-human entities such as shantaks or dimensional shamblers. If the INT of the target is higher that that of the caster, successful POW against POW resistance-table rolls must be made every 1D10 combat rounds the spell is in effect, or it is broken.

The victim of Mesmerize has all skills halved while

carrying out physical actions. He carries out all that is commanded by the caster, even to his own self-destruction.

Mindblast: The victim of this spell loses 1D4 SAN and goes insane, as from a terrible shock (that is, lose 5+ SAN and succeed on an Idea roll). The spell costs the caster 1D3 SAN and 10 magic points. To succeed, he must overcome the target's magic points with his own, on the resistance table. The target is affected for that number of hours equal to 20 minus his INT, after which he or she recovers.

Mind Exchange: Allows the caster to trade minds with another individual. The caster loses 1D3 SAN and must expend that number of magic points equal to the target's POW the first time the spell is cast. Thereafter, the cost goes down 1 magic point per casting until it reaches 1, where it remains. The SAN cost does not decrease. This spell can be cast at any range, whether or not the victim is visible to the caster. The caster must overcome the target's magic points with his own each time the spell is cast, until the cost for casting the spell has been reduced to 1, when he no longer needs to do so and can transfer at will, using only a strong mental effort. The spell caster cannot initially stay more that a few minutes inside the target's body, but progressively does so longer and longer until at last he can stay there indefinitely (after the cost for transfer is only 1 magic point).

The target of the spell must strongly favor (be in love with, for instance) the spellcaster. If the target somehow loses his or her affection for the caster before the spell's cost is reduced to 1, the caster can no longer affect him or her. If the love is regained, the spell takes up where it left off. The victim may lose SAN upon finding himself or herself in another's body.

Mind Transfer: allows the caster to permanently trade minds with the target, usually to attain longer life at the target's expense. The spell requires 10 magic points to cast, and the caster must then involve himself in a struggle of magic points against magic points on the resistance table. If the spell is successfully completed, it costs the coaster 1D10 SAN and the victim 1D20 SAN. If the caster wins, he enters the body of the victim, and the trade is made. If the victim successfully resists, the caster must immediately cast the spell again (lose 10 more magic points) or his soul dissipates into eternity. If the caster runs out of magic points before overcoming the target, his mind then dissolves and the cad is gone forever. Once a target is chosen, the caster cannot transfer his efforts to an alternate target. The wise caster of this risky spell seeks victims with low POW.

Nightmare: Causes the target to experience a horrible nightmare, awake with a scream, and to lose 1D3 SAN. The spell costs 8 magic points and 1 SAN; it takes effect only on a sleeping individual, whose name must be known to the caster. The spell can take effect at any range. The shaken victim awakes in a cold sweat, but cannot remember the contents of the dream unless a successful Psychoanalysis is performed on him. The dream's content is chosen by the keeper, not the caster, and necessarily must be closely related to the life and habits of the caster.

Pipes Of Madness: May drive hearers insane. This spell must be cast with an enchanted bone whistle made by the ritual in Create Curse Whistle. The caster plays a specific weird melody on the pipes. He must expend 5 magic points every 5 rounds that he maintains the piping. He loses 1D6 SAN in casting the spell, and also is affected by the spell.

Any character within earshot who receives a failed Sanity roll loses 5 SAN and immediately goes insane for 1D10 days, scrabbling frantically at the ground, frothing and biting himself, and shrieking in fear when touched. If a listener receives a successful Sanity roll, he loses only 1D3 SAN. The non-succumbing listener must attempt a new SAN roll every 5 rounds that the pipes can be heard, until he succumbs. Characters with 0 SANs are unaffected by this spell.

Power Drain: Drains magic points from the target. The spell costs 1D8 SAN. The caster's magic points are matched against the target's. If the caster wins, then the target loses 1D6 magic points – and the caster gains them. If the caster fails to overcome the target, the caster loses 6 magic points.

Red Sign Of Shudde M'ell: Causes one or several victims to die horribly. This spell takes 1 full round, 3 magic points, and 1D8 SAN to cast. When formed correctly, a dull red symbol glows in the air as the caster's finger describes it. The sign's maleficent effects manifest the round after its creation. Once formed, the sign must be maintained by concentration, and the expenditure of 3 more magic points each additional round. All those within 10 yards of the sign's presence take 1D3 damage each round as their bodies quake and spasm, and their internal organs and blood vessels convulse. Those exposed to the sign and further than 10 yards but nearer than 30 yards lose one hit point each round. Those further than 30 yards away take no damage. It is possible to escape the sign's effect by crawling behind a wall or other opaque barrier.

The caster himself must remain standing and concentrating, next to the sign. Each round the caster takes 1 hit point of damage himself.

Seal Of Isis: Provides protection against magic cast at inanimate objects within a specific 50-foot cube. This warding spell requires 1 hour and 1 SAN point. Any spells cast at items in the warded area are resisted by the magic points in the warding, whether the spells are sensory or aggressive. Seal Of Isis provides no particular physical resistance, and cannot be used upon people.

Send Dreams: Subjects the target to specific dreams desired by the caster. The spell costs a varying number of magic points, as well as 1D3 SAN. The caster must use a special bowl made of "the copper from above", an alien metal. Such a bowl is etched with certain runes, and filled with specified herbs and a dram of blood from the caster. The herbs are set afire. As weird greenish smoke rises, the caster concentrates and casts magic points into the spell. The magic points energizing the spell are matched

against the magic points of the target, and a resistance table roll determines the winner. The spell lasts two minutes for every magic point put into it.

The target must be asleep and within 20 miles of the caster. The dreams may be anything the caster desires, but one usual use of the spell is to send visions of Mythos entities to lower the Sanity of the target: SAN loss from these visions is one-tenth normal (round up fractions). A dream-vision of Azathoth, for instance, costs 1 SAN if the Sanity roll succeeded, and 1D10 SAN if it failed. The caster cannot send a vision of any god whom he has not witnessed. The spell cannot transmit orders or wishes, nor hypnotize the dreamer, who knows only that he or she is having strange dreams.

Any good herbalist can supply the herb mixture, but the bowl of "copper from above" is a different story – that unearthly alloy is rare here.

Soul Singing: Causes the target to see and hear only what the caster desires. The spell costs the caster 8 magic points and 1D4 SAN. The caster also must play an enchanted bone whistle (see Create Curse Whistle). This spell takes effect only if the intended victim's magic points are overcome by the caster's on the resistance table. Soul Singing is aimed at a single victim who, seeing what the piper wishes him to, is led on in a trance-like state to the doom or destruction desired. The spell affects only a single target; others present cannot hear the tune unless their players succeed in POW x3 or less rolls on D100: then they hear a faint, non-directional piping of strange melodies.

Steal Life: Drains life from a victim to make the caster younger. This cruel spell costs 8 magic points and 1D20 SAN. To cast the spell, the target must be within sight and hearing of the sorcerer, who must overcome the target's magic points with his own, on the resistance table. The target begins to age and decay while yet alive, and transfers his innate life and vitality to the sorcerer. Each combat round after the spell is cast, the target loses 1 point each of STR, CON, DEX, POW, and APP. For each total point drained from the target, the caster becomes a week younger. For example, if the spell were cast upon a random derelict who had 8 points in each characteristic, the caster would become 40 (8x5) weeks younger. Meanwhile, the target withers, turns gray, and flakes away. At the end of the spell, the target has become a horrid dry husk. Seeing this husk costs a viewer 0/1D6 SAN.

If this spell is not cast on the night of the full moon, the caster does not gain the benefits of restored youth, but the victim still dies. If the caster of the spell is slain before the victim dies, the spell cancels and the victim's lost characteristics return to him or her.

Summon Bird: Though it costs no SAN to cast, it does require the expenditure of 1 magic point per 10 percentiles chance for success, and the user must chant for 1D6 hours, all the while mentally visualizing the type of bird desired. At the end of the chant, the desired bird flies down to the chanter. Only birds naturally found in the area of the caster can be summoned via this spell.

Summon Child Of Yig: A normal Summon spell, which can be cast only in an area where Yig's worship is strong, or where it has been strong within the last few hundred years. It brings one of Yig's special snakes, which suddenly coils around the caster's leg without warning, costing 1D4 SAN if the caster fails his SAN roll. This extra loss occurs only the first time the snake is called; the caster will expect it thereafter.

Summon Dhole: Not an ordinary Summon spell, though it does call up a dhole. It must be chanted together by a large group of people, each of whom must know the spell, though not necessarily the intent. Each contributes 1 magic point to the summoning; the chant leader loses 1D6 magic points. The chant lasts several hours. It summons a random dhole; the total magic points expended by the chanters must exceed the dhole's SIZ or the spell fails. Thus, if 400 people chant, a dhole of SIZ 400 or greater could not appear. The chant leader can attempt to overcome the magic points of the summoned dhole with his own and, if successful, the dhole is under his control when it appears. It remains controlled by him until he frees it, either voluntarily or by losing his concentration, falling asleep, etc. At present, this spell probably is not known to any human nor does it exist in any earthly text.

Summon Ghost: Brings forth a ghost which can answer truthfully certain questions. This spell costs 10 magic points and 1D3 SAN. The casting must be performed at night. A mammal's blood is poured upon the gravestone or ashes of the dead that the caster wishes to contact. The spirit will not wish to enter this world and the caster must best it by overcoming its magic points with his own, to force it to appear. SAN loss for viewing the ghost varies with the ghost, which usually appears in the form it took just before death.

The ghost summoned by this spell can take no action but to answer questions about events occuring in the spirit's lifetime. Each question asked costs the caster another magic point and another resistance table struggle. When the spirit is victorious in the struggle, or after an hour or so in any case, it departs.

