

# CALL of CTHULHU

HORROR ROLEPLAYING



Elephant Gun

## Elephant Gun (Double Barrel)

1920s/Modern

Skill: Firearms (Rifle)

Base Chance: 25%

Damage: 3D6+4

Range (Base/Hard/Extreme): 100/200/400 yards

Uses per Round: 1 or 2

Bullets in Gun: 2

Malfuction: 100

Cost: \$400/\$1800

Impales on an Extreme success, hitting a  
damage 22 + 3D6 + 4.

In hunters who trekked in to the heart  
of a weapon capable of handling the  
game they encountered, hence the birth  
of the elephant gun; a weapon with the last word  
in firepower. Initially large, heavy weapons  
of the early twentieth century by ni-  
gineer. It could fire either in single, bolt  
action or double configurations.

## Weapons & Artifacts Deck

## How to use the Weapons and Artifacts Deck

The Keeper can use these cards for quick referenced during a game, or hand them out to players should their investigators find weapons or artifacts while searching around, and so on.

When conjuring up a villainous non-player character in the midst of game, pull a card to ensure they are suitably armed. Likewise, if using the Curious Characters Deck, pull cards from this deck to bolster that character's weapons or to give them an usual artifact.

The cards provide a handy guide to the item's statistics, possible uses, and also provides some background information. Special information is also included (such an impaling damage, blast damage, etc.) on each card where appropriate.

### Key to Terms

#### Acronyms:

- (HG): Handgun
- (R/S): Rifle/Shotgun
- (SMG): Submachine Gun
- (MG): Machine Gun

**Time Period:** The weapon is available in the 1920s or Modern-day, or both periods.

**Skill:** Skill required to use the weapon.

**Base Chance:** Standard percentage of success with weapon (with no training or experience).

**Damage:** Roll the dice indicated to determine weapon's damage. DB is damage bonus (add this to the die result if indicated).

**Range:** Standard (base range) distance of weapon's attack.

**Uses per Round:** Number of attacks that can be initiated per combat round. Most handguns may fire one bullet without penalty; more bullets up to the maximum (shown by the number in brackets) may be fired, but each shot is taken with a penalty die. Some weapons have burst or full auto capability, when using this, use the automatic fire rules on pages 114–116 of the *Call of Cthulhu Rulebook*.

**Bullets in Gun:** Includes standard magazine size. There may be multiple options depending on the size of magazine or drum used.

**Malfunction:** If die roll result is equal to or higher than the firing weapon's malfunction number, the shooter does not merely miss—the weapon does not fire.

**Cost:** Split by 1920s / Modern (modern-day prices reflect collectors' market, 1920s prices do not). N/A usually means the weapon is illegal or not available commercially.

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12-Gauge Shotgun

## 12-Gauge Shotgun (Pump Action)

1920s/Modern

**Skill:** Firearms (Shotgun)

**Base Chance:** 25%

**Buckshot Damage:** 4D6/2D6/1D6

**Buckshot Range:** 10/20/50 yards

**Slug Damage:** 1D10+6

**Slug Range:** 50 yards

**Uses per Round:** 1

**Bullets in Gun:** 5

**Malfunction:** 100

**Cost:** \$45/\$100

**Special:** Shotguns do three levels of damage depending on their range, written as "short range/medium range/long range."

Buckshot cannot Impale (an Extreme success at short range will do 24 damage). Solid slugs can impale (6 + 1D10 + 16 damage).

*American forces used 12-gauge pump-action shotguns for close quarters trench fighting in WWI.*

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**20-Gauge Shotgun**

## 20-Gauge Shotgun (Double Barrel)

1920s/Modern

**Skill:** Firearms (Shotgun)

**Base Chance:** 25%

**Buckshot Damage:** 2D6/1D6/1D3

**Buckshot Range:** 10/20/50 yards

**Slug Damage:** 1D10+4

**Slug Range:** 50 yards

**Uses per Round:** 1 or 2

**Bullets in Gun:** 2

**Malfunction:** 100

**Cost:** \$35/Rare

**Special:** Three levels of damage depending on their range, written as “short range/medium range/long range.”

Buckshot cannot Impale (an Extreme success at short range will do 12 damage). Solid slugs can impale.

