

ULTIMA THULE

A Call of Cthulhu scenario
written by
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PLAY TESTING

I would like to give thanks to my play testers for their patience and valuable feedback.

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KEEPERS INFORMATION

A mysterious island has risen from the depths of the Labrador Ocean between the coast of western Greenland and Canada. The investigators are a part of an expedition from the Miskatonic University lead by anthropologist Walter Hartmann to explore the island and to uncover how it has risen from the depths of the ocean. After a short and turbulent introduction in Arkham Massachusetts, the scenario changes setting to a cold and maritime island during the late summer of 1922. Ultima Thule is a short 1-2 session scenario written for 3-5 investigators and pits the investigators against violent pre-historic ape-like humanoids, a traitor in their own midst from a secret society dedicated to their demise, and one of the most dangerous creatures the mythos has to offer, virtually impervious to any conventional weapons.

All the investigators are members of the expedition and can sport a wide range of scientists e.g. a geologist, anthropologist, archaeologists, botanists, biologists, or members with a more practical vocation e.g. pilot, mechanic, explorer, or medical staff. The Anthropology, Occult, Pilot (Airplane), Pilot (Boat) or Operate Heavy Machinery, Hypnosis, and Other Language (German) may come in handy but is not necessary. German in particular is necessary to read some of the handouts and to communicate with some of the other characters, but a member of the expedition can translate it for them. Another member, Arthur McMillan, is also a capable of sailor albeit at a hobby-level, and can aid in this regard if necessary. It is possible to complete the scenario in several ways and some of these ways do not require any skills in particular except attention to detail while others require a specific set of skills, great attention to detail, and a little luck.

From the beginning nothing goes as planned. The investigation opens up at the offices of expedition leader Walter Hartmann at Miskatonic University on the day of the departure of the expedition, but he is late, the breaks on their vehicle has been tampered with, their pilot is late, they have to pull an emergency landing on the island, and the next morning their pilot and their expedition leader has disappeared prompting a search for them both.

WHAT HAPPENED?

Before the Great War, Captain Carolus von Ludendorff, a decorated naval officer, patrolled Germany's colonies in Africa and Southeast Asia including the German Samoan Isles and conducted research into the native's culture, folklore, and the occult of the indigenous peoples of the regions. He discovered several large pyramid like structures which in fact are abandoned structures of the Elder Things – a spacefaring extraterrestrial race. During his research, he found evidence of

suggesting that the human race was created by this spacefaring race.

His studies were interrupted by the outbreak of the Great War, but continued afterwards. However, the conditions of the Treaty of Versailles left many Germans feeling wronged, including Captain von Ludendorff. Together with a handful of other likeminded Germans, he founded the Thule Society, a secret occult society obsessed with the origin of the human race.

In Munich, he met with Walter Hartmann, a likeminded German-American who fought for the Germans during the Great War. Walter Hartmann was initiated into the society, and together they continued Captain Ludendorff's studies. However, Ludendorff was now more driven by finding an extraterrestrial super-weapon to take revenge upon the Allies for the humiliation suffered by the treaty as opposed to finding the origins of the human race.

During their travels and studies they found evidence of a sunken island in the Labrador Sea allegedly containing the shoggoth – a sentient monster used as a biological tool of the Elder Things in their construction work. After much research Captain Ludendorff theorized that he might be able to control it through hypnosis, and saw his chance to exploit it as said super-weapon. Walter Hartmann greatly disagreed with this philosophy, and urged Captain Ludendorff to stay away from the alleged submerged island. The two became estranged, and Walter Hartmann was, due to society politics, forced to flee to the United States, where he continued his research at the Miskatonic University. His purpose was to gather an expedition to stop the society from utilizing the shoggoth as a weapon.

Meanwhile Captain Ludendorff has been assigned mine sweeping detail in the North Sea, but changed course towards the location of the submerged island. After several weeks of diving, one of the divers, Hans Weber, found the ziggurat below the ocean. When he entered to explore it and managed to have the island resurface. From the ziggurat emerged several pre-historic like humanoids, the Voormis, experiments of the Elder Things who had previously been secured within pods in the ziggurat. They warred with Captain Ludendorff and his crew who captured them and commenced cruel experiments and autopsies. Upon reaching the depths of the ziggurat, Captain von Ludendorff managed to subdue the shoggoth by hypnosis but went mad in the process, later sacrificing his crewmen to the shoggoth.

Gaining the trust of Dr. Henry Armitage and thereby access to the forbidden section on campus, Walter Hartmann discovered that the island and the structures double as space ships, and also found the launch code. In order to reach the island, he told the University Board that a pilot had discovered an island off the coast of the Labrador Sea, and filed with funds for an expedition. With the help of Dr. Henry Armitage, the funds were granted, and Walter Hartmann was well on his way



to form an expedition – and this is where the investigators enter the picture.

TIMELINE

1905 – July, 1914

Captain Ludendorff travels around Germany's colonies in Africa and Southeast Asia conducting his research into culture, folklore, and the occult of the indigenous people of the region.

February - May 1919

Walter Hartmann returns to his studies in Munich after hospitalization and is initiated into the Thule Society.

January 1920

Walter Hartmann and Captain Ludendorff become estranged, and Walter returns to the states.

3rd May 1921

SMS Norden depart for the North Sea on mine sweeping duty.

14th July, 1921

SMS Norden arrive at the Labrador Sea, and start diving in search of the island.

11th November 1921

Hans Weber manages to raise the island, and the crew go inland.

13th November 1921 – 30th June 1922

The crew war with the voormis on the island and conduct research on their physiology.

15th January 1922

Captain Ludendorff and his posse enter the ziggurat, and manages to subdue the shoggoth by hypnosis.

February- July, 1922

Captain Ludendorff becomes increasingly maddened, begins to consider the shoggoth his child, and starts to feed it the heads of the voormis, and later his own crew.

09.00, Tuesday, 1st August 1922

Investigators arrive at Walter Hartmann's office.

DRAMATIS PERSONAE

This section contains a description of the characters within this scenario as well as their backgrounds. Their statistics can be found in the appendix on page 15.

Walter Hartmann, anthropologist

Walter Hartmann was born in the United States to immigrants from Germany. At the outbreak of the Great War in 1914, he paused his studies and volunteered in the German Army, while the United States still pursued a policy of non-intervention. The right side of his face carries severe burns

from a gas attack at the Battle of Cambrai in 1917. After the war, he finished his studies in anthropology in Munich. During his studies he was initiated into the Thule Society by a Captain Carolus von Ludendorff.

Walter was fascinated by the von Ludendorff's research, but he disagreed with him on the subject of using the shoggoth as weapons and fell out with the rest of the society. It forced him to return to the states, where he worked as a researcher at the Miskatonic University under Dr. Henry Armitage, Massachusetts in search of more knowledge to stop Ludendorff. Later, he forms an expedition to the island funded by the university. The expedition's purposes are officially purely scientific in nature, but he keeps the true nature to himself and plans to ease the expedition into the situation later.

Walter knows that there are more similar facilities, but more importantly, he has learned that the facilities double as a ship, and he knows the Elder Thing code to launch the ship – and the shoggoth with it – into space. However, he does not know, that the ship needs to be powered by a large enough crystal for it to launch – a detail left for the investigators to discover.

Fritz Schmidt, undercover agent

Olivier Leclerc was a skilled aviator with experience from the Great War. After the war, he immigrated to the United States. However, before he was able to meet with the rest of the expedition, he was murdered by Fritz Schmidt, an agent of the Thule Society shortly before the departure towards the island, and has disguised himself as the French pilot. Prior to meeting up with the other members of the expedition, Olivier had only corresponded by letter leaving even Walter clueless of what has happened to him.

The agent does not speak French, but is very talkative and drives a pleasant conversation. Although he does speak English, he does so seemingly without an accent.

His goal is to sabotage the expedition, preferably killing Walter and any who may have knowledge of the Thule Society and its intentions. He acts as a traitorous liability for the expedition. Although a man without any scruples, he cherishes his life very much, and will not follow through with his mission at any cost.