Summon Spirit Of The Dead: Allows the caster to force the appearance of the ghost of anyone whom he has personally killed. The spell takes 1 round to cast. The spirit only appears for a short time (1-2 rounds), and must reenact movements made before the person's death. The spirit is immaterial, and thrown objects, bullets, and fists pass right through it. It cannot physically harm anyone or anything.

Voice Of Ra: Increases certain caster skills and a characteristic. The spell requires 5 magic points and 1 SAN. The ritual takes two hours to complete; a variety of herbal components are burned during the casting. For 24 hours, the spell adds 1D10 APP to the caster, and increases by 20 percentiles each the caster's Bargain, Credit Rating, Debate, Fast Talk, Oratory, and Psychology skills.

Wave Of Oblivion: Causes a powerful wave to smash down at the caster's direction. The spell costs 30 magic points and 1D8 SAN to cast. Sufficient quantities of salt

water must be present to create the wave, and the caster must be able to see the target. The wave is of 10x10x30 feet wide, great enough to capsize a small sloop. Were several to many spells cast at once, a large ship could be swamped. Needless to say, ships, boats, and people swallowed by such waves vanish forever below the surface.

Wither Limb: Causes restricted permanent damage to the target. The spell costs the caster 8 magic points and 1D6 SAN. It takes 1 round to cast and the target must be within 30 yards. If the caster overcomes his target's magic points with his own, he causes the desired limb (arm or leg only) to wither and shrivel, leaving to the victim 1D8 hit points of damage and a permanent loss of 3 CON. The victim and any other witnesses lose 0/1D3 SAN. □

Ritual Curses

Here follow actual ritual curses from human history. Uses for these should spring to the mind of every keeper worth his salt.

Excommunication Ritual by Pope Clement VI

Let him be damned in his going out and in his coming in.
The Lord strike him with madness and blindness.
May the heavens empty upon him thunderbolts and the wrath of the Omnipotent burn itself unto him in the present and future world.
May the Universe light against him and the earth open to swallow him up.

Gypsy Curse

May you wander over the face of the Earth forever,
never sleep twice in the same bed,
never drink water twice from the same well,
and never cross the same river twice in a year.

Ritual Curse of the Todas (India)

Die, may he:
Tiger, catch him;
Snake, bite him;
Steep hill, fall down on him;
River, flow over him;
Wild boar, bite him.

Curse Upon the City of Babylon

It shall never be inhabited, neither shall it be dwelt in from generation to generation: neither shall the Arabian pitch tent there; neither shall the shepherds make their fold there.

But wild beasts of the desert shall lie there; and their houses shall be full of doleful creatures; and owls shall dwell there, and satyrs shall dance there.

And the wild beasts of the islands shall cry in their desolate houses, and dragons in their pleasant palaces: and her time is near to come, and her days shall not be prolonged.

– Isaiah 13: 20-22

Ancient Egyptian Curse to Inflict Catalepsy or Death

I invoke thee who art in the void air, terrible, invisible, almighty, god of gods, dealing destruction and making desolate, O thou that hatest a household well established. When thou wast cast out of Egypt and out of the country thou wast entitled, *He that destroyeth all and is unconquered.*

I invoke thee, Typhon Set, I perform thy ceremonies of divination for I invoke thee by thy powerful name in words which thou canst not refuse to hear:

Io erbeth, Iopakerbeth, Iobolkhoseth,
Iopatathnax, Iosoro, Ioneboutosoualeth,
Aktiophi, Ereskhigal, Neboposoaleth,
Aberamenthoou, Lerthexanax, Ethreluoth,
Nemareba, Aemina,

entirely come to me and approach and strike down him or her with frost and fire; he has wronged me and has poured out the blood of Typhon beside him or her: therefore I do these things.

– from the Leyden Papyrus

A Hindu Magician's Curse Against an Enemy

Herewith I pierce this man. With poverty I pierce him. With disappearance I pierce him. With defeat I pierce him. With Grahi* I pierce him. With darkness I pierce him.

I summon him with the awful cruel orders of the Gods.

I place him between Vaishvanara's** jaws. Thus or otherwise let her swallow him up.

Him who hates us may his soul hate, and may he whom we hate hate himself.

We scorch out of heaven and earth and firmament the man who hates us.

Suyaman son of Chaksus!†

Here I wipe away the evil dream on the descendant of Such-a-one, sone of Such-a-woman.††

Whatsoever I have met with, whether at dusk or during early night, whether waking or sleeping, whether by day or by night. Whether I meet with it day by day, from that do I bribe him away.

Slay him; rejoice in this; crush his ribs.

Let him not live. Let the breath of life forsake him.

– THE ATHARVA-VEDA, Book 16, Incantation 7

** a type of female fiend.*
*** a name for Agni, god of fire.*
† refers to the charm itself, personalizing it, and roughly meaning, "Well-Met, son of Vision."
†† here insert the victim's name, and the name of his mother. □

Excerpts and Prayers

Excerpts included come from the ***Necronomicon, Revelations of Glaaki, Al Azif,*** *and the writings of an old Dutch wizard. An old sacrificial prayer and a ritual for the Great Old Ones is also included.*

Nor is it to be thought that man is either the oldest or the last of earth's masters, or that the common bulk of life and substance walks alone. The Old Ones were, the Old Ones are, and the Old Ones shall be. Not in the spaces we know, but *between* them, they walk serene and primal, undimensioned and to us unseen. *Yog-Sothoth* knows the gate. *Yog-Sothoth* is the gate. *Yog-Sothoth* is the key and guardian of the gate. Past, present, future, all are one in *Yog-Sothoth.* He knows where the Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread. By Their smell can men sometimes know Them near, but of Their semblance can no man know, *saving only in the features of those They have begotten on mankind;* and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is *Them.* They walk unseen and foul in lonely places where the Words have been spoken and the Rites howled through at their Seasons. The wind gibbers with Their voices, and the earth mutters with Their consciousness. They bend the forest and crush the city, yet may not forest or city behold the hand that smites. Kadath in the cold waste hath known Them, and what man knows Kadath? The ice desert of the South and the sunken isles of Ocean hold stones whereon Their seal is engraven, but who hath seen the deep frozen city or the sealed tower long garlanded with seaweed and barnacles? Great Cthulhu is Their cousin, yet can he spy Them only dimly. *Ia! Shub-Niggurath!* As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold. *Yog-Sothoth* is the key to the gate, whereby the spheres meet. Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, after winter summer. They wait patient and potent, for here shall They reign again.

– *translated directly from Olaus Wormius' Latin translation of the* Necronomicon

The nethermost caverns, are not for the fathoming of eyes that see; for their marvels are strange and terrific. Cursed the ground where dead thoughts live new and oddly bodied, and evil the mind that is held by no head. Wisely did Ibn Schacabao say, that happy is the town where no wizard hath lain, and happy the town at night whose wizards are all ashes. For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs *the very worm that gnaws;* till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.

– *translated directly from Olaus Wormius' Latin translation of the* Necronomicon

Beyond a gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'golonac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'golonac; but when his name is spoken or read he comes forth to be worshiped or to feed and take on the shape and soul of those he feeds upon. For those who read of evil and search for its form within their minds call forth evil, and so may Y'golonac return to walk among men and await the time when the earth is cleared off and Cthulhu rises from his tomb among the weeds, Glaaki thrusts open the crystal trapdoor, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the moon-lens, Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind.

– *from the* Revelations of Glaaki, *volume 12*

The secrets of the monstrous Primal Ones whose cryptic words relate the hidden things that were before man; the things no one of Earth should learn, lest peace be for ever

forfeited; shall by me never suffer revelation. To Yian-Ho, that lost and forbidden city of countless eons whose place may not be told, I have been in the veritable flesh of this body, as none other among the living has been. Therein have I found, and thence have I borne away, that knowledge which I would gladly lose, though I may not. I have learnt to bridge a gap that should not be bridged, and must call out of the Earth That Which should not be waked or called. And what is sent to follow me will not sleep until I or those after me have found and done what is to be found and done.

That which I have awaked and borne away with me, I may not part with again. So it is written in the *Book of Hidden Things.* That which I have willed to be has twined its dreadful shape around me, and – if I live not to do the bidding – around those children born and unborn who shall come after me, until the bidding be done. Strange may be their joinings, and awful the aid they may summon till the end be reached. Into lands unknown and dim must the seeking go, and a house must be built for the outer guardians.

This is the key to that lock which was given me in the dreadful, eon-old, and forbidden city of Yian-Ho; the lock which I or mine must place upon the vestibule of That Which is to be found. And may the Lords of Yaddith succor me – or him – who must set that lock in place or turn the key thereof.

– translation of a writing left by a Dutch wizard

... is the Lord of the Wood, even to ... and the gifts of the men of Leng ... so from the wells of night to the gulfs of space, and from the gulfs of space to the wells of night, ever the praises of Great Cthulhu, of Tsathoggua, and of Him Who is not to be Named. Ever Their praises, and abundance to the Black Goat of the Woods. Ia! Shub-Niggurath! The Goat with a Thousand Young!

[response]: Ia! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young!

And it has come to pass that the Lord of the Woods, being ... seven and nine; down the onyx steps ... [tri]butes to Him in the Gulf, Azathoth, He of Whom Thou has taught us marv[els] ... on the wings of night out beyond space, out beyond th ... to That Whereof Yuggoth is the youngest child, rolling alone in black aether at the rim ...

[response]: ... go out among men and find the ways thereof, that He in the Gulf may know. To Nyarlathotep, Mighty Messenger, must all things be told. And He shall put on the semblance of men, the waxen mask and the robe that hides, and come down from the world of Seven Suns to mock ...

... [Nyarl]athotep, Great Messenger, bringer of strange joy to Yuggoth through the void, Father of the Million Favoured Ones, Stalker among ...

– fragmentary ritual or prayer to the Great Old Ones

What if, parallel to the life we know, there is another life that does not die, which lacks the elements that destroy *our* life? Perhaps in another dimension there is a *different* force from that which generates our life. Perhaps this force emits energy, or something similar to energy, which passes from the unknown dimension where *it* is and creates a new form of cell life in our dimension. No one knows that such cell life does exist in our dimension. Ah, but I have seen *its* manifestations. I have *talked* with them. In my room at night I have talked with the Doels. And in dreams I have seen their maker. I have stood on the dim shore beyond time and matter and seen *it*. It moves through strange curves and outrageous angles. Some day I shall travel in time and meet *it* face to face.

– from The Secret Watcher
by the late Halpin Chalmers

O friend and companion of night, thou who rejoices in the baying of dogs and spilt blood, who wanderest in the midst of shades among the tombs, who longest for blood and bringest terror to mortals, Gorgo, Mormo, thousand-faced moon, look favourably on our sacrifices!

– old evil prayer

It is verily known by few, but is nevertheless an attestable fact, that the will of a dead sorcerer hath power upon his own body and can raise it up from the tomb and perform therewith whatever action was unfulfilled in life. And such resurrections are invariably for the doing of malevolent deeds and for the detriment of others. More readily can the corpse be animated if all its members have remained intact; and yet there are cases in which the excelling will of the wizard hath reared up from death the sundered pieces of a body hewn in many fragments, and hath caused them to serve his end, either separately or in a temporary reunion. But in every instance, after the action hath been completed, the body lapseth into its former state.

– from Al Azif

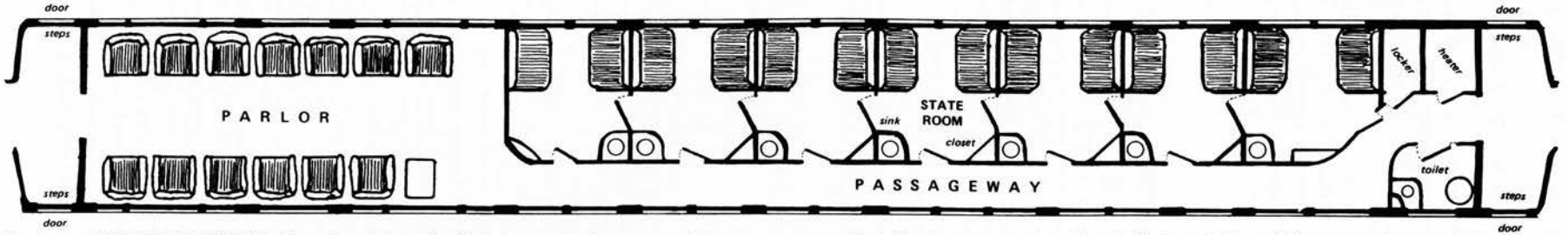
Many and multiform are the dim horrors of Earth, infesting her ways from the prime. They sleep beneath the unturned stone; they rise with the tree from its root; they move beneath the sea and in subterranean places; they dwell in the inmost adyta; they emerge betimes from the shutten sepulchre of haughty bronze and the low grave that is sealed with clay. There be some that are long known to man, and others as yet unknown that abide the terrible latter days of their revealing. Those which are most dreadful and the loathliest of all are haply still to be declared. But among those that have been revealed aforetime and have made manifest their veritable presence, there is one that may not openly be named for its exceeding foulness. It is that spawn which the hidden dweller in the vaults has begotten upon mortality.

– from the Necronomicon

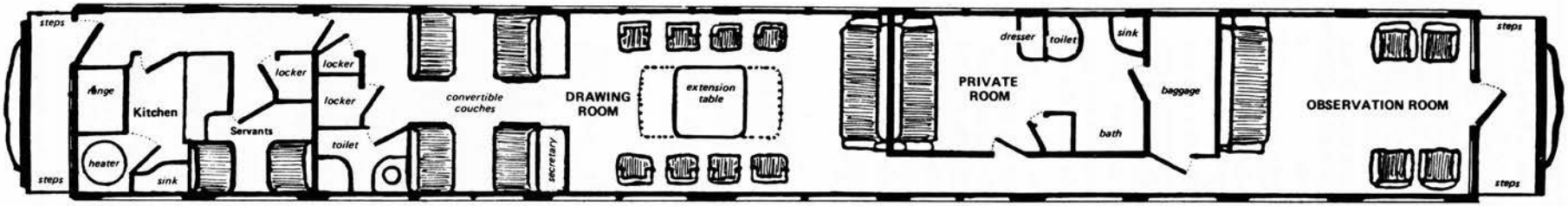
□

Railway Coaches

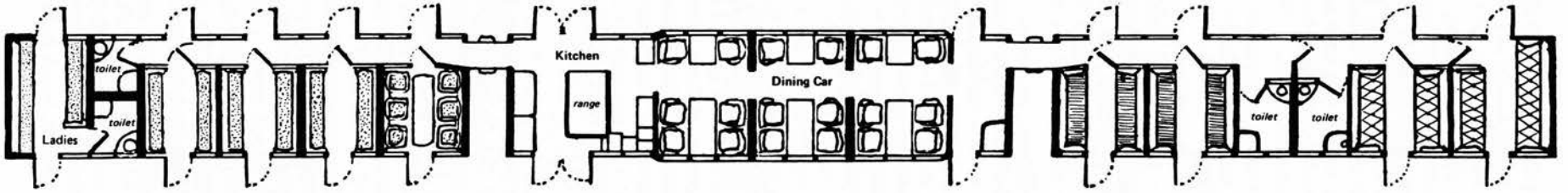
This PULLMAN COMPARTMENT SLEEPING AND PARLOR CAR is one of the many arrangements produced by that company. This one features seven private state rooms connectable by interior doors, which could be kept locked or unlocked depending upon the size of the party of travellers and their desire for privacy; notice that adventurers could move down the coach either through the passageway or through the connecting rooms. The beds unfolded, and in the daytime were small settees. At night, with the beds made up, there was barely enough room to open the state room door. The coach could be entered by outside doors at either side of either coach end, as well as from adjoining cars.



Here is a sample PRIVATE RAILWAY CAR. Other such cars had several smaller state rooms, or perhaps a more central location for the kitchen, giving added separation and privacy to the ends of the car. This car is notable for the generosity of its few rooms, and was built for one man or one family. Entrances again are at either end, from either side. The private car was not built so that foot traffic on the train passed through it; entrance from the main train is possible only by leaping the coupling holding the private car to the train, at the kitchen end of the car. Private cars were always attached to the ends of trains, and the Observation Room would always look out over the vista which had just been passed. This car has available three unfoldable doubles and three singles, enough for an entire party of adventurers. Private cars could be attached either to regularly-running trains, or to a rented locomotive, though passage would have to be cleared for such special trains.



These EUROPEAN-STYLE CARS were built at about the turn of the century, for service on British railroads. The obvious difference between U. S. and European coaches is that the European coach has compartments which are entered directly from the station platform, an advantage in the ease of movement. The special third-class ladies' section allowed poor but virtuous women to segregate themselves from the potentially rowdy and rude behavior of males—their portion of the train could be entered only while the train was halted. Notice also how the kitchen separated third-class from the monied part of the train, forbidding interior movement. Since compartments were entered directly from the platform, there was no need for full movement down the length of the train; ticket-takers would wait for the next station to enter the next series of cars.



"ONE OF THE WEIRDEST as well as most melancholy stories of human deformity is that of Edward Mordake, said to have been heir to one of the noblest peerages in England. He never claimed the title, however, and committed suicide in his twenty-third year. He lived in complete seclusion, refusing the visits even of the members of his own family. He was a young man of fine attainments, a profound scholar, and a musician of rare ability. His figure was remarkable for its grace, and his face – that is to say, his natural face – was that of an Antinous [the ancient favorite of the Roman Emperor Hadrian]. But upon the back of his head was another face, that of a beautiful girl, 'lovely as a dream, hideous as a devil.' The female face was a mere mask, 'occupying only a small portion of the posterior part of the skull, yet exhibiting every sign of intelligence, of a malignant sort, however.' It would be seen to smile and sneer while Mordake was weeping. The eyes would follow the movements of the spectator, and the lips would 'gibber without ceasing.' No voice was audible, but Mordake avers that he was kept from his rest at night by the hateful whispers of his 'devil twin,' as he called it, 'which never sleeps, but talks to me forever of such things as they only speak of in hell. No imagination can conceive of the dreadful temptations it sets before me. For some unforgiven wickedness of my forefathers I am knit to this fiend – for a fiend it surely is. I beg and beseech you to crush it out of human semblance, even if I die for it.' Such were the words of the hapless Mordake to Manvers and Treadwell, his physicians. In spite of careful watching he managed to procure poison, whereof he died, leaving a letter requesting that the 'demon face' might be destroyed before his burial, 'lest it continue its dreadful whisperings in my grave.' At his own request he was interred in a waste place, without stone or legend to mark his grave."

– from George M. Gould, M.D., and Walter L. Pyle, M.D.
ANOMALIES AND CURIOSITIES OF MEDICINE, 1896

Poetry

Four Mythos-connected poems by Howard Philips Lovecraft
from ***The Fungi from Yuggoth and Other Tales*** *plus*
a humorous song about Cthulhu himself.

