

FOR  
**Call of  
Cthulhu®**  
5th Ed.

# Call of Cthulhu® Keeper's Kit

COMPLETE  
Ages  
12 up  
GAME

5TH EDITION

## Sanity Saving Keeper's Screen

# CALL of CTHULHU

Horror Roleplaying in the Worlds of H.P. Lovecraft

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WITH Keith Herber, William A. Workman, William Hamblin,  
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# Chaosium®

**Les Brooks**  
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# Sample Firearms & Explosives

|                                       | <i>base chance,<br/>or starting<br/>skill points</i> | <i>damage<br/>done<br/>with attack</i> | <i>base<br/>range<br/>of attack</i> | <i>attacks<br/>per<br/>round</i> | <i>bullets<br/>in gun</i> | <i>HPs<br/>resisting<br/>attack</i> | <i>era<br/>\$ cost<br/>of weapon</i> | <i>mal</i> | <i>common<br/>in<br/>era</i> |
|---------------------------------------|--|--|-------------------------------------|----------------------------------|---------------------------|-------------------------------------|--------------------------------------|------------|------------------------------|
| <b>HANDGUNS*</b>                      |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| .25 Derringer (1B)                    | 20   | 1D6                                    | 3 yards                             | 1                                | 1                         | 5                                   | 4/12/55                              | 00         | 1890s,20s                    |
| .32 or 7.65mm Revolver                | 20   | 1D8                                    | 15 yards                            | 3                                | 6                         | 10                                  | 6/15/200                             | 00         | all                          |
| .32 or 7.65mm Automatic               | 20   | 1D8                                    | 15 yards                            | 3                                | 8                         | 8                                   | —/20/350                             | 99         | 1920s,90s                    |
| .357 Magnum Revolver                  | 20   | 1D8+1D4                                | 20 yards                            | 1                                | 6                         | 11                                  | —/—/425                              | 00         | 1990s                        |
| .38 or 9mm Revolver                   | 20   | 1D10                                   | 15 yards                            | 2                                | 6                         | 10                                  | 8/25/200                             | 00         | all                          |
| .38 Automatic                         | 20   | 1D10                                   | 15 yards                            | 2                                | 6                         | 8                                   | —/30/375                             | 99         | 1920s,90s                    |
| 9mm Automatic                         | 20   | 1D10                                   | 20 yards                            | 3                                | 17                        | 8                                   | —/—/475                              | 99         | 1990s                        |
| .44 Magnum Revolver                   | 15   | 2D6+2                                  | 30 yards                            | 1                                | 6                         | 12                                  | 475                                  | 00         | 1990s                        |
| .45 Revolver                          | 20   | 1D10+2                                 | 15 yards                            | 1                                | 6                         | 10                                  | 10/30/300                            | 00         | all                          |
| .45 Automatic                         | 20   | 1D10+2                                 | 15 yards                            | 1                                | 7                         | 8                                   | —/40/375                             | 00         | 1920s,90s                    |
| <b>RIFLES*</b>                        |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| .22 Bolt-Action Rifle                 | 25   | 1D6+2                                  | 30 yards                            | 1                                | 6                         | 9                                   | 10/13/70                             | 99         | all                          |
| .30 Lever-Action Carbine              | 25   | 2D6                                    | 50 yards                            | 1                                | 6                         | 8                                   | 12/19/150                            | 98         | all                          |
| .45 Martini-Henry Rifle               | 25   | 1D8+1D6+3                              | 80 yards                            | 1/3                              | 1                         | 12                                  | 15/5/275                             | 00         | 1890s                        |
| SKS Carbine                           | 25   | 2D6+1                                  | 90 yards                            | 2                                | 10                        | 10                                  | —/—/500                              | 97         | 1990s                        |
| .303 Lee-Enfield                      | 25   | 2D6+4                                  | 110 yards                           | 1/2                              | 10                        | 12                                  | 25/50/300                            | 00         | all                          |
| .30-06 Bolt-Action Rifle              | 25   | 2D6+4                                  | 110 yards                           | 1/2                              | 5                         | 12                                  | 30/75/175                            | 00         | all                          |
| .444 Marlin Rifle                     | 25   | 1D8+1D6+4                              | 90 yards                            | 1                                | 5                         | 12                                  | —/—/400                              | 98         | 1990s                        |
| Elephant Gun (2B)                     | 15   | 3D6+4                                  | 100 yards                           | 1 or 2                           | 2                         | 12                                  | 100/400/1800                         | 00         | 1890s,20s                    |
| <b>SHOTGUNS</b>                       |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| 20-gauge Shotgun (2B)                 | 30   | 2D6/1D6/1D3                            | 10/20/50 yds                        | 1 or 2                           | 2                         | 12                                  | 25/35/rare                           | 00         | 1890s,20s                    |
| 12-gauge Shotgun (2B)                 | 30   | 4D6/2D6/1D6                            | 10/20/50 yds                        | 1 or 2                           | 2                         | 12                                  | 30/40/rare                           | 00         | 1890s,20s                    |
| 12-gauge Shotgun (pump)               | 30   | 4D6/2D6/1D6                            | 10/20/50 yds                        | 1                                | 5                         | 10                                  | 75/45/100                            | 00         | 1920s,90s                    |
| 12-gauge Shotgun (semi-auto)          | 30   | 4D6/2D6/1D6                            | 10/20/50 yds                        | 2                                | 5                         | 10                                  | 75/45/100                            | 00         | 1990s                        |
| 12-gauge Shotgun (2B, sawed off)      | 30   | 4D6/1D6                                | 5/10 yds                            | 1 or 2                           | 2                         | 14                                  | 15/NA/NA                             | 00         | 1920s                        |
| 10-gauge Shotgun (2B)                 | 30   | 4D6+2/2D6+1/1D6                        | 10/20/50 yds                        | 1 or 2                           | 2                         | 12                                  | 35/rare/rare                         | 00         | 1890s                        |
| <b>ASSAULT RIFLES</b>                 |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| AK-47 or AKM                          | 25   | 2D6+1                                  | 90 yards                            | 2 or burst                       | 30                        | 12                                  | —/—/600                              | 00         | 1990s                        |
| AK-74                                 | 25   | 2D8                                    | 120 yards                           | 2 or burst                       | 30                        | 12                                  | —/—/1000                             | 97         | 1990s                        |
| Barrett Model 82                      | 25   | 2D10+4                                 | 210 yards                           | 1                                | 11                        | 12                                  | —/—/3000                             | 96         | 1990s                        |
| M16A2                                 | 25   | 2D8                                    | 130 yards                           | 1 or burst of 3                  | 30                        | 11                                  | —/—/NA                               | 97         | 1990s                        |
| <b>SUBMACHINE GUNS</b>                |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| Thompson SMG                          | 15   | 1D10+2                                 | 20 yards                            | 1 or burst                       | 20/33                     | 8                                   | —/NA/NA                              | 96         | 1920s                        |
| Hechler & Koch MP5                    | 15   | 1D10                                   | 45 yards                            | 2 or burst                       | 15/30                     | 10                                  | —/—/NA                               | 97         | 1990s                        |
| Ingram MAC-11                         | 15   | 1D8                                    | 20 yards                            | 3 or burst                       | 32                        | 6                                   | —/—/750                              | 96         | 1990s                        |
| Uzi SMG                               | 15   | 1D10                                   | 40 yards                            | 2 or burst                       | 32                        | 8                                   | —/—/1000                             | 98         | 1990s                        |
| <b>MACHINE GUNS</b>                   |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| Browning Aut. Rifle M1918             | 15   | 2D6+4                                  | 90 yards                            | 1/2 or burst                     | 20                        | 11                                  | —/NA/800                             | 00         | 1920s                        |
| .30 Browning M1917A1, belt-fed        | 15   | 2D6+3                                  | 150 yards                           | burst                            | 250                       | 12                                  | —/3000/NA                            | 96         | 1920s                        |
| Maschinengewehr-42 7.92mm, belt-fed   | 15   | 2D6+4                                  | 200 yards                           | burst                            | 300                       | 18                                  | —/—/rare                             | 00         | WWII                         |
| FN Minimi, 5.56mm, clip/belt          | 15   | 2D8                                    | 130 yards                           | burst                            | 30/200                    | 11                                  | —/—/NA                               | 99         | 1990s                        |
| <b>EXPLOSIVES, GEAR, HVY. WEAPONS</b> |  |  |                                     |                                  |                           |                                     |                                      |            |                              |
| Molotov Cocktail                      | Throw %  | 2D6 + luck to burn                     | thrown                              | 1/2                              | 1 only                    | 1                                   | —/NA/NA                              | 95         | 1920s,90s                    |
| Signal Pistol (Flare Gun)             | 25   | 1D10+1D3 burn                          | 10                                  | 1/2                              | 1                         | 11                                  | 10/15/75                             | 00         | all                          |
| M79 'Blooper' Grenade Launcher        | 25   | 3D6 / 2 y                              | 20                                  | 1/3                              | 1                         | 12                                  | —/—/NA                               | 99         | 1990s                        |
| Dynamite Stick                        | Throw %  | 5D6 / 2 y                              | thrown                              | 1/2                              | 1 only                    | 1                                   | 1/2/5                                | 99         | all                          |
| Hand Grenade                          | Throw %  | 4D6 / 4 y                              | thrown                              | 1/2                              | 1 only                    | 8                                   | —/NA/NA                              | 99         | 1920s,90s                    |
| 81mm Mortar                           | 00   | 6D6 / 6 y                              | 500 yards                           | 2                                | separate                  | 10                                  | —/—/NA                               | 00         | 1990s                        |
| 75mm Field Gun                        | 00   | 10D6 / 2 y                             | 500 yards                           | 1/4                              | separate                  | 40                                  | 3000/1500/—                          | 99         | 1920s,90s                    |

**1B, 2B** — 1 barrel, 2 barrels.

**1/2, 1/3** — can be accurately fired every second/third round.

**1 or 2** — one or both barrels fireable in same round.

\* — this class of weapon can impale

**Burst** — burst capability unavailable to civilians; prices reflect gray-market.

**NA** — not available to civilians either in auto-fire configuration or at all. Implies weapon may be illegal to own.

**mal = Malfunction Number** — with any attack die roll result equal to or higher than the firing weapon's malfunction number, the shooter does not merely miss—his or her weapon does not fire. If the weapon is a revolver, break-open gun, or bolt-action rifle, the problem is merely a dud round. If the weapon is lever-action, the malfunction is a jam. Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair roll or appropriate firearm skill roll (e.g., one's Rifle skill could fix a jammed rifle). The user can keep trying until succeeding or else destroying the mechanism on a Mechanical Repair result of 96-00.

**Shotgun solid slugs** — 10-gauge 1D10+8, 12-gauge 1D10+6, 20-gauge 1D10+4; base ranges 50 yards; slugs can impale.

**Era Cost** — 1990s prices reflect collectors' market, 1920s prices do not.

**2yds, 3yds, etc.** — damage radius of explosion in yards; damage done in each yard beyond radius decreases by 1D6 per yard.

**For hand-to-hand weapons, additional firearms, and explosives see the Expanded Weapons Table on page 236-237 in the Call of Cthulhu rulesbook.**

## Characteristics

|                   |                      |                          |
|-------------------|----------------------|--------------------------|
| <b>STR</b>        | roll 3D6             | <b>DAMAGE BONUS</b>      |
| <b>CON</b>        | roll 3D6             |                          |
| <b>SIZ</b>        | roll 2D6+6           |                          |
| <b>INT</b>        | roll 2D6+6           |                          |
| <b>POW</b>        | roll 3D6             |                          |
| <b>DEX</b>        | roll 3D6             |                          |
| <b>APP</b>        | roll 3D6             |                          |
| <b>EDU</b>        | roll 3D6+3           |                          |
| <b>SAN</b>        | POW x5               |                          |
| <b>Idea</b>       | INT x5               |                          |
| <b>Luck</b>       | POW x5               | <b>SKILL DEVELOPMENT</b> |
| <b>Know</b>       | EDU x5               |                          |
| <b>Hit Pts.</b>   | average of CON + SIZ |                          |
| <b>Magic Pts.</b> | maximum equals POW   |                          |

|                  |                 |
|------------------|-----------------|
| <b>STR + SIZ</b> | <b>Dam. Add</b> |
| 2 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

## The Resistance Table

### SKILL DEVELOPMENT

- TRAINING**
- Given enough money, someone will teach anything.
  - Investigators should not learn more than 1D10 points in a skill per six game months. An experience check is automatic upon completing a segment of training.
  - Access to a renowned teacher may increase the learning rate.
  - Some combat skills (such as Fencing Foil) are so rare that special schools are the only way to learn.

### STARTING A SKILL FROM ZERO

- In a dire situation, if a player rolls 01 for a requested skill, the investigator gets a check for it.
- Formal training grants 1D10 points in a given skill for each six months of study.
- Self-study may advance a skill in an academic subject. After six months of study a player rolls D100 equal to or less than the investigator's average of INT and POW. Success grants 1D10 point skill increase.
- At the keeper's discretion, a regimen of practice may grant a check in a physical skill. Advancement through this method should be very rare.

For more, see skill definitions in the Call of Cthulhu rulesbook.

| PASSIVE CHARACTERISTIC | ACTIVE CHARACTERISTIC |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|------------------------|-----------------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|                        | 1                     | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 1                      | 50                    | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 2                      | 45                    | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 3                      | 40                    | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 4                      | 35                    | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  |
| 5                      | 30                    | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  |
| 6                      | 25                    | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  |
| 7                      | 20                    | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  |
| 8                      | 15                    | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  |
| 9                      | 10                    | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  |
| 10                     | 5                     | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  |
| 11                     | —                     | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  |
| 12                     | —                     | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| 13                     | —                     | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 |
| 14                     | —                     | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 |
| 15                     | —                     | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |
| 16                     | —                     | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |
| 17                     | —                     | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| 18                     | —                     | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 |
| 19                     | —                     | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| 20                     | —                     | —  | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| 21                     | —                     | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |

For success roll D100 equal to or less than the indicated number

## Sanity Loss Guide

|                            |                                     |
|----------------------------|-------------------------------------|
| <b>1 or 1D2 SAN</b>        | Discomfort or slight confusion.     |
| <b>1D3 SAN</b>             | Fright, confusion, or disgust.      |
| <b>1D4 SAN</b>             | Panic, disorientation, or loathing. |
| <b>1D6 or 1D6+1 SAN</b>    | Nausea or stupefaction.             |
| <b>1D8, 1D6+2, 2D4 SAN</b> | Shock.                              |
| <b>1D10 SAN</b>            | Major shock.                        |
| <b>2D6 or 2D6 SAN</b>      | Mind-damaging horror.               |
| <b>1D10, 2D10, 3D6 SAN</b> | Extreme horror.                     |
| <b>3D10 SAN</b>            | Ye liveliest awfulness.             |
| <b>D100 SAN</b>            | ULTIMATE COSMIC EVIL.               |

## FIREARMS

- AUTOMATIC WEAPONS, BURSTS**
- Fully automatic weapons may fire a burst on the user's DEX. For each shot fired in a burst, the attacker's chance to hit raises by 5 percentiles.
  - The chance cannot 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 hit.
  - Only the first bullet may impale.
  - For multiple targets the opportunity exists to hit each target at normal chance, and each is rolled separately.
  - Shooter divides shots among targets.
  - If a single target or narrow group, increase chance to hit up to double the chance.
- POINT-BLANK FIRE**
- Shooter's chance is doubled if distance is equal to or less than user's DEX in feet.
- PRECISION AIM, TELESCOPIC SIGHTS**
- This rule applies only to rifles. The shooter braces and shoots just once in a combat round at 1/2 normal DEX. This doubles the point-blank and base ranges.
  - Double the base range of a rifle equipped with a telescopic sight.
  - If both telescopic sights and precision aim are used, quadruple the base range.

- RELOADING**
- It takes one combat round to load two shells or exchange a clip, and two rounds to change belts for machine guns.
  - In one combat round, one shell can be loaded and a shot fired at 1/2 DEX.
- SILENCERS**
- Sound of shot is muffled and the range of the weapon is halved.
  - Silencers wear out after 1D100+10 firings.

- EXTENDED RANGE**
- Attacker may fire at up to double a weapon's base range at half normal chance to hit, triple at 1/4 chance, quadruple at 1/8 and so on.

- MALFUNCTION NUMBERS, JAMS**
- Attack results equal to or higher than a weapon's malfunction number causes the weapon not to fire.
  - If the weapon is a revolver or bolt-action rifle, it is merely a dud round.
  - If the weapon is an automatic, pump-action or lever-action, the malfunction is a jam. Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair or a skill roll for the jammed firearm. The user

- TWO HANDGUNS**
- One person can hold two handguns and fire both as unaimed shots in one round.
- UNAIMED SHOTS**
- Chance to hit is 1/5 of normal and only a die roll of 01-05 would impale.
  - Shooter may fire four shots per round from a pistol or semi-automatic rifle, or three shots from a lever or pump-action gun, or two per round from a bolt-action weapon.

## INSANITY

- TEMPORARY INSANITY**
- 5 or more Sanity points lost in a single roll.
  - Player must roll D100—if result is INTx5 or less, consult temporary insanity table.
- INDEFINITE INSANITY**
- 20% or more of current Sanity points lost in one game hour.
  - Consult Indefinite Insanity table. Effects last 1D6 months, or a multiple thereof.
- PERMANENT INSANITY**
- Zero Sanity points.
  - Keeper should choose a madness from Indefinite Insanity table.

## SAMPLE SANITY LOSS

| Sanity loss | prompting situation                 |
|-------------|-------------------------------------|
| 0/1D2       | Surprised to find an animal carcass |
| 0/1D3       | Surprised to find a corpse          |
| 0/1D3       | Surprised to find a body part       |
| 0/1D4       | See a normal river flow with blood  |
| 1/1D4+1     | Surprised to find a human corpse    |
| 0/1D6       | Wake trapped in a tomb or coffin    |
| 0/1D6       | Witness a friend's violent death    |
| 0/1D6       | See a ghoul                         |
| 1/1D6+1     | Meet someone you know to be dead    |
| 0/1D10      | Undergo severe torture              |
| 0/1D10      | See dimensional shambler            |
| 1/1D10      | See corpses rise from the grave     |
| 1D10/1D100  | See Great Cthulhu                   |

## PHYSICAL INJURIES

- ACID CONTACT**
- Weak acids: 1D3-1 damage per round.
  - Strong acids: 1D4 damage per round.
  - Very strong acids: 1D6 damage per round. Charge only for significant contact.
- DROWNING, SUFFOCATING**
- Roll CON x10 or less on D100 in the first round; CON x9 or less in the second; CON x8 or less in the third; and so on, to CON x1. For surprise, start at CON x6.
  - Failure costs 1D6 damage plus 1D6 more each additional round.
  - No further CON rolls after the first is failed.
- EXPLOSION**
- Calculate effect in terms of the power of the blast and the radius of effect in yards. Thus a stick of dynamite does 5D6 damage in the first two yards, 4D6 in the third yard, 3D6 in the fourth, and so on.
  - Each victim takes separate and full damage. Doubling a charge increases damage by half.
- FALLING**
- Per 10 feet or fraction over first 10 feet: Lose 1D6 hit points.
  - Successful Jump roll, lose 1D6 fewer hit points.

## STATES OF INJURY

- STUN**
- A knock-out attack, electrical shock, or injury may stun a character for 1D6 rounds.
  - A stun victim can only parry or dodge.
- SHOCK**
- Shock occurs to a victim who suffers a single wound of half or more of total remaining hit points.
  - A shock victim must roll CON x5 or less on D100 or fall unconscious.
- UNCONSCIOUS**
- A character with only 1 or 2 hit points left falls unconscious until hit points rise to 3 or more.
- DEATH**
- When a character's hit points drop to zero or less, he or she dies at the end of the following combat round.
  - If a dead character receives First Aid or Medicine in the round after reaching 0 hit points, he or she may recover if hit points are restored to at least +1.

## Sample Phobias

- ACROPHOBIA**—Fear of heights
- AGOROPHOBIA**—Fear of open spaces
- AILUROPHOBIA**—Fear of cats
- ANDROPHOBIA**—Fear of males
- ASTRAPHOBIA**—Fear of thunderstorms
- BACTERIOPHOBIA**—Fear of bacteria
- BALLISTOPHOBIA**—Fear of bullets
- BELONEPHOBIA**—Fear of needles
- BOTANOPHOBIA**—Fear of plants
- CLAUSTROPHOBIA**—Fear of enclosure
- CLINOPHOBIA**—Fear of beds
- DEMOPHOBIA**—Fear of crowds
- DENDROPHOBIA**—Fear of trees
- DORAPHOBIA**—Fear of fur
- ENTOMOPHOBIA**—Fear of insects
- GYNEPHOBIA**—Fear of females
- HEMATOPHOBIA**—Fear of blood
- IATROPHOBIA**—Fear of doctors
- MONOPHOBIA**—Fear of solitude
- NECROPHOBIA**—Fear of the dead
- OPHIOPHOBIA**—Fear of snakes
- PEDIPHOBIA**—Fear of children
- PYROPHOBIA**—Fear of fire
- SCOTOPHOBIA**—Fear of darkness
- THALASSOPHOBIA**—Fear of the sea
- VESTIOPHOBIA**—Fear of clothing
- XENOPHOBIA**—Fear of foreigners
- ZOOOPHOBIA**—Fear of animals

## The Combat Round

Rank combatants in DEX order from largest to smallest. If two or more have the same DEX, the lowest D100 roll is first.

- Aimed guns fire first in DEX order.
- Rank the pertinent DEXs anew.
- Then these actions occur in DEX order:
  - all hand-to-hand attacks and parries
  - unaimed shots with firearms
  - second shots or bursts with firearms
- Guns rated at three shots per round fire again at half shooter's DEX.
- An additional shot might be fired on DEX Rank 1.

## COMBAT

- ARMOR**
- To account for armor, subtract the listed hit point factor from damage actually rolled.
  - See Sample Armor nearby.
- DARKNESS, INVISIBILITY**
- Lower relevant skills by at least half or make the skill success a low multiplier of POW (x1, x2, or x3).
  - If the intention of the darkness is that the investigators cannot act, then lower the effective skill to 01.
  - Some skills are impossible to use without light and cannot be compensated for.
- DODGE**
- All investigators have this skill. Along with the Luck roll it can be used as a last resort. Remember to call for it!
- KNOCK-OUT ATTACKS**
- Perform a knock-out attack only with Fist/Punch, Kick, Grapple, Head Butt, or a blunt instrument.
  - Roll for damage as normal but match result against target's hit points on the Resistance Table. Success knocks target unconscious for several minutes with only 1/3 of the actual damage rolled.
  - If the attack succeeded but the Resistance Table roll failed, then target takes normal damage.
- PARTIAL CONCEALMENT**
- Reduce chance to observe only if what can be seen is unusually difficult to see. A successful Idea roll may notice what is left unconcealed.
- SURPRISE**
- Halve the DEX rank status of a defender in the first round of a surprise attack. If extreme surprise, allow no defender attacks that round.
  - Those surprised can still parry or dodge.

- THROWN OBJECTS**
- If an attacker throws an object, add half of his or her damage bonus to damage done. See also the Throw skill in the Call of Cthulhu rulesbook.

- IMPALES**
- An attack result of 1/5 or less of maximum successful attacks could be an impale.
  - Roll attack damage twice, add results for total damage done.
  - If a hand-to-hand weapon impales, it sticks in the target. Welder must roll D100 equal to or less than skill in weapon to pull free. Only weapons impale. The four personal attacks cannot impale.

- TWO WEAPONS**
- A hand-to-hand weapon might be held in each hand, but only one attack and one parry can be made in a single round. Two handguns could each fire unaimed shots in a round.

- POISONING**
- Match poison's POT vs. victim's CON on Resistance Table.
  - If POT wins, something bad happens, usually victim takes damage equal to full POT.
  - If CON wins, results are less, usually damage equal to half POT, or even lower. See Sample Poisons table nearby.

- FIRST AID, MEDICINE**
- A successful First Aid and/or Medicine roll restores 1D3 hit points to a single injury.
  - Investigators treated with Medicine heal at 2D3 hit points per game week. Medicine must be applied each week for this rate.

## Greater Grimoire

- SUMMON/BIND**
- Contact Mi-Go
  - Contact Sand-Dweller
  - Contact Star Spawn of Cthulhu
  - Contact Shambler
  - Contact Fire Vampire
  - Contact Hunting Horror
  - Contact Nightgaunt
  - Contact Servitor of the Outer Gods
  - Contact Star Vampire
- CONTACT SPELLS**
- Contact Cthonian
  - Contact Deep Ones
  - Contact Elder Thing
  - Contact Flying Polyp
  - Contact Formless
  - Contact Ghoul
  - Contact Hound of Tindalos
- CALL/DISMISS DEITY**
- Contact Azathoth
  - Contact Cthugha
  - Contact Hastur
  - Contact Ithaqua
  - Contact Nyogtha
  - Contact Shub-Niggurath
  - Contact Yog-Sothoth

## HOW SORCERERS GET THAT WAY

- Increasing POW these ways does not increase the SAN characteristic nor current sanity points. Keepers should consider whether a character's Cthulhu Mythos increases, and consequently decreases the Sanity point maximum.
- CASTING SPELLS**
- When a character successfully casts any spell requiring the matching of magic points or POW against target magic points or POW on the Resistance Table, POW may increase. Subtract current POW from 21 and multiply the difference by 5; the product is the percentage chance the caster's POW increases by 1D3.
- REWARD OF LUCK**
- With a Luck roll of 01, POW may be exercised: subtract current POW from 21 and multiply the difference by 5; the product is the percentage chance the caster's POW increases by 1D3.
- TRADE OF SANITY**
- A character may trade 10 SAN points for 1 POW point, as many times as desired until SAN reaches 9.
- GIFT OF THE GODS**
- A character may arrange a gift of or a trade for POW from some Great Old One or Outer God.

## BOOKS OF THE MYTHOS

- Al Azif  
—Necronomicon (Greek)  
—Necronomicon (Latin)  
—Necronomicon (English)  
Cultes Des Goules  
De Vermis Mysteriis  
Unausprechlichen Kulten  
—Nameless Cults (Bridewell)  
—Nameless Cults (Golden Goblin)  
Liber Ivonius  
—Livre D'Ivon  
—Book Of Eibon  
Massa Di Requiem Per Suggay  
Pnakotic Manuscripts  
Book Of Dzyan  
Azathoth And Others
- People Of The Monolith  
R'Lyeh Text  
Cthaat Aquadinger  
Eldtdown Shards  
Celaeno Fragments  
Sussex Manuscript  
Ponape Scripture  
Zanthu Tablets  
Revelations Of Glaaki  
Seven Cryptical Books Of Hsan  
Prodigies In The New-England Canaan  
True Magick  
Monstres And Their Kynde  
G'hame Fragments  
Cthulhu In The Necronomicon  
The King In Yellow

## CREATURES OF THE MYTHOS

- OUTER GODS**
- Abthoth, Source of Uncleaness
  - Azathoth, the Daemon Sultan
  - Basit, Goddess of Cats
  - Daoloth, the Render of the Veils
  - Hypnos, Lord of Sleep
  - Tsathoggua
  - Ubbo Sathla
  - Y'golonac
  - Yibb-Tstll
  - Zhar
  - Zoth-Ommog
- AVATARS**
- Ahtu (of Nyarlathotep)
  - King In Yellow (of Hastur)
- OTHER GODS, Lesser**
- Nodens, Lord of the Great Abyss
  - Nyarlathotep, the Crawling Chaos
  - Shub-Niggurath, the Goat with a Thousand Young
  - Tulzcha, the Green Flame
  - Yog-Sothoth, the All-In-One
- GREAT OLD ONES**
- Atiach-Nacha
  - Bokrug
  - Chaugnar Faugn
  - Cthugha
  - Cthulhu, Star Spawn Of (Cthulhu)
  - Formless Spawn (Tsathoggua)
  - Eihort
  - Hunting Horrors (Nyarlathotep)
  - Ib, Beings Of (Bokrug)
  - Nightgaunts (Nodens)
  - Rat-Things (various Sand-Dwellers)
  - Quachil Uttaus (Great Old Ones)
  - Rhan-Tegoth
  - Servitors Of The Outer Gods (Outer Gods)
- SERVITOR RACES (who is served)**
- Byakhee (Hastur)
  - Dark Young (Shub-Niggurath)
  - Deep Ones (Cthulhu)
  - Fire Vampires (Cthugha)
  - Glaaki, Servants Of (Glaaki)
  - Cthulhu, Star Spawn Of (Cthulhu)
  - Formless Spawn (Tsathoggua)
  - Hunting Horrors (Nyarlathotep)
  - Ib, Beings Of (Bokrug)
  - Nightgaunts (Nodens)
  - Rat-Things (various Sand-Dwellers)
  - Servitors Of The Outer Gods (Outer Gods)
- INDEPENDENT RACES**
- Cthonians
  - Colours Out of Space
  - Dimensional Shamblers
  - Elder Things
  - Flying Polyps
  - Ghasts
  - Ghouls
  - Gnoph-Keh
  - Great Race of Yith
  - Great Race, New Gugs
  - Hounds of Tindalos
  - Leah Spiders
  - Lligogor
  - Mi-Go, the Fungi from Yuggoth
  - Moon-Beasts
  - Serpent People
  - Shaggi
  - Insects From Shoggoths
  - Star Vampires
  - Xiclotl, Beings From

## CREATURES OF THE MYTHOS

- CREATURES OF THE MYTHOS**
- Abthoth, Source of Uncleaness
  - Azathoth, the Daemon Sultan
  - Basit, Goddess of Cats
  - Daoloth, the Render of the Veils
  - Hypnos, Lord of Sleep
  - Tsathoggua
  - Ubbo Sathla

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# Characteristics

- STR** roll 3D6  
**CON** roll 3D6  
**SIZ** roll 2D6+6  
**INT** roll 2D6+6  
**POW** roll 3D6  
**DEX** roll 3D6  
**APP** roll 3D6  
**EDU** roll 3D6+3  
**SAN** POW x5  
**Idea** INT x5  
**Luck** POW x5  
**Know** EDU x5  
**Hit Pts.** average of CON + SIZ  
**Magic Pts.** maximum equals POW

## DAMAGE BONUS

| STR + SIZ  | Dam. Add |
|------------|----------|
| 2 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

## INVESTIGATOR SKILL CATEGORIES

- COMMUNICATION** (Art), Bargain, Credit Rating, Fast Talk, Other Language, Own Language, Persuade, Psychology.
- MANIPULATION** (Art), Conceal, Drive Auto, Electrical Repair, First Aid, Handgun, Locksmith, Mechanical Repair, Photography, Pilot, Rifle, Shotgun, Submachine Gun.
- PERCEPTION** (Art), Listen, Spot Hidden, Track.
- PHYSICAL** (Art), Climb, Dodge, Hide, Jump, Machine Gun, Martial Arts, Operate Heavy Machine, Ride, Sneak, Swim, Throw.
- THOUGHT** Accounting, Anthropology, Archeology, (Art), Astronomy, Biology, Cthulhu Mythos, Geology, History, Law, Library Use, Medicine, Natural History, Navigate, Occult, Pharmacy, Physics, Psychoanalysis.

## INVESTIGATOR INCOME

**SELECT AN ERA**, roll 1D10 to determine annual income in dollars.

**IN THE 1890s**, a result of 1=\$5000, of 2=\$10,000, of 3=\$15,000, and so on. Income for this year is in the investigator's pocket or purse.

**IN THE 1920s**, a result of 1=\$4500, of 2=\$5500, of 3=\$6500, and so on. Income for this year is in the investigator's pocket or purse.

**IN THE 1990s**, a result of 1=\$15,000, of 2=\$25,000, of 3=\$35,000, and so on. The investigator's income for this year is in ATM and credit cards.

# The Resistance Table

## ACTIVE CHARACTERISTIC

|    | 1  | 2  | 3  | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 1  | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 2  | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 3  | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  | —  |
| 4  | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  | —  |
| 5  | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  | —  |
| 6  | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  | —  |
| 7  | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  | —  |
| 8  | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  | —  |
| 9  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  | —  |
| 10 | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  | —  |
| 11 | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 | —  |
| 12 | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 | 95 |
| 13 | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 | 90 |
| 14 | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 | 85 |
| 15 | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 | 80 |
| 16 | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 | 75 |
| 17 | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 | 70 |
| 18 | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 | 65 |
| 19 | —  | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 | 60 |
| 20 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 | 55 |
| 21 | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | —  | 5  | 10 | 15 | 20 | 25 | 30 | 35 | 40 | 45 | 50 |

For success roll D100 equal to or less than the indicated number

## SKILL DEVELOPMENT

### TRAINING

- Given enough money, someone will teach anything.
- Investigators should not learn more than 1D10 points in a skill per six game months. An experience check is automatic upon completing a segment of training.
- Access to a renowned teacher may increase the learning rate.
- Some combat skills (such as Fencing Foil) are so rare that special schools are the only way to learn.

### STARTING A SKILL FROM ZERO

- In a dire situation, if a player rolls 01 for a requested skill, the investigator gets a check for it.
- Formal training grants 1D10 points in a given skill for each six months of study.
- Self-study may advance a skill in an academic subject. After six months of study a player rolls D100 equal to or less than the investigator's average of INT and POW. Success grants 1D10 point skill increase.
- At the keeper's discretion, a regimen of practice may grant a check in a physical skill. Advancement through this method should be very rare.

For more, see skill definitions in the Call of Cthulhu rulesbook.

## SAMPLE ARMOR

| Armor Type           | HP |
|----------------------|----|
| 1" Concrete Sheet    | 1  |
| WW1 Helmet           | 2  |
| 1" Hardwood          | 5  |
| Hvy Kevlar Vest      | 8  |
| Hvy Body Armor       | 12 |
| 1" Steel Plate       | 19 |
| Hvy Leather Jacket   | 1  |
| Elephant Skin        | 4  |
| 1990s US Helmet      | 5  |
| 6" Concrete          | 9  |
| 1" Bulletproof Glass | 15 |
| Large Sandbag        | 20 |

# Sanity Loss Guide

|                            |                                     |
|----------------------------|-------------------------------------|
| <b>1 or 1D2 SAN</b>        | Discomfort or slight confusion.     |
| <b>1D3 SAN</b>             | Fright, confusion, or disgust.      |
| <b>1D4 SAN</b>             | Panic, disorientation, or loathing. |
| <b>1D6 or 1D6+1 SAN</b>    | Nausea or stupefaction.             |
| <b>1D8, 1D6+2, 2D4 SAN</b> | Shock.                              |
| <b>1D10 SAN</b>            | Major shock.                        |
| <b>2D6 or 2D8 SAN</b>      | Mind-damaging horror.               |
| <b>1D10, 2D10, 3D6 SAN</b> | Extreme horror.                     |
| <b>3D10 SAN</b>            | Ye liveliest awfulness.             |
| <b>D100 SAN</b>            | ULTIMATE COSMIC EVIL.               |

## FIREARMS

### AUTOMATIC WEAPONS, BURSTS

- Fully automatic weapons may fire a burst on the user's DEX. For each shot fired in a burst, the attacker's chance to hit raises by 5 percentiles.  
*The chance cannot 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 hit.  
*Only the first bullet may impale.*
- For multiple targets the opportunity exists to hit each target at normal chance, and each is rolled separately.  
*Shooter divides shots among targets.*
- If a single target or narrow group, increase chance to hit up to double the chance.

### BIG TARGETS

- For targets of SIZ 30 or more, each 10 SIZ above SIZ 30 adds 5 percentiles to attacker's base chance to hit.

### EXTENDED RANGE

- Attacker may fire at up to double a weapon's base range at half normal chance to hit, triple at 1/4 chance, quadruple at 1/8 and so on.

### MALFUNCTION NUMBERS, JAMS

- Attack results equal to or higher than a weapon's malfunction number causes the weapon not to fire.
- If the weapon is a revolver or bolt-action rifle, it is merely a dud round.
- If the weapon is an automatic, pump-action or lever-action, the malfunction is a jam. Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair or a skill roll for the jammed firearm. The user

may keep trying until success, or until the weapon is destroyed on a roll of 96-00.

### POINT-BLANK FIRE

- Shooter's chance is doubled if distance is equal to or less than user's DEX in feet.

### PRECISION AIM, TELESCOPIC SIGHTS

- This rule applies only to rifles. The shooter braces and shoots just once in a combat round at 1/2 normal DEX. This doubles the point-blank and base ranges.
- Double the base range of a rifle equipped with a telescopic sight.
- If both telescopic sights and precision aim are used, quadruple the base range.

### RELOADING

- It takes one combat round to load two shells or exchange a clip, and two rounds to change belts for machine guns.
- In one combat round, one shell can be loaded and a shot fired at 1/2 DEX.

### SILENCERS

- Sound of shot is muffled and the range of the weapon is halved.
- Silencers wear out after 1D100+10 firings.

### TWO HANDGUNS

- One person can hold two handguns and fire both as unaimed shots in one round.

### UNAIMED SHOTS

- Chance to hit is 1/5 of normal and only a die roll of 01-05 would impale.
- Shooter may fire four shots per round from a pistol or semi-automatic rifle, or three shots from a lever or pump-action gun, or two per round from a bolt-action weapon.

## INSANITY

### TEMPORARY INSANITY

5 or more Sanity points lost in a single roll.

*Player must roll D100—if result is INTx5 or less, consult temporary insanity table.*

### INDEFINITE INSANITY

20% or more of current Sanity points lost in one game hour.

*Consult Indefinite Insanity table. Effects last 1D6 months, or a multiple thereof.*

### PERMANENT INSANITY

zero Sanity points.

*Keeper should choose a madness from Indefinite Insanity table.*

### TEMPORARY INSANITY

roll 1D10 length of insanity

1 to 4 . . . . 1D10 combat rounds

5 to 7 . . . . 4D10+10 combat rounds

8 to 9 . . . . till sunset, sunrise or similar length of time

10 . . . . . 1D3 or 1D10 game days

### SAMPLE SANITY LOSS

| Sanity loss      | prompting situation                 |
|------------------|-------------------------------------|
| 0/1D2 . . . . .  | Surprised to find an animal carcass |
| 0/1D3 . . . . .  | Surprised to find a corpse          |
| 0/1D3 . . . . .  | Surprised to find a body part       |
| 0/1D4 . . . . .  | See a normal river flow with blood  |
| 1/1D4+1 . . . .  | Surprised to find a human corpse    |
| 0/1D6 . . . . .  | Wake trapped in a tomb or coffin    |
| 0/1D6 . . . . .  | Witness a friend's violent death    |
| 0/1D6 . . . . .  | See a ghoul                         |
| 1/1D6+1 . . . .  | Meet someone you know to be dead    |
| 0/1D10 . . . . . | Undergo severe torture              |
| 0/1D10 . . . . . | See dimensional shambler            |
| 1/1D10 . . . . . | See corpses rise from the grave     |
| 1D10/1D100 . .   | See Great Cthulhu                   |

### INDEFINITE INSANITY

roll 1D10 madness

1 . . . . Catatonia or Stupefaction

2 . . . . Amnesia

3 . . . . Panzaim/Quixotism

4 . . . . Paranoia

5 . . . . Phobia or Fetish

6 . . . . Obsession, Addiction, Tremors

7 . . . . Megalomania

8 . . . . Schizophrenia

9 . . . . Criminal Psychosis

10 . . . Multiple Personality

# Sample Phobias

**ACROPHOBIA**—Fear of heights

**AGOROPHOBIA**—Fear of open spaces

**AILUROPHOBIA**—Fear of cats

**ANDROPHOBIA**—Fear of males

**ASTRAPHOBIA**—Fear of thunderstorms

**BACTERIOPHOBIA**—Fear of bacteria

**BALLISTOPHOBIA**—Fear of bullets

**BELONEPHOBIA**—Fear of needles

**BOTANOPHOBIA**—Fear of plants

**CLAUSTROPHOBIA**—Fear of enclosure

**CLINOPHOBIA**—Fear of beds

**DEMOPHOBIA**—Fear of crowds

**DENDROPHOBIA**—Fear of trees

**DORAPHOBIA**—Fear of fur

**ENTOMOPHOBIA**—Fear of insects

**GYNEPHOBIA**—Fear of females

**HEMATOPHOBIA**—Fear of blood

**IATROPHOBIA**—Fear of doctors

**MONOPHOBIA**—Fear of solitude

**NECROPHOBIA**—Fear of the dead

**OPHIOPHOBIA**—Fear of snakes

**PEDIPHOBIA**—Fear of children

**PYROPHOBIA**—Fear of fire

**SCOTOPHOBIA**—Fear of darkness

**THALASSOPHOBIA**—Fear of the sea

**VESTIOPHOBIA**—Fear of clothing

**XENOPHOBIA**—Fear of foreigners

**ZOOPHOBIA**—Fear of animals

# The Combat Round

## PHYSICAL INJURIES

### ACID CONTACT

- Weak acids: 1D3-1 damage per round.
- Strong acids: 1D4 damage per round.
- Very strong acids: 1D6 damage per round.  
*Charge only for significant contact.*

### DROWNING, SUFFOCATING

- Roll CON x10 or less on D100 in the first round; CON x9 or less in the second; CON x8 or less in the third; and so on, to CON x1.  
*For surprise, start at CON x6.*
- Failure costs 1D6 damage plus 1D6 more each additional round.  
*No further CON rolls after the first is failed.*

### EXPLOSION

- Calculate effect in terms of the power of the blast and the radius of effect in yards. Thus a stick of dynamite does 5D6 damage in the first two yards, 4D6 in the third yard, 3D6 in the fourth, and so on.  
*Each victim takes separate and full damage. Doubling a charge increases damage by half.*

### FALLING

- Per 10 feet or fraction over first 10 feet: Lose 1D6 hit points.  
*Successful Jump roll, lose 1D6 fewer hit points.*

### FIRE DAMAGE

- **Small flame:** 1D6 damage per round. Make a Luck roll to prevent hair or clothes from burning. If they burn, take continuing 1D6 damage per round.  
*Make a Luck or First Aid roll to put out fire.*
- **Large Bonfire:** 1D6+2 damage per round. Hair and clothes are engulfed.
- **A room in flames:** 1D6+2 damage per round. Luck roll per round or begin suffocating.
- **Larger fires:** special cases, deadly.  
*Serious burns (over half current hit points) may cost APP, CON, or DEX as well.*

### POISONING

- Match poison's POT vs. victim's CON on Resistance Table.
- If POT wins, something bad happens, usually victim takes damage equal to full POT.
- If CON wins, results are less, usually damage equal to half POT, or even lower.  
*See Sample Poisons table nearby.*

**Rank combatants in DEX order from largest to smallest.** If two or more have the same DEX, the lowest D100 roll is first.

- 1 Aiming guns fire first in DEX order.
- 2 Rank the pertinent DEXs anew.
- 3 Then these actions occur in DEX order:
  - all hand-to-hand attacks and parries
  - unaimed shots with firearms
  - second shots or bursts with firearms
- 4 Guns rated at three shots per round fire again at half shooter's DEX.
- 5 An additional shot might be fired on DEX Rank 1.

## STATES OF INJURY

### STUN

- A knock-out attack, electrical shock, or injury may stun a character for 1D6 rounds.
- A stunned victim can only parry or dodge.

### SHOCK

- Shock occurs to a victim who suffers a single wound of half or more of total remaining hit points.
- A shock victim must roll CON x5 or less on D100 or fall unconscious.

### UNCONSCIOUS

- A character with only 1 or 2 hit points left falls unconscious until hit points rise to 3 or more.

### DEATH

- When a character's hit points drop to zero or less, he or she dies at the end of the following combat round.
- If a dead character receives First Aid or Medicine in the round after reaching 0 hit points, he or she may recover if hit points are restored to at least +1.

## Healing

**Recover 1D3 hit points per game week.**

### FIRST AID, MEDICINE

- A successful First Aid and/or Medicine roll restores 1D3 hit points to a single injury.
- Investigators treated with Medicine heal at 2D3 hit points per game week. Medicine must be applied each week for this rate.

## COMBAT

### ARMOR

- To account for armor, subtract the listed hit point factor from damage actually rolled.  
*See Sample Armor nearby.*

### DARKNESS, INVISIBILITY

- Lower relevant skills by at least half or make the skill success a low multiplier of POW (x1, x2, or x3).
- If the intention of the darkness is that the investigators cannot act, then lower the effective skill to 01.  
*Some skills are impossible to use without light and cannot be compensated for.*

### DODGE

- All investigators have this skill. Along with the Luck roll it can be used as a last resort. Remember to call for it!

### KNOCK-OUT ATTACKS

- Perform a knock-out attack only with Fist/Punch, Kick, Grapple, Head Butt, or a blunt instrument.
- Roll for damage as normal but match result against target's hit points on the Resistance Table. Success knocks target unconscious for several minutes with only 1/3 of the actual damage rolled.  
*If the attack succeeded but the Resistance Table roll failed, then target takes normal damage.*
- Knock-out attacks work on humans, not supernatural creatures.  
*A successful First-Aid or Medicine roll immediately wakes victim.*

### IMPALES

- An attack result of 1/5 or less of maximum successful attacks could be an impale.
- Roll attack damage twice, add results for total damage done.
- If a hand-to-hand weapon impales, it sticks in the target. Wielder must roll D100 equal to or less than skill in weapon to pull free.  
*Only weapons impale. The four personal attacks cannot impale.*

### THE PARRY

- Against hand-to-hand attacks, one parry per participant may be attempted anytime during a combat round. Object used to parry absorbs damage versus the object's hit points.  
*A defender can both parry and dodge in the same round.*
- When an object reaches 0 hit points, it is broken. Excess damage goes to target.
- Personal attacks can parry each other.
- Edged or impaling weapons can be parried. Personal attacks used to parry take normal damage.  
*If range is touch, and defender has the higher DEX, the weapon could be Grappled.*
- Swords can attack and parry in the same round.
- Rifles and larger firearms can be used to parry, but cannot be fired in the round.
- Two successful Grapple rolls can parry an attack.

### PARTIAL CONCEALMENT

- Reduce chance to observe only if what can be seen is unusually difficult to see.  
*A successful Idea roll may notice what is left unconcealed.*

### SURPRISE

- Halve the DEX rank status of a defender in the first round of a surprise attack. If extreme surprise, allow no defender attacks that round.  
*Those surprised can still parry or dodge.*

### THROWN OBJECTS

- If an attacker throws an object, add half of his or her damage bonus to damage done.  
*See also the Throw skill in the Call of Cthulhu rulesbook.*

### TWO WEAPONS

- A hand-to-hand weapon might be held in each hand, but only one attack and one parry can be made in a single round.  
*Two handguns could each fire unaimed shots in a round.*

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Chaosium Publication 5110.

# Greater Grimoire

## SUMMON/BIND

Contact MI-Go

## SERVITOR SPELLS

Contact Sand-Dweller

S/B Byakhee

Contact Star Spawn of

S/B Dark Young

Cthulhu

S/B Dimensional

## CALL/DISMISS DE-

Shambler

## ITY

S/B Fire Vampire

C/D Azathoth

S/B Hunting Horror

C/D Cthugha

S/B Nightgaunt

C/D Hastur

S/B Servitor of the

Outer Gods

C/D Ithaqua

S/B Star Vampire

C/D Nyogtha

C/D Shub-Niggurath

C/D Yog-Sothoth

## CONTACT SPELLS

Contact Chthonian

## CONTACT DEITY

Contact Deep Ones

Contact Nodens

Contact Elder Thing

Contact Nyarlathotep

Contact Flying Polyp

Contact Cthulhu

Contact Formless

Spawn

Contact Tsathoggua

Contact Ghoul

Contact Y'golonac

Contact Hound of

Tindalos

## HOW SORCERERS GET THAT WAY

Increasing POW these ways does not increase the SAN characteristic nor current sanity points. Keepers should consider whether a character's Cthulhu Mythos increases, and consequently decreases the Sanity point maximum.

### CASTING SPELLS

When a character successfully casts any spell requiring the matching of magic points or POW against target magic points or POW on the Resistance Table, POW may increase. Subtract current POW from 21 and multiply the difference by 5: the product is the percentage chance the caster's POW increases by 1D3.

### REWARD OF LUCK

With a Luck roll of 01, POW may be exercised: subtract current POW from 21 and multiply the difference by 5: the product is the percentage chance the caster's POW increases by 1D3.

### TRADE OF SANITY

A character may trade 10 SAN points for 1 POW point, as many times as desired until SAN reaches 9.

### GIFT OF THE GODS

A character may arrange a gift of or a trade for POW from some Great Old One or Outer God.

## BOOKS OF THE MYTHOS

Al Azif

—Necronomicon (Greek)

—Necronomicon (Latin)

—Necronomicon (English)

Cultes Des Goules

De Vermiss Mysteriis

Unausprechlichen Kulte

—Nameless Cults (Bridewell)

—Nameless Cults (Golden Goblin)

Liber Ivonis

—Livre D'Ivon

—Book Of Eibon

Massa Di Requiem Per Suggay

Prnakotic Manuscripts

Book Of Dzian

Azathoth And Others

People Of The Monolith

R'Lyeh Text

Cthaat Aquadingen

Eltdown Shards

Celaeno Fragments

Sussex Manuscript

Ponape Scripture

Zanthu Tablets

Revelations Of Glaaki

Seven Cryptical Books Of Hsan

Prodigies In The New-England Canaan

True Magick

Monstres And Their Kynde

G'harne Fragments

Cthulhu In The Necronomicon

The King In Yellow

# Creatures of the Mythos

## OUTER GODS

Abthoth, Source of Uncleanness

Azathoth, the Daemon Sultan

Bast, Goddess of Cats

Daoloth, the Render of the Veils

Hypnos, Lord of Sleep

Tsathoggua

Ubbo Sathia

Y'golonac

Yibb-Tstll

Yig

Zhar

Zoth-Ommog

Shantaks

(the Other Gods)

Shoggoths

(formerly Elder Things)

Tcho-Tchos

(Chaugnar Faugn)

Wendigo (Ithaqua)

## OTHER GODS, Lesser

Nodens, Lord of the Great

Abyss

Nyarlathotep, the Crawling Chaos

Shub-Niggurath, the Goat

with a Thousand Young

Tulzcha, the Green Flame

Yog-Sothoth, the All-In-One

## AVATARS

Ahtu (of Nyarlathotep)

King In Yellow (of Hastur)

## SERVITOR RACES

(who is served)

Byakhee (Hastur)

Dark Young

(Shub-Niggurath)

Deep Ones (Cthulhu)

Fire Vampires

(Cthugha)

Glaaki, Servants Of

(Glaaki)

Cthulhu, Star Spawn Of

(Cthulhu)

Formless Spawn

(Tsathoggua)

Hunting Horrors

(Nyarlathotep)

Ib, Beings Of (Bokrug)

Nightgaunts (Nodens)

Rat-Things (various)

Sand-Dwellers

(Great Old Ones)

Servitors Of The Outer

Gods (Outer Gods)

## INDEPENDENT

### RACES

Chthonians

Colours Out of Space

Dholes

Dimensional

Shamblers

Elder Things

Flying Polyyps

Ghasts

Ghouls

Gnoph-Keh

Great Race of Yith

Great Race, New

Gugs

Hounds of Tindalos

Leng Spiders

Lligor

MI-Go, the Fungi

from Yugoth

Moon-Beasts

Serpent People

Shaggai,

Insects From

Shoggoths

Star Vampires

Xictotl, Beings From

## SAMPLE POISONS

| <i>poison</i>   | <i>speed of effect</i> | <i>POT</i> | <i>among the symptoms</i>  |
|-----------------|------------------------|------------|--|
| Cyanide         | 1-15 minutes           | 20         | dizziness, convulsions, fainting.  |
| Arsenic         | 30 min. to 24 hours    | 16         | burning pain, vomiting, violent diarrhea.  |
| Strychnine      | 10-20 minutes          | 20         | violent muscle contractions, asphyxiation.   |
| Cobra           | 15-60 minutes          | 16         | convulsions, respiratory failure.  |
| Rattler         | 15-60 minutes          | 10         | vomiting, violent spasms, yellowish vision.  |
| Scorpion        | 24-48 hours            | 9          | intense pain, weakness, hemorrhaging.  |
| Black Widow     | 2-8 hours              | 7          | chills, sweating, nausea.  |
| Belladonna      | 2 hours to 2 days      | 16         | rapid heart beat, impaired vision, convulsions.  |
| Amanita         | 6-24 hours             | 15         | violent stomach pains, vomiting, jaundice.   |
| Curare          | almost immediate       | 25         | muscular paralysis, respiratory failure.   |
| Chloroform      | almost immediate       | 15         | unconsciousness, depressed respiration.  |
| Chloral hydrate | 1-3 minutes            | 17         | unconsciousness for 1 hour; each added dose increases effect by 1 hour plus a 10% chance of respiratory failure. |





# CALL of CTHULHU







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# CALL of CTHULHU<sup>®</sup>



# What's In This Kit?

**W**HETHER YOU are new to *Call of Cthulhu* or an experienced keeper, this kit will make your gaming easier. No longer will a scenario stall as you fumble through the rule-book during a critical scene. Now important rules and charts are available at a glance.

The *Keeper's Screen* is a one-stop rules reference, allowing instant access to spot rules, tables, and reminders. Measuring 8.5"x40" the screen presents a low profile, but is wide enough to conceal your notes, maps, handouts, and miniatures. With ghastly illustrations, and symbols from medieval alchemy, the screen's front will set a properly unnerving mood.

*Sample Fire-Arms and Explosives* can be found on the back of the cover sheet. This table is a reference for the keeper but may be passed around among players when wits alone will not save the day.

The *Keeper's Bookmark* is designed for use with the 5th edition *Call of Cthulhu* rule-book. Not only is it a distinctive placemaker, it provides a quick index to most important rules topics. To protect this bookmark, it would be wise to have it plastic laminated at your local copy-shop.

This booklet contains several items of use to keepers. Next page you will find "*The Little People*," a

ready-to-play scenario complete with a set of pre-generated investigators.

Find the center of this booklet. Pull out the center page of rules and charts. *Selected Beasts & Monsters* is a new condensed listing of several types of creatures

commonly encountered in a game. *Automobile Chases* is a complete set of rules for staging car chases and associated combat. *Human Hit Locations (optional)* is a spot-rule reference which allows for more detailed combat and injury results. *Assembly Instructions* for the separate cardboard house model are also found on this removable sheet. Now you can build your very own *Strange High House in the Mist*.

At the rear of this booklet, after the scenario, you will find two new types of investigator sheets. Use *Half-Page Investigator Sheets* when a full character sheet is unnecessary, such as in pick-up games or one-shot scenarios. *Supporting*

*Character Sheets* are compact and useful to players and keepers for incidental or short term characters.

Use these charts, rules, and investigator sheets as masters for photocopies as needed. Chaosium Inc. extends permission to all keepers and players to photocopy these as needed for personal use only.



*The Little People*

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A new **Call of Cthulhu** 1920s Scenario

# The Little People

By Keith Herber

**T**HIS ADVENTURE is written with the intention that it will be played using the pre-generated gangster characters included. Although a keeper may adapt the scenario to use with normal investigators, certain difficulties may arise. Keepers are urged to consider the scenario carefully before running it for their regular investigators.

## The Adventure at Hand

The tale is set in Arkham, Massachusetts. The players take the parts of gangsters working for the local crime boss, Danny O'Bannion. Someone has tried to steal the corpse of one of Danny's old friends, Sean Kelly, from the local funeral parlor. O'Bannion wants to find out what happened, suspecting that his past rival, Potrello and his gang of Italians, may be guilty of this dirty deed. But O'Bannion has a second motive: he also desires a certain ring that was owned by Kelly—a special ring that O'Bannion wants dearly.

The attempt to steal the corpse from the funeral home was not the work of the Italians, but the doings of

the Little People, a race of small, humanoid creatures originally from Ireland and who now infest Arkham's sewers and drains. These little creatures are normally invisible and can only be seen by very sensitive children or very drunk adults.

Kelly, a city sewer worker and a heavy drinker, first discovered the Little People one afternoon in the West Street drain near its outlet on the south side of the Miskatonic River. Telling no one of his discovery, Kelly made friends with the little creatures and, eventually, swore a pact with them. Upon Kelly's death, the Little People promised to return Kelly to life, converting his human body to one like theirs. Kelly would then live forever among the kingdom of the Little People. To seal the agreement Kelly was given a gold ring, a band of Celtic design.

Now that Kelly has died, the Little People plot to kidnap his body and then secret it away in the basement of an abandoned building on Church Street near the Hubbard school. Here they will conduct a three-day ritual of chants that will resurrect Kelly as one of the Little People.

It was the Little People who attempted to steal Kelly's corpse from the funeral parlor, but they were unable to wedge it out the narrow basement window. Surprised by the funeral director coming downstairs to investigate the commotion, they abandoned their prize, fleeing back down the same floor drain through which they had entered. Undaunted, the Little People will again attempt to steal the body tonight, this time from the home of Kelly's widow, where the dead man will be laid out for a day and a night.

The gangster investigators may at first believe that the corpse was somehow reanimated, but research and interviews reveal that the secret lies within the city's sewer system. Their first attempts to enter these sewers may be thwarted when they are attacked en masse by invisible Little People. When the gangsters learn that the only way to see the Little People is through an alcohol-induced haze, they have a reasonable chance of entering the sewers and unraveling the mystery.

Although rescuing the corpse of Kelly may prove difficult from below ground, discovery of its location leads to an easier access from the streets above. Of course, additional horror awaits them here.

## New Spell — Sleep

This is magic known only to the Little People (and perhaps others of the 'faerie world'). It is usually cast by a combined group of Little People, each of them contributing a single magic point to the effort. The spell is accompanied by a soft humming or chanting sometimes noticed by victims just before they drift off to sleep. A successful POW Resistance Table roll against the number of magic points powering the spell allows the victim to shake the effects off. Because of this the Little People rarely attempt the spell without enough magic points to guarantee success.

The spell affects any number of victims within hearing distance, those put to sleep dozing for 1D2+1 hours, undisturbed by all but the loudest of noises or most violent of motions. Drastic measures are often required to wake a sleeping victim, including dousing with ice-cold water, firing off a pistol near the victim's ear, or other creative methods. Once awake the victim suffers no other ill effects save a grogginess that lingers for an hour or so.

## The Little Monsters

Forget everything you've ever heard about cute little men in green outfits, these naked football-sized creatures are gray, rubbery travesties of vaguely human form. Hunched, warty, and cold, the Little People of Arkham's sewers are a vile-looking lot of yellow-eyed scampering goblins who, like tree-frogs, use their suckered fingers and toes to climb the walls and ceilings of Arkham's underground. They are a cunning and malicious lot and do not take favorably to invasions of their domain.

The Little People are normally invisible and can be seen occasionally by a very sensitive young child, or by someone who is drunk on alcohol (see entry on drunkenness). Immersing Little People in alcohol also renders them visible; such a specimen can be found at Neil's Curiosity Shop in nearby Kingsport, pickled in a bottle of denatured spirits.



a Little Person

### TYPICAL LITTLE PERSON

STR 2    CON 3    SIZ 1    INT 5    POW 2  
DEX 15    HP 2    Move 6/3 Climbing

**Weapon:** Bite 33%, 1 point of damage

**Skills:** Climb 95%, Hide 95%, Jump 90%, Sneak 90%.

**Spells:** Sleep, Summon the Banshee.

**Armor:** None, but they are invisible. Anyone trying to strike or shoot an invisible Little Person must first have a reasonable idea where the creature is, then make a successful POW x1 roll to hit the thing. Even when visible their small SIZ and high DEX makes them difficult to shoot. Hand-held weapon attacks are made at normal levels, but all firearm attacks are at half-normal. Drunkenness imposes additional conditions on combat; see below.

**Sanity Loss:** seeing a single Little Person costs 0/1D2 points. Seeing a horde (a dozen or more) or suffering a massed attack by these invisible goblins costs 1/1D6 Sanity points. After seeing a few of them, Sanity losses should be reduced or perhaps even dispensed with—especially when the investigators are drunk. The keeper should use his own judgement regarding Sanity losses.

It is rare for a person to be attacked by a single Little Person. Physically they are no match for average humans. Taking advantage of their invisibility, they run away, looking for escape or a place to hide. Only in numbers do they find the courage to attack their enemies.

Bright light causes them pain and they almost never venture into the direct sun. Lesser light makes them uncomfortable but does not stop them from attacking if they have decided to make a stand. They are susceptible to holy water and if even a small amount is splashed on them they die shriveling, burning deaths.

## DRUNKENNESS

As mentioned, the Little People (sometimes referred to as sewer goblins) are normally invisible to most people. The only way the gangsters can see them is if they are noticeably drunk. There are no strict rules for drunkenness. Suffice it to say that in order to see the little monsters the gangsters will have to be at least 'tipsy.' Tipsy means that all skills involving physical movement, manual dexterity, or reaction time (Climb, Dodge, Drive Automobile, Electrical Repair, First Aid, etc.) will be performed at half-normal. This includes all weapon and combat skills. Note that the long-handled tools found in the sewer system—when used against the Little People in the sewers—have a base chance of 80%, reduced by drunkenness to 40%.

Although a single drink does not render the Little People truly visible, it might allow a gangster to see something moving out of the corner of his eye, or notice a fleeting shadow. Initially the gangsters need only be drunk while pursuing the Little People through the sewers. Later in the scenario the gangsters may find their homes and lives invaded by sewer goblins, requiring them to stay drunk all the time just to keep a lookout for the little monsters.

## Help and Hindrance

The keeper can use crime boss Danny O'Bannion to provide the characters with important information or vital clues they may have missed during the course of their investigation. O'Bannion has his ears open for anything to do with the matter and pertinent information will be conveyed to the gangsters either by O'Bannion himself or via one of his henchmen. O'Bannion can also be used to motivate the characters. Each one of them owes the crime lord a favor and O'Bannion intends to collect. Recalcitrant gangsters may find themselves turned over to the police, the feds, rival gangsters, or even taken for a ride or fitted with cement overshoes. O'Bannion is violent and brutal. It is not unlike him to lose his temper and start slapping someone around. No one in his organization is stupid enough to fight back.

Although he is quite superstitious (afraid of black cats, walking under ladders, etc.), O'Bannion professes no belief in the occult or in "fairy stories." If the gangsters come back to O'Bannion blaming little invisible people who live in the sewers, he becomes very angry. He does not wish to hear such childish explanations.

O'Bannion very much wants the ring that belonged to the dead man. As the scenario wears on, it becomes apparent that the gangster is far more concerned about finding the ring than the missing corpse of an old friend.

## THE POLICE

The Arkham police could prove troublesome to the gangsters. Early investigations involve a certain amount of legitimate, legal research, but as the scenario wears on the gangsters find themselves more and more often breaking

## The Ring

The Little People give a special ring to a person with whom they make a pact. Of ancient Celtic design, this ring, once placed on a person's finger, binds the Little People to the wearer. Upon the wearer's death the Little People do almost anything to retrieve the corpse, thereafter conducting the ceremony that transforms the dead person into one of the Little People.

The ring is, of course, magical and once a person places it on his finger he is loathe to give it up. Even a person who changes his mind about his pact with the Little People finds it impossible to remove the ring. Only a blessing from a Catholic priest or bathing the ring in holy water allows the wearer to remove it and break the pact.

The ring is unusually attractive to certain people, particularly those of Irish descent. Danny O'Bannion covets the ring—although he has no idea of its meaning or power. And he has no idea that once he places it on his finger he will have created his own pact with the Little People. If O'Bannion obtains the ring, upon his death his corpse is stolen by the Little People and he is reborn as a particularly large and loathsome sewer goblin.

The gangsters may try to remove this ring from the corpse of Sean Kelly, impossible unless the corpse and ring are first blessed by a Catholic priest or the ring was bathed in holy water. It is possible to cut the finger off and deliberately carve the ring free, but otherwise the ring stubbornly refuses to budge until after Sean Kelly has been turned into a sewer goblin.

or bending the law. It is possible, if caught in the commission of a crime, that a gangster might be jailed. If the offense is minor the offender spends no more than a night in jail, bailed out by O'Bannion through an intermediary. However, a gangster jailed on a serious felony such as attempted murder or assault with a deadly weapon—or one who suffers repeated arrests for minor offenses—finds himself on his own.

Left to the mercy of the courts, these characters sit out the rest of the scenario in jail. If this occurs the keeper may allow the player of the jailed character to choose one of the remaining gangsters and continue to participate in the adventure.

Detective Harrigan of the Arkham police force is a good choice for a recurring antagonist. He is painfully honest and has an intense dislike for Danny O'Bannion.

### NEWSPAPER REPORTERS

The gangsters may attract the attention of one of the newspaper reporters in town. Young, aggressive Roberta Henry of the *Arkham Advertiser* fits this role. A snoop reporter trying to gather a story on the missing corpse can provide a means for keeper intervention.

### THE ITALIANS

Potrello once ruled the numbers and booze rackets in Arkham but was pushed out of business by O'Bannion and his Boston-bred muscle. Although Potrello is innocent of wrongdoing in the affair of Kelly's corpse, he is

strongly suspected by O'Bannion who has always feared that "that dago is someday gonna get his revenge on me." A successful Psychology roll by any of the investigators reveal O'Bannion unduly obsessed with these thoughts.

Undue attention paid to Potrello is sure to draw the attention of the 'Rocks,' Arkham's teenage Italian gang. Most of the Rocks' attacks against the gangsters are vicious pranks: flattened auto tires, garbage dumped into the back seat of the gangsters' car, a burning bag of dog excrement left on a character's front porch, etc. Catching and beating one of the kids may seem like a good idea but only exacerbates the situation. The pranks turn more vicious and destructive. It is highly unlikely that the Rocks ever directly confront the gangsters.

### THE GIRLFRIEND

Elaine Stritchner, O'Bannion's platinum-blond girlfriend, may choose to make a play for one of the investigators. She begins by openly flirting with a chosen gangster, following up a day or so later with a phone call pretending she is relaying a message from O'Bannion and telling the investigators to come up to the penthouse for a private meeting. When the

hapless character arrives at the apartment he finds himself confronted by a scantily clad Elaine who, with the aid of champagne and a copy of "Bolero" on the record player, attempts to compromise the gangster's loyalty. Whether or not the jealous O'Bannion returns at an inopportune moment is left to the decision of the keeper.

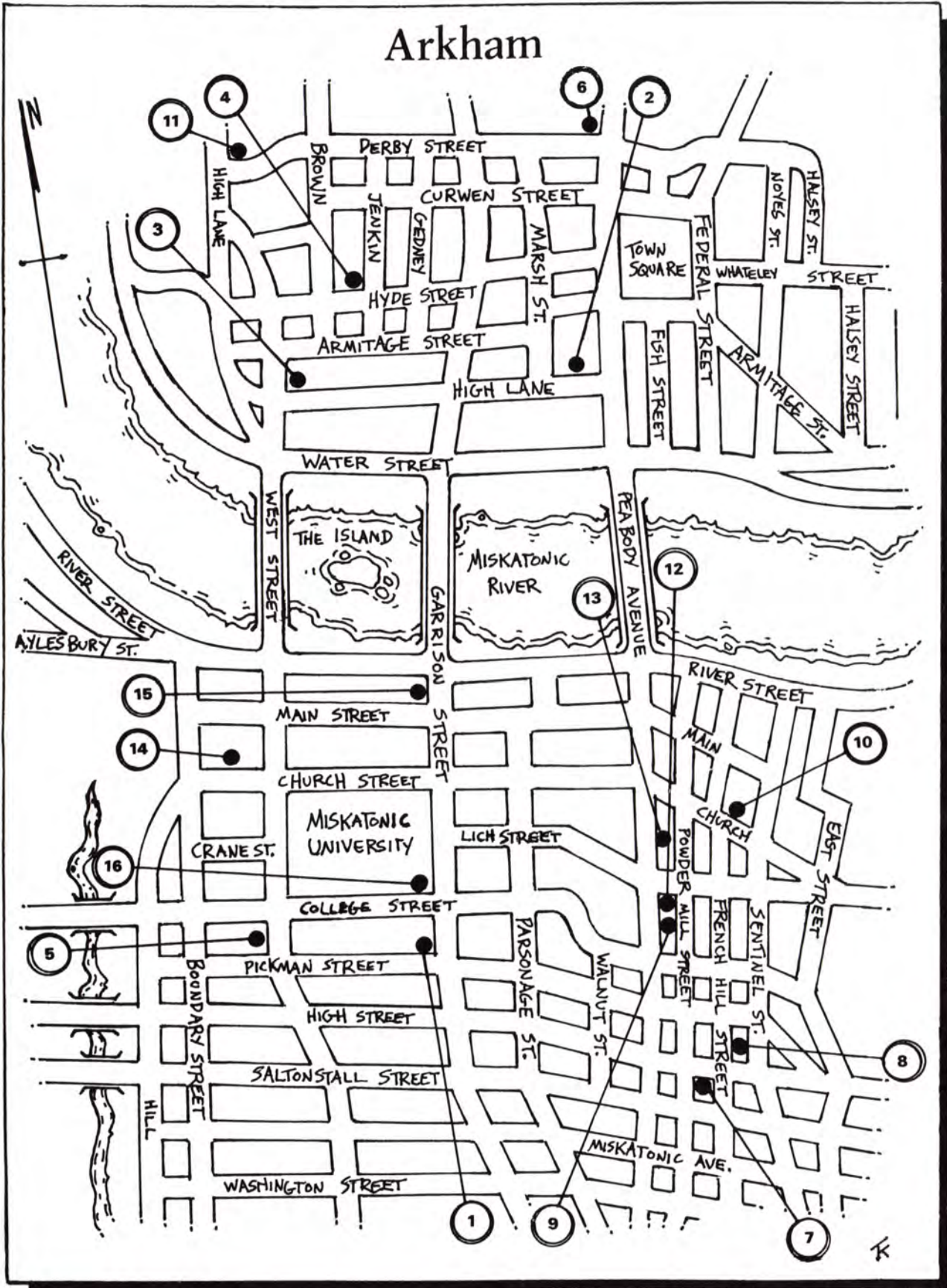
### THE LITTLE PEOPLE

The worst threat to the gangsters is the Little People themselves. Not particularly intelligent, they are nonetheless cunning, clever, and malicious. Once aware of the gangsters' ill intentions they may begin a campaign of harassment. Remember, they are invisible and able to enter almost any house or building via the drain systems.

### Key to Map of Arkham

- |                          |                          |
|--------------------------|--------------------------|
| 1 Timbleton Arms         | 9 The Kelly House        |
| 2 Arkham Police          | 10 The Sons of Tipperary |
| 3 Arkham Advertiser      | 11 The Waterhouse        |
| 4 Arkham Gazette         | 12 St. Michael's Church  |
| 5 St. Mary's Hospital    | 13 215 S. Peabody Avenue |
| 6 Arkham Sanitarium      | 14 Abandoned House       |
| 7 Italian Club           | 15 Esso Station          |
| 8 Eleazar's Funeral Home | 16 Miskatonic Library    |





## Players' Introduction

**Y**OU DON'T KNOW yet what Danny wants of you, but it must be something important. Why else would Bobby Sills, Danny's number one man, show up at your place at midnight, telling you to get dressed right away, saying that "da boss" wanted to talk with you. Danny sure has a nice place here, his penthouse on top of the Timbleton Arms in the center of Arkham. Big rooms, nice fireplace, a view—and a gorgeous babe lounging on the sofa. Some guys got it all.

You rode over here in Bobby Sills' big Lincoln, with Danny's 'muscle', Big Eddie Leary, at the wheel. On the way you stopped and picked up a few more people. People you're sure you recognize but haven't associated with before. They, like you, sit in O'Bannion's penthouse living room, waiting for the boss to appear and tell you what's on his mind. You take the time to study the others.

*(Keeper's Note: all the following characters may not be in attendance. Read only the descriptions of those gangsters chosen as characters by the players.)*

**George Hobrowski:** One of the drivers for O'Bannion's legitimate trucking firm, Lucky Clover Cartage, Hobrowski delivers booze to Arkham's Southside—the Italian part of town where trouble for O'Bannion's business is most likely to occur. Hobrowski's big—the biggest guy in the room and maybe the biggest guy in Arkham. One of the all-time great brawlers, he's good with clubs, pipes, and brass knuckles. As stupid as the day is long, and uglier than the back end of a horse.

**Joe 'Slippery' Dugan:** One shifty looking guy. Real thin and always wearing dark, nondescript clothing. Slippery's a safe-cracker and a burglar, and a pretty good one too—or at least so you've heard. You've also heard that he can't be trusted. He doesn't talk much but just looking at him you can see the wheels turning in his head. Slippery's always looking for an angle—*his* angle.

**Tess McClure:** A real knock-out: blonde hair, beautiful eyes, great body, it's no wonder she's been able to make a career out of pick-pocketing and blackmail. If she ever turned on the charm, you're sure no man could resist her. A very classy lady whose mere presence reveals O'Bannion's girlfriend for the tramp she is.

**Johnny 'Kid' Sullivan:** One big dumb guy. You've almost got to feel sorry for this palooka. You hear that once upon a time he was pretty good, that he might have had a shot at the title. But people used him badly and now he's a nobody goin' nowhere. If O'Bannion didn't toss him a few crumbs now and then, this punch-drunk canvasback would be out of luck. Of course, O'Bannion ought to take care of him after all the money he made years back when Sullivan took that first fall. What a chump.

**Beanie Riley:** Mr. Smooth Talker. A sharp dresser—spats and the works. Beanie's known for his way with women. A smart one all right, he always seems to know the right thing to say to get just what he wants. During the course of his career he's talked his way out of more trouble than most people run into in ten lifetimes. Too bad he couldn't talk himself out of the trouble he had back in Boston when the mob caught him with his hand in their till. Somehow he's talked O'Bannion into hiding him out until the heat is off. Beanie stands five feet, three inches tall and hates jokes about his height.

**Drexler:** Drexler's from Detroit, or at least that's what he tells people. A torpedo laying low in Arkham after a blown hit job. An expert with guns, Drexler's said to have the cold heart of a snake; looking at him, you know it's true. Odd bulges under his coat show that he's heavily armed. Rumors say he's crazy.

**Big Mama Fletcher:** Probably the meanest person in the room, Big Mama wears short skirts, smokes little black cigars, and loudly proclaims that she can "shoot the head off a flea at a hundred yards." Her hair dyed a bright shade of orange, she is careful to never go on the street without at least a .45 revolver and a straight razor tucked in her purse. Big Mama comes from the Midwest where she and her three sons were responsible for a series of bloody bank robberies and murders. Last year she deserted her boys, leaving them for the cops, then ended up in Arkham looking for plastic surgery to disguise herself.

**Bobby Coughlin:** A snot-nosed 17-year-old punk, one of the local gang members trying to make it in the big time working for Danny O'Bannion. A would-be wise guy. He just got out of reform school a few weeks ago. How long he stays out is anybody's guess. A small-time car thief and burglar with no future.

**Statistics are found at the end of this adventure.**

Once in an investigator's home they are capable of many dangerous activities: tying fine wires across the top of staircases, plugging gun barrels so they backfire and explode, loosening the brake cables on cars, or almost anything else the keeper can imagine. These probably can see only minor injuries, but it is within the spirit of the scenario to give characters broken arms, sprained ankles, or anything else that makes the investigation more difficult than it already is.

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## Beginning the Scenario

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**A**LLow EACH PLAYER to choose a gangster character from those provided, or simply assign them to your players as you see fit. If the keeper desires, he may allow the players to distribute 100 additional percentiles among any skill(s) they choose. Read to them the "Players' Introduction" and allow them time to introduce themselves to each other.

They are presently in Danny O'Bannion's penthouse apartment. It is after midnight and they are waiting for the boss-man to make his appearance. They have no idea what he wants of them.

### The Opening Scene

The gangsters fidget in their seats while O'Bannion keeps them waiting for at least a quarter-hour. Sills is there along with Big Eddie, the two top men in O'Bannion's organization. O'Bannion's mistress sprawls across a divan, dressed in a long silk robe with fluffy, ostrich feather collar and cuffs, and wearing high-heeled slippers. She holds a small glass of whiskey in her hand. Bobby Sills sits in a chair near the bar while Big Eddie lingers near the door, casually blocking the exit. A fire burns in the fireplace. The gangsters note several plaques and framed certificates decorating the walls: awards of recognition from St. Michael's Church as well as certificates of membership in the Arkham Chamber of Commerce and other civic organizations. Although Elaine drinks whiskey, there is no evidence of any alcohol in the place.

Elaine, from Brooklyn, speaks with a pronounced, and annoying, nasal accent. With O'Bannion for the last two years, she at first found life with a gangster kingpin exciting, but has recently begun to feel hemmed-in. She hates living in Arkham and rarely leaves the penthouse. She constantly nags at Danny to take her to New York for a weekend, or at least drive down to Boston for a night out. Danny sometimes obliges her but more often has Bobby Sills escort her. Sills is the only man O'Bannion trusts with Elaine—and with good reason. Never one to let loyalty stand in

her way, she has, at times, propositioned Sills. Loyal to O'Bannion, the henchman has never fallen for Elaine's wiles, but fearing O'Bannion's anger he has never dared to tell the boss about Elaine's advances.

Before O'Bannion even makes his appearance, Elaine chooses one of the male player-characters and begins making eyes at him. A probable choice might be the boxer; Elaine is attracted to big strong men, preferably those gullible enough for her to manipulate. O'Bannion will quickly become aware of her flirtation but she continues her behavior unabated and unashamed throughout the scene. At some point, although he does not speak of it openly, O'Bannion glares menacingly in the direction of the innocent gangster, expressing his displeasure.

### O'BANNION APPEARS

When O'Bannion finally shows up, he strides into the room dressed in a long robe and slippers. Smiling at his assembled guests he wishes them a good evening and heads directly behind the bar. Moving aside a hinged piece of molding he pushes a small button and, silently, a large panel slides down revealing rows of expensive bottled liquors and wine. Pouring himself a tumbler of twelve-year-old Scotch he asks loudly if anyone else would like a drink. He gets them whatever they request, mixing the drinks himself. He seems in a good mood.

Once the gangsters have their drinks O'Bannion explains why he had them brought here.

"I need a favor from you guys," he says. "It seems as though someone's been messing around with some friends of mine. I want you to find out who it is, why they're doing it, and I want you to put a stop to it."

Another slug of Scotch and O'Bannion scowls. His face turns red. He grows angry.

"Have you heard what happened to old Sean Kelly?" he asks, glancing around at his guests. None should respond; they don't have the slightest idea who Kelly is. O'Bannion continues:

"Some bastards tried to steal his body right out of the funeral parlor! That's what happened!" He's shouting now. He hurls his empty glass into the fireplace, shattering it. Elaine jumps, but Bobby Sills and Big Eddie don't even blink an eye.

"It's those damn dagoes, I know it!" O'Bannion says hatefully. "Potrello and some of his gang, trying to get even with me."

O'Bannion fumes for a moment then, getting a grip on himself, relaxes and speaks more calmly. "I want you to find out who did this and I want you to fix 'em. You know what I mean?"

O'Bannion explains to the group that Kelly was an old friend of the family back in Boston; Danny used to call him 'Uncle Sean.' Kelly and his wife moved to Arkham twenty years ago when Sean got a job working for the city's water department. Danny renewed his acquaintance with Kelly several years ago when the crime boss moved



At O'Bannion's Penthouse

his operation into Arkham. Although he has not had the occasion to see him often, O'Bannion was fond of the old man and was sorry when he heard that Kelly had suffered a fatal heart attack a couple of days ago.

The wake is scheduled for tomorrow but in the meantime someone, just a few hours ago, tried to steal the corpse from the Eleazar's Funeral Home on French Hill Street. A man and a woman discovered the nude corpse protruding halfway through a narrow basement window, sprawled across the sidewalk. Apparently someone had tried to pull it out through the window but the corpulent Kelly's body would not fit. The couple's screams alerted the owner of the funeral parlor as well as most of the neighborhood.

The police took reports but are presently treating the case as a prank, by some of the university students. O'Bannion is convinced that the Italians are somehow behind it.

### SOME CLUES

O'Bannion provides some leads. He tells them that the funeral parlor belongs to one Jaspar Eleazar, a sleazy worm that O'Bannion seems to despise. He tells the gangsters to start at the funeral parlor "tonight," telling them that if Eleazar gives them any trouble they are to remind him that O'Bannion knows a few things

about the man's secret business practices. "If Eleazar knows what's good for him, he'll cooperate." O'Bannion punches his meaty fist into his hand and smiles knowingly at the group.

Danny then informs them that he expects them to attend Kelly's wake, held tomorrow at the house of the widow, beginning at noon. "I expect you to represent me there. Give my condolences to Mrs. Kelly and try to make her feel better. Tell her she has my personal promise that we'll find out who did this thing and make them pay. Tell her I'm real sorry about what happened."

The gangsters can now ask questions, but O'Bannion offers little more. Joe Potrello, he tells them, is usually found hanging around his club on French Hill Street just south of High. Before the gangsters leave he asks one more thing of them.

"Kelly had a ring," he says. "A gold one. Kind of a band, but it is woven like rope or something. Years ago, Kelly promised that ring to me. He said it was a family heirloom, but seein' that he didn't have any kids of his own, he would will it to me after he died. Talk to Mrs. Kelly about it if you can, but be gentle. She's been through enough already. But one way or another, see if you can't get that ring for me. It's real important that I get hold of it." He raises an eyebrow and smiles knowingly at the gangsters.

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# Investigations Begin

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**E**VEN THOUGH it's after midnight and pouring rain, if the player-characters know what's good for them they go directly to the funeral parlor and, after rousing the man out of bed, put questions to the owner, sleazy Jaspar Eleazar. Sills offers to drop them off on his way home. If the gangsters are not too familiar with Danny O'Bannion, Sills fills them in on the crime lord's violent, nearly psychopathic personality. The henchman makes it plain that when O'Bannion asks for a favor—especially if he's done one for you—you'd better say yes. Refusing can prove fatal.

## The Funeral Parlor

The players should want to check out this place first. No matter that it is after one o'clock in the morning and Eleazar will have to get out of bed, their characters know it's what O'Bannion wants.

Jaspar Eleazar is a weasel-like man with oily hair and an even oilier personality. He at first protests the gangsters' rude intrusion but after being told that his callers work for O'Bannion he proves more agreeable.

Eleazar has already told the police everything of the little he knows about the matter. He was upstairs working on the company books when he heard screams outside from the street. He rushed downstairs and opened the door to find a man and a woman, nearly hysterical, pointing at the nude corpse of a man protruding through the opened basement window. The police arrived soon after and with their help Eleazar managed to pull the body back into the building. No evidence was found at the scene and the window, which Eleazar claims is always kept latched, was unbroken. Some of Eleazar's equipment was disturbed, knocked over, but nothing apparently was stolen.

The body was that of Sean Kelly, a former city worker in his mid-fifties who had recently died of a sudden heart attack. Eleazar had embalmed him that afternoon and as the body was not to be delivered to the widow until early tomorrow, had decided to dress the corpse in the morning, following breakfast.

If the investigators want to inspect the basement of the parlor, Eleazar agrees, showing them the way and turning on the lights for them.

The mortuary in the basement is an unsettling place. Crusted, dried blood—obviously here for years—coats the walls and floors; dirt and grime are everywhere. Eleazar obviously does not consider cleanliness in the work place a virtue. The room smells of blood, death, and embalming fluid.

Sean Kelly's nude corpse lies on one of two tables; standing nearby is the pumping equipment Eleazar uses to remove blood and inject embalming fluid. Eleazar points out where some of the equipment was disturbed, glassware knocked over, etc. Nothing seems badly damaged.

No clues are found on the corpse although the ring described by O'Bannion is found on its finger. If anyone attempts to remove it they find it stuck fast. Eleazar mentions that he also tried to remove it but found it too tight to pull off. If the gangsters start talking about cutting off fingers Eleazar grows visibly upset. Mutilating a corpse is a serious offense and Mrs. Kelly would be sure to complain. (If the gangsters go ahead and do it anyway, they risk incurring O'Bannion's anger plus upsetting the Little People who will be instantly aware that the ring has been disturbed. The Little People, as soon as possible, sneak out of the drains, locate the ring, and steal it back from the gangsters.)

A check of the window where the corpse was found shows it unbroken and the latch to be of a type impossible to open from the outside. The opening is too small for all but the smallest of persons to fit through and it is no wonder that Kelly's body got stuck. Eleazar swears up and down that the window was closed and latched when he went upstairs for the evening.

Successful Spot Hidden rolls reveal two clues. The first is the misplaced cover of the basement floor drain. This brass plate covers a six-inch diameter pipe and is found to be off-center, sitting at a cocked angle. If pointed out to Eleazar he makes little of it, suggesting that it was disturbed when they pulled the body back inside.

The second clue is a very faint set of three tiny footprints left in drying blood spilled on the floor. Although vaguely rat-like in form, they seem too large. A Natural History roll clearly dismisses the idea of a rat and suggests that the animal that made them was some sort of bipedal amphibian. Eleazar insists that they are rat prints, explaining that the rodents are a recurring problem in his trade, although he is quick to point out that they rarely cause more damage than can be repaired with makeup or covered by clothing.

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## Kelly's Wake

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**A**TYPICALLY IRISH AFFAIR, this get-together is held at the house of Kelly's widow the day after the investigators get involved. Eleazar is supposed to deliver the body, dressed and in its coffin, at 10 AM, the wake slated to begin at noon. The gangsters have been instructed by O'Bannion to make an appearance at the wake and convey his respects to Mrs. Kelly. The house is located on the west side of Powder Mill Street, between College and Lich, near St. Michael's Church.

Unless the gangsters make a point of getting here early, the wake is in full swing when they arrive. Several dozen people attend, almost all of them Irish, and food and drink are set out on tables. Sean Kelly, dressed in his blue suit, is laid out in a cheap coffin, occupying the center of the living room. Several old friends gather about him, smiling and reminiscing. The bereaved widow, dressed in black, sits on the sofa, comforted by several of her women friends and youngish Father Paul Sheene of St. Michael's Catholic Church. A huge flowered wreath propped up against the wall bears a banner reading "Rest In Peace" and has a card signed by Danny O'Bannion. A second, smaller wreath is signed "from the boys at the waterhouse," Kelly's former co-workers.

If the corpse is checked, the ring is found on the dead man's finger. In the right hand are clutched three darts, an attached card indicating they are a gift from the man's friends at "The Sons of Tipperary," one of many private Irish social clubs found around the neighborhood.

Any gangster of Irish descent finds moving around the wake and speaking with people fairly easy. Others find the company less open, though still friendly. It seems that no one has a bad word to say about the deceased: a good worker, a regular churchgoer, and a steady provider are the comments most often heard. The gangsters do learn that Kelly suffered an earlier heart attack twelve years ago and was hospitalized for a time at St. Mary's Hospital.

## **Father Sheene**

Gangsters attempting conversation with the Catholic priest, Father Sheene, find him friendly but busy. Most of those in attendance are members of his church and it seems they all have something they want to talk with him about. Father Sheene suggests that the gangsters, if they wish to talk with him about Mr. Kelly, meet with him at nearby St. Michael's Church at a mutually agreeable time.

## **Mrs. Kelly**

The grieving widow can supply some useful information. If befriended (not too difficult if the gangsters introduce themselves as Danny O'Bannion's representatives, a man the woman considers to be a good friend) she provides them with some background on her late husband.

Sean, like herself, was born and raised in Boston where they were long-time friends with Patrick O'Bannion, Danny's father. Almost twenty years ago they moved north to Arkham so Sean could take a good paying job with the city's water department and they've lived here ever since. She has nothing but good things to say about her late husband and does not mention his drinking habits unless the gangsters directly inquire about it. If they ask about the darts or "The Sons of Tipperary," she informs them that it was her husband's 'social club' and tells them it's location on the north side of Church Street between French Hill and Sentinel, on the second floor of a small produce market. She tells them that Sean's best friend, a retired construction laborer named Dennis Conlan, is also a

### **Excerpt from *Faery-Lore of the Emerald Isle***

**F**AIRIES OF THE DARKEST SORT were also believed to exist, lurking in dark tunnels under the ground. Like the leprechaun, they were invisible, seen only by those with 'special sight.' These dark fairies shunned the sunlight and would die if exposed to it too long. They kept treasures hidden in their lair and were shy creatures, staying away from humans as much as possible. These small creatures sometimes took a liking to a particular human and offered these persons a chance to join them in the fairy-world. The story of Denys Finnegan, an old folk-tale, describes just such an encounter.

"After Denys finished the ale he carried with him he lay back against a large tree and started to sleep. It seemed to him that he had just closed his eyes when he felt something tugging at his trouser leg. Opening his eyes he found himself surrounded by a great host of the little people that lived in the woods. They had purposely awakened him."

"Denys followed the little people to their secret burrow in the side of a hill and here joined them in a feast. He finally left them, returning home just before the sun broke dawn. Entranced by their nature, Denys returned the next night and, after again drinking a quantity of ale, he was again approached by the little people.

He became good friends with them and eventually there came a time when the little people asked Denys to join them, to become one of the fairy-people. To this Denys agreed and the little people gave Denys a gold ring that he would thereafter always wear. The little people's promise was that no matter where or when Denys Finnegan died, if he was wearing the ring they would find him and take him into the fairy-world where he could live forever among them."

"Brian O'Farrell was a neighbor of Denys and he came to covet the ring given Denys by the fairy-people. One day, several years after Denys had first been given the ring, Brian waited for him near the woods. Springing out at Denys, Brian broke his head with a rock, killing him. Brian tried to remove the ring but it could not be undone. Finally he cut off Denys's finger and with much prying and effort removed the ring, but before he could place it on his finger he was set upon by the brother and friends of Denys and slain."

"Denys's family dressed and cleaned his body and, after replacing the ring that Brian O'Farrell had tried to steal, laid the body in the woods as Denys had told them they should do. In the morning the body was gone and all said that Denys Finnegan had been taken away by the little people and now lived as one of them in the burrows under the hills—although he was always missing the finger that had been cut off by Brian O'Farrell."

"Legend says that with the coming of Christianity the power of the fairy-world began to wane. The water blessed by the priests was poison to their being and the rites of the Church could break the pacts they had made with human beings."

member of this club. He can most often be found at the "Sons of Tipperary." She might mention that Conlan has only one arm, the other having been lost in a job-related accident. It is obvious she considers Conlan to be a bit of a good-for-nothing.

### THE RING

If asked about the ring Mrs. Kelly says that Sean claimed it to be an old family heirloom, although she admits that she never saw it until shortly after his first heart attack some twelve years ago. He showed up with not too long after he returned to work. She never afterward saw him take it off and Sean made her promise that she would see to it that he was buried with it. She cannot be persuaded to give the ring to O'Bannion.

### Other Clues

Other clues exist in and around the house. If the kitchen cupboards are systematically checked, a small store of cheap bottled whiskey is discovered. The garbage can on the back porch contains two or three empties. A little asking around reveals that Mrs. Kelly is a teetotaler, never known to drink.

Sean Kelly's favorite book, *Faery-Lore of the Emerald Isle*, might be found, but only if the characters sneak into the woman's bedroom and go through her dresser drawers. Mrs. Kelly gave this book to Sean years ago while he was recovering in the hospital from his first heart attack. The book always falls open to the same page; a page Sean Kelly was obviously fond of reading (see Player Aid #1).

Along with the book are a few other remembrances already set aside by Mrs. Kelly including a crucifix Sean used to wear and several photos of the late Kelly, some old and some more recent. In one photo Kelly sits at a table in what looks like a pub, next to a smiling man with one arm—they are obviously friends. Although blurry and hard to read, a sign in the background says: "Happy St. Patrick's Day," and below that, "Sons of Tipperary."

### The Next-Door Neighbor

Mrs. Driscoll, a widow, lives next door to the Kelly house with her six-year-old red-headed daughter, Bridget. If the gangsters do not make her acquaintance during the wake, the keeper may want to instigate an encounter with her

## Things That Happen in the Kelly House Tonight

This evening, after the wake is over and everyone has gone home. Mrs. Kelly is attacked and murdered by the Little People. If the gangsters are not near the house at the time, the distraught Mrs. Kelly calls O'Bannion and tells him she hears voices around the house and fears someone is trying to break in. O'Bannion sends Bobby Sills looking for the gangsters and, using telephone and car, he finds them very soon. He tells them O'Bannion wants them to get over to the Kelly house right away, that something is going on over there. Sills gives them a lift, drops them off, then drives away.

The gangsters find the front door unlocked and standing slightly ajar. Give them time to investigate the house but if the keeper wishes, the police might show up, sending them running for cover.

It is possible that one or more of the investigators has decided to spend the night at the Kelly house, hoping to foil any further attempts to steal the corpse. In this case, the Little People use their Sleep spell to cause the player-characters to doze off for a while. When they awake, they find the house in the condition described below. It may be that they are awakened by the sound of the back door banging shut. If they move really quickly they might reach the back porch in time to see Sean Kelly's body disappearing head-first down the manhole in the alley behind the house.

Investigating inside the house, they find the mangled body of Mrs. Kelly nailed to the wall, crucified upside down. Her face is hidden, covered by the faded house dress now hanging upside down over her head. Lifting the dress her face is found to be chewed and gouged away, her eyeballs missing and her tongue gnawed out. Lose 1/1D6 Sanity points.

The room is ransacked, the book about fairies found gnawed almost beyond recognition, but decipherable by a character with a halved English roll.

Sean Kelly's coffin is pushed over, the body gone, evidence revealing that it was dragged through the house and out the back door. In the alley behind the house the manhole is found uncovered. Anyone entering the manhole finds one of Kelly's shoes at the bottom. There is no sign of which direction the body-snatchers took from here; the sewer stretches off in two directions. Although the gangsters may try, there is no way to follow the path of the Little People.

and her daughter by having them meet Mrs. Driscoll on their way out of the wake. Otherwise, the keeper may have them meet her tonight while police are investigating the horrible murder of Mrs. Kelly scheduled to take place.

### MRS. DRISCOLL AND BRIDGET

If asked, Mrs. Driscoll says that Sean Kelly was a very nice man. If asked about odd behavior she mentions that he used sit alone on the back porch, drinking from a hip flask and talking to himself. She always thought this a little odd but it seemed harmless and she never mentioned it to anyone.

If the gangsters make friends with the woman (a successful Persuade might be necessary) she invites them into her house for further talk. Once inside, after answering some questions, she offers to make tea and steps out of the room. As soon as she is out of earshot up pops six-year old Bridget who, childishly conspiratorial, claims that she knows "a secret about Mr. Kelly."

Nothing short of a bribe of candy gets Bridget to tell what she knows. Allow each gangster a halved Luck roll to see if they have any candy on them. Failing this, someone will have to make a quick run to the corner store to

obtain some. However, by the time they return Mrs. Driscoll is back and Bridget, having been told by her mother to never tell a secret, will not talk about it while her mother is present. Some other arrangements have to be made. Depending on the arrangements the actions of a gangster offering a little girl candy on the street could conceivably be misinterpreted.

### **BRIDGET'S SECRET**

If Bridget divulges her secret, the player-characters learn that she used to watch Mr. Kelly from her upstairs bedroom window late at night. She says that Mr. Kelly had a bunch of little friends who used to crawl out of the sewer in the alley and visit with him.

"They're hard to see. You have to kinda squint," she explains. "But they're all gray and warty-like. And they don't wear any clothes. You can see their bare butts!" she giggles.

She says that when she asked Mr. Kelly about it he explained to her that the little people are magical and that most people can't see them, only those who have "the special sight." He told her that the little people were a secret and that she shouldn't tell anybody about them. If she promised that she would never breathe a word of about it, Kelly would bring her a bag of candy every week for the rest of her life.

Bridget lived up to her promise, and so did Kelly, bringing home a sack of candy every Friday afternoon just as he said he would. But now Mr. Kelly's dead and Bridget figures it's okay to tell the secret—particularly since she's in need of a new source of candy.

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## Further Investigations

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### **Potrello's Club**

O'Bannion has implicated the Italian, Potrello. Although there is no good reason to suspect the man, the gangsters may feel it's a good idea to check this lead out. The Club is at 620 South French Hill on the east side of the street just south of East High. This is in Italian neighborhood.

The gangsters find Joe Potrello seated at a back table with his loyal henchman, Lou Benito. The two men sip red wine from teacups while Italian opera pours from the large radio sitting on a nearby table. The club is run by an Italian everyone calls 'Big Red.' Despite his friendship with Potrello, Big Red's club is part of O'Bannion's numbers and race-betting racket.

Potrello hates O'Bannion and his Irish hoods and is not pleased to see the gangsters. If asked about the recent incident, Potrello spreads his hands, smilingly

claiming to know nothing about it. It is obvious that he enjoys anything that distresses the hated O'Bannion. If the gangsters get too pushy, Potrello gets mad, turning dark and sullen. Lou Benito, saying nothing, pulls out a wicked switchblade and sticks it point down into the table. Hopefully the player-characters get the message.

Leaving the club, the gangsters find four or five members of the Rocks gang letting all the air out of their tires. The teenagers' lookout gives the shout and the boys scatter down the street, hurling back insults and cat calls as they disappear. One or two of them might be chased down and caught but it does little good. Meanwhile, Potrello leans in the doorway of the club chuckling at the gangster's plight. Most likely there is little the gangsters can do but take off their coats and start pumping up the tires.

### **The Sons of Tipperary**

This small, second-floor establishment is found on the north side of Church Street between French Hill and Sentinel. The small room is crowded with Irishmen, the air filled with pipe and cigarette smoke while a sporting event plays on the radio. Men are throwing darts, swearing loudly when they miss their mark. This club buys its alcohol directly from O'Bannion's Lucky Clover Cartage company.

### **DENNIS CONLAN**

A one-armed man sits at a table, drinking dark beer from a glass mug: Sean Kelly's old friend, Dennis Conlan. Conlan looks despondent; he mourns the loss of his friend. He doesn't attend the wake because Sean's wife has never liked him very much, considering him a bad influence on her husband. A few hours from now, when Dennis has finished numerous beers, he decides that he should attend the wake after all, and attempt to make amends with Mrs. Kelly. He shows up thoroughly drunk and a little sloppy, but is tolerated by the widow and the rest of the guests.

Conlan is more than happy to reminisce with the gangsters about his old friend. Like everyone else, he has only nice things to say about the deceased. He seems especially impressed by how much alcohol Sean Kelly could hold.

"Sean was never one to pass up a drink. I never seen anyone could hold his whiskey the way old Sean did." Dennis grows misty-eyed. "Sean could drink himself a half-pint of old Irish before he showed up for work in the morning, pull on his flask all day long and, at the same time, work like a dog. There hardly wasn't ever a better man in Arkham," Dennis proclaims.

If asked about any weird things involving Kelly, Dennis tells them that a few years back—just before Sean had his first heart attack—he complained to Dennis that he was hearing voices when he was down in the sewers.



Little voices that seemed to come from nowhere. At the time the two men joked that Sean ought to cut back on his drinking. Dennis says that after his first heart attack Sean never mentioned the voices again.

If asked about the odd gold ring, Dennis says Sean started wearing it years ago, not long after recovering from his heart attack. Sean told Dennis that he found it in the sewers.

### **PATRICK O'CASEY**

Another person of interest is also attending the club—an old man named Patrick O'Casey. O'Casey speaks Gaelic as well or better than English. He came to this country in 1843, accompanied by his father and grandmother, fleeing the great potato famine. He is presently in his nineties. In the years before his grandmother died, she taught Patrick many things about old Irish folklore and he still remembers many of her tales.

It is possible that O'Casey overhears the player-characters conversation with Conlan and, if the keeper wishes, he butts right in. He can tell the gangsters all about the *Daoine Sidhe* or *Aes Sidhe*, the people of the Otherworld who, like the fairies, live somehow “behind the world of men.” These creatures normally cannot be seen and although usually content to peacefully co-exist with men, once they have suffered a transgression they prove to be a malicious and vengeful enemy. The old man warns strongly against crossing “the little people.”

O'Casey says the first *Daoine Sidhe* came here hundreds of years ago, accompanying the earliest Irish settlers. It was said that witches knew how to contact the *Daoine Sidhe* and sometimes even kept them as familiars. The Little People are, of course, rumored to possess great hordes of gold and treasure.

**Special Skill:** Gaelic Myth and Legend 85%.

## **St. Mary's Hospital**

The player-characters may visit here attempting to find out something about Kelly's two hospitalizations. They are only allowed to see the patient's records if one of them successfully Fast Talks the nurse on duty. If they fail but still insist on seeing the records, the nurse offers to make an appointment for them (this afternoon or the following day) with the physician who attended to Kelly when he was brought into the emergency room.

### **DR. BANCROFT**

The doctor's name is Bancroft and he looks about fifty years old. He tells the gangsters that Mr. Kelly's death was due to a heart attack and that there was nothing at all mysterious or out of order concerning his death. The doctor, who has Kelly's records on the desk in front of him, points out that the man had suffered a similar heart attack twelve years before. He also mentions that Kelly was a

very heavy drinker and that this probably contributed to his condition. Dr. Bancroft did not attend to Kelly during his first hospitalization.

The doctor was the only witness to Kelly's last ravings. Seemingly panic-stricken he pleaded: “Don't let *Them* take me away,” begging the doctor to remove a certain ring from his finger—even if the finger had to be cut off to do it. The doctor tried to calm the patient down as best he could, judging the words as nothing more than the deranged ramblings of a fevered, dying brain. He does not volunteer any of this information, feeling that it is privileged information between patient and doctor. A beating, or even the threat of one, causes the doctor to open up.

If the gangsters get their hands on the records and make an English roll they find that when Kelly was brought in for his first heart attack, twelve years ago, he was raving incoherently about the “little people” claiming “they're everywhere.”

## **The Waterhouse**

This is Kelly's former place of employment, located on the corner of High Lane and West Derby Street in the northwest part of Arkham. Kelly's former co-workers, as well as his supervisor, can be met here.

### **KELLY'S SUPERVISOR**

Kelly's former supervisor is a man named Bill Kent, chief engineer of Arkham's fresh water system, storm drains, and sewers. He has held the position now for six years. He tells the player-characters that Kelly was a good worker, never late, and never called in sick. He was a good employee and Kent indicates that the Water Department will miss him very much. Kent says that Kelly seemed to prefer to work alone and, unlike his co-workers, usually ate his lunch underground during the course of his inspections and maintenance. If asked about the Kelly's drinking habits, Kent reluctantly admits that Kelly was a regular drinker but quickly adds that it never seemed to interfere with the man's job performance. If the gangsters keep asking questions, Kent suggests that they come back around quitting time—4 PM—and talk to some of Kelly's former co-workers.

### **KELLY'S CO-WORKERS**

Talking to the co-workers proves easy. Most agree that Kelly liked to work alone and spent a lot of time underground, particularly in the West and Garrison Street drains south of the river. Major lines spill directly into the Miskatonic near their respective bridges. The older workers say only nice things about Kelly but some of the younger men smile when they talk about “old man Kelly.” They claim Kelly used to spend most of his time hiding out underground away from the supervisor, drinking from a hip flask and mumbling to himself. He

sounded like he was holding up one side of a conversation with someone who was not there. Some of the younger workers would once in a while pull the old man's leg about it, but he didn't take kindly to their jokes.

## St. Michael's Church

Father Paul Sheene, dark-haired and 35, tries to be helpful. Like most others, he has many good things to say about Kelly. A good husband, a steady worker, regular attendee at Sunday services, etc. If asked about the man's

drinking habits, Father Sheene smiles and then admits that Kelly could drink with the best of them.

The priest hints that there is something else, but he is unable to reveal its nature; he learned of it during Kelly's last confession made just a few weeks before he died. Kelly, obviously distraught, had told the priest that he was afraid that he had committed a mortal sin. Asked why, Kelly told Father Sheene that he had made some sort of deal with the Devil and now feared that his immortal soul was lost forever. Although he was not explicit, Kelly claimed to have had converse with some imps inhabiting the sewers under Arkham. Father Sheene, aware of Kelly's prodigious capacity for drink, thought the man was suffering from alcohol-induced hallucinations and tried to calm him down, suggesting that he should cut back on his drinking. Kelly never said anything more about it and a short time later died.

The relationship between a Confessor and his charge is sacred and only under the most pressing of circumstances is a priest allowed to divulge what he has learned from a confession. To do so otherwise is to risk excommunication from the Church. O'Bannion is a heavy contributor to St. Michael's and the gangsters may invoke his name in an effort to get the priest to reveal what he knows. This does not work. Father Sheene already experiences a considerable amount of guilt and recrimination for his association with the gangster and he absolutely refuses to violate the trust of one of his parishioners simply to please O'Bannion. However, if the gangsters choose to rough him up, maybe breaking a finger or two, or smashing his foot, Sheene opens up and tells them what he knows. The gangsters get what they want but Father Sheene, angered and indignant, goes to O'Bannion, complaining of his treatment at the hands of these goons. O'Bannion is shocked and angered to learn of this, doling out punishment to the gangsters as he sees fit.

It should be noted, however, that as a teenager Father Sheene boxed Golden Gloves and he may not be as easy a mark as the gangsters presume.

article from the *Arkham Gazette*, 1901

### Body of Civil War Veteran Still Missing

Police Stymied by Stolen Corpse

ARKHAM—The Arkham Police announced today they have no leads regarding the disappearance of the body of Major Thomas Lindsey, the decorated Civil War veteran who died last week after a prolonged illness. The family is in great distress and mourns deeply the loss of the mortal remains of this illustrious member of their family. Thomas Lindsey, as readers may recall, fought valiantly at Antietam, there losing his leg to a Confederate cannonball. Major Lindsey, for the rest of his life, walked on a peg leg that he had himself carved from native wood.

As may be remembered, Major Lindsey's body was stolen from the Lindsey house the evening of July 20th as it lay in state. All members of the family agree that the body was resting securely in its coffin when they went to bed but was discovered to be gone when they awoke the following morning. No clues other than the front door left ajar have been found in or around the house at 215 South Peabody Avenue and police admit they are baffled. Reports have it that one of the children of the house, young Tom Lindsey III, grandson of Major Lindsey, had heard sounds during the night but police now discount the boy's testimony. Some believe the theft may have been a prank. This newspaper deplors the thought that our society has sunk so low as to view as humorous this sort of blasphemous and heartless action. Our deeply felt sympathies go out to the Lindsey family.

## Optional Areas of Investigation

**L**IBRARIES AND NEWSPAPERS are standard sources of information in many *Call of Cthulhu* scenarios but gangsters do not think to check these places without the benefit of successful halved Idea rolls.

## LIBRARIES

Both Miskatonic University and the Arkham Public Library contain copies of the book *Faery-Lore of the Emerald Isle*, the same book found in the dresser at the Kelly house. If the gangsters can locate the volume and get a successful English roll, give them Player Aid #1.

## NEWSPAPERS

A successful Library Use while checking the newspaper files at either the Miskatonic Library or the offices of the Arkham Gazette turns up this story in Player Aid #2.

## 215 S. Peabody Ave.

If the gangsters pay this address a call they find it is still owned and occupied by a member of the Lindsey family. Thomas Lindsey III, the young boy mentioned in the newspaper article, now in his mid-thirties, opens the door to their knock. If questioned politely he proves more than happy to speak about the stolen body of his grandfather.

Lindsey says that his grandfather's body was never recovered and that the tombstone in Christchurch cemetery marks an empty grave. No one in the family ever had a clue as to what happened to the old man's corpse and no motive was ever established. Lindsey was seven years old at the time and says that on the night the corpse was stolen he awoke to hear funny little voices coming from downstairs in the living room. Creeping out into the hallway and looking downstairs he saw the living room filled with little, ugly, gray men congregating around his grandfather's coffin. Frightened by the scene, he sneaked back to his room and hid under the covers. The next morning, after the theft was discovered, he told his parents about what he had seen the night before. They listened to him but then told him that he must have had a bad dream. At the time the boy took his parents' word, but even today he's not completely convinced it was a dream.

If the gangsters ask about a ring, he says his grandfather always wore a gold ring (like the one worn by Sean Kelly). He goes on to say that, as a child, he always admired the ring and wished that it was his. He asked his grandfather where he got it and was told it was a gift from "special friends."

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# Exploring the Sewers

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**A**RKHAM POSSESSES separate, though not discreet, sewer and storm drain systems. Sewage is handled through the larger of the two systems and routes the city's effluents downstream and out of town

before discharging them, untreated, into the Miskatonic. The storm drains handle runoff from rain and melting snow discharging at several points along the river within the city limits. The two systems are connected, in most places running parallel to each other. The drainage system is installed at a slightly higher level than the main sewer.

If rainfall is particularly heavy—more than the drains can handle—excess water spills off into the sewers and is carried out of town. But if the runoff is too high it fills the main sewer above the level of the storm drains, eventually mixing raw sewage in with the storm water. This foul mixture flows directly into the Miskatonic through the large storm drains. General practice in these times calls for this dilute sewage to never exceed a concentration of one part sewage to six parts water. Arkham's efficient system boasts water never more polluted than one part sewage to eight parts water.

During dry weather the drainage system is fairly free of water but Arkham's main sewers flow around the clock, with highest volumes recorded during the morning and early evening hours.

## MANHOLES

Manholes give direct access to the city's sewers and are found all around the city, usually located no more than a hundred yards apart. Suffice it to say that if the keeper or players are looking for one, there is one somewhere nearby. The heavy covers are easily removed, revealing a vertical shaft leading down to the sewer. Sturdy iron rungs set in the wall facilitate the climb. At the bottom of the shaft is a small chamber with the sewer running through the center. There are stone benches here usually well above the water line, dry and free of debris. There is a 10% chance of finding a pair of rubber boots here and a 10% chance of discovering 1D2 hand tools (rakes, shovels, hoes, etc.). These same chances apply for every chamber the investigators enter, encountered every hundred yards or so along the main sewer lines beneath the manhole entrances.

## THE SEWERS

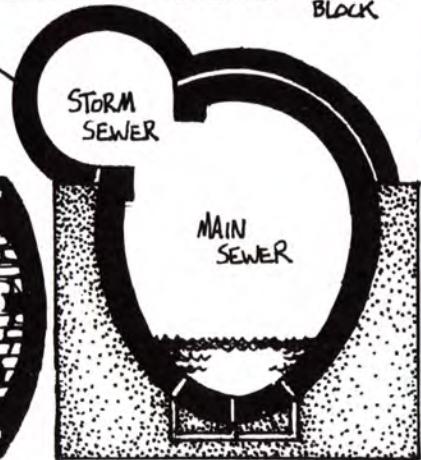
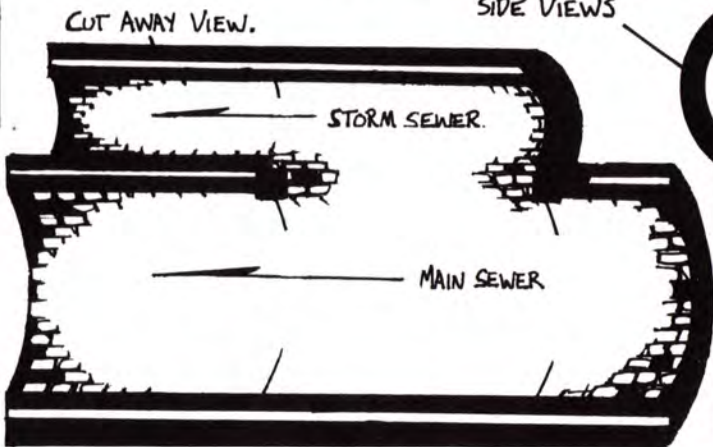
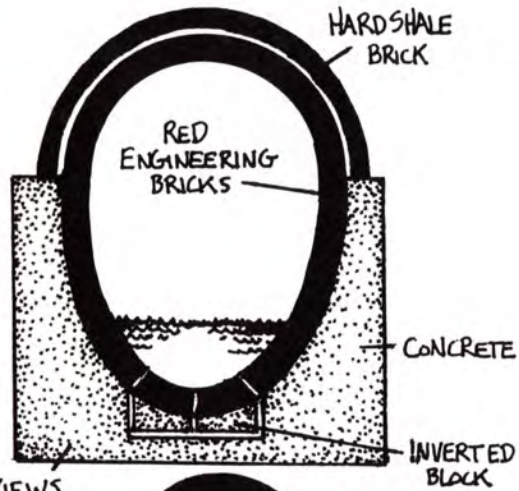
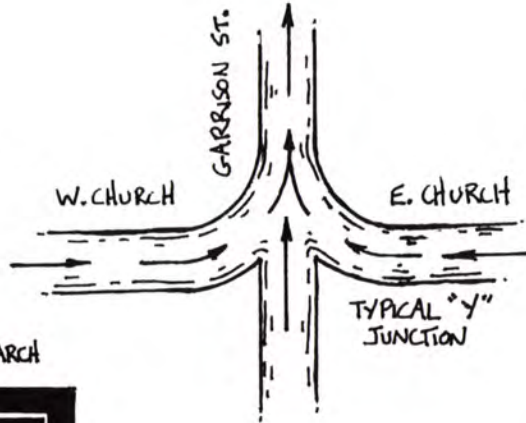
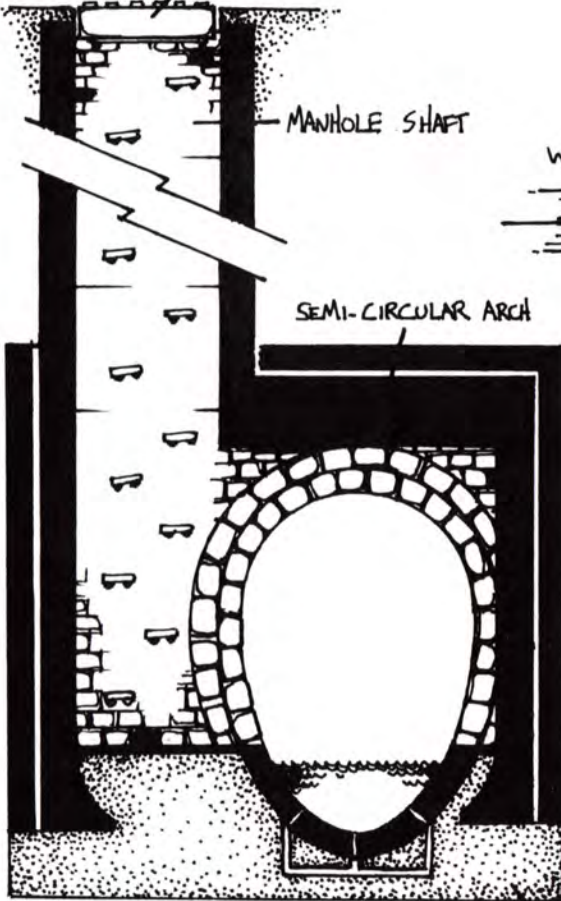
Following the sewer lines any distance means wading through raw sewage. The gangsters might want rubber boots. Before long, however, an opening between the sewers and parallel storm drains should be found, allowing the gangsters to transfer over to this more appealing route.

## THE STORM DRAINS

The storm drains may be directly entered only through of one of the main discharge outlets located along the banks of the Miskatonic. These are large, brick and concrete structures that outlet directly beneath Arkham's three bridges. The circular openings are over five feet in diameter and closed off by barred iron gates secured with padlocks. Hacksaws, crowbars, or Locksmith are necessary to get past these gates although—oddly enough—the bars

# Arkham's Sewers

CAST IRON MANHOLE COVER



K.

are spaced far enough apart that a child, SIZ 5 or less, can squeeze through. Once inside, a small chamber is found. The player-characters have a 65% chance of discovering 1D2 pairs of rubber boots and a 90% chance of finding 1D4 hand tools. During dry weather these drains are nearly empty, never carrying more than a trickle of water down the center. But a good steady rain quickly turns this trickle into a considerable flow that is difficult to walk against. A sudden cloudburst produces a raging torrent of water that half-fills the pipe and poses a serious threat to anyone inside. A heavy water flow produces a STR of up to 15 and anyone failing a resistance struggle is swept off his feet and carried down the pipe to be either trapped against the iron grate or, if it has been left open, spilled out into the swollen Miskatonic. Swim rolls are required to avoid drowning, especially if the individual is wearing an overcoat and weighted down with weapons and hardware. The keeper must decide if, when, and how much it rains during this scenario. Spring is the most dangerous time; melting snows and sudden thunderstorms can quickly overload the systems.

### LIGHT

There is no light in either system and the gangsters will have to bring their own. Several types of portable, artificial light are available in the 1920s.

**Kerosene Lantern:** these lamps have been around for years. They throw a soft yellow light in all directions and burn from 4-8 hours on a single filling. A risky device, they can explode if dropped or turned upside down. If dropped in water it must be disassembled, cleaned and dried, and both the wick and fuel replaced.

**Gas Lanterns:** these are similar to the lamps produced today by the Coleman company and others and produce a brilliant white light. These units hold a quart of gasoline and burn for 8-12 hours. Although safer than kerosene lamps, they are still quite fragile and dropping one almost certainly means breaking either the mantles (wicks) or the glass. There is also some small danger from the flame. If dropped into water, the lantern is useless until disassembled, dried and cleaned, a process taking at least a couple hours.

**Electric Lights:** various types of electric, dry-cell lanterns and flashlights are currently available. They throw a weaker light than gas lanterns, and only in a single direction. A fresh set of batteries keeps these devices burning for 2-4 hours, although the light they produce grows dimmer as the batteries expend themselves. If dropped there is a 75% chance the filament in the bulb breaks. If a spare is carried, replacing a bulb takes only a couple minutes. If dropped in water the flashlight must be taken apart, cleaned, dried, and put back together, a job requiring 5-10 minutes.

**Carbide Lamps:** these lamps are the type used by miners and are available in a variety of forms including lanterns,

bulls-eye lanterns, and flashlight styles; miners use carbide lamps mounted atop their helmets. These lamps generate a brilliant white light by burning acetylene gas produced by chemical cartridges of varying sizes. Carbide lights are the brightest of all and burn from 2-4 hours, longer if large, belt-hung supply cartridges are used. If dropped they always go out but can usually be relit, even if they have fallen in water. There is considerable danger from the open flame.

### WEAPONRY

Most of the player-characters are very skilled with firearms. Unfortunately, any sustained gunfire coming from the sewers quickly attracts attention and consequently the police. If the gangsters don't think of this ahead of time, one gunshot reverberating through the drain systems alerts them to the problem of noise. Silenced automatics are fairly useful although the weapon must be specially modified and use of such a device cuts its base range in half. Note that revolvers cannot be silenced. Of all the gangster-players only Drexler has his two pistols fitted for silencers. As it is, the Little People are difficult to hit with a bullet, especially when the shooter is drunk, so firearms are not particularly useful. Shotguns could conceivably do great amounts of damage to a massed horde of sewer goblins, but the thunder they create would certainly attract the immediate attention of the authorities.

The various hand tools found around the sewers and drains are the most useful weapons. The goblins freeze for a moment when struck by a bright light, allowing even a drunken gangster one good shot at it. If hit, the goblin is always killed (usually in some particularly horrible manner; decapitated, smashed, impaled, etc.).

When used against the tiny, scampering Little People the hand tools have a base chance to hit of 80%, reduced by drunkenness to 40%.

### THE SEWER LAYOUT AND DESCRIPTION

The drain and sewer systems parallel the streets of Arkham forming a grid almost identical to surface streets. Note that the systems north and south of the river are actually separate, although both are infested by the goblins. The largest drains—almost five feet high—run north and south along the major streets of West, Garrison, and Peabody. Branch connections from east-west streets occur at all intersections, joining the main drain in three-headed, Y-shaped joints. At the joint these branches are the same size as the main drains but quickly narrow to a diameter of about three-and-a-half feet as they turn in the direction of their respective cross streets. Investigators will be forced to crawl on hands and knees to explore these avenues. Numerous smaller branches feed into these drains but they are too small for normal humans (although plenty big enough for the Little People).

## Sewer Encounters

For every block traveled there is a 20% chance the gangsters meet up with one of the following special encounters. If an encounter is indicated, roll a D8 or simply choose one from the list. Some encounters are permanent features of the drain systems and should be noted as so by the keeper.

### 1 Rats

There's lots of rats in the drains and a number of them are probably encountered at the mouth of the West St. drain. They fear humans and run off at their approach. Only if cornered do these rats attack. They are usually encountered in groups of 1D6+1 and have a 15% bite attack that causes one point of damage.

### 2 Washed-Out Section

Over the years this portion of the drain's floor has collapsed, leaving a hole five feet deep and about six feet long. The hole is filled with water and disguised by the effluent flowing above it. A gangster walking or crawling through here plunges into this deep spot, saved only by a roll of DEX x2 or less. Once discovered, this spot may be safely traversed by using a Climb roll to edge along the wall of the drain.

### 3 Poisonous Gas

Hydrogen sulfide gas accumulates in an area nearly twenty feet long. It smells terrible and every inhalation causes 1D3 points of damage to the lungs. Keeping low (crawling through the slime) or using gas masks allows a safe passage. It requires three rounds to traverse this section.

### 4 The Breeders

If the gangsters can see the Little People, they stumble upon the disgusting sight of one of the sewer goblins mating with a large female rat. For a moment the pair stands frozen in the light. Lose 0/1D2 Sanity points.

### 5 The Offspring

A large rat-thing with an evil semi-human face and paws like hands. This is the issue of a rat mother and a goblin father. These creatures are often adopted by witches as familiars; Keziah Mason's Brown Jenkin may have been such a creature. Lose 0/1D4 Sanity points.

### 6 A Peg-Legged Goblin

This ugly little goblin is missing a leg and stumps around on a prosthetic crudely made from a discarded chair spindle. This goblin was once Major Thomas Lindsey, resurrected by the Little People in 1901.

### 7, 8 Treasure Horde

Stories claim the Little People have hidden pots of gold but the truth is that, like crows, they are simply attracted to bright, shiny objects. Treasure hordes discovered by the gangsters contain things the Little People have retrieved from the sewers including costume jewelry and lots of pieces of tin foil and broken glass. There is a small (05%) chance that a treasure horde contains someone's lost diamond ring or other such valuable.

On both sides of the river the storm drains empty out beneath the bridges, plus at a couple of smaller outlets near East Street.

Both sewers and storm drains are roughly the shape of an inverted egg, constructed of brick and concrete supplied by Dunham's Brickyard of Arkham, now long closed. In the sewer lines, raw sewage pours down the center of the tunnel in a continual stream, nearly a foot deep in the off-hours and reaching a height of two and a half feet during the peak hours of 6 AM to 10 AM, and 4 PM to 9 PM. Conditions in the storm drain reflect what the keeper decides about the weather outside. Remember that sudden heavy thunderstorms are not uncommon in this part of the country.

Besides the mess and stink and ruined clothes the gangsters have to put up with, the risk of infection is also quite high. Gangsters with open wounds might contract typhus or typhoid. Use this option at your will.

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## Underground World

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**T**HE LITTLE PEOPLE range all over both the storm drains and the sewer systems, obtaining most of their food—and treasure—from the latter. They have two main lairs where they congregate in numbers. One is located under the Esso station on the corner of Garrison and Main, south of the river, where the Little People have taken advantage of a collapsed drain to excavate a large burrow. The player-characters can easily enter this chamber, although there is little to be accomplished other than fighting a lot of Little People.

The other lair is actually above the drains, located in the basement of an old, abandoned house on Church Street between Boundary and West, two doors east of the Hubbard Elementary school. Here the goblins have stashed the body of Sean Kelly and here they conduct the rites that will eventually transform him. Entering this area from the drains proves difficult. The gangsters might realize that breaking into the building from above ground would be the best approach.

Finding either of the lairs is not easy. Clues point to the West Street drain as a good starting place but if the gangsters are not drunk and cannot see the Little People they find little in the drains to help them. The invisible goblins simply stay out of their way, letting the gangsters bumble around as much as they wish. Gangsters may hear tiny splashes and tittering sounds, but they *see* nothing. Under these conditions the Little People probably do not attack (but see below).

If properly drunk, the gangsters are able to see the Little People and the sewer goblins quickly realize they

are in danger. Little People are encountered twice every city block in groups of 1D3 at distances of 2D10 feet. The little creatures are at first surprised by the light, freezing for a moment before scampering away. If visible, the lead gangster is allowed a chance to try and hit or shoot one. Surviving goblins scuttle off into the darkness.

The Little People always flee in the direction of one of their two lairs—usually the nearest—and the gangsters may find that they can track the goblins simply by following the direction the little monsters travel. But the decision is ultimately up to the keeper. Although some of the goblins choose to travel through the small branch lines, most will follow the larger tunnels, leading the gangsters directly toward their lairs.

### INVISIBLE ATTACKS

If the player-characters are not drunk and unaware of the presence of the Little People the goblins likely stay out of their way. However, if cornered, or if one of their treasure hordes is disturbed, the goblins attack.

A horde of 1D20 +5 sewer goblins suddenly leap on the lead gangster and attempt bites. You may roll (33%) for each attempted bite or simply rule that 1/3 of the bites (dropping any fractions) are successful. Each successful bite causes one point of damage. Each Little Person who successfully bites jumps off on the following round, scrambling off somewhere to devour its piece of stolen flesh—much like a piranha. Little People who failed to bite on the initial round remain clinging to their victim attempting bites on subsequent rounds.

If an attacked gangster turns and runs, the goblins drop off quickly of their own volition. Otherwise they can be pulled off by hand, one per round (up to three friends can help), and easily killed by strangling them or breaking their invisible necks. Suffering an invisible attack costs 1/1D6 Sanity points.

### VISIBLE ATTACKS

These are conducted in the manner as above, only this time, of course, the gangsters can see the creatures. This sort of attack most often occurs when the gangsters have herded a large number of Little People ahead of them. Anytime the goblins outweigh the lead gangster by a factor of two to one (compare SIZs) they become capable of attack, doing so at the keeper's discretion. The Sanity loss for experiencing this type of attack may depend upon the gangsters' accumulated experience with the goblins and should be judged by the keeper.

## The Treasure Lair

This spot is reached from the Main St. branch drain just a few yards west of Garrison. A portion of the drain has collapsed and the goblins have taken advantage of the sandy soil to carve a large burrow twelve feet in diameter and nearly six feet high in the center: enough room for four investigators to get in and start swinging away with

rakes and hoes. An oval-shaped metal tank juts through the back wall, protruding a good three feet into the chamber; the gangsters' lights glint off the pile of 'goblin treasure' tucked up beneath it.

The tank stores gasoline for the Esso station located just above. The tank's welded seams—due to the Little People's burrowings around and beneath it—have been weakened from lack of support and if the tank is hit squarely with a well-swung tool, or suffers damage from a gunshot, one the seams ruptures, spilling raw gasoline into the burrow. If the leaking gasoline is not directly ignited by an open flame, the gangsters have 1D4+2 rounds to clear the area before the rapidly accumulating fumes are touched off by a carbide lamp, lit cigarette, or a stray spark.

If the gangsters evacuate quickly enough they may gain a safe before the inevitable explosion occurs. If the gangsters are in the immediate area when the explosion occurs they should, by all rights, be dead. The keeper may want to allow a chance of survival, as it suits him. The explosion immediately destroys the gas station above, setting the ruins ablaze and hurling flaming debris in all directions. The fires soon threaten the string of old warehouses along River Street and, if unchecked, set fire to O'Bannion's Lucky Clover warehouse which creates another series of explosions when the stored boot-leg liquor starts to go up. This generates local headlines, and O'Bannion's wrath, if he figures out who started the fire.

There are a hundred or more Little People hiding in this lair when the investigators arrive. An accurate number is not necessary as Little People will be running in and out of the burrow during the entire time that combat is underway. Most of the goblins scurry away to cower against walls and the gangsters may attack them at will with weapons or even kicks and blows. (In these close quarters any roll of 91—00 is a fumble and the character has accidentally hit either one of his fellow gangsters or the gasoline tank.)

Every round each gangster is attacked by 1D10 goblins springing at him from walls, floor, and ceiling. Each goblin has a 33% chance of biting; those that fail remain on the gangster to make further bite attempts on subsequent rounds. Any round that a gangster has goblins clinging to him in numbers equal to, or greater than his SIZ, he must make a successful STR roll against the total number of goblins in order to remain on his feet. This check is made only after all goblin bite attacks have been made and the successful goblins have jumped away. Failing the check means the gangster falls to the ground and is immediately swarmed upon by dozens of cold clammy goblins. Helplessly trapped under the squirming, snapping creatures, the gangster suffers 1D10 points of damage and loses 1D4 Sanity points per round until either slain or saved.

The Little People fight relentlessly until the gangsters have killed twenty or more of their kind. Then, as



*The Howling Banshee*

though on command, they all flee the burrow at once, running in the direction of their other lair. Note that the Little People always fight for at least six rounds, regardless of their losses.

If the goblin treasure is checked, the gangsters find it to be junk and scrap with the exception of a narrow gold bracelet set with several diamonds and worth at least \$300.

### **THE SUMMONING**

Unseen by the gangsters busy battling the goblin hordes, a dozen or so of the Little People crawl up on top of the partially-exposed gasoline tank and begin conducting an elaborate ceremony. It takes two rounds for them to mount the tank and four rounds to conduct the ceremony. Regardless of the number of Little People atop the tank, only seven will take part in the rite. One of them stands with arms upraised, tittering a chant, while four more struggle to hold down one of their own kind. The weird chant is intoned for four rounds during which time the sacrificial victim is slowly strangled from behind by a seventh member of the ceremony. This ceremony can be halted simply by taking a successful whack at it with a weapon, or by shooting one of the goblins. Either method almost certainly ruptures the gasoline tank.

The player-characters at first do not notice the goblins climbing the tank, but during the first three rounds of the ceremony halved Spot Hidden rolls allow them to catch a glimpse of this startling activity. On the final round—too late to halt the action—the gangsters automatically see what goes on atop the tank. The Little People are summoning up a Banshee.

### **THE BANSHEE**

According to Irish legend the banshee is another creature from the Otherworld. It appears first as a narrow shaft of swirling blue light accompanied by a strange wailing sound that grows quickly in volume to an unbearable shriek. The swirling shaft of light then coalesces into the ghostly, hag-like form of the banshee, its face a rotting death's head. It howls again and all present must make Sanity rolls against a loss of  $2/1D8+1$ . Any gangster driven insane stands frozen to the spot, the nearest paralyzed victim immediately falling prey to the banshee's deadly touch attack. Investigators not paralyzed by fear can run away or attack. Those paralyzed but not attacked are released from the spell by the sight of one of their number being attacked by the banshee. Once the banshee slays its first victim it immediately attacks any others who remain, or floats through the drains in pursuit of those who have fled. If the fleeing gangsters stay in a group it chases after them, killing them one at a time until all are dead or have escaped to open air. The banshee, unless the keeper decides otherwise, does not leave the drain system. If the fleeing gangsters split up, the banshee pursues whichever receives the highest Luck roll.



**THE BANSHEE**

INT 22 POW 25 Move: 12 floating

**Armor:** none, but see below.**Weapon:** Touch 50%, or automatic if victim is paralyzed, no damage but see below.**Special Ability:** The Wail, see below.**Sanity Loss:** 1/1D6 or 2/D8+1 if affected by The Wail.

The banshee is immaterial and cannot be harmed by most physical weapons. Splashing holy water on a banshee, or holding a crucifix before it while reciting the Lord's Prayer drives it back to the Otherworld. It is immune to most magic spells.

The banshee's touch drains the life-force of a victim at a rate of 2D4+2 POW points per round—a permanent loss. Once touched by the banshee the victim can neither resist nor escape. Unless saved by companions the victims suffers a horrible, withering death. Additionally, the victim loses 1/1D6 Sanity points per round.

The Wail of the banshee is a horrifying sound. Anyone suffering insanity when first encountering a wailing banshee is paralyzed by fear for the next 1D2 rounds. Further wailing is frightening but has no paralyzing effect.

**The Place of the Ceremony**

The other lair of the Little People is in the basement of an empty, boarded-up building on the north side of Church Street between West and Boundary, two doors east of the Hubbard school. If the investigators follow the fleeing goblins to this spot they are able to climb the rungs of an old drain shaft that leads straight up to the basement of the building above. The shaft is easy to locate due to the eerie, soft-green light that pours down into the drain system from the basement above. The first gangster to climb the shaft and poke his head into the room is immediately attacked by 1D10 Little People waiting for him. If the player-characters retreats, no more Little People attack and most of those who attacked and missed are scraped off when the gangster falls back down the shaft, suffering 1D6 points of injury as a result.

But the investigator is able to identify the source of the soft-green light—it comes from the strangely glowing, shriveled corpse of Sean Kelly, laid out on top of some dusty crates in the center of the room. The body has been constantly attended to by scores of Little People ever since they successfully stole it and brought it here. The current size of Kelly's corpse depends on how long it has been down here. If near the end of the three-day ritual, the body is very near the size of one of the Little People.

**ANOTHER WAY IN**

Entering this abode through the drain shaft is difficult. With a little thought the gangsters should be able to theorize the approximate location of the dwelling above and then positively locate it above ground.

Breaking in requires Locksmith or brute force. In the basement they face a horde of Little People who battle

them in the manner described under The Treasure Lair, above. As before, a group of the little people attempt to summon the banshee to drive off the invaders. If the ceremony is halted, the goblins panic and flee, leaving the gangsters alone with the glowing, shrinking corpse.

**Wrapping Up**

If the ring is removed, the glow quickly fades, but as before the ring can only be easily removed if blessed by a Catholic priest or doused with holy water. Chopping the finger off and carving it free of the ring is also effective, but crude. Kelly's corpse remains in whatever horrible state they find it in until such time as it receives a blessing from a priest. It then, over a matter of hours, returns to its normal size and condition.

If the gangsters succeed in their mission, they earn O'Bannion's respect. Although he may be unhappy if Kelly's corpse is lost, getting the ring back is what he really wanted. O'Bannion immediately places the ring on his finger and wears it for the rest of his life. Total Sanity award for the gangsters is 1D10+2 points.

If the gangsters fail to return the ring, O'Bannion is displeased. But a few days later he phones the gangsters, all friendly and almost apologetic. He wants to know which one of "you mugs" left him the ring without telling him about it. He found it this morning in the kitchen, inside a dirty envelope. The ring now adorns his finger and O'Bannion is grateful.

With Kelly either transformed into one of the Little People, or lost to them forever, the goblins sneaked into O'Bannion's penthouse and left the ring for him. They recognize him as 'one of their own' and are insuring that O'Bannion someday receives his just reward.

**Statistics****DANNY O'BANNION, 33, Arkham crime lord**STR 15 CON 15 SIZ 16 INT 15 POW 14  
DEX 13 APP 15 EDU 12 SAN 21 HP 16**Damage Bonus:** +1D4**Weapons:** Fist/Punch 55%, 1D3+db;

Grapple 35%;

Head Butt 40%, 1D4+db;

Kick 65%, 1D6+db;

Blackjack 55%, 1D8+db;

.38 Automatic 40%, 1D10.

**Skills:** Accounting 15%, Bargain 45%, Credit Rating 50%, Dodge 65%, Drive Automobile 35%, Fast Talk 75%, Listen 35%, Locksmith 35%, Persuade 25%, Psychology 50%, Sneak 30%, Spot Hidden 45%.**BOBBY SILLS, 29, trusted henchmen**STR 14 CON 14 SIZ 13 INT 14 POW 14  
DEX 15 APP 15 EDU 9 SAN 22 HP 14**Damage Bonus:** +1D4

— continued next page

**BOBBY SILLS, continued**

Weapons: Fist/Punch 55%, 1D3+db;  
Grapple 35%;  
Head Butt 20%, 1D4+db;  
Kick 55%, 1D6+db;  
Blackjack 45%, 1D8+db;  
Fighting Knife 55%, 1D4+2+db;  
.38 Snub-Nose Revolver 50%, 1D10.

Skills: Bargain 45%, Credit Rating 40%, Dodge 55%, Drive Automobile 50%, Fast Talk 55%, Hide 70%, Listen 65%, Locksmith 65%, Pick Pocket 35%, Psychology 55%, Sneak 60%, Spot Hidden 45%.

**BIG EDDIE LEARY, 30, enforcer**

STR 18 CON 17 SIZ 17 INT 11 POW 10  
DEX 12 APP 11 EDU 6 SAN 33 HP 17

Damage Bonus: +1D6

Weapons: Fist/Punch 70%, 1D3+db;  
Grapple 75%;  
Head Butt 80%, 1D4+db;  
Kick 55%, 1D6+db;  
Blackjack 90%, 1D8+db;  
Knife 80%, 1D4+2+db;  
.45 Revolver 40%, 1D10+2.

Skills: Credit Rating 20%, Dodge 55%, Drive Automobile 40%, Hide 30%, Listen 40, Locksmith 20%, Psychology 10%, Sneak 30%, Spot Hidden 35%.

**ELAINE STRITCHNER, 24, bored mistress**

STR 9 CON 11 SIZ 10 INT 10 POW 10  
DEX 13 APP 15 EDU 9 SAN 44 HP 11

Weapons: .22 Automatic 25%, 1D6.

Skills: Conceal 25%, Drive Automobile 25%, Fast Talk 45%, Library Use 5%, Sneak 40%.

**DETECTIVE MICKEY HARRIGAN, 27, public servant**

STR 16 CON 17 SIZ 17 INT 14 POW 14  
DEX 14 APP 13 EDU 11 SAN 65 HP 17

Damage Bonus: +1D6

Weapons: Fist/Punch 60%, 1D3+db;  
Grapple 60%;  
Head Butt 10%, 1D4+db;  
Kick 45%, 1D6+db;  
Nightstick 65%, 1D6+db;  
.45 Revolver, 1D10+2.

Skills: Bargain 55%, Climb 50%, Credit Rating 40%, Dodge 55%, Drive Automobile 55%, Fast Talk 45%, First Aid 35%, Handcuff Suspect 55%, Hide 15%, Jump 55%, Law 30%, Library Use 25%, Listen 50%, Maul-Ruck-Scrum (rugby) 78%, Persuade 15%, Photography 22%, Psychology 45%, Sneak 15%, Spot Hidden 55%, Track 20%.

**TYPICAL ARKHAM PATROLMAN**

STR 15 CON 15 SIZ 15 INT 11 POW 13  
DEX 10 APP 12 EDU 10 SAN 60 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, 1D3+db;  
Grapple 45%;  
Head Butt 40%, 1D4+db;  
Kick 25%, 1D6+db;  
Nightstick 55%, 1D6+db;  
.45 Revolver, 1D10+2.

Skills: Dodge 29%, Drive Automobile 60%, Drive Motorcycle 65%, First Aid 40%, Hide 15%, Law 15%, Listen 35%, Persuade 5%, Psychology 35%, Sneak 5%, Spot Hidden 30%.

**ROBERTA HENRY, 23, eager young reporter**

STR 10 CON 14 SIZ 10 INT 13 POW 15  
DEX 15 APP 15 EDU 13 SAN 61 HP 12

Weapons: Natural attacks at base chance.

Skills: Bargain 35%, Climb 55%, Credit Rating 25%, Dodge 45%, Dress Appropriately 55%, Drive Automobile 60%, Exceed Speed Limit 60%, Fast Talk 60%, Flatter Dowager 75%, Flirt 70%, Library Use 35%, Listen 40%, Persuade 60%, Photography 15%, Psychology 25%, Spot Hidden 45%, Type 25%.

**JOE POTRELLO, 41, retired racketeer**

STR 15 CON 12 SIZ 14 INT 15 POW 15  
DEX 12 APP 12 EDU 9 SAN 35 HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 85%, 1D3+db;  
Grapple 75%;  
Head Butt 65%, 1D4+db;  
Kick 65%, 1D6+db;  
Stiletto 95%, 1D4+2+db;  
.38 Revolver 75%, 1D10.

Skills: Dodge 45%, Fast Talk 55%, Italian 45%, Listen 55%, Persuade 65%, Sneak 45%, Spot Hidden 85%.

**LOU BENITO, 45, right-hand man**

STR 14 CON 14 SIZ 14 INT 12 POW 11  
DEX 15 APP 12 EDU 8 SAN 44 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, 1D3+db;  
Grapple 65%;  
Head Butt 55%, 1D4+db;  
Kick 45%, 1D6+db;  
Stiletto 85%, 1D4+2+db;  
.45 Revolver 75%, 1D10+2.

Skills: Dodge 75%, Fast Talk 5%, Hide 10%, Listen 25%, Say Yes 88%, Sneak 75%.

**TYPICAL ROCK, gang member**

STR 11 CON 14 SIZ 10 INT 12 POW 11  
DEX 14 APP 11 EDU 7 SAN 65 HP 12

Damage Bonus: none

Weapons: Fist/Punch 55%, 1D3;  
Grapple 35%;  
Head Butt 10%, 1D4;  
Kick 30%, 1D6;  
Small Club 35%, 1D6;  
Small Knife 30%, 1D4;  
Throw Rock 45%, 1D4.

Skills: Climb 50%, Dodge 40%, Fast Talk 20%, Hide 30%, Lie Creatively 20%, Sneak 25%, Spot Hidden 35%, Strut 40%, Throw 45%.

**FATHER PAUL SHEENE, 30, devoted priest**

STR 14 CON 15 SIZ 14 INT 14 POW 15  
DEX 14 APP 14 EDU 14 SAN 75 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 85%, 1D3+db;  
Grapple 45%;  
Head Butt 10%, 1D4+db;  
Kick 25%, 1D6+db.

Skills: Credit Rating 30%, Dodge 65%, Library Use 45%, Martial Arts 75%, Persuade 55%, Psychology 55%.

## Investigator Statistics

**JOHNNY SULLIVAN, 34, ex-palooka**

STR 18 CON 16 SIZ 17 INT 7 POW 8  
DEX 14 APP 8 EDU 4 SAN 50 HP 17

Damage Bonus: +1D6

Weapons: Fist/Punch 90%, 1D3+db;  
Grapple 25%;  
Head Butt 10%, 1D4+db;  
Kick 25%, 1D6+db.

**Skills:** Climb 60%, Dodge 65%, First Aid 55%, Hide 20%, Jump 45%, Library Use 5%, Martial Arts 60%, Psychology 10%, Spot Hidden 35%, Swim 60%, Throw 65%.

**GEORGE HOBROWSKI, 31, teamster**

STR 17 CON 17 SIZ 19 INT 10 POW 9  
DEX 9 APP 8 EDU 6 SAN 60 HP 18

**Damage Bonus:** +1D6

**Weapons:** Fist/Punch 65%, 1D3+db;

Grapple 25%;

Head Butt 70%, 1D4+db;

Kick 75%, 1D6+db;

Table Leg 70%, 1D8+db.

**Skills:** Accounting 25%, Bargain 25%, Credit Rating 20%, Dodge 15%, Drive Automobile 80%, Electrical Repair 25%, Fast Talk 10%, Hide 30%, Jump 30%, Library Use 10%, Listen 35%, Mechanical Repair 60%, Persuade 25%, Sneak 15%, Spot Hidden 40%.

**BEANIE O'RILEY, 28, velvet tongue**

STR 11 CON 13 SIZ 8 INT 14 POW 12  
DEX 15 APP 15 EDU 9 SAN 58 HP 11

**Weapons:** Fist/Punch 50%, 1D3;

Grapple 25%;

Head Butt 10%, 1D4;

Kick 25%, 1D6;

.38 Automatic, 1D10.

**Skills:** Accounting 55%, Bargain 80%, Climb 55%, Credit Rating 55%, Dodge 55%, Drive Automobile 60%, Fast Talk 90%, First Aid 40%, Hide 80%, Jump 65%, Law 20%, Listen 55%, Persuade 70%, Psychology 65%, Sneak 80%, Spot Hidden 65%.