If revealed, he may tell them that he is a member of the society, and has been tasked with stopping Walter and the rest of the expedition from meddling with the society's business on the island. He knows that the society has found something important and valuable on the island, but not the true nature of Captain Ludendorff's purpose including the shoggoth.

Dr. Remus Bosworth, doctor of medicine

A tall and gaunt middle-aged man, Dr. Remus Bosworth is a part of the expedition to provide medical care if needed, but



can also double as an extra character in case an investigator dies early during the scenario. He learned to speak, and read and write in German during his exchange studies in Berlin. He is thus able to help the investigators translate the handouts in German found on the SMS Norden. It is therefore recommended for the keeper to keep Dr. Bosworth out of harm's way until he has served his purpose. In his spare time, he likes to dabble in boxing, and can throw a punch!

Arthur McMillan, laboratory assistant

Having worked almost ten years in the laboratories at the university under a lead scientist, Arthur hopes that the expedition may help him speed his career within the scientific world. He hopes the discoveries on the island might provide him with a topic for a potential PhD. His body has seen better days, and is large and plump man. In his spare time, he likes to sail in a boat he claims to have built himself, and has also participated in races! Arthur also doubles as an extra character for the investigators, but also provides useful skills in sailing able to help the investigators sail the SMS Norden and thus escape the island.

Captain Carolus von Ludendorff, naval officer

Captain von Ludendorff is a naval officer from the Prussian aristocracy and participated in the Great War. Now in his late 60's, he has committed his entire life to the navy having visited Germany's former colonies in Africa and South-East Asia during peace time. While traveling the colonies, he enjoyed studying the local culture, traditions, and anxiously sought out to record local folklore including the occult which later led to his association with the Thule Society. It was during his travels, that he discovered hints of an extraterrestrial civilization known as the Elder Things which may have created the human race. In the former colony of German Samoa, he found a ziggurat similar to the one on the island, which contained a map pointing out the location of the island, and the monstrosity beneath the ziggurat. He believes the Elder Things used these monstrosities as tools, and hopes to use them as a weapon against the Allies by way of hypnosis. By a stroke of genius or luck, he managed to hypnotize the shoggoth, but went mad in the process.

Hans Weber, marine soldier

When the crew sailed towards the Labrador Ocean, Hans Weber was forced to dive deep below the ocean in search of signs of the island. He found the ziggurat and dived deeper to explore it. His foot was grabbed by the shoggoth which dragged him deeper into the ziggurat. While fighting for his

life, he accidentally hit some of the buttons in the ziggurat which prompted the rise of the island and in turn saved his life.

Finding himself in the ziggurat with large ape-like humanoids escaping from broken pods, he jumped into an empty pod and sealed himself in – now trapped inside.

He can also help the investigators sail the SMS Norden, and have the investigators escape the island by sailing away, and utilize the ship's guns.

THE ISLAND

The adventure takes place on a desolate, rocky, and mountainous island with a maritime climate i.e. cold, cloudy, humid, and windy. Its geography consists mostly of mountainous terrain of volcanic rock, cliffs, no vegetation, underground tunnels, and several grottoes. Evidence of hundreds of years below the ocean is evident, including shells, seaweed, and remains of sea creatures on land.

Despite the cold climate, the temperature around the island is unnaturally cold due to the Elder Thing crystals which powered the ziggurat, creating an unnatural and thick ring of ice around the coast.

The island is roughly four kilometers in diameter, and sports a large ziggurat in the north-western end. The ziggurat is barely two kilometers from the SMS Norden, and almost four from where the investigators land on the island. It is an abandoned Elder Thing research facility and doubles as a space ship. The Elder Things performed experiments and bioengineered the ape-like humanoids known as the Voormis. When the island resurfaced, many Voormis escaped the facility and roamed the island later engaging in a war with Captain Ludendorff and the crew of the SMS Norden.

Worse yet, the amorphous horror below the ziggurat, once enslaved by the Elder Things now stalks the island through its vast tunnel system. Its presence on the island leaves a foul putrid smell on the island, and black goo in its tracks. While travelling through the tunnels, it regularly causes a mild earthquake and a loud humming sound across the entire island.

Crystals of the Elder Things

The Elder Things used strange crystal like rocks to power their technology. The crystals came in a variety of different sizes depending on the power necessary. These crystals also store magic points. The smallest store 5 magic points and the largest as much as 100. A caster can also use these crystals while casting a spell. Many Elder Thing cities were powered by crystals containing 50 magic points.

The crystals become colder as more magic points are stored in them, and become room temperature when empty. The stored magic points cause the crystals to faintly





glow in the dark. It is the source of these untapped crystals, which decreases the temperature around the island below the usual level. Its density and weight changes being lighter the more magic points are stored, and fairly heavy when empty.

THE THULE SOCIETY

Originally a study group for German antiquity, the organization is an occult secret society founded in Munich, Germany, shortly after the Great War. It is named after the farthest north location mentioned in ancient Greek and Roman literature and cartography, later acquiring a metaphorical meaning of any distant place located beyond the known world. Its members are obsessed with the question on the origins and heritage of the human race and consists primarily of German academics, members of the former aristocracy and others interested in the occult. Captain Ludendorff, a founding member, originally initiated Walter Hartmann into the society, and conducted research together before becoming estranged.



THE SHOGGOTH

"The nightmare, plastic column of fetid, black iridescence oozed tightly onward. A shapeless congeries 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!" – H.P. Lovecraft, "At the Mountains of Madness".

The shoggoth is a huge oozing amorphous black mass which constantly produces and dissolves temporary eyes, and is able to change its shape at will whether balling up or stretching itself far wide. It is also capable of producing various organs, mouths, teeth, as well as vocal apparatus used for communicating with its former masters, the Elder Things, through piping and whistling but also capable of imitating voices of other creatures. It is intelligent and thinks. It is capable of laying down a plan as well as reading and writing. When it kills it does not do so mindlessly, but does so mindfully.

After rebelling against its former masters, the shoggoth resided deep at bottom of the facility, able to exploit the island's vast tunnel complex, traveling to the farthest corners of the island.

When travelling, it makes a loud and deep humming sound which echoes through the tunnels and in turn around the island. The shoggoth is capable of forming appendages similar to tentacles, dragging its victims into one huge mouth, swallowing it whole, tearing it apart with hundreds of smaller mouths, pulling it apart with the appendages, or simply rolling over its victims crushing them. Most often it sucks its victim's heads off leaving the remains of a mangled body.

While practically invulnerable to physical damage, it does take half damage from fire and electrical damage, making these damage sources its only weakness. It is however susceptible to control through any manner of spell or mind control technology – both usually unavailable to the investigators. If the investigators haven't suffered a bout of madness or already turned tail and begun to run, they may attempt a Hypnosis roll to gain control of the shoggoth. Such a revelation is maddening and causes a sanity loss of 1d6 per round in which the investigator remains in control of it.



RESOLVING THE SCENARIO

The investigation can be completed in several ways, and as previously mentioned require no sets of skills in particular, although some may come more in handy than others.

One way to complete the scenario is to replace the drained crystal on the top floor of the ziggurat with a suitable one from the base floor, and punch in the code from Walter's note into the console, prompting the launch of the facility – and the shoggoth with it – into space.

Another and more difficult path, is to use the strange hand symbol, hypnotize the shoggoth, and bid it disappear into the depths of the ocean and never return. However, this requires the hypnosis skill, a lucky roll of 1%, or the expenditure of luck if the keeper uses this optional rule. Furthermore, it requires that the investigators actually figure out that this was in fact Captain von Ludendorff's method.

A third is simply to escape the island alive by plane, if any of them have the Pilot (Plane) skill. They may also use the ship by a successful Pilot (Boat) skill roll which represents the application of professional knowledge. Arthur McMillan may aid in this regard. Alternatively the investigator may make a hard intelligence test representing the ability to sail the ship by means of intellectual deduction, a hard Operate Heavy Machinery roll representing the harnessing of previous experience with the operation of other types of heavy machines, or with a successful luck roll representing a chaotic method of pressing different buttons and pulling various handles. Investigators may also wish to put the ship's naval



guns to use as a weapon against the shoggoth, but only to limited use as the shoggoth has no vital organs and tends to continuously regenerate any wounds inflicted. However, it may slow the shoggoth down enough to allow them to sail away and escape.

