

CALL OF CTHULHU®

23137md

Missed Dues & BLACKWATER CREEK

TWO CALL OF CTHULHU 7th EDITION ADVENTURES

Mason, Dorward,
Huth, Lackey, Loboyko
and Friends





CHAOSIUM
INC.

Missed Dues & BLACKWATER CREEK

TWO CALL OF CTHULHU 7th EDITION ADVENTURES



CREDITS

Missed Dues written by Mike Mason.

Blackwater Creek written by Scott Dorward.

Keeper's Screen text written by Mike Mason with Paul Fricker.

Edited by Scott Dorward, Paul Fricker, and Mike Mason.

Keeper's Screen layout by Meghan McLean based upon a design by Charlie Krank.

Keeper's Screen artwork by Ardila

Scenario Pack layout by Nicholas Nacario.

Cover illustration by Chris Huth.

Interior illustrations by Pat Loboyko, Chris Huth, and Chris Lackey.

Sigil for the Temple of Hope designed by Nicholas Nacario.

Cartography by Steff Worthington.

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Address questions and comments concerning this book to

Chaosium Inc.
22568 Mission Boulevard #423
Hayward CA 94541-5116

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Blackwater Creek

By Scott Dorward

Most horrible of all sights are the little unpainted wooden houses remote from travelled ways, usually squatted upon some damp grassy slope or leaning against some gigantic outcropping of rock. Two hundred years and more they have leaned or squatted there, while the vines have crawled and the trees have swelled and spread. They are almost hidden now in lawless luxuriances of green and guardian shrouds of shadow; but the small-paned windows still stare shockingly, as if blinking through a lethal stupor which wards off madness by dulling the memory of unutterable things.

—H.P. Lovecraft, “The Picture in the House”

Introduction

This scenario is set in Massachusetts in late September of 1926, during the days of Prohibition. It is presented as a series of clues, locations, threats, and non-player characters (NPCs). There is no right or wrong way for a group of players to approach the scenario, and it is possible that your group will tackle things in a different order than expected or bypass some of the locations entirely. This is perfectly fine. Simply present the locations as the investigators encounter them and play the NPCs according to their motivations. Consequently, there are a number of ways in which the game can end; these are outlined in the section entitled **Wrapping it all up**.

Advice for the Keeper is included within the text (**Keeper’s Notes**). Much of this advice is designed for new or inexperienced Keepers, and so may be obvious to the more experienced; however, some advice may also be helpful in learning how to apply aspects of the *Call of Cthulhu* rules.

Keepers are advised to read the scenario through before starting play, as this will also help to decide how the investigators are introduced to the story. Two possible options are presented: as bootleggers, or a team from the Miskatonic University.

Contents of the Scenario

1. **Background:** The history of Blackwater Creek and its denizens.
2. **Getting the investigators involved:** Two ideas are presented for reasons why a group of investigators would come to Blackwater Creek.
3. **Nine Locations:** Players may encounter these in any order:
 - Location 1: Blackwater Creek
 - Location 2: The Jarvey Farm
 - Location 3: Roades Camp
 - Location 4: The Creek
 - Location 5: The Woods
 - Location 6: The Dig Site
 - Location 7: The Dried Creek Bed
 - Location 8: The Carmody Farm
 - Location 9: The Cave
4. **Wrapping it all up:** Advice on bringing the scenario to a conclusion.
5. **Appendices:**
 - The Mother’s Gift: rules for how the whiskey, water and local area will affect the investigators.
 - NPCs and Monsters: the cast of Blackwater Creek.
 - Player handouts.
 - A Meeting with Professor McTavish: opening scene for the Miskatonic University option.
 - Bootleggers’ Briefing: opening scene for the bootlegger option.
 - Pre-generated investigators for the bootlegger option.

Background

Cade's Rest

The settlement of Cade's Rest was founded in 1660 by Ezekiel Cade, who led a small group of Quakers, including his own family, out of Boston to flee persecution at the hands of the Puritans. They headed north and eventually followed the Miskatonic River inland, finally stopping in the foothills near what would one day become Dunwich. They started a small settlement there, away from civilisation, and lived peacefully for two months before they encountered the Sicaiook, or Black Earth tribe.

Initially, Cade's followers and the Sicaiook coexisted amicably. The Sicaiook were shunned by the other local tribes, and the Quakers were the first people they had met for some time who would trade with them. In exchange, when Cade's son, Daniel, was gored by a stag when hunting, the Sicaiook took him to their sacred cave to be healed.

Daniel wasn't the same when he returned, claiming that he had seen the Devil. While his wound was healed, he sickened in other ways, growing mad and violent. When Cade asked the Sicaiook what they had done to his son, they took him to the cave and showed him their elders, all of whom had been touched by the Mother, becoming something both more and less than human.

Cade fled screaming and vanished for several months. When he returned, he did so by boat, bringing

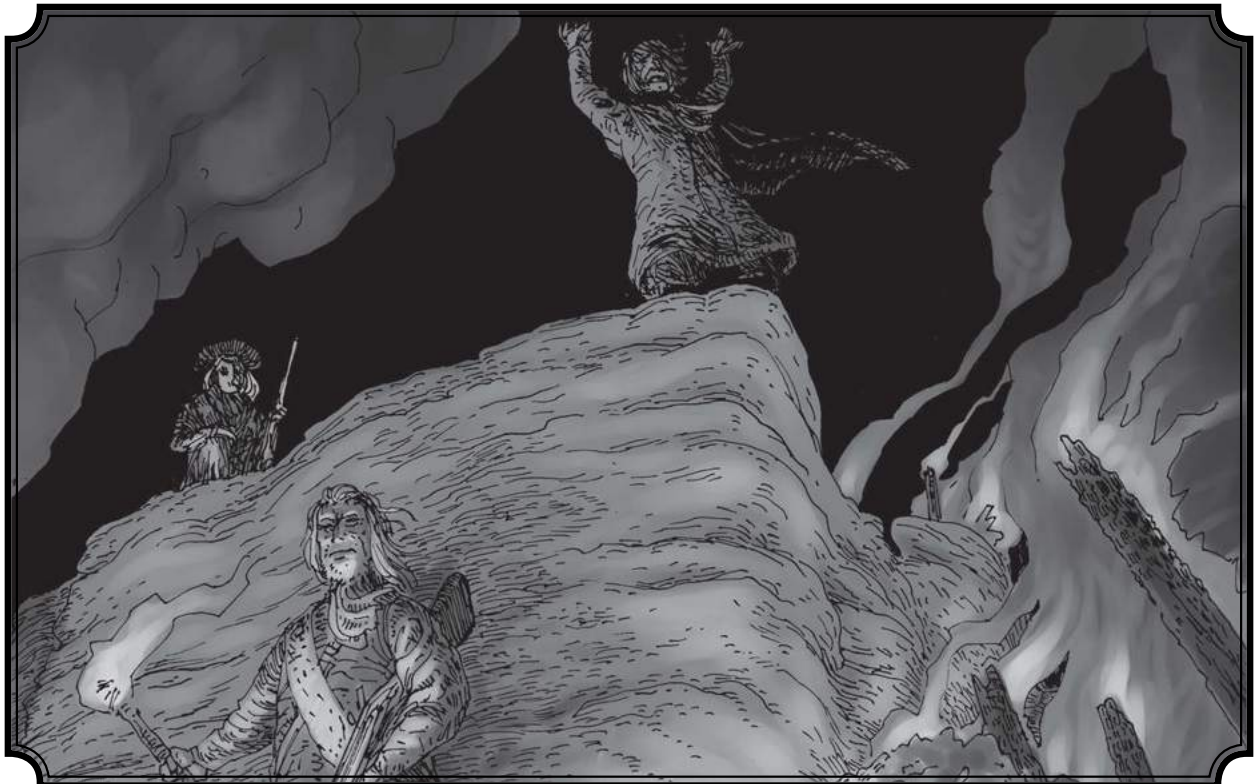
barrels of gunpowder and hired thugs with him. To the horror of his peaceful followers, he led the destruction of the Sicaiook, using the gunpowder to collapse the cave. Cade then ordered his mercenaries to turn on his former followers, believing them all to be tainted.

His grim work completed, Cade returned to Boston. He learned, over time, that the Mother's Gift had touched him too. He shunned human company, gaining a reputation as a leper, and was eventually driven from Boston. He returned to the backwoods of the Miskatonic Valley, never to be seen again.

The Dig

Just over four months ago, Doctor Henry Roades, associate professor of archaeology from the Miskatonic University in Arkham, Massachusetts, led a small expedition, mostly made up of students, to a site just outside Blackwater Creek. Based on extensive research, he believed that the site was the location of Cade's Rest, which he knew to be an early colonial settlement in the Miskatonic Valley that had failed for unknown reasons, becoming the source of a number of local legends. Roades hoped to find evidence that would allow him to uncover the settlement's true history.

What Roades actually uncovered was the Earth's Womb, a long-forgotten fragment of a Mythos God (Shub-Niggurath) trapped in a buried cave. Roades decided the only course of action was to cancel the expedition, send his team back to Arkham and restrict



Ezekiel Cade casts his Judgment.

the exploration of the cave to just himself and his wife, Abigail. This was no longer a matter of archaeology—he had found a holy site and he needed to learn its mysteries.

The students were told that Roades had found a document in town stating that the Cade settlers had simply returned to Boston, proving that there was no substance to the legends. Roades told the students to head back to the university while he wrapped up a few matters locally. That was over three months ago.

Two weeks later, he sent a letter (**Blackwater Handout 1**) to Dr. McTavish, the head of the archaeology faculty, telling him that there were complications; however he and Abigail would return as soon as possible. The true complication was that Abigail had fallen victim to the Earth's Womb, fusing

Blackwater Handout #1

Letter from Henry Roades to McTavish (Miskatonic University)

*C/O Baxter's General Goods,
Blackwater Creek,
Dunwich County*

June 22nd, 1928

My Dear McTavish,

I am very sorry to inform you that I have been unavoidably delayed in my plans to return to the university. While, as we have discussed in the past, the dig site has proved fruitless, there is still some minor work to be carried out before I can extricate myself from the area. I do anticipate returning to Arkham by the end of August at the latest. Again, please accept my deepest apologies for the inconvenience that this extension may cause.

In case you are considering sending any members of the field team back to the site, I would recommend against this in the strongest possible terms. As you have probably heard before, it saddens me to say that one of the local farmers has taken a strong dislike to our presence here, and he seems to have some rough associates. While the field team consists of Abigail and me, we probably represent sufficiently little intrusion to be objectionable, but I am sorry to say that an increase in numbers may prove provocative.

Abigail sends her love, and we both look forward to returning to Arkham and joining you and Mary for a bridge evening as soon as we can. I am so very sorry.

*Your friend,
Henry*

with it, and Roades was driven to the edge of sanity. He was torn between trying to save his wife and worshipping her as a goddess, and returned to his campsite to think things through.

Before Roades found a way to resolve the situation, the Carmody brothers decided he was snooping around and kidnapped him to find out what he was up to. He has been tied up in their root cellar ever since. The Mother's Gift—the mutation caused by exposure to the fluid flowing from the Earth's Womb—has sustained him and stopped him from being killed by the gunshot wound he took during his kidnapping and the abuse he has suffered since then.

As Abigail fused with the Earth's Womb, reviving it, the spring that comes from the cave started to flow again, with Abigail as the source. The fluid is not mere water—it is the amniotic fluid of Shub-Niggurath, used to birth monsters. The creek is now flowing properly again for the first time in over two hundred and fifty years. The fluid coming from the cave carries fragments of the goddess within and it has been changing everything it touches throughout the last three months.

When the Carmody brothers discovered that the creek was flowing again, they dug irrigation ditches to their cornfields, and found that the crops suddenly grew faster and stronger than anything they had ever seen. Both they and the corn have since become completely tainted by the Mother's Gift, and this taint has spread further through the whiskey they distil.

The water that makes it past the irrigation trenches and the dam has seeped into the woods beyond, and these are beginning to change as well. Blackwater Creek is becoming a very dangerous place to visit.

Timeline of Events (1926)

- **17th May:** Dr. Roades, together with his wife and students, set up a dig site just outside Blackwater Creek.
- **13th June:** Roades drafts a letter that is never sent (**Blackwater Handout 2**, may be found at Jarvey's farm).
- **15th June:** Roades dynamites a cave entrance, discovering the Earth's Womb.
- **17th June:** Roades sends his students back to Arkham.
- **20th June:** Abigail fuses with the Earth's Womb.
- **22nd June:** Roades writes to reassure McTavish (**Handout 1**). Meanwhile the Carmody brothers notice that the creek is flowing and the effect it is having on their crops.
- **5th July:** Roades is kidnapped by Carmody brothers.
- **24th Sept:** The scenario begins.

Getting the Investigators Involved

While this scenario is designed to bring a new group of investigators together, it is also possible involve an existing party.

If creating characters with a new group of players, lead the players through the creation process. Starting players will gain a better understanding of both the rules and their investigator if they go through this process. Note that the “route of entry” (see following) the Keeper picks will determine the premise that is delivered to the players prior to creating investigators.

Hand-out the investigator sheets and talk the players through the process, step-by-step. Encourage them to chat with each other about their characters, and have fun creating backstories and relationships.

Note down each investigator’s name, appearance (APP), Credit Rating score, and any notable aspects of their backstory for your reference during play.

The Keeper may choose either of following routes of entry for investigators.

Investigator Option One: Miskatonic Faculty

This is the most traditional for *Call of Cthulhu*, in that the investigators are steadfast university types, dispatched to resolve the disappearance of Professor Roades and his wife. The important thing is that some of the investigators should have ties to the Miskatonic University, and/or be friends of Henry and Abigail Roades.

If you opt for the Miskatonic University option, read the following aloud:

A few months ago, Professor Henry Roades took an archaeological expedition from the Miskatonic University to the small settlement of Blackwater Creek in the Miskatonic Valley region of Massachusetts. Most of the expedition has returned; however Professor Roades and his wife, Abigail, are still on site. While Professor Roades has sent a letter to his head of department explaining his absence, concern is growing, especially now the new academic year has begun. The fact that Roades has not answered any subsequent correspondence is not helping. Professor Ernest McTavish, the head of the Department of Archaeology, has asked a few people to go out to Blackwater Creek, make sure that the Henry and Abigail are safe and ensure they return to Arkham as soon as possible.

Your investigator should be a faculty member, student, friend of the Roades family or, given that the students who returned have reported that there are some rough types in the area, a private detective or other hired professional.

Investigator Option Two: Bootleggers

The second option provides an alternative approach, using investigators who work on the wrong side of the law. Together they travel to Blackwater Creek in search of a supply of bootleg liquor—a course of action that will see them quickly involved in the plot.

Declan McBride is a bootlegger who has been trying to secure a larger share of the illegal alcohol trade in Boston for the last year. His main rival has been Michael Whelan, who has been shipping in corn whiskey from somewhere in rural Massachusetts, and rebottling it as Irish whiskey. Recently the quality of Whelan’s whiskey has improved so much that McBride has decided that he needs to take over the operation for himself.

McBride has just caught a lucky break and now needs some help in following it up. This is where the investigators come in.

If you opt for the bootlegger option read the following aloud:

You are to be sent to a rural community in Massachusetts, in search of the producers of bootleg whiskey, and secure the supply for Declan McBride, a gang boss based in Boston. You may be an individual that McBride trusts and can call upon, or a professional for hire who can be vouched for. McBride wants a group who can put forward a business offer and back it up with menace if necessary, plus the type of people who can look after themselves if things turn nasty. There would also be call for people who can snoop around effectively and anyone who knows the Miskatonic Valley well, especially the area around Dunwich.

This may be an existing group of investigators, in which case you and the players should come up with some history with McBride, or a new group who have been assembled for this purpose.

Six pre-generated investigators for the bootlegger option are supplied at the end of this scenario—see **Example Investigators** (pages 44–55). Distribute these for the players to use or use them as inspiration for new characters. The players should feel free to tailor these investigators to suit their preferences.

If creating investigators for this scenario, having links to the area, one of the Carmody brothers, or even Dick Sprouston would add some drama. Perhaps one of the investigators was shot by Damien Carmody when he was an enforcer for Whelan or another was arrested by Sprouston when he was a policeman in Arkham. One or more investigators having a connection to Henry or Abigail Roades—perhaps as a friend, army buddy from the Great War, or old student—creates a richer dynamic once their involvement is uncovered.

Starting Play

If you have opted for the University team then use **A Meeting with Professor McTavish** (see **Appendices**) as the opening scene. As the investigators will start out at the University, the players may choose to carry out some research prior to their journey. They will have access to Roades' final letter (**Blackwater Handout 1**) and may locate information regarding the history of Cade (**Blackwater Handout 6**) with a successful Library Use roll. Once the investigators have finished their preparations, move the action onto their arrival at the outskirts of Blackwater Creek (**Getting to Blackwater Creek**).

If you have chosen the bootlegger option, use **The Bootleggers' Briefing** (see **Appendices**) as the opening scene. Then, unless the players have things they wish to do first, move onto Blackwater Creek (see **Getting to Blackwater Creek**). Don't play out every step: just give some description of the journey and cut to arriving at the outskirts of Blackwater Creek. Allow the investigators to explore the town a little, encountering some NPCs, and have them meet Sprouston. Sprouston will want to find out all he can about the investigators. Endeavor to have one or more of the townsfolk make mention of Roades' expedition and camp, to plant this information in the players' heads for later reference.



Keeper's Note: Building Tension

Go where the players' interest leads rather than steering the game towards any predetermined narrative. As the game progresses, try to build the tension. Here are a few ideas in case you find yourself at a loss for something to do or the players are floundering:

- The Mother's Gift may begin to show in the investigators.
- The Carmodys hear of the investigators and come looking for them.
- Professor Roades escapes from the Carmodys and seeks sanctuary with the investigators.
- The investigators meet a local in fear of their life who confides secrets (regarding Sprouston, Carmodys or Roades) to the investigators in return for help.
- The investigators' vehicle is sabotaged or stolen.

Location 1: The Town of Blackwater Creek

Getting to Blackwater Creek

Blackwater Creek lies on a rural road a little to the east of Dunwich. The least inhospitable route from Arkham or Boston involves more than a day's travel through the back roads and dirt tracks of the Miskatonic Valley. The quality of the roads makes driving difficult at times, slowing the journey down significantly. The further into the valley that the investigators travel, the more rustic and unwelcoming the few settlements they come across become. You may want to create an encounter with some unfriendly locals to build the tension and ensure that the investigators understand they are unwelcome.

As the road comes down through a pass in the Dunwich Hills to within sight of the Miskatonic River, call for a **Hard POW** roll from everyone. Any investigator who succeeds believes they can hear some kind of regular beat going through the land, slow and deep, just on the edge of perception. Their senses will rationalise this as a sound, but the perception is something deeper than that. There is a pulse every forty seconds. This is the life force of the entity in the Earth's Womb touching every living thing in the area.

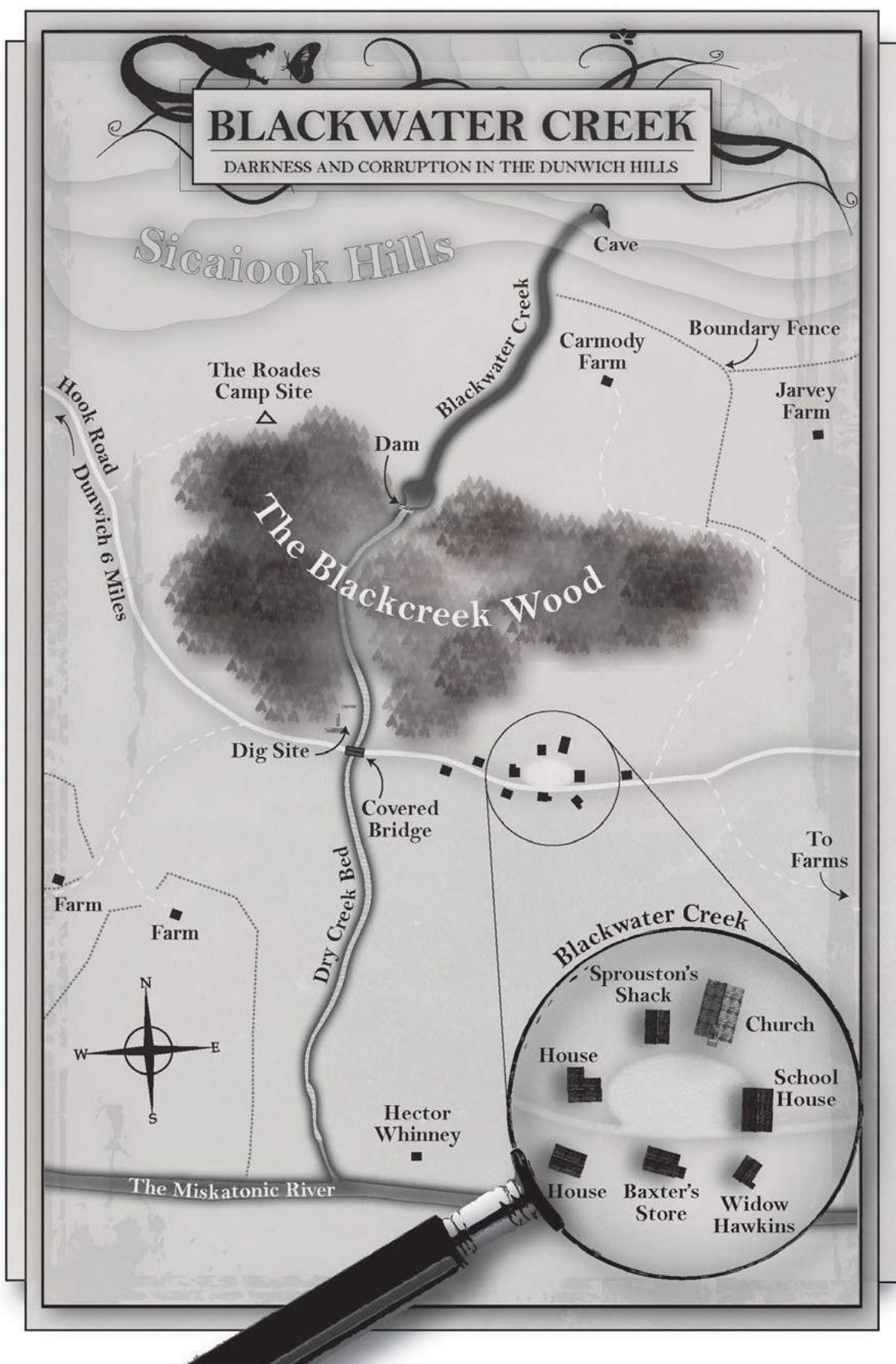
Unless the investigators make specific plans otherwise, it will be close to dusk by the time they arrive in Blackwater Creek. This means that it will be fully dark before they can do any exploring. If the investigators are bootleggers, this means that they will be faced with the choice of going to the Carmody farm in the dark, or finding somewhere to stay the night. With the overcast sky, the night will be pitch-black.

Keeper's Note: Effects of the Mother

From this point onwards, any investigator who has made contact with the Mother will hear her sometimes, calling in the voice of the investigator's own mother. They will also dream of their mother at night, feeling her as an enveloping, smothering presence. If the investigators ever find themselves completely lost for where to go in town, the sound of the Mother's call could lead them to the cave.

Encounters on the Road

There are two locals who the investigators will encounter as they travel along the ramshackle road to Blackwater Creek itself. If you require stats for these NPCs, use the entry for Blackwater Creek locals in the **Appendices**.



John Merritt

John Merritt is a veterinarian with a practice in Dunwich. He also services the farming communities in the surrounding area, traveling around in a small van. He is in his early fifties, with a ruddy face and a bushy white beard. Merritt's normally cheerful manner has become soured recently by some of the things he has seen in Blackwater Creek, and he is increasingly reluctant to visit the town.

Merritt will be encountered driving out of town as the investigators approach, ideally when they have stopped to examine one of the other locations. He will pull over to greet the strangers and ask if they are lost. Should the investigators ask him for advice about where to stay in town, he will suggest that they talk to the Jarveys, as he believes them to be the most decent folks in town. He will also volunteer that the widow Hawkins is a good, God-fearing woman, but he is worried because has not seen her for some time.

If asked for details of what is going on in town, Merritt will share his concerns about an unknown infection. Many local animals have had litters of stillborn and deformed offspring. Merritt swears that some of them came out of the womb decayed or at least covered in mould. The livestock in general have been agitated and there have been a number of attacks on farmers by previously docile cows and pigs. The problem has now reached the stage where some of the farmers are killing and burning their livestock, believing them to be too tainted to be of use. Merritt has no explanation for this beyond some unknown disease. Reluctantly, he will admit that he is unnerved by the apparent "intelligence" he believes he has seen in some of the animals he has attended. His desperate hope is that the infection remains contained in Blackwater Creek.

Hector Winney

Hector is a thin, raggedly dressed and prematurely aged man who lives in a rough structure made of wood, canvas and scrap metal near the bank of the river, just southwest of the town square. He spends his days hunting, fishing and drinking, and can often be found passed out in odd places.

If Hector hears the sound of a motor vehicle approaching his camp, he will quickly run up to the road to flag them down. He has fresh fish and game to sell and is always looking for some money to buy whiskey. When he sees that the investigators are strangers to the area, he will want to engage them in conversation to get news of the world outside the Miskatonic Valley, and he will happily share what he knows of Blackwater Creek and the surrounding area.

While he does have a fondness for whiskey, Hector will not touch anything produced by the Carmody brothers. He tried it once and swears that for days afterwards his head was filled with the sounds of a woman screaming and sobbing. Hector trades fish and game for whiskey with some of the other moonshiners in the area,

but it is getting hard to find any wholesome whiskey in Blackwater Creek.

One Sunday morning, Hector attended the church when Dick Sprouston was speaking. Hector remembers little of the content, however he is now frightened of Sprouston and the other townsfolk. All Hector can remember was Sprouston talking about his mother and how she lives in the hills and has plans for the town. He was more scared of what he saw in Sprouston's eyes than his words.

If Lulu Winney is one of the investigators, Hector is her father. His drinking has made him a shadow of the man she remembers, but he will be delighted to see his daughter. Hector only knows Lulu as Louise, and he will be desperate for her to give him money or a way out of Blackwater Creek.

The Town Square

Calling Blackwater Creek a town is an overstatement. It has some basic amenities, namely a general store and a church, but barring a few shacks, most of the population comes from the farms that surround the area. The church gives the locals some sense of community, although many folks keep to themselves these days.

What passes for the town square is little more than a patch of mud surrounded by rustic wooden buildings. Feral dogs and half-dressed children run around, making noise and mischief. There is a slight smell of rotten fruit in the air, with no obvious source. The sky is growing dark, and drizzle is falling in the chill air.

Keeper's Note:

Directing the Players' Attention

The players will perceive Blackwater Creek through the words you use to describe it. If you don't mention something, the players won't know about it. If you do mention something, the players may well focus upon it. Sometimes the things players pick up on are pertinent to the scenario and sometimes they are not. Try to strike a balance between directing the players through what you say and following where the players lead; this combination will require some quick thinking and creativity on your part, but you'll be rewarded with some interesting and unexpected developments and ultimately a good story.

Local Kids

As with most of the locals, the children have been touched to some extent by the Mother's Gift. They have pustules and sores, which ooze black pus and smell of rotten fruit, often under their arms or along their gums. A successful **Spot Hidden** roll will allow an investigator to spot the infection.

Successful interaction with the local kids should grant some useful information. Exactly what that information is will depend on the questions asked. If the child is asked about Mr Sprouston, he or she will admit that the sheriff doesn't talk of Jesus much anymore, as he says that the Mother is real and lives inside us all.

Two of the children, a brother and sister named Jack and Gertie Hearne, are sitting in the shelter of the eaves of Baxter's General Goods. Jack clutches a jar of muddy water, thick with sediment, and Gertie is dropping an earthworm into it. Both of them look gravely serious, and watch what happens in rapt fascination. In the jar, little white flecks move in the water and slowly accumulate around the worm. The worm wriggles for a few minutes, but eventually disappears into the mass of flecks. Soon there is nothing left of it and the flecks disperse once more. If asked by an investigator to whom they are well disposed, the children will say that they got the water from the creek, just uphill of the new dam.

Keeper's Note: Interacting with the Kids

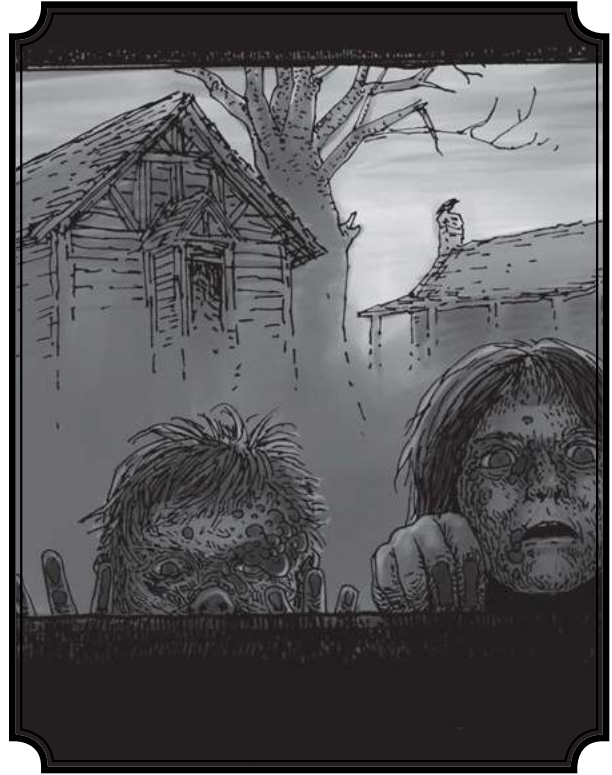
Roleplay the interaction between the kids and the investigators, but avoid having the kids volunteer information. To get anything useful from a kid, the player will have to make a dice roll:

- If the investigator is trying to win a kid round with trickery, use the **Fast Talk** skill.
- If the investigator is trying to win a kid round by befriending them, use the **Charm** skill.
- If the investigator is being aggressive towards a kid, use the **Intimidate** skill.
- If the investigator is using rational arguments to persuade a kid, use the **Persuade** skill.

Ask the player doing most of the talking to make the appropriate skill roll; requiring a Regular success. If more than one investigator is doing the talking then allow more than one to roll.

If using the optional Luck point spend rule, remember to ask players if they wish to spend Luck points to convert their rolls to a success (each Luck point spent will lower their dice roll by one).

If an investigator tries to bribe one of the town's children with candy, the Keeper might award a bonus die to the player's skill roll. As an illustration of the threat that pervades Blackwater Creek, you might want to allow the investigators to see the child set upon by bullies soon after. Unless stopped, they punch the child and run off with the bribe.



The Town Children greet the Investigators.

The Church

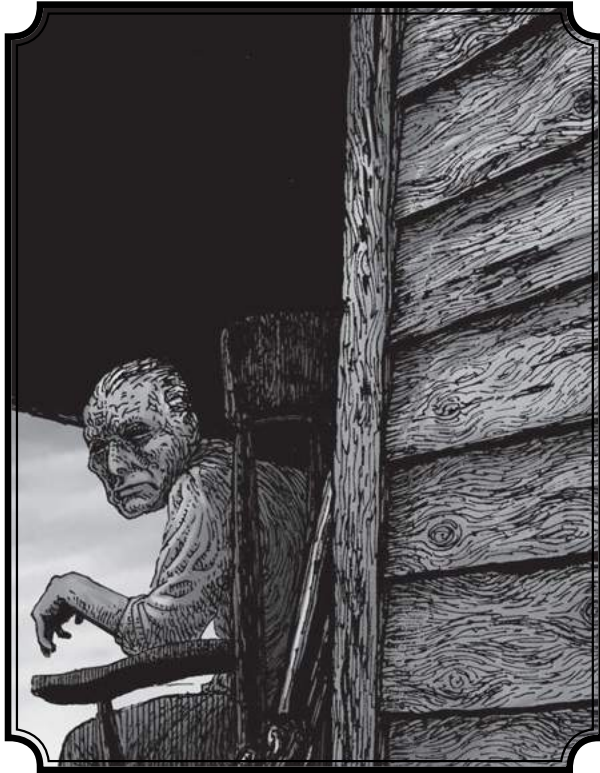
Apart from the general store, the only large structure on the square is the church. This is a rough, wooden, single-storey building containing a large hall, a small office with two storage cupboards: one containing prayer books and the other cleaning supplies. There are enough wooden pews to accommodate fifty people, and a lectern with a dusty, leather-bound bible sitting on it. The wood of the pews is stained with spots of the black pus, exuded by the locals while sitting in the church.

The office is similarly dusty, with several spider webs over the window and corners. There is no sign of any notes, books or vestments in the office.

Hawkins' Shack

There are a couple of shacks that border the town square. One is derelict—it used to belong to the widow Hawkins, until she started voicing concerns about the changes in the town. Sprouston and his loyal followers took her to the Earth's Womb (the cave) last month and offered her as a sacrifice, feeding her body into the growing mass of flesh. Her shack has stood empty since.

The widow Hawkins' clothing and belongings are still inside, including a rusty 20-gauge shotgun hidden under her bed. A bible and a number of religious pamphlets can be found in the main room, as well as a large wooden cross on the wall. A successful **Spot Hidden** roll will uncover bloodstains and scratch marks on the wooden floor of the bedroom.



Dick Sprouston sits outside of his shack.

No one in town who knows of the fate of the widow Hawkins will speak of it, while the Jarveys and Hector Winney knew her well, and are concerned for her well-being. “Sheriff” Sprouston has told them that he is doing everything he can to find out what happened to Hawkins, but none of them believe him.

As this shack is abandoned, it provides an option for investigators seeking overnight shelter. Dick Sprouston will visit them as soon as one of the locals notices activity in the shack, and his initial approach will be to treat them as intruders or thieves and to try to run them off, calling on some of the other locals for assistance if necessary.

Sprouston’s Shack

The other shack belongs to Dick Sprouston. It is the larger of the two buildings and comprises a living room with a large wooden table, with some hunting trophies on the wall, a simple bedroom and a kitchen with a wood-burning stove. There is also a commendation from the Arkham Sheriff’s department hanging on the wall of the living room. The front porch faces the square and has a rocking chair on it. When the investigators arrive, Sprouston is sitting outside, sipping some whiskey from a tin cup. He keeps a hunting rifle propped beside the chair whenever he is outside.

Unless the investigators approach him, Sprouston will just watch them from his porch. If they introduce themselves, his manner is friendly, if guarded, and he will invite them in for a drink so he can find out what they want in

Blackwater Creek (see “**Sheriff**” **Dick Sprouston**, on the following page). The drink he offers is whiskey from the Carmody farm—he has a case in his kitchen. Get any investigators who drink to roll for the Mother’s Gift (see page 28).

Baxter’s General Goods

The general store is a large single-story building, with a shop in the front and Baxter’s office and living quarters in the rear.

The shop itself, as the only store in the area, is well-stocked with necessities ranging from grain to cloth to guns and ammunition. There are several barrels of local corn on display. If anyone has previously smelled or sampled Sprouston’s, McBride’s or Whelan’s whiskey, a quick examination of these barrels will reveal the same slight rotten-fruit smell.

Baxter keeps a couple of crates of the local whiskey in his office; drinking it will provoke a roll against the Mother’s Gift (page 31).

Keeper’s Note:

Using Dice to Gauge Baxter’s Reaction to the Investigators

Establish Baxter’s reaction to the investigators by rolling 1D100 and comparing it with the investigator’s **APP** or **Credit Rating** (using the higher of the two). A dice roll that is equal to or lower than one of these yields a positive reaction from Baxter. Otherwise he is less than forthcoming to that particular investigator. A different investigator may try a **Charm**, **Fast Talk**, **Persuade**, or **Intimidate** roll to get Baxter to talk.

Nathaniel Baxter

Nathaniel Baxter is the owner of Baxter’s General Goods, the one shop in Blackwater Creek. He is an elderly, belligerent man, who seems to view his customers as an inconvenience. He does pay attention to what is going on in town, and knows the local history and legends better than anyone. Baxter knows the tale of Cade’s Rest (**Blackwater Handout 6**), following conversations with Professor Roades, and may relate it to the investigators if persuaded.

Given that the only strangers in town recently have been the Roades expedition, Baxter asks if any newcomers are from the university as well. While Baxter doesn’t much like Roades or his team, they have spent quite a lot of money at the store and Baxter is hoping that any newcomers will also need his services. If prompted, Baxter will talk about Roades, mentioning that he hasn’t been around since early July. If anyone asks if Roades purchased anything unusual, Baxter

“Sheriff” Dick Sprouston

“Sheriff” Dick Sprouston is the closest thing to law enforcement that Blackwater Creek has, but he has no official standing, relying on his reputation in the community instead—his authority is bolstered by having been the lay preacher at the church for the last few years. Over the last two months his sermons have drifted away from the gospel, and he has started talking more about the “Mother” in the hills and the healing and change that her love brings. As more of the locals have been touched by the Mother’s Gift, and others have at least felt the presence of something great and wondrous in their midst, Sprouston’s message has been better received by the congregation.

Once the investigators come to town, Sprouston will try to befriend them. How the scene plays out depends on the investigators’ motivation:

- If the investigators seek to drive the Carmody brothers out of town or investigate their activities, Sprouston will act the lawman, ready and willing to aid (indirectly) anyone who will do it (and will pretend to believe they have no long-term designs on the farm).
- If the investigators insist that they want the Carmody brothers to stay in charge of the farm, Sprouston back-pedals, saying that he has nothing against them, but that he would simply rather do business with the investigators as they are obviously professionals. He also warns that the brothers are not to be trusted, and will turn on the investigators at the first opportunity.
- If the investigators know little of the Carmodys, Sprouston will warn them off of making a visit, while sowing seeds of intrigue to lead the investigators to do just that.

Sprouston will not provide any direct support if the investigators tell him that they want to take the farm, however he will provide information about the layout of the farm and the fields, as well as the number of people there and the kinds of weapons they have.

If it sounds like the investigators intend to deal with the Carmodys, Sprouston will let that happen and then

Keeper’s Note: Pushing the Roll

During their discussion with Sprouston, the players might make skill rolls to bolster their interactions, perhaps **Persuade** or **Psychology**. If they fail, remember to prompt the players with the opportunity to push the roll. Be ready to up the ante with a negative consequence if the player fails a pushed roll; Sprouston might take offence and tell the investigator to leave town, or he might sinisterly reveal some personal secret known only to one of the investigators, whispered to his mind by the Mother.

deal with them afterwards. As soon as the investigators head for the farm, he will gather a half-dozen followers (use the statistics for **Blackwater Creek Locals**), and lie in wait on the road between the farm and the town. If the investigators come down that way again, the followers will attempt to take them alive so that they can offer the investigators up as sacrifices to the Mother. This will be done by threatening the investigators at gunpoint and trying to convince them to surrender under the pretence of arresting them for bootlegging. If this is successful, the followers will tie the captives up and take them to the cave to be devoured by the creature that was once Abigail Roades. There should be plenty of opportunities for escape on the way, with loose ropes and distracted captors who have been maddened by the Mother’s Gift.

If at any stage the investigators mention to Sprouston that they plan to explore the cave, he will decide that they are rivals for the Mother’s love and need to be destroyed. Sprouston will gather his followers and lie in wait for them outside the cave, with his men ready to gun the investigators down on sight. He will also sabotage their car or truck first, smashing the engine with a sledgehammer.

In either of these cases, use the chase rules if the investigators attempt to flee the cult.

Keeper’s Note: Baxter

Portray Baxter as you wish and improvise his dialogue freely—not everything spoken by an NPC has to be true and he may well exaggerate. He’s a salesman and used to engaging in banter and gossip.

remembers getting some dynamite in as a special order for Roades about three months ago, and hearing explosions off in the hills to the north of the town a few days later.

Baxter knows that Roades was having problems with the Carmody brothers, but that isn’t unusual. Given that Roades hasn’t been seen for over two months, Baxter worries that he may have fallen foul of the Carmodys.

Asking Baxter about accommodation in Blackwater Creek, he laughs heartily saying, “Does this look like the kind of town that has a fancy hotel?” He will mention that the Jarveys sometimes put up visitors, though, and can give directions to their farm.

Location 2: The Jarvey Farm

The Jarvey farm lies to the east of the Carmody property, and is accessed by a dirt road that also functions as the border with the Carmodys’ fields. There is a modest wheat field that borders on the cornfields of the Carmody farm, and a pasture that is used for grazing cattle. The Jarveys also raise pigs and a few chickens.

Malcolm and Edith Jarvey are an elderly couple who have run this farm for the past forty years. Their adult son, Theodore, also lives and works on the farm, as do three full-time farm laborers.

While the Jarvey farm is not actually a rooming house, they do put up the occasional visitor to Blackwater Creek—not that the town sees many visitors. They only have one spare bedroom, however additional visitors are welcome to sleep on hay bales in the barn. Edith Jarvey prepares the meals, and it is good, hearty home-cooked fare.

The farm is far enough away from the irrigation system the Carmodys built that there is less direct contamination from the fluid in the creek, but it is still enough to have had some effect. Despite having been harvested over a month ago, the wheat is beginning to grow back in the field, and some of the livestock are behaving aggressively.

When the investigators arrive, Malcolm Jarvey is burning the carcass of one of his sows, which had developed weeping black pustules. He is worried in case the infection has spread to his farm.

The Farmhouse

The main farmhouse is modest and old, but well-maintained. It has been painted white recently, and looks clean, especially in comparison to other buildings in Blackwater Creek. The inside of the house is plain, with a few ornaments and simple furniture, but again it is clean and obviously cared for. There is no electricity, so light is provided by oil lanterns and candles, and heated by the wood stove and fireplaces. The air in the house is usually filled with the smell of baking.

The ground floor has a good-sized kitchen with a wood-burning stove, a living room with a few chairs, a fireplace and a tin bath, and a front porch that looks out over the farmlands, and the road that approaches from town. There is a large dining room on the ground floor, next to the kitchen, where the family, laborers, and the occasional guest eat their meals.

There are three bedrooms upstairs: one master bedroom for the Jarveys, one for their son, Theodore, and one spare room that they use for visitors and the

Blackwater Handout #2

Incomplete Letter from Professor Roades

June 13th, 1928

My Dear McTavish,

I wish I knew where to begin. It appears my suspicions were correct, and Blackwater Creek is indeed built upon the former site of Cade's Rest. I have discovered artifacts that give every indication of an early Colonial settlement ~~and remains which~~. There is so much more here, though, ~~so much more than I hear my mother sometimes. I know her voice. She's dead, but I hear her.~~

The cave is not just a myth. Cade tried to bury it, ~~but she is there and she never died.~~

I have procured some dynamite and I aim to open up the cave as soon as this damnable storm ends. ~~Even the wind sounds like her.~~

She needs me. I must free her. God forgive me.

occasional paying guest. A fourth bedroom is given over to a sewing room, filled with many bolts of cloth, and a pedal-operated sewing machine.

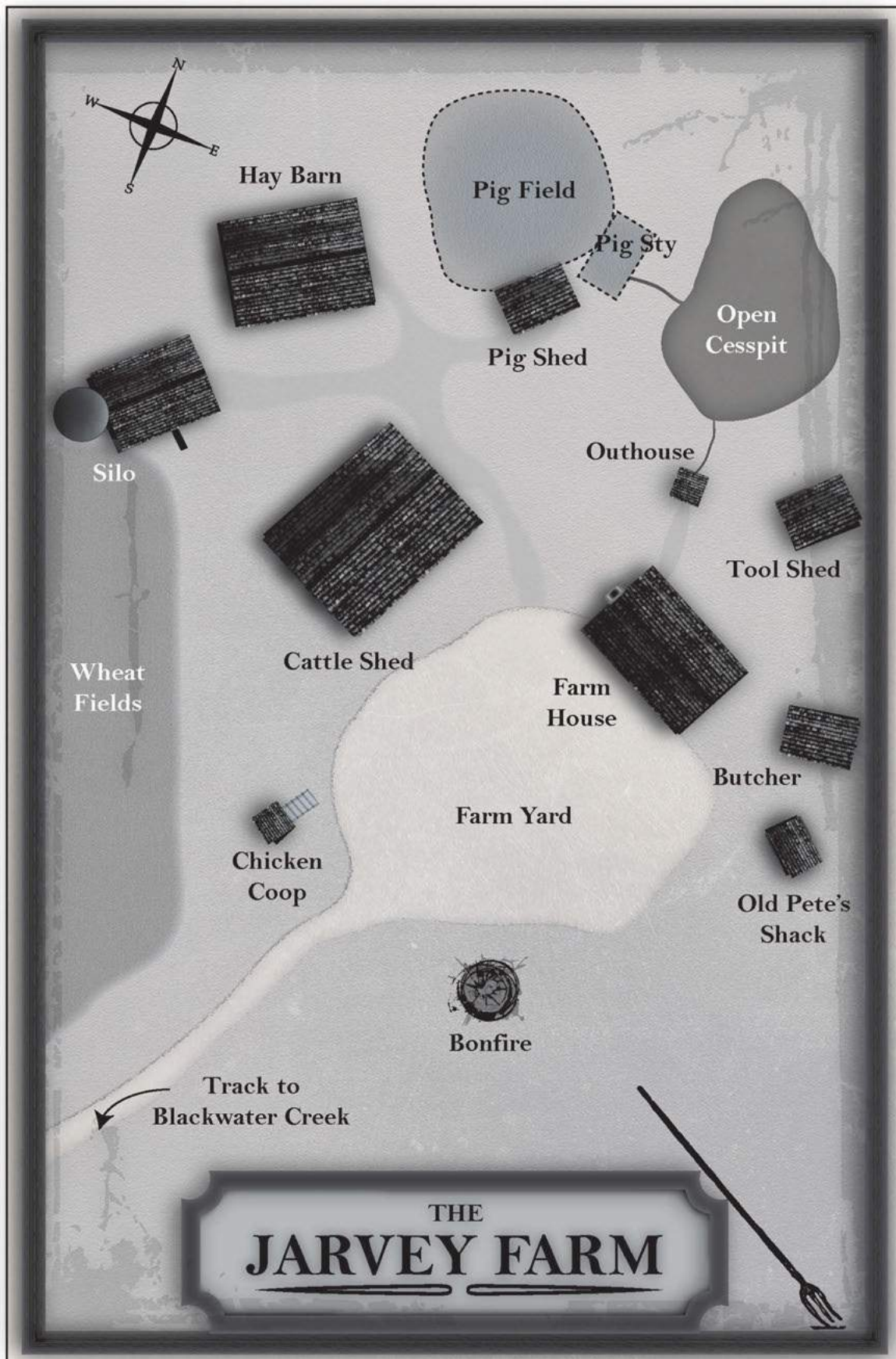
The guest bedroom has two, narrow wooden single beds, with hard mattresses. A ceramic washing bowl and water jug stand atop a wooden dresser, and there is a solid oak wardrobe next to it. There is a nightstand between the two beds with an oil lamp on it. Professor Roades and his wife stayed here during early June. If anyone thinks to search the room, they will find an incomplete letter from Professor Roades crumpled into a ball, which has fallen behind the nightstand (**Blackwater Handout 2**).

Two outhouses sit around the back of the main farmhouse, for the use of everyone on the farm.

The Barns

Although the Jarveys grow some wheat, the main income of the farm comes from livestock, mainly cows and pigs. The farm provides most of the milk for Blackwater Creek, and the Jarveys also sell pork and beef.

One barn is given over entirely to cattle. While the cows roam freely through the pasture, they are brought in to the barn twice a day, where they are milked. A large straw stack, covered over with tarpaulin, stands outside this barn.



Keeper's Note: Keeping Track of Things

Ask the players where they are storing their significant possessions, especially their weapons. Just because someone has a shotgun listed on their investigator sheet, doesn't mean they have it to hand. Is it stored in the trunk of one of their vehicles?

Who is driving and where are the passengers seated? If they have more than one vehicle, which is in the lead?

If the group splits up ask each player where their investigator is going and be clear about it.

Another barn houses stalls for the pigs. There is one, large fenced yard outside this barn, used for the breeding stock, which by day, contains nine sows and one boar, which Malcolm has named Brutus. There are also two smaller pens, used for smaller pigs destined for slaughter.

An open cesspit dug into the ground lies at the back of this barn, and is used mainly for pig excrement. It is not easily visible in the dark and presents a potential drowning hazard for anyone running through the farm in the dark.

A third barn is given over to storage for hay and feed. The upper level is filled with spare timbers, many of which are rotting, and there are spider webs everywhere. This barn is used as overflow accommodation when there are more visitors than will fit in the guest bedroom. The hay can be used as makeshift beds, and Edith Jarvey will provide any guests here with blankets and pillows.

Anyone spending the night in the barn will find it difficult to shake the feeling of being watched. The rats and spiders that infest the building are all linked to Brendan Carmody's consciousness (see **The Carmody Farm**), and he will observe the investigators through the eyes of his minions.

The Outbuildings

There are a number of other, smaller wooden buildings around the farm, none of them in quite as good a state of repair as the main farmhouse. Three of these serve as homes for the laborers who work on the farm. These buildings are little more than sheds, and the amenities are basic. The laborers only enter the main farm building for breakfast, fending for themselves the rest of the time.

The shed nearest to the farmhouse and barns is used by Old Pete. If Old Pete ever had a last name, it is lost to history. He is a scrawny man of indeterminate age, with straggly brown hair, turning to grey, and a permanent stoop. He wears a ragged, flannel shirt that was once red and shows no indication of ever having been washed, and denim trousers held up with string. Old Pete's speech is mumbled and full of dialect, and anyone not from the local area will need one of the Jarveys to translate what he says.



Malcolm and Edith Jarvey

It appears that Old Pete is always chewing tobacco, occasionally spitting out some thick, black goo, however the more observant investigator (**Spot Hidden** roll) may notice that he never actually puts tobacco in his mouth. Pete is on the fourth stage of the Mother's Gift, after drinking too much of the Carmody's whiskey, and he has growths inside his mouth; the black liquid he spits is pus from them, and the now-familiar odour of decaying fruit accompanies it.

Farther down from Old Pete's shack is the shed used for slaughtering and butchering animals. There are a dozen meat hooks hanging from the ceiling by chains, and stained wooden tables littered with saws and cleavers. The smell of blood, offal, and excrement is strong here.

One last outbuilding is a general tool shed, which is filled with rusting farm machinery and equipment. This includes scythes, sickles and pickaxes, should an investigator be searching for an improvised weapon.

There are a number of mangy dogs and cats living on the farm; the dogs bed down with Old Pete at night and the cats use whatever buildings they can for shelter.

Malcolm and Edith Jarvey

Edith Jarvey has a ruddy, plump health about her that makes her look like everyone's favourite grandmother. She wears her white hair in a bun, and is rarely seen without an apron on. She is good-humored by nature, and will laugh with the slightest provocation.

Malcolm Jarvey is a tough, wiry-looking man in his early sixties. He is mostly bald, with a fringe of white hair that flicks around in the slightest breeze. He habitually wears a flannel shirt, overalls and work boots. He squints a lot, a habit brought about by failing eyesight, which gives him a slightly ill-tempered look; his manner is friendly once people get past this.

Malcolm has noticed that his eyesight is getting better, and has stopped wearing his glasses recently. He and Edith are on the second stage of the Mother's Gift, and have only seen benefits so far. Edith is a bit perturbed, though, as her teeth have started growing back. She winces and clutches her jaw occasionally, as a tooth breaks the gum, and she will sheepishly admit what is going on if asked why.

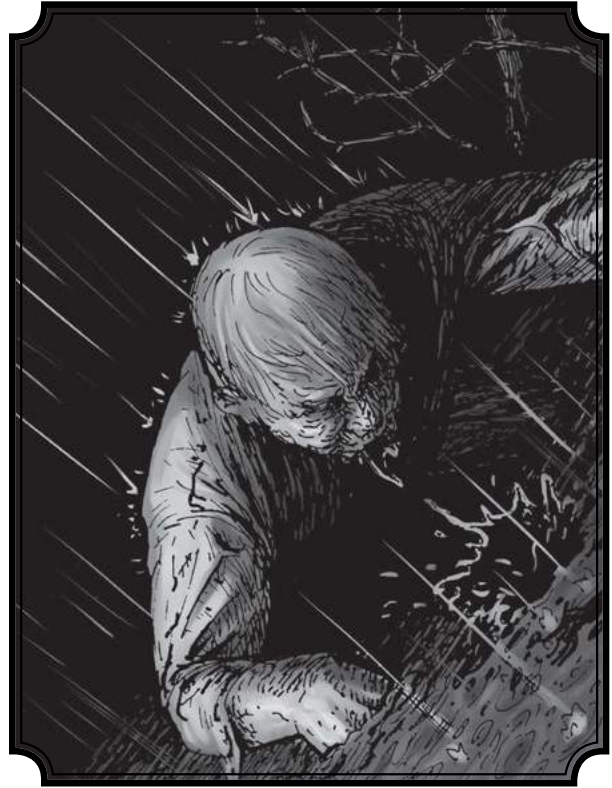
Recently they have become fearful of Damien and Brendan Carmody. The boys have obviously turned wild from their time in the big city (Boston), and there were rumours that they have become moonshiners and have armed thugs guarding them. James Carmody, their father, had been a stabilising influence, but the Jarveys have not seen him for over a month and they are beginning to suspect the worst. They have asked "Sheriff" Sprouston to investigate, but he has been dragging his heels.

Last month, Malcolm saw Brendan Carmody standing out in his field, covered with crawling insects and spiders, and surrounded by rats. Since then, Malcolm has not been able to venture out into his own fields without feeling like he is being watched. The Jarveys are not superstitious people, but they will hesitantly use the word "witchcraft" to explain what they have seen.

The members of the Roades expedition stayed with the Jarveys during a heavy storm shortly before they left Blackwater Creek. The students slept in the barn, but Henry and Abigail stayed in the spare bedroom. The Jarveys took a liking to the members of the expedition, and hope they all made it back to Arkham safely. If the investigators tell them that this is not the case, the Jarveys will express dismay, wondering aloud if they have fallen afoul of the Carmody brothers.

A Disturbance in the Night

Should the investigators stay overnight at the Jarvey farm, there will be an incident at a little after 3am. The origin lies up in the hills, where the thing that was once Abigail Roades (see **The Cave**, page 27) is having a nightmare. Abigail has lucid moments sometimes when she realizes what has happened to her, and the terror she feels echoes out across the minds of everything and everyone that is linked to the Mother. In mechanical terms, anyone on stage three of the Mother's Gift will have vivid nightmares of being eaten alive by something huge and shapeless, and anyone on stage four or higher will go into a frenzied panic. This also affects contaminated livestock, no matter what stage they are at.



Old Pete cries out for his Mother.

The first sign of the disturbance is the animals growing agitated. The pigs and cows make squeals and bellows of distress, trying to break their way through the walls or doors of their pens. The dogs howl and the cats scream like frightened babies. At the same time, Old Pete runs from his shack, screaming in terror, calling for his mother. Tell the players of any investigators who connected to the pulse when they arrived in town that they can hear their mother crying, and that it sounds like she's terrified.

The combined noise of these events will be more than enough to wake everyone on the farm. Anyone lighting a lantern in the barn will see a perfect semicircle of rats surrounding the hay bales, as if they were watching the investigators. The rats do not react to the light, but will scatter as soon as anyone approaches or takes violent action. Seeing this provokes a **Sanity** roll (0/1).

By this point, Malcolm Jarvey has started walking around the farm to investigate, carrying an oil lantern and a shotgun. He is too late to contain the chaos in the pig stalls, as Brutus the boar, maddened by pain of the Mother, breaks out of the stall and starts rampaging. Brutus' first action on breaking loose, unless the investigators intervene, will be to charge Malcolm Jarvey and gore him. Anyone stepping in at this stage will have a single round to take action before Brutus eviscerates Jarvey. Witnessing this provokes a **Sanity** roll (0/1D3) to anyone not hardened to violence or bloodshed. Unless killed or incapacitated, Brutus will go onto attack the nearest person after finishing off Jarvey. Statistics for Brutus can be found in the **Appendices** (see pages 31-35).

Throughout all this, Old Pete is in the yard of the farm, now on his knees, still screaming and crying out for his mother. Anyone shining light on him will see that there are bubbles of black liquid bursting from his mouth, which start to turn his scream into a gurgle. Trails of the same liquid run from his eyes. Seeing this provokes a **Sanity** roll (0/1D3). Unless given first aid, Pete will choke to death over the course of the next few minutes. Coming into contact with the discharge provokes a progression check against the Mother's Gift (see **Appendices**, page 31-35), and giving mouth-to-mouth will involve ingesting the slime.

After five minutes, the chaos stops as suddenly as it started. Abigail's nightmare has passed and she slips back into merciful unconsciousness. The animals stop howling and squealing, and the farm grows eerily quiet. There

is no recurrence during the rest of the night; however the survivors will need the help of the investigators to deal with the consequences of this outbreak of madness.

Location 3: The Roades Camp

A truck and some collapsed tents lie a few hundred yards off the road between Dunwich and Blackwater Creek, on the north edge of the woods. These are the remains of the camp that Henry and Abigail Roades set up after sending the students back to the university, and they are largely obscured by long grass, requiring a Hard **Spot Hidden** roll to notice them, unless someone is specifically examining the area (requiring a Regular success). The creek lies around a quarter of a mile east of the camp, but sharp-eyed investigators (**Spot Hidden** roll) will see light glinting off the water in the dam as they walk through the grass.

Blackwater Handout #3

From Indian Tribes of the Northeast by Nathaniel Chapman

Of all the peoples of the Miskatonic Valley, the most mysterious and feared was the Sicaiook tribe, known to the white settlers as the Children of the Black Earth. They have not been seen since Colonial days, but stories of them still live on in folklore. While some of the stories of the Sicaiook no doubt have their basis in fact, many have doubtless been embellished by the passage of time or tainted by native superstition.

The assertion that the tribe would conduct raids and take captives who they would then offer up as sacrifices to their great spirits is richly plausible. While human sacrifice among the Indian peoples is a rarity, the evil reputation and reported depravity of the Sicaiook was the cause of their shunning by all neighbouring tribes, and these tales of murder simply form part of this tapestry. Their ferocity and bloodlust is also the most likely root of the reputation of their warriors as never dying on the battlefield and being immune to all mortal weapons.

Where their legend becomes pure fancy is in the detail of the tribe being ruled by an undying council of elders, who were never seen outside their sacred cave. The elders were spoken of as wise and terrible, with great magic and gifts of healing. Similarly fantastic is the description of the tribe as "brothers to snakes and to the vermin of the field".

No stories or legends survive to explain the disappearance of the tribe, but the most likely explanations remain that they were either exterminated by either their neighbours or Colonial settlers, or that exposure to civilising influences led to their acceptance and absorption into the larger tribes of the valley.

Blackwater Handout #4

From Myths and Legends of Old Massachusetts by Oliver Stansfield

One less sinister and undoubtedly less puzzling mystery of the Miskatonic Valley is the fate of the settlement known as Cade's Rest.

Historical record shows that following the hanging of Mary Dyer on Boston Common in 1660, a group of Quakers left Boston, fearing persecution at the hands of the Puritans. This group was led by the tailor Ezekiel Cade, and included as many as ten other families. After some months of travel, they settled by the banks of the Miskatonic River, not far from the spot that would one day become Dunwich.

While records from this point are scant, the folk story holds that the settlement thrived once Cade and his followers made contact with a local Indian tribe known as the People of the Black Earth.

Where the tale turns to folklore is in the demise of the settlement. Some stories have the earth opening and swallowing the settlers' whole. Others tell of them being snatched away by the Devil himself. Even the more mundane details are contradictory, with some describing the discovery of empty homes on the site, and others saying that even the buildings had vanished.

Given that there are mentions of Cade being spotted in Boston a few years later, the most likely explanation is that the settlers simply moved again, possibly spreading the rumours of their disappearance themselves to secure their privacy. Alternatively, they may have come into conflict with the Black Earth tribe and been killed. Regardless of the truth, the legend is a minor one at best.

If the investigators move towards the camp, they will quickly notice that the truck is burned out and that the tents are torn and tattered. A closer investigation reveals a number of things:

- The scorched remains of a number of tools lie in the back of the truck. A successful **Archaeology** or **Hard Education** roll will identify them as the type of tools that would be used at a dig site.
- A number of personal belongings, including men's and women's clothes, are scattered around the area.
- The inside of one of the tents is spattered with dried blood.
- The same tent contains a few books and notes (**Blackwater Handouts 3 and 4**).

There is no sign of any people, alive or dead; clearly no one has been here for a long time, weeks at least. Someone making a **Biology**, **Botany**, or **Natural World** roll based on the plant growth could deduce that the site has been abandoned for two to three months.

The damage to the site was caused when Carmody brothers took Professor Roades captive. They burned his truck in case he had any companions who might use it to get away. The blood in the tent is the result of the brothers shooting the professor in the leg and then knocking him over the head with a wrench.

Location 4: The Creek

The discharge from the Earth's Womb (see **The Cave**, page 25) runs down through the hills, and then through the old creek bed for just over a mile south, before reaching the dam at the edge of the woods. It would run through the woods and then eventually join the Miskatonic River, but at present the dam and irrigation ditches that the Carmody brothers built divert the water through their cornfields.

In the dark, mucky water of the creek, little white flecks twitch in the current. These are small parts of the flesh of the thing that was once Abigail Roades, and each fleck is alive. If an investigator fishes one out of the water, they will find that the flecks carry on moving. If someone holds one with bare hands, the fleck burns their skin and will be absorbed into the person holding it, provoking a Hard check for the advancement of the Mother's Gift (see **Appendices**, page 31-35).

The dam lies at the edge of the woods and is a ramshackle, if sturdy affair, fashioned from felled trees, waste wood and mud. There is a large pool of water at the dam, filled with more of the wriggling flecks, and it leaks around the edges of the dam and into the woods downhill. Contact with the water carries the risk of an advance in the Mother's Gift.

The water is dark and has a multi-colored shimmering film over it. There is also the rotten fruit smell that the investigators may recognise from the whiskey.

Something large and pale can be seen moving in the darkness of the pool. It looks like a large jellyfish or may-

Keeper's Note: Building Tension

Remember it's your job to build the tension. The creek is a creepy place, even in broad daylight. Paint an idyllic rural scene, but then taint it with the barely perceived smell of rot and decay, the strange pulsing "sound" that some might be able to hear, the strange sheen of the sunlight on the water, and the inexplicably strange flecks within the stream that seem to move of their own volition.

be a flatfish of some description, fanning its way through the water. If watched for long enough, it can be seen to envelop a frog, which disappears entirely. After a while, unless disturbed, it will slither up on land and investigate the newcomers. The mass is an accretion of flecks of the Mother which have been swept downstream and which have now reassembled themselves into a new life form.

Out of the water, the mass looks like a large, flat, shapeless jelly. It is the color of dead skin and it smells of decaying flesh and rotten peaches. If anyone attempts to pick it up, the mass will try to reach some exposed skin and start devouring it by secreting digestive juices. Even if someone takes the precaution of using a stick to examine it, the mass will quickly slither up the stick to attack (see **Shapeless Mass**, page 33).



The Mass from the Creek.

Location 5: The Woods

Where the water has been trickling through the woods, the trees and plant life have changed. Branches and fronds are beginning to turn into dark, ropy tentacles, and the bark of the trees is splitting and falling off, revealing a black pulpy mass underneath. Some of the plants have started to pull their roots out of the ground. They all smell of rotting flesh and dank earth.

Given enough time, the trees will turn into full-blown Dark Young of Shub-Niggurath. For the moment though, they cannot move around freely and take the form of embryonic dark young, slow to react and less dangerous than when fully formed.

A successful **Listen** roll reveals that there is no sounds of animal life coming from the woods. The plants have devoured everything that used to live there.

A **Spot Hidden** roll reveals that the undergrowth on the edge of the woods has been disturbed, as if something large has been dragged through it, and there are a few smears and spatters of long-dried blood. Looking into the woods in the direction of these drag marks will reveal the desiccated and decayed carcass of a deer, entangled in the branches of one of the trees. It is covered with viscous black fluid. Its head, torn from its body, lies a few yards from the base of the tree. Anyone venturing into the woods to get a better look risks attack (see following). If the Spot Hidden roll was a Hard success, it reveals more details: the trees appear to be dripping with some kind of dark slime or discharge, and they move gently even when the air is still.

Any investigator who ventures into the woods will hear the sound of cracking bark coming from up ahead. The undergrowth rustles as if animals were moving in it, but none can be seen. The investigator will need to make an opposed **DEX** roll against the embryonic dark young (see **Embryonic Dark Young**, page 33), or his or her feet will become entangled in tree roots that did not seem to be there a moment before. If this roll is failed, the investigator will be held in place and unable to flee, unless he or she succeeds in an opposed **STR** roll against the embryonic dark young. Moments later, one of the trees



Running from the Embryonic Dark Young.

will attempt to grab the investigator with a pulpy tentacle and pull them up into the main mass of branches to suck the life out of them.

While the woods spread out to the east, only the area around and downhill from the dam is affected. The trees closer to the town itself are perfectly normal.

Location 6: The Dig Site

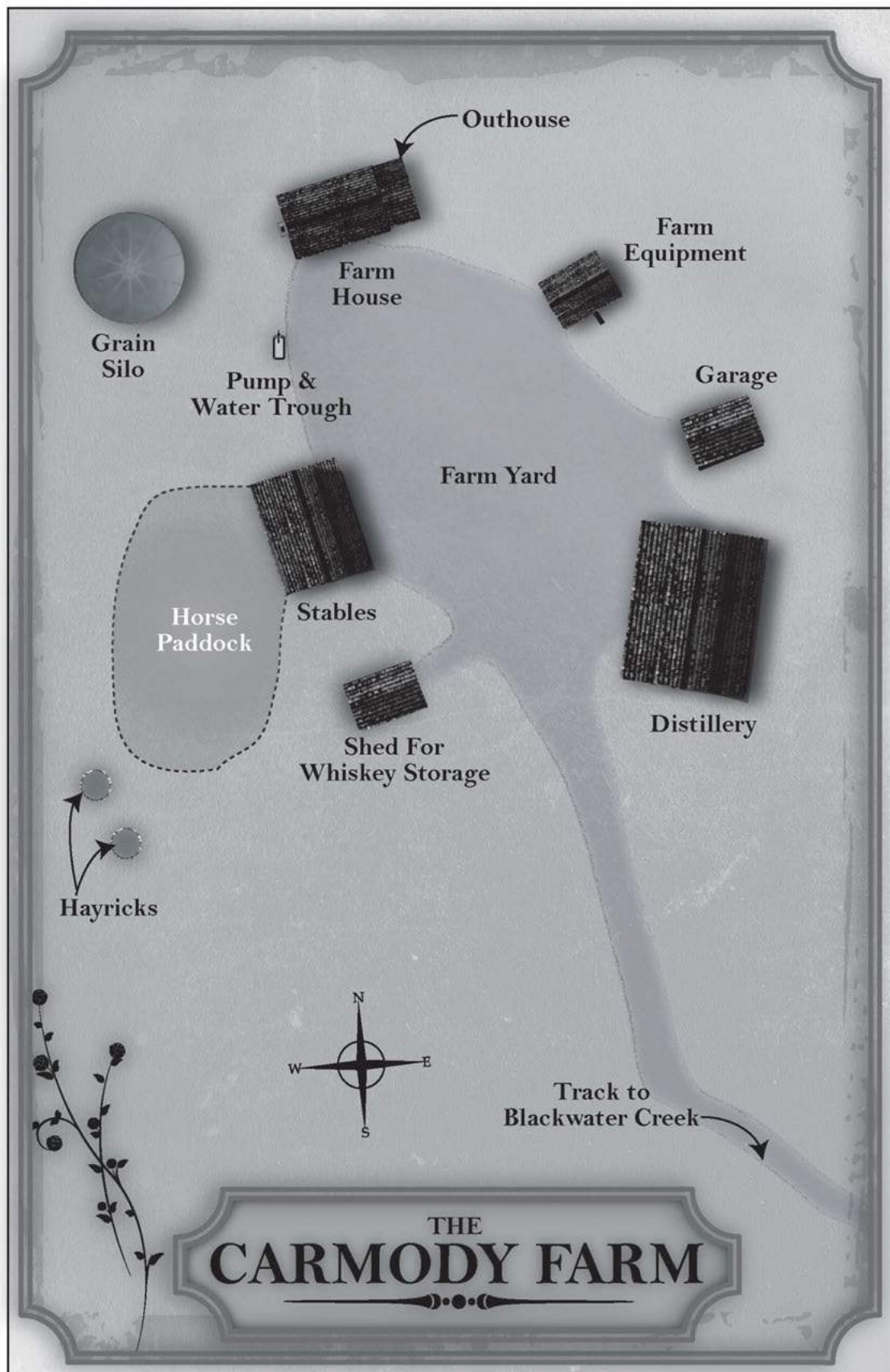
This is the initial site that Roades and his team excavated in their search for the location of Cade's Rest. The site has been filled in again but there are still the remains of three large trenches. The earth is very obviously raised and disturbed, and while plants have started to grow there, they are young and sparse. If the earth is disturbed, it will be shown to be unusually dark, almost black in color.

If the investigators decide to dig up the trenches again, it will take them a couple of hours to find something significant. There are arrowheads and pottery shards mixed in with the earth, and a successful **History** or **Archaeology** roll will identify them as a mix of native and Colonial-era artifacts, probably dating back to the 17th century. A successful **Archaeology** roll also reveals that the trenches were filled in quickly with little regard for preserving the site or the artifacts buried within.

The most significant discovery to be made is the large number of human bones buried several feet under the surface of each trench. The bones are obviously old and have been blackened and deformed.

Keeper's Note: Clues

Remember the difference between Obscured and Obvious clues. Spotting something strange about the trees offers two interesting outcomes: either the investigators notice the danger (raising the tension) or they risk being attacked (leading to action). Both outcomes lead to a development of the story, so this presents a good opportunity to use an Obscured clue; if the players fail their Spot Hidden roll they do not notice anything unusual about the trees.



A successful **Archaeology** roll confirms that they have been burned. A **Medicine** roll will not only reveal this, but also that the deformation of the bones is not due to the fire. There are strange growths, nodules, and spurs throughout the remains, and some of the skulls are so misshapen that they barely look human. This realisation will result in a **Sanity** roll (0/1D3).

As the dig site is on the edge of the woods, anyone who strays too close to the trees is in danger (see **Embryonic Dark Young**, page 33). The creaking and movement of the trees can be heard clearly from the site.

Location 7: The Dried Creek Bed

There is a rough wooden bridge over the dry creek bed on the south end of the woods. The bridge creaks alarmingly if a vehicle is driven over it, although it is sound enough to support the weight of a truck.

There is almost no water in the creek bed, due to the dam upstream. If someone examines the bed and succeeds in a **Geology** roll, they can work out that the creek has not run this way for a long time.

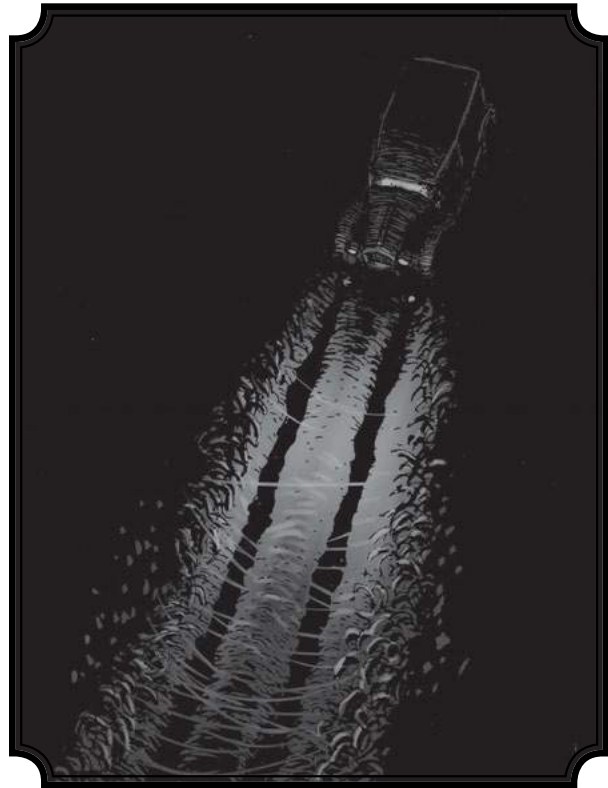
Keeper's Note: Locations

It's up to you to describe the locations as you wish. Use your imagination and try to evoke the feel of the place; the smell of the forest and the sense of isolation for example. Remember the pulsing 'sound'—it might be heard again here, perhaps enticing investigators to approach the trees if it appears to come from the woods.

Like the earth in the dig site, the soil of the creek bed is almost black and very dense. The little trickle of water that has escaped the dam contains fragments of living matter, as per the specks of life in the creek upstream. Again, anyone who comes into contact with this should roll for exposure to the Mother's Gift (see **Appendices**, page 28).

Location 8: The Carmody Farm

When the creek started flowing again, the Carmody brothers diverted it to their cornfield using the dam and irrigation ditches. In the three months since, the crops have been growing spectacularly, going from seedlings to fully ripe in only a few weeks. This allows the Carmody brothers to harvest continually, giving them more corn than they can process. In this time, Brendan has changed, touched heavily by the Mother's Gift (see **Appendices**, page 28).



The Cornfields.

The Cornfields

The fields in the Carmody farm are filled with towering stalks of corn, the tallest of which are more than twelve feet high. Some of the stalks look rotten, with black and green viscous liquid dripping down the stems. There is a strong, sweet smell of corruption permeating the area.

The stalks seem to move constantly, even when there is no discernible breeze. The vermin that live within are bold, staring at anyone who enters the fields instead of running for cover. There are rats and snakes everywhere, as well as a plenitude of insects and spiders. Anyone moving through the fields will find it hard to shake the feeling that they are being watched. Everything that lives within the fields is now a part of Brendan Carmody's consciousness, and, by extension, that of the Mother. It will be impossible to approach the farm without the thing that used to be Brendan being aware.

The road up from Blackwater Creek to the Carmody farm is a bumpy, muddy track and runs for a little over a mile before it reaches the edge of the cornfields. It then runs another mile through the fields, ending at the farm. This path is dark, as the corn is tall enough to block out the sky, and covered with spider webs. The glinting eyes of the rats, raccoons, and other creatures can be seen occasionally in the shadows between the stalks. There are potholes and rocks all the way along the muddy, uneven surface of the track—given the state of the track, it is dangerous to drive through the fields much faster than walking pace.

Farm Buildings

The center of the farm consists of a handful of buildings in a clearing in the cornfield, at the end of the dirt track. The largest building is a barn that has been repurposed as a distillery. There are a number of brewing vats and two large, industrial-scale stills, as well as dozens of wooden barrels of whiskey. Damien Carmody is here throughout the daytime, with two of his farmhands/hired thugs, working on the still. A third thug is sleeping upstairs in the farmhouse, and will take at least five rounds to get outside if there is a disturbance.

There is a second, smaller barn across the yard, used solely for storing barrels of whiskey. All the whiskey is strong enough to catch fire if exposed to a naked flame. If a barrel explodes after being set on fire, use the same rules as for a stick of dynamite (see **Other Forms of Damage** in the *Call of Cthulhu Rulebook*).

If either barn catches in fire, it will take 1D20 rounds for the fire to spread sufficiently to cause an explosion. Anyone within the building will take 10D6 damage and the explosion will set the surrounding buildings, any vehicles and the cornfield on fire.

One smaller building serves as a garage, holding the Carmodys' truck as well as an old Model-T Ford. The truck is still in good working order, but it will require a **Mechanical Repair** roll and a few hours of work to get the Ford started. Next to the garage is a larger shed that holds all the farming equipment. There is also a tractor parked in the yard, next to the garage.

The stable houses horses that the Carmody brothers use for ploughing and harvesting, as there is too much work to be handled with one tractor. The horses have been thoroughly corrupted by the Mother's Gift, and are covered in pustules. Insects swarm all over the barn and the skin of horses; the horses are unperturbed by this.

The corner of the yard holds a silo filled with corn. Scuttling and shifting noises can be heard from the many oversized insects and rodents hiding among the grains.

Keeper's Note: Combat

It's highly likely that combat will ensue at the farm. When it does, draw up a list of the combatants in DEX order and deal with each one in turn. Remember that readied guns act at DEX + 50. Encourage the players to state what they are doing—then you specify what skill they are using based upon their actions. Remember to use the manoeuvre rule if a combatant's goal is other than simply inflicting or dodging harm.

Damien Carmody

If the investigators work for McBride, they may seek to negotiate with Damien Carmody. He will be very suspicious of their motives. Damien is likely to recognise them from his time in Boston and will assume that they have been sent here to kill him and his brother. It will take a **Charm** or **Persuade** roll to convince Damien that the investigators can be trusted. Once his fears have been assuaged, Damien will be quick to believe that McBride has taken over Whelan's business. Ultimately, Damien doesn't care who he works for—his goal now is to get as wide a distribution as possible for his whiskey in order to spread the Mother's Gift.

If these talks are conducted outside, the investigators will become aware of a muffled shouting coming from somewhere in the house. Damien refuses to acknowledge this at first; however, if pressed, tells the investigators that it's none of their damn business.

Damien will be quick to defend himself if the investigators either initiate violence or fail to convince him that their mission is peaceful. He and his two farmhands will take up defensive positions, using the outbuildings for cover. The commotion will also attract the attention of Brendan, who is out in the fields.

It will take 1D6 rounds for Brendan to arrive at the farm, and when he does, the first sign will be the waves of vermin flooding out from the field to swarm the investigators (see **Brendon Carmody**, following).

If the investigators decide to sneak up to the farm and observe Damien in secret, which will require a **Stealth** roll, he will eventually head into Blackwater Creek in his truck to deliver some crates of whiskey and sacks of corn to Nathaniel Baxter, leaving the farm in the care of his hired guns. Brendan will still be watching the investigators through the eyes of the creatures in the fields, though. He will see any attempt to break into the farm or free Roades, and will come back from the fields to find out what the investigators are up to, again taking 1D6 rounds to arrive. In this case, he will not take violent action unless attacked first, but will use his vermin to follow and observe the investigators.

Keeper's Note: Goals

Be sure to agree a clear goal with the players before dice are rolled. For example, if a player tries to intimidate Damien, be clear on what outcome the player hopes to achieve through intimidation.

Brendan Carmody

Brendan has reached the final stage of the Mother's Gift. He is barely recognisable as human, and never leaves the farm unless he has to. He spends his time prowling the corn rows, communing with the plants and animals that have been touched by the Mother. Brendan no longer needs to sleep, and he is aware on some level of everything that goes on in the Carmody farm and the surrounding area.

Given that there is almost nothing left of Brendan's mind, he has little direct interest in the running of the farm. He and Damien are still tied, both by blood and through the Mother, so Brendan will act should his brother be threatened.

The first sign of Brendan's approach is the buzzing of insects, growing louder as they rise out of the field. The corn stalks rustle as if in a stiff wind, as hundreds of rats, mice, raccoons and snakes make their way through them. Beetles, ants and spiders start to spread out from the corn like a black tide, gradually spreading over everything in sight. Anyone who does not successfully flee or find cover will be swarmed by stinging, biting insects before the larger creatures move in for the attack. The sky grows dark with flying insects and the air is filled with their buzzing.

Finally, Brendan himself charges out from the cornfield. He is large and brutish, hideously deformed; a mass of pustules, wounds, and root-like growths. One hand resembles a claw and the other a goat's hoof. Insects and worms crawl all over him. He drips with black pus and



Brendan Carmody, deformed by the Mother.

bellows loudly enough to shake the glass of windows. While he does not attack directly, he orchestrates the actions of the vermin, not stopping until either he or his enemies are destroyed.

The Farmhouse

At the north end of the yard is the farmhouse. This is a two-story wood-framed house. Out front, a long porch holds a couple of rotten chairs and a collapsed swing seat. There is a woodshed attached to the side of the house which is now used as sleeping quarters for the hired guns. If nothing has woken him, the third hired gun is asleep in the woodshed, a shotgun by the side of his filthy mattress. He is snoring vigorously.

A water pump and trough stand by the porch; the water is thoroughly tainted by the emissions from the creek. A pair of storm doors at the back of the house lead down to the root cellar.

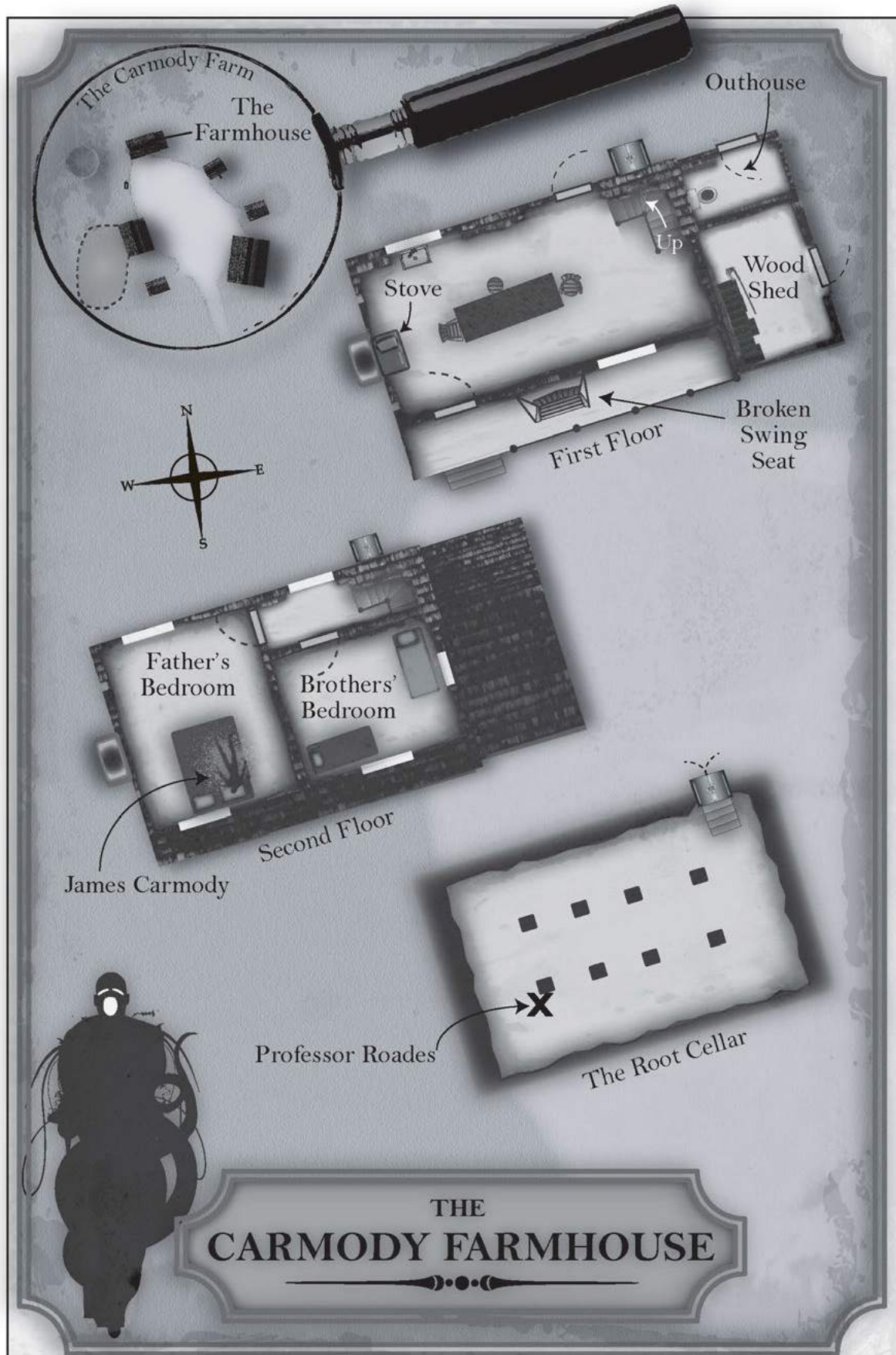
Inside the house, everything is covered with mold and strange growths. In places it looks almost like the wood of the house has started growing again, sprouting small branches. The mold has also impregnated all fabrics and soft furnishings in the house—touching anything will leave sticky, wet traces on a person's hand and prompting a check for advancement of the Mother's Gift. Some of the growths look almost like spoiled fruit and others like sickly white roots. The stench of ripe decay in the house is overpowering.

The kitchen/dining room which makes up the ground floor contains a wood-burning stove, holding a number of pans. The pans contain remnants of some of the growths. The leftovers on dirty plates on the kitchen table confirm that the Carmodys have been eating these growths.

A smell of rotting flesh comes from the master bedroom upstairs. On the bed lies the corpse of James Carmody, the late father of the family. He has been dead for almost three months. The body is not only rotten, but has been taken over by the growths. His body writhes gently as the growths expand and shift. The brothers have left him here in the hope that the changes will eventually restore him to life. They will not. Seeing the body provokes a **Sanity** roll (0/1D6).

A second, smaller bedroom contains two beds belonging to the Carmody brothers. Only one shows any sign of recent use, with crumpled, stained sheets. The other bed does not have a mattress on it; one of the hired guns has taken it to the woodshed, since Brendan no longer sleeps or goes indoors. Apart from this, there is little of interest to be found in the upper floor of the house—just the normal belongings of its residents, although these are also contaminated and flecked with black pus.

Anyone walking across the floorboards downstairs or making noise outside the root cellar doors will gain the attention of Professor Roades, who is chained up in the cellar. He will make incoherent cries for help, which are muffled and hard to make out, partly due to his being in a different room and partly because of the growths which have deformed in his mouth, making it difficult for him to form words.



The cellar is only accessible from the external double doors set into the side of the house. These doors are kept chained and padlocked, however the padlock is old and rusty; it will only take a few blows with a heavy object to break it open. The cellar itself is a dark, cramped, musty room with earth walls and floor. It is filled with junk, murky old jars of preserves and rusted farm equipment. The mould and growths are even more evident down here, poking out of every surface, and someone swinging a lantern around will see occasional movement as if some of the growths are wriggling like fat white worms.

The ragged form of Henry Roades can be seen chained to the wooden supports on the far end of the cellar. Roades' clothes are torn and filthy, his hair and beard are wild and matted. White growths, like those seen on the walls, protrude from his body, and there are several places where his skin has split and started oozing black pus. If someone approaches him, he gesticulates wildly and begs to be released in his muffled, distorted voice.

Professor Henry Roades

Roades is currently at stage 5 of the Mother's Gift and would only be able to pass for human with the aid of many bandages and a hat. His missing leg has now grown back—a successful **Spot Hidden** roll reveals a discarded prosthetic limb lying amidst the detritus nearby. Exposure to the water leaking through the walls of the root cellar has mutated Roades greatly; he has white, wormlike protuberances growing from his flesh. His wounds leak black, putrid sap instead of blood. Exposure to this pus will result in a roll to check progression of the Mother's Gift (see **Appendices**, page 28).

Roades still carries his field notes on him, which will allow the investigators to find the location of the cave even if he dies (**Blackwater Handout 5**). Seeing Roades in his current state provokes a **Sanity** roll (1/1D6 or 1/1D8 if he is a friend of the investigator).

After the experience of losing his wife to the Earth's Womb, his mutation and his torture at the hands of the Carmody brothers, Roades is now quite mad. His only desire is to return to Abigail, either to try to free her from her torment, or worship her as the goddess she has become. The change to his wife has left him guilt-ridden and distraught, yet in complete awe of what she is now.

From the moment that Roades meets any investigators, he pleads for them to free him and take him to his wife. He will attempt to deceive the investigators, saying that the Carmody brothers have captured her as well and have her locked up in a cave in the hills he needs their help to free her. In his mad ramblings, Roades will sometimes refer to Abigail as his mother instead of his wife, becoming very confused about which she is if he is challenged.

If the investigators need more convincing, Roades tells them that he believes that the brothers have hidden their money in the cave. Additionally, if Roades learns that the investigators are interested in the secret of the

Blackwater Handout #5

Roades' Field Notes

There is a cave in the hills that Roades considers to be of great archaeological significance. The notes contain a sketch map that shows the cave's location. As the notes progress, he starts referring to it as a holy site.

Roades has had discussions with Sheriff Sprouston, who also believes that the cave is holy. Roades does not trust Sprouston's motivations, though.

His wife, Abigail, has had an accident at the cave and is trapped there.

In the later notes, Roades occasionally refers to Abigail as his mother.

One note mentions that Abigail is the source of the newly revived creek.

Roades believes the water has special properties. In the later part of the journal, he refers to it repeatedly as "The Water of Life."

In the last pages, Roades talks about how the voice of his mother, Abigail, is in his head constantly now. He seems alternately comforted and terrified by this.

local crops, he tells them that the source is the water and that it all comes from the cave. He also reveals that the water is responsible for his amputated leg growing back.

If the investigators refuse to help, Roades will attempt to escape and make his own way to the cave.

Location 9: The Cave

Just over a mile north of the dam lies the cave, which is the source of the newly reborn Blackwater Creek. This was once the holy site of the Sicaiook people and is the secret that Professor Roades uncovered.

Anyone following the creek to its source will find the cave eventually. The last few hundred yards of the approach are difficult, as the plant life in the surrounding area has been exposed to large amounts of the water, making it grow unnaturally large. There are stalks of grass as tall as a man and as thick as an arm. Wildflowers have grown to the size of manhole covers and drip viscous black liquid in place of pollen. Berries and seedpods the size of footballs lie split and rotten all over the ground, their tacky innards seething with large, deformed worms and insects. All the plants exhibit unnaturally vibrant colors, like tropical orchids and livid bruises. The stench of sweet corruption is everywhere. Experiencing all this provokes a **Sanity** roll (0/1D4).

Water pours out from the mouth of the cave, which is set in a cliff face some twenty feet above the ground. There is rubble all around the cave mouth, making



The Cave.

it possible to clamber up, but this is made difficult by the running water and the moss which has grown over the stones. The moss squirms under the fingers of any climbers in a repellent manner.

It is impossible to climb up to the cave mouth without becoming saturated with water, almost certainly ingesting some. This will provoke an Extreme check against advancement on the Mother's Gift (page 31). The water has also gathered in a pool at the base of the cave, in which white flecks can be seen wriggling.

A pile of debris under the entrance covers the remains of the box of dynamite that Roades used to open the cave, long since forgotten in the horror that followed. It can be found with a successful **Spot Hidden** roll. The box contains five sticks of dynamite. Water has been dripping on the box, so any attempt to light a stick will require a Luck roll for the fuse to be dry enough to catch (unless the investigators spend time carefully drying the dynamite out).

The cave mouth goes upward steeply and the narrow passage is wet, slippery and covered with rubble. It will require a **Climb** roll to clamber up safely. If the roll is pushed and failed, the investigator is likely to lose his or her footing and tumble down, taking 1D6 damage or perhaps dropping and losing a personal possession (e.g. car keys or handgun) among the rocks.

The Earth's Womb

Once inside, the smell of rotting meat mixed with a sickly sweet smell of overripe fruit is overpowering. Water runs

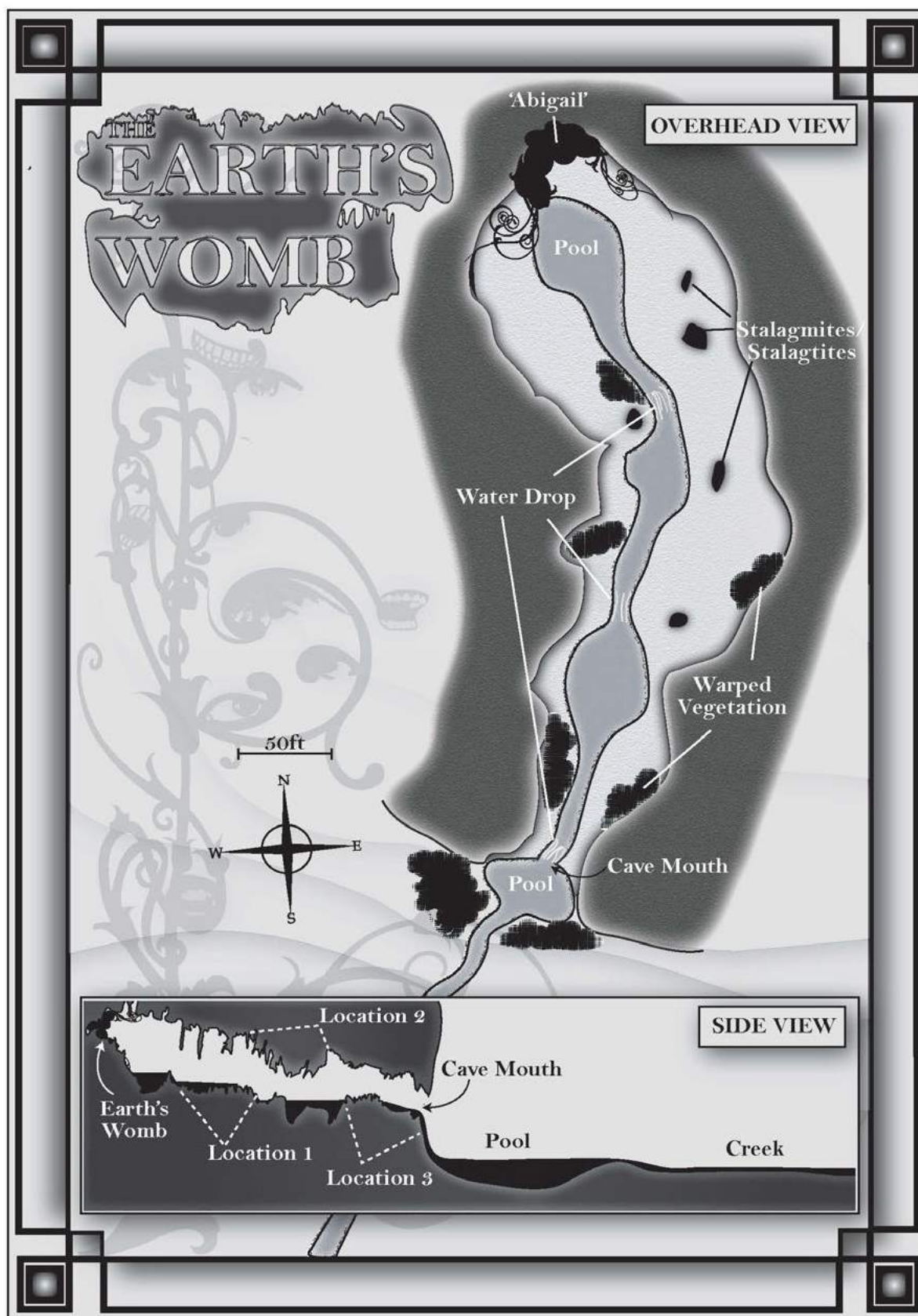
underfoot constantly. The walls are sticky with a sap-like fluid. The fluid is slightly phosphorescent, giving off a pale purple light. If the investigators have lost their light sources on the way up, the fluorescence will provide enough light to make out shapes in the darkness.

A woman's sobbing can be heard from up the tight, twisting passage. As the investigators get closer, they will see that the glow grows stronger in the distance. Strange growths cover the walls of the passage, growing denser the further into the cave they go. A successful **Medicine** or **Biology** roll can identify various internal organs, apparently diseased but alive, fused with the walls of the cave. They are pulsating with life. Witnessing the Mother calls for a **Sanity** roll (1D6/1D20). As the passage progresses, eyes and mouths also appear, watching the investigators, crying, and pleading in a woman's voice. Any insane investigator will believe this to be the voice of his or her own mother, attempting to reassure the investigator as a mother would a child. Anyone who knows Abigail Roades' voice will recognise it as hers.

The passage eventually opens out into an enormous natural cavern. The glow is strong here, providing more than enough light to see. The centre of the cave is dominated by a huge, pulsating mass of flesh, over 100 feet across. It is covered in strange growths, tendrils, and many faces. Each face is that of Abigail Roades—some of them cry and plead for help, some look at the investigators with undisguised lechery, while others just laugh insanely. The mass floats in a large pool and the sound of running water can be heard all around. Fluid, containing fragments of flesh, gushes from the mass and out of the cave, forming the creek.



The Earth's Womb.



Keeper's Note: Insanity

It is quite likely that at least one investigator will be suffering from insanity by this stage. Remember to confront the player with delusions. Refer to that investigator's backstory for inspiration: perhaps they hear the voice of a friend in the cave or feel they are sinking in to the cave floor. The contents of the cave are so strange that a player might believe it to be a delusion. If a player questions what they are seeing, ask for a Reality Check roll. Remember a failed Reality Check results in another Bout of Madness.

The walls of the mass are translucent, with dark, misshapen things moving within. These are the monsters growing inside what was once Abigail Roades—and they are almost ready to be birthed.

Dynamiting the Cave

Destroying the Womb is a perilous task. Using the dynamite and fuses (found locally) will provide just enough time for a hasty escape. The investigators must flee the cave within three rounds, represented by three locations, or risk being caught in the explosion.

The three locations are as follows:

- **Location 1:** The cave, requiring a **Dodge** roll to move quickly and avoid the Mother's tendrils.
- **Location 2:** The narrow passageway leading in, requiring a **DEX** roll to move quickly.
- **Location 3:** The steep climb down through the cave mouth, requiring a **Climb** roll.

Moving from one location to the next requires a successful roll for the specified skill. If the roll is failed this may result in damage or being grabbed by a tendril. At the end of the third round and each round thereafter, a group **Luck** roll should be made; if failed, the dynamite explodes!

When the dynamite explodes, those at location 1 or 2 will be trapped inside the cave with no hope of escape. Those at location 3 will suffer 1D10 damage from the fall and the blast.

If the investigators decide to simply blow up the cave mouth, this carries no risk; however it will not damage the Womb. The corrupting fluids will continue to flow, and a month later the creatures within will be birthed. If they can claw their way out of the cave, they will lay waste to the surrounding area.



Dick Sprouston and the townsfolk lie in wait.

Wrapping It All Up

As mentioned earlier, there is no specific way this scenario should be played and the players may do things that surprise you. That said, there are four likely ways the game will end:

1. A deadly shootout at the Carmody farm.
2. Fleeing Sprouston and his followers.
3. Dealing with the Earth's Womb.
4. Negotiating with Damien Carmody and taking over the whiskey trade.

There are undoubtedly other ways to end, however most of them will involve the investigators dying or fleeing town. They could, for example, avoid Sprouston and his cult by traveling north of the woods and then onto Dunwich, or stealing a boat and escaping down the Miskatonic River. The important thing is that any escape or victory should feel hard-won. Use the chase rules or have the investigators fight their way out. Blackwater Creek is an unwelcoming and dangerous place, and it does not treat visitors kindly.

If the investigators secure control of the whiskey production at the farm, either by negotiating with the Carmody brothers or taking the farm from them, McBride will start distributing the whiskey throughout Boston. The initial reaction from his customers will be delight, as those

who succumb to the first two stages of the Mother's Gift will see nothing but benefits, but as time goes on there will be stories of poisonings and strange diseases. Customers reaching stage four of the Mother's Gift will find themselves drawn toward Blackwater Creek, uncomprehendingly, to finish their transformations. This could potentially serve as the seed for a new adventure, as the investigators have to deal with the problems they have created.

Other possible follow-up scenarios could come from the destruction wrought upon the area by any monsters born from the Womb or the growth of Sprouston's cult to neighboring regions as the Mother grows in power. Additionally, Ezekiel Cade may still walk the land, made immortal by his exposure to the Mother and now something very much other than human.

Additionally, if the Carmodys' dam is destroyed or dismantled and the Mother has survived, the water from the cave will start running into the Miskatonic River, spreading the Mother's Gift throughout the Miskatonic Valley and as far as Arkham.

Rewards

The following optional rewards may be awarded to investigators surviving Blackwater Creek:

- Preventing the flow of contaminated whiskey to the outside world: +1D4 Sanity points.
- Killing Brendan Carmody: +2 Sanity points.
- Freeing Professor Roades: +2 Sanity points.
- Sealing the entrance to the Earth's Womb: +1D4 Sanity points.
- Destroying the Earth's Womb: +1D6 Sanity points.

Keeper's Note: Epilogue

You may wish to frame an epilogue for each investigator to explore what becomes of them following this story, especially if it's unlikely that those particular investigators will be played again. Use the epilogue as a way to provide a suitably creepy ending.

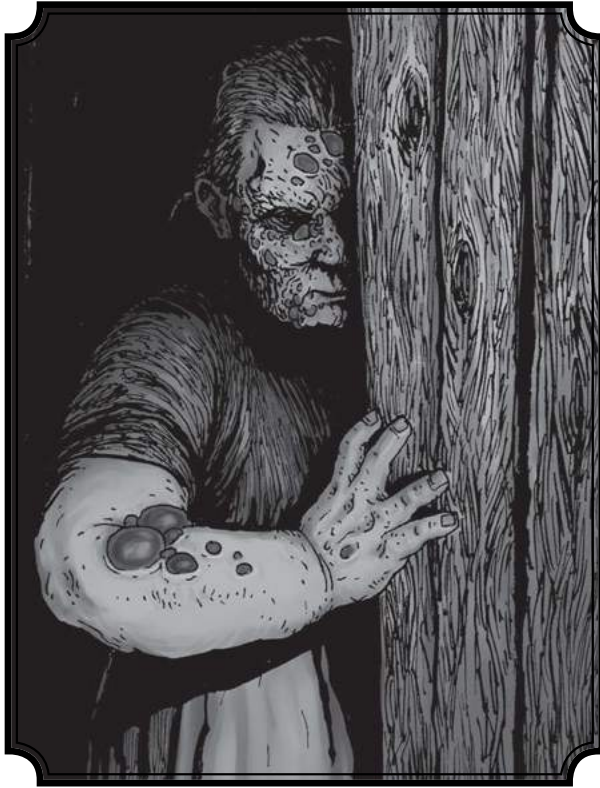
Perhaps one insane investigator escaped into the night—at the end of the game, ask the player what their investigator would do next. They may well state that they are moving far away, never to return to Blackwater Creek. This is your opportunity to say just enough for the player to feel that maybe they never really escaped their doom, "Florida is nice, but after a time you start to hear that pulsing sound in the long quiet hours of the night. You find that any injuries you suffer heal quicker than most, and that has to be a good thing, right?" It's important that the player and Keeper collude on the epilogue and that it's not too heavy-handed on the Keeper's part.

Appendices

The Mother's Gift

Exposure to the waters of the creek carries the risk of changing any living organism. The initial exposure is positive, bringing a bloom of good health, sometimes even healing grievous injuries. As exposure increases, though, it changes the flesh, making it much more like that of the Mother herself.

Each time a person's bare flesh is exposed to the water or the discharge from an infected person or animal, they should make a **CON** roll to avoid moving onto the next level of corruption. If they consume any plant or meat from a source that was exposed to the water, including the Carmodys' whiskey, the roll is Hard. If they drink the water directly, it is Extreme. At least two hours need to pass between exposures before another roll is called for.



A Gifted chosen of the Mother.

The stages of corruption are:

1. A general feeling of wellbeing. On a **Luck** roll, all minor injuries are healed (recover 1D6 hit points).
2. A feeling of near ecstasy. The person looks younger and visibly healthier. On a **Luck** roll, even old wounds or illnesses are healed. This includes re-growing lost body-parts (over the course of a few days). Any backstory entries relating to wounds or scars should be rewritten accordingly.
3. A sensation of having overindulged, like a hangover or the feeling of having overeaten. The person looks slightly bloated and their skin becomes shiny. Some boils may form, oozing black pus. Make a **Luck** roll: if failed lose 2D10 APP, if successful gain 3d10 STR. A number of townsfolk are at this stage.
4. A feeling of dissociation from reality. The person's sense of identity begins to dissolve. Make a **Sanity** roll (1/1D6). Gain 1 point of Cthulhu Mythos. The person starts perceiving all living things around them and their interconnectedness (these are real visions rather than delusions). Anyone reaching this stage will feel inexplicably drawn to the Blackwater Creek region prior to progressing to further stages.
5. The sense that the person's body is no longer their own. The person's flesh feels alien to them. It begins to split and ooze something like rotten fruit pulp. Lose 4D10 APP and 2D10 CON, and make a **Sanity** roll (1D3/1D10)—gain 1D6 points of Cthulhu Mythos on a failure. Henry Roades is at this stage.

6. The person begins to hear the Mother's voice in their head, calling them to her worship. Their body no longer looks human, gaining new mouths, tendrils, hooves and tails. APP drops to 0, and a **Sanity** roll (1D6/1D20) is required. Observers looking at the person in this form must make a **Sanity** roll (0/1D6).
7. The person is consumed entirely by the Mother, becoming a twisted mockery of what they once were. All volition is gone and they live only to serve her will. Sanity drops to 0. Brendan Carmody is at this stage.

Keeper's Note: Subtlety

You may feel that the rolls for corruption by the Mother's Gift send too strong a signal to players as to its cause. If so, consider making the rolls secretly and simply telling the players the effect of the Mother's Gift on their investigators. This will mean a little more bookkeeping for you. Make a note of the investigators' Luck and CON scores to help with this.

Alternatively, you could give the players a pretext for making the roll, such as checking to see if they recognise the smell or aftertaste of tainted substances. You will still need to track the changes yourself.

Non-Player Characters and Monsters

DECLAN MCBRIDE, age 37, gang boss

Declan McBride is a sturdily built man with a boyish smile and hard green eyes. His stylish hair is prematurely grey. He wears the finest tailored suits in Boston and is rarely seen around town without a gorgeous woman on his arm.

While superficially charming, McBride is ruthless and psychopathic. He has no qualms about murder, extortion or whatever else is required to get ahead.

STR 60	CON 60	SIZ 70	DEX 50	INT 65
APP 70	POW 70	EDU 60	SAN 50	HP 13
DB +1D4	Build 1	Move 6		

Brawl	50% (25/10), damage 1D3 + 1D4
.38 Revolver	50% (25/10), damage 1D10 (15 yards)
Dodge	55% (27/11)

Skills: Psychology 50%, Intimidate 75%, Fast Talk 40%.

Roleplaying hooks:

- To secure the Blackwater Creek whiskey supply for his own operation.
- To be the bootleg liquor king of Boston.

DICK SPROUSTON, *age 63, self-appointed sheriff and preacher*

Dick Sprouston is a tall, lean, angular man, with slicked-back gray hair and dark, intense eyes. He is a native of Blackwater Creek, although he lived in Arkham for a large portion of his adult life, serving as a police officer.

STR 55	CON 50	SIZ 70	DEX 60	INT 65
APP 50	POW 80	EDU 70	SAN 50	HP 12
DB +1D4	Build 1	Move 4		

Brawl	50% (25/10), damage 1D3 + 1D4
.303 rifle	60% (30/12), damage 2D6+4
.38 pistol	60% (30/12), damage 1D10
Dodge	45% (22/9)

Skills: Stealth 60%, Spot Hidden 70%, Listen 50%, Psychology 40%, Intimidate 60%, Persuade 40%.

Roleplaying hooks:

- Seeks to befriend the investigators.
- Wants the investigators to drive out or kill the Carmody brothers, ensuring that Sprouston becomes the Mother's chosen one.

BLACKWATER CREEK ADULT, *tainted*

Use the following for any generic NPC in Blackwater Creek. These should also be used for Sprouston's followers.

STR 55	CON 55	SIZ 65	DEX 50	INT 60
APP 30	POW 50	EDU 40	SAN 30	HP 12
DB 0	Build 0	Move 7		

Brawl	30% (15/06), damage 1D3
12-g shotgun	30% (15/06), damage 4D6/2D6/1D3 (10/20/50 yds)
Dodge	25% (12/05)

Skills: Listen 40%, Stealth 30%, Spot Hidden 40%, Track 40%.

BLACKWATER CREEK CHILDREN, *opportunistic*

STR 35	CON 40	SIZ 30	DEX 60	INT 60
APP 30	POW 50	EDU 20	SAN 30	HP 7
DB -1	Build -2	Move 8		

Brawl	25% (12/5), damage 1D3-1
Dodge	60% (30/12)

Skills: Stealth 40%, Sleight of Hand 30%.

BRUTUS THE BOAR, *300 pounds of maddened pig*

STR 95	CON 60	SIZ 95	DEX 50	INT 20
APP 0	Move 8	HP 15	Build 2	DB +1D6

Attacks per round: 1

Brutus will first charge an opponent, which will knock them prone if he succeeds. He will then attempt to gore the prone opponent with his sharp tusks.

Fighting	60% (30/12), damage 1D3 + 1D6
Dodge	30% (15/6)

Armor: 1 point thick hide and fat.

SHAPELESS MASS, *lesser abomination*

STR 40	CON 40	SIZ 20	DEX 60	INT 10
POW 60	HP 6	Build -2	DB -2	
Move 4 (8 swim)				

Attacks per round: 1.

The mass can only use its digestive juices to attack (thus ignoring damage bonus).

Envelop (maneuver): The mass will try to adhere and envelop exposed skin, holding on and devouring it by secreting digestive juices. If the attack is successful the mass has grabbed its target and will continue to do damage until removed. It must be killed or the target must make a successful STR roll versus the mass's STR in order to remove the mass.

Fighting	60% (30/12), damage zero (see Grab)
Grab	victim held, 2 points of damage per round (maneuver)
Dodge	30% (15/6)

Armour: none

Sanity Loss: 1/1D4 Sanity points to see a shapeless mass.

EMBRYONIC DARK YOUNG of Shub-Niggurath

STR 80	CON 60	SIZ 100	DEX 40	INT 30
POW 50	HP 16	Build 2	DB +1D6	Move 0

Primary combat actions per round: 1

Fighting attacks: An embryonic dark young may attack with its tentacular branches or roots to grab its opponent.

Grab (maneuver): If an opponent is grabbed 1D10 STR is drained each round until the target breaks free with a STR roll versus the monster's STR.

Fighting	70% (35/14), damage 1D6+1D6
Grab	70% (35/14) grabbed and held for 1D10 STR drain (maneuver)
Dodge (branches)	20% (10/4), main trunk has zero Dodge skill

Armor: Branches have 1 point of armour. The main trunk takes minimum damage from firearms and has 2 points of armour against other forms of attack.

Sanity Loss: 1/1D8 Sanity points to see an embryonic dark young.

DAMIEN CARMODY, *age 34, bootlegger*

Like Dick Sprouston, Damien Carmody left Blackwater Creek as a young man, seeking his fortune in Boston. His ambition, size and ability with his fists led him to become a boxer at first and then hired muscle for Michael Whelan, an Irish gang boss in Boston.

Not long after prohibition was introduced, Damien saw an opportunity to get away from the life of violence he had come to fear, having been shot twice, and to make a lot of money. He went back to the family farm, joining his brother Brendan, to grow corn, and distil corn whiskey to supply Whelan's clubs.

STR 60 CON 65 SIZ 85 DEX 70 INT 55
APP 40 POW 80 EDU 60 SAN 30 HP 15
DB +1D4 Build 1 Move 7

Fighting 60% (30/12), damage 1D3 + 1D4
12-g shotgun 50% (25/10), damage 4D6/2D6/1D3
 (10/20/50 yds)
Dodge 55% (27/11)

Skills: Stealth 50%, Spot Hidden 50%, Listen 50%, Psychology 40%, Intimidate 70%, Persuade 30%.

Roleplaying hooks:

- Wants to ship his moonshine all over Massachusetts to share the Gift of the Mother, and will be open to any offers the investigators make concerning this.
- To protect the farm and ensure visitors are not a threat.

BRENDAN CARMODY, *child of the Mother*

STR 65 CON 50 SIZ 70 DEX 50 INT 65
POW 50 HP 12 DB +1D4 Build 1 Move 8

Attacks per round: 2

Children of the Mother do not attack directly, but their connectedness with all corrupted living things around them allows them to command lesser creatures, such as insects, spiders, snakes and even small mammals. If targeted by an attack, the child's only defence is Dodge. Any wounds they receive heal within moments, regrowing in strange organic ways.

Control vermin: Refer to Rat Pack or Venomous Snake in the *Call of Cthulhu Rulebook*. The attacks may be described as any variety of vermin. Anyone within a 10-yard radius of the Child may be targeted by one such attack per round.

Dodge 25% (12/5)

Armor: none, but regenerates 4 points per round unless killed outright.

Sanity Loss: 1/1D6 Sanity points to see Brendan.

THE CARMODY GANG, *hired thugs*

The Carmody brothers have hired three local men—Kurt Danziger, Ralph Hannon and Archie Cotton—to help with the stills and provide added muscle in case of trouble. These men have had enough exposure to the weirdness in the farm and the town that it no longer shocks them, but they are still ill at ease about the situation and about Brendan in particular. Unlike the Carmody brothers themselves, the hired men could be persuaded or intimidated into abandoning the farm if given a compelling reason. Use the same stats for all three men. They have shotguns stored in the main barn and will fetch them at the first sign of intruders.

STR 70 CON 60 SIZ 60 DEX 60 INT 55
APP 50 POW 50 EDU 50 SAN 30 HP 12
DB +1D4 Build 1 Move 8

Brawl 50% (25/10), damage 1D3 + 1D4
12-gauge shotgun 50% (25/10), damage 4D6/2D6/1D3
 (10/20/50 yds)
Dodge 45% (22/09)

Skills: Stealth 40%, Spot Hidden 50%, Listen 50%, Intimidate 40%.

HENRY ROADES, *age 36, mutated captive*

Henry Roades has been teaching archaeology at Miskatonic University for the last six years. He has a reputation as a driven, almost obsessive man, although his ability to communicate his passion for his subject, along with a small degree of charm, has made him popular among the faculty and student body. Roades' passion is for the history of the Miskatonic Valley and he has led a number of digs to uncover details of native settlements and early colonial life. All those who know Roades have heard of his desire to find the truth about the Cade's Rest and of his excitement when he believed he had finally traced its location.

During the Great War, Roades served in the American Expeditionary Forces, losing his right leg at Battle of Cantigny when he came under fire from German artillery. Back in civilian life, he was fitted with a wooden leg and thus walked with a pronounced limp and required a cane.

Three years ago, Roades announced that he was to marry Abigail Matthews, a former student. There were rumours of impropriety, but both insisted that their romance had not started until after Matthews had graduated. This averted scandal, but some faculty members still view the couple with suspicion. While Abigail had no official standing at the university, she has co-authored books with Henry and has accompanied him on all his recent digs. Abigail saw it as her role to organise her husband, to maintain his relationships with his friends and colleagues, leaving him to focus on his work. Most people who think of Henry as a friend have maintained the friendship because of Abigail.

STR 50 CON 60 SIZ 65 DEX 70 INT 80
 APP 0 POW 70 EDU 100 SAN 05 HP 12
 DB 0 Build 0 Move 7

Brawl 25% (12/5), damage 1D3
 Dodge 40% (20/8)

Skills: Stealth 40%, Firearms (Rifle) 30%, Spot Hidden 30%, Psychology 40%, Persuade 50%.

Roleplaying Hooks:

- Desperately wants help from the investigators to be set free and to be reunited with his wife.

THE WOMB OF THE MOTHER, *giver of the gift*

There are still fragments of Abigail Roades' consciousness left within the Womb of the Mother and she will beg for anyone she sees to release her from her torment. At the same time, the thing she has become will view the investigators as new raw material and attempt to absorb them.

Roleplaying hooks:

- Alternates between being Abigail and being an avatar of Shub-Niggurath. Abigail will beg the investigators for release, death and forgiveness.

STR 150 CON 150 SIZ 300 DEX 80 INT 65
 POW 100 HP 45 DB +4D6 Build 6 Move 0
 MP 20

Attacks per round: 2.

She attacks using her Grab manoeuvre. She does not generally inflict her damage bonus, partly because she uses her soft tendrils and partly because she is a caring mother and does not seek to kill, but to create new "life".

Grab (maneuver): The mother may grab a victim with a tendril using a fighting maneuver. To break free the victim must STR roll versus her STR, or cause 8 hit points of localised damage to the tendril holding them.

Absorb (automatic once grabbed): Once she has hold of a victim she ceases to cause damage and instead begins to absorb the person; each round someone is held within her counts as one step on The Gift of the Mother.

Fighting 60% (30/12), damage 1D6
 (plus optional damage bonus)
 Grab Special (see above, maneuver)
 Absorb Automatic once grabbed (see above)
 Dodge 30% (15/6)

Armor: special; guns do minimum damage.

Sanity Loss: 1D6/1D20 Sanity points to see the Womb of the Mother.

Acknowledgements

Thanks to Paul Fricker, Steve Ellis, Gary Bowerbank, and Dale Elvy for playtesting and their invaluable feedback.

A Meeting with Professor McTavish

Professor Ernest McTavish has scheduled a meeting at his office in the Department of Archaeology at Miskatonic University for 11am on the 24th of September. It is a cold, rainy day in Arkham, and the sky is forebodingly black. Students and faculty members run across the quad for shelter, using papers and bags as makeshift umbrellas.

McTavish's office is considerably less old-fashioned and stuffy than newcomers might expect, as is the man himself. The office is airy, and has plain, white walls, with a number of diplomas and awards hanging in frames. Wooden shelves contain a broad range of archaeological and historical tomes, including a handful authored or co-authored by McTavish, as well as a number of minor artifacts, mostly masks, tablets and pottery, from his various expeditions around the Americas. His oaken desk is tidy, with neat piles of papers arranged with almost geometrical precision. One pile is held in place by a Mexican skull, inlaid with turquoise.

McTavish is a lively, enthusiastic man in his early thirties. He wears a fashionable tailored suit and a tie that is just on the wrong side of garish. When he speaks, he makes broad, sweeping gestures with his hands, and he smiles at each member of his audience as he does so.

Once everyone has gathered, McTavish sends one of his graduate students off to fetch some coffee, and tells everyone why he has called the meeting, giving the background to the Roades expedition and to Professor Roades' obsession with Cade's Rest. McTavish explains that Henry Roades is not only a valued member of the department, but he and his wife, Abigail, are dear friends, and that McTavish is extremely concerned about their wellbeing. While the official story is that Henry is taking some convalescent leave, the truth is that he and Abigail have not returned from their last expedition to the Miskatonic Valley, and that there has been no contact from them for over two months. McTavish's hope is that the investigators will be able to make contact with Henry and Abigail by visiting Blackwater Creek and make sure that they return to Arkham safely.

McTavish will share the last letter he received (Handout 1) and mention that he is troubled by the tone of it. The fact that Henry wrote the latest letter and not Abigail is also odd, as Abigail had handled all the correspondence before then.

Apart from Henry and Abigail, the rest of the team, comprising three graduate students, all returned to Arkham safely. Two of the three—Agnes Soames and Clarence Welliver—are still at the Miskatonic University and can be sent for if the investigators wish to speak to them. The third student, Walt Rerig, has had to abandon his studies to look after his sick mother, but still lives in Arkham.

Agnes Soames is a small, intense woman in her early twenties, with fashionably short hair and thick glasses. Her jaw is always clenched when she is not speaking, and when she does speak, the eye contact she makes borders on a glare. Agnes is not hostile, but nervous, as she fears for the safety of Henry and Abigail. She will explain that

the expedition had a few run-ins with two of the local farmers—young, angry men who seemed only too ready to wave guns around and make accusations about poking around on their property. Agnes thinks the farmers were brothers, but she doesn't remember their names.

Agnes also remembers that shortly before they left, the expedition members had to take shelter with some nearby farmers, named Jarvey, because of severe weather. These farmers were much friendlier, and she found the wife's apple pie one of the highlights of staying in Blackwater Creek.

Clarence Welliver is a slim, dreamy young man, with messy straw-coloured hair. He has a habit of looking out the nearest window when speaking, and often lets his sentences trail off to nothing. He will back up Agnes' stories about the farmers, but cannot add any details. The one other thing Clarence does remember about the last days at the camp is that Professor Roades took possession of a crate of dynamite, and went off on his own into the hills to do some blasting. The professor refused to share any details about what he was doing, and sent the students back to Arkham a couple of days later.

Both students can give basic details about Blackwater Creek and its residents, and even sketch a rough map if asked to. They are unaware of any of the secrets of the town, such as the Carmody still or Sprouston's religious fervour. The strange changes to Blackwater Creek have all come about since the students departed.

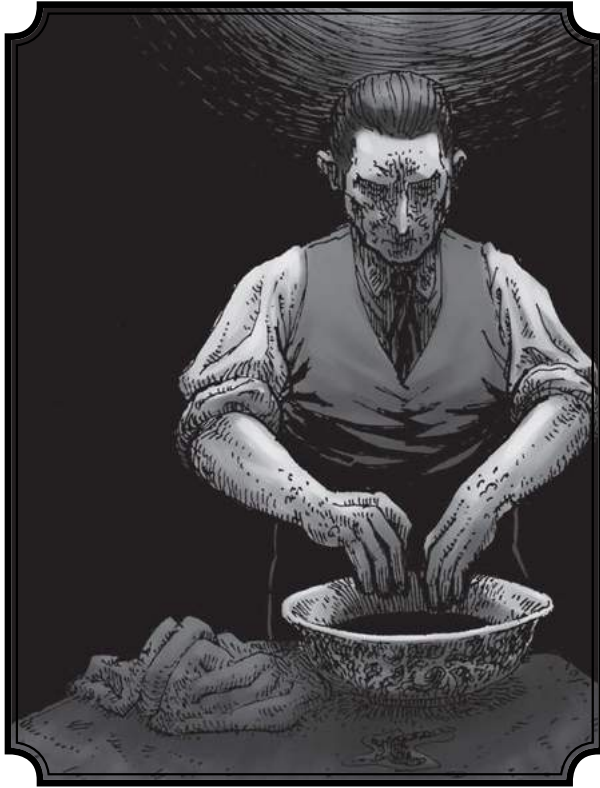
If the investigators wish to speak to Walt Gerig, Professor McTavish will provide his address and a letter of introduction. Gerig's house is on the outskirts of Arkham, in one of the older, more derelict neighbourhoods, and is a tall, narrow wooden structure set on its own small patch of ground. The grounds are overgrown and obviously uncared for.

Gerig is at home when the investigators call, and will be happy to let them in. He is a painfully thin young man, with sallowness and dark rings under his eyes. His fingers twitch when he speaks, and he unconsciously looks over toward the staircase a few times every minute.

Gerig's living room is untidy, with papers and books everywhere. A casual inspection will show that most of the books are related to dreams, psychiatry and mythology, with no obvious works on history or archaeology. On some level, Gerig is trying to understand what is going on in his mind, but he rationalizes it as a newfound academic interest.

There is little information about the expedition or Blackwater Creek that Gerig can provide beyond what the other students have already told the investigators. It is obvious that Gerig is nervous and distracted, though. If an investigator wishes to try to calm him down, a Psychology roll will provide the right things to say. Once calmer, Gerig will remember that the farmers who caused them so much trouble were named Carmody.

At some point in the conversation, Gerig will ask the investigators to excuse him while he takes his mother some tea. He clatters around in the kitchen for a few minutes, and



Declan McBride washes his hands of blood.

then takes a tray holding a tea set upstairs. When he comes back down, he is carrying another tray, which holds a full bowl of cold, congealed stew, an untouched salad and a full glass of lemonade. If asked why the food is untouched, he will look distant and say that he hadn't noticed. Any questions about Gerig's mother will be met with evasions or blank looks. An INT roll will also reveal that there are no personal effects belonging to a woman around the house.

Should any of the investigators venture upstairs, they will find the tea tray sitting outside the door of one of the rooms on the second floor. The door is ajar, and it is obvious that the room itself is empty, with no signs of occupancy.

The truth is that Gerig's mother died when he was a child and is buried in a nearby cemetery. The psychic contact he made with the entity in the hills above Blackwater Creek (see **Getting to Blackwater Creek**, page 9) was so strong that he has developed the unshakeable delusion that his mother is alive and needs his help. Gerig genuinely believes her to be sick and bedridden upstairs, and will need extensive psychiatric treatment to be convinced otherwise.

The Bootleggers' Briefing

As per his summons, the investigators arrive at McBride's warehouse by the docks in Boston, late in the evening. There is a slight chill in the air and a few wisps of mist coming off the water. The loading bay doors are open and light is spilling out. There is an unfamiliar truck parked inside, loaded up with unmarked wooden crates. One of the crates has been levered open and a number of

bottles of amber liquid can be seen inside.

The first investigators to arrive see two of McBride's men carrying what is obviously a body wrapped in sacks into the back of a car. If anyone asks them what is going on, they just say that the boss is waiting for them in the manager's office.

The office is located at the back of the warehouse and is a plain room with a concrete floor and a bare light bulb hanging from the ceiling. The wooden desk has been pushed against one wall and the chair is in the centre of the room. There are some cut lengths of rope lying on the floor. Blood is splattered over the chair and the floor, and there is a ceramic bowl of bloody water on the desk. McBride is sitting on the edge of the desk as the investigators enter, bandaging one of his hands.

"Took a while for him to get talkative," he tells the investigators, "but it was worth the wait."

McBride goes on to tell the investigators that the man who was just carried out was one of Whelan's delivery drivers and that McBride convinced him to share the source of Whelan's new whiskey supply. Whelan has set up a corn whiskey distillery in the Miskatonic Valley, not far from Dunwich, in a small town called Blackwater Creek. The operation is run by the Carmody brothers on their family farm, using the corn they grow locally, and Whelan sends trucks up there weekly to pick up the whiskey.

McBride wants the investigators to go up to Blackwater Creek and convince the Carmody brothers that there has been a change of management and that they now work for McBride. He will offer a cash payment of ten thousand dollars up front and match what Whelan is paying them from then onwards. The complication is that Damien Carmody is known to be unshakeably loyal to Whelan and is unlikely to agree without coercion.

Whatever else happens, McBride emphasises, the investigators are not to leave without getting an agreement from the Carmodys. Violence is definitely an option, but under no circumstances are the investigators to kill the brothers unless they are convinced that they know how to reproduce whatever it is that makes the whiskey so special.

To illustrate this, McBride pulls out a bottle from the desk drawer. Anyone who looked in the open crate on the

Keeper's Note: Investigators' Preparations

After the bootleggers' briefing, ask the players what they wish to do prior to leaving town. They may want to arm themselves further. Remember they are part of a criminal organization and will have access to a selection of arms and equipment, but time is pressing; don't make things too easy for them.

truck will recognise it as the same type of bottle. “To tell the truth,” McBride says, “it tastes a bit funny to me, but it has a hell of a kick.” He then passes the bottle around.

If anyone takes the bottle, the first thing they will notice is a slight sickly sweet smell, like overripe fruit. It is not overpowering and if they sniff again they will find it hard to detect. If any of the investigators take a drink, refer to **The Mother’s Gift** (page 31).

Should any of the investigators voice a concern about Whelan, McBride laughs it off, telling them that he doubts Whelan will be in a position to make trouble, or do anything for that matter, by the time they get back to Boston.

Player Handouts

Blackwater Handout 1: Roades’ Letter

Investigators from the Miskatonic University will have access to this letter at the start of the game. All correspondence to date has come from Abigail. McTavish had never received a letter from Henry before this one. There are odd stains and lumps on the letter, as if it were moldy and there is a faint sickly sweet smell to the paper.

A successful **Psychology** roll will suggest that the tone and repeated apologies indicate that, at the time of writing, Roades was preoccupied and feeling guilty about something, possibly related to his wife.

Blackwater Handout 2: Incomplete Letter from Professor Roades

This letter may be found in a crumpled ball, behind the nightstand in the guest bedroom of the Jarvey farmhouse. It contains a number of crossings-out, and the handwriting is erratic in places.

Blackwater Handout 3: Roades’ Field Notes

These may be found in the remains of Roades’ tent.

Professor Roades has kept field notes in a small brown leather notebook, filled with observations, sketches and maps. The book itself is now quite badly damaged, having been covered in blood and the black pus which now leaks from Roades’ body, some of which has soaked into the pages, obscuring the text. The pages are tattered and torn in places, and Roades’ handwriting becomes increasingly illegible as the notes progress. Anyone reading the less damaged portions of the book can piece together the details listed. Each item requires one hour of study.

Blackwater Handout 4: From Indian Tribes of the Northeast, by Nathaniel Chapman

These may be found in the remains of Roades’ tent.

Blackwater Handout 5: From Myths and Legends of Old Massachusetts, by Oliver Stansfield

These may be found in the remains of Roades’ tent.

Blackwater Handout 6: Summary of The Confessions of Ezekiel Cade

These may be found through research in a library or by talking to Nathaniel Baxter in town.

Blackwater Handout #1

Letter from Henry Roades to McTavish (Miskatonic University)

*C/O Baxter’s General Goods,
Blackwater Creek,
Dunwich County*

June 22nd, 1928

My Dear McTavish,

I am very sorry to inform you that I have been unavoidably delayed in my plans to return to the university. While, as we have discussed in the past, the dig site has proved fruitless, there is still some minor work to be carried out before I can extricate myself from the area. I do anticipate returning to Arkham by the end of August at the latest. Again, please accept my deepest apologies for the inconvenience that this extension may cause.

In case you are considering sending any members of the field team back to the site, I would recommend against this in the strongest possible terms. As you have probably heard before, it saddens me to say that one of the local farmers has taken a strong dislike to our presence here, and he seems to have some rough associates. While the field team consists of Abigail and me, we probably represent sufficiently little intrusion to be objectionable, but I am sorry to say that an increase in numbers may prove provocative.

Abigail sends her love, and we both look forward to returning to Arkham and joining you and Mary for a bridge evening as soon as we can. I am so very sorry.

Your friend,

Henry

Blackwater Handout #3

From Indian Tribes of the Northeast by Nathaniel Chapman

Of all the peoples of the Miskatonic Valley, the most mysterious and feared was the Sicaiook tribe, known to the white settlers as the Children of the Black Earth. They have not been seen since Colonial days, but stories of them still live on in folklore. While some of the stories of the Sicaiook no doubt have their basis in fact, many have doubtless been embellished by the passage of time or tainted by native superstition.

The assertion that the tribe would conduct raids and take captives who they would then offer up as sacrifices to their great spirits is richly plausible. While human sacrifice among the Indian peoples is a rarity, the evil reputation and reported depravity of the Sicaiook was the cause of their shunning by all neighbouring tribes, and these tales of murder simply form part of this tapestry. Their ferocity and bloodlust is also the most likely root of the reputation of their warriors as never dying on the battlefield and being immune to all mortal weapons.

Where their legend becomes pure fancy is in the detail of the tribe being ruled by an undying council of elders, who were never seen outside their sacred cave. The elders were spoken of as wise and terrible, with great magic and gifts of healing. Similarly fantastic is the description of the tribe as "brothers to snakes and to the vermin of the field".

No stories or legends survive to explain the disappearance of the tribe, but the most likely explanations remain that they were either exterminated by either their neighbours or Colonial settlers, or that exposure to civilising influences led to their acceptance and absorption into the larger tribes of the valley.

Blackwater Handout #4

From Myths and Legends of Old Massachusetts by Oliver Stansfield

One less sinister and undoubtedly less puzzling mystery of the Miskatonic Valley is the fate of the settlement known as Cade's Rest.

Historical record shows that following the hanging of Mary Dyer on Boston Common in 1620, a group of Quakers left Boston, fearing persecution at the hands of the Puritans. This group was led by the tailor Ezekiel Cade, and included as many as ten other families. After some months of travel, they settled by the banks of the Miskatonic River, not far from the spot that would one day become Dunwich.

While records from this point are scant, the folk story holds that the settlement thrived once Cade and his followers made contact with a local Indian tribe known as the People of the Black Earth.

Where the tale turns to folklore is in the demise of the settlement. Some stories have the earth opening and swallowing the settlers' whole. Others tell of them being snatched away by the Devil himself. Even the more mundane details are contradictory, with some describing the discovery of empty homes on the site, and others saying that even the buildings had vanished.

Given that there are mentions of Cade being spotted in Boston a few years later, the most likely explanation is that the settlers simply moved again, possibly spreading the rumours of their disappearance themselves to secure their privacy. Alternatively, they may have come into conflict with the Black Earth tribe and been killed. Regardless of the truth, the legend is a minor one at best.

Pre-generated Investigators: Background Handouts

On pages 45-55 investigators are presented for use with the bootlegger option, to allow you to start play quickly. Note that Luck values have been left blank on the PC sheets, ask players to roll 3D6 x 5 to generate a Luck value for their player character. There is no need to use these characters should your players prefer to create their own.

Each investigator has a **Background Handout** (page 41); each of these should be given to their respective players with the investigator sheet.

Blackwater Handout #5

Roades' Field Notes

There is a cave in the hills that Roades considers to be of great archaeological significance. The notes contain a sketch map that shows the cave's location. As the notes progress, he starts referring to it as a holy site.

Roades has had discussions with Sheriff Sprouston, who also believes that the cave is holy. Roades does not trust Sprouston's motivations, though.

His wife, Abigail, has had an accident at the cave and is trapped there.

In the later notes, Roades occasionally refers to Abigail as his mother.

One note mentions that Abigail is the source of the newly revived creek.

Roades believes the water has special properties. In the later part of the journal, he refers to it repeatedly as "The Water of Life".

In the last pages, Roades talks about how the voice of his mother, Abigail, is in his head constantly now. He seems alternately comforted and terrified by this.

Blackwater Handout #2

**Incomplete Letter
from Professor Roades**

June 13th, 1928

My Dear McTavish,

I wish I knew where to begin. It appears my suspicions were correct, and Blackwater Creek is indeed built upon the former site of Cade's Rest. I have discovered artifacts that give every indication of an early Colonial settlement ~~and remains which~~. There is so much more here, though, ~~so much more than I hear my mother sometimes. I know her voice. She's dead, but I hear her.~~

The cave is not just a myth. Cade tried to bury it, ~~but she is there and she never died.~~

I have procured some dynamite and I aim to open up the cave as soon as this damnable storm ends. ~~Even the wind sounds like her.~~

She needs me. I must free her. God forgive me.

Blackwater Handout #6

**Summary of The Confessions
of Ezekiel Cade**

Cade starts by discussing the threat to the Quakers presented by the Puritans in Boston in 1660 and his decision to lead his family and friends to find somewhere they could live in peace.

They headed north, up the coast and eventually followed the Miskatonic River inland, finally stopping when they reached some fertile land at the base of a range of hills. They set up a small settlement there, away from civilisation, and lived peacefully for months before meeting the Sicaiook or Black Earth tribe.

Initially, Cade's followers and the Sicaiook coexisted amicably. The Sicaiook were shunned by all the local tribes, and the Quakers were the first people they encountered who would trade with them. In exchange, when Cade's son, Daniel, was gored by a stag when hunting, the Sicaiook took him to their sacred cave to be healed.

Daniel wasn't the same when he returned, though, claiming that he had seen the Devil. While his wound was healed, he sickened in other ways, growing mad and violent. When Cade asked the Sicaiook what they had done to his son, they took him to the cave and showed him their elders. Cade's narrative becomes incoherent at this point, mentioning demons made flesh and abominations in the earth. He fears that they have corrupted all they have touched, and not even those who are strong in their faith are safe.

In the following section, Cade admits that, maddened, he fled the valley and vanished for several months. His faith and his desire to live by peace failed him, and he resolved to do what needed to be done to contain the corruption. In time, he returned to the settlement, bringing a boat up the river, bearing hired guns and barrels of gunpowder. To the horror of those who had once looked up to him, he led the destruction of the Sicaiook, and used the gunpowder to collapse the cave. He then ordered his mercenaries to turn on his own people, knowing them to be tainted, and burned all the bodies together.

In time, Cade returned to Boston. His narrative degenerates again, as he starts believing that the taint of the settlement has come to Boston with him, in his flesh. He was forced to shun human company, gaining a reputation as a leper, and resolved to leave Boston and live out his days in seclusion. His narrative ends with a plea for forgiveness from God, from his family and from those he murdered.

Lenny Valentine Background

People think you're dumb, just because you speak slowly and are built like a moose. You talk the way you do because you like to think about what you say, and the world would be a better place if more people did the same. You also read a lot—history especially fascinates you—but when you mention things you've learned, people just tend to look at you like you're a talking dog. You even attended a few lectures at the Miskatonic University, and Professor Roades stirred up your interest in the history of the Miskatonic Valley.

When your little brother Mickey got involved with Declan McBride and his boys, you knew they were trouble. You ended up working for McBride as well; more to keep an eye on Mickey than anything else, but you've grown used to the money and the lifestyle. Things could be much worse.

One of the best things about your new life was meeting Lulu. She's smart, sophisticated and drop-dead gorgeous, and you can't believe she'd fall for a big lunk like you.

If McBride's driver, Corrigan, keeps needling you, you're going to have to beat some respect into him. You've met the type before: a little man who thinks he needs to put you down to make himself feel big. You know you should ignore him, but he gets under your skin.

McBride's idiot brother, Jimmy, is sniffing around Lulu. If he weren't the boss's family, you would have taught him a lesson by now. Sooner or later he's going to push you too far.



Mickey Valentine Background

No one would call you a good man. Declan McBride relies on you to do things that need to be done, and usually this means hurting people. You started out a bit cold and emotionless, and between your time in the war and the work you've done since, you now find it hard to connect with people at all.

Your big brother Lenny helps keep you in line. You know that he joined McBride's gang just to keep an eye on you, but you don't mind. He's family, and you'd do anything for him. Well, anything except stop thinking about his girl.

There's something about Lulu that makes you feel almost human again. She's warm, funny and beautiful, but she's also Lenny's. That should make it easy to stop thinking about her, right? So why can't you?

You have a slight limp from when you were shot on a job a few years ago by one of Whelan's boys -- a gunman named Damien Carmody. One day you hope to give him his bullet back, with interest.

A few months ago, you ran up some gambling debts with the wrong people, and McBride's lawyer, Ziegler, came through with the money and saved you some pain. You're now seriously in debt to him, but at least he's not likely to leave you floating in Boston harbour.



Louise “Lulu” Winney Background

You’ve taken the girl out of the backwoods, and you’ve spent the last seven years trying to take the backwoods out of the girl... You managed to shake the hick accent pretty quickly, and you’ve learned enough about city ways to pass yourself off as sophisticated and cosmopolitan, but somewhere inside you’ll always be that skinny-legged little girl whose daddy lived in a shack near Blackwater Creek and fed her on stolen corn and fish caught from the Miskatonic River.

You moved down to Boston with a boy named Brendan Carmody, who came from a farm on the other side of town from you. As soon as he got a look at the big city girls, he couldn’t drop you fast enough. Part of you still burns with shame and anger when you think of him. You haven’t seen him in years.

When Declan McBride first met you, he pegged you for what you were immediately. He’s never rubbed your nose in it, but the knowledge has always been held over you like a threat. You’ve worked as a hostess at his Starlight club since, and recently he’s given you the opportunity to dance on stage a few times.

You know that Lenny does bad things for Mr McBride sometimes, but you still can’t help but love the big lunk, and you’re sure it’s only a matter of time until he asks you to be his wife. Sure his brother Mickey is tougher and better looking, but Lenny has a good heart, even if he acts the tough guy.

Mr McBride’s brother, Jimmy, has been a good friend to you. You see something in each other – a desire to overcome what you are – that brings you together. You hope this doesn’t make Lenny jealous.



Stanley Corrigan Background

If one more knucklehead calls you “kid”, you’re going to shoot him in the gut and watch him bleed to death. It’s not your fault that you’re short and have a whiny voice. You’re at least as smart and tough as any of the other goons, but no one ever gives you any respect.

One day you’re going to be the guy who calls the shots. You’re full of big ideas about how to make money and build McBride’s empire, but you can’t get anyone to pay attention. If you could work out some way of starting your own gang, you’re sure that you could own this town. You just need something to give you the edge.

Everyone just sees you as the driver, and sure you can drive better than anyone you know, but McBride should use you for advice or muscle or anything apart from just looking after his goddam Ford. That big meathead Lenny gets all the good jobs, and he’s nothing more than a shaved gorilla. He even gets the best-looking girl around, all without being able to do more than grunt. You can’t help but want to put him in his place, but his brother Mickey is always around, and that guy has the scariest eyes you’ve ever seen.

McBride’s idiot brother Jimmy is the worst. He always acts like he’s the boss of you, just because of who he is, but you can show him that he’s just a nobody.

Maybe McBride’s lawyer, Ziegler, has some insight how you could develop your plans. The man knows about money and business.



Jimmy McBride Background

Everyone thinks it must be easy to be the boss's kid brother, but they don't see how Declan is harder on you than anyone else. Sure, you're no Thomas Edison, and the Valentine brothers are much better at putting the fear into the mooks, but you're a McBride, and that has to count for something.

Declan gives you the dirty jobs, from stealing other bootleggers' shipments to disposing of bodies. He says he does this because he trusts you, but you know better: in his eyes, you're disposable. All the actual business work goes to that Jewish lawyer of his, Ziegler, who he seems to treat more like family than he treats you. Maybe if Ziegler had an accident then Declan would be forced to rely on you more. If Declan found out about it, though, his new dirty jobs guy would be dumping your body in the quarry before you knew it.

That whiny kid Corrigan has really been getting on your nerves. He seems full of big ideas for a driver, and you need to remind him of his place.

Maybe you can get that psycho Mickey Valentine to sort out some of your problems for you. He seems to like hurting people.

You've never had much time for girls, but Lulu has become a good friend. She seems to be trying to come to terms with some family stuff too, even if she never gives details. Her moose of a boyfriend, Lenny Valentine, gives you the stink-eye when you spend too much time with his girl.



Manny Ziegler Background

You've been working as Mr. McBride's lawyer for several years, and not a day of that time has been dull. The work McBride sends your way is varied: keeping his boys out of prison, finding new ways to hide his money, setting up legitimate businesses as fronts and negotiating contracts for him. He rewards you well for it, but not as well as you've rewarded yourself.

With the control you have over Mr. McBride's finances, you have found it easy to hide a few thousand here and there, putting it all into an account only you know about. You can always try to convince McBride that it's a bookkeeping error if he catches you, but he's not a stupid man, and certainly not a forgiving one.

McBride's brother, Jimmy, seems to have been keeping an eye on you recently. Maybe Declan has asked him to take care of you. You know that Jimmy has taken a couple of other people out for one-way drives into the countryside, but you've covered your tracks too well. You must have...

One ace you have up your sleeve is the money you've loaned to Mickey Valentine. It's good to have a man like him owing you, as long as you don't spook him. If things turn bad, maybe you can offer to write off his debts in exchange for his help.



1920S ERA INVESTIGATOR

Name Lenny Valentine
 Player _____
 Occupation Criminal
 Age 32 Sex Male
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **75** **37** **15** DEX **45** **22** **9** POW **40** **20** **8**
 CON **55** **27** **11** APP **55** **27** **11** EDU **65** **32** **13**
 SIZ **90** **45** **18** INT **70** **35** **14** Move Rate **7** **+1** **-1**



Major Wound **M14P**

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
	14	15		
	16	17	18	19
	20			

Temp. Insane **40** Indef. Insane **99**

08	09	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

Insane 01 02 03 04 05 06 07

CALL of CTHULHU

M8MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

Out of Luck

08	09	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

Luck

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)			<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Law (05%)			<input type="checkbox"/> Science (01%) Biology	26	13	5		
<input type="checkbox"/> Anthropology (01%)	26	13	5	<input type="checkbox"/> Fighting (Brawl) (25%)	75	37	15	<input type="checkbox"/> Library Use (20%)	50	25	10	<input type="checkbox"/> Geology	20	10	4
<input type="checkbox"/> Appraise (05%)			<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	55	27	11	<input type="checkbox"/>				
<input type="checkbox"/> Archaeology (01%)	26	13	5	<input type="checkbox"/>			<input type="checkbox"/> Locksmith (01%)			<input type="checkbox"/> Sleight of Hand (10%)	10	5	2		
<input type="checkbox"/> Art/ Craft (05%)			<input type="checkbox"/> Firearms (Handgun) (20%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	10	5	<input type="checkbox"/> Spot Hidden (25%)	55	27	11		
<input type="checkbox"/>			<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25	12	5	<input type="checkbox"/> Medicine (01%)			<input type="checkbox"/> Stealth (20%)	20	10	4		
<input type="checkbox"/>			<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	10	5	<input type="checkbox"/> Survival (10%)					
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> History (05%)	50	25	10	<input type="checkbox"/> Occult (05%)			<input type="checkbox"/> Throw (20%)	20	10	4	
Credit Rating (00%)	20	10	4	<input type="checkbox"/> Intimidate (15%)	80	40	16	<input type="checkbox"/> Op. Hv. Machine (01%)			<input type="checkbox"/> Track (10%)	10	5	2	
Cthulhu Mythos (00%)			<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	10	5	<input type="checkbox"/>					
<input type="checkbox"/> Disguise (05%)			<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Pilot (01%)			<input type="checkbox"/>					
<input type="checkbox"/> Dodge (half DEX)	65	32	13	<input type="checkbox"/>			<input type="checkbox"/> Psychology (10%)	10	5	<input type="checkbox"/>					
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/>			<input type="checkbox"/> Psychoanalysis (01%)			<input type="checkbox"/>					
<input type="checkbox"/> Elec Repair (10%)			<input type="checkbox"/> Language (Own) (EDU) English	70	35	14	<input type="checkbox"/> Ride (05%)			<input type="checkbox"/>					

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	75	37	15	1d3 + db	-	1	-	-
Knife	75	37	15	1D4 + db	-	1	-	-
.38 Auto pistol	50	25	10	1d10	15 yards	3	6	99

COMBAT

Damage Bonus **+1D6**

Build **+2**

Dodge **65** **32** **13**

BACK STORY



Personal Description Large and muscular, with coarse features; snappy dresser.

Traits Thinking before you speak, no matter how long that may take.

Ideology/Beliefs Knowledge is more powerful than fists or guns.

Injuries & Scars

Significant People Professor Henry Roades, who rekindled your love of history.

Phobias & Manias

Meaningful Locations The Boston Public Library, where you spend many a quiet afternoon reading.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Your silver cigarette lighter, a present from Lulu.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10
Cash \$40
Assets \$1000 (apartment)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
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Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

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

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

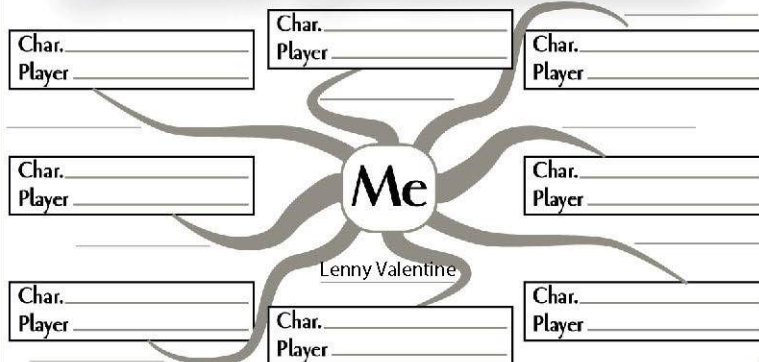
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Mickey Valentine
 Player _____
 Occupation Criminal (Gunman)
 Age 30 Sex Male
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **50** $\frac{25}{10}$ DEX **70** $\frac{35}{14}$ POW **40** $\frac{20}{8}$
 CON **50** $\frac{25}{10}$ APP **50** $\frac{25}{10}$ EDU **65** $\frac{32}{13}$
 SIZ **60** $\frac{30}{12}$ INT **65** $\frac{32}{13}$ Move Rate **7** $\frac{+1}{X}$



Major Wound M11P
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
11 12 13 14 15
 16 17 18 19 20

Temp. Insane 40 Indef. Insane 99
 Insane 01 02 03 04 05 06 07
 08 09 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

CALL of CTHULHU

Magic Points
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 $\frac{27}{11}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	35 $\frac{17}{7}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	40 $\frac{20}{8}$	<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	80 $\frac{40}{16}$	<input type="checkbox"/> Mech. Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Spot Hidden (25%)	65 $\frac{32}{13}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	80 $\frac{40}{16}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	70 $\frac{35}{14}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	45 $\frac{22}{9}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	60 $\frac{30}{12}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	60 $\frac{30}{12}$
Credit Rating (00%)	20 $\frac{10}{4}$	<input type="checkbox"/> Intimidate (15%)	55 $\frac{27}{11}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	50 $\frac{25}{10}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	55 $\frac{27}{11}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	65 $\frac{32}{13}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
.38 Revolver	80	40	16	1D10	15 yards	3	6	100
.303 Bolt Action Rifle	80	40	16	2d6 + 4	110 yards	1	10	100

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **55** $\frac{27}{11}$

BACK STORY



Personal Description Thin, dapper and impassive, with cold, dead eyes.

Traits Emotionless and ruthless.

Ideology/Beliefs Any meaning in the world comes only from the things we do.

Injuries & Scars Limp caused by old bullet wound (gives -1 to MOV).

Significant People Damien Carmody, who you owe a bullet for giving you your limp.

Phobias & Manias

Meaningful Locations The battlefield at Soissons, where you killed your first man in 1918.

Arcane Tomes, Spells & Artifacts

Treasured Possessions The bullet that was dug out of your leg. You keep it on a chain around your neck.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10

Cash \$40

Assets \$1000 (apartment)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

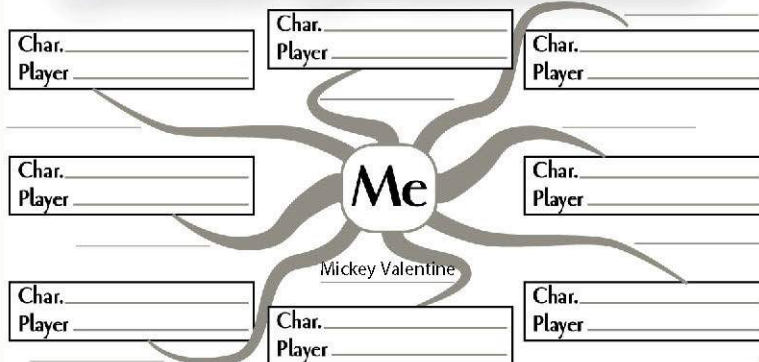
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Louise 'Lulu' Winney
 Player _____
 Occupation Dancer
 Age 23 Sex Female
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **65** ³²/₁₃ POW **50** ²⁵/₁₀
 CON **55** ²⁷/₁₁ APP **70** ³⁵/₁₄ EDU **50** ²⁵/₁₀
 SIZ **55** ²⁷/₁₁ INT **75** ³⁷/₁₅ Move Rate **9** ⁺¹/₋₁



Major Wound ☐ **M11P**

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane ☐ Indef. Insane ☐ **50** **99**

08	09	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

Insane 01 02 03 04 05 06 07

CALL of CTHULHU

Out of Luck

08	09	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

M10P

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	5 ² / ₁	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	40 ²⁰ / ₈	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Art/Craft (05%) Dancing	45 ²² / ₉	<input type="checkbox"/> Firearms (Handgun) (20%)	25 ¹² / ₅	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	35 ¹⁷ / ₇
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	75 ³⁷ / ₁₅	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	50 ²⁵ / ₁₀
<input type="checkbox"/> Climb (20%)	40 ²⁰ / ₈	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	15 ⁷ / ₃	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	50 ²⁵ / ₁₀
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	40 ²⁰ / ₈	<input type="checkbox"/> Persuade (10%)	65 ³² / ₁₃	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	62 ³¹ / ₁₂	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	50 ²⁵ / ₁₀	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	50 ²⁵ / ₁₀	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
12G Shotgun	50	25	10	4d6	10 yards	1/2	2	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **62** ³¹/₁₂

BACK STORY



Personal Description Pageboy hairstyle, studied grace and a nervous smile.

Traits Trying to hide your rustic roots.

Ideology/Beliefs You can make anything you want of yourself, as long as you can dream it.

Injuries & Scars

Significant People Brendan Carmody, who you hate for reminding you of who you really are.

Phobias & Manias

Meaningful Locations The Miskatonic River, where you swam as a child.

Arcane Tomes, Spells & Artifacts

Treasured Possessions That old fishing lure of your daddy's that you keep as a good luck charm.

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level \$10

Cash \$30

Assets \$750 (jewellery stashed in secret place)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

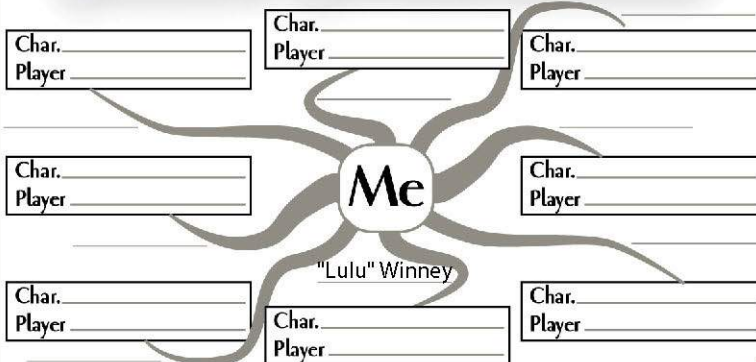
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Jimmy McBride
 Player _____
 Occupation Criminal
 Age 29 Sex Male
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **60** $\frac{30}{12}$ DEX **60** $\frac{30}{12}$ POW **75** $\frac{37}{15}$
 CON **50** $\frac{25}{10}$ APP **65** $\frac{32}{13}$ EDU **60** $\frac{30}{12}$
 SIZ **65** $\frac{32}{13}$ INT **55** $\frac{27}{11}$ Move Rate **7** $\frac{+1}{-1}$



Major Wound M11P
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
11 12 13 14 15
 16 17 18 19 20

Temp. Insane _____ Indef. Insane _____ **75** **99**
 Insane 01 02 03 04 05 06 07
 08 09 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

CALL of CTHULHU

M15P
 MAGIC POINTS
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
15 16 17 18 19
 20 21 22 23 24

Out of Luck 01 02 03 04 05 06 07
 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30
 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53
 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76
 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	50 $\frac{25}{10}$	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	65 $\frac{32}{13}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	50 $\frac{25}{10}$	<input type="checkbox"/> Mech. Repair (10%)	35 $\frac{17}{7}$	<input type="checkbox"/> Spot Hidden (25%)	50 $\frac{25}{10}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 $\frac{12}{5}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	60 $\frac{30}{12}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Swim (20%)	20 $\frac{10}{4}$
<input type="checkbox"/> Climb (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 $\frac{10}{4}$
Credit Rating (00%)	30 $\frac{15}{6}$	<input type="checkbox"/> Intimidate (15%)	50 $\frac{25}{10}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	40 $\frac{20}{8}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	60 $\frac{30}{12}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	60 $\frac{30}{12}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	65	32	13	1d3 + db	-	1	-	-
.38 Revolver	50	25	10	1d10	15 yards	3	6	100

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **60** $\frac{30}{12}$

1920S ERA INVESTIGATOR

Name Manny Ziegler
 Player _____
 Occupation Lawyer
 Age 54 Sex Male
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **50** ²⁵/₁₀ DEX **45** ²²/₉ POW **70** ³⁵/₁₄
 CON **60** ³⁰/₁₂ APP **40** ²⁰/₈ EDU **90** ⁴⁵/₁₈
 SIZ **65** ³²/₁₃ INT **70** ³⁵/₁₄ Move Rate **5** ⁺¹/₋₁



Major Wound	M12P		
HIT POINTS	Dying 00	01	02
	Unconscious	03	04
		05	06
		07	08
		09	10
		11	12
		13	14
		15	16
		17	18
		19	20

Temp. Insane		Indef. Insane		70	99	Insane	01	02	03	04	05	06	07	
	08	09	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						

CALL of CTHULHU

M14P

	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	

SANITY

MAGIC POINTS

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21
	22	23	24	25	26	27	28	29	30	31	32	33	34	35
	36	37	38	39	40	41	42	43	44	45	46	47	48	49
	50	51	52	53	54	55	56	57	58	59	60	61	62	63
	64	65	66	67	68	69	70	71	72	73	74	75	76	77
	78	79	80	81	82	83	84	85	86	87	88	89	90	91
	92	93	94	95	96	97	98	99						

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Fast Talk (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Law (05%)	75 ³⁷ / ₁₅	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	25 ¹² / ₅	<input type="checkbox"/> Library Use (20%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 ⁵ / ₂
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	10 ⁵ / ₂	<input type="checkbox"/> Spot Hidden (25%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 ¹² / ₅	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 ¹⁰ / ₄
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 ⁵ / ₂	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	30 ¹⁵ / ₆	<input type="checkbox"/> Navigate (10%)	10 ⁵ / ₂	<input type="checkbox"/> Swim (20%)	20 ¹⁰ / ₄
<input type="checkbox"/> Climb (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> History (05%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 ⁵ / ₂
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	22 ¹¹ / ₄	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	50 ²⁵ / ₁₀	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	90 ⁴⁵ / ₁₈	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	25	12	5	1d3 + db	-	1	-	-
Pocket Knife	25	12	5	1D4 + db	-	1	-	-
.32 Auto pistol	20	10	4	1d8	15 yards	3	6	99

COMBAT

Damage Bonus **none**

Build **0**

Dodge **22** ¹¹/₄

BACK STORY



Personal Description Fat, balding, with a permanent look of dyspepsia.

Traits Nervous, sweaty and talks too much.

Ideology/Beliefs Money is power, and power is the only thing that matters.

Injuries & Scars

Significant People Declan McBride – you owe him everything.

Phobias & Manias

Meaningful Locations The Tavern Club in Boston, where you feel like part of society.

Arcane Tomes, Spells & Artifacts

Treasured Possessions Your brand new Marmon Roadster—the finest car you've ever seen.

Encounters with Strange Entities

GEAR & POSSESSIONS

Marmon Roadster

CASH & ASSETS

Spending Level \$50

Cash \$300

Assets \$30,000 (property and shares)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble | Fail | Regular | Hard | Extreme | Critical
100/96+ | > skill | ≤ skill | ½ skill | ⅓ skill | 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

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

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

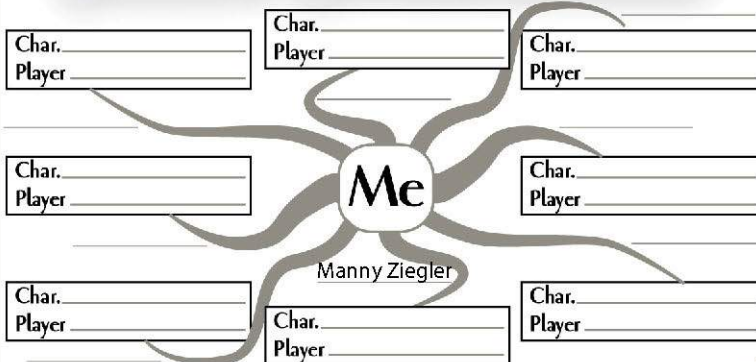
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Stanley Corrigan
 Player _____
 Occupation Criminal
 Age 24 Sex Male
 Residence Boston
 Birthplace _____

CHARACTERISTICS

STR **35** **17** DEX **70** **35** POW **65** **32**
7 **14** **13**
 CON **60** **30** APP **50** **25** EDU **70** **35**
12 **10** **14**
 SIZ **50** **25** INT **65** **32** Move **8** **+1**
10 **13** **-1**
 Idea



Major Wound **M11P**

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane **65** **99** Indef. Insane

08	09	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

Insane 01 02 03 04 05 06 07

CALL of CTHULHU

M13P

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	70 35 14	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	55 27 11	<input type="checkbox"/> Library Use (20%)	20 10 4	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	55 27 11	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 5 2
<input type="checkbox"/> Art / Craft (05%) Singing	45 22 9	<input type="checkbox"/> Firearms (Handgun) (20%)	70 35 14	<input type="checkbox"/> Mech. Repair (10%)	70 35 14	<input type="checkbox"/> Spot Hidden (25%)	45 22 9
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	25 12 5	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 10 4
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	10 5 2	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 7 3	<input type="checkbox"/> First Aid (30%)	30 15 6	<input type="checkbox"/> Navigate (10%)	70 35 14	<input type="checkbox"/> Swim (20%)	20 10 4
<input type="checkbox"/> Climb (20%)	20 10 4	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 10 4
Credit Rating (00%)	5 2 1	<input type="checkbox"/> Intimidate (15%)	15 7 3	<input type="checkbox"/> Op. Hv. Machine (01%)	40 20 8	<input type="checkbox"/> Track (10%)	10 5 2
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 10 4	<input type="checkbox"/> Persuade (10%)	10 5 2	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	40 20 8	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	80 40 16	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	70 35 14	<input type="checkbox"/> Language (Own) (EDU) English	70 35 14	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Straight Razor	55	27	11	1D4 + db	-	1	-	-
.38 Auto pistol	70	35	14	1d10	15 yards	3	6	99

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **35** **17** **7**

Missed Dues

By Mike Mason

Missed Dues is a scenario set in 1922, for up to six players; with each player investigator coming from a criminal background. Nominally, the action takes place in Arkham; however, the location could easily be moved to any other large sized town or medium sized city of the Keeper's choosing.

Six pre-generated investigators have been provided, although if the Keeper intends to use this scenario within an on going campaign, then ideally the investigators should have some form of relationship with the criminal world of Arkham, and perhaps owe Mordecai O'Leary a favor. The scenario assumes that the pre-generated investigators are being used.

The scenario is self-contained and does not require the Keeper to have a copy of *H.P. Lovecraft's Arkham* by Chaosium, although use of this supplement may be advantageous.

While there are a number of potential combat encounters, the Keeper has the power to control such scenes in order to limit the danger to the investigators. It should be noted that the final scene can inflict dramatically large sanity losses and Keepers may wish to limit these if this scenario is being used as part of a campaign. However, if you intend to play *Missed Dues* as a one shot game with the pre-generated investigators, then feel free to let the dice fall where they may.

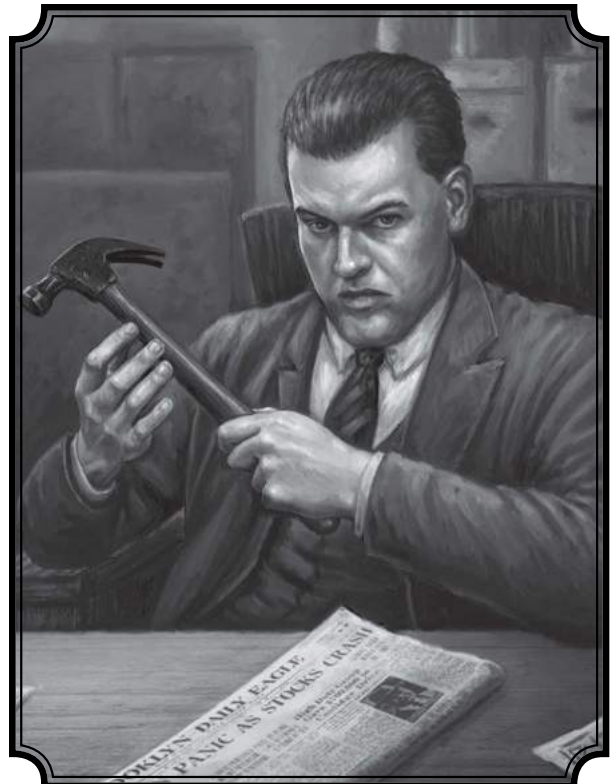
Background

The events of the scenario concern "Sticky Jack" Fulton, a wayward thief, who the investigators are sent after by their boss, Mordecai "the Hammer" O'Leary, to collect Jack's outstanding dues for the crimes he has recently committed.

Mordecai O'Leary is one of Danny O'Bannion's lieutenants and responsible for the Campus District. O'Bannion runs all organized criminal enterprises in Arkham: bootlegging, prostitution, gambling, and so on, based out of the Rivertown District. Currently, the only thorn in O'Bannion's side is Joe (Giuseppe) Portello who formerly ran things until O'Bannion ousted him. Portello's operation has, consequently, scaled-down and he now

only controls organized crime in the Lower Southside.

Mordecai O'Leary is a relatively new lieutenant, having worked his way up the food chain from street hustles to gambling rackets. He dreams of taking the city over and believes that one day he'll remove O'Bannion and take his place as overall boss of Arkham. Ever the opportunist, O'Leary takes advantage of whatever crosses his path, whether this is doing someone a favor in order for them to be in his debt, or mercilessly hammering down deals to extract the most profit. His trademark is a hammer, which he uses to meter out punishments, threaten, or murder. Anyone who crosses him is liable to have their hand (or head, if warranted) crushed by O'Leary's claw hammer.



Mordecai "the Hammer" O'Leary glares from his desk

The Current Situation

“Sticky Jack” Fulton is a cat burglar, making ends meet by robbing the homes of those who live and work around the Miskatonic University campus. As a freelancer, Sticky Jack must pay dues to O’Leary for working “his” area of the town. Jack is also required to bring any choice items that he steals to O’Leary’s attention, in case the lieutenant wants them for himself.

Two weeks ago Jack was privately hired by Jacob Smith to undertake a job: stealing three specific items to order during the course of a single night. Smith said he would pay Jack handsomely for the items but requested that the job be kept secret—Smith didn’t want anyone (including Jack’s boss, O’Leary) knowing about the deal. As Smith was paying well, Jack agreed to the terms, hoping that O’Leary would be none the wiser.

The three items requested by Smith were:

- **An ancient Greek scroll**—stolen from the Miskatonic University Library (on Campus).
- **A dagger**—stolen from the Miskatonic University Exhibit Museum (687 West College Street).
- **A notepaper** (a translation of the Greek scroll)—stolen from the home of Professor Stanley David (225 West Pickman Street).

On the night of October 17 1922, all went well with the three jobs, and Jack made-off with his ill-gotten gains back to his apartment at 22 Curzon Street (off Walnut Street, in the Lower Southside District). Lying low, he looked over the stolen items, reading through the notepaper he had taken from the professor’s house. Jack’s habit of speaking out words as he read them meant that certain phrases, which were best left unsaid, where in fact spoken aloud. While he read aloud from the translation, he unwittingly traced the strange geometric patterns on the scroll with the dagger in his hand. Thus, Jack unwittingly cast a spell, opening a magical channel to the Court of Azathoth.

As otherworldly energy pulsed through the channel into Jack’s mind and body, as well as into his physical surroundings, there was a loud knock at his door. Jacob Smith had sent his two most committed followers to Jack’s place to grab the stolen items. Smith had never intended to pay Jack, and sent his followers there to take the three stolen items and murder Jack.

Warped with the flow of terrible power, Jack was unable to move; his mind reeling in terror from the unspeakable things he was seeing. Smith’s loyal servants came in and saw Jack writhing and twisting, the stolen notepaper and scroll around him. Smith’s men couldn’t comprehend what was happening—all they knew was that they needed to get the items for their master. As they moved closer to Jack, he looked up and let out an ear

splitting sound that no human mouth should utter. Suddenly the world turned upside down and Jack, Smith’s men, the apartment building, and all of its inhabitants felt the presence of the idiot god, Azathoth.

For a week, a web of unearthly energies combined with the inhuman thoughts of the inhabitants of Azathoth’s Court have infested the fabric of the building in which lies Jack’s apartment. Spilling out from the nexus of Jack’s apartment, the foul energies have had a disastrous effect upon the other tenants of the building. Anyone now entering the building does so at great risk to their life and sanity.

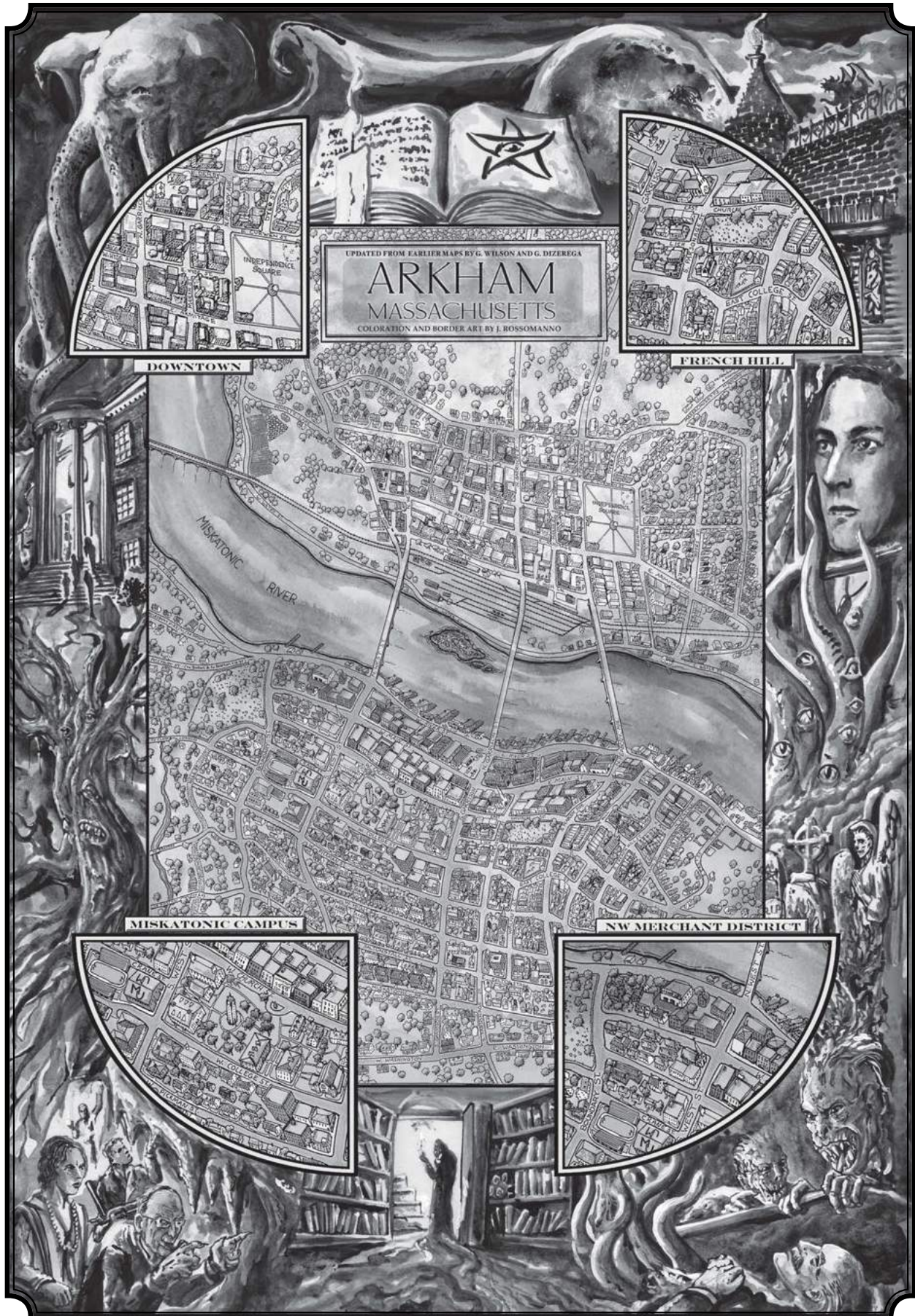
About Jacob Smith

Recently arrived in Arkham, Jacob Smith is the leader of the Temple of Hope, a small but growing religious organization based out of a Georgian townhouse, situated on French Hill. The Temple has attracted a small, committed following of people who are searching for meaning in their lives: many have lost something—a job, a spouse, a child, or who have simply lost the will to go on with life. Smith spends his time visiting the desperate and the dispossessed, and those who are grieving; providing words of comfort and inspiration, saying that hope remains if they can only find the strength to seek it out and throw-off the shackles of society. With kindness and sympathy, Smith lures these desperate people to his Temple of Hope where he indoctrinates them to his will.

The Temple of Hope is a cult of personality with Smith as its “divinely” chosen leader. He claims he has been sent to Arkham to seek out the weak so that they can become strong in preparation for the coming “dark times” that will purge the Earth of those unfit to live in the “New World of Hope.”

Smith is a proponent of chaos and secretly worships the idiot god, Azathoth. He subtly blends Mythos doctrine into his prayer meetings and times of meditation, which he runs from his house on East College Street. Those most susceptible to the lure of the Mythos and Smith’s will are chosen to become Members of the Temple—“Acolytes of Hope.” So far, Smith has gathered six such individuals to his side, each of them completely under his spell and willing to do anything that he asks of them, up to and including murder.

Smith plans to build an army of such followers, devoted totally to him and him alone. Once his Temple in Arkham has fully established itself, he will move onto another town to set up a new temple, and so on. Smith is a despicable human being. He will cheat, lie, and murder to fulfill his ambitions. One day he will have temples across the country, staffed by devoted followers who will worship him like a living god. What he intends to do with this army of self-deluded followers is, at present, unknown. Smith’s great plan is a secret known only to himself and his mindless god.



How Smith became aware of the three (stolen) items is unknown, yet he does know what the items can do if they are combined together—namely open a channel to the Court of Azathoth. Smith knows where Sticky Jack lives, he also knows that the two men he sent there to retrieve the items didn't come back out. Smith now suspects that bringing the dagger and scroll together may have caused "something" to happen, thus he is cautious, and has sent one of his followers to watch Sticky Jack's building on Curzon Street. Smith aims to bide his time, waiting to see if anything unusual happens before sending in anymore of his followers or entering himself.



The Temple of Hope Sigil

Investigator's Introduction

It's morning of Thursday, October 26, 1922, and the investigators have been summoned to the office of Mordecai "the Hammer" O'Leary on South French Hill Street, in the French Hill district. O'Leary works out the back office of Hogan's Bakery, which acts as a front to his illegal dealings.

O'Leary is a mean-looking, thin faced Irish-American. As the investigators enter, he is sat behind his desk reading today's newspaper. Apart from a mug of coffee, the only other item on the desk is an old claw hammer. Behind O'Leary, to his right, "Nails" O'Keeffe leans against the back wall.

After what seems to the investigators a very long silence (watching O'Leary read the paper, apparently unaware of the investigator's entrance), O'Leary carefully folds the newspaper and puts it on the desk. He then looks up and scans the faces of the investigators.

Read the textbox **A Conversation with O'Leary** aloud or paraphrase (reference is given to the pre-gen-

A Conversation with O'Leary

Well well, see what the cats dragged in. Don't look so scared! Ha! I just wants a word with you, that's all...

Mr. Grady and Mr. "the hat" Murphy, so glad you could both make it. Oh, and the young Mr. Doyle too! I'm pleased you all decided to stick around. I mean, losing a truckload of hooch like you did. Surprised you didn't high tail it off to Dunwich to hide out in the sticks. But no, not you! See Nails? Them there are men of honor. Takes their punishment like men. I like that.

Oh, who's this? Mr. O'Connor? Now what were you thinking? I only said to scare the fellow! Not blow his brains out! Ya' damn goon! Such a mess you made of that poor shopkeeper. Now I'm the one who's gotta clean it up!

But oh, before I miss anyone out... We are honored to have the Kelly twins with us. Scourge of Arkham! Since when was it ok to rob the Arkham First Bank without my permission? If you're gonna do it at least actually steal something! You wouldn't believe the palms I've had to grease to keep your little adventure off the books.

I should whack you all! (O'Leary emphasizes the point by smacking the hammer on the desk). But I'm a reasonable man...

I tell you what. You do me a little favor and perhaps I forget about the big problems you've caused me? What do you say?

You heard of Sticky Jack? He's a small time thief, a freelancer who keeps to himself. See, me and Jack got an understanding. He don't pull nothing without my say so

and when he does, he makes a prompt contribution to our benevolent fund. If you catch my drift.

Well, a little bird tells me that Jack got offered a choice job. That some new player in town would reward our Jack handsomely if he could do three lifts in one night. Greed, it's the downfall of lesser men. Jack got greedy and forgot to appraise me of the situation. Out he goes, in to the night, and pulls these three lifts—one from the university library, one from the university museum, and one from the home of some professor.

That was a week ago and no ones seen hide nor hair of Jack since the jobs were pulled. Perhaps he's lying low? Perhaps he's skipped town? I just don't know... All I know is that he owes me. No one pulls jobs around here without giving me my cut!

Then I thinks to myself, I wonder who could do me a favor and look in this situation for me? Now who do I know who owes me a favor?

O'Leary looks into the investigators eyes and winks.

So if you wanna get square with me – and I strongly recommend that you do—you'll look into this for me. I want to know what he stole, who this new player who hired him is, and I want my money. I want answers. If you can't get my money at least get the things he stole. You've got till the end of the week!

Now get out!

erated investigators, so Keepers who are not using these prepared characters should adapt the text accordingly).

O'Leary will not answer any questions and expects the investigators to leave straight away. If they attempt to hang around and ask O'Leary questions, he yells at Nails to see them out. The investigators are on their own.

Provide the players with **Handout: Missed 1 - Map of Arkham**.

Statistics for O'Leary and a generic thug can be found in **Appendix 1: Non-Player Characters**.

Finding Out About Sticky Jack Fulton

What the Investigators Know

Investigators who succeed with a Regular **Intelligence** roll have heard the name Sticky Jack, most probably through one of their street level, criminal contacts. An Extreme success means that they heard that he is a cat burglar who sometimes hangs out at Sycamore's (a speakeasy) in the Lower Southside. Otherwise, with a failed Intelligence roll, they have never heard of Sticky Jack.

Asking on the Street

Using their street level, criminal contacts the investigators can pick up the following information:

No roll required:

- Sticky Jack is a freelance burglar. His habit is to make random, opportune burglaries from wealthy-looking homes in the Campus district.
- Sticky Jack sometimes works for O'Leary, who claims a percentage on everything Jack steals.
- No one has seen Jack since last Tuesday.
- Jack usually frequents Sycamores speakeasy on the Lower Southside.
- Jack's best friend is Joe "Greasy" Spoon.

Charm, Intimidate, or Persuade roll required:

- Greasy Spoon, Jack's best friend, can usually be found around the Campus, relieving students of their wallets.
- Word has it that Jack was pulling a job for a guy recently arrived in Arkham. The guy runs some sort of mission on East College Street.

Asking at the Church

The investigators may (correctly) presume that Sticky Jack is a Catholic, and think to go to a church and ask the priest if Jack is a member of the congregation. As the majority of O'Bannion's men are Irish Catholics, this presumption is a fair bet.

The only priest who knows of Jack Fulton is the Reverend Father Anthony Morency (age 54), who ministers at the Sacred Heart Church at 554 South French Hill Street, in the Lower Southside. Father Morency presides over a predominantly Italian congregation, although a hand-full of Irish Catholics who live in the vicinity also attend mass there.

Morency will happily speak to anyone who is pleasant and genial (no rolls required), but he will be reluctant to speak to "Irish gangsters" who are less than genial in their approach (successful **Persuade** or **Charm** roll required).

Morency knows of Jack Fulton (he's not aware of Jack's nickname of "Sticky"), and remembers him as a small, slight man who kept himself to himself. Jack irregularly attends church and Morency is, of course, unable to say whether Jack has been to confession (due to the Seal of Confession). The last time Morency saw Jack in church was last Christmas, and he hasn't seen nor heard anything of him since then. Morency doesn't know Jack's address but does know he lives in an apartment block, somewhere in the Lower Southside.

Asking Around the Speakeasies

There are two clandestine bars that the investigators are likely to know about: the Speakeasy on North Garrison Street (Northside), and Sycamores in the Lower Southside.

The Northside Speakeasy

The Northside speakeasy is mainly frequented by well-to-do Arkhamites and only higher-class gangsters—none of your low-rent criminals here. Getting in requires passing through the unmarked basement door, past Frank the doorman, who screens everyone through a small window in the door. Anyone not wearing a smart suit or expensive dress (if a lady) will not get in. Intimidation and Persuade will not work. **Charm** and/or a good bribe might. Failing a pushed roll means that Frank makes a note of who was at his door and passes this to his friends—a bunch of thugs who will hunt the unfortunate investigator/s down, rough them up, and steal whatever cash they have on them (use the **Thug** statistics in **Appendix 1: Non-Player Characters**).

No one knows about Sticky Jack (he's too far down the food chain to be of note to the gang lieutenants drinking here). The bar tender, Mikey Catpole, might remember the name—a successful **Charm**, **Intimidate**, or **Persuade** will get him to remember. If Intimidation is used and failed then Mikey takes offence; if Intimidate

is pushed then some of the gangsters also take offence, and, unless the investigators get out quickly, a fight will ensue (use the **Thug** statistics in **Appendix 1: Non-Player Characters**).

Mikey remembers Sticky Jack. He came in from time to time, usually when he was flush with cash after a job, wearing his best duds, and buying rounds for everyone. A pretty generous fellow, Mickey says. Jack hasn't been in for some time, probably at least six months. Mickey remembers someone else was asking about Jack a month or so ago—although he can't seem to remember the name of the guy...

Sticking Mickey a few dollars will help him to remember who was asking for Jack. The guy had a southern accent, was smartly dressed, had greased-back dark hair, a pencil-thin moustache, and a goatee beard. Mikey thought he was just another gangster until he started speaking. He had an educated voice and was definitely from out of town. His name was Smith, Jacob Smith.

Sycamores

Sycamores is well-known to the investigators, it's probably one of the place where they drink. Less exclusive and catering to less well-to-do clients, Sycamores is usually full of petty criminals, thugs, and low ranking gangsters. Getting in is easy—knock at the back door of the flower shop and then proceed down into the cellar. If the investigators arrive before midday, the joint is closed, although Lexy, the manager, will probably be around, taking in a delivery or cleaning-up.

Depending on the investigator's actions, rolls may be required:

- **No roll required**—Lexy knows of Jack but hasn't seen him for over a month. If the investigators have arrived while the speakeasy is closed, Lexy suggests they come back later and speak to "Spider."
- **Charm, Fast Talk, Intimidate, or Persuade roll required (or a bribe)**—Vince "the Spider" talked to Jack last week. Jack was boasting about pulling three jobs in one night. He was going after a book or something from the university, and some papers from a professor. Apparently an out-of-towner, called Jacob Smith, had hired him for the jobs. Jack told Spider not to tell a soul in case O'Leary found out. Spider hasn't seen him since—he's probably laying low at his place in the Lower Southside.

Spider doesn't know Jack's actual address, but he knows that Jack's best friend is "Greasy" Spoon. If anyone knows how to find Jack it'll be him. Greasy can usually be found around the Campus area.

- **Asking after Jacob Smith**—no one seems to know who Smith is, although (for a couple of drinks) "Fat" Larry will say that he has heard that Smith comes from the south, and runs a church for high rollers (the well-to-do) on East College Street.

Finding Greasy Spoon

If the investigators patiently wait, Greasy can be spotted around the outskirts of the Campus. The investigators are likely to observe him pulling a scam on a very well dressed student.

Greasy is ill-kempt, dressed in a dirty and greasy raincoat. His hair is dirty and matted; strands protrude from under a stained, pork pie hat. He is a little fat in the face and carries a permanent look of surprise.

Greasy waits for the student to walk past him and, as he does so, Greasy collapses with a moan of agony. The student hurries to see what's happened, bending down and asking Greasy if he is all right. While Greasy is rolling on the floor, he quickly picks the student's wallet from his jacket pocket (**Spot Hidden** roll to see this). All of a sudden, Greasy seems to catch his breath and recover. He



Greasy Spoon

thanks the student for his help and then quickly runs off, saying he needs to get home and rest.

The investigators will need to make a **Tracking** or **Navigate** roll to catch-up with the quick-moving pick-pocket. Failure indicates that Greasy has slipped away down a side street—the investigators will have to wander around to see if they can spot him (requiring a **Luck** roll), or wait until Greasy emerges to pick another pocket in 1D4–1 hours time. Alternatively, the investigators could give chase.

Statistics for Greasy Spoon can be found in **Appendix 1: Non-Player Characters**.

What Greasy Spoon Knows

Greasy will be somewhat uneasy around the investigators, believing them to be "shaking him down" (rob him of his ill-gotten gains), and will do his best to roll-up into a ball, shouting "Leave me alone," to minimize the kicking he is expecting to get from them.

If the investigators don't rough-up Greasy and instead rely on words rather than fists, he calms down a

little. He still expects this is a ploy to gain his confidence.

Depending on the nature of the investigator's conversation with Greasy, call for either a **Charm**, **Persuade**, or **Intimate** roll. If these are failed, pushing the roll might involve offering Greasy some money for a meal or threatening him further with a weapon. Of course, just being very kind to Greasy and taking him to the nearest diner for a meal will get him to tell them everything he knows (no rolls required).

Greasy has been good friends with Jack for many years. Back in the day, when they were kids, they used to scam people in up-town Arkham. "Happy days," smiles Greasy as his mind wanders off to his misspent youth.

He and Jack went their separate ways years ago but they kept in touch, using each other's apartments to hide in when the heat was on. The last time he saw Jack was a couple of weeks ago. Jack was down in the dumps as he seemed down on his luck. He said he had a message to meet with a high-class guy from East College Street about a job that was going to pay real well. That's the last Greasy saw of Jack.

If given assurances that the investigators only want to talk to Jack (and not rough him up), Greasy says Jack's apartment can be found at 22 Curzon Street, off Walnut Street, in the Lower Southside.

Finding Out about the Robberies

Checking Newspapers

O'Leary mentioned the three thefts that Jack pulled. Perhaps these were reported in the *Arkham Advertiser* or the *Arkham Gazette*? Finding out involves going to either of the newspapers' offices and checking the recent editions.

Both newspapers can provide access to the last couple of week's worth of editions. Depending on how friendly or otherwise the investigators are with the newspaper staff, depends on how quickly the past editions are brought out to them.

The *Arkham Advertiser*'s office hours are 8am to 6pm, Monday to Friday; however, someone is likely to be around until midnight on weekdays (loudly knocking at the front or side door attracts their attention). While the *Arkham Gazette* is open 8am to 5pm weekdays, with journalists around until 11pm at night.

Both newspapers carried the stories about the robberies—three player handouts are provided: the *Arkham Advertiser* (**Handout: Missed 2**) carries a story about the two university robberies, while the *Arkham Gazette* (**Handouts: Missed 3 and 4**) has a story about the burglary, and also carries a piece about the theft of some papers from a professor's home. A Library Use roll is

Handout #2

Arkham Advertiser

Wednesday, October 19, 1922

Double Theft

A shocking double robbery occurred last night at the Miskatonic University, with both the Library and the Museum being broken into and rare artifacts stolen. Police and university authorities believe the thefts to have taken place between 8:00 pm and 5:00 am, however no word has come forth on whether the two robberies are connected.

Archibold Pringler, a spokesman for the Vice Principal's Office, confirmed that an ancient Greek scroll was missing from the library and that a Native American dagger was also missing from the museum. Both items are said to hold great academic significance yet little financial value.

not required for these items as they are relatively easy to find; however, those succeeding with a **Library Use** check find the items much more quickly, rather than taking 2-3 hours to do so.

Nosey Journalists

The arrival of unsubtle gangsters in a newspaper office is liable to attract the attention of journalists eager for a story. Depending on whether they visit both or just one of Arkham's newspapers, the investigator may pick up a "tail" from Suzie Kempston, a nosey journalists. Keepers should use Suzie as required—she is presented as a wildcard who could either help or hinder the investigators.

Statistics for Suzie Kempston can be found in **Appendix 1: Non-Player Characters**.

The Crime Scenes

How the investigators approach the crime scenes is important and determines how much information they obtain. The best approach would be to pretend they are journalists, law enforcement, or some other credible, interested parties. The Keeper will have to adapt the following to the tact that the investigators' take. If they act like bulls in a china shop they will be shown the door, and consequently gain little in the way of information.

Handout #3

Arkham Gazette

Tuesday, October 18, 1922

Ancient Dagger Stolen

University staff are today shocked at the discovery of a break-in at the campus museum. Last night a thief stole into the building and took one of the exhibits: a dagger believed to be of Native American origin.

The dagger has been on display as part of the History of the Miskatonic Region exhibit, which has excited many young school children with its wide array of fascinating pieces for the last twelve months. The dagger is one of the few artifacts pertaining to Arkham's tribal heritage.

Dr. August Perplinski, noted local historian, commented that the dagger is a rare example of a shamanistic ritual tool, possibly used by a tribal witch doctor to help them journey into the spirit realm.

In a bizarre and unexpected twist, the Arkham Police Department has confirmed that a second theft also took place on the University Campus last night. Across the Campus Square, the Library Building's Rare Book Collection was ransacked.

So far officials have only been able to confirm the theft of one item from the Library, an ancient scroll written in Greek, concerning mathematical formulae.

Mr. Pringler, a spokesman for the University, confirmed that a reward of \$100 had been posted for anyone providing information leading to the capture of thieves and the return of the stolen items. Police have requested that anyone with information should come forward.

Miskatonic University Library

The investigators are liable to feel a little out of place among the marbled halls of the library building, and wary of the mastiff chained near to the front steps, who growls at any investigators who approach it.

The library occupies four floors (basement, first floor, second floor, and third floor). The Greek scroll was stolen from the Rare Books Section, in the southwest corner on the second floor.

Gaining access to the Rare Books Section requires showing some form of credentials (a visiting professor,

university academic, or by letter of reference)—none of which the investigators are likely to have.

Probably the best way to gain information is to speak to one of the library clerks, who can be charmed, wined and dined, or threatened for information. Lucy Kolasky is one such clerk. Lucy is a bit of a gossip and loves to chat whenever she get the chance—as long as her direct superior, Hilda Bonegrader, isn't watching!

Lucy can confirm the theft of an ancient Greek scroll last Tuesday night. Someone had climbed-up the side of the building to window of the Rare Books Section and managed to prise it open. The thief then jumped in and had access to the books. There's no alarm system so, once the thief was in, all they had to do was avoid the patrols of the campus security. Lucy will comment that it's funny because the thief must have known what he was looking for, as they made no attempt to break into the Restricted Collection Room, where many, rarer and more valuable books reside.

After answering a few questions Lucy will be called away by Mrs. Bonegrader.

Miskatonic University Museum

The Exhibit Museum can be found on West College Street, off the main campus square, and is open to the public 10am to 6pm, Tuesday to Saturday.

Among the exhibits are dinosaur skeletons, fossils, geological samples, and dioramas of early Miskatonic life, from primitive man to early settler life. One scene shows Miskatonic natives around a fire, with a witch doctor performing some kind of ceremony. Around the dioramas are lines of display cases, each showing a wide range of artifacts. It doesn't take long to find the one that held the now missing dagger.

The lock on the dagger's display case has clearly been broken (force applied with a thief's tool), allowing the thief to open it up and take the dagger within. All that can be seen now are two display cards:

One reads: *Native dagger believed to have been used by medicine man for communing with spirits. Found in 1867 on shores of Miskatonic River.*

The second: *Exhibit missing due to recent theft. Please contact the front desk if you have any information pertaining to the whereabouts of the item.*

Speaking with Rory Baxter, one of the museum workers, confirms that the museum was broken into last week (early morning, October 18), and the dagger was stolen. The thief apparently disabled one of the service-door locks and gained access to the main floor. No other items were disturbed or taken. It seemed that they knew exactly what they were after.

Depending on how the investigators interact with Baxter determines whether he grows suspicious of them (they probably act and look like gangsters after all!) Baxter

will contact the police if he thinks the investigators are hiding anything or appear to be “casing the joint” for another robbery. If this happens, the Keeper is free to have the local police turn up at a suitable point in the scenario to bother and harass the investigators.

Professor Stanley David's Home

Gaining access to Professor David's home is the most difficult to do of all of the three crime scenes—it's not a public building, so investigators cannot simply wander inside.

From outside, the house is perfectly respectable, sitting along a row of similar detached houses on West Pickman Street, one block down from the campus. No signs of the break-in can be seen from the front; however, a successful **Spot Hidden** roll at the left-hand side of the property reveals that one of the windows has recently been replaced.

Loitering around the house (especially down the side alley and the rear garden) may draw unwanted attention: during the daytime, there is a 45% chance that a nosey neighbor sees the investigators (assuming they have not mentioned using **Stealth** to creep around the property); while at night the chance drops to 20% (but note that any noise outside of the property by clumsy investigators has a 50% chance of attracting the attention of Professor David).

Professor David is awake and at home between 7am to 8.15am, he then walks to his office in the School of Languages on campus, remaining there until he returns home at 5.30pm each weekday.

If a credible reason is provided as to why he should talk to the investigators, he will oblige, although if bothered late in the evening he will be irksome and pointed in his responses. The best time to catch him is either in the morning before he leaves for work, or to visit him during the day on campus.

Professor David can confirm that someone broke into his study at home (through the study window), sometime during the night of Tuesday, October 17. The only thing stolen was some translation notes he'd been working on in his spare time. He notes this as strange because the notes are worthless and there are far more valuable things in the study.

The translation was of a Greek scroll, held in the Rare Books Section of the MU Library (*yes, that scroll*). Professor David doesn't read the newspapers and tends to live in his own world, so he has no idea that the original scroll was also stolen—if the investigators tell him about this, it will be a complete surprise to him.

If asked, Professor David says that the scroll is written in Greek, although it is predominantly a mathematical formula concerning unusual geometries. The formula purports to allow an object to travel distances, as though stepping through a door—all gobbledygook obviously. The professor was just translating the scroll as an exercise to brush up his Greek and algebra.

Handout #4

Arkham Gazette

Wednesday, October 19, 1922

Papers Stolen from Home of Professor

Arkham Police are investigating a break-in at the residence of one of Miskatonic University's leading professors.

The home of Professor Stanley David was broken into last night, with the culprit entering the professor's study and making off with a number of papers that the professor was working on.

"I just don't understand why anyone would want these papers!" Said Professor David. "It's just a translation of an ancient text that I'm working on and has no financial value.

"Perhaps the hapless thief mistook the papers for something else. Well he'll get a shock when he reads them!" Laughed the professor.

Police are asking anybody who might have been about South Garrison Street last night between midnight and 2 a.m. to come forward if they saw anything suspicious.

If pressed further, Professor David will conjecture that the theft of both scroll and translation must be connected, and that someone must either believe the scroll's contents to be authentic (and actually allow someone to bend space—"preposterous!") or that a collector was prepared to go to great lengths to obtain the items (as only a collector would give the scroll and translation any value).

One thing the thief did not take is the professor's hand-drawn sketch of the scroll, which was in his desk on campus at the time of the robbery (**Handout: Missed 5**). He will allow the investigators to draw a copy of it, but will be reluctant to let them to take it without a successful **Persuade**, **Fast Talk**, or **Charm** roll.

Going to the Police?

It's unlikely that the investigators approach the police, given their criminal occupations, however one or more of them may feasibly have a contact on the force—perhaps a “bent” officer who takes their money to look the other way.

What information can be gained is limited. The police have not yet connected Sticky Jack to the crimes (and will not do so for some time). At present they are running leads pointing towards a wealthy collector—someone who would want these apparently worthless items.

Statistics for a standard policeman can be found in **Appendix 1: Non-Player Characters**.

Missed Dues Handout #5

Department of Languages

$\sqrt{8T + W\sigma}$
 $S\psi T \sim \theta$
 $\Pi =$
 Ω

Symbology is confusing
 Nonsensical!
 Matter translocation
 or some kind of channel ??

The geometry
 implies movement
 or a channel

Is this a representation of the sun?
 Or another celestial body?

The vessel must be whole

the moon?

Symbology!?

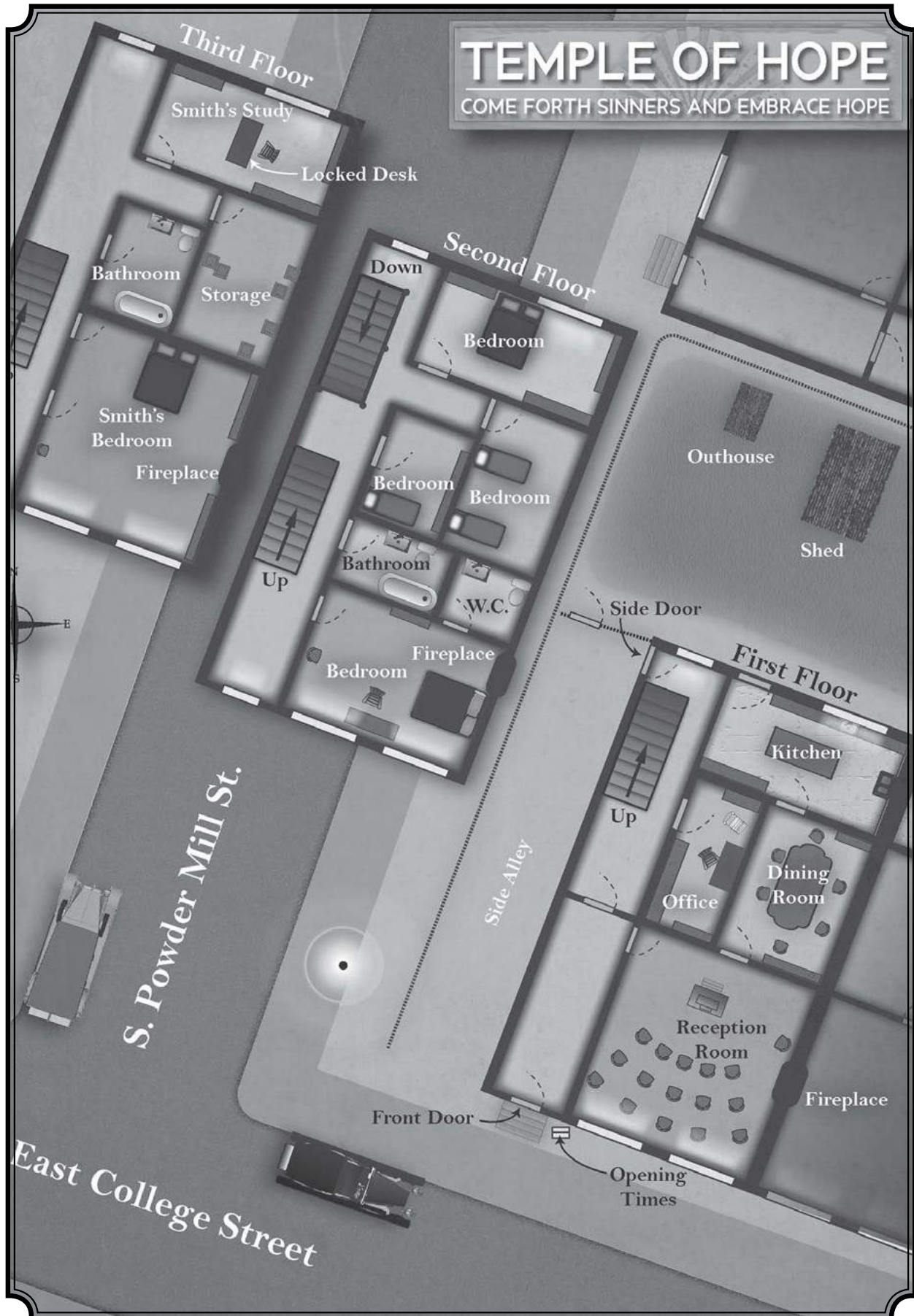
Whole parts translate into gibberish..

Fistorum etta relgelis monda kondor
 P'hagn ai ai m'lkunda etta voris
 yom vombis ai ai Aklo si'azasta
 toroth ai ai y'lgahu finitie mortis
 ai f'thagn ai kondor mortis idi ai

*He who dwells at the heart
 infinite and all*

Check with Armitage when back from sabbatical

Miskatonic University



Jacob Smith and the Temple of Hope

The investigators, hearing about Jacob Smith and/or the Temple of Hope, may decide to check it out—allowing themselves to come to Smith’s attention. In the meantime, Smith is still wondering what has happened to his two followers, Sticky Jack, and the stolen items.

Visiting the Temple of Hope

The Temple runs out of a Georgian townhouse, situated at 114 East College Street in French Hill. Outside, a painted sign reads: *Temple of Hope—Come Forth Sinners and Embrace Hope*. Next to the front door is an A-board sign that lists the times of the daily prayer meetings at 10am, 12pm, and 6pm.

The front door is locked and only opens at the times on the board; however, at the side of the property is another door that Smith and his followers’ use.

Knocking at the side door brings one of Smith’s followers who will be polite but say nothing of value to pushy investigators, instead directing them to come again for one of the prayer meetings later that day. If Jacob Smith is asked for, the follower states that Mr. Smith is out at present but he will be will conducting the prayer meetings later that day.

Anyone trying to force entry will be met with up to six of Smith’s dedicated followers, who will request that the interlopers leave immediately. If that gets no result then the followers will attempt to throw the intruders out, using fists if necessary. If things get out of hand, or if an investigator pulls out a weapon, the followers will shout loudly for the police, and one of them will attempt to call the police on the telephone.

Statistics for the followers can be found in **Appendix 1: Non-Player Characters**.

If the investigators manage to explore the house by stealth or force, they find nothing out of the ordinary. Only in Smith’s personal study on the third floor is evidence of interest. The study is locked at all times (unless Smith is in it), requiring a **Locksmith** or **Mechanical Repair** roll to gain entry. Inside the small room is a (locked) writing desk and chair. Another **Locksmith** or **Mechanical Repair** roll is required to open the desk.

Inside are a various writing implements and papers. The papers include deeds to the house and legal letters concerning the potential purchase of houses in other towns and cities. On a notepad is written: *Jack Fulton, 22 Curzon Street*.

A desk drawer contains \$200 cash, plus some loose change. A **Spot Hidden** success draws attention to the false bottom underneath the money. Inside the hidden compartment are three copies of a slim black book, their

title pages saying: *The Power of the Universe* (see box below).

The Prayer Meeting

Attending a prayer meeting gets the investigators inside the nicely decorated house and led to a large reception room, where a circle of chairs has been laid out. The investigators are joined by eight others (made up of six of Smith’s followers and two



Jacob Smith

people who are not yet under Smith’s sway).

After a few minutes, everyone sits down and then Jacob Smith enters the room. Smith has dark, greased back hair, a pencil thin moustache, and clipped beard. He wears an expensive, white suit. His pale complexion makes his piercing blue eyes stand-out from his face.

Smith smiles and welcomes everyone, calling them brothers and sisters accordingly. He hands round a collection plate and once this has gone around the circle, one of his followers places the plate under Smith’s chair. Smith then talks for ten minutes about the state of things; how poverty is rife, how illness and disease spread through the streets, and that many struggle to find hope in their lives. He asks everyone present to say what they most hope for, saying, “yes, yes,” after each person speaks. He then calls for

The Power of the Universe

Sanity loss: 1D4

Cthulhu Mythos: +1/+2 percentiles

Mythos Rating: 9

Study: 1 week

Spells: none.

The books are identical. None bears a printers mark, suggesting that they were privately produced. No author is given (they were actually written by Jacob Smith).

The book is Smith’s gospel of Azathoth, describing the god as the center of all things, and how it and the cosmos are one. The book also contains various chants in praise of the Daemon Sultan, including musical notations for the flute.

everyone to join with him in silent prayer during which everyone is asked to close their eyes and pray for hope to fill their hearts and wash them in its cleansing powers.

After another ten minutes of silence, Smith speaks—read aloud or paraphrase the following:

Brothers and sisters, you all need hope to survive. For without it you are nothing but automatons, soulless bodies that have no meaning.

Reach into your hearts and seek the hope within for soon darkness will descend and burn mankind from the face of this planet. If you are not prepared then you shall burn too!

I bring you hope, brothers and sisters! Through me I can heal your heart and help you to see the universe beyond. For beyond us here is the center of all things. A burning purifying flame at the heart of the cosmos. If we hold true and let that purifying flame embrace and fill us we will be saved while the rest of mankind is turned to ashes.

Call with me, brothers and sisters, call with me the words of hope, the words of power!

With this, two of Smith followers produce penny pipes and begin blowing an unrecognizable tune, and Smith begins chanting, “IA! IA! Lord of hope! Ftagn Ia! Aza-thoth! Ia!” He repeats the phrase and others join in until the room is filled with shouting.

Suddenly it ends and Smith takes a breath, thanks everyone for coming and says that if they have heard the

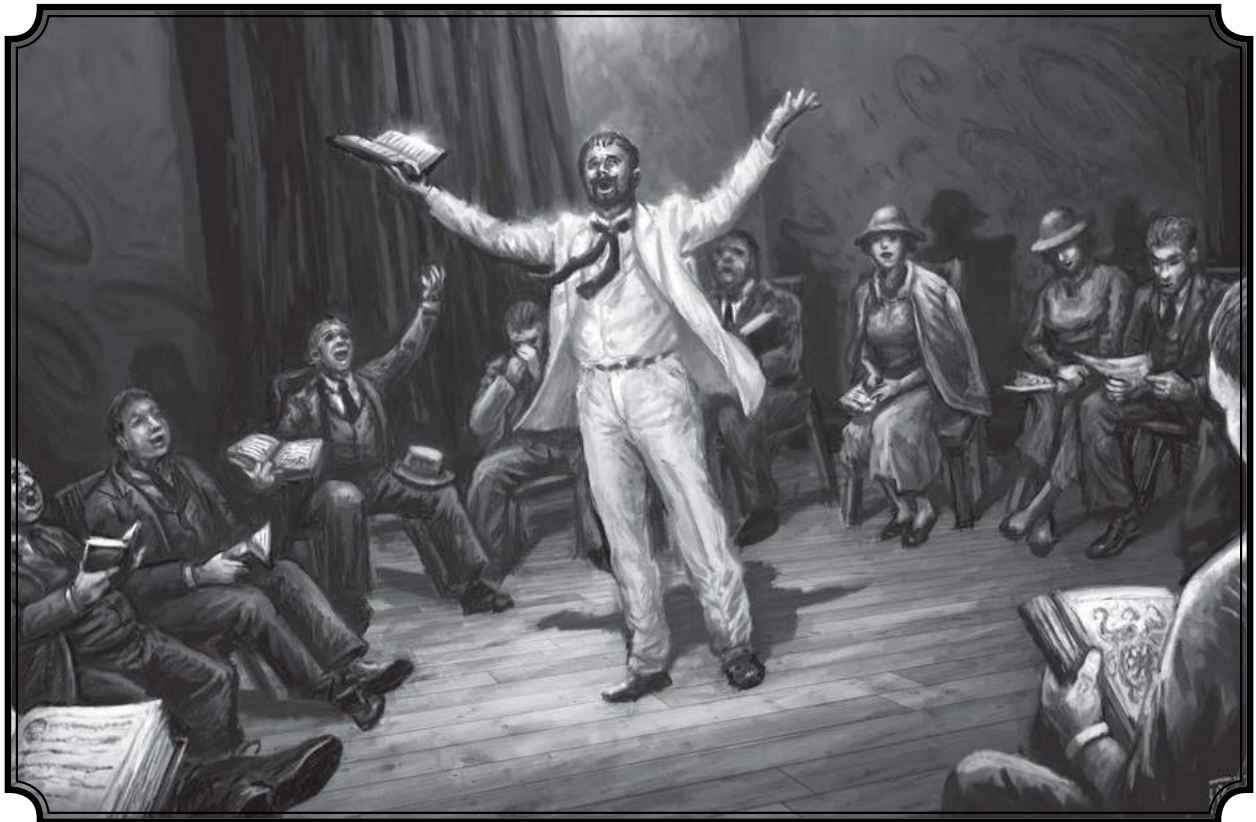
call then he would welcome them to make a personal appointment with him to begin the first steps in their journey to hope. With that he exits and his followers show everyone else out through the front door.

Smith's Possible Actions

If Smith becomes aware of the investigators, he will want to know what they are up to and, if it becomes apparent that the investigators are looking for Sticky Jack and the stolen items, Smith will order two of his men to spy on them. After a few hours, allowing the investigators to undertake some research, the Keeper should call for **Spot Hidden** rolls to see if the investigators notice that they are being tailed (see **Tailed** following).

If the investigators do nothing to attract Smith's attention then nothing will happen until they arrive at, and enter, Sticky Jack's apartment building (see **The Apartment Building at 22 Curzon Street**). At this point, if the Keeper desires it, Smith and a handful of followers can arrive shortly after the investigators, following them inside. Smith's patience will have run out. He will make a move to try and find and claim the stolen items, thus he and his men will be caught up in the weird and terrible events unfolding.

Statistics for Jacob Smith and his followers can be found in **Appendix 1: Non-Player Characters**.



Jacob Smith leads his followers in prayer

Tailed

If the investigators realize that they are being tailed and confront Smith's men, call for **Extreme Intimidate** or **Persuade** rolls, depending on the tack the investigators take. Smith's men are committed to their leader and will not break easily. If successful, the investigators learn that the men are followers of Jacob Smith and have been sent to watch them as they have been asking about Sticky Jack Fulton, or the stolen items.

The Keeper should use this conversation to spook the investigators—Smith's men are insane, telling the investigators that they are doomed, and that burning fires will feast upon their flesh and bones. If somehow captured, the men will only talk insane gibberish, and are likely to attempt suicide in some horrific manner rather than say anything useful to the investigators.

Unable to Find Jack's Apartment?

If the investigators miss the clues leading them to Greasy Spoon, or fail at getting Jack's address, their last resort is to ask around on the Lower Southside streets. Play-out such conversations as necessary, having people react to the investigator's approach accordingly—remember that the investigators are liable to look like a bunch of criminals in both their manner and appearance.

Eventually, after going door to door, they are directed to either Greasy (see **What Greasy Knows**, page 63-64) or, if the Keeper wishes to move things on, to Marge Hockler, the landlady of the block of apartments in which Jack lives (below).

The Apartment Building at 22 Curzon Street

The apartment is a large building, with one large, locked, double door admitting access from the front. Apart from a hard to reach fire escape at the rear of the property, the only other access is via a kitchen door at the back of the building, which leads into Marge Hockler's apartment on the ground floor (see following).

Knocking at the front or rear kitchen door, the investigators may hear a heavy, shuffling sound coming from inside. After a few moments the door is opened by a large, middle-aged woman whose clothes are disheveled. The woman smells bad and her bloodshot eyes peer out from

the blotchy, sagging skin of her face. This is Marge Hockler, the landlady of the apartment block.

Without waiting for the investigators to say anything, Marge says in a deep monotone voice, "I got a pot on the boil," and opens the door wide as if to invite them inside. She then turns and shuffles into her apartment, expecting the investigators to follow.

Assuming the investigators do follow Marge inside, she points to some chairs in the front room, saying, "Sit. I make coffee."

The investigators notice that the house is very ill-cared for; the sofa has many slashes across its fabric, ornaments lay on floor, some smashed as if someone has knocked them off the shelves, and many of the walls have tears in the wallpaper—as if someone has been scratching at the walls with their nails.

Unfortunately for Marge, living below Jack has meant that the foul, otherworldly energies that now reside in the fabric of Jack's apartment have seeped down and affected Marge. She is now quite mad, her mind filled with the chaotic, wanton destruction—echoes from the Court of Azathoth. Her mind all but destroyed, all she feels is an insane desire to kill!

A few minutes later, Marge returns with a large coffee pot in one hand and a very large kitchen knife in the other. Her eyes roll-up in their sockets, showing only white, and she emits a terrifying scream, hurling the open-top coffee pot at the investigators and attacking the nearest investigator with the knife. Depending on the investigator's reactions, call for **Dodge** rolls to avoid getting covered in boiling hot water (no damage if Dodge is successful, however 1D4-1 damage if Dodge is failed). The investigator attacked with the knife may attempt to dodge or fight back. Marge will fight until restrained, suffers a major wound (unconscious), or is killed.

Statistics for Marge Hockler can be found in **Appendix 1: Non-Player Characters**.

If the investigators manage to subdue or kill Marge without resorting to running away, they may wish to explore her apartment. Everywhere are signs of madness, from the scratched wallpaper and broken possessions, to more serious clues as to the state of her mind. In the bedroom (through a door at the end of the hall) Marge has used all of her make-up and sauces from the kitchen to "draw" on the walls. It's difficult to tell what Marge has drawn as it looks like riot of colors that swirl about the walls. Channels of color and black lines stretch around the room, all seeming to converge in ball of darkness above the head of the bed. The image is confusing and the black lines seem to move, twisting as they are viewed (**Sanity** roll, 0/1 loss).

Marge has been compelled to create the image, drawing her representation of the Court of Azathoth. Anyone succeeding with a **Cthulhu Mythos** skill roll can deduce that this is a human's infantile attempt at drawing the mindless god, Azathoth.

From a door in the kitchen, stairs descend to a cellar. A terrible rotting smell greets the investigators. Here the body of Marge's husband, Ken, can be found. Poor Ken has been slaughtered, his body ripped and slashed, while his head has been removed, and now rests upon a nail on the wall (**Sanity** roll, 1/1D4 loss).

Inside the Apartment Block

Once Marge has been dealt with, the investigators can gain access to the other apartments by either entering via the right-hand door at the front of the building, or from an internal door leading from Marge's apartment.

Note that if the investigators manage to by-pass Marge, perhaps by climbing the fire escape to the levels above, Marge will most likely hear the investigators and come looking for them with murderous intent!

Try to ensure all of the investigators enter the building but avoid "railroading" the players. Once inside they cannot leave until they deal with Sticky Jack. Anyone left outside who refuses to go into the apartment block might be persuaded to enter if they hear cries for help, or Marge's murderous cries. The door will always let more people inside—it just won't let them out again. See **Complications** (page 75) for some ideas about how to keep investigators busy on the outside of the building.

The exact make-up of the apartment block has been left ill-defined (*i.e.* there is no map), as the reality of the building's fabric has been shattered due to the influence of Azathoth's Court being channeled by Sticky Jack. As soon as the investigators are inside, the walls twist and corridors seem to extend to infinity (**Sanity** roll, 1/1D4 loss) before appearing to snap-back to some vestige of normality.

Inside, the building no longer conforms to earthy physics: rooms appear upside down, doors seem to writhe as they are touched, and strange colored lights flicker and glow. In theory, the Keeper can position apartments wherever they like for the investigators to stumble into. The stairs seem to climb upwards forever, doors appear in strange places, lights suddenly glow bright and then go out, leaving total darkness. The whole experience should be overwhelming and disorientating, such that the investigators must try each door until they (finally) reach Sticky Jack's apartment at the top of the building.

While in the building, the whole experience should be unnerving with the investigators losing all sense of direction—one minute they'll think they are on the first floor, the next they look down to see that they are standing in the middle of a wooden staircase that extends hundreds of steps up and down. Whatever they attempt to do, they can find no way out, nor any meaning to crazed angles, passages and rooms within. If anyone should look out of a window, all that can be seen is a vast blackness, filled with pinpricks of light, as though one were looking out onto the night sky—they are! (**Sanity** roll, 0/1 loss).



Oh god! What in the hell is that?!

Following are some possible encounters that the Keeper may use to unnerve the investigators before they reach Jack's apartment. How many of these to use is up to the Keeper. Use the encounters as written or as inspiration to make up your own scenes; suggested Sanity losses are provided in brackets after each encounter.

1. **The Hanged Family:** Entering this apartment, the investigators are greeted by the scene of a family hanging by their necks from ropes attached to a ceiling rafter. (Sanity loss 0/1D4).
2. **The Man in the Upside Down Chair:** The room is upside down. A hanging lamp sticks up from the "ceiling," pointing upwards towards the "floor." Directly above the lamp sits the body of a man in an armchair (upside down to the investigators). As if defying the reversed gravity of the room, blood drips down onto the investigators from the man's throat, which has been slashed open. (Sanity loss 1/1D4).
3. **The Piping Void:** Opening the door, there is only blackness beyond. No light penetrates inwards, such that the floor, ceiling, walls and contents cannot be seen. A strange unearthly piping sound seems to come from within. Stepping into this room, the investigator's foot touches only space—there is no floor! Quick-witted investigators may make a **Jump**, **DEX**, or **Dodge** roll to avoid "falling" into the room—friends might also attempt to grab them too. Anyone falling into this room falls for what seems an eternity until they land with a crash in a different room (pick any other location in the building), taking 1D4+1 hit points damage. Perhaps the other investigators can hear their lost comrade's screams and calls for help as they wander around the building...? (Sanity loss for falling 0/1D2).
4. **The Sucking Sound:** In what appears to be a normal apartment, the investigators can hear a loud sucking and squelching sound coming from a room off the main living area. Approaching the room, the sound grows more frenzied and heavy knocks are also heard, as if something large is banging on the walls. Entering the room, the sounds stop suddenly and there is a terrible, foul rotting smell (make a successful **CON** roll or throw-up). Inside, it looks as though someone has taken a hammer or baseball bat to the walls, there are rents, tears, and holes in the plaster all over the room. As the investigators look about, there is a sudden booming sound as an invisible force impacts against the wall nearest to them, sending the plaster flying and leaving a huge dent the size of a head. The sucking and squelching sound returns with vigor and it is as if some unseen force is trying to break down the walls of the apartment. Plaster, ornaments, and furniture

explode from unseen blows. The investigators should make **Dodge** rolls to void being hit by the flying objects (causing 1D4 damage). Unless they leave straight away, they must make a **Dodge** roll every round to avoid being hit by the intangible, invisible force (causing 1D8 damage). There is no way to combat this invisible monster with earthy weapons and the investigators should flee at the soonest opportunity. The invisible force will not pursue. (Sanity loss 1/1D4).

5. **The Thing from Outside:** As the investigators reach for this door they get a sudden feeling of acute dread, as if something awful is about to happen. If the door is touched in any way a sudden burst of ear-splitting piping erupts from inside the room. If the door is opened, the investigators see an enormously huge, bulbous thing filling the entire space of the room within. Its pale, flaky skin is bundled and crammed together, and bright yellow-red viscous liquid bleeds from hundreds of weeping sores. The piping grows even stronger, disorientating those witnessing the scene. Unless they shut the door within one round, the creature will send forth 1D4 tentacles to probe and attack. The creature is a servitor of the Outer Gods (see **Appendix 1: Non-Player Characters**), it is up to the Keeper whether this monster pursues or whether it is content to remain in the room. (Sanity loss 1/1D10).

Jack's Apartment

When the Keeper desires, the investigators can find Sticky Jack's apartment.

Entering through an unlocked door, there is a smell of ashes and burning. The walls lean in at strange angles, the ceiling appears to tilt with one end only three feet off the floor. On the wooden floorboards can be seen the is ashen outline of man, as if burned to dust, while on one of the walls another ashen outline of a man-like shape can be seen. Beyond the living area are two doors, one off to the left and another at the far end of the room.

A faint, high-pitched piping can be heard, rising and falling in tempo as though a hundred insane musicians were playing an outlandish and outré overture. This is the **Music of Madness** (see box, page 74). Intermixed with the piping can be heard the cries of a man, calling out for help. The man's voice seems distant (call for **Listen** rolls; if successful, the voice seems to be coming from behind the door at the far end of the room).

Should the door to the left of the investigators be opened, the unfortunate investigator looks out into the sprawling cosmos. At its center is an immense, planet-sized, bubbling mass of blasphemy that continually writhes to eldritch piping coming from flutes held in the pulsating pseudopods of ugly and terrifying beings, which cavort around the mass at their center. Those looking upon this scene are consumed with terror and dread as re-

Limiting Exposure

Some, possibly all, of the investigators may witness the Court of Azathoth through Sticky Jack's apartment door. This could easily destroy the sanity of every single one of them (it is Azathoth, the mindless center of the universe after all). Kind Keepers, may wish to limit such exposure, or at least provide a heavy hint to players to not open that particular door. Some possible ways of playing out this scene follow:

The first one shuts the door with a cry—the first investigator who opens the door to Azathoth makes or fails their Sanity roll: they scream and quickly close the door. An (insane) investigator shutting the door could then act to bar access to the door—their madness presenting as some form of compulsion to stop others going through the door, whilst also barring the door to stop the horrors from outside coming in.

The dread defeats them—anyone approaching the door is consumed with dread. The hairs on their skin stand up and they can feel in their gut that something is very wrong on the other side of that door. Call for a Sanity roll against the psychic waves of chaos that are spiraling out from the Court of Azathoth (1/1D10 loss). Whatever the result, the investigator(s) knows for certain that death and madness will be the only rewards of opening that door.

Sticky Jack—connected by foul, other worldly magic, Jack, his apartment, and the Court of Azathoth are all interlinked. He senses the investigators' approaching the door to Azathoth and appears through the other door, crying out, "NO! NOT THROUGH THERE!"

All bets are off—this option does not prevent the investigators from opening the door. Let them do exactly what they wish and let the dice roll. Most or all of your player's investigators may go insane, but it'll probably be a lot of fun too! Of course, at the next gaming session, they may need to roll-up new investigators...

alization dawns on them that the terrible piping is calling out a name—Azathoth! Apart from the very real horror of the scene before them, a terrible sense of impending doom chokes the viewer as they realize their true insignificance in the face of such supreme, cosmic chaos. Witnessing this horror calls for a **Sanity** roll, with 1D10/1D100 loss.



Help me! I can't stop it! Kill me!

Music of Madness

The discordant music is made by the creatures that cavort around Azathoth. It adversely affects human listeners, who must make a Sanity roll every two rounds whilst they endure the music or lose 1D4 Sanity points.

Perhaps those who lose their mind through such music may themselves become servitors—warped in mind and body and forever doomed to dance to the tune of the Daemon Sultan.

The door at the far end of the room (from which the male crying voice can be heard) is also unlocked. Upon opening the door, the viewer sees a small man crouched into a ball within a bathroom. Sprays of dried blood streak the white wall tiles. The man's voice rises and falls in volume, alternately crying as if in agony, saying the words, "Help me." Just visible, clutched in the man's hands are an old looking knife and some papers (these are the stolen items: knife, scroll, and papers containing the translation).

Attentive investigators will notice that both of Jack's wrists have been slit, and yet while blood continues to seep from the open wounds, he is clearly not dead. He looks up at the investigators saying, "Help me. I can't stop it. Kill me!"

Getting Out

The investigators have two ways of exiting their predicament:

1. Kill Jack

Jack cannot die by any means other than decapitation or burning. The spell he has wrought is keeping him alive, as he is a physical link in the channel from Earth to Azathoth's Court. Shooting, stabbing, and so forth does nothing but cause more of Jack's blood to spill, and does not actually harm him. If required, an **Intelligence** roll allows an investigator to realize that Jack is channeling the blasphemous energies, which are somehow keeping him alive. If any of the investigators are insane, the Keeper may award them an insane insight that only by severing Jack's head or burning him to a crisp is likely to stop the connection.

2. Recite the words from the scroll:

*"F'istorum etta relgelis monad kondor
P'htagn ai ai m'lkunda
etta voris yon vombis ai ai
Aklo si'azasta toroth
ai ai y'lgnhu finitie mortis ai
f'thagn ai kondor mortis idi ai"*

This phrase can be found in three places:

- In Professor David's working copy of the scroll he had at his house (if the investigator's visited him). See **Handout: Missed 5**.
- In the translation papers stolen by Jack and now strewn around him (the phrase is noted as "untranslatable gibberish" by the professor).
- In the original Greek scroll, currently held by Jack—using the phrase from the scroll requires the **Language (Greek)** skill—something that the investigators most likely do not have.

Saying this phrase aloud breaks the channel, and those within the apartment are returned to normality. Anyone who has exited the apartment through the door to Azathoth's Court is not returned. Note that the channel is the only thing keeping Jack alive and once it is broken, Jack collapses to the floor dead.

Complications

The Keeper can complicate matters even further (if they think the investigators are having too easy of a time!), by having Jacob Smith and his followers enter the building. Smith and his men can mislead, harass, and attack the investigators as desired:

1. Smith comprehends what is happening. He orders his followers to push the meddlesome investigators through the door to Azathoth's Court.
2. They turn into blood crazed lunatics, intent on the bloody sacrifice of any who do not share their worship of chaos and the Daemon Sultan.

If Smith sees Jack, he will attack anyone who attempts to prevent him retrieving the scroll, dagger and translation, shouting, "He is impure! I must be the vessel!"

Really Complicating the Situation

Keepers who haven't got enough to do can further complicate matters by having O'Leary and a handful of thugs turn-up at Jack's apartment. How they respond to Smith and his men and any investigators outside is left to the Keeper to best determine. If O'Leary and his thugs enter inside then assume all go insane—probably either becoming suicidal or homicidal.

Conclusion

Any investigators surviving may gain the following:

- Survived and escaped: +1D6 Sanity points.
- Used the phrase to escape: +1D6 Sanity points.
- Killed Jack to escape: +1 Sanity points.
- Retrieved the stolen items and handed them to O'Leary: +1D4 Sanity points.

Of course, those exposed to Azathoth's Court are likely to experience long terms effects—dreaming nightly of the idiot god and his servitors, plagued by hearing strange piping, and be filled with dread every time they look up at the night sky...

Appendix 1: Non-Player Characters

MORDECAI "HAMMER" O'LEARY, age 32, up and coming crime boss

STR 85	CON 70	SIZ 70	DEX 50	INT 80
APP 60	POW 60	EDU 30	SAN 55	HP 14
DB +1D4	Build 1	Move 8		

Backstory:

- **Description:** Smart, clean shaven, greased hair, wicked grin.
- **Possessions:** Claw hammer.
- **Traits:** Shoots first, asks questions later.

Brawl 60% (30/12), damage 1D3 + 1D4
 Claw Hammer 60% (30/12), damage 1D6 + 1D4
 Shotgun 12-g 40% (20/8), damage 4D6/2D6/1D6
 .32 Auto 50% (25/10), damage 1D8
 Dodge 30% (15/6)

Skills: Appraise (Alcohol) 70%, Charm 40%, Climb 40%, Drive Auto 45%, First Aid 35%, Intimidate 70%, Listen 40%, Mechanical Repair 20%, Persuade 30%, Psychology 45%, Spot Hidden 35%, Stealth 35%, Throw 35%.

O'LEARY'S THUGS

STR 70 CON 60 SIZ 80 DEX 50 INT 60
 APP 50 POW 50 EDU 40 SAN 50 HP 14
 DB +1D4 Build 1 Move 7

Brawl 50% (25/10), damage 1D3 + 1D4
 Shotgun 12-g 70% (35/14), damage 4D6/2D6/1D6
 .32 Auto 60% (30/12), damage 1D8
 Dodge 50% (25/10)

Skills: Climb 40%, Drive Auto 45%, First Aid 35%, Intimidate 50%, Listen 40%, Mechanical Repair 30%, Persuade 20%, Psychology 30%, Spot Hidden 30%, Stealth 40%, Throw 30%.

SUZIE KEMPSTON, age 31, journalist

STR 45 CON 60 SIZ 30 DEX 50 INT 90
 APP 65 POW 60 EDU 75 SAN 60 HP 9
 DB -1D4 Build -1 Move 9

Backstory:

- **Description:** Bright, sparkling green eyes, Roman nose and short hair in a bob.
- **Traits:** Inquisitive and persistent; asks many questions.

Brawl 25% (12/5), damage 1D3-1
 Dodge 30% (15/6)

Skills: Art/Craft (Journalism) 80%, Charm 45%, Climb 40%, Credit Rating 27%, Fast Talk 30%, Law 30%, Library Use 40%, Listen 60%, Mechanical Repair 20%, Persuade 35%, Psychology 40%, Spot Hidden 60%, Stealth 45%.

PROF. STANLEY DAVID, age 62, linguist

STR 45 CON 40 SIZ 60 DEX 50 INT 90
 APP 60 POW 70 EDU 93 SAN 70 HP 10
 DB 0 Build 0 Move 4

Backstory:

- **Description:** Portly, large beard, glasses.
- **Meaningful Locations:** The Miskatonic University.
- **Traits:** Problem solving (enjoys maths and old languages).

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 25% (12/5)

Skills: Art/Craft (Linguist) 70%, Credit Rating 60%, History 55%, Languages: (English) 90%, (French) 80%, (German) 60%, (Greek) 68%, (Latin) 70%, Library Use 80%, Occult 20%, Persuade 45%, Psychology 40%, Science (Cryptography) 69%, Science (Mathematics) 60%.

POLICE OFFICER

STR 60 CON 60 SIZ 65 DEX 50 INT 70
 APP 50 POW 40 EDU 60 SAN 40 HP 12
 DB +1D4 Build 1 Move 7

Fighting (Brawl) 40% (20/8), damage 1D3 + 1D4
 Nightstick 40% (20/8), damage 1D6 + 1D4
 .32 Auto 35% (17/7), damage 1D8
 Dodge 30% (15/6)

Skills: Climb 45%, Drive Auto 30%, Jump 30%, Intimidate 40%, Listen 60%, Navigate (Locale) 60%, Persuade 40%, Psychology 50%, Spot Hidden 50%, Stealth 30%, Throw 40%.

"GREASY" SPOON, age 53, pickpocketing tramp

STR 45 CON 60 SIZ 40 DEX 85 INT 65
 APP 25 POW 40 EDU 30 SAN 40 HP 10
 DB 0 Build 0 Move 9

Backstory:

- **Description:** Unkempt, dirty and greasy hair.
- **Traits:** You've got to pick a pocket or two.

Brawl 40% (20/8), damage 1D3
 Dodge 42% (21/8)

Skills: Climb Listen 45%, Jump 30%, Listen 40%, Sleight of Hand 70%, Spot Hidden 40%, Stealth 30%.

MARGE HOCKLER, age 46, murderous housewife

STR 70 CON 80 SIZ 90 DEX 45 INT 65
 APP 35 POW 40 EDU 20 SAN 0 HP 17
 DB +1D4 Build 1 Move 6

Backstory:

- **Description:** Obese and large, long curly hair, wild eyes and wide mouth.
- **Traits:** Insane murderess.

Brawl 60% (30/12), damage 1D4 + 1D4
 Large Knife 60% (30/12), damage 1D6 + 2 + 1D4
 Dodge 22% (11/4)

Skills: Listen 40%, Spot Hidden 30%, Stealth 20%.

JACOB SMITH, age 38, insane worshipper of Azathoth

STR 50 CON 60 SIZ 60 DEX 60 INT 70
 APP 50 POW 60 EDU 80 SAN 0 HP 12
 DB 0 Build 0 Move 8

Backstory:

- **Description:** Smart suit, short clipped beard and moustache, piercing eyes.
- **Ideology/Beliefs:** Azathoth is my master.
- **Traits:** Cruel, insane desire to sow chaos.

Brawl	40% (20/8), damage 1D3
Machete	40% (20/8), damage 1D8
.32 Revolver	40% (20/8), damage 1D8
Dodge	30% (15/6)

Skills: Climb 50%, Cthulhu Mythos 15%, Fast Talk 30%, Intimidate 40%, Jump 40%, Listen 60%, Mechanical Repair 30%, Occult 60%, Persuade 40%, Psychology 40%, Spot Hidden 40%, Stealth 60%, Throw 25%.

Spells: Shrivelling—caster invests as many magic points as desired and that number halved in Sanity points. For the spell to take effect the caster must succeed in an opposed POW roll with the target. If successful, the target is subjected to a sudden and terrifying blast of energy, causing flesh to blacken and wither. The target loses 1 hit point per magic point invested in the spell.

JACOB SMITH'S FOLLOWERS

STR 50	CON 60	SIZ 60	DEX 60	INT 70
APP 50	POW 60	EDU 80	SAN 0	HP 12
DB 0	Build 0	Move 8		

Brawl	40% (20/8), damage 1D3
Machete	40% (20/8), damage 1D8
.32 Revolver	40% (20/8), damage 1D8
Dodge	30% (15/6)

Skills: Climb 50%, Cthulhu Mythos 20%, Drive Auto 30%, Fast Talk 30%, Intimidate 40%, Jump 40%, Listen 60%, Mechanical Repair 30%, Occult 60%, Persuade 40%, Psychology 40%, Spot Hidden 40%, Stealth 60%, Throw 25%.

SERVITORS of the Outer Gods

STR 70	CON 82	SIZ 100	DEX 82	INT 87
POW 95	HP 18	DB +1D6	Build 2	Move 7
MP 19				

Attacks per round: 4

Attacks: A mass of writhing tentacles batter and twist at the target. Following a successful hit, roll 1D3 determine how many tentacles cause damage. Its tentacles may be used to seize an opponent with a successful fighting maneuver. The range of its tentacles is 20 yards.

Fighting	45% (22/9), damage 1D6 + 1D6 (damage bonus per tentacle)
Dodge	41% (20/8)

Armor: None, but no physical weapon causes harm; spells and magical weapons do normal damage; regenerates 3 hit points per round until dead.

Music of Madness: The discordant music made by these creatures adversely affects human listeners, who must make a Sanity roll every two rounds they endure the music or lose 1D4 Sanity points. It is suggested by learned wizards that those who lose their mind through such music may themselves become servitors—warped in mind and body and forever doomed to dance to the tune of the Outer Gods.

Spells: Each knows at least 1D10 spells, always including 1D10 Summon/Bind and Call spells.

Sanity Loss: 1/1D10 Sanity points to see a servitor.

AZATHOTH, seething nuclear chaos

STR N/A	CON 1500	SIZ varies	DEX N/A	INT 0
POW 500	HP 300	DB N/A	Build varies	Move 100
MP 100				

Attacks per round: 1D6

Fighting attacks: Azathoth's many pseudopods may strike anything nearby.

Fighting 100% (50/20), damage 1D100

Armor: None, but at 0 hit points Azathoth is dispelled and is not slain, able return at full strength in 1D6 hours. It takes 3D6 damage from an Elder Sign, but destroys the Sign.

Spells: Commands all the Lesser Other Gods and it's accompanying Servitors, and much of the universe; fortunately it has 0 INT.

Sanity Loss: 1D10/1D100 Sanity points to see Azathoth.

Pre-Generated Investigators

Six pre-generated investigators are provided (pages 81—92). If you have less than six players in your group, then allow the players to choose from the selection.

Should an investigator die or go insane during the course of the scenario, use any of the spare pre-generated investigators as replacements.

Using the investigators provided is not obligatory. If you prefer, either create new investigators to use, or incorporate existing characters that your players have previously created and played with.

Appendix 2: Player Handouts

Missed Dues Handout #2

Arkham A

Wednesday, October 19, 1922

DOUBLE THEFT!

A shocking double robbery occurred last night at the Miskatonic University, with both the Library and the Museum, being broken in to and rare artifacts stolen. Police and university authorities believe the thefts to have taken place between 8:00pm and 5:00am, however no word has come forth on whether the two robberies are connected.

Archibold Pringler, a spokesman for the Vice Principal's Office, confirmed that an ancient Greek scroll was missing from the library and that a Native American Indian dagger was also missing from the museum. Both items are said to hold great academic significance yet little financial value.

Missed Dues Handout #3

ARKHAM GAZETTE

WEEKLY NEWSPAPER

Est. 1869

Wednesday, October 18, 1922

ANCIENT DAGGER STOLEN

University staff are today shocked at the discovery of a break-in at the campus museum. Last night a thief stole in to the building and took one of the exhibits - a dagger believed to be of Native American origin.

The dagger has been on display as part of the History of the Miskatonic Region exhibit, which has excited many young school children with its wide array of fascinating pieces for the last twelve months. The dagger is one of the few artifacts pertaining to Arkham's tribal heritage.

Dr. August Perplinski, noted local historian, commented that the dagger is a rare example of a shamanistic ritual tool, possibly used by a tribal witch doctor to help them journey into the spirit realm.

In a bizarre and unexpected twist, the Arkham Police Department have confirmed that a second theft also took place on the University Campus last night. Across the Campus Square, the Library Building's Rare Book Collection was ransacked.

So far officials have only been able to confirm the theft of one item from the Library, an ancient scroll written in Greek, concerning geometrical and mathematical formulae.

Mr. Pringler, a spokesman for the University, confirmed that a reward of \$100 had been posted for anyone providing information leading to the capture of the thieves and the return of the stolen items. Police have requested anyone with information to come forward.

Missed Dues Handout #4

PAPERS STOLEN FROM HOME OF PROFESSOR

Arkham Police are investigating a break-in at the residence of one of Miskatonic University's leading professors.

The home of Professor Stanley David was broken into last night with the culprit entering the professor's study and making off with a number of papers that the professor was currently working on.

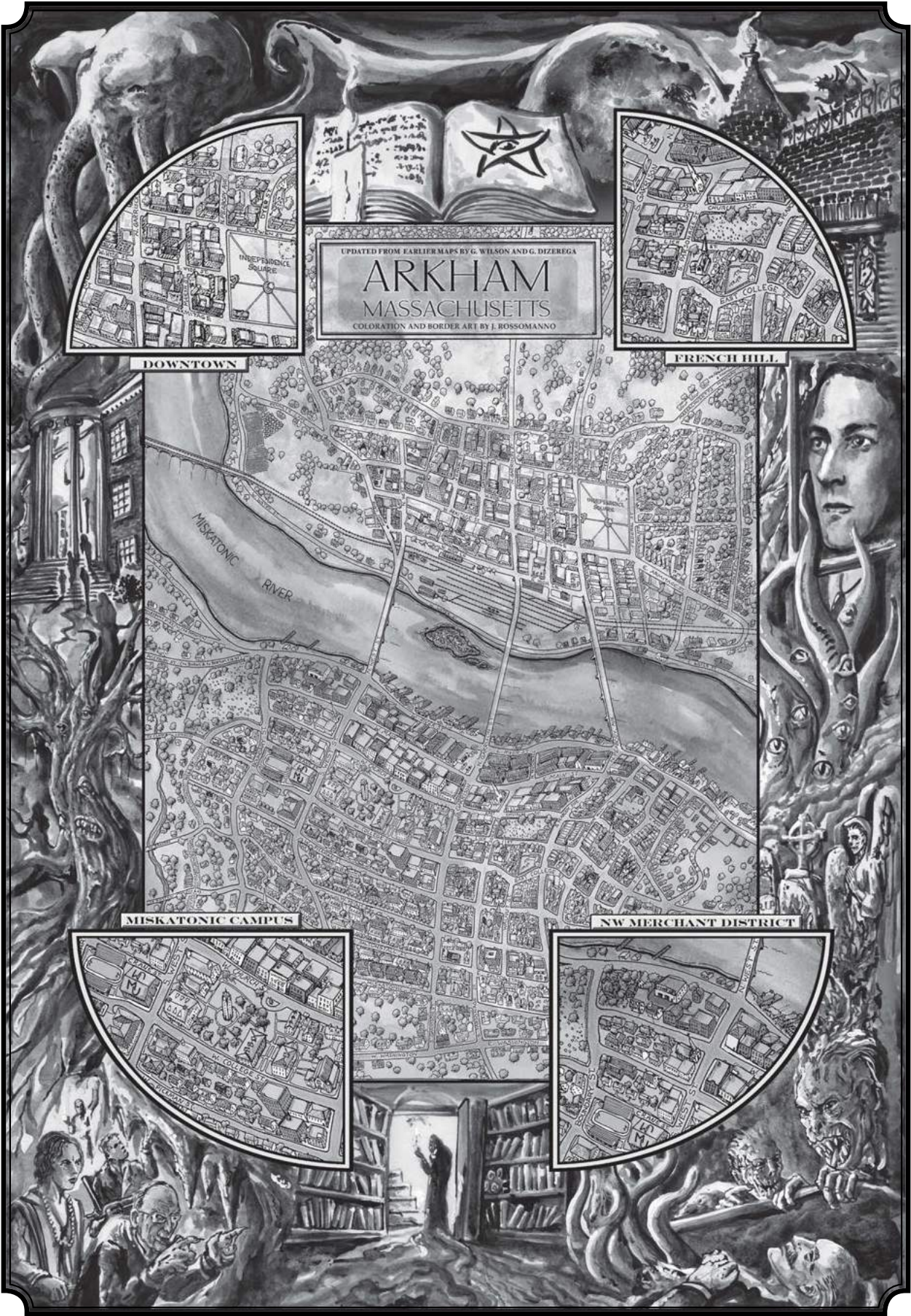
"I just don't understand why anyone would want these papers!" Said Professor David. "It's just a translation of an ancient text that I'm working on and has no financial value."

"Perhaps the hapless thief mistook the papers for something else. Well he'll get a shock when he reads them!" Laughed the professor.

Police are asking anybody who might have been about South Garrison Street last night between midnight and 2a.m. to come forward if they saw anything suspicious.

DOG EATS ALL THE PIES!

Frasier's Pie Emporium was shocked when Smoky the dog raced in and proceeded to eat all



Handout #1

Missed Dues Handout #5

Department of Languages

$\sqrt{8T + W\sigma}$
 $S\psi\tau \sim \theta$
 $\Pi =$
 Ω

Symbology is confusing
 Nonsensical!
 Matter translocation
 or some kind of channel ??

The geometry
 implies movement
 or a channel

Is this a representation of the sun?
 Or another celestial body?

"The vessel must be whole"

the moon?

Symbology!?

Whole parts translate into gibberish..

Fistorum etta relgelis monda kondor
 P'hagn ai ai m'lkunda etta voris
 yom vombis ai ai Aklo si'azasta
 toroth ai ai y'lgahu finitie mortis
 ai f'hagn ai kondor mortis idi ai

"He who dwells at the heart
 infinite and all"

Check with Armitage when back from sabbatical

Miskatonic University

1920S ERA INVESTIGATOR

Name Sean 'Hopeful' Doyle

Player

Occupation Criminal

Age 21 Sex Male

Residence Arkham

Birthplace Arkham

CHARACTERISTICS

STR	60	30 12	DEX	70	35 14	POW	80	40 16
CON	55	27 11	APP	40	20 8	EDU	40	20 8
SIZ	45	22 9	INT	45	22 9	Move Rate	9	



Major Wound		M10P			
HIT POINTS	Dying	00	01	02	
	Unconscious	03	04	05	
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

Temp. Insane		Indef. Insane		80										99										Insane														01	02	03	04	05	06	07	SANITY			
08	09	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		

CALL of CTHULHU

M16P

LUCK	08	09	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

	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	5	2 1	<input type="checkbox"/> Law (05%)	5	2 1	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>		
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	55	27 11	<input type="checkbox"/> Library Use (20%)	20	10 4	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	50	25 10	<input type="checkbox"/>	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	45	22 9	
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	35	17 7	<input type="checkbox"/> Mech. Repair (10%)	10	5 2	<input type="checkbox"/> Spot Hidden (25%)	45	22 9	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	50	25 10	
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	10	5 2	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Charm (15%)	15	7 3	<input type="checkbox"/> First Aid (30%)	30	15 6	<input type="checkbox"/> Navigate (10%)	30	15 6	<input type="checkbox"/> Swim (20%)	20	10 4
<input type="checkbox"/> Climb (20%)	40	20 8	<input type="checkbox"/> History (05%)	5	2 1	<input type="checkbox"/> Occult (05%)	5	2 1	<input type="checkbox"/> Throw (20%)	50	25 10
Credit Rating (00%)	10	5 2	<input type="checkbox"/> Intimidate (15%)	15	7 3	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	10	5 2
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	45	22 9	<input type="checkbox"/> Persuade (10%)	10	5 2	<input type="checkbox"/> Read Lips	41	20 8	
<input type="checkbox"/> Disguise (05%)	5	2 1	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35	17 7	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	10	5 2	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	20	10 4	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10	5 2	<input type="checkbox"/> Language (Own) (EDU) English	40	20 8	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Bread Knife	55	27	11	1D4 + 2	-	1	-	-
.22 Short Auto	35	17	7	1d6	10 yards	3	6	100

COMBAT

Damage Bonus none

Build 0

Dodge 35 17
7

BACK STORY



Personal Description Broad face, thick-set eyes with heavy brows

Traits

Ideology/Beliefs One day I wanna be the boss, but no one listens to me! Gotta earn my place and do whatever it takes.

Injuries & Scars

Catholic.

Significant People My grandmar, god rest her soul - what would she think about the life I'm living?!

Phobias & Manias

Meaningful Locations Grandmar's grave in Arkham Cemetery

Arcane Tomes, Spells & Artifacts

Treasured Possessions Grandmar's breadknife, still cuts as good as it used to.

Encounters with Strange Entities

GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

CASH & ASSETS

Spending Level Average \$10

Cash \$20

Assets \$500

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble Fail Regular Hard Extreme Critical
100/96+ > skill ≤ skill ½ skill ⅓ skill 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

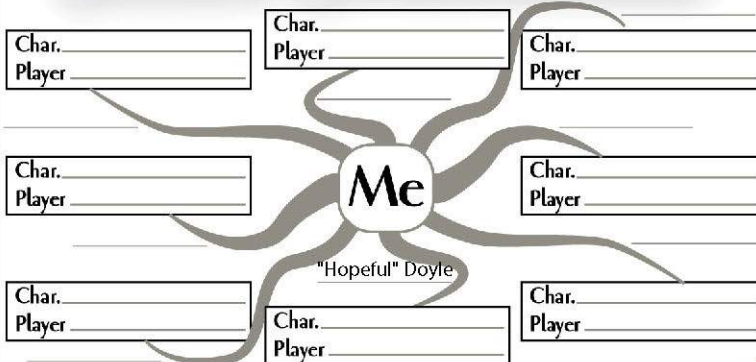
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Eddie 'Lurch' Kelly
 Player _____
 Occupation Criminal
 Age 37 Sex Male
 Residence Arkham
 Birthplace Arkham

CHARACTERISTICS

STR 45 22 9 DEX 65 32 13 POW 50 25 10
 CON 50 25 10 APP 35 17 7 EDU 45 22 9
 SIZ 60 30 12 INT 60 30 12 Move Rate 8



Major Wound M11P

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane 50 99

01	02	03	04	05	06	07
08	09	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						

CALL of CTHULHU

Out of Luck

01	02	03	04	05	06	07
08	09	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						

M10P

01	02	03	04
05	06	07	08
09	10	11	12
13	14	15	16
17	18	19	20
21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u> <u>1</u>	<input type="checkbox"/> Law (05%)	<u>5</u> <u>2</u> <u>1</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Library Use (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> <u>2</u>
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>40</u> <u>20</u> <u>8</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> First Aid (30%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Navigate (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u> <u>4</u>
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Occult (05%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> <u>4</u>
Credit Rating (00%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Intimidate (15%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<u>20</u> <u>10</u> <u>4</u>
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>32</u> <u>16</u> <u>6</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Language (Own) (EDU)	<u>46</u> <u>23</u> <u>9</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Butterfly knife	60	30	12	1d4	-	1	-	-
.38 Auto	35	17	7	1d10	15 yards	3	6	99

COMBAT

Damage Bonus none
 Build 0
 Dodge 32 16 6

BACK STORY



Personal Description Gaunt looking, high cheek bones and thin lips.

Traits

Ideology/Beliefs Gotta be tough in this life to get along. Look after your kin and to hell with the rest.

Injuries & Scars

Catholic.

Significant People My sister, Wendy, who's never let me down

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions My father's lucky pocket watch, the day I lose it is the day I run out of luck.

Encounters with Strange Entities

GEAR & POSSESSIONS

Butterfly Knife
.38 Auto & Ammo

CASH & ASSETS

Spending Level Average \$10
Cash \$50
Assets \$1,250

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

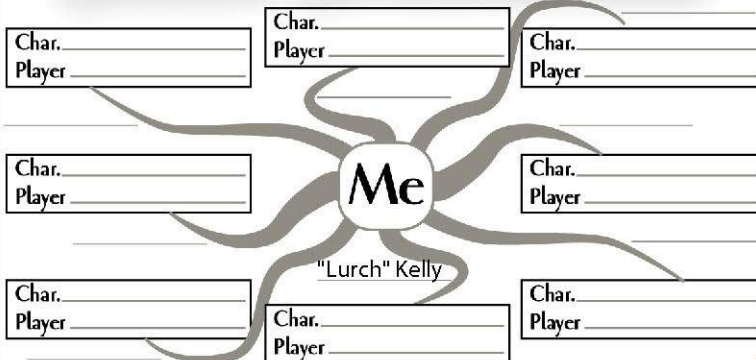
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Wendy 'No Nonsense' Kelly

Player

Occupation Criminal

Age 25 Sex Female

Residence Arkham

Birthplace Arkham

CHARACTERISTICS

STR 40 $\frac{20}{8}$ DEX 55 $\frac{27}{11}$ POW 45 $\frac{22}{9}$
 CON 80 $\frac{40}{16}$ APP 50 $\frac{25}{10}$ EDU 60 $\frac{30}{12}$
 SIZ 50 $\frac{25}{10}$ INT 70 $\frac{35}{14}$ Move Rate 8



Major Wound		M13P			
HIT POINTS	Dying	00	01	02	
	Unconscious	03	04	05	
		06	07	08	09
		10	11	12	13
		14	15	16	17
		18	19	20	

Temp. Insane		Indef. Insane		45	99	Insane	01	02	03	04	05	06	07	
	08	09	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						

SANITY

CALL of CTHULHU

M29MP

	00	01	02	03	04	
	05	06	07	08	09	
	10	11	12	13	14	
	15	16	17	18	19	
	20	21	22	23	24	

MAGIC POINTS

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	40	$\frac{20}{8}$	<input type="checkbox"/> Library Use (20%)	30	$\frac{15}{6}$	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	20	$\frac{10}{4}$	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	35	$\frac{17}{7}$	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	30
<input type="checkbox"/> Art/ Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	50	$\frac{25}{10}$	<input type="checkbox"/> Mech. Repair (10%)	45	$\frac{22}{9}$	$\frac{15}{6}$
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	60	$\frac{30}{12}$	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	40
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	10	$\frac{5}{2}$	$\frac{20}{8}$
<input type="checkbox"/> Charm (15%)	35	$\frac{17}{7}$	<input type="checkbox"/> First Aid (30%)	30	$\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	10	$\frac{5}{2}$
<input type="checkbox"/> Climb (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> History (05%)	5	$\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	10	$\frac{5}{2}$
Credit Rating (00%)	25	$\frac{12}{5}$	<input type="checkbox"/> Intimidate (15%)	15	$\frac{7}{3}$	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)
Cthulhu Mythos (00%)	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	20	$\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	40	$\frac{20}{8}$	$\frac{10}{4}$
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	$\frac{20}{8}$
<input type="checkbox"/> Dodge (half DEX)	35	$\frac{17}{7}$	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	30	$\frac{15}{6}$	<input type="checkbox"/>
<input type="checkbox"/> Drive Auto (20%)	20	$\frac{10}{4}$	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychoanalysis (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Elec Repair (10%)	10	$\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU) English	60	$\frac{30}{12}$	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
12-G Pump Shotgun	60	30	12	4d6/2d6/1d6	10/20/50	1	5	100

COMBAT

Damage Bonus none

Build 0

Dodge 35 $\frac{17}{7}$

BACK STORY



Personal Description Larger build, dark curly hair,
dresses like a man.

Traits _____

Ideology/Beliefs No one's gonna give you a
break so take what you can. Look after your kin
and to hell with the rest.

Injuries & Scars _____

Significant People My twin brother, Eddie, who's
never let me down.

Phobias & Manias _____

Meaningful Locations The sunset over the hills in
Dunwich

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions My trusty shotgun, I never
leave home without it.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

12g Shotgun

Ammo

Handkerchief

CASH & ASSETS

Spending Level Average \$10

Cash \$50

Assets \$1,250

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
Levels of Success:	100/96+	> skill	≤ skill	½ skill	1/3 skill
					01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

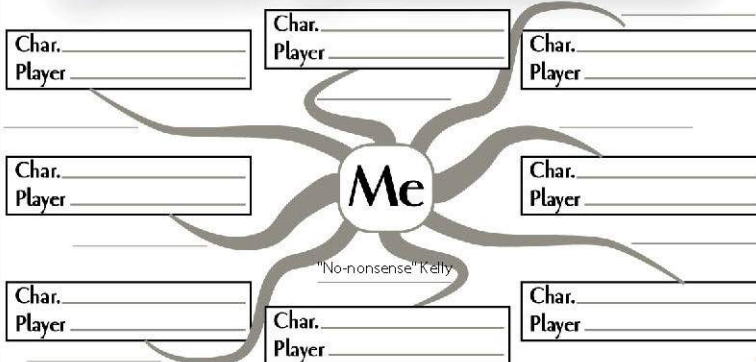
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Marty 'Pug' O'Connor

Player _____

Occupation CriminalAge 26 Sex MaleResidence ArkhamBirthplace Arkham

CHARACTERISTICS

STR **90** $\frac{45}{18}$ DEX **45** $\frac{22}{9}$ POW **30** $\frac{15}{6}$

CON **75** $\frac{37}{15}$ APP **25** $\frac{12}{5}$ EDU **20** $\frac{10}{4}$

SIZ **80** $\frac{40}{16}$ INT **40** $\frac{20}{8}$ Move Rate **8**

Major Wound M15P

Temp. Insane

Indef. Insane

30**99**

Insane 01 02 03 04 05 06 07

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

08	09	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

SANITY

CALL of CTHULHU

M6MP

Out of Luck 01 02 03 04 05 06 07

08	09	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

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	22 $\frac{11}{4}$	<input type="checkbox"/> Law (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	60 $\frac{30}{12}$	<input type="checkbox"/> Library Use (20%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 $\frac{20}{8}$	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 $\frac{5}{2}$
<input type="checkbox"/> Art/Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Mech. Repair (10%)	45 $\frac{22}{9}$	<input type="checkbox"/> Spot Hidden (25%)	30 $\frac{15}{6}$
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	40 $\frac{20}{8}$	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 $\frac{20}{8}$
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	20 $\frac{10}{4}$	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	15 $\frac{7}{3}$	<input type="checkbox"/> First Aid (30%)	30 $\frac{15}{6}$	<input type="checkbox"/> Navigate (10%)	20 $\frac{10}{4}$	<input type="checkbox"/> Swim (20%)	30 $\frac{15}{6}$
<input type="checkbox"/> Climb (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> History (05%)	5 $\frac{2}{1}$	<input type="checkbox"/> Occult (05%)	15 $\frac{7}{3}$	<input type="checkbox"/> Throw (20%)	40 $\frac{20}{8}$
Credit Rating (00%)	15 $\frac{7}{3}$	<input type="checkbox"/> Intimidate (15%)	40 $\frac{20}{8}$	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	10 $\frac{5}{2}$
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 $\frac{10}{4}$	<input type="checkbox"/> Persuade (10%)	10 $\frac{5}{2}$	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 $\frac{17}{7}$	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	20 $\frac{10}{4}$	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	30 $\frac{15}{6}$	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	10 $\frac{5}{2}$	<input type="checkbox"/> Language (Own) (EDU)	50 $\frac{25}{10}$	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-
Switchblade	60	30	12	1d4 + 1d6	-	1	-	-
12-G Sawed-off Shotgun	40	20	8	4d6/1d6	5/10 yard	1 or 2	2	100

COMBAT

Damage Bonus **+1D6**Build **+2**Dodge **35** $\frac{17}{7}$

BACK STORY



Personal Description Looks of a boxer, broken nose, cauliflower ears, cropped curly blond hair.

Traits

Ideology/Beliefs I ain't into learning nor thinking, I'm best at doing. Most folk have bigger brains than me, so best to do what they say and have a quiet life. Catholic.

Injuries & Scars

Significant People My mom, god bless her, I;d do anything for her.

Phobias & Manias

Meaningful Locations Mom's kitchen.

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

CASH & ASSETS

Spending Level Average \$10

Cash \$30

Assets \$750 (mom's house)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of ≥ 1/2 max HP in one attack

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

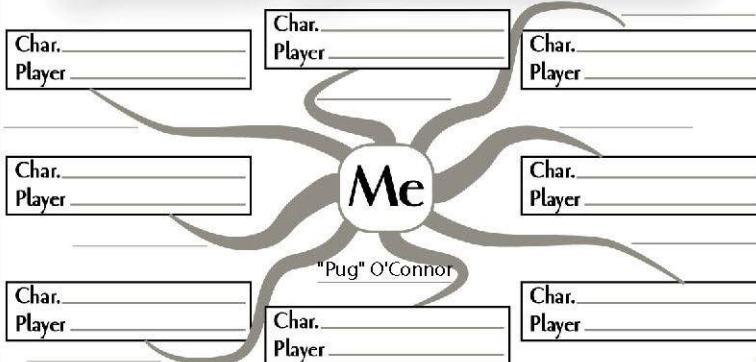
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Wesley 'Smooth' O'Grady
 Player _____
 Occupation Criminal
 Age 33 Sex Male
 Residence Arkham
 Birthplace Arkham

CHARACTERISTICS

STR 45 22 DEX 50 25 POW 65 32
 CON 70 35 APP 60 30 EDU 50 25
 SIZ 60 30 INT 80 40 Move 7
 Idea 16 Rate



Major Wound	<u>M13</u>		
HIT POINTS	Dying <u>00</u>	01	02
	Unconscious <u>03</u>	04	05
	06	07	08
	09	10	11
	12	<u>13</u>	14
	15	16	17
	18	19	20

Temp. Insane		Indef. Insane		<u>65</u>	<u>99</u>	Insane	01	02	03	04	05	06	07	
	08	09	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	<u>65</u>	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						

CALL of CTHULHU

LUCK	Out of Luck	01	02	03	04	05	06	07	
	08	09	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	<u>60</u>	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							

M13					MAGIC POINTS
00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)	<u>5</u> <u>2</u>	<input type="checkbox"/> Law (05%)	<u>10</u> <u>5</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>40</u> <u>20</u>	<input type="checkbox"/> Library Use (20%)	<u>20</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>25</u> <u>12</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>50</u> <u>25</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>21</u> <u>10</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>35</u> <u>17</u>
<input type="checkbox"/> Art/Craft (05%)	<u>15</u> <u>7</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>50</u> <u>25</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>10</u> <u>5</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u>
<input type="checkbox"/> Acting		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<u>40</u> <u>20</u>	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>40</u> <u>20</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>10</u> <u>5</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)	<u>10</u> <u>5</u>	<input type="checkbox"/> Swim (20%)	<u>20</u> <u>10</u>
<input type="checkbox"/> Charm (15%)	<u>35</u> <u>17</u>	<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u>	<input type="checkbox"/> Occult (05%)	<u>15</u> <u>7</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u>
<input type="checkbox"/> Climb (20%)	<u>30</u> <u>15</u>	<input type="checkbox"/> History (05%)	<u>5</u> <u>2</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	<u>10</u> <u>5</u>
Credit Rating (00%)	<u>30</u> <u>15</u>	<input type="checkbox"/> Intimidate (15%)	<u>30</u> <u>15</u>	<input type="checkbox"/> Persuade (10%)	<u>40</u> <u>20</u>	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Psychology (10%)	<u>30</u> <u>15</u>	<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>30</u> <u>15</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)	<u>30</u> <u>15</u>	<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	<u>15</u> <u>7</u>	<input type="checkbox"/> Language (Own) (EDU)	<u>60</u> <u>30</u>			<input type="checkbox"/>	
	<u>3</u>	English	<u>12</u>			<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Sheaf Knife	40	20	8	1d4	-	1	-	-
.32 Revolver	50	25	10	1d8	15 yards	3	6	100

COMBAT

Damage Bonus none

Build 0

Dodge 30 15
6

BACK STORY



Personal Description Slicked-back hair, wide smile, old eyes.

Traits _____

Ideology/Beliefs I should be the boss, O'Leary is a fool and incompetent - I'll show him up one day and prove my value to O'Bannion.
Catholic.

Injuries & Scars _____

Significant People My dead sister, Loretta, gunned down by accident when it should have been me. I'll find absolution some day.

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions Photograph of my sister Loretta in my wallet.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

CASH & ASSETS

Spending Level Average \$10

Cash \$60

Assets \$1500 (house)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
Levels of Success: 100/96+	> skill	≤ skill	½ skill	⅓ skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

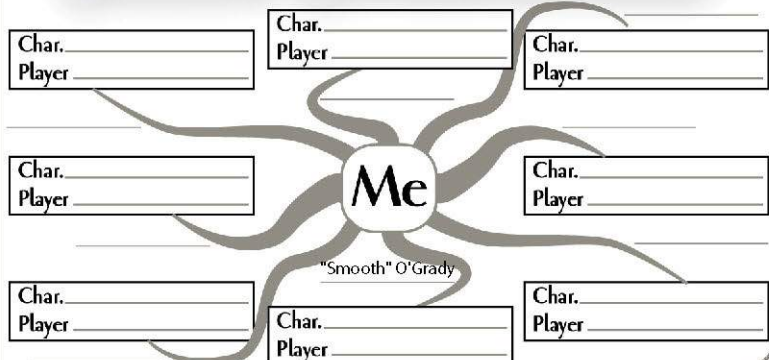
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



1920S ERA INVESTIGATOR

Name Keiran 'the Hat' Murphy
 Player _____
 Occupation Criminal
 Age 27 Sex Male
 Residence Arkham
 Birthplace Arkham

CHARACTERISTICS

STR **40** ²⁰/₈ DEX **65** ³²/₁₃ POW **50** ²⁵/₁₀
 CON **75** ³⁷/₁₅ APP **80** ⁴⁰/₁₆ EDU **45** ²²/₉
 SIZ **45** ²²/₉ INT **80** ⁴⁰/₁₆ Move Rate **8**



Major Wound M12P

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
		06	07	08
		09	10	
		11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane 50 Indef. Insane 99

08	09	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
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

CALL of CTHULHU

Out of Luck

08	09	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
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

M10P

00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	5	2	1	<input type="checkbox"/> Fast Talk (05%)	45	22	9	<input type="checkbox"/> Law (05%)	10	5	2	<input type="checkbox"/> Science (01%)		
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Fighting (Brawl) (25%)	40	20	8	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/>		
<input type="checkbox"/> Appraise (05%)	25	12	5	<input type="checkbox"/>				<input type="checkbox"/> Listen (20%)	25	12	5	<input type="checkbox"/>		
<input type="checkbox"/> Archaeology (01%)				<input type="checkbox"/>				<input type="checkbox"/> Locksmith (01%)	11	5	2	<input type="checkbox"/> Sleight of Hand (10%)	55	27
<input type="checkbox"/> Art/Craft (05%)	35	17	7	<input type="checkbox"/> Firearms (Handgun) (20%)	40	20	8	<input type="checkbox"/> Mech. Repair (10%)	22	11	4	<input type="checkbox"/> Spot Hidden (25%)	30	15
<input type="checkbox"/>				<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	30	15	6	<input type="checkbox"/> Medicine (01%)				<input type="checkbox"/> Stealth (20%)	25	12
<input type="checkbox"/>				<input type="checkbox"/>				<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/> Charm (15%)	60	30	12	<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Navigate (10%)	10	5	2	<input type="checkbox"/> Swim (20%)	20	10
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> History (05%)	5	2	1	<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> Throw (20%)	30	15
Credit Rating (00%)	20	10	4	<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Op. Hv. Machine (01%)				<input type="checkbox"/> Track (10%)	10	5
Cthulhu Mythos (00%)				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> Persuade (10%)	30	15	6	<input type="checkbox"/>		
<input type="checkbox"/> Disguise (05%)				<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Pilot (01%)				<input type="checkbox"/>		
<input type="checkbox"/> Dodge (half DEX)	45	22	9	<input type="checkbox"/>				<input type="checkbox"/> Psychology (10%)	50	25	10	<input type="checkbox"/>		
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/>				<input type="checkbox"/> Psychoanalysis (01%)				<input type="checkbox"/>		
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Language (Own) (EDU)	60	30	12	<input type="checkbox"/> Ride (05%)				<input type="checkbox"/>		
				English								<input type="checkbox"/>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
Switchblade	40	20	8	1d4	-	1	-	-
.32 Auto	40	20	8	1d8	15 yards	3	8	99

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **45** ²²/₉

BACK STORY



Personal Description Mouse-like face, thin but always sharply dressed. Staring eyes and a humourless demeanor. Always wears a hat no matter what.

Ideology/Beliefs I'll do anything to get to the top - I'd even sell my own mother if it would help. Got to look good for the boss and eventually he'll promote me.

Significant People I don't care nuttin' for nobody.

Traits _____

Injuries & Scars _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions My hat, it's like my armour.

Encounters with Strange Entities _____

GEAR & POSSESSIONS

12g Shotgun

Ammo

St. Christopher

CASH & ASSETS

Spending Level Average \$10

Cash \$40

Assets \$1000 (apartment)

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Fumble	Fail	Regular	Hard	Extreme	Critical
Levels of Success:	100/96+	> skill	≤ skill	½ skill	1/3 skill
					01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

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

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

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

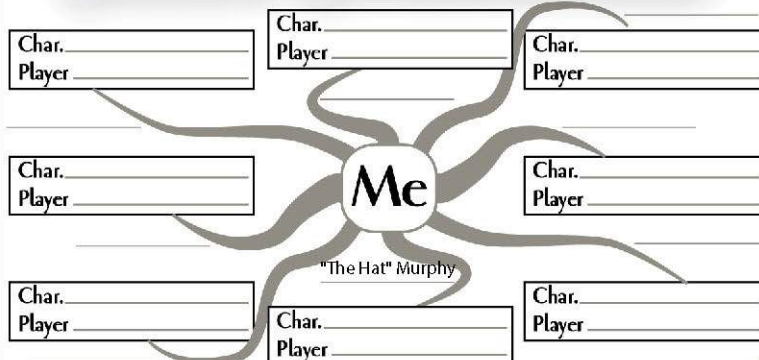
Reach 0 HP with Major Wound = **Dying**

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

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

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS



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Author Biographies



Scott Dorward

is a freelance writer and editor who has worked on a number of roleplaying games that have Cthulhu in the name and a few that don't. In particular, Scott is the line developer for Cubicle 7's World War Cthulhu. Along with Paul Fricker and Matthew Sanderson, Scott co-hosts The Good Friends of Jackson Elias, a podcast about Call of Cthulhu and other horror roleplaying games.

Scott lives in Milton Keynes, which he assures you is a much nicer place than you may have been told.



Mike Mason

Mike Mason is the co-writer of the Call of Cthulhu 7th edition Keeper's Rulebook. Around the turn of the millennium, Mike edited and published The Whisperer, a zine devoted to Call of Cthulhu. In the intervening period Mike set up and ran the Kult of Keepers, a group of Call of Cthulhu scenario writers who organized the UK's Cthulhu Nationals Tournament. Mike, no stranger to the arcane workings of games companies, previously worked for Games Workshop as Black Industries Line Manager for the Ennie Award winning Warhammer 40,000 RPG Dark Heresy before the line moved to FFG.

Nowadays Mike lives in the small village of Gotham, near Nottingham, England, where legends speak of mad men, kings, and cuckoos.

Mike's credits include:

For Chaosium: Call of Cthulhu Keeper's Rulebook (7th edition), The Investigator's Handbook (7th edition), the "Simulacrum Unbound" chapter for the new Horror on the Orient Express, The Phobia Deck, The Weapon's Deck, The Curious Character's Deck, and The Unfortunate Events Deck. Mike has had a hand in guiding and developing numerous Call of Cthulhu books since 2013.

Others (as writer/editor): Dark Heresy Rulebook, The Inquisitor's Handbook, Disciples of the Dark Gods, Purge the Unclean, the Dark Heresy Game Master's Pack and Character Folio, Valkyrie magazine, The Whisperer.



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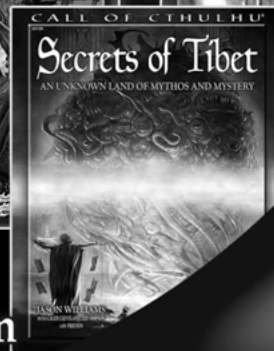
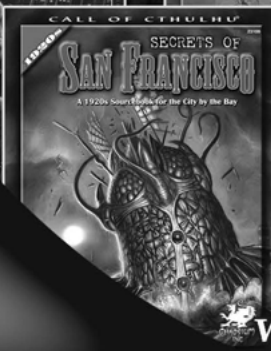


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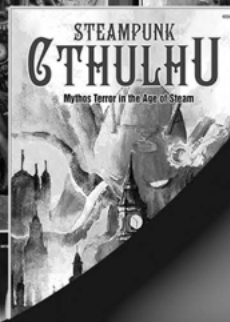
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