HALLOWE'EN IN A SUBURB

The steeples are white in the wild moonlight,
  And the trees have a silver glare;
Past the chimneys high see the vampires fly,
  And the harpies of upper air,
  That flutter and laugh and stare.

For the village dead to the moon outspread
  Never shone in the sunset's gleam,
But grew out of the deep that the dead years keep
  Where the rivers of madness stream
  Down the gulfs to a pit of dream.

A chill wind blows through the rows of sheaves
  In the meadows that shimmer pale,
And comes to twine where the headstones shine
  And the ghouls of the churchyard wail
  For harvests that fly and fail.

Not a breath of the strange grey gods of change
  That tore from the past its own
Can quicken this hour, when a spectral power
  Spreads sleep o'er the cosmic throne,
  And looses the vast unknown.

So here again stretch the vale and plain
  That moons long-forgotten saw,
And the dead leap gay in the pallid ray,
  Sprung out of the tomb's black maw
  To shake all the world with awe.

And all that the morn shall greet forlorn,
  The ugliness and the pest
Of rows where thick rise the stones and brick,
  Shall some day be with the rest,
  And brood with the shades unblest.

Then wild in the dark let the lemurs bark,
  And the leprous spires ascend;
For new and old alike in the fold
  Of horror and death are penned,
  For the hounds of Time to rend.

– H. P. Lovecraft

THE NIGHTMARE LAKE

There is a lake in distant Zan,
Beyond the wonted haunts of man,
Where broods alone in hideous state
A spirit dead and desolate;
A spirit ancient and unholy,
Heavy with fearsome melancholy,
Which from the waters dull and dense
Draws vapours curst with pestilence.
Around the banks, a mire of clay,
Sprawl things offensive in decay,
And curious birds that reach that shore
Are seen by mortals nevermore.
Here shines by day the searing sun
On glassy wastes beheld by none,
And here by night pale moonbeams flow
Into the deeps that yawn below.
In nightmares only is it told
What scenes beneath those beams unfold;
What scenes, too old for human sight,
Lie sunken there in endless night;
For in those depths there only pace
The shadows of a voiceless race.
One midnight, redolent of ill,
I saw that lake, asleep and still;
While in the lurid sky there rode
a gibbous moon that glowed and glowed.
I saw the stretching marshy shore,
And the foul things those marshes bore;
Lizards and snakes convulsed and dying;
Ravens and vampires putrefying;
All these, and hovering o'er the dead,
Necrophagi that on them fed.
And as the dreadful moon climbed high,
frightening the stars from out the sky,
I saw the lake's dull water glow
Till sunken things appeared below.
There shone, unnumbered fathoms down,
The towers of a forgotten town;
The tarnished domes and mossy walls;
Weed-tangled spires and empty halls;
Deserted fanes and vaults of dread,
And streets of gold uncoveted.
These I beheld, and saw beside
A horde of shapeless shadows glide;
A noxious horde which to my glance
Seemed moving in a hideous dance
Round slimy sepulchres, that lay
Besides a never-travelled way.
Straight from these tombs a heaving rose
That vexed the waters' dull repose,
While lethal shades of upper space
howled at the moon's sardonic face.
Then sank the lake within its bed,
Sucked down to caverns of the dead,
Till from the reeking, new stript earth
Curled foetid fumes of noisome birth.
About the city, nigh uncovered,
The monstrous dancing shadows hovered,
When lo! there opened with sudden stir
The portal of each sepulchre!
No ear may learn; no tongue may tell
What nameless horror then befell.
I see that lake—that moon agrin—
That city and the *things* within—
Waking, I pray that on that shore
The nightmare lake may sink *no more!*

–H. P. Lovecraft

YULE HORROR

There is snow on the ground,
  And the valleys are cold,
And a midnight profound
  Blackly squats o'er the wold;
But a light on the hilltops half-seen hints of
    feastings unhallowed and old.

There is death in the clouds,
  There is fear in the night,
For the dead in their shrouds
  Hail the sun's turning flight.
And chant wild in the woods as they dance
    round a Yule-altar fungous and white.

To no gale of Earth's kind
  Sways the forest of oak,
Where the sick boughs entwined
  By mad mistletoes choke,
For these pow'rs are the pow'rs of the dark,
    from the graves of the lost Druid-folk.

– H. P. Lovecraft; December, 1926

THE OUTPOST

When evening cools the yellow stream,
  And shadow stalks the jungle's ways,
  Zimbabwe's palace flares ablaze
For a great King who fears to dream.

For he alone of all mankind
  Waded the swamp that serpents shun;
  And struggling toward the setting sun,
Came on the veldt that lies behind.

No other eyes had ventured there
  Since eyes were lent for human sight—
  But there, as sunset turned to night,
He found the Elder Secret's lair.

Strange turrets rose beyond the plain,
  And walls and bastions spread around
  The distant domes that fouled the ground
Like leprous fungi after rain.

A grudging moon writhed up to shine
  Past leagues where life can have no home;
  And paling far-off tower and dome,
Shewed each unwindowed and malign.

Then he who in his boyhood ran
  Through vine-hung ruins free from fear,
  Trembled at what he saw—for here
Was no dead, ruined seat of man.

Inhuman shapes, half-seen, half-guessed,
  Half solid and half ether-spawned,
  Seethed down from starless voids that yawned
in heav'n, to these blank walls of pest.

And voidward from that pest-mad zone
  Amorphous hordes seethed darkly back,
  Their dim claws laden with the wrack
Of things that men have dreamed and known.

The ancient Fishers from Outside—
  Were there not tales the high-priest told,
  Of how they found the worlds of old,
And took what pelf their fancy spied?

Their hidden, dread-ringed outposts brood
  Upon a million worlds of space;
  Abhorred by every living race,
Yet scatheless in their solitude.

Sweating with fright, the watcher crept
  Back to the swamp that serpents shun,
  So that he lay, by rise of sun,
Safe in the palace where he slept.

None saw him leave, or come at dawn,
  Nor does his flesh bear any mark
  Of what he met in that curst dark—
Yet from his sleep all peace has gone.

When evening cools the yellow stream,
  And shadow stalks the jungle's ways,
  Zimbabwe's palace flares ablaze
For a great King who fears to dream.

—H. P. Lovecraft

THE LAIR OF GREAT CTHULHU

Tune: Chattanooga Choo-Choo

Pardon me boy —
Is this the lair of Great Cthulhu?
In the city of slime,
Where it is night all the time.

Bob Hope never went
Along the road to Great Cthulhu,
And Triple-A has no maps,
And all the Tcho-tchos lay traps.

You'll see an ancient sunken city where the angles
  are wrong.
You'll see the fourth dimension if you're there
  very long.
Come to the conventacle.
Bring along your pentacle;
Otherwise you'll be dragged off by a tentacle.

A mountain's in the middle, with a house on the
  peak:
A gnashin' and a thrashin' and a clackin' of beak.
Your soul you will be lackin'
When you see that mighty kraken.
Oo-oo! Great Cthulhu's starting to speak.

So come on aboard,
Along the road to Great Cthulhu.
Wen-di-gos and dholes
Will make Big Macs of our souls.

Under the sea,
Down in the ancient city of R'lyeh,
In the lair of Great Cthulhu,
They'll suck your soul away!

(Great Cthulhu, Great Cthulhu —
Suck your soul! —
Great Cthulhu, Great Cthulhu)
In the lair of Great Cthulhu,
They'll suck your soul away.

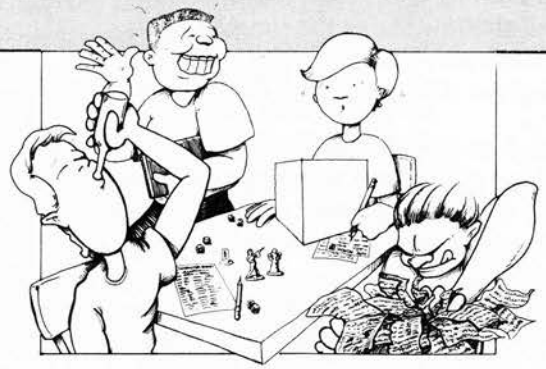
(Here, there is an obligato saxophone solo, a-la
Tex Beneke) □

— Joan Carruth and Larry Press

Artist: Tim Callender

— reprinted from Space Gamer/Fantasy Gamer





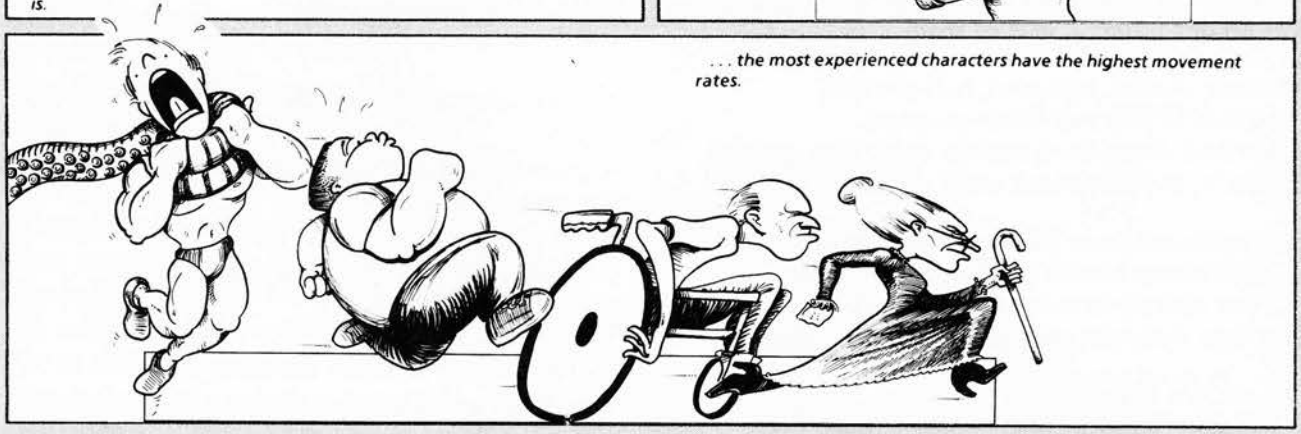
. . . the gamemaster says, " you see a large cave ahead, " and the characters respond with, "I think my mother's calling me."