*The 20-gauge smoothbore shell is often considered more suitable for hunting game birds as it causes less damage to the meat. The 20-gauge comes in a yellow shell; the only color type to be mandated, allowing it to be easily differentiated from other gauges.*

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**.22 Bolt-Action Rifle**

## .22 Bolt-Action Rifle

1920s/Modern

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 1D6+1

**Range:** 30 yards

**Uses per Round:** 1

**Bullets in Gun:** 6

**Malfunction:** 99

**Cost:** \$13/\$75

**Special:** Impales on an Extreme success, hitting a vital area, damage 7 + 1D6 + 1

If using telescopic sights: Double the ranges to 60 / 120 / 240 yards.

*Despite being produced in 1824, bolt-action rifles did not become prevalent until the Great War. The combination of reliability, good accuracy, low cost, and being light weight, the bolt-action rifle is continues to be the favored choice for numerous hunters, target shooters, and snipers.*

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**.22 Short Automatic**

## **.22 Short Automatic**

**1920s/Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D6  
**Range:** 10 yards  
**Uses per Round:** 1 (3)  
**Bullets in Gun:** 6  
**Malfunction:** 100  
**Cost:** \$25/\$190

**Special:** Impales on an Extreme success, hitting a vital area, damage 6 + 1D6.

*A perfect weapon for self defense. Easily concealable, but very deadly.*



**.25 Derringer**

## **.25 Derringer**

**1920s/Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D6  
**Range:** 3 yards  
**Uses per Round:** 1  
**Bullets in Gun:** 1  
**Malfunction:** 100  
**Cost:** \$12/\$55

**Special:** Impales on an Extreme success, hitting a vital area, damage 6 + 1D6.

*A one shot gun, the derringer was essentially a pocket pistol frequently favored by women. Often sold in pairs, with an estimated 15,000 models being manufactured.*





**.32 Automatic Pistol**

## **.32 Automatic Pistol**

**1920s/ Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D8  
**Range:** 15 yards  
**Uses per Round:** 1 (3)  
**Bullets in Gun:** 8  
**Malfunction:** 99  
**Cost:** \$20/\$350

**Special:** Impales on an Extreme success, hitting a vital area, damage 8 + 1D8.

*An automatic contains a mechanism that loads a new bullet once a shot has been fired and also fires one round with each pull of the trigger. The energy of one shot reloads the chamber and ejects the bullet chasing, allowing bullets to be loaded in magazines rather than by hand.*

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**.32 Revolver**

## **.32 Revolver**

**1920s/Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D8  
**Range:** 15 yards  
**Uses per Round:** 1 (3)  
**Bullets in Gun:** 6  
**Malfunction:** 100  
**Cost:** \$15/\$200

**Special:** Impales on an Extreme success, hitting a vital area, damage 8 + 1D8.

*A repeating firearm, early revolvers had six chambers, hence known as "six-shooters." The revolver requires the hammer to be pulled back by hand before firing each shot, and are often simpler to operate than automatic pistols and more reliable, also requiring less maintenance.*

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**.38 Automatic**

## **.38 Automatic**

**1920s/Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D10  
**Range:** 15 yards  
**Uses per Round:** 1 (3)  
**Bullets in Gun:** 8  
**Malfunction:** 99  
**Cost:** \$25/\$200

**Special:** Impales on an Extreme success, hitting a vital area, damage 10 + 1D10.

*The Colt Military .38 ACP was manufactured between 1902 and 1928, with over 18,000 sold. Advertised as "The ideal handgun for big game," the .38 Super boasted that it would stop "any animal" in the American continent.*

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**.44 Magnum Revolver**

## **.44 Magnum Revolver**

**Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D10+1D4+2  
**Range:** 15 yards  
**Uses per Round:** 1(3)  
**Bullets in Gun:** 6  
**Malfunction:** 100  
**Cost:** \$475

**Special:** Impales on an Extreme success, hitting a vital area, damage 16 + 1D10 + 1D4 + 2.

*Smith and Wesson's first .44 Magnum revolver, the Model 29, was introduced in 1956 for \$140. The model was a success, despite its heavy recoil, and continues to be so, with films such as Clint Eastwood's Dirty Harry popularizing the gun.*

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**.45 Automatic Pistol**

## **.45 Automatic Pistol**

**1920s/Modern**

**Skill:** Firearms (Handgun)

**Base Chance:** 20%

**Damage:** 1D10+2

**Range:** 15 yards

**Uses per Round:** 1(3)

**Bullets in Gun:** 7

**Hit Points:** 8

**Malfunction:** 100

**Cost:** \$40/\$375

**Special:** Impales on an Extreme success, hitting a vital area, damage 12 + 1D10 + 2

*Used throughout all major US theatres of war, from the Great War to Vietnam, the Colt M1911 was the standard military issue side arm for US forces between 1911 and 1985. The weapon (M1911A1) has seen continued use in law enforcement and Special Forces detachments up to the modern day.*

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**.45 Martini-Henry Rifle**

## **.45 Martini-Henry Rifle**

**1920s/Modern**

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 1D8+1D6+3

**Range:** 80 yards

**Uses per Round:** 1/3

**Bullets in Gun:** 1

**Malfunction:** 100

**Cost:** \$20/\$200

**Special:** Impales on an Extreme success, hitting a vital area, damage 17 + 1D8 + 1D6 + 3

**If using telescopic sights:** Double the ranges to 160 / 320 / 640 yards.

*The Martini-Henry was adopted by the British Army in 1871 and, despite the Mark IV rifle ending production in 1889, it continued to be in service until the end of the Great War. When fitted with a sword bayonet, the weapon's total length came to 68 inches.*

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**.58 Springfield Rifle Musket**

## **.58 Springfield Rifle Musket**

**Rare**

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 1D10+4

**Range (Base/Hard/Extreme) :** 60/120/240 yards

**Uses per Round:** 1/4

**Bullets in Gun:** 1

**Malfunction:** 95

**Cost:** \$25/\$350

**Special:** Impales on an Extreme success, hitting a vital area, damage 14 + 1D10 + 4

*A sturdy and reliable weapon, the muzzle loading .58 caliber musket was the primary weapon of the American Civil War, with over one million and a half manufactured. The rifle carried standard rear mounted, fold-up sights, providing base ranges of 100, 300, and 500 yards depending on which sight was raised. 56" long, with a 40" long barrel, fitted with an 18" bayonet, meant that the rifle was often taller than the man wielding it.*

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**.303 Lee-Enfield Rifle**

## **.303 Lee-Enfield Rifle**

**1920s/Modern**

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 2D6+4

**Range:** 110 yards

**Uses per Round:** 1

**Bullets in Gun:** 10

**Malfunction:** 100

**Cost:** \$30/\$300

**Special:** Impales on an Extreme success, hitting a vital area, damage equals 16 + 1D6 + 4

**If using telescopic sights:** Double the ranges to 220 / 440 / 880 yards.

*Introduced in 1889, the Lee-Enfield is named after the gun's designer (James Lee) and the Royal Small Arms Factory at Enfield, England. The rifle was standard British Army issue from 1895 to 1957, with over 16 million produced.*





**.357 Magnum Revolver**

## **.357 Magnum Revolver**

### **Modern**

**Skill:** Firearms (Handgun)

**Base Chance:** 25%

**Damage:** 1D8+1D4

**Range:** 15 yards

**Uses per Round:** 1(3)

**Bullets in Gun:** 6

**Malfunction:** 100

**Cost:** \$425

**Special:** Impales on an Extreme success, hitting a vital area, damage equals 12 + 1D8 + 1D4.

*Introduced in 1934, the .357 Magnum has earned a reputation for stopping power. The Colt Python (1955-1999) featured adjustable sights and a sturdier construction, and was favored by law enforcement agencies.*

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**AK-47**

## **AK-47**

### **Modern**

**Skill:** Firearms (Assault Rifle)

**Base Chance:** 25%

**Damage:** 2D6+1

**Range:** 100 yards

**Uses per Round:** 1(2) or Full Auto

**Bullets in Gun:** 30

**Malfunction:** 100

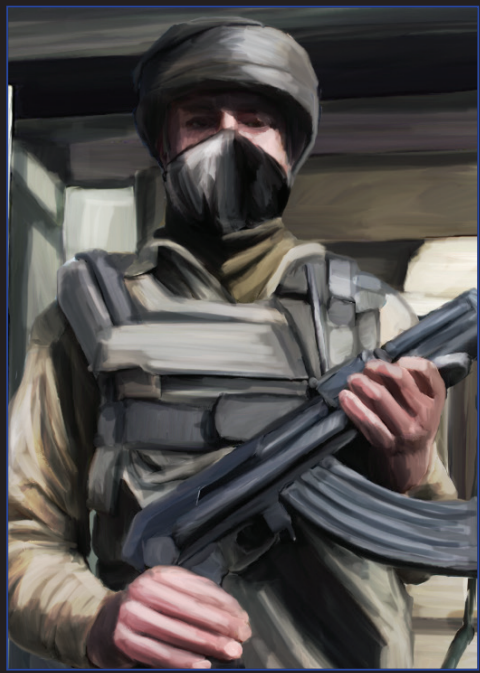
**Cost:** \$200

**Special:** Impales on an Extreme success, hitting a vital area, damage 12 + 2D6.

**If using telescopic sights:** Double the ranges to 220 / 440 / 880 yards.

*Developed in the Soviet Union by Mikhail Kalashnikov, the AK-47 is reliable and sturdy, able to withstand arduous use in all manner of environments. With an estimated one million in use, the "Kalash" is the most widely used assault rifle in the world.*

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**AK-74**

## AK-74

### Modern

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 2D6

**Range:** 110/220/440 yards

**Uses per Round:** 1(2) or Full Auto

**Bullets in Gun:** 30

**Malfunction:** 97

**Cost:** \$1,000

**Special:** Impales on an Extreme success, hitting a vital area, damage 12 + 2D6.

**If using telescopic sights:** Double the ranges to 220 / 440 / 880 yards.

*The Kalashnikov 1974 was developed in the Soviet Union as the replacement for the AKM and AK-47. Primarily used in the 1979 Afghanistan conflict, the rifle continues to be found across former USSR member countries, as well as North Korea and Vietnam.*

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**Brain Cylinder**

## Brain Cylinder

Used by: Mi-Go

These shiny cylinders are used to preserve extracted brains. Lovecraft described them as, "a foot high and somewhat less in diameter, with three curious sockets set in an isosceles triangle over the front convex surface."

Each cylinder is filled with a nutrient solution that sustains the brain within. Three accessory machines—a tall rig with twin lenses mounted on front, a box with vacuum-tubes and a sounding board, and a small box with a metal disc on top—comprise the mi-go sensing apparatus. These machines, when connected to the proper sockets, provide the brain with the faculties of sight, speech, and hearing. The mi-go, not possessed of human senses, have done their best; however, it is but an approximation of sound and vision. All visual input is grainy, of low general resolution and the audio is flat, like that of a monaural phonograph. Speech, with all its nuances of inflection and emotion, is utterly lost on the fungi. The speech machine talks with a mechanical, monotone voice, devoid of emotion. When the sensory machines are disconnected or deactivated, the encased brain falls into a semi-insane sleep state filled with strange dreams and hallucinations.

Every month a human brain is enclosed within a cylinder, the brain must roll under or equal to its INT. If successful, the brain remembers it is stuck inside a tin can and loses 1D3 Sanity points.

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**Brass Knuckles**

## Brass Knuckles

**1920s/Modern**  
**Skill:** Fighting (Brawl)  
**Base Chance:** 25%  
**Damage:** 1D3+1+DB  
**Range:** Touch  
**Uses per Round:** 1  
**Cost:** \$1/\$10

*During the Great War, knuckledusters were used in hand-to-hand combat in trench raiding operations. In many cases the device was incorporated into the handles of trench knives.*

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**Burning Torch**

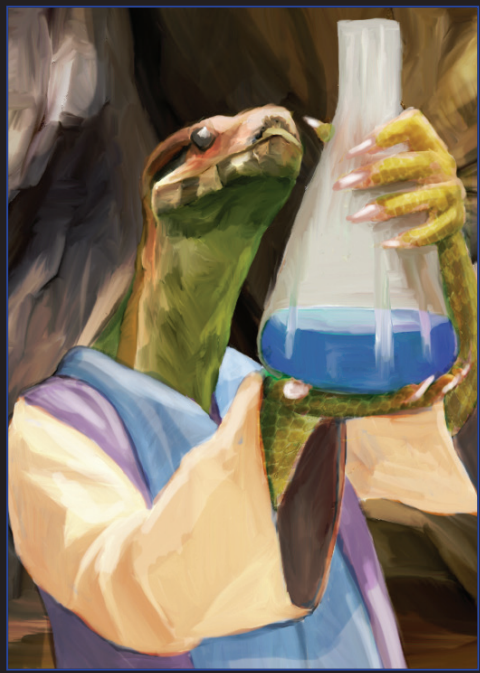
## Burning Torch

**1920s/Modern**  
**Skill:** Fighting (Brawl)  
**Base Chance:** 25%  
**Damage:** 1D6+burn  
**Range:** Touch  
**Uses per Round:** 1  
**Cost:** N/A/\$0.50

**Special:** Burn. Target must roll under Luck to avoid catching on fire. If on fire, target takes 1 damage on following round, then 2 damage on the next round, doubling up the damage each round thereafter until either the fire is extinguished or the target is dead (providing the target is flammable).

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**Carotid Toxin**

## Carotid Toxin

Used by: Serpent People

A rare poison that causes a slow degeneration of the carotid arteries. The toxin slowly eats away at the carotid arteries, causing massive internal bleeding and almost inevitable death.

The effect of the poison takes a number of days equal to one-fifth of the victim's CON. After this period an Extreme CON roll must be made, otherwise the imbiber suffers an agonizing death over the course of 1D3 days. If the CON roll is successful, the imbiber becomes extremely sick for 1D6 days as the poison is fought off, with most needing to be confined to bed. No doctor will find evidence of disease. During this period, STR and CON temporarily drop to 10—the victim is utterly exhausted and suffers from terrifying hallucinations. Thereafter, the victim regains 1D10 points of STR and CON per day until fully recovered.

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**Cavalry Saber**

## Cavalry Saber

1920s/ Modern

Skill: Fighting (Sword)

Base Chance: 20%

Damage: 1D8+1+DB

Range: Touch

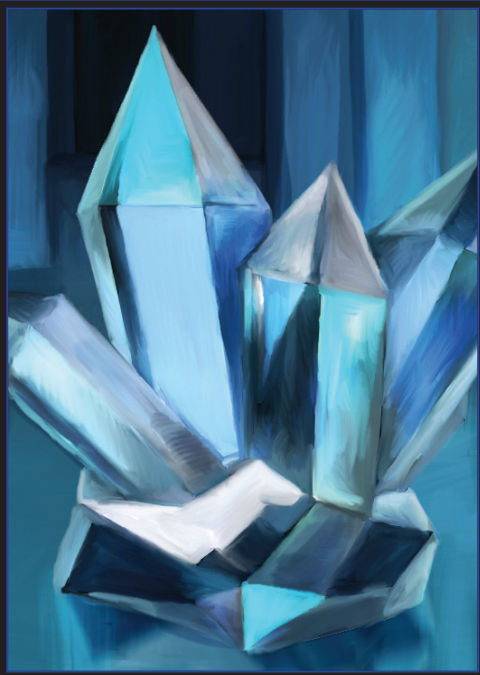
Uses per Round: 1

Cost: \$30/\$75

**Special:** If initiating the attack, weapon Impales on an Extreme level of success, hitting a vital area, causing 9 + 1D8 + 1 damage + maximum damage bonus (not applicable as a result of Fighting Back).

*The 1908 pattern sword was the last service sword issued to British Cavalry until its use became obsolete. Officers, of course, would not rely on service issued blades, preferring to purchase their own at personal expense.*

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**Crystal of the Elder Things**

## Crystal of the Elder Things

Used by: Elder Things

Large crystalline storage containers constructed to harness the power needed to bind shoggoths to elder thing will. These crystals store magic points. The smallest shards might store 5 magic points and the largest 100. A caster can draw some or all of the magic points from a crystal while casting a spell.

When empty these crystals are room temperature, but they become colder as more magic points are stored in them.

To access the magic points stored the user must become attuned to the specific crystal. There must be physical contact and the user must spend 1D6 rounds attuning to the vibrations of the crystal. On the final round a POW roll must be made. With success the user can draw upon the magic points within as needed. Note that only elder things have the ability and understanding to invest crystals with further magic points.

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**Dynamite**

## Dynamite

1920s/Modern

Skill: Throw

Base Chance: 20%

Damage: 4D10/3 yards

Range: STR feet

Uses per Round: 1/2

Malfunction: 99

Cost: \$2/\$5

**Special:** One stick of dynamite delivers 4D10 damage to those within 3 yards, 2D10 to those within 6 yards, and 1D10 to those within 9 yards.

*Invented in 1867, dynamite is highly explosive; however, the unstable nature of nitroglycerin makes its use particularly dangerous (especially with old or weather-damaged sticks) as physical shock can cause unexpected explosions.*

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**Electric Gun**

## Electric Gun

Used by: Mi-Go

This weapon looks like a warty, doorknob-sized lump of black metal, covered in tiny wires. Mi-go fire this weapon by clutching it tightly and changing the electrical resistance of the lump.

When activated, the weapon fires a bluish bolt of sparks, causing 1D10 points of damage to the target. When it hits, the electric jolt acts like a taser, causing violent muscle spasms that immobilize the victim for a number of rounds equal to the damage inflicted. The target must make a CON roll or fall unconscious for 1D6 rounds—if the roll is fumbled the target suffers cardiac arrest and dies, unless immediate medical intervention is received.

Mi-go take normal rolled damage (surface burns to the carapace) from these weapons, but do not have electrical nervous systems and are immune to the other possible effects of damage from the electrical charges.

To be able to fire this alien weapon humans must realign the wires on the electric gun, a feat requiring a Hard Electrical Repair roll. So jury-rigged for human use, the weapon fires uncertainly. Roll 1D6 when attempting to fire: the weapon fires only on a result of 1–2. The base chance for a human attacking with the Firearms (Electric Gun) skill is 10%.

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**Elephant Gun**

## Elephant Gun (Double Barrel)

1920s/Modern

**Skill:** Firearms (Rifle)

**Base Chance:** 25%

**Damage:** 3D6+4

**Range (Base/Hard/Extreme):** 100/200/400 yards

**Uses per Round:** 1 or 2

**Bullets in Gun:** 2

**Malfunction:** 100

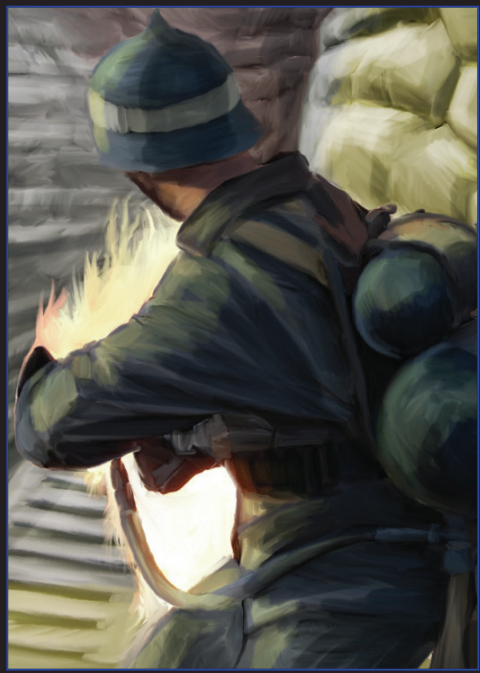
**Cost:** \$400/\$1800

**Special:** Impales on an Extreme success, hitting a vital area, damage 22 + 3D6 + 4.

*The European hunters who trekked in to the heart of Africa needed a weapon capable of handling the very large game they encountered, hence the birth of the elephant gun; a weapon with the last word in stopping power. Initially large, heavy weapons were replaced in the early twentieth century by nitro express rifles that could fire either in single, bolt action, or double configurations.*

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**Flamethrower**

## Flamethrower

**1920s/Modern**  
**Skill:** Firearms (Flamethrower)  
**Base Chance:** 10%  
**Damage:** 2D6+burn  
**Range:** 25 yards  
**Uses per Round:** 1  
**Bullets in Gun:** At least 10  
**Malfunction:** 93  
**Cost:** N/A

**Special:** Burn. Target must roll under Luck to avoid catching on fire. If on fire, target takes 2 damage on following round, then 4 damage on the next round, doubling up the damage each round thereafter round until either the fire is extinguished or the target is dead (providing target is flammable).

*First employed by the German Army in 1915, flamethrowers consisted of a backpack of compressed nitrogen and ten pints of liquid flame (mix of benzene and coal tar). It wasn't long before these lethal devices were adopted by American and British forces.*

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**FN FAL Light Automatic**

## FN FAL Light Automatic

**Modern**  
**Skill:** Firearms (Rifle)  
**Base Chance:** 25%  
**Damage:** 2D6+4  
**Range (Base/ Hard/ Extreme):** 110/220/440 yards  
**Uses per Round:** 1 (2) or burst 3  
**Bullets in Gun:** 20  
**Malfunction:** 97  
**Cost:** \$1,500

**Special:** Impales on an Extreme success, hitting a vital area, damage 16 + 2D6 + 4

**If using telescopic sights:** Double the ranges to 220 / 440 / 880 yards.

*The FAL is one of the most widely adopted rifles in history. While having relatively light recoil, when turned to burst fire the rifle is liable to punish the user with its more severe recoil.*

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**Hand Grenade**

## Hand Grenade

**Modern**

**Skill:** Throw

**Base Chance:** 20%

**Damage:** 4D10/ 3 yards

**Range:** STR feet

**Uses per Round:** 1/2

**Malfunction:** 99

**Cost:** N/A

**Special:** One grenade delivers 4D10 damage to those within 3 yards, 2D10 to those within 6 yards, and 1D10 to those within 9 yards.

*The Mk II Deuce is perhaps the most recognized hand grenade, used by the US Army from 1918 through to the 1960s. The pineapple shape consists of 40 segments, which when the grenade is detonated, explode causing lethal metal fragments to blast outwards.*

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**Lightning Gun**

## Lightning Gun

Used by: Yithians

A rare Yithian weapon, this device was created by the race shortly after their arrival on prehistoric Earth. Built to combat the carnivorous flying polyps, it is a camera-shaped weapon that fires great gouts of electricity.

Numerous varieties exist. A common one contains a pack of 32 charges and takes 1 round to reload. Multiple charges may be fired at once, though each charge used above four at one time gives a 5% cumulative chance of burning out the gun. Each charge does 1D10 damage to the target of the weapon.

Base range is 100 yards. For each additional 100 yards add one penalty to the attack roll and decrease the damage roll result by 3. At point-blank range add one bonus die to the attack roll.

An investigator can figure out how to use this weapon with a successful INT roll. The base chance for a human attacking with the Firearms (Lightning Gun) skill is 10%.

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Ingram MAC-11

## Ingram MAC-11

### Modern

**Skill:** Firearms (SMG)

**Base Chance:** 15%

**Damage:** 1D10

**Range:** 15 yards

**Uses per Round:** 1 (3) or full auto

**Bullets in Gun:** 32

**Malfunction:** 96

**Cost:** \$750

**Special:** Impales on an Extreme success, hitting a vital area, damage 10 + 1D10

*A compact machine pistol developed in the 1970s, the weapon has two safety features, a charging handle rotates 90 degrees to prevent the weapon from cocking, and a slider, which locks the trigger and thus prevents weapon discharge even when dropped.*

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Mace Spray

## Mace Spray

### Modern

**Skill:** Fighting (Brawl)

**Base Chance:** 25%

**Damage:** Stun

**Range:** 6 Feet

**Uses per Round:** 1

**Bullets in Gun:** 20 squirts

**Malfunction:** N/A

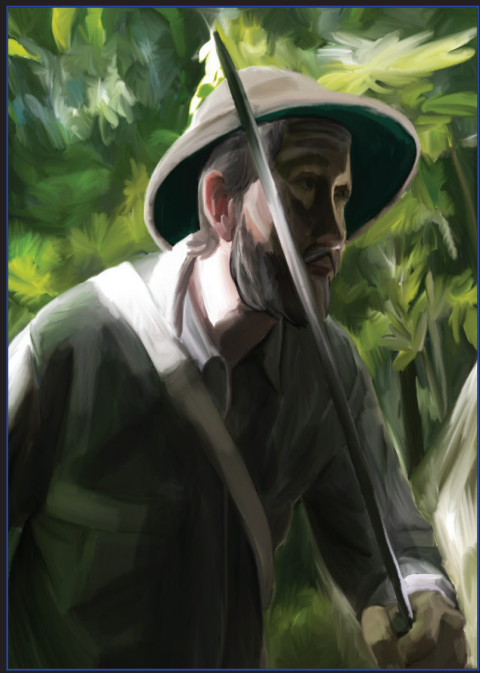
**Cost:** \$10

**Special:** Do not use the point-blank range rule for this weapon. When hit, the target should make an Extreme POW roll to avoid being stunned (temporarily blinded) for 1D6 rounds. Mace spray is effective only against human (or near-human) opponents.

*Invented in 1965, chemical mace comes in a variety of canisters; from small refillable capsules (good for 6 blasts up to 5 feet) to large sprays (good for 20 blasts up to 18 feet). Some brands include invisible UV marking dye to assist with identifying assailants who attempt to evade capture and justice.*

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**Machete**

## Machete

1920s/ Modern

Skill: Fighting (Brawl)

Base Chance: 25%

Damage: 1D8+DB

Range: Touch

Uses per Round: 1

Cost: \$4/\$50

**Special:** If initiating the attack, weapon impales on an Extreme success, hitting a vital area, causing 8 damage + 1D8 + maximum damage bonus (not applicable as a result of Fighting Back).

*A machete's blade is usually between 12 to 18 inches long, but in some cultures it may extend further. Its name can be traced to Spanish origin, meaning "male" or "strong." In Southern African cultures the large knife is usually called a "panga" or "tapanga."*

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**Mi-Go Web Armor**

## Mi-Go Web Armor

Used by: Mi-go

In dangerous situations, mi-go typically don these webs of semi-luminous green slime. The harnesses provides 8 points of armor against blows, flame, electricity, etc.

Humans may wear these bio-webs, but take 1 point of damage as hair and flesh is ripped away each time the armor is removed. A bio-web will slowly degrade because humans do not exude the proper nutrient solutions to care for it.

Each time it is worn by a human, a bio-web decreases in protection by one point. When no armor points remain, the armor disintegrates into a steaming, sticky pool of viscous matter. Whether there are significant side effects to wearing this armor is unknown.

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**Mist Projector**

## Mist Projector

Used by: Mi-Go

A device looking like a cluster of twisted metal tubes that projects a cone of icy mist in a fat cloud about ten feet across. The mist looks like thick white fog and is intensely cold. The mist deals 1D10 points of damage per round of exposure, less one point if the targets are dressed in warm clothing, or three points for thick, arctic clothing. Hiding inside a car affords four points of protection; however, the mist freezes automobile engines, running or not, and the car will not start or restart until it warms up. The weapon's projection can be sustained—mi-go generally spray mist over a target for several rounds, ensuring the death of unprotected humans.

An investigator can figure out how to use this weapon with a successful INT roll. Because the mist travels much more slowly than a bullet, investigators who have seen mist projectors in action and who have freedom of movement (*i.e.* they are not caught in an enclosed space), can dodge the slow-moving mist streams with a successful DEX roll.

The weapons carry enough charge for twenty shots, each potentially lasting an entire combat round.

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**Model 1882 Gatling Gun**

## Model 1882 Gatling Gun

1920s Rare

Skill: Fighting (MG)

Base Chance: 10%

Damage: 2D6+4

Range: 100 yards

Uses per Round: Full Auto

Bullets in Gun: 200

Malfunction: 96

Cost: \$2,000/\$14,000

**Special:** Impales on an Extreme success, hitting a vital area, damage 16 + 2D6 + 4.

*A crank-operated weapon consisting of six barrels that revolved around a central shaft. Heavy, weighing more than 40kg, the gun was usually transported on a wheeled carriage. Famous for its use during the American Civil War, the gun was also utilized in the Spanish-American War (1889).*

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**Molotov Cocktail**

## Molotov Cocktail

**1920s/ Modern**

**Skill:** Throw

**Base Chance:** 20%

**Damage:** 2D6+burn

**Range:** STR feet

**Uses per Round:** 1/2

**Bullets in Gun:** One use only

**Malfunction:** 95

**Cost:** