



CAZA 93



CALL of HORROR ROLEPLAYING CTHULHU

Keeper's Screen







Insanity

For full insanity rules, see pages 69-79 of the edition 5.5 or 5.6 rules.

TEMPORARY INSANITY—5 or more Sanity points lost in a single roll. See tables below for possible insanities. Short-term lasts for 1D10+4 combat rounds. Longer-term lasts for 1D10x10 game hours. Player must roll D100. If result is INT x5 or less, consult Temporary Insanity Tables.

INDEFINITE INSANITY—20% or more of current Sanity points lost in one game hour. Effects last for 1D6 months, or as arranged. Keeper and player consult to choose an appropriate mental disorder.

PERMANENT INSANITY—zero Sanity points reached. Effects last for years, if not forever. Keeper and player consult to choose an appropriate mental disorder.

SHORT TEMPORARY INSANITY

roll 1D10

- 1 fainting or screaming fit
- 2 flees in panic
- 3 physical hysterics or emotional outburst (laughing, crying, etc.)
- 4 babbling, incoherent, rapid speech, or logorrhea (a torrent of coherent speech)
- 5 intense phobia, perhaps rooting investigator to the spot
- 6 homicidal or suicidal mania
- 7 hallucinations or delusions
- 8 echopraxia or echolalia (investigator does/says what others around him do/say)
- 9 strange eating desire (dirt, slime, cannibalism, etc.)
- 10 stupor (assumes foetal position, oblivious to events) or catatonia (can stand but has no will or interest; may be led or forced to simple actions but takes no independent action)

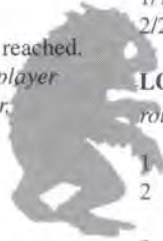
SAMPLE SANITY LOSSES

SAN Loss	Prompting Situation
0/1D2	surprised to find mangled animal carcass
0/1D3	surprised to find corpse
0/1D3	surprised to find body part
0/1D4	see a stream flow with blood
1/1D4+1	find mangled human corpse
0/1D6	awake trapped in a coffin
0/1D6	witness a friend's violent death
1/1D6+1	meet someone you know to be dead
0/1D10	undergo severe torture
1/1D10	see a corpse rise from its grave
2/2D10+1	see gigantic severed head fall from sky

LONGER TEMPORARY INSANITY

roll 1D10

- 1 amnesia or stupor/catatonia
- 2 severe phobia (can flee, but sees object of obsession everywhere)
- 3 hallucinations
- 4 strange sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, etc.)
- 5 fetish (investigator latches onto some object, type of object, or person as a safety blanket)
- 6 uncontrollable tics, tremors, or inability to communicate via speech or writing
- 7 psychosomatic blindness, deafness, or loss of the use of a limb or limbs
- 8 brief reactive psychosis (incoherence, delusions, aberrant behavior, and/or hallucinations)
- 9 temporary paranoia
- 10 compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, checking one's gun constantly, etc.)



SIGN OF KOTH



SIGN OF THE DARK MOTHER



PNAKOTIC PENTAGON



YELLOW SIGN



ELDER SIGN

Phobia Listing

Acrophobia: fear of heights
Agoraphobia: fear of open spaces
Ailurophobia: fear of cats
Androphobia: fear of males
Aquaphobia: fear of water
Astraphobia: fear of lightning
Astrophobia: fear of stars
Bacteriophobia: fear of bacteria
Ballistophobia: fear of bullets
Belonephobia: fear of pins and needles
Botanophobia: fear of plants
Blennophobia: fear of slime
Claustrophobia: fear of enclosed spaces
Clinophobia: fear of beds
Demonophobia: fear of demons
Demophobia: fear of crowds
Dendrophobia: fear of trees
Doraphobia: fear of fur
Entomophobia: fear of insects
Ergophobia: fear of work
Gephyrdrophobia: fear of crossing bridges
Gynophobia: fear of females

Hematophobia or Henophobia: fear of blood
Iatrophobia: fear of doctors
Ichthyophobia: fear of fish
Monophobia: fear of being alone
Necrophobia: fear of dead things
Noctophobia: fear of night
Nyctophobia: fear of darkness
Ondontophobia: fear of teeth
Onomatophobia: fear of a certain name
Ophidiophobia: fear of snakes
Ornithophobia: fear of birds
Pediphobia: fear of children
Phagophobia: fear of eating
Pyrophobia: fear of fire
Scoleciphobia: fear of worms
Spectrophobia: fear of ghosts
Taphophobia: fear of being buried alive
Thalassophobia: fear of the sea
Tomophobia: fear of surgery
Vestiphobia: fear of clothing
Xenophobia: fear of foreigners
Zoophobia: fear of animals

Credits

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Characteristics

STR, CON, POW, DEX, APP: roll 3D6

SIZ, INT: roll 2D6+6 EDU: roll 3D6+3

SAN: POW x5

Luck: POW x5

Idea: INT x5

Know: EDU x5



A Psychiatric Glossary for the Present Day

For full insanity rules, see pages 69-79 of the edition 5.5 or 5.6 rules.

Affect—the external expression of a patient's mood (sadness, anger, joy, fear). May be inconsistent with patient's mood, depending on the disorder.

Anorexia—loss or decrease of appetite.

Catatonia—various strong motor anomalies, for instance *catatonic stupor* (slowed activity to the point of immobilization); *cera flexibilitas* (the person can be molded into strange postures that are maintained), and *catatonic excitement* (agitated, purposeless movements).

Compulsion—the need to repeat an act repetitively, including various personal rituals, dipsomania, kleptomania, nymphomania, satyriasis, trichotillomania (pulling out hair), etc.

Delirium—a reversible syndrome of bewilderment, restlessness, confusion, and disorientation, associated with fear and hallucinations, all caused by some underlying medical condition.

Delusion—a firmly fixed false belief, one not based in reality. It can be bizarre, as in schizophrenia, or systematized as in delusional disorders.

Dementia—a loss of cognitive function, often first manifesting in memory loss.

Depersonalization—subjective feeling of being unreal, or unfamiliar to self.

Derealization—a subjective feeling that the environment is strange or unreal; for instance, feeling the world to be a stage or a two-dimensional painting.

Dissociation—confusion in the unitary sense of self and identity.

Formication—the feeling that insects are crawling all over one's body, a tactile hallucination caused by cocaine and delirium tremens.

Hallucination—a perception of a sensory stimulus in the absence of sensory stimulus.

Illusion—the misperception of a sensory stimulus; for instance, seeing the rustling branches of a tree as tentacles.

Logorrhea—copious, coherent, logical speech.

Mania—a mood characterized by elation and increased activity.

Neurosis—this term refers to the theory of intrapsychic conflicts resulting in symptoms of depression, anxiety, etc. The neurotic patient is in relatively good mental health compared to a schizophrenic.

Noesis—a revelation in which immense illumination occurs in association with a sense that one has been chosen to lead and command.

Obsession—an idea or thought that constantly intrudes into consciousness.

Paranoia—persistent, consistent, plausible, and ingenious delusions of persecution or jealousy. New information always seems to support the increasing threat of some great conspiracy. Paranoia is more a symptom than a disorder, as it can appear in schizophrenia, mania, etc.

Psychosis—symptoms consisting of thoughts and perceptions that are out of touch with reality.

Schizophrenia—separation between the intellect and the emotions, inappropriate emotional reactions, distortions in normal logical thought processes, and withdrawal from social contact into delusions and hallucinations.

Somnambulism—sleepwalking.

Somnolence—abnormal drowsiness.

Synesthesia—sensation caused by another sensation; for instance, seeing sound.

Tic—involuntary spasmodic motor movement.

Trailing Phenomenon—perceptual abnormality associated with hallucinogens in which moving objects are seen in a series of discrete discontinuous images.

Trance—focused attention and altered consciousness, usually seen in hypnosis, dissociative disorders, and ecstatic religious experiences.

Important Rulebook Sections

This listing applies to the edition 5.5 and 5.6 rules.

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Physical Injuries

For full combat and injury rules, see pages 51-60 of the edition 5.5 or 5.6 rules.

ACID CONTACT

- Weak acids: 1D3-1 damage per round.
- Strong acids: 1D4 damage per round.
- Very strong acids: 1D6 damage per round.

DROWNING, SUFFOCATION

- 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 per round.
- Failure costs 1D6 damage plus 1D6 each additional round until rescue. No further CON rolls need be made.

EXPLOSION

- Calculate effect in terms of the strength of the blast and the radius of effect in yards. Example: 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 full damage. Doubling a charge increases damage and radius by half.

FALLING

- Per 10 feet or fraction over first 10 feet: +1D6 points of damage. With a successful Jump roll first, lose 1D6 fewer hit points.

FIRE DAMAGE

Serious burns (total exceeding half hit points) cost APP, CON, or DEX as well as hit points.

- Small fire: 1D6 damage per round. Luck roll to prevent flaming clothes or hair. Luck roll or First Aid roll to put out fire on person.
- Large bonfire: 1D6+2 damage per round. Hair and clothes aflame.
- Room in flames: 1D6+2 damage per round. Luck roll each round or begin suffocating.
- Conflagrations: deadly, each a special case.

POISONING

Match poison's POT vs. target's CON on Resistance Table. See Sample Poisons, on page 53 of the rulebook.

- If POT wins, poison takes effect, usually doing damage equal to full POT.
- If CON wins, damage equals half POT or less.

Spot Rules for Combat

ARMOR

Some creatures have armor listed in their statistics, representing tough hide, a thick layer of muscles and fat, or an extraterrestrial body. Humans have worn a variety of body armors, from boiled leather to bullet-stopping vests. How much and what sort of damage armor stops is for ingenious investigators to explore.

Armor is not lost if one attack penetrates it. Armor has a lot of surface area, and bullet holes and knife holes are small. The chance of penetrating armor in the same place twice is too small to consider.

To account for armor in the game, subtract the listed hit point factor from the damage actually rolled.

Sample Armors

Armor	Damage Stopped
Heavy Leather Jacket	1 H.P.
WWI Helmet	2 H.P.
1" Hardwood	3 H.P.
Elephant Skin	4 H.P.
Present U.S. Helmet	5 H.P.
Heavy Kevlar Vest	8 H.P.
6" Concrete	9 H.P.
Military Body Armor	12 H.P.
1.5" Bulletproof Glass	15 H.P.
2" Steel Plate	19 H.P.
Large Sand Bag	20 H.P.

DIMNESS, DARKNESS, INVISIBILITY

If something cannot be seen, there's little chance to hit it, to find it, or to notice it. If the interest of the game situation demands that the investigators nevertheless act, then the keeper lowers relevant skills by at least half in moonlight, or makes their successful use a function of some low multiplier of POW. If the intention of the darkness is that the investigators will find it difficult to act in it, then the keeper lowers skill thresholds to 01. Some tasks, such as reading a map, are plainly impossible without sight.

DODGE

Keepers, every investigator has this skill. Along with the Luck roll it can be the roll of last resort in a time of danger. Remember to call for it.

IMPALING ATTACKS

An impale result can be achieved by pointed hand-to-hand weapons and by all firearms. Blunt weapons and personal attacks cannot perform impales.

If an attacker gets a D100 result equal to or less than one fifth of his skill maximum for the attack, then an impale occurs. This means that the thrusting weapon or bullet chanced to strike a vital area, drove deeply through arteries, or slashed crucial tendons or muscles. Example: Harvey has Handgun at 20%. Dividing 20 by 5 yields 4, so if his player rolls 01, 02, 03, or 04 on D100, Harvey's shot would impale the target.

- An impale does more damage. Roll for damage twice, not once, and total the results to determine impale damage. For instance, a .22 bullet does 1D6 damage, but an *impaling* .22 bullet does 2D6 damage. In theory, a .22 automatic could impale three times in one round, doing 6D6 damage.
- Some Mythos creatures are immune to impales.
- If a hand-to-hand weapon impales, it sticks in the body of the foe. In the next combat round, the attacker must pull it free by means of a D100 roll equal to or less than his skill with the weapon. An impale does no extra damage when removed.

KNOCK-OUT ATTACKS

Use this rule to render a target unconscious rather than to do physical harm. The player or keeper should state the intention before making the attack. Perform knock-out attacks only with Fist/Punch, Kick, Grapple, Head Butt, clubs, or other blunt instruments.

Roll for damage as in an ordinary attack, but match the result against the target's hit points on the Resistance Table. A success knocks the target unconscious for several minutes, and the target takes one third of the damage originally rolled (round down any fraction). If the attack succeeds but the Resistance Table roll does not, then there is no knock-out, and the target takes full rolled damage.

- Knock-out attacks work against humans, but not against most creatures of the Mythos.
- At the keeper's option, knock-outs may work against deep ones, ghouls, serpent people, and other humanoids.

A successful First Aid or Medicine roll immediately wakes a victim of a knock-out attack.

PARRY

A parry is the blocking of or the diversion of a hand-to-hand attack. It does not work against firearms. The parry skill always equals the skill percentage held by the defender in the weapon or object being used for the parry. A parry is always defensive. A parry does no damage to the attacker.

One parry per participant can be attempted during a combat round. The player states which potential attacker will be parried. If the defender is knocked out or stunned before the attack occurs, then the parry is foregone. If the attack does not occur, the parry is foregone.

An object used to parry absorbs all damage from a parried blow. If the damage exceeds the object's hit points, the object breaks and the defender absorbs any damage exceeding the object's hit points.

- Personal attacks can parry each other.
- An edged or impaling hand-to-hand weapon can be parried with most other hand-to-hand weapons and with rifles and shotguns. Personal attacks cannot parry weapon attacks without risking normal damage, but if the range is touch and the person parrying has the higher DEX, he or she could Grapple for a weapon, yielding the effect of a parry. See below.
- Foils, rapiers, and most swords and sabers can attack and parry in the same round.
- Rifles, shotguns, and the largest submachine guns can parry, but cannot fire and parry in the same round. When a firearm's hit points are exceeded in a parry, it no longer fires but does not break.
- Two successful Grapples can in effect parry an attack, one to establish contact and the next to grab the weapon or weapon hand.
- A character can both parry and Dodge in the same round.
- Bullets cannot be parried.

PARTIAL CONCEALMENT

A target partially concealed should not normally reduce the attacker's chance to hit or the observer's chance to notice the target. If the target does seem difficult to notice, allow a Spot Hidden roll or an Idea roll to locate it.

SURPRISE

In the first round of a surprise attack, halve the DEX ranks of the defenders. For extreme surprise, allow no defender attacks in the first round. Defenders can still parry or Dodge attacks coming from the front or sides.

THROWN OBJECTS

If a character throws an object, add half of his or her damage bonus to the damage done. See also the Throw skill.

TWO WEAPONS

In a combat round, a hand-to-hand weapon might be held in each hand, but only one attack and one parry could be made in the round. See also "Two Handguns" on page 4, column 1 of this game aid. ■

Weapons Table

	base chance, or starting skill	damage done	base range	attacks per round	bullets in gun	HPs resistance	era \$ cost	mal	common in era
HAND—TO—HAND WEAPONS									
Fencing Foil*, sharpened	20	1D6+1+db	touch	1	—	10	4/6/70	—	all
Sword Cane*	20	1D6+db	touch	1	—	10	10/25/100	—	all
Rapier / Heavy Epee*	10	1D6+1+db	touch	1	—	15	6/20/150	—	all
Cavalier Sabre	15	1D8+1+db	touch	1	—	20	15/30/75	—	all
Cavalry Lance*	10	1D8+1+1D6**	touch	1	—	15	15/25/150	—	all
Wood Axe	20	1D8+2+db	touch	1	—	15	3/5/10	—	all
Hatchet / Sickle	20	1D6+1+db	touch	1	—	12	2/3/9	—	all
Fighting Knife* (dirk, etc.)	25	1D4+2+db	touch	1	—	15	1/2/15	—	all
Butcher Knife*	25	1D6+db	touch	1	—	12	1/2/7	—	all
Small Knife* (switchblade, etc.)	25	1D4+db	touch	1	—	9	.50/2/6	—	all
Blackjack (cosh, life-preserver)	40	1D8+db	touch	1	—	4	60/2/15	—	all
Large Club / Cricket Bat / Poker	25	1D8+db	touch	1	—	20	1/3/35	—	all
Small Club / Nightstick	25	1D6+db	touch	1	—	15	1/3/35	—	all
Garrote	15	strangle***	touch	1	—	1	20/50/3	—	all
Bullwhip	05	1D3 or grapple	10 feet	1	—	4	2/5/50	—	1890s, 1920s
War Boomerang	Throw %	1D8	see Throw rule	1/2	—	8	1/2/40	—	rare
Thrown Rock	Throw %	1D4	see Throw rule	1	—	—	—	—	all
Thrown Spear	Throw %	1D8+1	see Throw rule	1/2	—	15	1/1/25	—	rare
Quoit	25	1D6+1+1/2 db	Throw%	1	—	15	.05	—	all
Burning Torch	10+cloth. fire %	1D6	touch	1	—	15	.05	—	all
Taser (dart)*	20	stun	DEX in feet (max 14)	1	varies	8	400	95	present
Taser (contact)	Fist / Punch %	stun	touch	1	varies	7	200	97	present
Mace*	DEX x5	stun 2D10 mins	1/2 DEX in feet	1	25 squirts	4	10	00	present
Live Wire, 110-Volt Charge	Elec. Repair %	1D8 +stun	touch	1	—	6, fuse box	—	—	1920s, present
Live Wire, 220-Volt Charge	Elec. Repair %	2D8 +stun	touch	1	—	6, fuse box	—	—	present
Chainsaw**	20%	2D8	touch	1	—	20	\$300	97	present
HANDGUNS*									
Flintlock Pistol	20	1D6+1	10 yards	1/4	1	8	15/30/300	95	rare
.22 Short Automatic	20	1D6	10 yards	3	6	6	25/190	00	1920s, present
.25 Derringer (1B)	20	1D6	3 yards	1	1	5	4/12/55	00	1890s, 1920s
.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, present
.357 Magnum Revolver	20	1D8+1D4	20 yards	1	6	11	425	00	present
.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, presents
Glock 17 9mm Auto	20	1D10	20 yards	3	17	8	500	98	present
Model P08 Luger	20	1D10	20 yards	2	8	9	75/600	99	1920s, present
.41 Revolver	20	1D10	15 yards	1	6	10	20	00	1890s
.44 Magnum Revolver	15	2D6+2	30 yards	1	6	12	475	00	present
.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, present
IMI Desert Eagle	20	2D6+2	30 yards	1	7	9	650	94	present
RIFLES, see also assault rifles*									
.58 Springfield Rifle Musket	25	1D10+4	60 yards	1/4	1	12	10/25/325	95	rare
.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
Col. Moran's Air Rifle	15	2D6+1	20 yards	1/3	1	7	200	88	1890s
Garand M1, M2 Rifle	25	2D6+2	110 yards	1/2	8	11	400	00	WW2, later
SKS Carbine	25	2D6+1	90 yards	2	10	10	500	97	present
.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
.30-06 Semi-Automatic Rifle	25	2D6+4	130 yards	1	5	12	275	00	present
.444 Marlin Rifle	25	1D8+1D6+4	90 yards	1	5	12	400	98	present
Elephant Gun (2B)	15	3D6+4	100 yards	1 or 2	2	12	100/400/1800	00	all
SHOTGUNS*									
20-gauge Shotgun (2B)	30	2D6/1D6/1D3	10/20/50 yds	1 or 2	2	12	25/35/rare	00	1890s, 1920s
16-gauge Shotgun (2B)	30	2D6+2/1D6+1/1D4	10/20/50 yds	1 or 2	2	12	30/40/rare	00	1890s, 1920s
12-gauge Shotgun (2B)	30	4D6/2D6/1D6	10/20/50 yds	1 or 2	2	12	30/40/rare	00	1890s, 1920s
12-gauge Shotgun (pump)	30	4D6/2D6/1D6	10/20/50 yds	1	5	10	75/45/100	00	1920s, present
12-gauge Shotgun (semi-auto)	30	4D6/2D6/1D6	10/20/50 yds	2	5	10	75/45/100	00	present
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
12-gauge Bellini M3 (folding stock)	30	4D6/2D6/1D6	10/20/50 yds	2	7	14	895	00	present
12-gauge SPAS (folding stock)	30	4D6/2D6/1D6	10/20/50 yds	1	8	6	600	98	present

	base chance	damage	range	attacks	bullets	HPs	cost	mal	eras
ASSAULT RIFLES									
AK-47 or AKM	25	2D6+1	90 yards	2 or burst	30	12	200	00	present
AK-74	25	2D8	120 yards	2 or burst	30	12	1000	97	present
Barrett Model 82	25	2D10+4	210 yards	1	11	12	3000	96	present
FN FAL	25	2D6+3	100 yards	1 or burst	20	11	1500	97	present
Gailli AR	25	2D6+3	110 yards	1 or burst	20	12	2000	98	present
M16A2	25	2D8	130 yards	1 or burst of 3	30	11	NA	97	present
Steyr AUG	25	2D6	120 yards	1 or burst	30	12	1100	99	present
Beretta M70/90	25	2D6	120 yards	1/3/burst	30	12	2800	99	present

SUBMACHINE GUNS									
Thompson	15	1D10+2	20 yards	1 or burst	20/33	8	NA/NA	96	1920s
Heckler & Koch MP5	15	1D10	45 yards	2 or burst	15/30	10	NA	97	present
Ingram MAC-11	15	1D8	20 yards	3 or burst	32	6	750	96	present
Skorpion SMG	15	1D8	20 yards	3 or burst	20	6	NA	96	present
Uzi SMG	15	1D10	40 yards	2 or burst	32	8	1000	96	present

MACHINE GUNS									
Model 1882 Gatling Gun	15	2D6+4	100 yards	burst	200	20	1000/200/6500	96	1890s
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	present

EXPLOSIVES, HEAVY WEAPONS									
Molotov Cocktail	Throw %	2D6 + luck to burn	thrown	1/2	1 only	1	NA/NA	95	1920s, present
Signal Pistol (Flare Gun)	25	1D10+1D3 burn	10	1/2	1	11	10/15/75	00	all
M79 Grenade Launcher	25	3D6 / 2y	20	1/3	1	12	NA	99	present
Dynamite Stick	Throw %	5D6 / 2y	thrown	1/2	1 only	1	1/2/5	99	all
Blasting Cap	Elec. Repair %	2D6 / 1y	NA	NA	one use	3	\$20/box	00	all
Pipe Bomb	Elec. Repair %	4D6 / 3y	in place	one use	1 only	3	NA/NA/NA	95	all
Plastique (C-4), 4 oz.	Elec. Repair %	6D6 / 3y	in place	one use	1 only	15	NA	99	present
Hand Grenade	Throw %	4D6 / 4y	thrown	1/2	1 only	8	NA/NA	99	1920s, present
81mm Mortar	01	6D6 / 6y	500 yards	2	separate	10	NA	00	present
75mm Field Gun	01	10D6 / 2y	500 yards	1/4	separate	40	3000/1500/—	99	1920s, present
120mm Tank Gun, stabilized	01	15D6 / 4y	2000 yards	1	separate	35	NA	00	present
Ship-mounted 5-inch Rifle, stblzd.	01	12D6/4y	3000 yards	2	auto-mgzd	50	NA	98	present
AP Mine	Conceal% + Luck roll	4D6 / 5y	in place	in place	one use	9	NA/NA	99	1920s, present
Claymore Mine	luck roll	8D6+6/3D6+2/1D6	10/25/50 yds	in place	one use	12	NA	99	present
Flamethrower	05	2D6 + burn	25 yards	1	at least 10	6	NA/NA	93	1920s, present
GE Mini-Gun****	15	2D6+4	400 yards	33	4000	14	NA	98	present
LAW*****	15	8D6/1y	150 yards	1	1	10	NA	98	present

ALIEN WEAPONS									
Elder Thing Disturbance Device	10	2D10	10 yards	1	magic points	9	NA	00	all
Elder Thing Plasma Pistol	20	3D6	50 yards	2	18	11	NA	97	all
Mi-go Cryoray	10	2D8	20 yards	1	12	9	NA	96	all
Mi-go Electric Gun	20	1D10 + paralysis + death	100 yards	2	26	10	NA	99/3-6 on 1D6***	all
Mi-go Laser Knife	25	2D6	touch	1	—	9	NA	97	all
Mi-go Mist Projector	25	1D10/round	20 yards	1	20	12	NA	96	all
Mi-go Sonic Emitter: Blade	25	1D4	touch	1	—	9	NA	00/76***	all
Mover	25	—25% to all skills	3 yards	1	unlimited	8	NA	00/76***	all
Mi-go Spore Gun	20	POT 20 sleep spores	15 yards	1	3D4	5	NA	00	all
Yithian Lightning Gun	30	1D10 x# of charges	100 yards	2	32 charges	12	NA	00	all

+db — plus damage bonus, which varies by individual.

special — see the grapple rules in the skills section for the possibilities.

stun — may parry, but may not act for 1 or 1D6 rounds, or as the keeper indicates; POW x1 not to be temporarily blinded.

Moran's Air Rifle — uses compressed air rather than explosive propellant, achieving relatively silent operation.

1B, 2B — 1 barrel, 2 barrels.

1/2, 1/3, 1/4 — can be accurately fired every second/third/fourth round.

1 or 2 — one or both barrels firable in same round.

* — this weapon or class of weapon can impale.

** — the listed damage bonus assumes use from horseback.

*** — use rulesbook drowning procedure to determine hit point loss or death.

**** — gatling style heavy machine gun, often mounted in helicopters. Hand-firing such a weapon takes minimum STR 16 and SI2 16.

***** — Light Anti-tank Weapon, disposable.

* — do not use the point-blank range rule for this weapon.

** — An impale severs a random limb.

*** — second malfunction number applies only when modified for human use.

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

NA — unavailable in auto-fire configuration or at all. Autofire is illegal to own. Converter kit may be available.

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. See "Malfunction Numbers, Jams" at the bottom of page 4, column 1.

Shotgun solid slugs — 10-gauge 1D10+8, 12-gauge 1D10+6, 16-gauge 1D10+5, 20-gauge 1D10+4; base ranges 50 yards; slugs can impale.

Rare — perhaps obsolete, a fine specimen for collectors, or perhaps illegal.

Era Cost — present-day 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.

Claymore Mine — the weapon has a cone of fire; allow nominal 120-degree effect.

Spot Rules for Firearms

AUTOMATIC WEAPONS, BURSTS

Fully automatic weapons, such as Thompson submachine guns, may fire a burst (multiple shots) on the shooter's DEX rank. For each shot fired in a burst, raise the attacker's chance to hit by 5 percentiles. No matter how many shots are fired, the shooter's chance cannot more than double.

Roll D100 once for all the shots fired against a single target. If the attack roll is a success, roll an appropriate die to determine the number of hits: thus if eight shots are fired, roll 1D8 to determine the number of hits. Per target, only the first bullet impales if an impaling hit is rolled. Some keepers ask that bursts occur only in quantities easy to roll, such as 6s, 8s, 10s, and so on.

- If multiple targets are spread across a field of fire, the shooter's chance to hit does not change: the opportunity exists to hit each target at normal chance, and each target is rolled for separately. The shooter allots how many bullets head toward each target.
- If a single target or multiple targets are within a narrow cone of fire, such as a group coming down a hallway or tunnel, increase the shooter's chance to hit, but never more than double the chance to hit.

In either situation, the keeper's description should include the information necessary to allow a player to choose the best tactic.

BIG TARGETS

Big things are easier to hit. For monsters of SIZ 30 or more, every 10 SIZ above SIZ 30 adds 5 percentiles to an attacker's base chance to hit with a bullet, thrown object, or shotgun round. Point-blank and extended range modifiers apply.

EXTENDED RANGE

A character may fire at up to double a weapon's base range at half-normal chance to hit. He or she may fire at up to triple the weapon's base range at one quarter of normal chance to hit, quadruple at one eighth chance to hit, and so on. At such extreme ranges, damage done may be lessened as the bullet slows.

LOADED REVOLVERS

When revolvers were common, a common safety practice was to leave empty the chamber under the hammer, on the theory that if five bullets did not stop some malefactor, the sixth was unlikely to do so. A fully loaded revolver may sometimes go off accidentally. Resolve the situation with a Luck roll.

MALFUNCTION NUMBERS, JAMS

If a firearm skill roll is equal to or higher than the weapon's malfunction number (*mal* on the Weapons Table), the weapon cannot fire.

- If the weapon is a revolver, bolt-action rifle, or double-barreled shotgun, the problem is a dud round.
- If the weapon is automatic, semi-automatic, pump-action, or lever-action, then the malfunction is a jam.

Fixing a jam takes 1D6 combat rounds plus a successful Mechanical Repair roll or a skill roll for the jammed firearm. (For instance, a character could use Rifle skill to fix a jammed rifle.) The owner can keep trying until succeeding, or until ruining the gun on a D100 result of 96-00.

POINT-BLANK FIRE

Point-blank is that distance equal to or less than the shooter's DEX in feet. The shooter's chance to hit is doubled at point-blank range. The damage done is unchanged.

PRECISION AIM, TELESCOPIC SIGHTS

This rule applies only to rifles. The shooter braces the weapon and takes extra time to aim, shooting just once in a round at half DEX. The effect is to double the point-blank and base ranges for the rifle.

RELOADING

Allow one combat round to load two shells into any handgun, rifle, or shotgun. Allow one round to exchange a clip. Allow two rounds to change a machine gun belt.

In a round, it is possible to put one round in a chamber and get off that shot at half DEX.

SHOTGUNS

Commonly, shotguns come in three types; those with multiple single-shot barrels; those with one barrel fed by pump action; and those with one barrel fed by semi-automatic action. In the 1890s, most shotguns are double-barreled, and in the present day nearly all are pump-action or semi-automatic.

A double-barreled shotgun may fire both barrels simultaneously at DEX in one round, one barrel at DEX and at half DEX in the same round, or one barrel each in different rounds. Depending on gauge, a pump-action fires once or twice in a round. Any semi-automatic fires once or twice in a round.

SIGHTS, TELESCOPIC & LASER

For rifles equipped with telescopic sights, double the base range. If both telescopic sights and precision aim apply, quadruple the rifle's base range. Laser sights quadruple the base range without requiring the precision aim modifier.

SUPPRESSORS (SILENCERS)

A silencer is a long, thick tube filled with baffles. It can be machined to attach to the muzzle of a firearm in order to muffle the sound of its shots. In doing so, it slows each bullet's velocity and halves the weapon's range. A silencer is made to order. It wears out completely after D100+10 bullets have been fired through it. The more powerful the cartridge, the more quickly the silencer wears out. A silencer cannot be attached to a shotgun or to a heavy machine gun, but a small automatic gun such as an Uzi can be silenced.

Silencers are illegal almost everywhere by the 1920s and up to the present, and by local jurisdictions in the 1890s.

TWO HANDGUNS

One person can hold and fire two handguns during a combat round. Use the unarmed shots rule below.

UNAIMED SHOTS

The shots-per-round entries for firearms assume that a shooter has an earnest desire to hit a target, and thus takes care in aiming. If a character wants to provide cover fire that is close enough to keep down heads, this is a good option. As a general guide, unarmed fire allows twice the number of attacks per round listed for the weapon on the Weapons Table. Reduce the shooter's chance to hit to one fifth of normal. If there is more than one target, determine randomly who gets hit. Impales occur normally. ■

Selected Spells

spell name	magic point (mp) cost	SAN loss	casting time	duration	range*	# of casters	page #
Alter Weather	variable/1***	1	variable	mp x3 minutes	special/variable radius**	M	191
Apportion Ka	1 POW per organ	2D10	variable	permanent	unlimited	1	191
Attract Fish	2	0	1D6+2 minutes	special	special	1	191
Augur	4	1D2	special	instant	caster	1	191
Awake Abthoth	12	3D10	special	special	special	1	192
Bait Humans/Sand Dwellers	1	0	special	5 minutes	1 mile	1	192
Balk Brood	variable/1***	1D3	3 rounds	permanent	special	M	192
Baneful Dust of Hermes Trismegistus	4	0/0/1D3 (SAN roll)†	special	1 round per dose	thrown or blown	1	192
Banishment of Yde Etad	1D4+3/1D4+3***	1D4/1D4***	special	permanent	special	M (3, 6, 9, etc.)	192
Bat Form	12	1D8	special	1 night	caster	1	193
Become Spectral Hunter	2 POW/0	3D6/All***	special	permanent	caster/touch***	1	193
Bind Enemy	variable	0	1 day	7 days	special	1	193
Bind Loup-Garou	14 per target	2D4	1 hour	permanent	special	1	193
Bind Soul	10	3	3 days	variable	special	1	193
Black Binding	16	1D6	1 week/half an hour†	variable	touch	1	194
Bless Blade	1 POW	1D4	special	permanent	touch	1	194
Blight/Bless Crop	6	1D6/0*	special	special	special/1 acre**	1	194
Body Warping of Gorgoroth	6+1 per ±1 SIZ+1 POW	2D6	1D6+4 minutes	permanent	caster	1	194
Breath of the Deep	8	1D6	1 round	1D6 rounds	sight	1	194
Brew Dream Drug	4+1 per additional dose	2	5 hours	4 hours	touch	1	194
Brew Space-Mead	variable	variable	1 week+	single journey	touch	1	194
Bring Haboob	20	1D4	1 hour	special	special/10 mile radius**	1	195
Bring Pestilence (D)	10	1D10	instant	permanent	touch	1	195
Call/Dismiss Deity	variable/1***	1D10	mp x1 minutes	special	infinite/special*	M	195
Candle Communication	5+1 per additional 100 miles	1	special	until candle flame dies	10+(additional mp x100) miles	2	196
Cast Out Devil	10	0	1 day	permanent	special	M	196
Cast Out Shan	10+1 POW/1 POW***	0	1 hour	permanent	special	1	196
Cause/Cure Blindness	8	2D6/0*	1 day	permanent	special	1	196
Cause Disease	variable	0	5 rounds	permanent	special	1	197
Chant of Thoth	1 per +2% chance of success	1D4	30 minutes	1 task/challenge	caster	1	197
Charm Animal	animal SIZ	0	special	24 hours	special	1	197
Chime of Tezchapt	2 POW	1D6	6 hours	permanent	special	1	197
Circle of Nausea	4+16	2	5 minutes	special	special	1	197
Cloak of Fire	12	1D10+1D6**	1 round	4D4 rounds	caster	1	197
Cloud Memory	1D6	1D2	1 round	permanent	sight and hearing	1	197
Clutch of Nyogtha	1+damage x2	1D20	special	variable	hearing	1	198
Command Animal	1	0	special	single command	special	1	198
Command Dhole	1D6/1***	1D3/0***	special (hours)	special	special	1	198
Command Ghost	10+1 per question	1D3	special	variable or 1 hour	touch (grave or ashes of ghost)	1	198
Command Shark/Porpoise	1+1 per +10% chance of success	0	special	special	special	1	198
Command Shoggoth (BTMOM)	2+1 per additional cast	1D4+1 per additional cast	special	single command	2 miles	1	220
Compel Flesh	5+1 per 10 rounds duration	3	special	10 rounds per +1 mp	special	1	198
Conjure Glass of Mortlan	6	1D8/1D6***	special	special	sight	1	198

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(E) — Enchantment.

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(Mi) — Mi-go spell.

mp — magic points.

special — the extent of a spell characteristic (casting time, range, duration, etc.) described as "special" is determined by the keeper whenever necessary; see the full description for more details.

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*** — The first amount applies to the caster; the second applies to any participants/supplicants/additional casters/etc.

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** — The first amount is the spell's range; the second is its area of effect.

Selected Spells

spell name	magic point (mp) cost	SAN loss	casting time	duration	range	# of casters	page #
Consume Likeness	special/0*	1D20/0*	special/1D3 minutes*	until cancelled or caster is hurt	caster	1	198
Contact	minimum POW of species	1D3	5-10 rounds	special	special	1	198
Contact Deity	1 POW	1D6	special	special	unlimited	1	200
Contact Deity/Eihort	1 (+1 POW to learn)	1D6	special	special	unlimited	1	200
Control Skin (BoS)	5 per body area	1D6 per body area	30 minutes per body area	15-60 minutes	special	1	201
Create Bad-Corpse Dust	2	0	several hours	until washed or blown away	one location/30 yards length**	1	201
Create Barrier of Naach-Tith	1 per 1D6 barrier STR	1D10	1 minute	1D4+4 hours	special	M	201
Create Curse Whistle	256	0	variable (1 night maximum)	permanent	touch	M	201
Create Fetch Stick	2 POW	20+	variable (1 year maximum)	permanent	touch	1	201
Create Gate	variable POW/variable*	0/1*	special	permanent	variable	1	201
Create Mist of Releh	2	0	special	1D6+4 rounds	special/10 x10 x15 feet volume**	1	202
Create Scrying Window	98+10 POW	1D3 per use	special	special	special	1	202
Create Self-Ward	# of casting days squared	1D6 x# of casting days	variable (days)	until destroyed or caster dies	caster	1	202
Create Time Gate	variable POW	0	special	permanent	variable	1	203
Create Window	variable POW/variable*	0/1*	special	variable	variable	1	203
Create Zombi	10	4	3 nights	permanent	touch (grave of subject)	1	203
Create Zombie	1 POW	1D10	special	until caster dies	touch	1	203
Curse of Chaugnar Faugn	1 per hour	1D3 per 12 hours	12 hours per week	special	unlimited	1	203
Curse of Darkness	variable POW/1 POW***	1D6	2+ minutes	permanent	2 miles	M	203
Curse of the Rat-Thing	20+1 POW	1D10	special	permanent	special	1	203
Curse of the Putrid Husk (BoS)	5	10	1 hour	20 minutes	special	1	203
Curse of the Stone	9	1D10	2 rounds	special	sight	1	204
Dampen Light	1+1 per +1 yard radius	1D3	variable (3 rounds minimum)	variable	caster/+1 yard radius per +1 mp**	1	204
Death Spell	24	3D10	1D6 rounds	until target dies	10 yards	1	204
Deflect Harm	1+damage deflected	1	variable	variable	caster	1	204
Detect Enchantment	6	0	special	special	special	1	204
Detransference (BoS)	10+2 POW	1D10 if successful	5 rounds	permanent	special	1	204
Dominate	1	1	1 action	2 rounds	10 yards	1	204
Dread Curse of Azathoth	4	1D6	special	permanent	hearing	1	204
Dream Vision	3	0	special	special	special	1	204
Dust of Suteiman	0	0	special	1 round per dose	thrown or blown	1	204
Eibon's Wheel of Mist	1 per foot of height	1	1D3 minutes	1D20+10 minutes	caster/2.5' radius circle**	1	204
Elder Sign	2 POW	0	special	permanent	touch	1	205
Enchant	1 or more POW+blood sacrifice	1D4+	1+ days	permanent	touch	varies by spell	205
Enthrall Victim	2	1D6	1+ rounds	variable	hearing	1	207
Evil Eye	10	1D4	special	variable	special	1	207
Exile Eihort	variable	1D4	3 rounds	1 year+1 day	special	M	207
Extend	100+3 POW	3D6+1D6/1D20 (SAN roll)	special	special	special	1	207
Eye of Light and Darkness	100 POW	0	variable	permanent	special	M	207
Eyes of the Zombie	3	15	special	1D3 months	caster	1	208
Find Gate	1	1D3	special	special	sight	1	208
Fist of Yog-Sothoth	1 per 1D6 STR	1D6	instant	1 round	mp x30 feet	1	208

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Selected Spells

spell name	magic point (mp) cost	SAN loss	casting time	duration	range	# of casters	page #
Flesh Ward	1 per 1D6 armor	1D4	5 rounds	24 hours or until depleted	caster or sight	1	208
Food of Life	10	1D8+1	several days	variable	caster	1	208
Free Hastur	variable POW/1 POW***	0	special	special	unlimited/special**	M	208
Graft Flesh (BoS)	10	2D6+2D6 per SIZ point	special	permanent	caster	1	208
Grasp of Cthulhu	2D6 per minute	1D6	special	variable	10 yards	1	208
Gray Binding	8	1D6	5 minutes	special	touch	1	208
Hands of Colubra	12	1D10	1 round	1D3+3 rounds	caster	1	209
Heal	3	0	25 rounds	1 week	touch	1	209
Healing	12	1	2D6 rounds	permanent	touch	1	209
Heart's Courage	1 POW	4	special	permanent	special	1	209
Identify Spirit	12	2	24 hours	1 round	thrown or blown	1	209
Impeccable Throw	3+1 hp	0	special	caster's POW in rounds	thrown	1	209
Implant Fear	12	1D6	special	special	special	1	209
Implant Suggestion (D)	variable	variable	2 rounds	special	10 yards	1	209
Imprison Mind	10	1D6	special	variable	special	M	210
Journey to the Other Side	15	special	1 day	1D6+3 hours	caster	1	210
Keeness of Two Alike	4	0/1 (SAN roll)	1 hour	1D4+4 hours	1 caster	2	210
Lame/Heal Animal	4	1D4/0*	special	special	special	1	210
Levitate	object SIZ+1 per 1 yard moved	1D6	special	several minutes	sight	1	210
Look to the Future	0/1****	2D6/0***	1 hour	variable	caster	M	210
Melt Flesh (BoS)	1 (or 1 POW) per 3 SIZ melted	1D4+variable	5 rounds	1 round	special	1	210
Mental Suggestion	8	1D8	3 rounds	1 round	sight	1	210
Mesmerize	0	1D6	1 DEX rank	INT x5 rounds	sight	1	210
Mi-Go Hypnosis (Mi)	special	N/A	special	variable	40 feet	1	211
Mindblast	10	1D3	special	1D10 x10 hours	special	1	211
Mind Exchange	variable	1D3	special	variable	unlimited	1	211
Mind Transfer	10	1D10	special	permanent	special	1	211
Mirror of Tarkhun Atep	5	1	special	special	special	1	211
Nightmare	8	1	special	1 dream	unlimited	1	211
Nightmares (BTMOM)	10 per day	0	1+ hours per day for 13+ days	variable	special	1	177
Parting Sands	object SIZ (minimum 2)	0/1D4 (SAN roll)	10 rounds	special	special	1	211
Perfection	variable POW	0	special	permanent	special	1	211
Pipes of Madness	5 per 5 rounds of playing	1D6	instant	variable	hearing	1	211
Plutonian Drug (E)	special	0	special	special	special	1	211
Pose Mundane (Mask)	object SIZ+1 per round	0	special	variable	sight	1	212
Powder of Ibn-Ghazi	1 per dose	0	special	10 heartbeats	thrown or blown	1	212
Power Drain	0 (6 if it fails)	1D8	special	variable	special	1	212
Power of Nyambe	1 POW	0	special	variable	special	1	212
Prinn's Crux Ansata	5 POW/variable*	1D6/0*	20-INT days/3 rounds†	special	special	1/M†	212
Raise Night Fog	3	1D2	20 rounds	until sunrise	special	1	212
Reach	variable	5	special	special	caster	1	212
Red Sign of Shudde M'el	3+3 per extra round	1D8	1 round	variable	30 yards	1	212

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Selected Spells

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Remortification	0	1D6+1	1 round	special	special	1	212
Resurrection	3	1D10	2 rounds	permanent	special	1	212
River God's Curse (D)	special	special	special	variable	special	1	213
Seal of Isis	variable	1	1 hour	special	50-foot cube	1	213
Seek Heart	8	6	1D3 hours	variable	100 yards and sight	1	213
Sekhmenkenhep's Words	3+3 per 10 minutes	1D6	variable	1D3 days	hearing	1	213
Send Dreaming	1 POW	1D6	special	6 hours	special	1	213
Send Dreams	variable	1D3	special	mp x2 minutes	20 miles	1	213
Sending of the Dead (V)	10	1D6	special	variable	variable	1	213
Sense Life	1	1	special	special	25 foot radius from caster	1	213
Shrivelling	variable	mp /2	2 rounds	permanent	special	1	214
Siren's Song	1	5	2 rounds	4D10 hours	hearing	1	214
Skin of the Sedefkar (BoS)	10	1D3	1 hour	24 hours or variable	caster	1	214
Snare Dreamer	8	1	20 minutes	special	5 miles	1	214
Song of Hastur	1D4 per round	1D4 per round	variable	variable	sight	1	214
Soul Extraction (V)	8	0	special	permanent	special	1	214
Soul Singing	8	1D4	variable	variable	hearing	1	214
Soul-Trap	1 POW	1D4	special	special	variable	1	214
Spectral Razor	2+2 per extra round	2	2 rounds	variable	POW x3 yards	1	214
Steal Life	8	1D20	special	permanent	sight & hearing	1	215
Stop Heart	14	2D8	1 day+1 round	permanent	sight	1	215
Summon/Bind	1 per 10% chance of success	1D3	mp x5 minutes	special	1 task or order	1	215
Summon/Bind Baka (V)	1 per 10% chance of success	1D3/1D3***	mp x5 minutes	special	1 task or order	1	215
Summon Effigy of Hate	12+9 POW	0	3 nights	special	unlimited	1	216
Summon Plague (D)	20	2D10	special	permanent	1 mile radius per day	1	217
Summon Thrall of Chaugnar Faugn	1D2 per thrall (1D6+1 thralls)	0/1D2 per thrall (SAN roll)	mp x5 minutes	special	unlimited	1	217
Touch of Decay (ARoE)	1 per 10 years of aging	1D6	1 round	permanent	touch	1	8
Transfer Body Part (BoS)	variable+variable POW	1D10	1 hour+(mp x1) minutes	permanent	touch	1	217
Transfer Organ (BoS)	63+1 POW	1D8/1D8***	1 hour	permanent	touch	M	217
Unmask Demon	variable	0	special	permanent	special	M	217
Unspeakable Promise	0	2D8	special	permanent	caster	1	217
Vanish	2 POW/5'	1	1 day/2 seconds'	instant	several hundred miles	1	217
View Gate	1+gate cost /10	1+gate cost /10	special	1D6+1 rounds	sight	1	218
Voice of Ra	5	1	2 hours	24 hours	caster	1	218
Voice Thoughts (ARoE)	1	1	1 round	approximately 4 sentences	sight	1	8
Void Light (Mi)	1 per cubic yard	special	special	special	mp x1 cubic yards	1	218
Voorish Sign	1	1	several seconds	special, or a single spell	caster	1	218
Wandering Soul	all-1	1D4	special	12 hours	special	1	218
Warding	variable/15 seconds'	0	15 seconds	special	variable/circle enclosed by stones**	1	218
Warding the Eye	2	0	special	until sunrise	caster	1	218
Wave of Oblivion	30 or 30+variable	1D8	special	single wave	special/3,000 cu. ft.+variable**	1/M	218
Wither Limb	8	1D6	1 round	permanent	10 yards	1	218
Wrack	3	1	1 round	1D6 rounds+3D10 minutes	10 yards	1	218

Source Notes — All spells listed here are in the *Call of Cthulhu 5.5* and later rules editions unless otherwise stated. Certain spells of limited usefulness, and those from *The Complete Dreamlands Fourth Edition*, have been omitted to save space.

(ARoE) — Described in *A Restoration of Evil* mini-adventure only; page number refers to that book.

(BoS) — Brothers of the Skin spell (adapted from the out-of-print adventure, *Horror on the Orient Express*).

(BTMOM) — Described in *Beyond the Mountains of Madness* adventure only; page number refers to that book.

(D) — Dreamlands spell.

(E) — Enchantment.

M — multiple casters possible.

(Mi) — Mi-go spell.

mp — magic points.

special — the extent of a spell characteristic (casting time, range, duration, etc.) described as "special" is determined by the keeper whenever necessary; see the full description for more details.

(V) — Voodoo spell (adapted from the *New Orleans Guidebook*).

variable — the extent of a spell characteristic (casting time, range, duration, etc.) described as "variable" is determined by the caster and/or by game events over the course of casting/using the spell; see the full description for more details.

* — Refers to the first and second versions of the spell, i.e., 1D6 SAN loss for Blight Crop, 0 SAN loss for Bless Crop, etc.

** — +1D6 only applies to first casting.

*** — The first amount applies to the caster; the second applies to any participants/supplicants/additional casters/etc.

† — The first amount is for preparing the spell; the second is for casting it.

** — The first amount is the spell's range; the second is its area of effect.



Call of Cthulhu Monster Master



Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____
CON _____ POW _____ EDU _____
SIZ _____ DEX _____ MOV _____

HIT POINTS	DEAD =0	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	32	33
34	35	36	37	38	39	40
41	42	43	44	45	46	47
48	49	50	51	52	53	54
55	56	57	58	59	60	61
62	63	64	65	66	67	68
69	70	71	72	73	74	75
76	77	78	79	80	81	82
83	84	85	86	87	88	89
90	91	92	93	94	95	96
97	98	99	100			

Skills _____

Spells _____

MAGIC PTS	UNCN =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	100			

Damage Bonus _____

	weapon	skill	damage
Fist/Claw	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____

Armor _____

Possessions _____

MINION ONE

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____
CON _____ POW _____ EDU _____
SIZ _____ DEX _____ MOV _____

HIT POINTS	DEAD =0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	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

Damage Bonus _____

	weapon	skill	damage
Fist/Claw	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

MINION TWO

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____
CON _____ POW _____ EDU _____
SIZ _____ DEX _____ MOV _____

HIT POINTS	DEAD =0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	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

Damage Bonus _____

	weapon	skill	damage
Fist/Claw	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

MINION THREE

Name _____

Desc _____

SAN Loss _____

STR _____ INT _____ APP _____
CON _____ POW _____ EDU _____
SIZ _____ DEX _____ MOV _____

HIT POINTS	DEAD =0	1	2	3	4
5	6	7	8	9	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24	25	26	27	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

Damage Bonus _____

	weapon	skill	damage
Fist/Claw	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____
_____	_____	_____ %	_____

Armor _____

Skills _____

Magic Points _____

Spells _____

Possessions _____

Personal Data

Investigator Name _____	Episodes of Insanity _____
Residence _____	_____
Personal Description _____	_____
_____	Wounds & Injuries _____
_____	_____
Family & Friends _____	_____
_____	Marks & Scars _____
_____	_____
_____	_____

Investigator History



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Income & Savings

Income _____
Cash on Hand _____
Savings _____
Personal Property _____

Real Estate _____

Adventuring Gear & Possessions

_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Mythos Tomes Read

_____	_____
_____	_____
_____	_____
_____	_____

Entities Encountered



_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Magical Artifacts / Spells Known

Artifacts _____	Spells _____
_____	_____
_____	_____
_____	_____

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	—	—	—	<i>Range of Automatic Success</i>				—	—	—	
3	40	45	50	55	60	65	70	75	80	85	90	95	—	—	<i>Range of Automatic Success</i>				—	—	—	
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	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—	—
11	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—	—
12	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	95	—
13	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	90	—
14	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	85	—
15	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	80	—
16	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	75	—
17	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	70	—
18	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	55	60	65	—
19	—	—	<i>Range of Automatic Failure</i>				—	—	05	10	15	20	25	30	35	40	45	50	55	60	—	—
20	—	—	<i>Range of Automatic Failure</i>				—	—	—	05	10	15	20	25	30	35	40	45	50	55	—	—
21	—	—	—	—	—	—	—	—	—	05	10	15	20	25	30	35	40	45	50	—	—	—

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



H. P. Lovecraft
1890-1937

A Restoration Of Evil

A 1920s MINI-ADVENTURE FOR CALL OF CTHULHU

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2000

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A Restoration of Evil

Keeper Information

Red Hook is an area of dilapidated streets and crumbling buildings located in a neglected corner of Brooklyn's waterfront. The fact that most Red Hook residents are foreigners, coupled with the high crime rate and low property values of the area, has caused the New York city government to overlook the neighborhood and leave it to its own devices for far too long. Red Hook's pavement and buildings have not been repaired in years. The water pipes, phone lines, and electricity lines frequently break down and go unfixed for days. Litter is strewn about the streets while piles of garbage clog the alleys where mongrel dogs and stray cats search for scraps of food. The homeless wander about aimlessly in bundles of filthy, discarded clothes. Red Hook is a place where hope seems like folly and atrophy reigns. In short, it is the perfect place for a group of lost souls to band together and worship the dread god of death, corruption and decay. This entity is known as the "Green Flame of Death"—the Outer God Tultzsha.

The Cult of the Green Flame congregates in the basement of the condemned Tullio Warehouse. There the cultists perform unspeakable rituals and provide human sacrifices to Tultzsha during the equinoxes, solstices, and major planetary conjunctions. This has gone on for three years, since the infamous "Red Hook Disaster" of 1925, but now the cult's temple is threatened because the city has finally decided to do something about the festering wound that this shunned immigrant community has become.

The Hamilton Construction Company has been hired by the city of New York to renovate the Red Hook area. In some cases, the buildings are still sound enough to be repaired, but most are so run-down they are scheduled to be completely demolished. One of the buildings to be leveled is the Tullio Warehouse. The followers of the Cult of the Green Flame will not stand for this, and they have already murdered two surveyors from the construction company, David Clark and Andre Völlinchanski. The next intended victim is Horace Baker, the supervisor in charge of the two slain men. More importantly, this man is also the neighbor of one of the investigators, so his death involves the investigators in this scenario.

INVOLVING THE PLAYERS

Choose a player to be Mr. Baker's neighbor; anyone who lives alone in their own house is a good candidate. One night, when the investigator arrives at home, Mr. Baker also returns home at the same time. Horace Baker is a well-dressed, middle-aged man who is slightly overweight, wears glasses, and has a fondness for cigars. The investigator has talked with Horace before, but never for long. Horace gets out of his car, waves at the investigator, and asks how their day is going. After some small talk, the two part company and that will seem to be the end of it, until late that night.

Around 2 a.m., the sleeping investigator is awakened by a piercing scream, soon followed by another. Once out of bed the investigator hears one final scream; if he makes a Listen roll, he will know that the screams came from the direction of Horace Baker's house. If that roll is failed, he will only know that the screams came from outside his home. An investigator who looks outside can attempt a Spot Hidden roll to see a faint, eerie green light emanating from the windows of Mr. Baker's house.

If the investigator goes over to Baker's house, everything appears normal until he reaches the front porch. There he finds a pile of dirty clothes sitting before the closed front door. A search through the pile reveals a pair of pants, a pair of shoes, a long coat, and a hat. All the clothing is old, ragged, and of different sizes, right down to two differently sized shoes. Furthermore, each item is covered with a thick layer of filth and a foul-smelling slime.

Notes about Location

Red Hook, an actual neighborhood in southwest Brooklyn, is referred to in H.P. Lovecraft's 1925 short story, "The Horror at Red Hook." If at all possible, the keeper should read that story before playing through this adventure. There is no timeline for Lovecraft's story, so this author has taken the liberty of placing those events in the year 1925, the year that the tale was written. This scenario takes place in 1928, three years after the infamous raid that claimed countless lives at the end of Lovecraft's tale. This disaster is detailed in the following section, "At the Library." For more information about Red Hook in real life, see the following:

- Jackson, Kenneth T., ed.: *The Encyclopedia of New York City* (New Haven and London: Yale University Press, 1995).
- Sanchez, Toby: *Red Hook Neighborhood Profile* (New York: Brooklyn in Touch Information Center, 1986).

This scenario assumes that one of the investigators lives either in or near New York and is Horace's neighbor. For the sake of convenience, any of the New England states could also be used. If this prerequisite does not fit into your existing campaign, then slight changes could be made. One such alteration could be for Hamilton Construction Company executives to hire the investigators to investigate the recent deaths of their employees after becoming dissatisfied with the police department's handling of the case.

The house's front door is locked; the investigator must roll STR against the door's STR of 20 on the Resistance Table to break it down. Failing this, the investigator can smash a nearby window and easily climb through. To spur the investigator into action, the keeper should have one last scream come from within the house.

Inside the house, a successful Spot Hidden roll by the investigator will reveal a series of filthy tracks that look human. These footprints commence from an area directly behind the locked front door that is stained with dirt and slime. The tracks lead deeper into the house and into the kitchen, where a dead body lies on the floor; it costs 1/1D6 SAN to see because of the ghastly state of the corpse. The victim's flesh has turned grey and is dry, cracked, and flaking. Long unkempt tresses of white hair spill from the cadaver's scalp and flow past the man's waist. Seven-inch-long fingernails curl about themselves on the claw-like hands of the deceased. Worse yet, the man's face is frozen in an expression of absolute horror and appears so old that it could belong to an Egyptian mummy, but it is nevertheless still recognizable as Horace Baker! If the investigator makes a Biology roll, he will guess that Mr. Baker appears to be well over a hundred years old, despite the fact that Horace is only in his mid-forties!

A detailed search of the house uncovers the same filthy tracks leading away from Horace's horribly aged body towards the back door. Once again, the footprints end in a large pile of filth right in front of the back door, which is also locked tight. In the backyard no sign of any intruder can be found. Going back to search the scene of the crime reveals that Mr. Baker is still in his pajamas and was getting a late night snack of ham (which lies on the floor next to him) out of the icebox when he died. A successful Spot Hidden or Idea roll will cause the investigator to notice that one of the corpse's hands is curled into a tight fist and is quite dirty. An investigator who pries open the dead fingers will see a strange sight—three dead earthworms!

The police have already been summoned by another neighbor who also heard the screams, and arrive at Horace's house shortly. They want everyone out of the crime scene and take statements from everyone present. A city coroner soon shows up and takes away the body. The police will stay at Mr. Baker's house until dawn searching for clues, but finding very little.

WHAT HAPPENED?

The leader of the Cult of the Green Flame is a horrible creature that was once a man named Father Washington. He is now a "crawling one," a being comprised of thousands of maggots, worms, and grubs. This disgusting mass of worms assumes the rough shape of a human body, though each individual worm and maggot is alive and wiggles and squirms about. This abomination made the journey from Red Hook to Mr. Baker's house under the cover of darkness and dressed as a man so as to draw as little attention to its true nature as possible.

Once at Horace's house, Father Washington relinquished his humanoid form, slipped out of his clothes, and easily

crawled underneath the locked door. Inside, the cultist reformed, found Horace in his kitchen, and employed a terrible spell that Tulzscha had bestowed upon him called the Touch of Decay, which rapidly aged Horace into a "natural" death. As he was dying, Horace wildly lashed out at Father Washington, snatching three earthworms out of the crawling one's mass; unfortunately for Horace, his resistance was insufficient to save him. Once the deed was done, Father Washington went to the back door of the house, once again reverted to a pile of worms, crawled under the door into the backyard, and easily slipped into the damp earth. The clever cultist traveled underground in this fashion for about a city block until he reached a spot where he had previously hidden another change of clothes, just in case. By doing this, Father Washington hoped to baffle the police long enough to allow him and his cult to kill the remaining construction company members who threaten their glorious temple to the Green Flame.

Father Washington, Cult Leader

Father Washington was once the priest in charge of the local Catholic church in Red Hook, but after witnessing countless horrors, both man- and Mythos-made, he lost his faith. Washington began to ignore his normal clerical duties and, in an attempt to win favor with the standoffish local populace, he allowed his church to be used as a dance hall on Wednesday nights. It was through this increased social activity that the priest began to learn about the many faiths and beliefs of his incredibly diverse neighbors. In time he started to associate with cultists and pagans in a quest to find a new deity to worship.

Father Washington was eventually approached by a man named Robert Suydam who led a Lilith cult. However, since Lilith was related to his old faith (being the first wife of Adam), Washington could never feel close to that dark goddess, but he did allow Suydam and his followers to hold their abominable rites in the crypt beneath his church, such was his hatred for his former faith. For years the ex-priest dabbled in many dark arts, but never gained any real knowledge or power until the night of the 1925 Red Hook Disaster. That night Washington was inside one of the brick Parker Place buildings with a man from the Massachusetts town of Kingsport. Washington paid the man to teach him how to contact a powerful being called Tulzscha. The former priest was trying this spell for the first time when the police raid happened, and shortly thereafter all three of the Parker Place buildings collapsed, killing nearly everyone, including Father Washington . . . almost.

The contact spell that Washington employed had an unexpected side effect due to a few unforeseen events that transpired right when the spell was cast—namely, the flooding of the area with magical energies used by another eldritch horror to collapse the building, combined with Washington's body dying at the precise moment that his mind reached out to contact Tulzscha. This caused the human's frail mind to live on after the death of his body and cross the vastness of space to where Tulzscha dwelled,

6 – A Restoration of Evil

within the court of mighty Azathoth! Needless to say, this experience drove Father Washington quite insane.

After Washington pledged unending loyalty to Tultzsha, the Outer God returned his mind to Earth and gave him a new form to replace his broken body—that of a crawling one. The devout cultist wanted others to share in the glory of the Green Flame, but being comprised of a mass of worms posed a serious obstacle. Crawling ones are not only gruesome-looking, they are also mute; they usually rely on written messages to communicate, although they can still cast spells. Without a voice, Father Washington would have difficulty organizing a cult even if he could find people who would overlook the fact that he was a mass of worms! Luckily for him, Tultzsha taught him a very simple spell called Voice Thoughts that magicians have used for centuries for entertainment purposes. In essence, Voice Thoughts is the ultimate form of ventriloquism: the caster can make his thoughts heard without ever speaking them.

Because crawling ones are made out of thousands of worms, they are soft, weak, and lack any natural attack (and therefore must use weapons in combat); however, they do have some advantages. First and foremost, they are immortal. As old worms die they are simply replaced by new ones. This also means that it requires a lot of damage to kill a crawling one. If a crawling one is reduced to 0 HP or otherwise “killed,” the worms, maggots, and grubs that comprise its body will separate and crawl away in all directions, only to come together later at some predetermined location. If just 20% of the original mass lives, the crawling one will reform, taking in fresh worms and grubs, and the monster will live again. Finally, crawling ones can break themselves down into their component parts (worms) and reform their human-like bodies later. This allows these creatures nearly unrestricted access to most places.

Once Father Washington came to know his new body’s abilities and restrictions, he donned human clothes and a painted tin mask to cover his inhuman visage. Such masks were used by veterans of the Great War to conceal gruesome facial injuries that could not be repaired by the fledgling science of reconstructive surgery. Armed with the semi-true story that he was a scarred survivor of the 1925 disaster who survived due to the powers of a “true” god, Father Washington soon gathered a flock of degenerate lost souls into his fold. In time, he even showed them his true form, which only reinforced the cultists’ vile belief in the Green Flame of Death. It wasn’t long before Washington led his followers to the basement of the Tullio Warehouse where they constructed a temple to Tultzsha. Father Washington now has the unwavering faith, the powerful god, and the faithful followers he always wished for. He is not about to let anything jeopardize his newfound happiness.

FATHER WASHINGTON, Monstrous Priest of the Cult of the Green Flame

STR 7 CON 15 SIZ 14 INT 15 POW 24
DEX 8 APP 0 EDU 13 SAN 0 HP 15

Damage Bonus: none.

Weapon: Kitchen Knife 40%, damage 1D6
Touch 60%, damage as Touch of Decay spell (see below)

Armor: None, but due to their soft, resilient bodies, normal weapons do minimum damage. Bullets only do a single point of damage upon striking a crawling one, except for shotgun pellets, which do minimum damage for that gauge of gun. Fire, magic, and enchanted weapons inflict normal damage. Finally, the creature will fully regenerate all wounds in one to ten days’ time unless over 80% of its entire mass is destroyed. Therefore, since Father Washington’s HP = 15 and 80% of 15 = 12, Father Washington must be reduced to -13 hit points (i.e., at least 13 hit points *below zero*) before he truly dies. (Crawling ones start to break apart at 0 HP, but investigators can still do damage to their remaining mass, as the keeper allows.)

Spells: Call/Dismiss Tultzsha, Contact Deity/Tultzsha, Touch of Decay, Voice Thoughts, Wither Limb.

Skills: Cthulhu Mythos 66%, Disassemble/Reform Body 90%, English (read only) 75%, Hide 70%, Latin (read only) 60%, Listen 70%, Organize Cult 70%, Sneak 80%, Streetwise 75%.

Sanity Loss: 1D3/2D10 Sanity points to see Father Washington.

INVESTIGATING HORACE BAKER’S HOUSE

After the police leave, the investigators might want to search Horace’s house. This can be done with a Locksmith roll on one of the doors or by climbing through an unlocked window. For the sake of secrecy, the investigators should try the rear of the house, where Mr. Baker’s backyard wall will shield them from prying eyes. If the investigator broke down a door or smashed a window last night to enter the house, that avenue of entrance has since been boarded up by the police. An easier way to gain entry to Baker’s house would be for the investigators to approach the police as PIs working the mysterious case for an unnamed source (client confidentiality and all that).

Baker’s house has only one level. It consists of a living room, bathroom, kitchen, bedroom, and den. The only room where clues are to be found is the living room, which the front door opens into. On one overstuffed chair lies Horace’s briefcase. Inside are papers concerning the man’s job that will relate the following information.

- Horace was a supervisor for the Hamilton Construction Company.
- Mr. Baker was working on a renovation project for the city of New York dealing with a rundown section of the city known as Red Hook. Horace’s crew was responsible for repairing the streets, restoring salvageable buildings in the area, and demolishing buildings considered unsafe.
- The area Mr. Baker was in charge of was comprised of six city streets: Allano Boulevard, Beyington Street, Carpenter Street, Clinton Street, Farnham Street, and Manders Street.

In addition to these papers another clue is possible. On the coffee table in front of the couch is a two day old copy of the *New York Times*. If an investigator makes a Spot Hidden roll, the paper catches his eye because of a small article (*Evil Papers #1*) with a headline containing the name “Red Hook.” If the keeper chooses, the investigator can instead make an Idea roll to remember reading a story in the paper recently concerning Red Hook, but won’t recall the

specifics of the story. Luckily, the investigator hasn't thrown that paper out yet.

With these clues the investigators should understand that something strange is happening with the Hamilton Construction Company and Red Hook. They now have several courses of action they could take.

New Spells

VOICE THOUGHTS

This spell costs only 1 SAN and 1 magic point to cast and allows the caster to vocalize his thoughts and have them originate from another source in the immediate area other than his own mouth. The exact length of the phrase being voiced in such a way is up to the keeper to decide, but as a rule of thumb, every four sentences should cost 1 magic point and 1 SAN. This spell can be used by clever casters to both dazzle groups of people and to throw a victim off guard by saying something on one side of the target before attacking from an entirely different direction. (To distract an opponent, the caster uses Voice Thoughts to say something on one side of a target and rolls INT versus the target's INT; if the caster succeeds, all of the target's skill percentages are halved for that combat round.) This spell takes one round to cast; the range is line-of-sight.

TOUCH OF DECAY

Use of this spell causes objects touched by the caster to rapidly age. The spell costs 1D6 SAN to channel the power of Tulscha and a variable amount of magic points. When in use, the spell covers one of the caster's hands in glowing green flames. If used on inanimate objects, the object ages ten years for every magic point spent. This aging is so rapid that it has dire effects on the object, as if it was aging in the worst possible conditions. Wood warps, metal rusts, stone crumbles, glass shatters, but plastic and rubber are immune to the effect. The amount of time required to rot away a specific item is up to the keeper, but for example, a doorknob will break in 40 years, wooden boards will rot in 70 years, bricks will crumble in 100 years, and an iron bar will snap in 140 years.

If this spell is used on living beings, the amount of magic points spent are matched against the magic points of the target being touched on the Resistance Table. If the caster succeeds, the target will rapidly age five years for every magic point spent. In addition, the target will lose 1 point from a random stat for every 3 magic points spent. Roll 1D4 to determine the affected stat: 1 = STR; 2 = DEX; 3 = CON; and 4 = APP. This spell takes one round to cast; the range is touch. Once the spell is cast, it does not need to be cast again until the caster chooses to end it or touches something or someone without spending magic points.

Research

At the Library

Investigators might want to do some research before going to Red Hook. Two possible avenues of inquiry for them to explore are Red Hook itself and the "Red Hook Disaster of 1925." Each of these requires a successful Library Use roll. Researching Red Hook reveals *Evil Papers #2*, while investigating the 1925 disaster turns up *Evil Papers #3* and *#4*, both of which are newspaper articles.

Looking for Malone

After learning about the 1925 disaster at Red Hook, the investigators might wish to speak to the survivor mentioned in the papers, but finding Detective Thomas Malone will prove to be a difficult task. Checking with the Brooklyn Police Department only uncovers (after many Persuade rolls) that the man is on an extended medical disability leave after suffering from a "nervous breakdown." None of Malone's former police friends knows where he's at, for he has been avoiding everyone since his accident. However, if the investigators are clever enough to check with either the police payroll or benefits offices, and can once again make successful Persuade or Fast Talk rolls, they can learn the address where Malone's checks are being sent, a small village in Rhode Island called Chepachet.

Traveling the many miles from Brooklyn to Rhode Island takes a few hours by train. Arriving at Providence, the investigators can take a cab to Chepachet. Once in the village a brief inquiry with some of the locals will point the way to Malone's simple house on the outskirts of town. Approaching the dwelling, the group will see a large, robust-looking man tending to the bushes in the yard. This is the former police detective Thomas F. Malone.

Malone tries to be pleasant with the investigators but is in complete denial about anything weird ever happening in Red Hook. He can give as much or as little of the information found in Lovecraft's "Horror at Red Hook" story as the keeper wishes, but most likely he will say nothing and ask the investigators to leave. If the investigators are insensitive to the man's obvious mental condition and continue to press him, Malone gets a weird look on his face and then recites the following verse in a dreamy, faraway voice: "O Friend and companion of night, thou who rejoicest in the baying of dogs and spilt blood, who wanderest in the midst of shades among the tombs, who longest for blood and bringest terror to mortals, Gorgo, Mormo, thousand-faced moon, look favourably on our sacrifices." Afterwards, he runs screaming into his house and locks the door. If this is still not enough to drive the investigators away, Malone is quite capable of using his .38 revolver to do so. There is nothing more to learn from this poor, tortured man.

Conflicting Cults

In Lovecraft's story, the cult that Malone investigates is never thoroughly explained and neither is the deity they worship. HPL hints that the entity might be Lilith, a female demon of Jewish mythology who was Adam's first wife and who now strangles babies and seduces men. Whether Lovecraft's Red Hook cult worshiped Lilith or not makes no difference in this scenario because that cult was largely wiped out when the Parker Place buildings came crashing down. The new cult in Red Hook is the Cult of the Green Flame and it has no links to the other group, save that its founder, Father Washington, was also "killed" in the Red Hook Disaster of 1925. If the investigators look for information on the "Gorgo, Mormo" chant Malone mentioned, they can try a Library Use roll to look it up or an Occult roll to remember it; success links the chant to yet another deity, the Greek goddess Hecate. (Hecate was the ancient Greek goddess of the night, the underworld, and magic.) Let the players follow any leads they wish; the more confusing the plot becomes for them, the better.

The City Coroner

The investigators might want to know the exact cause of Horace Baker's death. Dr. Ross is the coroner and arranging to speak with him is easy, but getting the man to comment on the cause of death is not. Dr. Ross is reluctant to talk about the matter with anyone who is not directly involved with the case, but he hints at strange findings. To get the doctor to speak, the investigators can try either a Fast Talk or Persuade roll. Failing this, a bribe of \$100 or more might just do it.

All the coroner will be able to tell the investigators is something that they might already know: Horace Baker died of old age, with the specific cause of death being heart failure. Dr. Ross will say that Baker's heart, in fact all of his internal organs, were placed under an incredible and sudden strain. The strange thing is, Mr. Baker's medical records state that he is only forty-four years old, yet anatomically he appears well over a hundred. Dr. Ross says it is the most amazing case of advanced aging he's ever heard about.

The Hamilton Construction Co.

The investigators most likely want to get in touch with the construction company. The Hamilton Construction Company's office is located in New Jersey, but going there will be a dead end. No one there has any information and they refer all questions to Jerry Wells, the head foreman in charge of the Red Hook renovation project. Mr. Wells can be found at the field headquarters at 1182 Steadmont Street.

On Steadmont Street, the headquarters for the construction company is based out of an old storefront that has been recently repaired. Inside is only one man, Jerry Wells. He agrees to speak with the investigators, but tells them to be brief because he is very busy today. If the investigators are not quick and courteous with the man, or if they ask too many awkward questions that Mr. Wells does not know the answers to, he will tell them to leave. The questions that he will answer are listed below.

Evil Papers #1

k Times.

Company,

1928

KATONIC UNIVERS ATE OF PROFESSC RCH CONTINUES A

BODY FOUND IN RED HOOK.

Early this morning the body of a brutally murdered man was found in an alley near Allano Boulevard and Haight Street. The man has been identified as David Clark, age 37, a land surveyor and building inspector for the Hamilton Construction Company. Mr. Clark's fellow workers became worried when he did not report for work yesterday and could not be reached at home. The police have reported that David Clark was apparently attacked by hoodlums sometime last night, robbed, and then beaten to death.

The Hamilton company has been hired by the city of New York to renovate several city blocks in the infamous Red Hook area that have gone unrepaired since the tragic Red Hook Disaster three years ago. Mr. Clark's supervisor, Mr. Horace Baker, said: "We all knew this neighborhood was tough, but this is the first violent incident we have encountered." Mr. Clark's work partner, Andre Vollinchanski, was the first to find Mr. Clark's body but was unavailable for comment.

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- Regarding his current project, Jerry says that he's in charge of repairing nine city streets from around the nearby area. They are Allano Boulevard, Beyington Street, Carpenter Street, Clinton Street, Farnham Street, Haight Street, Manders Street, Steadmont Street, and Wallhearst Street. Right now he is still inspecting the area with a skeleton crew of six inspectors headed by Jerry; the late Mr. Baker was his number two.
- If he is asked about Horace Baker, Mr. Wells wants to know how the investigators are related to the dead man. If they can give an acceptable answer he says that the police contacted him this morning and said that Horace was dead. Mr. Wells told his inspectors about the bad news when they arrived for work, and sent them home for the day.
- If asked about David Clark, the man who was murdered two nights ago, Mr. Wells only restates what was written in the newspaper. If asked where the man was last seen before he died, Jerry tells the investigators that he and his partner, Andre Vollinchanski, were surveying buildings to see if they could be repaired or needed to be demolished. If asked for specific buildings they were inspecting, Mr. Wells says he will have to look into it but that he should be able to get that information to them later.
- If asked about Mr. Vollinchanski, Mr. Wells will say that Andre is a good worker, but that he did not show up for work today. If the investigators want the man's address to speak with him, it will take a successful Persuade roll to get it. Andre lives in a small Russian district in Manhattan a few miles away, and Wells will give the investigators the name of Andre's apartment building: Gregorvich's Manor.

Gregorvich's Manor

This four story building stands in the center of a small, three city block neighborhood comprised mostly of Russian immigrants. The building is rundown and dirty, but is a far

Evil Papers #2

The following is a brief overview of Red Hook compiled from various newspaper articles.

Red Hook is a small section of Brooklyn's lower west side, near the waterfront and across from Governor's Island. For the last forty years, this area has been a haven for immigrants recently arrived in America and a census taken in 1922 claimed that the population of Red Hook was over 80% foreign. Red Hook is poverty stricken and as a result has a high crime rate with robbery, assault, and murder being the most common offenses. Police have long suspected the Red Hook wharfs to be a major inlet for smugglers of bootleg liquor, drugs, and illegal immigrants. However, the residents of Red Hook are notoriously closemouthed and shun outsiders who come into their small, squalid neighborhood.

sight better than the structures found in and around Red Hook. Inside, behind the front counter, the investigators will find the owner of the building, Mikhail Gregorvich.

Evil Papers #3

Times

MAY 12, 1925

ELECTED PRESIDENTIAL LEADER, BROTHER INJURED IN RIOT

POLICE CLEAN UP RED HOOK.

The New York Police Department continues its daunting task of cleaning up the den of thieves and murderers that the small, squalid district of Red Hook has become. It began in February when a combined force of both local and Federal authorities initiated an organized effort to root out the smugglers of contraband such as liquor and drugs that has been flooding our city via the docks at Red Hook. To date, nine raids of known offenders have resulted in over sixty arrests and the confiscation of many illegal goods. So when the recent rash of kidnappings began to plague the area, the same police task force was assigned to find the culprits behind it and bring them to justice.

Readers may recall that even the so-called "stone church," which is not recognized by any real church, was raided when it was reported that one of the missing children was seen in one of the building's windows. Unfortunately, no trace of that poor child was found when police arrived although several people were arrested who were in the midst of practicing black magic, according to officials. This reporter would like to salute the police officers for the good work they have done so far and wish them continued luck.

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Mikhail is a small, rotund man with three days' growth of beard and the smell of cheap cigars and old sweat clinging to him. He scratches himself in public, constantly belches or breaks wind, and leers lewdly at any female present. When asked for Andre Vollinchanski's room number, Mikhail comments that, "Andre must be getting popular, some other fellas were looking for him last night." He will then quickly say that it's against his policy to give out room numbers to strangers. A ten dollar "gift" will get the man to bend his strict moral code just this once and he will tell the investigators that Andre lives in apartment 3E. If asked about the "other fellas" who visited Andre last night, Mr. Gregorovich will mutter something about his memory not being the same as it used to be, and he will wait for another "gift" before he tells them.

MIKHAIL'S STATEMENT

"Some dirty bums came in last night asking for Andre. I was just about to throw them out for stinking up the place, when they convinced me that they were good friends of the Vollinchanski family. So I told them same thing I told you, apartment 3E. Hell, don't know if it was worth my trouble, took me some time to scrub all the filth off of the money they slipped me. Dirty bums."

VOLLINCHANSKI'S APARTMENT

When the investigators reach the third floor apartment they will first see that the door stands slightly ajar; then they will notice the doorknob. The handle to the door is now just a lump of twisted, rusted metal that has broken off and lies on the floor of the hall; this is a result of Father Washington's use of his Touch of Decay spell.

The apartment is small with only four rooms. There are two bedrooms, one for Andre and his wife, and the other for their two daughters; a tiny bathroom; and the main room which is divided between the living area and the kitchen. The living room is the area the apartment door opens up to, and where all the members of the Vollinchanski family will be found dead. Mrs. Vollinchanski and the two young girls (ages seven and nine) lie on the bloodsoaked floor in various positions, their throats viciously cut. In the center of the room, the body of another impossibly old man is tied to a chair with a dirty rag stuffed in his mouth. It appears that Andre suffered the same horrible death as Horace Baker. The sight of this room of death costs 1/1D6 SAN.

There is a clue to be found in this apartment, if the investigators have the stomach to look for it in the midst of all the carnage. Lying on the floor and splattered with blood is the clipboard Andre used in his surveying work. The first page is a handwritten note (Evil Papers #5) from Horace Baker detailing what buildings Andre Vollinchanski and David Clark were to inspect on the day that David disappeared. After reading this note the investigators can make an Idea roll to assume that Mr. Wells will be the next victim since he is the only person mentioned who has not already been murdered. This assumption is correct.

Evil Times.

JUNE 19, 1925

FOUND GUILTY, CO TO TELL ALL REC POSSIBLE CONNEC

DISASTROUS POLICE RAID IN RED HOOK LEAVES MANY DEAD.

Yesterday, June 18, 1925, shall be a date not soon forgotten by police all over the state of New York. On that day a great tragedy befell the brave men of the New York Police Department while they were performing their duty in crime-infested Red Hook. The police were acting on a tip that several of the recently kidnaped children were being held in one of the three large, brick apartment buildings collectively known as Parker Place. This was the largest raid of this notorious neighborhood yet, with the combined manpower of three police precincts and agents from the federal government all assisting in the endeavor.

The raid began just after midnight and all was going well when, for reasons as yet unknown, all three of the massive brick buildings of Parker Place collapsed in a thunderous calamity. Almost everyone at the scene was killed instantly, including twenty-three brave police officers. The number of residents living in Parker Place is not known, but so far fifty-two unidentified bodies have been pulled from the wreckage.

Rescue crews and volunteers still dig through the rubble looking for survivors but it has been many hours since that last living body, a badly hurt police detective named Thomas F. Malone, has been found.



A VISIT FROM FATHER WASHINGTON

Going Back to See Jerry Wells

Sometime during this adventure, the investigators will want to go back to the Hamilton field office on Steadmont Street. Perhaps they want to ask Mr. Wells some more questions or they found the blood-stained note in Andre Völlinchanski's apartment and they have concluded that Jerry Wells might be the next target of the mysterious murderers. Well, once again, as the group approaches the building the first thing they will notice is that the front door is slightly open. On the ground next to it lies a lump of rusted metal that was once a doorknob. This should immediately set off warning bells in the mind of any investigator who witnessed the bloodbath in the Völlinchanski apartment. Any investigator who specifically listens at the door before entering may make a Listen roll; whoever succeeds hears muffled movement and low voices behind the nearly shut door.

Father Washington and four of his faithful followers came to this building only moments before the investigators arrived. The cultists rushed into Jerry Wells's office but did not kill him. Instead, they knocked him out and Father Washington and one of his henchmen carried him away. The cult plans to sacrifice the man to Tulscha in two nights' time. As for the other three vagabond cultists, they are still in the building looking for more information on the Hamilton Construction Company and their plans for their warehouse temple. If they spot the investigators, the trio will attack and will only attempt to flee once one of their number is slain. If any are captured, they will not talk, and will try to bite off their tongue (a Medicine roll at minus ten

percentiles will stop them). These cultists would rather die than face the wrath of the Green Flame for betrayal.

THREE CULTISTS

	STR	CON	SIZ	DEX	POW	HP	DB
1	10	14	12	13	12	13	+0
2	14	11	14	10	09	13	+1D4
3	11	12	10	12	10	11	+0

Weapons: Fist/Punch 45%, damage 1D3+db

#1: Fireman's Ax 40%, damage 1D8+2

#2: Butcher Knife 50%, damage 1D6+1D4

#3: .32 Revolver 35%, damage 1D8

Skills: Beg 45%, Cthulhu Mythos 03%, English 30%, Hide 50%, Listen 60%, Spot Hidden 50%, Streetwise 30%.

The Hamilton Construction Company office building is divided into two rooms. The front room contains Jerry Wells's desk and chair, three four-drawer filing cabinets, a closet full of office supplies, a long table, and a half dozen folding metal chairs. The back room contains a small bathroom but is otherwise devoid of furnishings.

During the fight, the cultists will drop the papers they came for. After it is over, any investigator who examines these papers and makes an Idea roll will know that the cult was looking for information on the renovation plans for the area around Haight Street. A copy of the work order (*Evil Papers #5*) that could have been found in the Völlinchanski apartment can also be here in case the investigators missed it before. Finally, it should be stressed to the players that Mr. Wells's body is not at this location, and therefore he could still be alive.

Evil Papers #5

David & Andre,

Mr. Wells wants you two to start surveying waterfront side of Red Hook today. I want you to inspect the buildings in that area, in particular, the five I have listed below.

1. The abandoned two story brownstone at 1235 Wallheerst St.
2. The MacGuffin house at 1240 Wallheerst.
3. The empty Tullio Warehouse at 1261 Haight Street.
4. The burnt-out Simms Pharmacy building on the corner of Allano Blvd. and Haight St.
5. The Ving Store on Allano Blvd.

Check these buildings carefully, none of them looks too sturdy and some of them still got people in them. Remember what happened here a few years ago. Get these reports back to me by Thursday.

Horace Baker

Exploring Red Hook

From the first moment the investigators begin to explore Red Hook they will be under the watchful gaze of various members of the Cult of the Green Flame. With their vast network of street contacts, the cultists know all the questions the investigators ask and see all the clues they uncover. This worries and upsets the cultists, so they begin to take action against the investigators.

First, the cultists will try not to get directly involved, for they remember the police raids of 1925. Instead, the cultists recruit a group of drug-addicted thugs to attack and hopefully frighten off the investigators. This attack happens when the investigators explore the abandoned Simms Pharmacy building and is detailed in that section. If this is not enough to drive the investigators away, the cultists will take more drastic action. Finally, Father Washington may set a trap for the investigators in two nights' time when he summons Tulscha. This possibility is detailed in the section, "A Possible Trap." As for Red Hook, several possible locations for the investigators to explore are listed below.

The Church on Farnham Street

This is the old stone church that was once entrusted to Father Washington and which was raided by Brooklyn Police on more than one occasion. In Lovecraft's story, after the tragic raid of the Parker Place buildings, police found old smugglers' tunnels leading from those buildings' basements to the horrific cellar crypt beneath Washington's church. Such was the extent of the unholy abominations the stalwart police officers found there that the entire crypt was filled in, as were all of the smugglers' tunnels that they discovered. After that the church, which had acted as the town dance hall on Wednesdays, became a full-time dance hall, but this was short lived.

Once Father Washington was reborn in his new body he returned to his old church. Knowing that the stone church was the site of much attention during the raids of 1925, Washington did not wish to place his temple to the Green Flame there. However, the inhuman cultist did desire the knowledge and artifacts that the now defunct Lilith cult had collected over the years. In an attempt to find anything of worth the raiding police officers might have overlooked, and also to have private quarters of his own away from his fanatic followers, Washington and a few of his chosen cultists started digging out the filled-in crypt. Because they did not want to bring too much attention to their presence, they dug on a small scale but this activity still caused non-cultists to shun the tumbledown church and soon no one was dancing there anymore. In time, rumors reached the ears of a few of the local police officers who in turn expressed concern that the filled-up crypt was being dug out again for some unknown, yet sinister purpose. These speculations were largely ignored by the officers' superiors, as are many things concerning Red Hook.

These days the church is a large gothic structure that has fallen into disuse and neglect. None of the local street people live in here, and that fact might strike astute investigators as odd, especially if they make a successful Idea roll. Investigators who search the empty church will find nothing of importance until they open a splintered door behind the pulpit.

Beyond the door is a small room that Father Washington used for his private chamber. The room is now only an empty space as everything of value has long since been stolen. The door to the room's closet can be opened to reveal a large hole in the stone floor and a rickety wooden ladder leading down into the darkness. Someone has dug a cramped tunnel through the ground, down into the darkness below. At the end of the ladder this tunnel levels out and opens up into a small room also carved out of the raw earth.

This is Father Washington's new lair and the site of his limited excavation. What will first draw the investigators' attention is a grisly shrine set into one mucky wall consisting of candles and the rotting, badly mutilated corpse of a man (SAN 0/1D3 to see). This body is dressed in the torn and bloody garb of a Catholic priest and is none other than Father Washington's own body, removed from the rubble of the ruined Parker Place buildings by faithful cult members.

Above the body is a message etched into the dirt: "Behold the power of a True God."

All of the walls down here are filled with tiny holes that, upon closer examination and with a successful Biology roll, appear to be thousands of worm holes. This is because Washington will often break down his mass of worms from his roughly humanoid form and go burrowing through the earth looking for buried treasures. This way, the cult leader can guide his diggers in the proper direction.

The rest of this subterranean vault contains only a pile of filthy, mismatched clothes that resemble those left on Horace Baker's porch on the night of his murder, and a crudely made table with a strange looking book resting upon it. This tome has a black leather cover with the words "Holy Bible" written upon it, but inside is only a collection of 32 filthy, mismatched pages (see "Father Washington's Bible," below). These pages are not bound into the book, are of various sizes, and obviously come from several different titles. Father Washington has uncovered these pages through his digging.

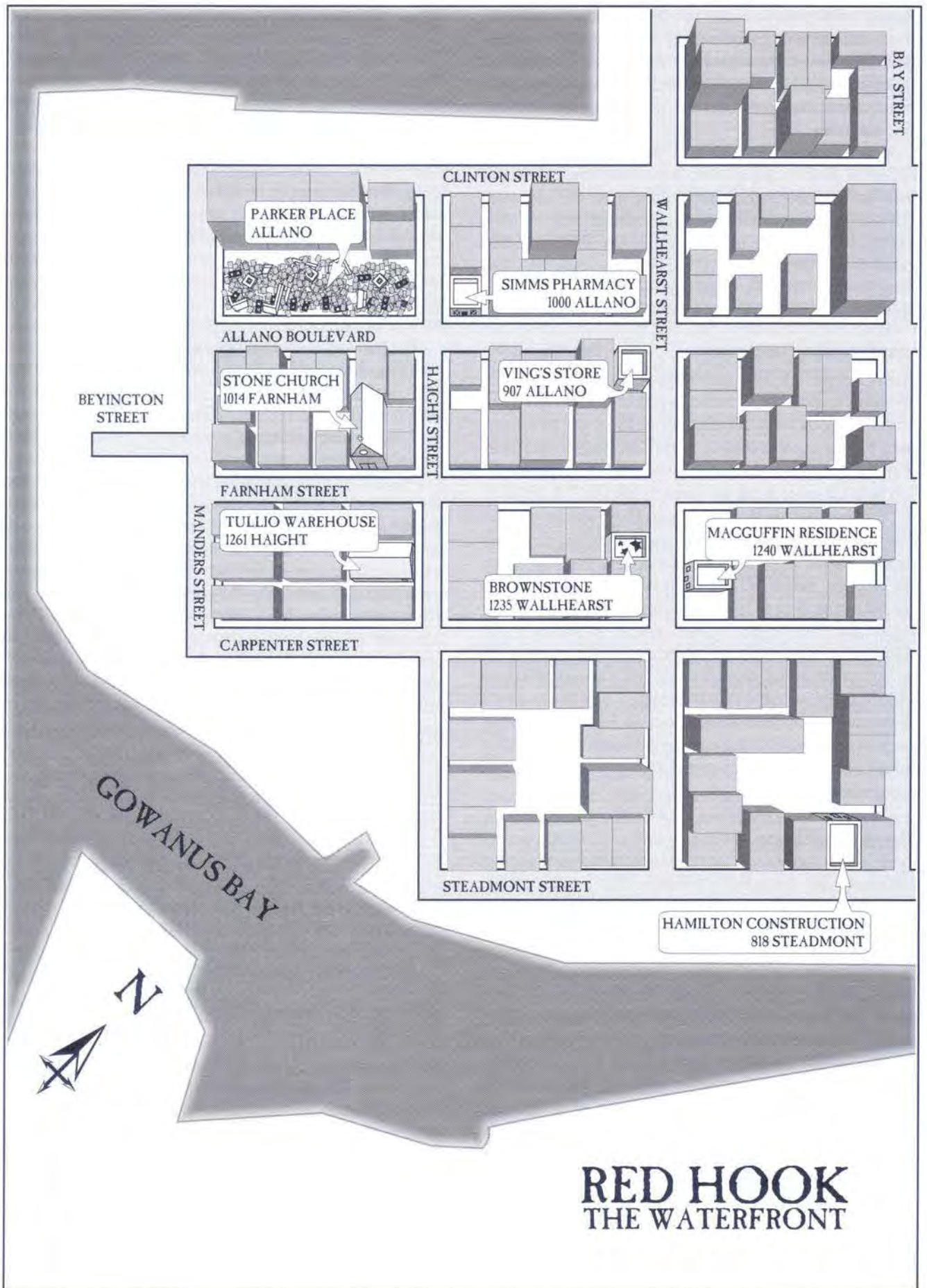
The MacGuffin Home

Liam MacGuffin lives in an old brick house that stands alone with two vacant lots on either side of it. Unlike most residents of Red Hook, Liam seems very friendly, and he will invite the investigators into his humble home for tea and stale cookies. Mr. MacGuffin has been alone for a long time and is happy for any chance to entertain guests. Besides answering the investigators' questions, Liam has a lifetime of stories to tell and he will do his best to tell them all.

Liam has lived in Red Hook for over fifty years. His house is the first piece of property he owned after leaving Scotland with his wife, Erma, who passed away eleven years ago. (Keepers who want to make a map of the house can make it similar to the Völlinchanski family apartment, only larger.) MacGuffin says when he first bought his house, Red Hook was a nice place to live, but as the years went by it became steadily worse. Liam says with disgust that the

Father Washington's Bible

In English, German and Latin, written and translated by various individuals, various publication dates. This book is a looseleaf collection of assorted pages from at least five different Mythos tomes. Three of the contributing works are in English, so the majority of the Bible is in English, but there are also pages in German and Latin as well. None of the original sources are named. Anyone trying to read this book must know all three languages or else learn little to nothing (maybe +1 percentile to Cthulhu Mythos). Subjects covered in this strange tome run the gambit from lowly ghouls to mighty Cthulhu, but since the book is only a jumble of disjointed pages, making sense of anything is nearly impossible. *Sanity loss 1D3/1D6; Cthulhu Mythos +4 percentiles; average 12 weeks to study and comprehend.* Spells: keeper's discretion.



RED HOOK THE WATERFRONT

neighborhood now is a den for drug addicts, prostitutes, thugs, and murderers. The old man will then begin to prattle on about his three sons, eight grandchildren, his life in his homeland, his career as a dock worker, and so on until the investigators politely interrupt him and ask some of their own questions.

If investigators ask Liam if he ever saw anything strange in Red Hook, or if he knows any unusual stories about the neighborhood, MacGuffin will ask the investigators if they know about the police raids of 1925. If they don't, Liam will relate to the investigators the information found in the "At the Library" section concerning the Red Hook Disaster of 1925. Once that information is imparted MacGuffin will tell them the following tale.

LIAM'S STATEMENT

"There's some talk now of strange happenings starting to stir again in Red Hook. Some say that there's a group of people living on the streets that's gone kill crazy. Some say, and I have a mind to believe them, that these people worship the devil. Most agree that the killing of that construction fella the other night was done by them.

"I've seen the one that leads them. They call him 'Father' Washington and he used to be in charge of the old church on Farnham Street some years ago. Of course, that was before the big police raid of '25. He was normal enough then, some say, but not me. I'm a Catholic but there's no way in hell you would get me to go to his church. Nowadays, old Washington wears this mask all the time on account of him getting caught in that disaster of '25. He's always seen now with the bums and riff-raff of the streets. I hear that he sometimes returns to his abandoned church on Farnham. Probably just so he can defile it! If I was you, I wouldn't go meddling around with that man, or you're likely to wind up like that poor construction fella."

Parker Place

This is a large area, about half the size of a city block, where once stood three large brick buildings. Now there are only three piles of rubble to mark the site where so many lost their lives. Keepers, feel free to use this area as you see fit. Maybe this is just the place where three buildings collapsed and it is now completely harmless . . . but then again, maybe not. Investigators who go poking around here *could* find a half-buried entrance to a tunnel that leads deep underground to the hellish basement flat where Detective Thomas F. Malone encountered unearthly horror and lost his mind. Perhaps there is something down there that's not quite dead and still wanders about, hungry for fresh blood. Maybe investigators find a page or two torn from an old tome that was lost in the destruction. Such pages might mention the title of the book they once belonged to, to entice the investigators further. Keepers, how far would your players dig if they found the title page to the *Necronomicon*? Want to find out? Many other possibilities are bound to come to you if you think about it. Enjoy.

The Simms Pharmacy

This boarded-up brick structure has only one floor and shows the signs of having been gutted by fire some years ago. The building stands on the corner of Haight Street and Allano Boulevard and the alley behind it is the location where David Clark's dead body was found. Searching the alley uncovers nothing of interest, and exploring the pharmacy likewise turns up no clues, but it places the investigators in harm's way. The abandoned building can be entered through its back door where the boards have been removed. Inside it is dark, because any light that enters here has to filter through the gaps between the boards that cover the windows. The wind is also barred from this den and as a result the air is stale and reeks of sweat and urine.

The building is divided into two rooms: the storage and receiving area in the back and the store in the front. The only furniture consists of the charred remains of an L-shaped counter in the front room, which takes up the rear third of the room. Behind the counter is the doorway that connects the two rooms.

Once inside, the investigators notice that they are not alone. Huddled in the corners of the front room and buried beneath piles of newspapers and rags are the vague shapes of five homeless men. These men are dangerous drug addicts who have been paid in narcotics by the Cult of the Green Flame to attack (and hopefully frighten away or kill) the investigators. After the investigators have been inside for a few moments, the scruffy thugs will begin to get up. One says, "These must be 'em," to which another casually answers, "Yeah, let's get it over with." The five derelicts then rush the party and begin their murderous task.

FIVE THUGS

	STR	CON	SIZ	DEX	POW	HP	DB
1	10	12	11	12	14	12	0
2	13	11	13	13	11	12	+1D4
3	12	13	13	10	10	13	+1D4
4	14	08	14	11	13	11	+1D4
5	12	10	10	13	11	10	0

Weapons: #1: Claw Hammer 45%, damage 1D6+1.

#2: Switchblade 50%, damage 1D4+1D4.

#3: Straight Razor 55%, damage 1D4+1D4.

#4: Crowbar 50%, damage 1D8+1D4.

#5: Broken Bottle 45%, damage 1D4.

Skills: Beg 50%, Endure Withdrawal Symptoms 30%, Hide 60%, Listen 40%, Sneak 40%, Streetwise 70%.

The investigators can handle this encounter in a number of ways. First, they can just retreat out of the building. If that happens, the addicts will think that they frightened them away, and thereby did what they were told to do. Second, if the investigators manage to kill or critically wound one of the vagabonds, the others lose their nerve and try to flee. Finally, if one of the investigators is a doctor, he or she can make either a Medicine or a Psychology roll to see that these men are drug addicts. The investigators might then try to barter with the men by using drugs or promises of drugs and a successful Persuade roll. If this is done, the

investigators learn that these men were hired by “some of Washington’s people” to rough up anyone who came poking around.

The Tullio Warehouse

This large building is made out of crumbling bricks and rusted metal. An unusually strong stench, normally only encountered in large city dumps, permeates the air for yards around the structure. The inside of the building is separated into two parts. The first area is the large front section of the warehouse, once used to store inventory. The second section is a small office area in the back. The interior of the warehouse is strewn with garbage, broken wooden crates, rusted barrels and bits of old junk. The only audible sounds are those of dripping water and of the steel rafters, which groan when the slightest wind blows. Not a soul dwells within, although there are many rats, pigeons and stray cats. The fact that none of the street people have taken shelter in this building might strike an investigator as odd, if he or she succeeds in an Idea roll.

Exploring the warehouse will uncover a few interesting clues, but what the investigators should not find, at least not yet, is the passageway that leads to the subterranean temple of Tulzscha. That stairway is concealed by several old crates in an area where there are many such boxes, so unless the investigators take the time to move each old crate, their chances of finding the hidden stairway are not good.

The building’s huge front room, where the inventory was once stored, is where the investigators might find some clues. First, anyone making a Spot Hidden roll will stumble upon a relatively new looking hammer. Normally, this would not draw anyone’s attention in a room as cluttered as this one is, but this hammer has a piece of white tape wrapped around its handle, and written on the tape is the name, “David Clark.” This tool was dropped by Mr. Clark when he was examining the warehouse and was attacked by the Cult of the Green Flame.

Near the center of this room is an old steel drum without a lid, in which a small fire burns. Examination of this barrel reveals curious symbols etched into the drum’s rusty sides and a phrase scratched into its bent lip. The phrase reads, “Iä! I invoke the Glorious Flame!” Next to the burning barrel is a small sack made of filthy burlap that also has strange symbols written on it. The bag holds a thick, grayish powder that smells odd. An investigator who sifts through this powder will find ash, bits of glass, oily dirt, and small bone fragments. The barrel and the powder are special items used by Father Washington to contact Tulzscha when the cultist wants to converse with his god. (A successful Cthulhu Mythos roll will reveal that the symbols and words are components of a Contact Deity spell; a success at one-fifth the investigator’s skill percentage or less will reveal that the deity in question is Tulzscha.) This spell can be cast by throwing a handful of the powder into the fire in the steel drum and reciting the words etched into it. If that happens, the person reciting the phrase will lose 1 point of POW and 1D6 SAN as the Contact Deity/Tulzscha spell is enacted.

This will turn the normal fire within the barrel into a single column of cold, sickly green flame. This small form of Tulzscha costs 0/1D4 SAN to see, and could cost more SAN if the investigators start asking the Green Flame questions.

The Brownstone

This ruined structure holds no clues for the investigators, only the risk of possible injury. The windows are broken, the walls are crumbling, and the roof has huge gaping holes in it through which rain has fallen onto the second floor for years, resulting in severe water damage and a floor that is rotting away and very unstable. The investigators can safely explore the ground floor without incident. Anyone seeing the amount of damage done to the ceiling above should hopefully understand that going up to the second floor could be very dangerous. Anyone who decides to explore up there anyway will fall right through the floor for 1D8+1 points of damage unless he or she makes a Luck roll at half normal percentage.

Ving’s Store

This small store is set into the front of a two story house with faded, peeling paint and boarded-up windows. Over the front door hangs a faded sign that reads, “Ving’s Store.” Inside, investigators find a collection of pieced-together shelves, an old, rusted icebox in the corner for keeping milk and other perishables cold, and a battered counter top supporting an archaic cash register. The building’s second floor is Mr. Ving’s private residence and the stairway leading up to it is behind the counter with a curtain of red beads hanging in front of it.

This store is owned by Mr. Ving, a thin, elderly Asian man with long white hair and a beard, and yellowish inch-long fingernails. The man walks around his shop, day or night, in a long yellow robe that hangs open at the front to reveal a dirty white T-shirt underneath and the handle of a .38 revolver sticking out of the waistband of his boxer shorts. Even investigators well-traveled in the Orient will be unable to identify Mr. Ving’s homeland as he switches languages and accents in mid-sentence, drawing from Cantonese Chinese, Japanese, Korean, and Taiwanese. Mr. Ving will be pleasant enough to the investigators, as all good salesmen are, but answers no questions about cults, murder, black magic, or strange events happening in the neighborhood. All he will say when asked about those topics is, “I know nothing of that—I keep nose clean!”

All around the store, investigators spot many trinkets, charms, symbols, fetishes, talismans, and even strange potions in tiny glass vials that seem to have occult significance. When asked about this, Mr. Ving will only say, “All powerful items. Good luck to buy.” Finally, on one wall of Ving’s store is a large calendar with a day (the day the cult will summon Tulzscha) marked with a pentagram. If asked about it, Mr. Ving will say, “That important night. All planets come in line. Good to have one of my wards against evil on that night.” Although Mr. Ving might act

like some stereotypical Oriental wizard, he is in fact a die hard atheist who believes in nothing and is just looking to make a quick buck. However, Ving does make a good red herring for the investigators to chase, so when playing the shopkeeper, ham it up.

Searching for Washington

Once the investigators learn about Father Washington they are bound to search for him, but finding him will be nearly impossible. Since the cult leader is a walking mass of worms, he naturally keeps a low profile, usually venturing out at night and then only if necessary. If Washington wants something done, he sends one of his followers. The exception to this rule has been in the murders of construction workers; Washington has been present at each killing. A keeper could tantalize players with glimpses of the elusive cult leader prowling the filthy streets at night, but since Washington knows the area like the back of his hand (if he had a hand) he can slip down an alley, cut across a vacant lot, or zip through a ruined building at any time to lose someone trying to tail him. Of course, if Father Washington does get cornered, he can easily scatter into a mass of worms and simply crawl away through the cracks in a wall or into a nearby sewer.

Perhaps a better approach would be to look for members of the Cult of the Green Flame. This will also be hard to do as the cultists do not advertise their presence and those who know who they are, fear them. If the investigators are persistent in their questioning, they might uncover a cultist or two. Trying to apprehend any of these fanatics is dangerous: they worship a god of death, so dying doesn't frighten them, but Tulscha's punishment for betrayal does. This means that the investigators run the risk of getting hurt for very little gain. Once they have tangled with a few cultists in such a manner, the others will go into hiding until the night of the summoning of Tulscha.

A Possible Trap

The conclusion to this adventure can be reached in a number of ways. First, the investigators could discover the temple of Tulscha on their own and simply keep an eye on it. Once they see a bunch of street people entering the warehouse and the chanting begins, they'll know something's up but they won't have too much time to make plans. From Mr. Ving, they could know that the night of Tulscha's summoning is a night for a major planetary conjunction, so they could keep an extra careful eye on the streets, spot a group of cultists, and follow them to the temple. Failing that, Father Washington could be tired of the group's meddling, and could arrange for them to be led to the temple with the

thought of trapping them and offering them as sacrifices along with Mr. Wells. If this is the case the investigators will have the following message relayed to them, preferably late in the evening, either in person (by a cultist), in the form of a note, or an anonymous telephone call.

A Mysterious Message

"Father Washington is gonna kill another one of them construction workers tonight, at midnight, for some kind of black magic thing. They're gonna do it in the basement of the Tullio Warehouse. I'm letting you know this 'cause I want you to know that not all people living in Red Hook are with Father Washington and his kind. There has been too much killing here already. I hope you can stop it."

TRYING TO GET HELP

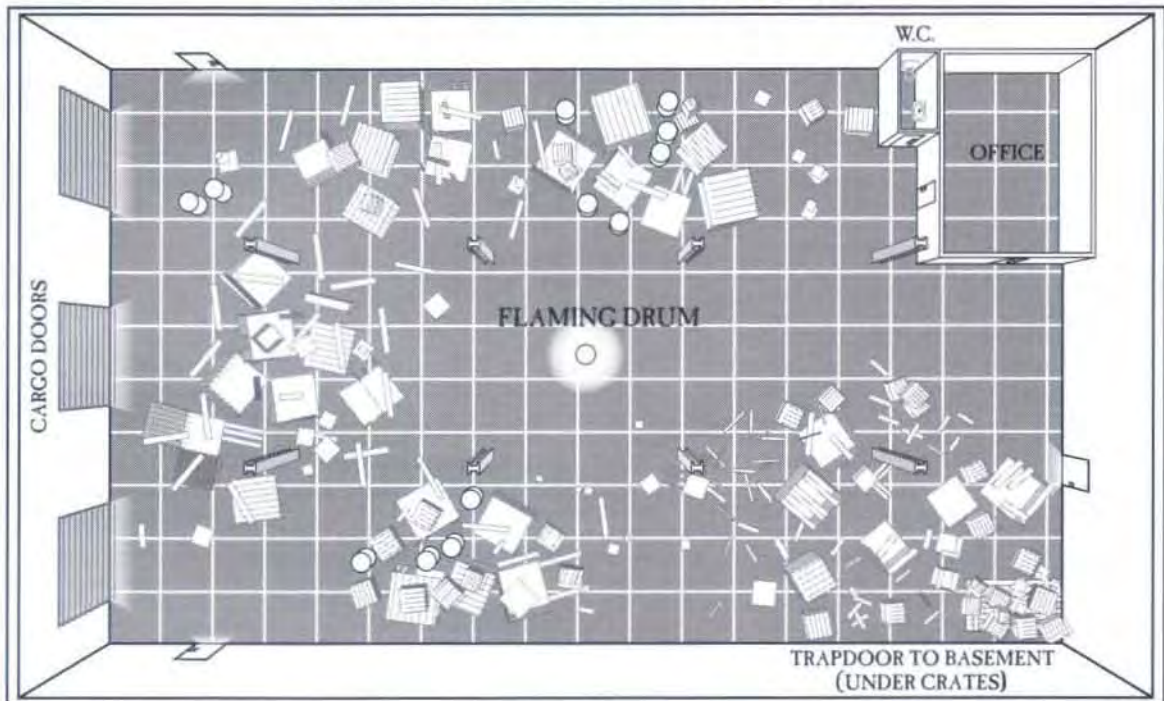
Going to the police for help will be pointless unless the investigators are quite crafty. The police learned a bitter lesson from the 1925 disaster; they now leave that area very much alone. Even credible claims of an impending murder will likely elicit the tired response of, "Okay, don't worry, we'll check it out." Normally this would be the end of it; however, because of an unfortunate event that happened earlier in the day (assuming that the investigators go to the police on the day when the summoning is scheduled), an investigator who's not above bending the truth might be able to convince the police to take action against Washington's cult.

An investigator who makes a Psychology roll (or a Spot Hidden roll at half normal percentage) while inside the police station notices that it is unusually hectic and troubled. A successful Listen roll reveals why. A few hours earlier two men tried to rob a nearby bank, but their heist went awry, resulting in the deaths of one of the robbers, a bank teller, and the young beat cop who accidentally stumbled upon the robbery in progress. The police are determined to catch the robber who managed to get away. A clever player might be able to use this tragic event by convincing the police (with a Persuade or Fast Talk roll) that the missing bank robber is hiding out in the Tullio Warehouse. (Alternately, a merciful keeper might allow investigators to enlist the police by telling them the truth and making a Fast Talk or Persuade roll at half normal percentage, or even have Thomas Malone return to confront the horrors of Red Hook—and his personal demons—once more.) This will get the police to send a dozen officers to raid the warehouse, but they will be ill-prepared for the horror of the Mythos, and a chaotic blood-bath will surely ensue. What fun!

The Warehouse

Around 10 p.m. various street people begin to filter into the building. These cultists travel in packs of three or four, so the investigators won't be able to take them out one at a time without some difficulty. In all, some twenty-four

THE TULLIO WAREHOUSE

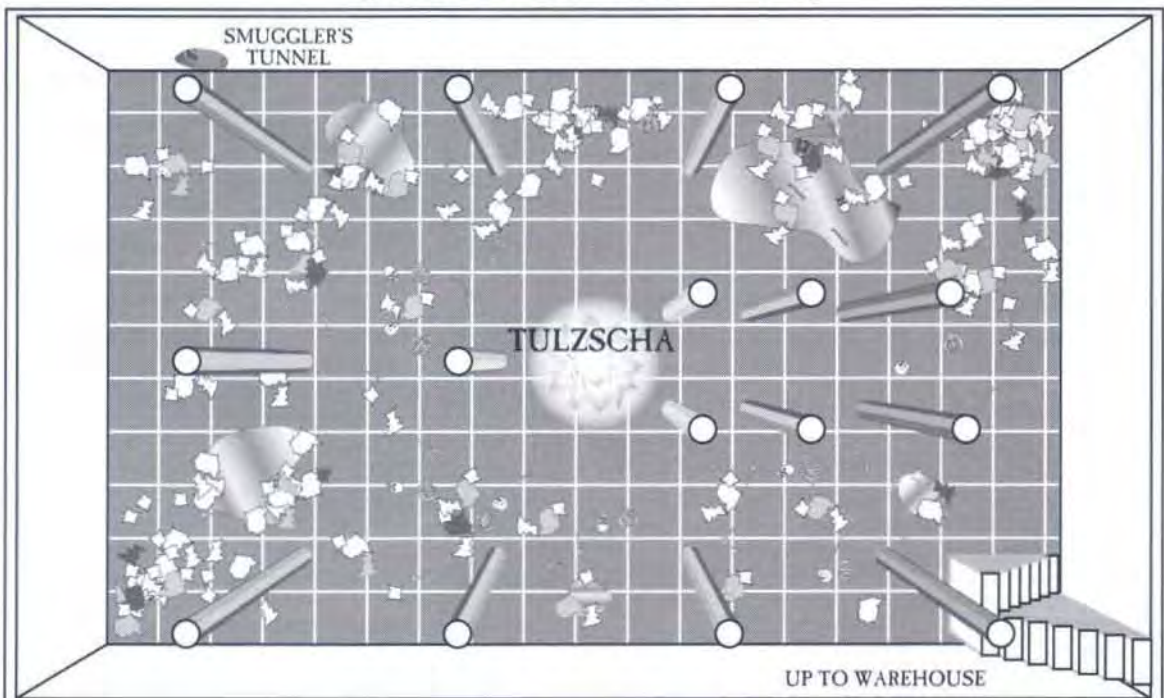


LEGEND

SCALE: 1 SQUARE = 5 FEET



TEMPLE OF THE GREEN FLAME (WAREHOUSE BASEMENT)



cultists arrive at the warehouse, but neither Father Washington nor Jerry Wells is seen. These two (along with three more cultists) took one of Red Hook's old smugglers' tunnels that went undiscovered, and therefore unfilled, by the police in 1925. Washington often takes this subterranean route to avoid prying eyes.

Investigators who enter the warehouse before the cultists arrive will find it in the same condition it was in when they first explored it. If the investigators hide amidst the piles of junk, they will see the cult members enter the warehouse and proceed to one corner of the main room. An examination of that area will reveal that some of the large crates formerly stacked against the wall have been pushed aside, revealing a staircase leading down. From this opening comes a ritual chanting and a flickering, sickly green light.

If Father Washington has set a trap, six of the twenty-four cultists will attempt to hide among the shadows and scattered debris in the warehouse. The investigators detect them with a successful Spot Hidden roll versus the cultists' Hide roll. If the investigators succeed in their roll and the cultists fail, or if both succeed but the investigators get a lower roll, they spot the cultists. If the investigators fail, or if the cultists get the lower successful roll, the cultists remain hidden until the investigators (and their police support, if any) have gone underground, at which point five of them follow and attack from behind. The sixth cultist stays above ground to block the stairway with broken crates until he hears a password spoken by a fellow believer down below.

THE TEMPLE OF TULZSCHA

Beneath the Tullio Warehouse is a cavernous room twenty-five feet in height, its length and width equal to those of the warehouse above it. For years the cult has modified the basement, heedless of the inherent danger, in order to provide their god a temple worthy of its greatness. The dripping ceiling is supported by many thick columns that are carved or painted to appear either as stacked skulls, skeletal arms, or roaring pillars of flame. Scattered throughout the area are piles of garbage, various human remains, large pools of oily liquid, and unidentifiable heaps of rotting organic matter. The mud teems with maggots and the stale, thick air swarms with flies. This vaulted room is so awful to see, and so nauseating to smell, that it costs 0/1D3 SAN just to be in it, and those investigators who fail a CON x4 roll will become sick (halve all skill percentages for sick investigators).

When the investigators enter the temple they notice that in its center is a large hole in the earth and roaring out of it is a huge column of cold green flame. That flame is the dark god Tulzscha, and seeing it costs 1D3/1D20 SAN. Standing by the Green Flame is Father Washington. Next to him lies the slumped and beaten form of Jerry Wells. All about the burning god are the members of the Cult of the Green Flame (twenty-one if they're expecting the investigators, twenty-seven otherwise) in the midst of singing, dancing, chanting, and fornicating.

If Father Washington laid a trap for the investigators, they will notice five cultists running towards them from the

stairs they just used. The exit above has been blocked by heavy crates. At this point, Father Washington will yell out in a booming voice (using the Voice Thoughts spell), "Bring the defilers before mighty Tulzscha so they can join their friend and be judged!" With that, the frenzied cultists will charge the investigators with wild abandon. All will fight to the death beneath the watchful gaze of their god. Their goal is to capture the investigators alive, but in their savage state, they might get carried away. Needless to say, even if the investigators *are* taken alive, they won't remain that way for long.

If that wasn't bad enough, once half of the cultists are either killed or disabled, Father Washington will beseech Tulzscha to kill the troublesome meddlers. Tulzscha will then begin to toss green fireballs into the fray, aiming at investigators and cultists alike with equal contempt. Father Washington ignores the crumpled form of Jerry Wells for the time being and uses either his Wither Limb or Touch of Decay spells, depending on the range of his target.

If Washington didn't set a trap for the investigators, they can sneak around until their actions draw attention to them, but if they wait too long, poor Jerry Wells will be given to the Green Flame.

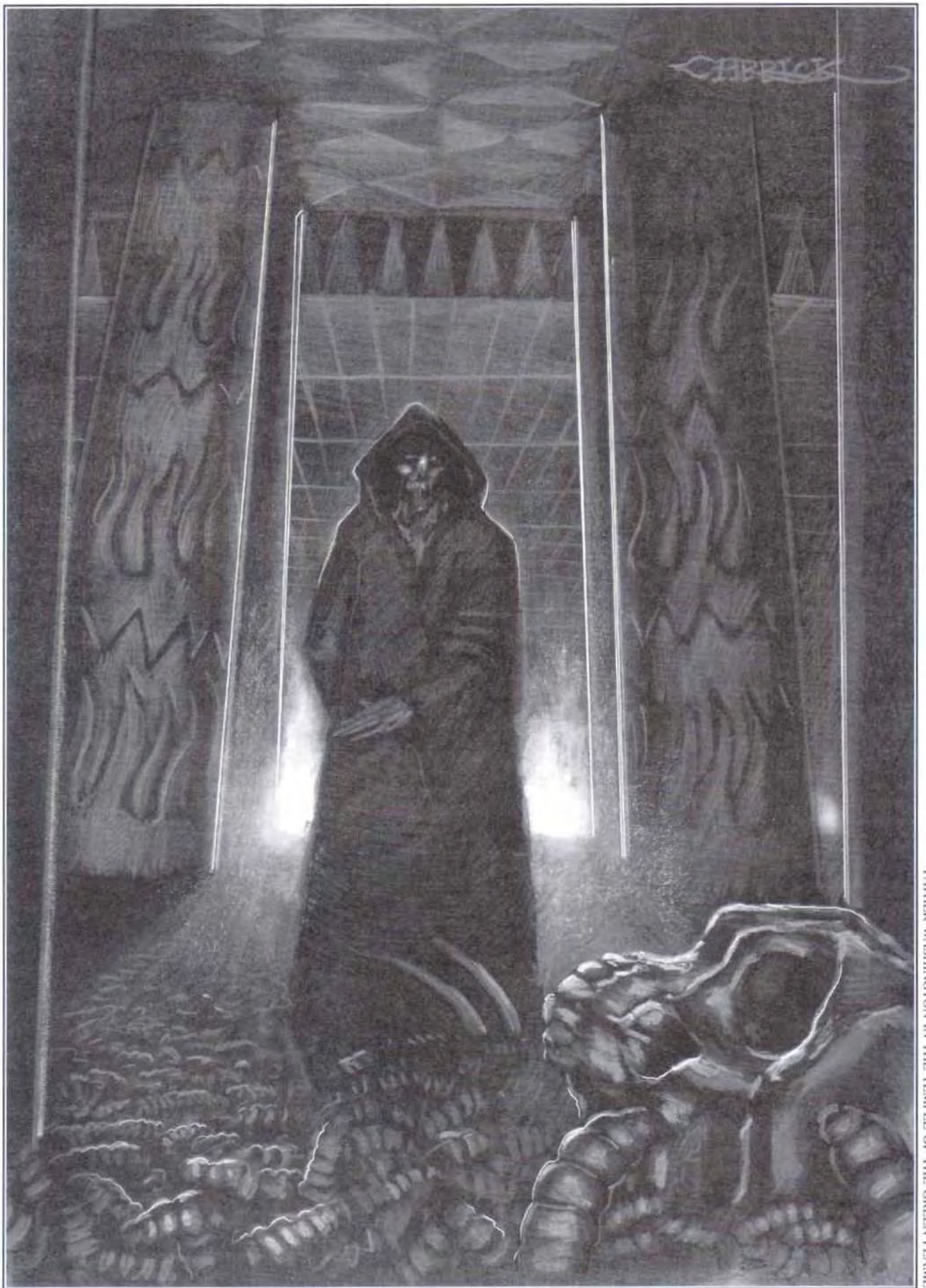
What's an Investigator to Do?

The investigators are in for a tough time of it, but remember, the cultists are poorly armed and none of them have any firearms or knowledge of spells. There are twenty-seven cultists total (five attack from behind and one stays upstairs if Father Washington set a trap), but the investigators could have a small squad of well-armed cops with them if they were clever. Father Washington is a challenge with his monstrous nature and formidable spells, but he's only one man. As for Tulzscha, well, it's an Outer God and meant to be feared. If the investigators are silly enough to try and fight it, they deserve what they get.

The key to ending this adventure comes with either killing Father Washington and/or freeing Jerry Wells. If Father Washington is killed, then Tulzscha disappears in short order and, after losing its high priest, most likely never returns to Red Hook. The Cult of the Green Flame disperses without a leader and its members return to their lives on the street.

KILLING FATHER WASHINGTON

As stated earlier, killing a crawling one is a difficult task to accomplish: unless its body is totally destroyed (i.e., reduced to -13 HP or below in Father Washington's case), it won't really be dead. For the sake of this scenario, if the investigators can reduce Washington to 0 HP and cause his mass of worms to flee, it will have the same effect as if they really killed him, except that he will return in a few weeks' time to rebuild his cult and to seek revenge against the investigators. If the investigators want to be rid of Father Washington once and for all, they had better take special precautions or else be really lucky. Keepers with a sense of poetic justice might try to let their players figure



FATHER WASHINGTON IN THE TEMPLE OF THE GREEN FLAME

out that if Father Washington falls or is pushed into the roaring green flames of Tulzscha, then all of his writhing body will be aged many years and worms don't live THAT long.

If Jerry Wells is rescued before he is sacrificed to Tulzscha, then that will likewise have disastrous results for the cult. Outer Gods do not like to be denied their promised sacrifices, and Tulzscha will vent its frustration on Father Washington and the cultists, eventually causing the entire Tullio Warehouse to come crashing down into the basement below it. (Hopefully the investigators get out before this happens.)

If the investigators were ambushed, then they have to shove the crates out of the stairway or destroy them in order to get out that way. The weight of the broken crates is equal to STR 20 on the Resistance Table; up to three investigators can combine their strength in an attempt to move them. (There is insufficient room on the stairs for more than three investigators to attempt this.) The investigators can also smash the crates by inflicting 20 HP of damage on them. Alternately, any investigator who searches the temple for another exit, or who makes a Spot Hidden roll, will see the smugglers' tunnel that Father Washington uses. It leads to the Red Hook wharves a quarter of a mile away.

REWARDS

For killing Father Washington, and thereby disbanding the Cult of the Green Flame, each investigator receives +1D8 SAN. For saving Jerry Wells's life, an additional +1D3 SAN should be awarded; if he dies due to the actions (or inaction) of the investigators, then they suffer a -1D6 SAN penalty.

Statistics

THOMAS F. MALONE, age 42, Police Detective

Malone is large, robust, normal-featured, and capable-looking. A graduate of Dublin University, he was as well equipped for the supernatural as any detective has a right to be, and yet he was overwhelmed immediately. Malone faced the horror of the Mythos head on and lived to tell about it, but no one believed his tales and his mind suffered for it.

STR 14 CON 15 SIZ 15 INT 15 POW 14
DEX 11 APP 11 EDU 16 SAN 28 HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 65%, damage 1D3+1D4
Nightstick 38%, damage 1D6 + 1D4
.38 Revolver 70%, damage 1D10

Skills: Bargain 65%, Climb 55%, Credit Rating 35%, Dodge 36%, Drive Automobile 35%, Fast Talk 70%, Greek 20%, Hebrew 8%, History 30%, Jump 50%, New York Streets 85%, Latin 38%, Law 40%, Library Use 55%, Listen 55%, Occult 16%, Persuade 20%, Psychology 60%, Sneak 25%, Throw 45%.

JERRY WELLS, age 36, Construction Foreman

Being both strong and smart, Jerry advanced quickly through the ranks of Hamilton Construction Company to become one of their top foremen. A large man with tanned arms well corded with muscle and a thick, blond beard, he has the look of a Viking warrior. Wells can be very intimidating when he wishes to be, but most of the time Jerry is prone to laughter, likeable, and very approachable by both friends and strangers alike. Unfortunately, when the investigators meet him, Jerry is not at his best due to the recent deaths of his employees.

STR 16 CON 14 SIZ 15 INT 14 POW 12
DEX 11 APP 13 EDU 14 SAN 57 HP 15

Damage Bonus: +1D4.

Weapon: Fist/Punch 65%, damage 1D3+1D4

Skills: Drafting 50%, Electrical Repair 60%, First Aid 40%, Mechanical Repair 75%, Operate Heavy Machine 55%, Persuade 50%.

MIKHAIL GREGORVICH, age 41, Unscrupulous Landlord

Mikhail is an uncouth, ill-mannered, and detestable troll who is as unpleasant to talk to as he is to smell. This man never gives out any information for free, but would tell even the most intimate secrets of his wife (if he had one) to a stranger for a price. To top it off, he is as lazy as he is foul-mouthed, so his apartment building is only slightly better looking than the rundown hovels that infest Red Hook.

STR 10 CON 12 SIZ 14 INT 10 POW 11
DEX 9 APP 5 EDU 11 SAN 50 HP 13

Damage Bonus: none.

Weapon: Sawed-Off 12 Gauge 40%, damage 4D6

Skills: Blackmail 50%, Bargain 65%, Belch Creatively 50%, Electrical Repair 20%, English 65%, Mechanical Repair 35%, Russian 75%, Swear and Curse 75%.

LIAM MacGUFFIN, age 65, Lonely Widower

Born in Scotland, Liam and his late wife came to America over forty years ago and settled down in Red Hook, which was a nice neighborhood at the time. There Liam worked the docks, raised a family, and watched his neighborhood deteriorate into the crime infested slum it now resembles. After his wife passed away eleven years ago, Liam has been alone, so he is always happy to entertain guests and have someone to help him pass the time away.

STR 11 CON 10 SIZ 11 INT 13 POW 12
DEX 8 APP 12 EDU 13 SAN 60 HP 11

Damage Bonus: none.

Weapon: none.

Skills: Bargain 50%, Home Repair 60%, Gossip 50%, Tell Stories 75%, Worry 70%.

MR. VING, age 62, Curious Shop Owner

Although Mr. Ving comes across like the stereotypical Asian man of mystery, he is quite normal in most respects. His first name is Jonathan, although he never goes by it. He was raised in an orphanage in New York that had many Asian children in it and so he was able to learn many Eastern languages. Ving has lived in Red Hook for twenty-five years, so he knows when to keep his mouth shut and turn a blind eye. To pick up extra money, this crafty businessman started to sell magic trinkets and charms to many of his superstitious neighbors. The selling of such items, many of which he makes himself, has proven to be profitable. Because he has been robbed four times, Mr. Ving now carries a

.38 pistol at all times that he will use on anyone he thinks is trying to harm him. Investigators showing off their guns or trying to bully this tiny man might fall into this category.

STR 07 CON 11 SIZ 08 INT 15 POW 10
DEX 06 APP 07 EDU 17 SAN 65 HP 10

Damage Bonus: -1D4.

Weapon: .38 Special 50%, damage 1D10

Skills: Accounting 50%, Bargain 65%, Cantonese 75%, English 55%, Fast Talk 60%, Japanese 50%, Korean 55%, Make Phony Magical Charms 75%, Taiwanese 60%.

GREEN FLAME CULTISTS

	STR	CON	SIZ	DEX	POW	HP	DB
1	10	11	12	14	10	12	0
2	12	09	13	12	10	11	+1D4
3	09	13	14	13	14	14	0
4	14	08	15	10	15	12	+1D4
5	12	11	13	14	13	12	+1D4
6	17	10	16	13	09	13	+1D6
7	10	12	14	15	11	13	0
8	11	11	13	09	08	12	0
9	13	14	08	11	13	11	0
10	14	12	12	16	07	12	+1D4

Weapons: Small Knife/Broken Bottle 40%, damage 1D4+db
Large Knife/Lead Pipe 40%, damage 1D6+db
Baseball Bat/Tire Iron 50%, damage 1D8+db

Skills: Cthulhu Mythos 03%, Hide 50%, Listen 50%, Sneak 60%, Spot Hidden 35%, Streetwise 60%.

Spells: None.

POLICEMEN

	STR	CON	SIZ	DEX	POW	HP	DB
1	13	16	14	16	13	15	+1D4
2	17	14	13	12	11	14	+1D4
3	13	12	12	11	09	12	+1D4
4	12	11	15	11	10	13	+1D4
5	15	13	13	10	11	13	+1D4
6	16	10	12	08	15	11	+1D4

Weapons: .38 Revolver 40%, damage 1D10

Billy Club 40%, damage 1D6 + db

Grapple 40%, damage special

Skills: Dodge 40%, Drive Auto 30%, Fast Talk 25%, Law 15%, Psychology 35%, Spot Hidden 30%.

TULZSCHA, Outer God, The Green Flame

STR 60 CON 36 SIZ 78 INT 15 POW 15
DEX 12 HP 57

Damage Bonus: as energy, not applicable.

Weapon: Flame Gout 80%, damage special*

**Effective at 50 feet or less; 1 attack per round. The gout of green fireballs may be dodged. With a successful attack, the target ages 2D10 years. The target must make CON x5 and POW x5 rolls on D100, with the losses expressed as 1/1D6 CON and 1/1D6 POW, respectively. A second POW x5 roll is necessary as well; failing it, roll 1D6: 1-2 = lose 1 STR; 3-4 = lose 1 DEX; 5-6 = lose 1 APP.*

Armor: none, but immune to impaling weapons and to heat, cold, acid, and electricity. Explosives and all other physical attacks do minimum damage. Magic affects it normally, but Tulzscha can only be driven away by reaching zero hit points.

Spells: all Mythos spells, and as the keeper wishes.

Sanity Loss: 1D3/1D20 Sanity points to see Tulzscha. ■



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