. . . the gamemaster puts a miniature figure of an encounter monster on the table and the players haven't the faintest idea what it is.

. . . combat skills are the weakest abilities on every character sheet in the party.



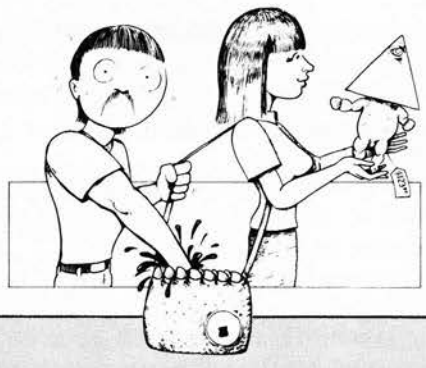


. . . the most experienced characters have the highest movement rates.

. . . the big treasure of the adventure is a musty old book that eliminates your character from the next scenario just by looking at the pictures.



. . . there are no thieves in the party (by profession or otherwise).





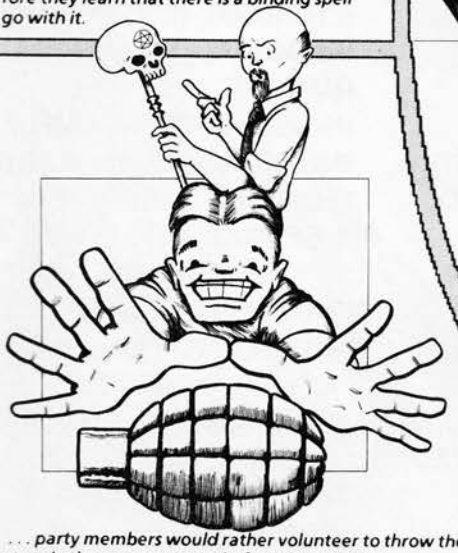
. . . the party summons a Dimensional Shambler before they learn that there is a binding spell to go with it.

. . . the party learns to cast "Summon Dimensional Shambler" even though they don't know what one is.





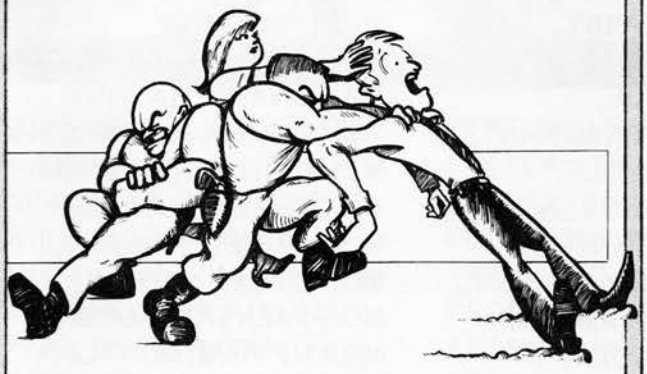
. . . the party learns the summoning and binding spells for the Dimensional Shambler, but the caster goes insane after casting the summoning and is too flipped out to control the creature.



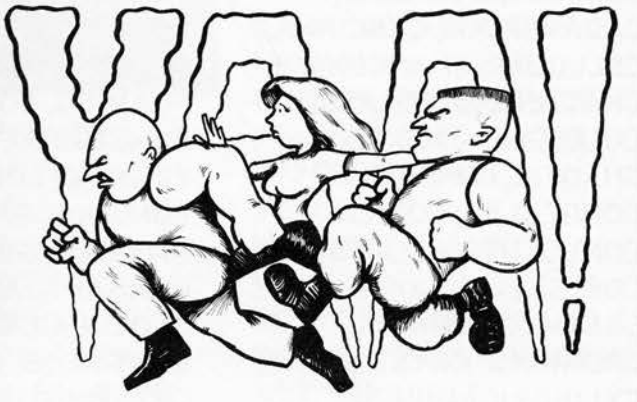
. . . party members would rather volunteer to throw themselves on a grenade than try out a newly-found magic item.



. . . halfway through the scenario, the investigators begin considering changing careers - to grocery clerks or encyclopedia salesmen.



. . . the party sends a scout ahead and waits for the prearranged signal - a scream.



. . . once they hear the signal, they decide that this must be the wrong direction.

□

Sanity Quiz

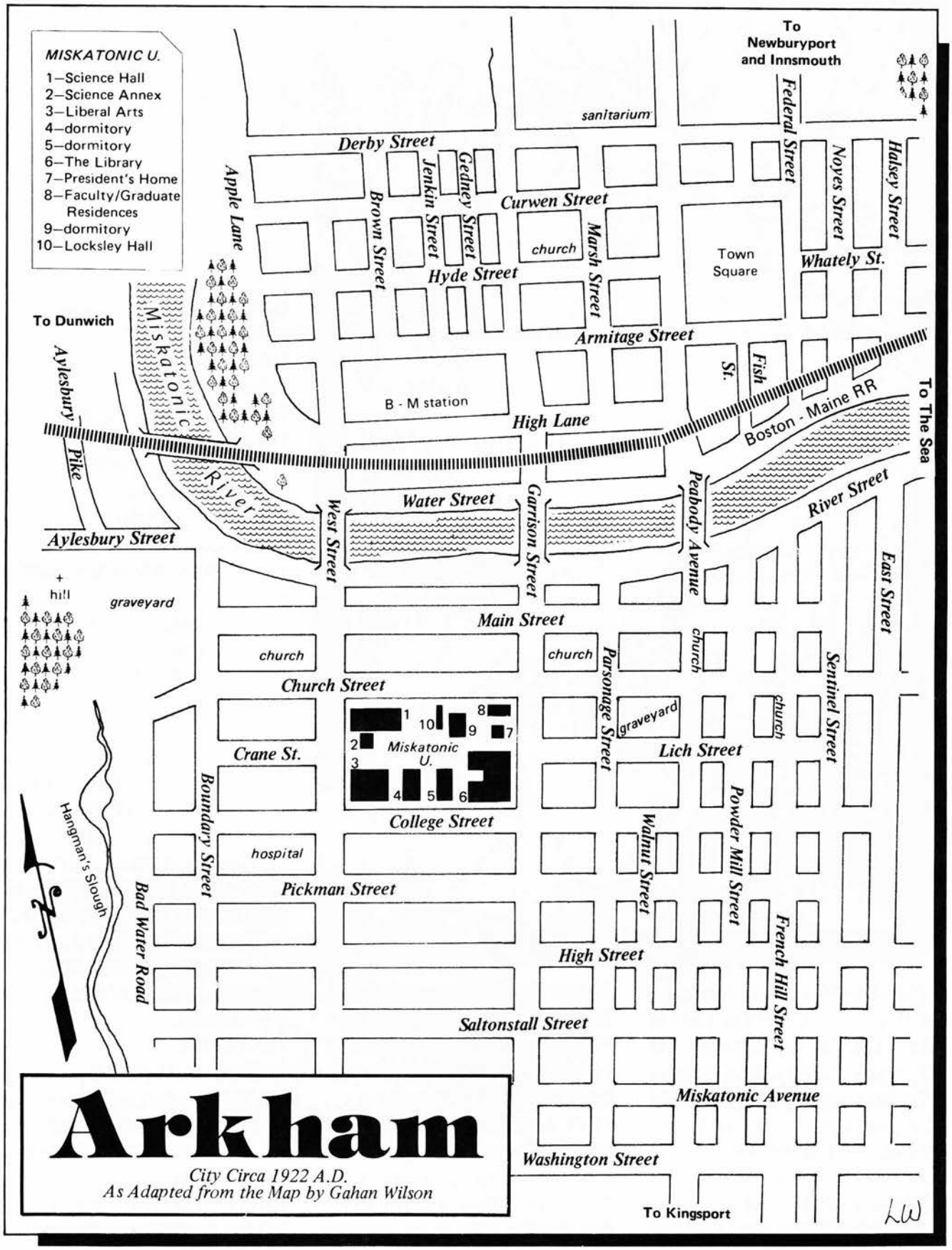
If you read all the words below you should roll for a D3 Sanity loss. Actually, many of these cthulhoid descriptives were used by H. P. Lovecraft in his writings, and can be quite useful to keepers when describing Mythos creatures to investigators.

ABERRANT, ABOMINABLE, ABSURD, ABYSMAL, ACIDIC, ADHESIVE, AIRY, ALIEN, AMBIGUOUS, AMORPHOUS, ANARCHIC, ANCIENT, ANGULAR, ANIMATED, ANIMALISTIC, ANOMALOUS, ANTEDILUVIAN, APPALLING, APPENDAGED, ASHEN, ASKEW, ASTOUNDING, ATROCIOUS, AWRY, BABOON-LIKE, BALEFUL, BANEFUL, BANKRUPT, BARBAROUS, BEASTLY, BELLOWING, BILIOUS, BLASPHEMOUS, BLEATING, BLOATED, BLOODSHOT, BLUBBERY, BOILING, BRUTISH, BUG-EYED, BULBOUS, CACKLING, CADAVEROUS, CANCEROUS, CELLULAR, CHANGEABLE, CHATTERING, COARSE, COLOSSAL, COLORLESS, CHAOTIC, CONFUSING, CONGEALED, CONICAL, CONVOLUTED, CORPULENT, CORPSE-LIKE, CORRUPT, CREAMY, CRIMINAL, CROAKING, CRYSTALLINE, CYLINDRICAL, DANK, DARK, DAZZLING, DEAFENING, DEATHLESS, DEBASED, DEBAUCHED, DELIRIOUS, DECOMPOSING, DEFORMED, DEGENERATE, DEGRADED, DELIRIOUS, DEPRAVED, DERANGED, DETESTABLE, DEVIANT, DIABOLICAL, DIFFUSE, DIRE, DISCORDANT, DISEASED, DISFIGURED, DISGUSTING, DISLOCATED, DISORDERED, DISSOLVED, DISTORTED, DREADFUL, DRIPPING, EFFERVESCENT, EFFUSIVE, ELASTIC, ENDLESS, ENLARGED, ENORMOUS, ENVELOPING, EVASIVE, EXAGGERATED, EXCRUCIATING, EXTENDED, FABULOUS, FACELESS, FANTASTIC, FEARFUL, FECUND, FESTERING, FETID, FIBROUS, FLOWING, FIENDISH, FIERY, FILTHY, FISH-LIKE, FLABBY, FLUCTUATING, FLUID, FOAMING, FOUL, FRACTURED, FRAGRANT, FRANTIC, FURIOUS, FUNGOUS, GANGRENOUS, GHASTLY, GIGANTIC, GARGANTUAN, GIBBERING, GLOBULAR, GNASHING, GLUTINOUS, GORY, GRASPING, GRAYISH, GREENISH, GRIM, GRISLY, GROSS, GUSHING, HAIRY, HAPLESS, HALLUCINATORY, HATEFUL, HAZY, HEAVING, HELLISH, HIDEOUS, HISSING, HORNED, HORRIBLE, HOWLING, HUGE, HYBRID, ICHOROUS, IDIOTIC, ILLOGICAL, IMMATERIAL, IMMENSE, IMMORAL, INCOHERENT, INCOMPLETE, INCONGRUOUS, INCREDIBLE, INDISTINCT, INFECTED, INFERNAL, INFESTED, INHUMAN, INSANE, INSIPID, IRRATIONAL, IRREGULAR, IRIDESCENT, JABBERING, JADED, JANGLING, JAUNDICED, JELLIFIED, JUMBLED, JUTTING, KLEPTOMANIACAL, LEPROUS, LIMP, LIQUEFIED, LOATHSOME, LUMBERING, LUMINESCENT, LUMPY, LUNATIC, LURKING, MAD, MAGGOTY, MALEVOLENT, MALICIOUS, MALIGNANT, MASSIVE, MEMBRANOUS, MENACING, MESMERIZING, METALLIC, MILDEWED, MINDLESS, MISCARRIED, MOANING, MOLTEN, MONSTROUS, MONUMENTAL, MORBID, MORTIFYING, MOTTLED, MOULDERING, MUCKY, MUCOUS, MURMURING, MUTILATED, NAGGING, NAMELESS, NAUSEOUS, NEARSIGHTED, NEBULOUS, NECROMANTIC, NOISELESS,



The wraith.

NONSENSICAL, NOXIOUS, NUMBING, OBSCENE, OBSEQIOUS, OCTOPOID, ODIOUS, ODOROUS, OILY, OMINOUS, OOZING, ORGANIC, OUTLANDISH, OVAL, OVERGROWN, OVERRIPE, QUAVERING, QUEASY, QUIESCENT, QUIVERING, PAGAN, PALE, PALLID, PALPITATING, PALSIED, PARASITIC, PASTY, PECULIAR, PERFIDIOUS, PERVERSE, PHLEGMATIC, PITILESS, PLASTIC, PLIABLE, POISONOUS, POROUS, PREGNANT, PRODIGIOUS, PROFANE, PROFUSE, PRONGED, PROTOPLASMIC, PROTUBERANT, PRURIENT, PSEUDOPOIDAL, PUCKERED, PUDDING-LIKE, PULSATING, PUSTULAR, PUTRID, RADIANT, RAINBOWED, RECTANGULAR, REEKING, REMORSELESS, REPELLENT, REPREHENSIBLE, REPTILIAN, REPUGNANT, REPULSIVE, RESPLENDANT, RESTLESS, RHEUMY, RIGID, ROUGH, RUBBERY, RUGOSE, SACRILEGIOUS, SALLOW, SANGUINE, SCABBY, SCALY, SCREAMING, SCUMMY, SEETHING, SENSELESS, SEPULCHRAL, SHADOWY, SHINY, SHRIEKING, SHUFFLING, SICKLY, SIGHTLESS, SINEWY, SINGULAR, SKELETAL, SLEEPLESS, SLIMY, SLIPPERY, SLITHERING, SLOBBERING, SLUGGISH, SOLEMN, SORDID, SOUNDLESS, SPECTRAL, SPHERICAL, SPONGE-LIKE, STAGNANT, STICKY, STUPEFYING, STUPENDOUS, SULPHUROUS, SYRUPY, TEEMING, TENTACLED, TERRIBLE, THICKENING, THRASHING, THROBBING, TRANSFORMED, TRANSPARENT, TUBULAR, TUMULTUOUS, TURBID, TURBULENT, UGLY, ULTIMATE, UNCLEAN, UNCOUTH, UNDIGESTED, UNGAINLY, UNKNOWN, UNMASKED, UNRIPE, UNSEEN, UNSPEAKABLE, UNUTTERABLE, VAGUE, VAPOROUS, VAST, VIBRATING, VILE, VIPEROUS, VISCOUS, VIVID, VOLUMINOUS, VOMITING, WAILING, WAN, WARPED, WAXEN, WEBBED, WET, WHIRLING, WHITHERED, WORMY, WORM-EATEN, WRETCHED, WRITHING, XENOPHOBIC, YAMMERING, ZODIACAL, ZYMOTIC. □


MISKATONIC U.
1—Science Hall
2—Science Annex
3—Liberal Arts
4—dormitory
5—dormitory
6—The Library
7—President's Home
8—Faculty/Graduate Residences
9—dormitory
10—Locksley Hall
To Newburyport and Innsmouth
sanitarium
Federal Street
Halsey Street
Noyes Street
Whately St.
Derby Street
Jenkin Street
Gedney Street
Curwen Street
Apple Lane
Brown Street
church
Marsh Street
Town Square
Hyde Street
To Dunwich
Miskatonic River
Armitage Street
Fish St.
B - M station
Boston - Maine RR
To The Sea
Aylesbury Pike
High Lane
Water Street
Garrison Street
Peabody Avenue
River Street
West Street
Aylesbury Street
hill
graveyard
Main Street
East Street
church
church
church
Church Street
Parsonage Street
Sentinel Street
graveyard
church
Miskatonic U.
Crane St.
Lich Street
Boundary Street
Powder Mill Street
College Street
Walnut Street
hospital
Pickman Street
Hangman's Slough
Bad Water Road
High Street
French Hill Street
Saltonstall Street
Miskatonic Avenue
Washington Street
To Kingsport
Arkham
City Circa 1922 A.D.
As Adapted from the Map by Gahan Wilson
LW

CALL of CTHULHU
INVESTIGATOR SHEET

Player Name: _____

Name _____ **Sex** _____

Occupation _____ **Age** _____

Nationality _____ **Residence** _____

INVESTIGATOR STATISTICS

STR _____ DEX _____ INT _____ Idea _____
CON _____ APP _____ POW _____ Luck _____
SIZ _____ SAN _____ EDU _____ Know _____
Schools _____
Degrees _____
Damage Bonus/Penalty _____

MAGIC POINTS

Unconscious = 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26

HIT POINTS

UNCONSCIOUS

Dead = 0 **1** **2** 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27

SANITY POINTS

(20% current SAN: _____)

Permanent Insanity = 0 1 2 3 4 5 6 7 8 9 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

INVESTIGATOR PORTRAIT

INVESTIGATOR SKILLS

- ☐ Accounting (10) _____
- ☐ Anthropology (00) _____
- ☐ Archaeology (00) _____
- ☐ Astronomy (00) _____
- ☐ Bargain (05) _____
- ☐ Botany (00) _____
- ☐ Camouflage (25) _____
- ☐ Chemistry (00) _____
- ☐ Climb (40) _____
- ☐ _____ (___) _____
- ☐ Credit Rating (15) _____
- Cthulhu Mythos (00) _____
- ☐ Debate (10) _____
- ☐ Diagnose Disease (05) _____
- ☐ _____ (___) _____
- ☐ _____ (___) _____
- ☐ Dodge (DEXx2) _____
- ☐ Drive Automobile (20) _____
- ☐ Drive _____ (___) _____
- ☐ Electrical Repair (10) _____
- ☐ _____ (___) _____
- ☐ Fast Talk (05) _____
- ☐ First Aid (30) _____
- ☐ Geology (00) _____
- ☐ Hide (10) _____
- ☐ History (20) _____
- ☐ Jump (25) _____
- ☐ Law (05) _____
- ☐ Library Use (25) _____
- ☐ Linguist (00) _____
- ☐ Listen (25) _____
- ☐ Make Maps (10) _____
- ☐ Mechanical Repair (20) _____
- ☐ Occult (05) _____
- ☐ Operate Hvy. Machine (00) _____
- ☐ Oratory (05) _____
- ☐ Pharmacy (00) _____
- ☐ Photography (10) _____
- ☐ Physics (00) _____
- ☐ Pick Pocket (05) _____
- ☐ Pilot Aircraft (00) _____
- ☐ Pilot _____ (___) _____
- ☐ Psychoanalysis (00) _____
- ☐ Psychology (05) _____
- ☐ Read/Write Eng. (EDUx5) _____
- ☐ Read/Write _____ (00) _____
- ☐ Read/Write _____ (00) _____
- ☐ Read/Write _____ (00) _____
- ☐ Ride (05) _____
- ☐ Sing (05) _____
- ☐ Sneak (10) _____
- ☐ Speak _____ (00) _____
- ☐ Speak _____ (00) _____
- ☐ Spot Hidden (25) _____
- ☐ Swim (25) _____
- ☐ Throw (25) _____
- ☐ Track (10) _____
- ☐ Treat Disease (05) _____
- ☐ Treat Poison (05) _____
- ☐ Zoology (00) _____
- ☐ _____ (___) _____
- ☐ _____ (___) _____
- ☐ _____ (___) _____