**SLIPPERY DUGAN, 35, safe cracker**

STR 13 CON 10 SIZ 11 INT 15 POW 14  
DEX 16 APP 11 EDU 8 SAN 64 HP 11

**Weapons:** Fist/Punch 60%, 1D3;

Grapple 25%;

Head Butt 10%, 1D4;

Kick 25%, 1D6;

Blackjack 80%, 1D8;

.32 Revolver 40%, 1D8.

**Skills:** Accounting 20%, Bargain 45%, Climb 80%, Conceal 80%, Credit Rating 30%, Dodge 70%, Drive Automobile 50%, Electrical Repair 50%, Explosives 75%, Fast Talk 35%, Hide 90%, Jump 85%, Law 15%, Listen 90%, Locksmith 90%, Mechanical Repair 40%, Persuade 45%, Psychology 55%, Spot Hidden 85%.

**DREXLER, 39, hired killer**

STR 14 CON 13 SIZ 12 INT 13 POW 7  
DEX 16 APP 11 EDU 6 SAN 44 HP 13

**Weapons:** Fist/Punch 60%, 1D3+db;

Grapple 25%;

Head Butt 10%, 1D4+db;

Kick 50%, 1D6+db;

Knife 80%, 1D6+db;

.22 Automatic 90%, 1D6;

.45 Automatic 90%, 1D10+2;

Thompson Submachine Gun 80%, 1D10+2.

**Skills:** Accounting 20%, Bargain 45%, Conceal 45%, Dodge 55%, Drive Automobile 65%, Electrical Repair 15%, Fast Talk 15%, First Aid 55%, Hide 85%, Jump 50%, Law 15%, Listen 75%, Pick Pocket 15%, Psychology 35%, Sneak 70%, Spot Hidden 60%.

**AGNES 'BIG MAMA' FLETCHER, 52, vicious criminal**

STR 15 CON 15 SIZ 15 INT 13 POW 11  
DEX 12 APP 10 EDU 5 SAN 55 HP 15

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch 75%, 1D3+db;

Grapple 25%;

Head Butt 10%, 1D4+db;

Kick 80%, 1D6+db;

Straight Razor 55%, 1D4+db;

.45 Revolver 60%, 1D10+2;

Thompson Submachine Gun 80%, 1D10+2.

**Skills:** Accounting 25%, Bargain 60%, Conceal 70%, Dodge 45%, Drive Automobile 70%, Fast Talk 25%, First Aid 65%, Hide 30%, Jump 25%, Law 20%, Listen 55%, Mechanical Repair 60%, Persuade 25%, Pick Pocket 20%, Psychology 15%, Spot Hidden 35%, Swim 50%, Throw 40%.

**TESS MCCLURE, 34, classy dame**

STR 10 CON 14 SIZ 8 INT 15 POW 15  
DEX 15 APP 17 EDU 10 SAN 68 HP 11

**Weapons:** Fist/Punch 50%, 1D3;

Grapple 25%;

Head Butt 10%, 1D4;

Kick 85%, 1D6;

.22 Automatic 60%, 1D6.

**Skills:** Bargain 85%, Dodge 50%, Drive Automobile 35%, Fast Talk 80%, First Aid 35%, Hide 30%, Law 35%, Listen 40%, Persuade 75%, Psychology 65%, Sneak 65%, Spot Hidden 35%, Swim 45%.

**BOBBY COUGHLIN, 17, would-be wise guy**

STR 15 CON 14 SIZ 13 INT 13 POW 12  
DEX 15 APP 13 EDU 5 SAN 59 HP 14

**Damage Bonus:** +1D4

**Weapons:** Fist/Punch 80%, 1D3+db;

Grapple 65%;

Head Butt 10%, 1D4+db;

Kick 55%, 1D6+db;

Jackknife 65%, 1D4+db;

.22 Revolver 50%, 1D6.

**Skills:** Bargain 15%, Climb 85%, Conceal 50%, Dodge 70%, Drive Automobile 40%, Electrical Repair 30%, Fast Talk 25%, Hide 70%, Jump 75%, Listen 55%, Locksmith 20%, Mechanical Repair 40%, Psychology 10%, Sneak 55%, Spot Hidden 35%, Swim 45%, Throw 55%.

## Keeper's Kit Credits

Project, Editorial, and Graphic Design by LES BROOKS

*The Little People* Scenario by KEITH HERBER

Scenario Illustrations and Maps by TOM KALICHACK

*The Strange High House in the Mist*

Cardboard Model by JOHN McEWAN

*Selected Beasts & Monsters*

and Invaluable Assistance by LYNN WILLIS

*Automobile Chases* by JOHN B. MONROE

and LYNN WILLIS

*Sanity Loss Guide* by WILLIAM G. DUNN

Cover Design by CHARLIE KRANK

*Call of Cthulhu Fifth Edition*

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Significant Advice from JOHN GONZALEZ

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# Half-Page Investigator Sheets



Name  Age  Occupation

STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ Idea \_\_\_% Luck \_\_\_% Know \_\_\_%  
 DEX \_\_\_ APP \_\_\_ SAN \_\_\_ EDU \_\_\_ HP \_\_\_

99 - Cthulhu Mythos \_\_\_ Damage Bonus: \_\_\_

| SANITY POINTS |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 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 |

| HIT POINTS |    |    |    |    |    |    |             |    |  |  |
|------------|----|----|----|----|----|----|-------------|----|--|--|
| Dead       | -2 | -1 | 0  | +1 | +2 | 3  | UNCONSCIOUS |    |  |  |
|            | 4  | 5  | 6  | 7  | 8  | 9  | 10          | 11 |  |  |
|            | 12 | 13 | 14 | 15 | 16 | 17 | 18          | 19 |  |  |

| MAGIC POINTS |    |    |    |    |    |    |    |    |  |
|--------------|----|----|----|----|----|----|----|----|--|
| Unconscious  | 0  | 1  | 2  | 3  |    |    |    |    |  |
|              | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |  |
|              | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |  |

| WEAPONS |         |        |       |           |
|---------|---------|--------|-------|-----------|
| Weapon  | Skill % | Damage | Range | Shots/Rnd |
|         |         |        |       |           |
|         |         |        |       |           |
|         |         |        |       |           |
|         |         |        |       |           |

| INVESTIGATOR POINTS                                  |   |   |   |  |  |  |  |  |  |  |  |
|--|---|---|---|--|--|--|--|--|--|--|--|
| <input type="checkbox"/> Accounting ..... (10)___    | <input type="checkbox"/> First Aid.....(30)___        | <input type="checkbox"/> O.L. (____) ....(00)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Anthropology ..... (00)___  | <input type="checkbox"/> Geology .....(00)___         | <input type="checkbox"/> O.L. (____) ....(00)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Archaeology ..... (00)___   | <input type="checkbox"/> Hide .....(10)___            | <input type="checkbox"/> Persuade .....(15)___      | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Art (dance) ..... (05)___   | <input type="checkbox"/> History.....(20)___          | <input type="checkbox"/> Pharmacy .....(00)___      | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Astronomy ..... (00)___     | <input type="checkbox"/> Jump .....(25)___            | <input type="checkbox"/> Physics .....(00)___       | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Bargain ..... (05)___       | <input type="checkbox"/> Law .....(05)___             | <input type="checkbox"/> Photography .....(10)___   | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Biology ..... (00)___       | <input type="checkbox"/> Library Use .....(25)___     | <input type="checkbox"/> Psychoanalysis ... (00)___ | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Conceal ..... (15)___       | <input type="checkbox"/> Listen .....(25)___          | <input type="checkbox"/> Psychology .....(05)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Chemistry ..... (00)___     | <input type="checkbox"/> Locksmith .....(00)___       | <input type="checkbox"/> Ride .....(05)___          | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Credit Rating ..... (15)___ | <input type="checkbox"/> Mech. Repair .....(20)___    | <input type="checkbox"/> Sneak .....(10)___         | <b>Firearms</b>                               |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Cthulhu Mythos ... (00)___  | <input type="checkbox"/> Medicine .....(05)___        | <input type="checkbox"/> Spot Hidden .....(25)___   | <input type="checkbox"/> Handgun..... (20)___ |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Dodge..... (DEX x2)___      | <input type="checkbox"/> Natural History .....(10)___ | <input type="checkbox"/> Swim .....(25)___          | <input type="checkbox"/> Rifle..... (35)___   |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Fast Talk ..... (05)___     | <input type="checkbox"/> Occult .....(05)___          | <input type="checkbox"/> Track .....(10)___         | <input type="checkbox"/> Shotgun..... (30)___ |  |  |  |  |  |  |  |  |
|  |   |   | <input type="checkbox"/> SMG..... (15)___     |  |  |  |  |  |  |  |  |

Following each skill name is the investigator base chance in parentheses.



Name  Age  Occupation

STR \_\_\_ CON \_\_\_ SIZ \_\_\_ INT \_\_\_ POW \_\_\_ Idea \_\_\_% Luck \_\_\_% Know \_\_\_%  
 DEX \_\_\_ APP \_\_\_ SAN \_\_\_ EDU \_\_\_ HP \_\_\_

99 - Cthulhu Mythos \_\_\_ Damage Bonus: \_\_\_

| SANITY POINTS |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|---------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| 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 |

| HIT POINTS |    |    |    |    |    |    |             |    |  |  |
|------------|----|----|----|----|----|----|-------------|----|--|--|
| Dead       | -2 | -1 | 0  | +1 | +2 | 3  | UNCONSCIOUS |    |  |  |
|            | 4  | 5  | 6  | 7  | 8  | 9  | 10          | 11 |  |  |
|            | 12 | 13 | 14 | 15 | 16 | 17 | 18          | 19 |  |  |

| MAGIC POINTS |    |    |    |    |    |    |    |    |  |
|--------------|----|----|----|----|----|----|----|----|--|
| Unconscious  | 0  | 1  | 2  | 3  |    |    |    |    |  |
|              | 4  | 5  | 6  | 7  | 8  | 9  | 10 | 11 |  |
|              | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 |  |

| WEAPONS |         |        |       |           |
|---------|---------|--------|-------|-----------|
| Weapon  | Skill % | Damage | Range | Shots/Rnd |
|         |         |        |       |           |
|         |         |        |       |           |
|         |         |        |       |           |
|         |         |        |       |           |

| INVESTIGATOR POINTS                                  |   |   |   |  |  |  |  |  |  |  |  |
|--|---|---|---|--|--|--|--|--|--|--|--|
| <input type="checkbox"/> Accounting ..... (10)___    | <input type="checkbox"/> First Aid.....(30)___        | <input type="checkbox"/> O.L. (____) ....(00)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Anthropology ..... (00)___  | <input type="checkbox"/> Geology .....(00)___         | <input type="checkbox"/> O.L. (____) ....(00)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Archaeology ..... (00)___   | <input type="checkbox"/> Hide .....(10)___            | <input type="checkbox"/> Persuade .....(15)___      | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Art (dance) ..... (05)___   | <input type="checkbox"/> History.....(20)___          | <input type="checkbox"/> Pharmacy .....(00)___      | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Astronomy ..... (00)___     | <input type="checkbox"/> Jump .....(25)___            | <input type="checkbox"/> Physics .....(00)___       | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Bargain ..... (05)___       | <input type="checkbox"/> Law .....(05)___             | <input type="checkbox"/> Photography .....(10)___   | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Biology ..... (00)___       | <input type="checkbox"/> Library Use .....(25)___     | <input type="checkbox"/> Psychoanalysis ... (00)___ | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Conceal ..... (15)___       | <input type="checkbox"/> Listen .....(25)___          | <input type="checkbox"/> Psychology .....(05)___    | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Chemistry ..... (00)___     | <input type="checkbox"/> Locksmith .....(00)___       | <input type="checkbox"/> Ride .....(05)___          | <input type="checkbox"/> .....                |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Credit Rating ..... (15)___ | <input type="checkbox"/> Mech. Repair .....(20)___    | <input type="checkbox"/> Sneak .....(10)___         | <b>Firearms</b>                               |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Cthulhu Mythos ... (00)___  | <input type="checkbox"/> Medicine .....(05)___        | <input type="checkbox"/> Spot Hidden .....(25)___   | <input type="checkbox"/> Handgun..... (20)___ |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Dodge..... (DEX x2)___      | <input type="checkbox"/> Natural History .....(10)___ | <input type="checkbox"/> Swim .....(25)___          | <input type="checkbox"/> Rifle..... (35)___   |  |  |  |  |  |  |  |  |
| <input type="checkbox"/> Fast Talk ..... (05)___     | <input type="checkbox"/> Occult .....(05)___          | <input type="checkbox"/> Track .....(10)___         | <input type="checkbox"/> Shotgun..... (30)___ |  |  |  |  |  |  |  |  |
|  |   |   | <input type="checkbox"/> SMG..... (15)___     |  |  |  |  |  |  |  |  |

Following each skill name is the investigator base chance in parentheses.



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The following supplements were written for the STORMBRINGER roleplaying game, now out of print. The information can be used in our new ELRIC! roleplaying game, with minor modification.

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# Selected Beasts & Monsters

Here is summarized game data for generic beasts and monsters. Examine the footnotes for further information. Natural animals have INTs of 3 or 4s. +db means + damage bonus. Hit points = CON + SIZ divided by 2.

| NAME   | STR                | CON               | SIZ             | POW                | DEX             | MOV                  | attack, attack %, hit point cost to target   | important skills for an average adult, with percentages   |
|--|--------------------|-------------------|-----------------|--------------------|-----------------|----------------------|--|---|
| <b>APE, Great Black</b><br>armor 2-pt. skin        | 4D6+12<br>26 av    | 3D6+6<br>16-17    | 2D6+12<br>19    | 3D6<br>7           | 3D6+6<br>16-17  | run-12<br>swim-2     | Bite 45%, 2D6<br>Wrestle 45%, 3D6+db   | Climb 70%, Hide 40%, Jump 60%,<br>Move Quietly 60%, Listen 35%,<br>Scent/Taste 40%, Search 30%. |
| <b>BEAR, Black/Brown</b><br>armor 3-pt. fur        | 3D6+10<br>20-21 av | 2D6+6<br>13       | 3D6+10<br>20-21 | 3D6<br>10-11       | 3D6<br>10-11    | run-12<br>swim-2     | Bite 25%, 1D10<br>Claw 25%, 1D6+db   | Climb 35%, Move Quietly 35%,<br>Scent/Taste 35%, Search 35%.                                    |
| <b>CONDOR, Eagle, etc.</b><br>armor 2-pt. feathers | 3D6+12<br>22-23 av | 3D6<br>10-11      | 3D6+6<br>16-17  | 2D6+6<br>13        | 2D6+12<br>19    | 2-run<br>14-fly      | Bite 45%, 1D8<br>Claw 45%, 1D6+db  | Scent/Taste 25%, Search 90%.  |
| <b>CROCODILE</b><br>armor 5-pt. hide               | 4D6+12<br>25 av    | 3D6+8<br>18-19    | 4D6+12<br>25    | 3D6<br>10-11       | 2D6<br>7        | run-7<br>swim-6      | Bite 50%, 1D10+db  | Hide 50%, Scent/Taste 30% Search<br>35%, Track 15%.   |
| <b>ELEPHANT</b><br>armor 8-pt. skin                | 6D6+34<br>55 av    | 3D6+16<br>26-27   | 6D6+42<br>63    | 2D6+6<br>13        | 3D6<br>10-11    | run-10<br>swim-2     | Trunk 50%, db cnstrctn<br>Plunge 25%, 8D6+db<br>Trample 50%, 4D6+db<br>Tusk Gore 25%, 6D6+db | Listen 65%, Move Quietly 15%,<br>Scent/Taste 55%, Search 35%.                                   |
| <b>GHOST 1</b><br>armor can't be touched           | —                  | —                 | —               | varies<br>10-11 av | varies<br>10-11 | drifts,<br>dissolves | POW:POW, target<br>loses 1D3 POW   | Coalesce and Terrify 90%.   |
| <b>HORSE, Riding</b><br>armor 1-pt. muscle         | 3D6+18<br>28-29 av | 2D6+6<br>13       | 4D6+12<br>26    | 2D6<br>10-11       | 3D6<br>10-11    | run-12<br>swim-2     | Bite 10%, 1D10<br>Kick 20%, 2D8+db<br>Rear/Plunge 10%, 2D6+db                                | Dodge 45%, Hide 25%, Move<br>Quietly 25%, Scent/Taste 80%.                                      |
| <b>LION 2</b><br>armor 2-pt. skin                  | 2D6+12<br>19 av    | 3D6<br>10-11      | 3D6+6<br>16-17  | 2D6+6<br>13        | 2D6+12<br>19    | run-10<br>swim-2     | Bite 40%, 1D10<br>Claw 60%, 1D6+db<br>Rip 80%, 2D6+db  | Dodge 20%, Hide 20% Listen 30%,<br>Scent/Taste 40%, Track 15%.                                  |
| <b>MUMMY, average 3</b><br>armor 2-pt. skin        | 3D6 x2<br>20-22 av | 3D6 x1.5<br>15-17 | 3D6<br>10-11    | 1D6+12<br>15-16    | 2D6<br>7        | shuffle-6            | Fist 70%, 1D6+db<br>Grapple 25%, special   | Stalk 40%,<br>Move Quietly 50%.   |
| <b>RAT PACK 4</b><br>armor numbers                 | na                 | na                | na              | na                 | na              | run-10<br>swim-2     | chance is # of packs x5%,<br>each does 1D3 damg.   | Scurry and Chitter 90%, Make<br>Eyes Gleam Wickedly 65%.  |
| <b>RHINOCEROS</b><br>armor 10-pt. hide             | 6D6+20<br>41 av    | 4D6+6<br>20       | 6D6+20<br>41    | 3D6<br>10-11       | 2D6<br>7        | run-15<br>swim-2     | Charge 50%, 1D10+db<br>Trample 75%, 3D10+db  | Charge Loud Noise 65%, Listen 55%,<br>Move Quietly 30%, Scent/Taste 45%.                        |
| <b>SHARK, Medium</b><br>armor 5-pt. skin           | 3D6+12<br>22.23 av | 2D6+9<br>16       | 3D6+12<br>22-23 | 3D6<br>10-11       | 2D6+3<br>10     | swim-8               | Bite 40%, 2D6+db   | Feeding Frenzy 15%, Search 25%.<br>Quietly 40%, Track By Scent 20%.                             |
| <b>SKELETON, Animated 5</b><br>armor see footnote  | 3D6<br>10-11 av    | none              | 3D6<br>10-11    | 1<br>10-11         | 3D6<br>10-11    | run-6                | a hand-to-hand weapon<br>for DEX x3%   | Notice Intruder 60%.  |
| <b>SNAKE, Poisonous 6</b><br>armor none            | 1D6<br>3-4 av      | 2D6<br>7          | 1D6<br>3-4      | 2D6<br>7           | 3D6<br>10-11    | wriggle-6<br>swim-3  | Bite 60%, CON:CON on<br>the Resistance Table   | Dodge 45%, Hide 55%, Move<br>Quietly 55%, Search 25%.   |
| <b>SNAKE, Python</b><br>armor 2-pt. skin           | 3D6+12<br>22-23 av | 2D6+6<br>13       | 5D6<br>17-18    | 3D6<br>10-11       | 2D6+6<br>13     | wriggle-3<br>swim-2  | Swallow 99%, suffocate<br>Constrict 40%, 1D6+db  | Climb 70%, Hide 50%,<br>Move Quietly 70%.   |
| <b>VAMPIRE 7</b><br>armor magic                    | 3D6 x2<br>20-22 av | 2D6+6<br>13       | 3D6<br>10-11    | 2D6+6<br>10-11     | 2D6+12<br>13    | run-10<br>fly-12     | Bite 50%, blood drain<br>Gaze, POW:POW   | Bargain 50%, Dodge 70%,<br>Insight 70%, Scent/Taste 99%.  |
| <b>WOLF 8</b><br>armor 1-pt. fur                   | 2D6+6<br>13 av     | 3D6<br>10-11      | 2D6+1<br>8      | 3D6<br>10-11       | 2D6+6<br>13     | run-12               | Bite 30%, 1D8+db   | Dodge 35%, Jump 35%, Listen 55%,<br>Scent/Taste 65%, Track 60%.                                 |

- Ghosts are linked to specific places or objects, and may not move very far from them, typically held there by memory of some connected dire deed. A ghost may or may not be vulnerable to magic which attacks INT or POW; to determine human ghost INT, roll 3D6. The ghost always attacks POW:POW on the Resistance Table. The loser drops 1D3 POW in that round. If the ghost wins, it adds the adventurer's POW to its current total; if it loses, the Power it lost is simply gone. Thus successful ghosts are likely to be very powerful, while failing ghosts rapidly dissipate. Flee ghosts, at least until you know what you're up against. Some ghosts have loathsome appearances.
- Also see the rulesbook for tigers. Both the lion and tiger make one claw attack and one bite attack each round. If both attacks succeed, the carnivore hangs on, continues to bite, and begins to rip with its hind claws.
- Because of bitumen and bandages frequently used to preserve them, fire is particularly effective against mummies: damage is normal but the flames are more difficult to extinguish. **Sanity Loss:** 1/1D8 Sanity points to see a mummy.
- Choose a total number of rat packs: each does 1D3 damage per round. Adventurers always get to attack first: a successful attack always kills a rat, and the rest of that pack flee. Unharmed packs continue to attack. The rats' chance to hit equals the current number of rat packs x5. Since the rats mostly run away, eliminating even one pack is difficult.
- Does normal attack damage. Destroyed completely by a blow of damage x4 or less as then attempted by rolling D100; ignore all other results. Halve the chance to hit with an impaling weapon—that not bone is air. **Sanity Loss:** 0/1D6 Sanity points to see an animated skeleton.
- Most venomous snakes are not deadly to humans: for these the attack is CON:CON on the resistance table; the target fully recovers in 20-CON days. Deadly snakes have CON x2 POT venom. If the adventurer loses the match, subtract the CON x2 amount from his or her hit points.
- Drains blood at the rate of 1D6 CON per round; once bitten, the target cannot break free. The Gaze attack must first succeed, expressed as a POW:POW roll on the Resistance Table. A successful Gaze allows the vampire to command the target for several minutes. If its hit points are exceeded, the vampire dissolves and reforms elsewhere. The vampire also changes shape, characteristically into a large bat or a powerful wolf. **Sanity Loss:** 0/1D4 to be attacked; 1/1D3 to witness a transformation.
- For werewolves, see the *Call of Cthulhu* rulesbook.

# Automobile Chases

Are roaring metal mechanisms antithetical to the game?

So say some, and yet such diversion pleases others.

**D**EVISED for roleplaying, these rules provide gamable ways to conduct car chases and associated combat. A simpler way is to match Drive Auto rolls on the Resistance Table between the pursuer and the pursued. Neither way is better. Do as you enjoy.

Though more complex than a Resistance Table roll, these rules are not intended to be a game in themselves, nor do they adeptly coordinate more than two vehicles. As needed, change or augment them. Explosions, automobiles going over cliffs, and other special effects are the province of keepers and those who love automobiles.

## Procedure

In a combat round, a driver performs one of three actions. If accelerating into the *risky* speed column for the vehicle, or it attempting a maneuver, make a Drive Auto roll. In determining success, include any Drive Auto modifiers for maneuvers or from the Trouble Table.

### 1920s Sample Vehicles

| vehicle            | SPEED IN MOVES |          |       |          |     |             |
|--------------------|----------------|----------|-------|----------|-----|-------------|
|                    | no Drv roll    | Drv roll | A/D   | Handling | HP  | drv + pass. |
| Norton motorcycle  | 0-20           | 21-50    | 30/19 | +30      | 14  | 1 (+1)      |
| Hispano-Suiza H6   | 0-30           | 31-40    | 15/20 | +10      | 30  | 4+RBs*      |
| M-Benz SSK         | 0-35           | 36-55    | 25/27 | +20      | 20  | 2+RBs       |
| Ford Model-A       | 0-20           | 21-25    | 10/15 | +5       | 25  | 5+RBs       |
| Ford Model-T       | 0-15           | 15-20    | 7/8   | 0        | 21  | 5+RBs       |
| Packard Straight 6 | 0-23           | 24-35    | 12/17 | -10      | 40  | 6+RBs       |
| 6-Ton Truck        | 0-12           | 13-20    | 5/8   | -20      | 70  | 3 in cab    |
| Armored Car        | 0-15           | 16-25    | 7/9   | -15      | 110 | up to 4     |
| Horse-wagon        | 0-4            | 5-10     | 2/2   | -25      | 25  | 2 on seat   |

### 1990s Sample Vehicles

|                |      |       |       |     |         |          |
|----------------|------|-------|-------|-----|---------|----------|
| M-Benz sedan   | 0-40 | 41-65 | 30/24 | 15  | 45      | 5        |
| Masseratti     | 0-20 | 21-90 | 45/30 | 30  | 15      | 2        |
| mini-van       | 0-40 | 40-50 | 28/26 | +17 | 35      | 6        |
| GMC pickup     | 0-37 | 38-55 | 30/25 | +15 | 40      | 3 in cab |
| Geo            | 0-38 | 39-50 | 27/25 | +20 | 30      | 4        |
| 18-wheeler     | 0-30 | 31-45 | 10/17 | -20 | 60      | 3 in cab |
| stretched limo | 0-35 | 36-45 | 25/15 | 0   | 25      | 10       |
| Humvee         | 0-30 | 31-40 | 25/20 | +5  | 60      | 7        |
| M1A1 Abrams    | 0-20 | 21-30 | 10/13 | -15 | 75+50ap | 4        |

\* *RBs* - a 1920s vehicle has two running boards. An extra passenger or two could perch on each. 1990s vehicles mostly have no running boards.

**Safe: no Drv roll** — anyone with the Drive Automobile skill can operate the vehicle at the Moves indicated.

**Risky: make Drv roll** — the first round traveling at such speed requires a successful Drive Auto roll. Additional Drive rolls may be called for, for other reasons.

**A/D** — *accelerate/decelerate*: a vehicle has a maximum number of Moves per round at which it can increase or decrease its velocity, as shown. One can change more slowly, but not more quickly.

**Handling** — percentiles by which driving a particular vehicle enhances or diminishes the driver's Drive Auto chance. A motorcycle is very responsive, while a large truck is difficult to handle.

**HP** — the hit points of the vehicle.

**Drv + pass.** — how many people sit in the vehicle.

Vehicle play integrates into the combat round. A vehicle action is announced at the driver's DEX, but resolve results of vehicle actions at the end of the combat round, after all DEX ranks and gunshots. If more than one vehicle is in play and precedence is important, roll the Drive skill again: the lowest result goes first.

## Driver Actions

A character driving a vehicle must choose one of the following actions in a combat round:

- 1 **Increase, decrease, or do not change Move;** no Drive Auto roll needed—or,
- 2 **Discharge a firearm or make a throw and decrease speed by Move 10;** no Drive Auto roll needed—or,
- 3 **Perform one of the following maneuvers with a successful Drive Auto roll. Failing, roll on the Trouble Table.**
  - **Bootlegger Reverse:** the auto skids and reverses direction, now going forward at Move 10. Drive Auto needed. Not possible for trucks.
  - **Crash:** hitting a stationary target, the vehicle takes 1D3 damage for every 10 siz or fraction of the stationary target, and does damage equal to half of the vehicle's hit points to the target, plus 1D3 hit points per Move 10 at which the vehicle travels. Make similar rolls for each passenger. Drive Auto roll needed.
  - **Emergency Stop:** slows the vehicle by an additional Move 10 per round. Drive Auto roll needed.
  - **High-Speed Turn:** with a successful Drive Auto roll, the vehicle negotiates a turn without slowing down.
  - **Ordinary Turn:** the auto decelerates by Move 10 in that combat round. If so-decelerating, the turn requires no Drive Auto roll to achieve success.
  - **Ram Head-On or T-Bone Collision:** two autos hit nose-to-nose or nose to mid-section and both take damage—half of the hit points of the other vehicle, plus 1D3 hit points for each Move 5 or fraction thereof speed at which the colliding vehicle traveled. Make similar rolls for each passenger. Drive Auto needed.
  - **Sideswipe, Rear-End, Force Off Road:** each vehicle takes one-tenth of the other car's hit points in damage, plus 1D3 hit points per Move 10 of the difference between the vehicles. Make the same rolls for each passenger.
  - **Swerve:** with a successful Drive Auto roll, the driver evades one Ram, Sideswipe, Throw, Climb, Jump, or firearms attack per round. If the roll fails, the attack proceeds.

## Automobile Damage

All vehicles have hit points. The amount lost varies with the result of the driver action. When a vehicle reaches half its hit points in damage, halve its *risky*-column speed. At zero hit points, a vehicle ceases to function.

## Auto Chase Range Track — Use a coin or marker to indicate current range

|                    |                    |                       |                 |                     |               |
|--------------------|--------------------|-----------------------|-----------------|---------------------|---------------|
| <b>1</b>           | <b>2</b>           | <b>3</b>              | <b>4</b>        | <b>5</b>            | <b>6</b>      |
| <b>POINT-BLANK</b> | <b>BASE CHANCE</b> | <b>EXTENDED RANGE</b> | <b>IN SIGHT</b> | <b>OUT OF SIGHT</b> | <b>ESCAPE</b> |

### Intervening Distance

Since the actual distance between vehicles varies second by second, express the distance between vehicles in firearms terms. There are six ranges:

- |                   |                 |
|-------------------|-----------------|
| 1. point-blank,   | 4. in sight     |
| 2. base chance    | 5. out of sight |
| 3. extended range | 6. escape       |

For every Move 10 faster than an opponent, a vehicle can move away or close by 1 range per round. Fractions of Move 10s can be accumulated, but the idea is to give drivers chances to maneuver. See the Auto Chase Range Track above.

In a chase, the lead car can lose the pursuer by reaching escape and maintaining that interval for the next combat round. Perhaps the escaping vehicle continues to gain on the pursuer, or takes a turn-off which the pursuer is too far behind to detect.

### Affected or Effective Skills

**CLIMB:** a non-driving character can Climb around on the outside of a vehicle or Jump to another vehicle. Unless the keeper specially wishes more complex calculations, halve the chances for such skills. A failed skill roll indicates the character fell from the vehicle, taking 1D6 damage for every Move 10 of speed.

**CONCEAL:** useful for scooting a vehicle behind roadside bushes, disguising a turn-off, blacking-out tail lights, or altering license plates.

### Keeper Notes

The keeper must show the road as well as act out one of the vehicles. Do not make a map of the road, unless the investigators are supposed to be familiar with it. A verbal setting of the scene will be plenty, so long as the chances for successful action are described fairly.

In the 1920s, city and town streets are two lanes, one in each direction. Back streets are unpaved, single car-width tracks. Police often direct traffic at important intersections. Signal lights are virtually unknown. A few parking meters have appeared, but they are not widespread until after WWII. Main country roads are narrow two-lane lane roads, with frequent curves. Motorcycle police speed-traps are likely on main roads in the afternoon and evening. Shoulders are uncleared and unmarked. Turn-outs are infrequent, and other drivers on the road may be inattentive. Back roads are much worse—narrow, torturous, and overgrown. If bridges exist, they are one vehicle wide. Crossroads are often unmarked, without stop-signs or indication of rights-of-way. Directional signs are rare. Farm animals and horse-drawn vehicles are sure to be encountered.

In the 1990s, the automobile has ruled the United States for decades. Society now is reshaping the automobile rather than being reshaped by it. The keeper must decide whether society is as clean as a suburban mall, or as recognizably worn, cracked, and ambiguous as any city, or as rubble-filled and leather-clad as Saturday-morning cartoons would have it. What the keeper decides indicates the sorts of vehicles driven, and the relative perfection or impoverishment of the road net.

### DRIVE AUTO SKILL MODIFIERS

All Drive Automobile roll modifiers are cumulative.

| <i>hazard, etc.</i>                        | <i>percentile change</i> | <i>hazard, etc.</i> | <i>percentile change</i> |
|--|--------------------------|---------------------|--------------------------|
| sideswipe, etc.                            | -15                      | bootlegger reverse  | -15                      |
| heavy rain                                 | -10                      | oily, icy surface   | -10                      |
| snow                                       | -10                      | high-speed turn     | -10                      |
| Limbs, rocks                               | -5                       | downhill grade      | -5                       |
| fog  | -5                       | gravel road         | -5                       |
| high-speed turn                            | -5                       | night               | -5                       |
| rain                                       | -5                       | wind                | -5                       |
| dirt road                                  | -5                       | gravel road         | -5                       |
| back street                                | -5                       | handling            | per vehicle              |
| each Move 5 or fraction above Move 20 — -5 |                          |                     |                          |
| each Move 5 or fraction below Move 16 — +5 |                          |                     |                          |

**JUMP:** for a non-driving character to Jump to another vehicle, the vehicles must be at point-blank range and traveling at the same Move. Failing the jump, lose 1D3 hit points per Move 10 of speed.

**FIREARM and THROW SKILLS:** except by special circumstance, only Handgun, Shotgun, Submachine Gun, and Throw can be used from a moving vehicle. Skills at slower speeds are unaffected, though range is treated normally. If traveling at a Move in the *risky* column, halve firearm and Throw skill values.

**MECHANICAL REPAIR:** succeeding, it fixes the vehicle or adds 1D6+4 hit points per game hour to a vehicle, keeper's choice. The keeper may rule some problems solved only by Electrical Repair.

### Trouble Table

Choose one result (or roll 1D10) for every 20 percentiles or fraction thereof by which the Drive roll was missed. *Example: the character has 46% Drive. The actual Drive roll result is 76, 30 percentiles of difference. The investigator's player rolls D10x2 on this table, ignoring extra percentiles. If a result greater than 10 is rolled, use result number 10.* If a condition persists into the next turn, it precludes maneuvers other than Ordinary Turn.

- 1 FLAT TIRE** — slow to Move 8 or stop until changed.
- 2 ENGINE DAMAGE** — car slows by Move 10 a round until successful Drive roll or stopped. Stopped, engine won't start without a successful Mechanical Repair roll.
- 3 GAS TANK PUNCTURE** — no effect until second puncture. Then all the gasoline leaks onto the road, and the auto slows by Move 10 per round until halting.
- 4-6 SKID** — deduct 5 percentiles from Drive skill for next round. A successful Drive Auto roll regains control.
- 7 FISHTAIL** — deduct 10 percentiles from Drive skill in next round. A successful Drive Auto roll regains control.
- 8 HEART-IN-MOUTH FISHTAIL** — deduct 15 percentiles from Drive skill in next round only, roll on Trouble table again, and add 2 to die result.
- 9 STOMACH-CHURNING FISHTAIL** — deduct 15 percentiles from Drive skill in next round only, roll on Trouble table again, and add 4 to die result.
- 10 ROLL OFF ROAD** — rolls over once per Move 10 vehicle was traveling. Each roll does 2D3 damage to the car, and 1D3 damage to each occupant. In films, after the final roll, the vehicle bursts into flames.

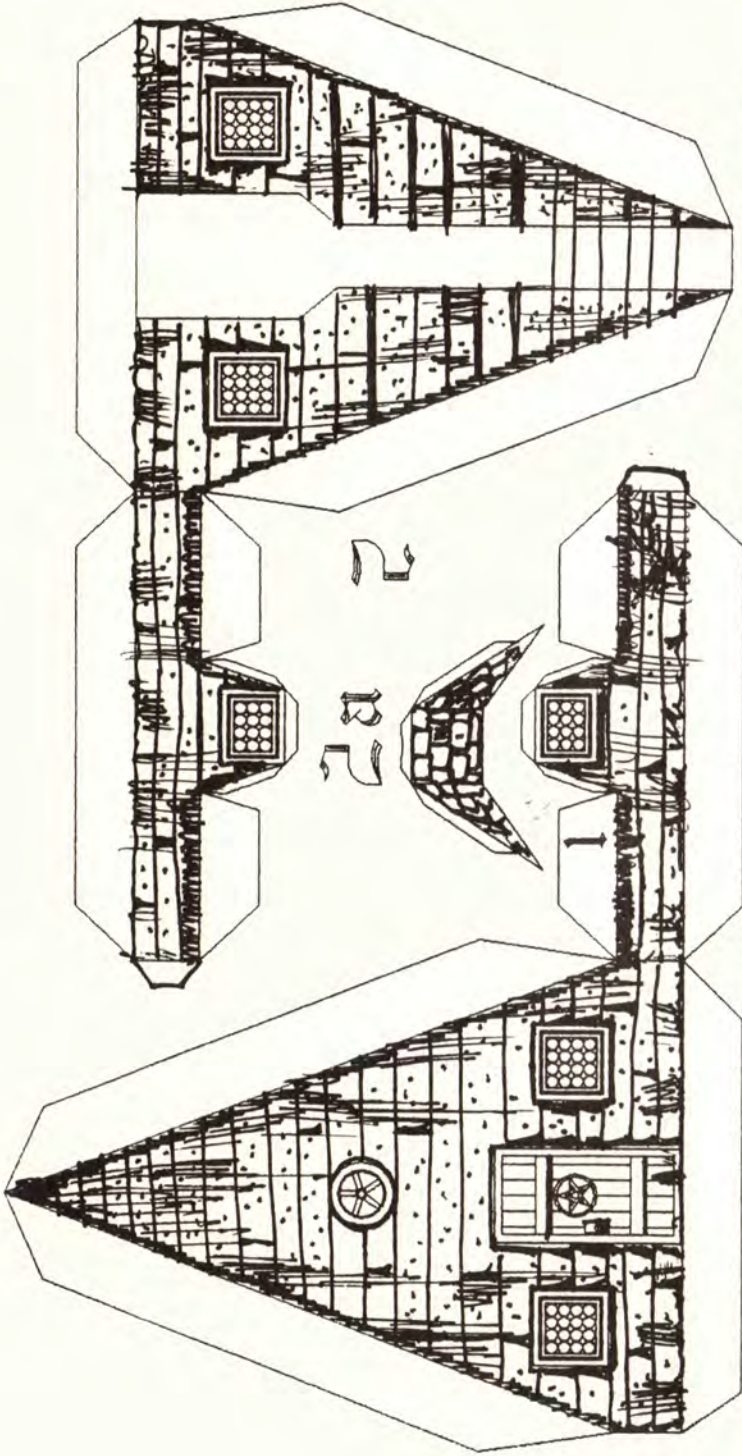
## HUMAN HIT LOCATIONS (OPTIONAL)

| HIT LOCATION TABLE   |                 | EFFECTS OF DAMAGE PER LOCATION       |  |   |    |    |    |    |    |    |    |    |
|--|-----------------|--------------------------------------|--|---|----|----|----|----|----|----|----|----|
| <b>1D20</b>  | <i>location</i> | <i>description</i>                   |  |   |    |    |    |    |    |    |    |    |
| <b>01-03</b>   | Right Leg       | right leg from hip joint to foot     | <p><b>LEG</b> If a leg is wounded, movement is halved. When only 1 point remains, move only with assistance. At 0 or fewer hit points the leg is useless, the victim may only crawl away or fight from the ground on succeeding rounds.</p> <p><b>ABDOMEN</b> At 0 or fewer hit points, both legs are useless and the victim must fall.</p> <p><b>CHEST</b> When at 0 or fewer in the chest, the victim falls and bleeds away 1 hit point per combat round. Bleeding continues until it is stopped with a successful First Aid roll.</p> <p><b>ARM</b> If an arm is wounded, halve any victims skills requiring use of the arm. At 0 or fewer hit points the limb is useless and anything in that hand is dropped.</p> <p><b>HEAD</b> At 0 or fewer hit points, victim is unconscious.</p> <p><b>AREA</b> When attacks do not strike a particular body part the damage is subtracted only from the total hit points (HP). Armor works only if it covers the whole body.</p> <p style="margin-top: 20px;">A limb cannot take more than twice its points in damage, at that point the location is maimed or severed. The victim then bleeds away 1 total hit point (HP) per combat round until it is stopped with a successful First Aid roll.</p> <p>When any injury does damage equal to half or more of the victim's total remaining hit points, check for shock.</p> |   |    |    |    |    |    |    |    |    |
| <b>04-06</b>   | Left Leg        | left leg from hip joint to foot      |  |   |    |    |    |    |    |    |    |    |
| <b>07-10</b>   | Abdomen         | hips to just under the floating ribs |  |   |    |    |    |    |    |    |    |    |
| <b>11-15</b>   | Chest           | floating ribs to neck and shoulders  |  |   |    |    |    |    |    |    |    |    |
| <b>16-17</b>   | Right Arm       | entire right arm                     |  |   |    |    |    |    |    |    |    |    |
| <b>18-19</b>   | Left Arm        | entire left arm                      |  |   |    |    |    |    |    |    |    |    |
| <b>20</b>  | Head            | head and neck                        |  |   |    |    |    |    |    |    |    |    |
| HIT POINTS PER LOCATION  |                 |                                      |  |   |    |    |    |    |    |    |    |    |
|  |                 | <i>total hit points (HP)</i>         |  |   |    |    |    |    |    |    |    |    |
| <i>location</i>  | 7               | 8                                    |  | 9 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 |
| <b>each leg</b>  | 3               | 3                                    | 3  | 4 | 4  | 4  | 5  | 5  | 5  | 6  | 6  | 6  |
| <b>abdomen</b>   | 3               | 3                                    | 3  | 4 | 4  | 4  | 5  | 5  | 5  | 6  | 6  | 6  |
| <b>chest</b>   | 3               | 4                                    | 4  | 4 | 5  | 5  | 6  | 6  | 6  | 7  | 7  | 8  |
| <b>each arm</b>  | 2               | 2                                    | 3  | 3 | 3  | 3  | 4  | 4  | 4  | 4  | 5  | 5  |
| <b>head</b>  | 3               | 3                                    | 3  | 4 | 4  | 4  | 5  | 5  | 5  | 6  | 6  | 6  |
| <ul style="list-style-type: none"> <li>● Points per leg, abdomen, and head equal 1/3 of total hit points.</li> <li>● Points per arm equal 1/4 of total hit points.</li> <li>● Points in the chest equal 4/10 of total hit points.</li> </ul> <p><i>For complete rules on human hit locations as well as hit locations for creatures and monsters see <b>Cthulhu Now</b>.</i></p> |                 |                                      |  |   |    |    |    |    |    |    |    |    |

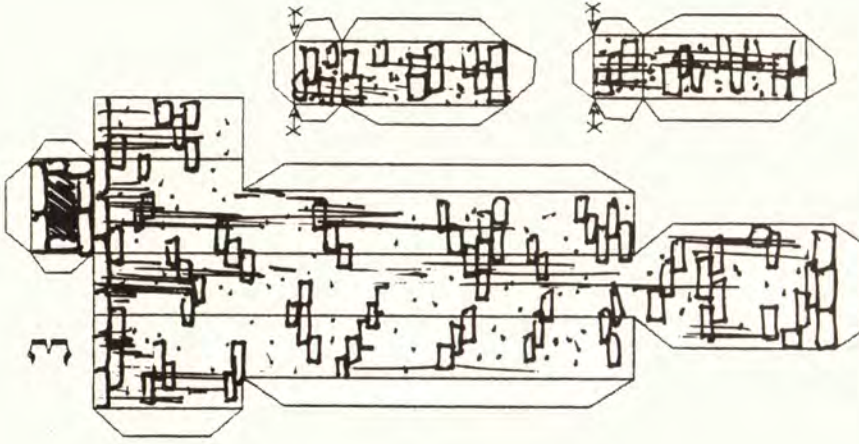
## Assembly Instructions

### The Strange High House in the Mist

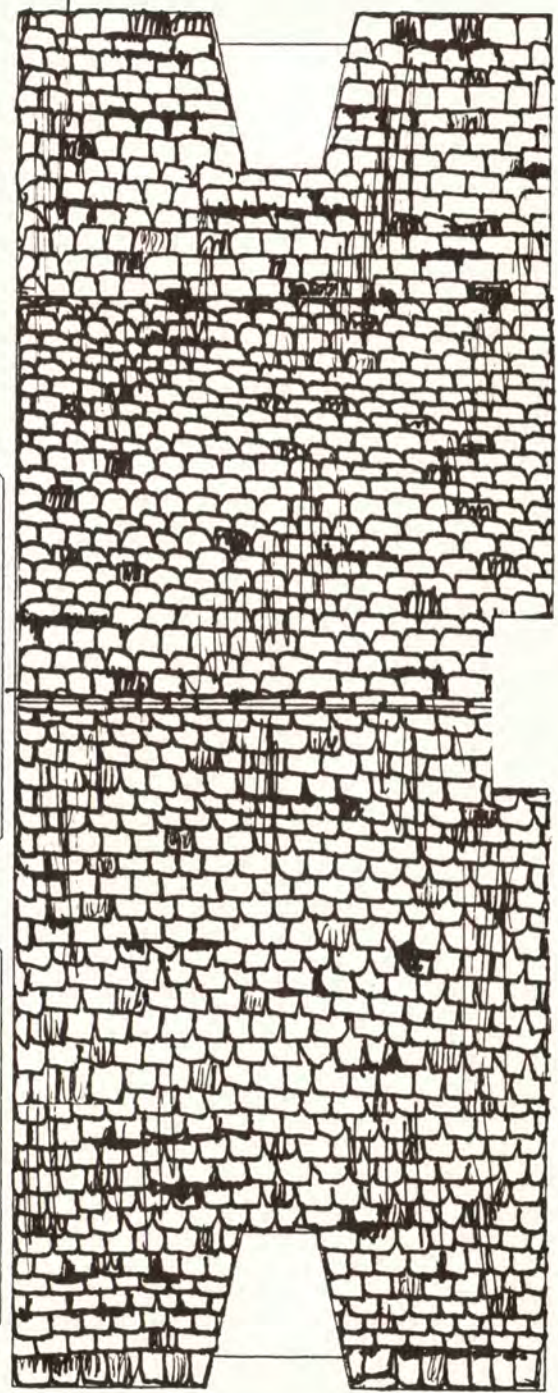
- 1.** Before beginning cutting and assembly, you may add color to your model by using colored pencils or ordinary craft acrylics. If you use craft paints, be sparing with the water or your model will warp.
- 2.** Color the bottle-glass windows green and the door a pale and faded yellow. Color the shingles with various shades of green, tan, and brown at random. The bricks of the chimney are randomly brown and tan shades.
- 3.** Cut, score, and fold *parts 1* (house front and right side) and *part two*, (house rear and left side). Glue *part 1* and *part 2* together to form the house.
- 4.** Cut, score, and fold *parts 4* (corner supports). Glue *parts 4* into the inside corners of the building. Make sure the building is square.
- 5.** Cut, score, and fold *parts 3* to form the chimney. Glue this to *part 2* rear.
- 6.** Cut, score, fold and glue *part 5* roof to *parts 1 and 2*.
- 7.** Cut, score, fold and glue *parts 1a and 2a* to form the window dormers.



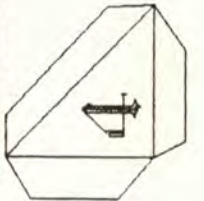
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R2



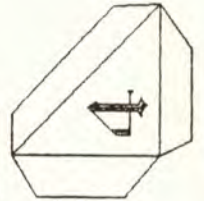
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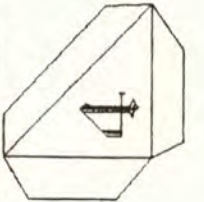
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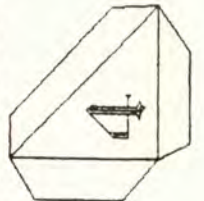
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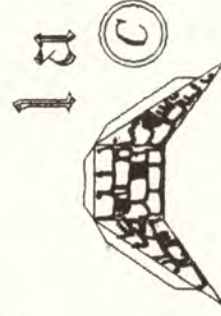
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4



4



1a

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John McEwan  
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# The Strange High House in the Mist



**That is not dead**



**which can eternal lie,**



**And with strange aeons**



**even death may die.**



# CALL of CTHULHU

FIFTH EDITION

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