INVESTIGATION BEGINS AT WALTERS OFFICE

The investigation begins at 09:00 on the 1st of August 1922 with the investigators arriving at the empty office of Walter Hartmann at the Department of Anthropology at Miskatonic University, Arkham, Massachusetts. Paranoid, Walter has carefully been travelling across Arkham from his apartment towards the university grounds that results in him arriving late at the office and allows the investigators to become acquainted and examine Walter's office before he arrives. He arrives whenever the keeper finds most appropriate.

The door is locked. A lit lamp allows the investigators to peek through the keyhole, and see "something" laying on the ground, but the lack of light prevents them from seeing exactly what it is. This "something" is in fact an abundance of books on the floor, but could easily be mistaken as a person on the ground prompting the investigators to force their way into the office. The keeper can also have the investigators hear a sound of something falling to the floor when they knock on the door to peek their curiosity, but is in fact merely a tower of books falling apart. The door can be opened by a successful Locksmith roll, or forced open by a regular Strength roll.

The office itself is a small, messy and dusty room and filled with bookshelves with anthropological and archaeological literature, making it painfully claustrophobic. At the end of the room is a small chair. While the floor is littered with papers, documents, and books, the desk is clean, and well organized. Behind the chair hangs a map of the world with two redheaded pins, and several blue-headed pins.

If the investigators should have a snoop around Walter's desk, they find two different books. Provide them with handout #1.

- *"An Anthropological Study on the Lore and History of the Indigenous Peoples of Indochina and Insular South East Asia (1911)"* by Edgar Warren, an English explorer and anthropologist.

A successful Anthropology roll, Occult roll, or a hard Intelligence roll will reveal that the book contains an extensive and detailed study of folklore, religion, and the culture of the people of those regions. A controversial section of the book deals with the great and ancient monuments erected in

those regions, concludes, that the people of those regions at the time of the erection did not have the technology necessary to erect these monuments, and concludes that the region must have been visited by extraterrestrial beings. This theory is widely dismissed by the scientific community, and has discredited the author amongst his peers.

- *Origins of the Aryans (1883)* by Karl Penka in German, an Austro-Hungarian ethnologist.

A successful Anthropology roll, Occult roll, or a hard Intelligence roll reveals, that the book coins the term "Aryan" as a racial, cultural and linguistic term, and purports that the Aryans, i.e. Indo-Europeans, emerged from a land far north by the name Hyperborea, which has also been mentioned in the antiquity as a land far north populated by giants.

Should the investigators inspect the board with pins more closely, they see red pins pinned at:

- The Samoan Isles, a part of New Zealand (formerly before the Great War, German Samoa).
- In the middle of the Labrador Sea (the location of the island)

And blue pins:

- Across the world, but have pictures of pyramid like structures – all investigators may recognize the pyramids of Giza.

A successful Archaeology roll or History roll reveals other pictures as "The Great Ziggurat of Ur, Iraq", "Templo Mayor, Mexico", "Chichen Itza, Mexico", "Sukuh, Indonesia", and other pyramid-like structures.

When Walter arrives, he will apologize his late arrival and find an excuse e.g. traffic, missing his key, coat, hat, etc. He introduces himself as a researching anthropologist affiliated with the Department of Anthropology at the university. If the investigators broke into his office, he will accept any reasonable excuse, but his facial expression will clearly voice his dissatisfaction.

Should the investigators ask about the two books on his desk, he would reveal the same information as if they made a successful roll, but he will not reveal the more controversial material written by Edgar Warren. If confronted with this material, Walter would state, that he has not yet read the entire book, but wanted to make up his own mind before judging the author like the rest of the scientific community.



Walter proceeds to brief the investigators on the expedition.

"Again, I apologize for my late arrival which is why we must cut this conversation short. I'd like to thank you all for coming on such short notice, and apologize that I could not arrange for a more comfortable location for our meeting. However, it is of the outmost importance that our expedition is kept secret until our return, if we wish to reach the island first."

He points his finger on the red pin pointing to the middle of the Labrador Ocean.

"The island in question is located here. You might have noticed that it is not located on the map and you would be right. You see, I overheard some Norwegian sailors at the local speak easy that on their way to Boston stumbled upon the island last week. When I say they stumbled upon the island, I mean they saw it rise from the ocean floor with their very own eyes!"

A successful Natural World roll, Science (Geology) or a regular Intelligence roll can confirm that islands do not simply appear from the ocean floor by themselves, but are usually formed by underwater volcanos. If one of the investigators points this out, Walter will merely confirm this, and tell them that their purpose will be to investigate this. He goes on.

"I had our pilot, Olivier Leclerc, a former fighter pilot during the Great War, confirm this information, and he has taken a look at the island, and he observed something – odd. A thick sheet of ice around the island and a megastructure reminiscing of the pyramids of Giza. Mr. Leclerc has confirmed that it is possible to land safely on the ice which is why we will be going by plane. When we are finished here, we will take my automobile towards Boston Airfield, a two hour drive south. There we will meet with the rest of the expedition. The flight is estimated to be eight hours long, and I expect us to stay on the island for a few days before we return. Any questions?"

Should the investigators ask about the pins on the board, Walter will explain that he was on an expedition a few years ago to the then German Samoan isles and observed a similar phenomenon with a ziggurat similar to others around the world e.g. the pyramids of Giza. They discovered an ancient map which they managed to decipher giving the location of other ziggurat like structures, including the location of the newly risen island.

DRIVING TO BOSTON

The very next day on the 2nd August, the investigators are to meet Walter at the university and drive together out to the Boston Airfield. Due to lack of sleep, Walter will insist that

one of the investigators drive. While parked, an agent of the Thule Society has sabotaged the cars hydraulic brakes causing it to slowly leak brake fluid thereby weakening the brakes as time passes by. The agent stand at the other side of the road observing as the investigators enter the university to find Walter, and continues to do when they get into the car on their way to the airfield.

On their way out again a successful Spot Hidden roll has the investigators notice the agent who seems to be observing them while smoking a cigarette, and they remember the same individual standing at the same spot when they went inside. If they approach him, he will throw away the cigarette and move into an alley, disappearing before the investigators can manage to get to the other side of the road. Should they decide to examine the car, a successful Mech. Repair roll reveals that the car seems to have been tampered with, and upon closer inspection the investigators notice the brake fluid seeping out from the car.

The airfield is a two hour drive from Arkham. A successful Spot Hidden roll reveals, that the same car seems to have been following them. A regular Drive Auto roll will have the agent lose their tail.

During the trip, the weather turns for the worse with strong winds and heavy rain. If the investigators have not had the car's brakes repaired, the driver must make another regular Drive Auto roll. If they fail, the driver loses control of the car, and the lack of effective brakes causes him to glide off the road into a ditch. Each investigator subsequently makes a Luck roll. The investigator who fails his luck roll suffers a 1d3 damage roll from the car crash.

If the agent is still on their tail, he pulls up at the road briefly. Upon signs of life from the investigators, he will start the engine and drive away again – his only goal is to delay them until his colleague can eliminate and disguise himself as their pilot.

THE AIRFIELD

Once the investigators finally arrive at Boston Airfield they are greeted by Dr. Remus Bosworth and Arthur McMillan, but still wait for their pilot, Olivier Leclerc, who seems to be running almost two hours late. The agent of the society, Fritz Schmidt, has in fact tracked down Olivier, murdered him, and is now on his way to pose as the pilot himself.

The airplane is a Ford tri-motor, the time a state of the art airliner with a capacity of up to 11 passengers and a maximum speed of 130 mph. It sports a cockpit for the pilot and space for a co-pilot. Two rows of leather seats are separated by a narrow corridor, which runs to the back of the plane. Trunks are located above each seat with enough space for a briefcase. At the back end is a door, which leads to a larger room that stores the rest of the expedition's luggage and equipment.



A ford tri-motor aka "The Tin Goose"

LANDING ON THE ISLAND

While being the state of the art airliner at the time, the airplane still suffers from notable turbulence during flight, and the lack of proper insulation makes the trip cold and noisy – unlike modern standards. It will be an eight hours flight before they reach the island.

When they approach the island the climate turns colder, ice starts to form at the windows, and a thick fog seems to engulf them and the island. The expedition hears a deep rumble. This is the shoggoth expanding, travelling through the tunnels of the island. When they get closer, the shoggoth will form long tentacles striking up into the air from the tunnels in an attempt to grab the airplane midair and pull it down. As the plane struggles to stay its course, the investigators experience heavy turbulence, and notice that the plane is being losing speed and altitude. However, the thick fog prevents them from seeing what is truly going on.

'Olivier' will make an emergency landing on the ice near a bay surrounded by huge and steep cliffs. If an investigator plays a co-pilot make sure to have him pilot the plane at the time of the incident, and call for a Pilot (Aircraft) skill roll which allows for a landing without significant damage to the plane. If so, the plane will need to be repaired with a successful Mechanical Repair roll. Upon inspecting the aircraft, the investigators can see traces of black putrid slime, and dents as if something had grabbed the plane.

Walter will direct the expedition to pack out the tents and supplies out of the plane and set up camp immediately. With a few hours of daylight left, Walter decides that the expedition should explore the nearby tunnels. He encourages the investigators to explorer the tunnels themselves to get something else to think on then the landing. He explains, that the will remain at camp to compose himself and clear his head. This allows the investigators to be in control of their exploration of the tunnels as opposed to be 'bossed' by the leader of the expedition.

EXPLORING THE TUNNELS

The tunnels had been occupied by the voormis who had turned a section of the tunnels into a village which is now abandoned. They stretch almost a kilometer from the entrance and to the exit on the other side. On the other side of the tunnel lies the SMS Norden in a bay a kilometer away, and the ziggurat in the distance three kilometers away, however, they are at the time of the arrival clouded in a mist making them impossible to see. When the caves have been explored, Walter will call the expedition together to assess their discoveries for the night.

Catacombs: Graves have been dug into the walls and bricked up with stones of various size. The corpses of the voormis bricked in are in different states of rot, but all have their heads removed. A successful Medical roll reveals that the subjects have been dead for weeks or months and some perhaps several thousands of years old.

Abandoned village: This section contains primitive furniture including beds and tables made of stone. On the tables lie various tools including daggers and spears. Paintings displaying the life of the voormis, including fishing, the hunting of other humanoids, wars, and celebrations adorn the wall. Depicted is also a great ziggurat, but more disturbingly, the shoggoth, and Elder Things are also seen depicted with some human-looking characters of various size and shapes lying down in beds.

A successful Anthropology roll allows the investigator to get an overview and make sense of these paintings. The paintings depict what the voormis believe to be their origin from a ziggurat, and seem to have revered the shoggoth and/or Elder Things as gods – including human sacrifice by decapitation and throwing the head into a pit.



Chamber: In the middle of the chamber is a large and deep hole used by the voormis for sacrifices. A small and primitive statue of the shoggoth made out of the crystal of the Elder Things lies at the bottom of the hole emitting a calm and bluish glow lighting the chamber ever so slightly. A foul smell lingers in the room from black goo in the hole left by the shoggoth. A small tunnel from the bottom leads to a black pit filled with a foul mixture of water and slime from whence the shoggoth came.

Should one of the investigators go down and touch the statue, they feel it cold to the touch, and experience a vision from the perspective of the victim in abstract and unclear pictures.

The investigator sees himself bound to a pedestal opposite of the statue and in front of the hole, while large shadows dance around, howling a horrifying chant. Subsequently, the



investigator feels his head grabbed and sawed off with a knife. The head is held up high into the air for display before dropped into the hole, and falling into the mouth of a large creature resembling the statue. Subsequently the investigators must roll a 1/1d6+1 Sanity check.

Black pit: The way into the room is covered in black and foul smelling slime, and in the center and towards the back of the room is a large pool of watery dark slime from where the shoggoth once came. Below the slime is an underwater tunnel stretching itself towards the hole in the chamber where sacrifices were made to the shoggoth.

Should the investigators be foolish enough to dive down the shoggoth will attempt to grab the investigator with a tentacle. Subsequently, the investigator must pass an opposed Strength test or be pulled into the deep having the head sucked off, and the body floating up to the surface. Consider giving the investigators up to two advantage die depending on how many help with pulling the investigators up.

North tunnel: The tunnel connecting the Black pit to the exit collapses after the first night, where 'Olivier' chases Walter through this tunnel. When the shoggoth appears and gives chase to them both, it leaves a thick trail of slime from the black pit. The shoggoth caused the tunnel to collapse allowing both to escape.

THE FIRST NIGHT

During the night, Walter slips away from the camp in order to relieve himself. 'Olivier' pursues him in an attempt to eliminate him, but is thwarted. Walter runs towards the nearby tunnels, and runs through the dark tunnels in order to hide with 'Olivier' in pursuit.

Walter ambushes him in the dark, and 'Olivier's gun goes off accidentally shooting himself in the gut. During the clamor, the shoggoth emerges from 'The Black Pit'. For a brief moment they turn tail and run together through the tunnels to the other side. The shoggoth causes one of the tunnels to collapse, and Walter runs towards the ziggurat with 'Olivier' in pursuit – although falling slightly behind due to the wound. For more on the pursuit, see 'The Ziggurat on page 13'.

When the investigators wake up, they may soon notice that their leader and pilot is missing. Neither Arthur McMillan nor Dr. Remus Bosworth has seen nor heard anything.

Rummaging through Walter's belongings they find a note with strange symbols. Provide handout #2, and a .25 Derringer with 6 rounds of ammunition.

The note is a crucial part of solving the scenario in the most optimal way, and the keeper should make sure they stumble upon this clue. If the investigators do not search the belongings, have it appear somewhere along the way either folded in a wallet in the caves or on his body at the ziggurat.

WALTER'S NOTE
Walter's note

SMS NORDEN

Officially simply "Norden", its crew still refers to the old M-class minesweeper by its pre-war prefix "SMS" meaning "Seiner Majestäts Schiff", or in English, "His Majesty's Ship" referring to Kaiser Wilhelm II who was dethroned at the end of the war.

The ship lays in a half frozen bay on the other side of the tunnels. It was built in 1916 and is powered by two steam engines via two coal-fired boilers, has a speed of 16 knots (30km/h), can hold a crew of up to 80 men, and is armed with three 45 caliber barrel naval guns, one on port and starboard side, and one on the aft (back). Investigators are encouraged to consider the ship a means of escape from the island, and even as a potential weapon against the shoggoth.

If they do so have them roll an artillery or operate heavy machinery skill roll, or provide a base 25 % base chance of success. Upon hitting a target the gun deals 6d10 damage, a base range of 500 yards, and one shot every second round. If crewed by two, it may be fired every round as one person dedicates himself to reload the gun. The gun may be loaded with HE rounds exploding with fire upon impact or with AP rounds able to pierce the thickest sheets of armor. Keep in mind that any physical damage inflicted upon the shoggoth is reduced to 1, and fire reduced to half damage.

Several dug up graves of former marines who died during their exploits on the island are placed around the coast. Some graves have crosses with names and dates between 11th November 1921 and until February 1922 etched into them. Others lack names, dates, or crosses entirely. As the death toll rose, the attention of the burials depleted. Many graves have been dug up by Ludendorff to gather the heads and feed them to the shoggoth.

The ship itself rests in the bay among cracked sheets of ice. The hull itself is slimy and sports several large dents – the shoggoth's work. The ground is dotted with large craters from the cannons further inland.

On the deck are three cannons, and access to the bridge. Searching the bridge, the investigators find a ships log in German stating the following. Provide with handout :

- 3th May 1921
Departure from Hamburg. Our objective is to sweep the North Sea of mines.
- 12th July 1921
The course is changes to the Labrador Sea.

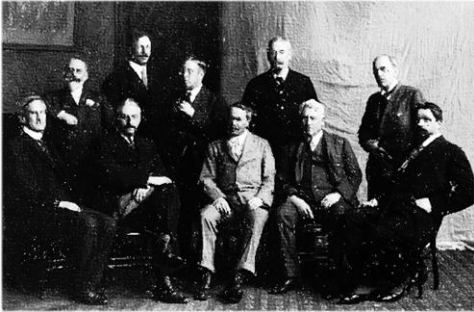


- 14th July 1921
Arrival at the Labrador Sea, and diving commences.
- 11th November 1921
The island has risen itself from the sea, and a boarding party is sent inland.
- 13th November 1921
The men encounter aggressive natives on the island and commence to engage them.
- 15th January 1922
An expedition is formed and makes its way into the ziggurat.

Stairs at starboard (right) side lead down to the hull of the ship.

Captain's quarters: On the door is written "Captain Carolus von Ludendorff". The quarters are dirty but the lack of undisturbed dust on the floors, bed, chairs and tables show recent activity. Inbuilt shelves of books akin to a small library cover the left and right wall.

A photograph hangs above the bed depicting members of the Thule Society with pins, buttons or a cuff button with the society's logo. A successful Occult roll reveals details on the group, and a Spot Hidden roll reveals the fifth face from the left to be that of Walter's from his unburnt side of the face. The gentleman in the middle in white is Ludendorff. Deliver handout #3.



A picture of members of the Thule Society.

At the foot of the bed is a footlocker filled with various Elder Thing crystals glowing dimly blue, and cold to the touch while some seem to be room temperature and do not glow. The cold has cooled down the room to below freezing temperatures

Among the books is literature on anthropology, biology, psychology, and hypnosis but also more controversial and less scientific material on eugenics and the occult. Among all these books are those similar to Walter Hartmann's, but also include:

- *Sigmund Freud's Studies on Hysteria (1895).*

A **successful hard Intelligence roll** or any other relevant roll reveals this book to introduce the concept of hypnosis.

Searching the library they also find a large and black tome in German titled *Die Architekten der Mensch (The Architects of Man)*. By shifting through the pages, or grabbing the book, a loose paper page falls out depicting a hand sign used by Ludendorff to gain the attention of the shoggoth. Provide handout #4.

- Sanity loss 1d8
- Cthulhu Mythos +1/+5
- Mythos Rating 30
- Study 20 weeks.

Armory: The door is locked from the outside, but a regular Locksmith roll can open it. It contains several diving suits, weapons, ammunition, and ammunition for the ship's cannons.

Officers Quarter's: The room contains ten beds, a table with an abandoned game of cards and some footlockers at the end of the beds sit within this room. The footlockers contain personal affections including pictures, letters from loved ones, and biscuits. Some cabinets contain the clothes of the officers. A successful Spot Hidden roll while rummaging through the room reveals a key to the armory.

The wall above one of the beds have been bloodied, and a bloody letter of an officer sits on the bed next to a pistol. Handout #5

Crews Quarters: Footlockers with personal affections sit at the end of seventy beds packed tightly together.

Bathrooms: Common showers and restrooms.

Mess hall: Crates of supplies, tools and so on from the storage litters the mess hall to make space for the experiments in the storage room. One corner of the room has been made into a makeshift kitchen in order to use the actual kitchen as an operation room.

Kitchen: The kitchen has been refitted into a makeshift operating room with large operating tables now dirty and covered with dried blood.

One table contains bloodied surgical tools including scalpels, bone saws, drills, and another table has several large skulls of the voormis and measurement instruments. A successful regular Medicine or Anthropology roll confirms that the skulls are not that of a homo sapiens, but seems to be of some pre-historic human akin to Neanderthals.

Freezers and fridges contain body parts surgically removed, as well as jars filled with organs, including brains and eyes. Gazing into the freezers and fridges cause a 0/1d4 Sanity roll.



When the kitchen has been explored, the investigators must pass a regular Listen roll. If successful, they hear something rummaging from the storage behind the kitchen.

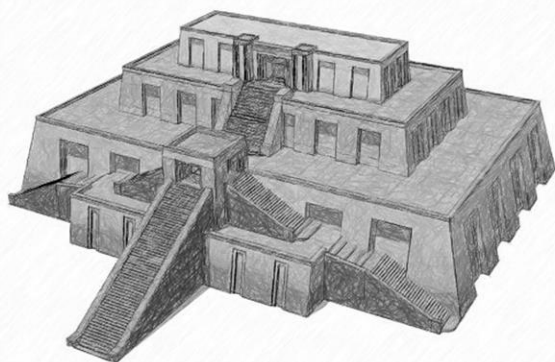
Storage: Upon entering they see a large almost 2,5 meter tall shadowy figure leap towards them. However, the figure is in fact a complete assembled skeleton of a voormis, and it is in fact not leaping towards them, but the shadows and lighting made it seem so.

The room contains several empty cages – but unbeknownst to the investigators, a voormis has escaped and is hiding in the storage. It will jump them if they move further into the room, or surprise them from behind later.

Engine room: The room contains a large coal furnace, an abundance of coal, and shovels to scoop the coal.

THE ZIGGURAT

Within the north-western end of the island is a great ziggurat built from basalt and ordained with strange symbols with a height of roughly 100 meters including the entrance and a width of 180 roughly resembling the pyramids of Egypt, the temples of the Mayans, or the Aztecs. The ziggurat is an ancient Elder Thing research facility which created and experimented with the human species e.g. Homo sapiens, Neanderthals as well as the Voormis.



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An excerpt of the symbols on the ziggurats facade

It contains several advanced utilities and machines used for dissection, bioengineering, and storage pods for preservation of tissue. Deep at the bottom of the facility, lies one of the Elder Thing's most dangerous experiments, the shoggoth, which has broken its bonds, enabling it to roam around the island through its vast tunnel system.

However, it also doubles as a spaceship, enabling the investigators to launch the ziggurat – and the shoggoth with it – into space, assuming they have the launch code, and managed to power the engines with a new crystal.

Top Floor

The entire top floor is the 'bridge' of this spaceship with large consoles with various buttons, and black displays. A board on these consoles consists of symbols akin to those on Walter's note. Provide Handout #6.

In the middle is a large socket in the ground with a large crystal 1x 0,50 meter. It is room temperature and does not glow as it has no more power. The investigators need to find a new and large enough crystal at the bottom of the ziggurat in order to power the ship, and press the launch code on the console.

'Olivier' sits across the shaft which goes down to the middle floor. He sits with his hand on a bleeding stomach wound, and a .38 Revolver in the other.

During the chase, Walter attempted to launch the ship but figured it was out of power. By then 'Olivier' confronts Walter, and shoots him thrice before Walter falls down the shaft.

'Olivier' will naturally seek the help of the investigators, and tell them, that Walter attempted to murder him in the night, and that he was chased through the tunnels and into the ziggurat but managed to wrestle Walter's gun from him and in self-defense shot him, and Walter subsequently fell into the shaft. The clever investigator may notice that Walter's gun was among his belongings, and they will also see, that Walter has been shot several times – overkill for mere self-defense. Depending on the roleplay, they may also have noticed 'Olivier' has not spoken French, speaks without an accent, and does not seem to know any details of France.

At an opportune moment at the keeper's discretion, 'Olivier' will attempt to kill the investigators. The investigators might ask him to surrender the weapon – something he will resist.

It is possible to crawl down the shaft with a regular Climb roll or automatically succeed if a rope is used.

Middle Floor

The floor consists of one long hallway with walls along the rooms in crystal glass allowing the investigators to see into each room through the hallway. Large stairs curl around the corner taking one down to the deepest level of the ziggurat. A trail of blood goes from the shaft and across the hallway and down the stairs below.

Storage: The room contains shelves with rows of organs including brains, hearts, eyes, and strange containers with fluids of varying color. The sight prompts a 0/1d4 Sanity roll.

Operation rooms: Large futuristic operating benches.



Pod room: Rooms filled with pods – many opened and broken – some still intact with sockets for crystals to power them. They put a body into stasis allowing one to survive for hundreds of years, but one also keeps ones conscience. They contain voormis, but also humans!

Hans Weber is trapped in his diving suit in one of the pods, and knocks on the glass of his pod trying to gain the attention of the investigators.

Base Floor

The entire floor feels like stepping into a freezer, and is dimly lit by the mountain of crystals, and the ceiling can barely be seen due to the darkness.

Hall of Records: The trail of blood continues down the stairs, and leads to the remains of a headless Walter covered in blood and slime. He was killed by the shoggoth during his confrontation with Ludendorff in the Crystal Room.

Large basalt columns contain records of the Elder Things etched into the stone itself with strange markings.

Crystal Room: Nearby is the broken down entrance into a room with a mountain of Elder Thing crystals lighting the entire room up in an almost blinding light. Several crystals appear to fit the proportions of the crystal on the top floor.

In the other end sits a deranged Captain Ludendorff on his knees staring into a large hole in the floor covered by a cap of ice while talking to the shoggoth beneath.

CONFRONTING LUDENDORFF

Ludendorff has become completely deranged, and sits on his knees staring into the large cap of ice while caressing it with his hands. He is tall and gaunt with large black rings around his eyes, and some of this beard and hair still remain. He is unarmed and by himself quite harmless. He does not consider the investigators a threat but as a healthy sustenance for the shoggoth, which he has come to care for as a child. He may exchange some words with the investigators, but has gone hopelessly insane, and will call out for the shoggoth which breaks through the ice.

The encounter is very dangerous, and the investigators have no hope of dealing with the shoggoth with any conventional means. Firstly they will need to deal with the

sanity wrecking experience before begin to run. Hopefully, someone takes a crystal with them. They will need it to replace the depleted crystal on the ziggurat's top floor, and punch in the symbols on the console which they found on Walter's note.

Another way to deal with the shoggoth is to do the sign which will keep it steady and waiting for about ten seconds. In this timespan the investigator will need to roll a successful Hypnosis roll against the shoggoth's POW stat.

They may also figure to make a run for it towards the ship, and try to fend it off with the guns – however, this might only buy them enough time to distance themselves in order to escape at sea. Hopefully some of them have naval experience otherwise they may employ the assistance Arthur McMillan or Hans Weber.

Alternatively they may also decide to leg it towards the plane – if any of them know how to pilot it.

First they will need to escape the ziggurat itself. This will initiate a chase scene. This flight is represented by three locations:

- i. The long and Icey stairs up towards the middle floor, constituting a hazard. A successful DEX roll is required to bypass the stairs safely.
- ii. Running across the hall on the middle floor, and climbing up the shaft. A successful climb check is required before they may move on to the next location, thereby constituting a barrier. If the investigators have applied a rope, they gain a bonus die.
- iii. Running down the large stairs outside and down constitutes a hazard. CON roll is required to avoid losing their breath as they proceed down towards either the plane or the ship.

The shoggoth uses its DEX stat throughout the locations as it struggles to crawl its way through the ziggurat to catch its quarry. Crawling through the ziggurat it has a speed of 8. It starts two locations away from the player characters representing its need to crawl up from the icy water and across the crystal room. The investigators themselves start one location away from the first location – the icy stairs.

If the investigators manage to launch the ziggurat into space and the shoggoth with it, or hypnotize it, they receive a reward of 1d10 + 5 sanity.



NPC STAT BLOCKS AND SKILLS

In this section follows the statistics of non-playable characters in the scenario in order of appearance.

Fritz Schmidt

STR 60 CON 70 SIZ 60 DEX 55 INT 40

POW 55 HP 13 DB +0 Build 0 Move 6

Damage bonus +0

Attacks per round 1

Skills: Fighting (Brawl) 65 (32/13) Dodge 40 (20/8), Firearm Handgun (70/35/14), Pilot (40)

Weapons: .38 Revolver 1d10 damage, 1(3) uses per round.

Note: When the investigators discover him at the ziggurat, he only has 6 HP left and has suffered a major wound.

Voormis

STR 80 CON 70 SIZ 100 DEX 50 INT 40

POW 60 HP 15 DB +1d6 Build 2 Move 7

Damage bonus +1d6

Attacks per round 2: It attacks using its large fists dealing 1d3 damage + db.

Skills: Fighting (Brawl) 55 (27/11) Dodge 25 (12/5).

Armor: 1 point of armor for thick fur.

Sanity loss: 0/1d4

Hans Weber

STR 50 CON 60 SIZ 65 DEX 45 INT 65

POW 55 HP 12 DB +0 Build 0 Move 6

Damage bonus +0

Attacks per round 1

Skills: Fighting (Brawl) 45 (27/11) Dodge 25 (12/5), Climb (50%), Swim (60%), Operate Heavy Machinery (50%), Pilot Boat (50%).

Shoggoth

STR 315 CON 210 SIZ 420 DEX 15 INT 35

POW 50 HP 63 DB +8d6 Build 9 Move 7 (10 when rolling)

Damage bonus +8d6

Attacks per round:

Fighting attacks: In combat, a shoggoth covers an area 5 yards square and is able to produce tentacles, claws, or any manner of appendages at will with which to perform a crushing attack. Those unfortunate enough to be hit by a shoggoth attack may also be engulfed.

Engulf: Each person engulfed within the shoggoth is attacked separately and each must make a successful opposed STR roll or be sucked apart. If the shoggoth attacks more than one target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can strike back only on rounds in which they successfully roll STR or less on 1d100. Each round a victim is held within a shoggoth, he or she loses hit points equal to the shoggoth's damage bonus; the damage describable as rupturing, crushing, and being sucked into pieces. A shoggoth can engulf any number of enemies; however they may not exceed a total SIZ greater than its own SIZ.

Skills: Fighting 70 (35/14), damage equals damage bonus, Dodge 8 (4/1).

Armor: None, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms and knives do only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.

Sanity loss: 1d6/1d20.



MAPS & HANDOUTS

Handout #5
[Officers letter]

Handout #1

- "An Anthropological Study on the Lore and History of the Indigenous Peoples of Indochina and Insular South East Asia (1911)" by Edgar Warren.
- "Origins of the Aryans (1883)" by Karl Penka.

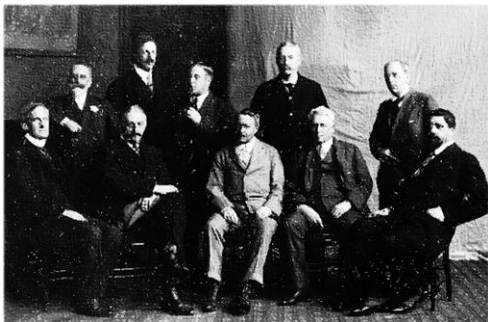
The most merciful thing in the world, I think, is the inability of the human mind to correlate all of its contents. There are simply things that we are not meant to know, and not meant to see. After what happened I can only envy those who still live in blissful ignorance of the eldritch horrors that stalk the dark corners of the Earth. What I saw that night, I still see clear as day, and even more so when I close my eyes. Though the images of that thing have been permanently imprinted on my mind, I still struggle to put into words what I saw.

Handout #2

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We were close to the bottom when we heard it. The entire room rumbled as it crawled and thawed itself through the ice. That's when we saw it. The nightmare, plastic column of fetid, black flesh oozing tightly onward.

Handout #3



It was bedlam, but Captain Ludendorff simply stood there holding his left hand in a strange gesture. For a moment it stopped. He raised his right arm holding his watch swinging it slowly from side to side, and I could swear I heard him talk to it. Shortly afterwards, it disappeared back to from wherever it came from, and all that was left was the headless bodies of good men, the screams of those yet alive, and the Captain's maniacal laughter. Every night when I go to sleep, I see it watching me, and I hear his laughter. Every night. God, please forgive me, for I cannot take it anymore.

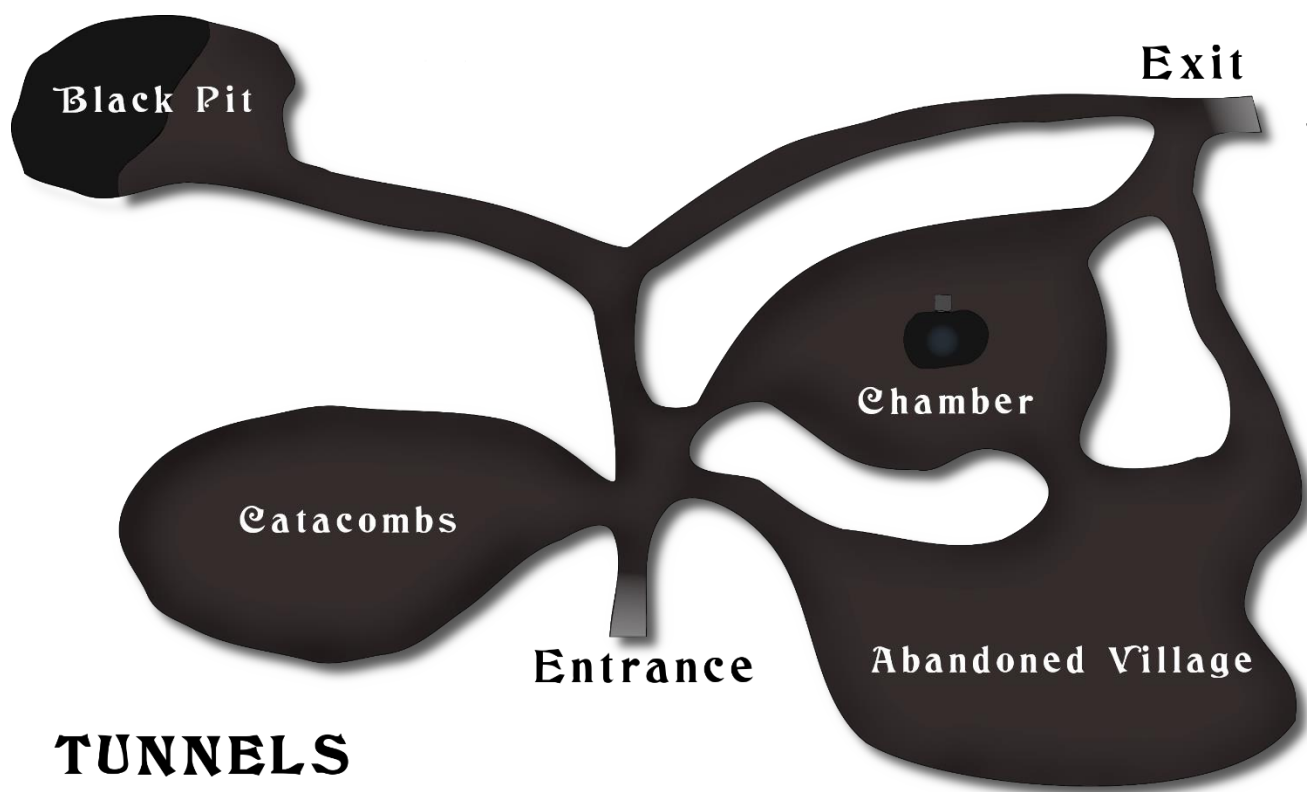
Handout #4



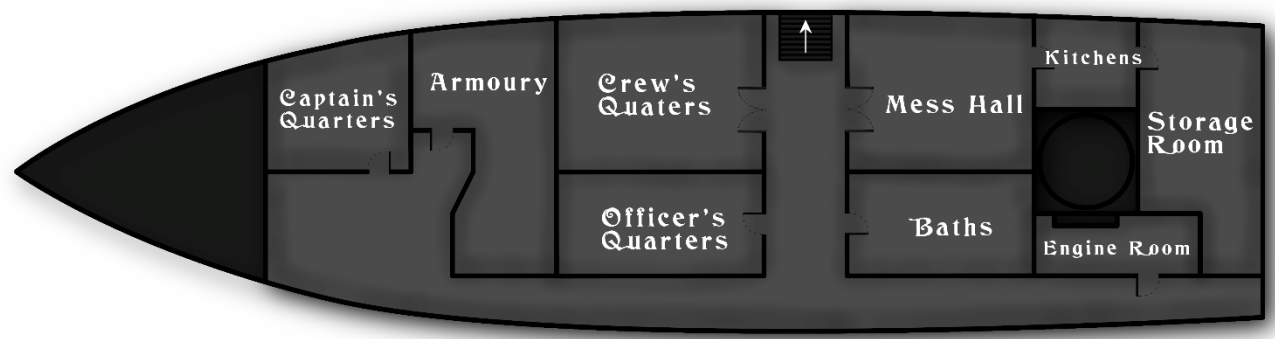
Handout #6

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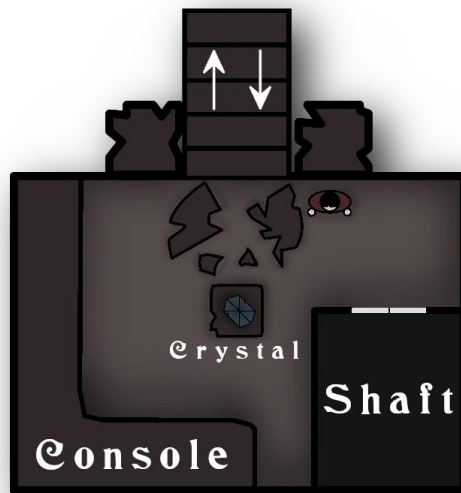




TUNNELS



SMS NORDEN



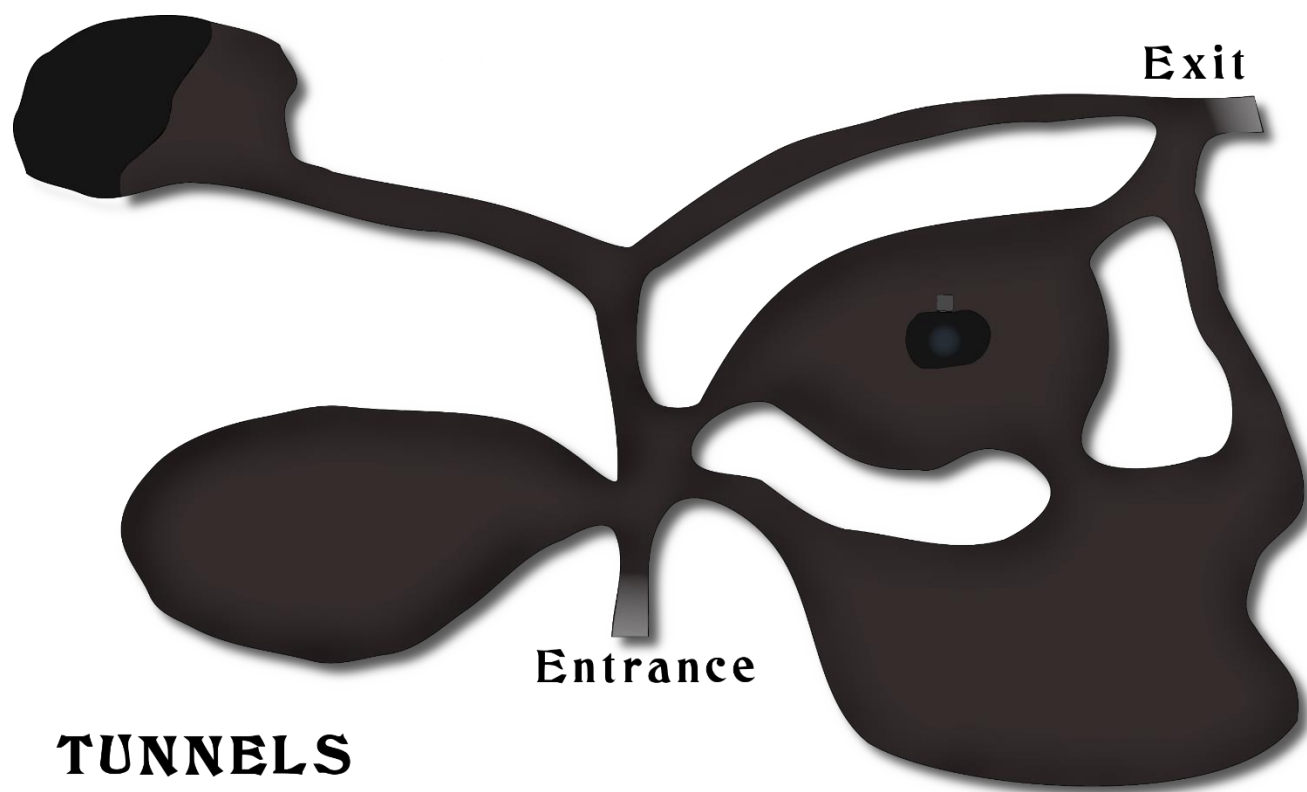
Top Floor



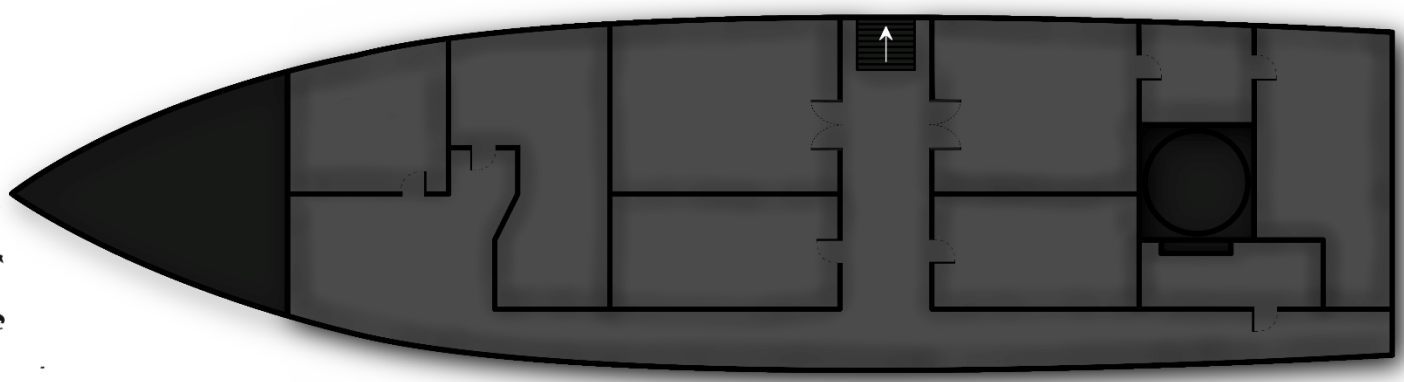
Middle Floor



Base Floor



TUNNELS







1920s Name Arthur McMillan
 Player _____
 Occupation Laboratory assistant
 Age 48 Sex Male
 Residence Boston
 Birthplace Boston



CHARACTERISTICS

STR	55	$\frac{27}{11}$	DEX	40	$\frac{20}{8}$	INT	70	$\frac{35}{14}$
CON	40	$\frac{20}{8}$	APP	50	$\frac{25}{10}$	POW	25	$\frac{12}{5}$
SIZ	90	$\frac{45}{18}$	EDU	65	$\frac{32}{13}$	Move Rate	6	$\frac{+1}{-1}$

HIT POINTS

Current HP

M:13IP Major Wound Temp. Insane Indef. Insane

25 99

SANITY

Current Sanity

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total 40

Current MP

M:5MP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input checked="" type="checkbox"/> Science (01%) Chemistry	35	$\frac{17}{7}$	
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input checked="" type="checkbox"/> Library Use (20%)	<input checked="" type="checkbox"/> Geology	65	$\frac{32}{13}$	
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input checked="" type="checkbox"/> Botany	45	$\frac{22}{9}$	
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)			
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input checked="" type="checkbox"/> Spot Hidden (25%)	40	$\frac{20}{8}$	
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)			
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)	40	$\frac{20}{8}$	
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)	40	$\frac{20}{8}$	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)			
Credit Rating (00%)	10	$\frac{5}{2}$	<input type="checkbox"/> Track (10%)			
Cthulhu Mythos (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)				
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)				
<input type="checkbox"/> Dodge (half DEX)	20	$\frac{10}{4}$	<input checked="" type="checkbox"/> Pilot (01%) Boat	50	$\frac{25}{10}$	
<input type="checkbox"/> Drive Auto (20%)	<input checked="" type="checkbox"/> Language (Other) (01%) Latin	20	$\frac{10}{4}$	<input checked="" type="checkbox"/> Psychology (10%)	40	$\frac{20}{8}$
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>			
<input checked="" type="checkbox"/> Elec Repair (10%)	45	$\frac{22}{9}$	<input type="checkbox"/> Psychoanalysis (01%)			
	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/> Ride (05%)			

WEAPONS

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

COMBAT

Damage Bonus +1D4

Build +1

Dodge 20

$\frac{10}{4}$

BACKSTORY



Personal Description Plump

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Sailboat

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____
 Cash _____
 Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

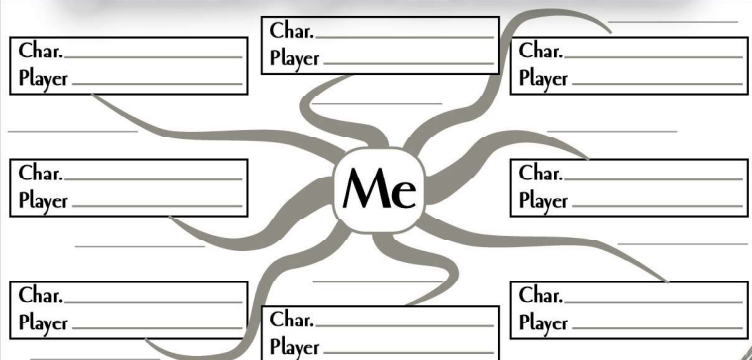
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920s Name Dr. Remus Bosworth
 Player _____
 Occupation Doctor of Medicine
 Age 38 Sex Male
 Residence Arkham
 Birthplace Boston



CHARACTERISTICS

STR	55	$\frac{27}{11}$	DEX	45	$\frac{22}{9}$	INT	85	$\frac{42}{17}$
CON	55	$\frac{27}{11}$	APP	85	$\frac{42}{17}$	POW	45	$\frac{22}{9}$
SIZ	70	$\frac{35}{14}$	EDU	70	$\frac{35}{14}$	Move Rate	7	$\frac{+1}{-1}$

HIT POINTS

Current HP

M: **12** IP

Major Wound Temp. Insane Indef. Insane

45 **99**

SANITY

Current Sanity

CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

LUCK

Luck Total 85

Current MP

M: **9** MP

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input checked="" type="checkbox"/> Science (01%) Biology	30 $\frac{15}{6}$
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input checked="" type="checkbox"/> Library Use (20%)	<input checked="" type="checkbox"/> Pharmacy	30 $\frac{15}{6}$
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)	40 $\frac{20}{8}$
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input checked="" type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<input checked="" type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)	
Credit Rating (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<input checked="" type="checkbox"/> Language (Other) (01%) Latin	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input checked="" type="checkbox"/> Psychology (10%)	<input type="checkbox"/>	47 $\frac{23}{9}$
<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/>	<input checked="" type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	63 $\frac{31}{12}$
<input type="checkbox"/> Elec Repair (10%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-

COMBAT

Damage Bonus +1D4

Build +1

Dodge

BACKSTORY



Personal Description Gaunt

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____
 Cash _____
 Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ¼ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilized; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