WEAPONS

weapon	*shots*	*attack/parry*	*impale*	*damage*	*hit points*	*ammo*

SHOTS = number of shots per round *AMMO = number of rounds held in weapon*

CASH, PHOBIAS, SPELLS & NOTES

cash on hand: _____
phobias: _____

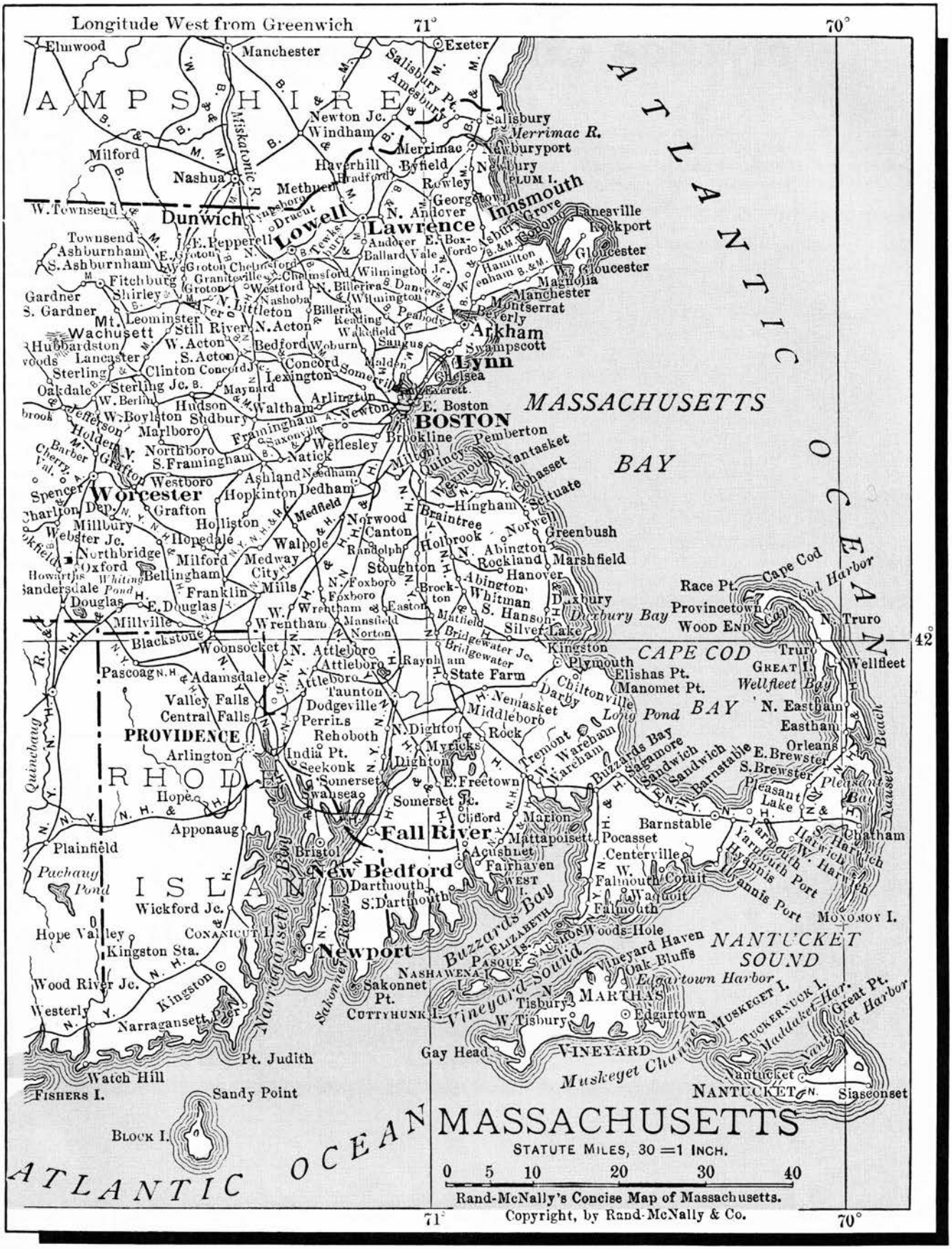
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PERSONAL HISTORY AND NOTES

INCOME AND SAVINGS

Yearly Income $ . . . . . .

Savings

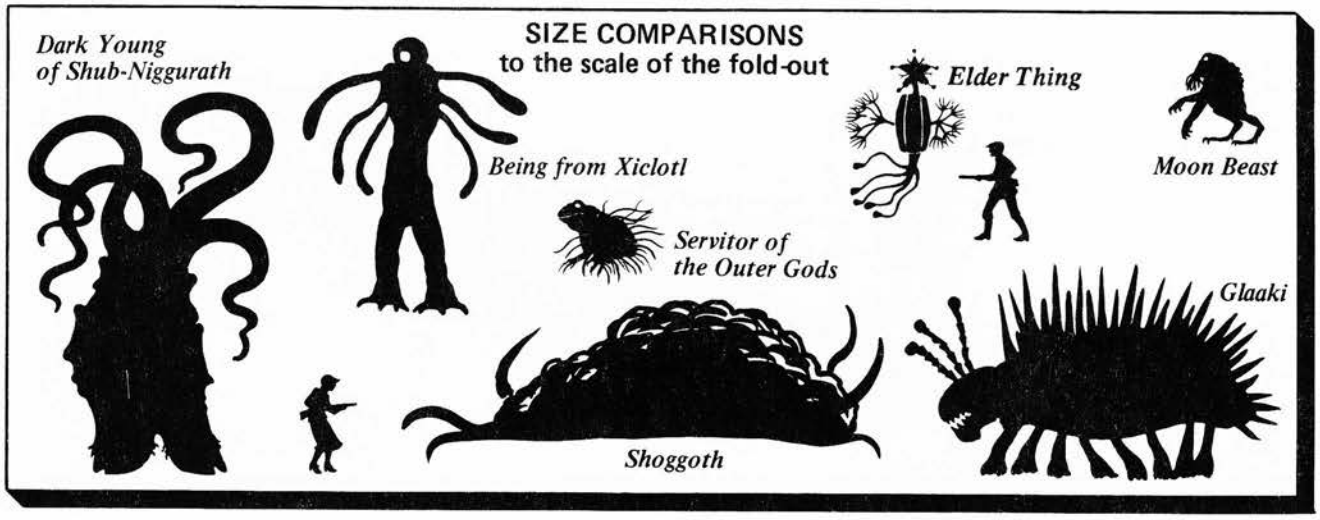

Longitude West from Greenwich
71°
70°
42°
MASSACHUSETTS
BAY
ATLANTIC OCEAN
CAPE COD
BOSTON
Worcester
Lowell
Lawrence
Fall River
New Bedford
Newport
Lynn
Salem
Gloucester
Haverhill
Nashua
Manchester
Exeter
Salisbury
Newburyport
Merrimac R.
Innsmouth
Dunwich
Arkham
PROVIDENCE
RHODE ISLAND
Plymouth
Hingham
Braintree
Quincy
Brockton
Taunton
Attleboro
Pawtucket
Woonsocket
Pascoag
Blackstone
Millville
Douglas
Webster Jc.
Millbury
Grafton
Holliston
Hopedale
Milford
Bellingham
Franklin
Medway
Walpole
Norwood
Canton
Randolph
Stoughton
Foxboro
Mansfield
Norton
Easton
Whitman
Abington
Rockland
Hanover
Marshfield
Greenbush
Duxbury
Duxbury Bay
Kingston
Plymouth
Elishas Pt.
Manomet Pt.
State Farm
Rayham
Bridgewater
Bridgewater Jc.
Silver Lake
Scituate
Cohasset
Nantasket
Pemberton
Brookline
Wellesley
Natick
Needham
Dedham
Hopkinton
Ashland
Framingham
Saxonville
Sudbury
Marlboro
Northboro
S. Framingham
Westboro
Grafton
Worcester
Spencer
Charlton Dep.
Oxford
Northbridge
Sandersdale Pond
Douglas
E. Douglas
Millville
Blackstone
Woonsocket
Pascoag
Adamsdale
Valley Falls
Central Falls
Arlington
India Pt.
Seekonk
Somerset
Swansea
Rehoboth
Dighton
Myricks
Somerset Jc.
E. Freetown
Fall River
Clifford
Marion
Mattapoisett
Rochester
Wareham
W. Wareham
Tremont
Middleboro
Nemasket
Rock
Darby
Chiltonville
Long Pond
Buzzards Bay
Sagamore
Sandwich
Barnstable
Pocasset
Centerville
W. Falmouth
Cotuit
Waquoit
Falmouth
Woods Hole
Vineyard Haven
Oak Bluffs
Edgartown Harbor
Edgartown
W. Tisbury
Tisbury
MARTHAS VINEYARD
Gay Head
Muskeget Channel
Muskeget I.
Tuckernuck I.
Madaket Har.
Great Pt.
Nantucket Harbor
Nantucket
Siasconset
NANTUCKET SOUND
Vineyard Sound
Pasque I.
Nashawena I.
Cuttyhunk I.
Sakonnet Pt.
Sakonnet
Narragansett Bay
Wickford Jc.
Hope Valley
Kingston Sta.
Wood River Jc.
Kingston
Westerly
Narragansett Pier
Watch Hill
Fishers I.
Sandy Point
Block I.
Pt. Judith
Connecticut R.
Quinebaug R.
Pachaug Pond
Plainfield
Apponaug
Hope
Phenix
Yarmouth Port
Hyannis
Hyannis Port
W. Harwich
Harwich
Chatham
Monomoy I.
Orleans
E. Brewster
S. Brewster
Pleasant Lake
Pleasant Bay
Nauset Beach
Eastham
N. Eastham
Wellfleet
Wellfleet Bay
Great I.
Truro
N. Truro
Provincetown
Wood End
Race Pt.
Cape Cod Harbor
Cape Cod
Barnstable
Yarmouth
Falmouth
Dighton
Rock
Myricks
Somerset
Swansea
Rehoboth
India Pt.
Seekonk
Arlington
Valley Falls
Central Falls
Dodgeville
Perrils
Taunton
Attleboro
N. Attleboro
Woonsocket
Pascoag
Blackstone
Millville
Douglas
E. Douglas
Webster Jc.
Millbury
Grafton
Holliston
Hopedale
Milford
Bellingham
Franklin
Medway
Walpole
Norwood
Canton
Randolph
Stoughton
Foxboro
Wrentham
Mansfield
Norton
Easton
Whitman
Abington
Rockland
Hanover
Marshfield
Greenbush
Duxbury
Kingston
Plymouth
Elishas Pt.
Manomet Pt.
State Farm
Rayham
Bridgewater
Bridgewater Jc.
Silver Lake
Scituate
Cohasset
Nantasket
Pemberton
Brookline
Wellesley
Natick
Needham
Dedham
Hopkinton
Ashland
Framingham
Saxonville
Sudbury
Marlboro
Northboro
S. Framingham
Westboro
Grafton
Worcester
Spencer
Charlton Dep.
Oxford
Northbridge
Sandersdale Pond
Douglas
E. Douglas
Millville
Blackstone
Woonsocket
Pascoag
Adamsdale
Valley Falls
Central Falls
Arlington
India Pt.
Seekonk
Somerset
Swansea
Rehoboth
Dighton
Myricks
Somerset Jc.
E. Freetown
Fall River
Clifford
Marion
Mattapoisett
Rochester
Wareham
W. Wareham
Tremont
Middleboro
Nemasket
Rock
Darby
Chiltonville
Long Pond
Buzzards Bay
Sagamore
Sandwich
Barnstable
Pocasset
Centerville
W. Falmouth
Cotuit
Waquoit
Falmouth
Woods Hole
Vineyard Haven
Oak Bluffs
Edgartown Harbor
Edgartown
W. Tisbury
Tisbury
MARTHAS VINEYARD
Gay Head
Muskeget Channel
Muskeget I.
Tuckernuck I.
Madaket Har.
Great Pt.
Nantucket Harbor
Nantucket
Siasconset
NANTUCKET SOUND
Vineyard Sound
Pasque I.
Nashawena I.
Cuttyhunk I.
Sakonnet Pt.
Sakonnet
Narragansett Bay
Wickford Jc.
Hope Valley
Kingston Sta.
Wood River Jc.
Kingston
Westerly
Narragansett Pier
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Connecticut R.
Quinebaug R.
Pachaug Pond
Plainfield
Apponaug
Hope
Phenix
Yarmouth Port
Hyannis
Hyannis Port
W. Harwich
Harwich
Chatham
Monomoy I.
Orleans
E. Brewster
S. Brewster
Pleasant Lake
Pleasant Bay
Nauset Beach
Eastham
N. Eastham
Wellfleet
Wellfleet Bay
Great I.
Truro
N. Truro
Provincetown
Wood End
Race Pt.
Cape Cod Harbor
Cape Cod
Barnstable
Yarmouth
Falmouth
Dighton
Rock
Myricks
Somerset
Swansea
Rehoboth
India Pt.
Seekonk
Arlington
Valley Falls
Central Falls
Dodgeville
Perrils
Taunton
Attleboro
N. Attleboro
Woonsocket
Pascoag
Blackstone
Millville
Douglas
E. Douglas
Webster Jc.
Millbury
Grafton
Holliston
Hopedale
Milford
Bellingham
Franklin
Medway
Walpole
Norwood
Canton
Randolph
Stoughton
Foxboro
Wrentham
Mansfield
Norton
Easton
Whitman
Abington
Rockland
Hanover
Marshfield
Greenbush
Duxbury
Kingston
Plymouth
Elishas Pt.
Manomet Pt.
State Farm
Rayham
Bridgewater
Bridgewater Jc.
Silver Lake
Scituate
Cohasset
Nantasket
Pemberton
Brookline
Wellesley
Natick
Needham
Dedham
Hopkinton
Ashland
Framingham
Saxonville
Sudbury
Marlboro
Northboro
S. Framingham
Westboro
Grafton
Worcester
Spencer
Charlton Dep.
Oxford
Northbridge
Sandersdale Pond
Douglas
E. Douglas
Millville
Blackstone
Woonsocket
Pascoag
Adamsdale
Valley Falls
Central Falls
Arlington
India Pt.
Seekonk
Somerset
Swansea
Rehoboth
Dighton
Myricks
Somerset Jc.
E. Freetown
Fall River
Clifford
Marion
Mattapoisett
Rochester
Wareham
W. Wareham
Tremont
Middleboro
Nemasket
Rock
Darby
Chiltonville
Long Pond
Buzzards Bay
Sagamore
Sandwich
Barnstable
Pocasset
Centerville
W. Falmouth
Cotuit
Waquoit
Falmouth
Woods Hole
Vineyard Haven
Oak Bluffs
Edgartown Harbor
Edgartown
W. Tisbury
Tisbury
MARTHAS VINEYARD
Gay Head
Muskeget Channel
Muskeget I.
Tuckernuck I.
Madaket Har.
Great Pt.
Nantucket Harbor
Nantucket
Siasconset
NANTUCKET SOUND
Vineyard Sound
Pasque I.
Nashawena I.
Cuttyhunk I.
Sakonnet Pt.
Sakonnet
Narragansett Bay
Wickford Jc.
Hope Valley
Kingston Sta.
Wood River Jc.
Kingston
Westerly
Narragansett Pier
Watch Hill
Fishers I.
Sandy Point
Block I.
Pt. Judith
Connecticut R.
Quinebaug R.
Pachaug Pond
Plainfield
Apponaug
Hope
Phenix
Yarmouth Port
Hyannis
Hyannis Port
W. Harwich
Harwich
Chatham
Monomoy I.
Orleans
E. Brewster
S. Brewster
Pleasant Lake
Pleasant Bay
Nauset Beach
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N. Eastham
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Wellfleet Bay
Great I.
Truro
N. Truro
Provincetown
Wood End
Race Pt.
Cape Cod Harbor
Cape Cod
Barnstable
Yarmouth
Falmouth
MASSACHUSETTS
STATUTE MILES, 30 = 1 INCH.
0 5 10 20 30 40
Rand-McNally's Concise Map of Massachusetts.
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Mythos Comparative SIZes

This table equates actual or estimated weight with game SIZ. In Call of Cthulhu, SIZ pertains not only to weight but to volume and height as well. This table should not be relied on absolutely: it will not be useful for creatures which are lighter than air, gaseous, are able to change mass, or are made of plasma or ectoplasm. From SIZ 330 on, SIZ is exactly 1/10th the creature's weight in short tons. Thus a Dhole of SIZ 8000 weighs 80,000 tons.

SIZE EQUIVALENCY TABLE

SIZ	*weight, in English units*
1	1-12 pounds
4	38-51 pounds
8	109-120 pounds
12	156-168 pounds
16	220-239 pounds
20	310-338 pounds
24	440-479 pounds
32	880-959 pounds
40	1760-1919 pounds
48	3520-3829 pounds
56	7040-7649 pounds
64	7.1-7.7 tons
72	14.1-15.4 tons
80	28.2-30.7 tons
88	56.5-61.5 tons
96	96 tons
104	104 tons
112	120 tons
120	144 tons
128	176 tons
136	216 tons
140	240 tons
144	264 tons
152	320 tons
160	384 tons
168	456 tons
176	536 tons
184	624 tons
192	720 tons
200	824 tons
208	936 tons
216	1056 tons
224	1184 tons
232	1220 tons
240	1364 tons
256	1516 tons
264	1676 tons
272	1844 tons
280	2020 tons
288	2204 tons
294	2396 tons
304	2596 tons
312	2804 tons
320	3020 tons
328	3244 tons
330	3300 tons





Large Dhole extends 18.5 inches further

CHAOSIUM 2324

Mythos
H.P. Lovecraft
Edition

CALL of CTHULHU

4th EDITION

Fantasy Roleplaying in the Worlds of H.P. Lovecraft

***"...But** I shall never sleep calmly again when I think of the horrors that lurk ceaselessly behind life in time and in space, and of those unhallowed blasphemies from elder stars which dream beneath the sea, known and favoured by a nightmare cult ready and eager to loose them on the world whenever another earthquake shall heave their monstrous stone city again to the sun and air."*

— Lovecraft, *'The Call of Cthulhu.'*

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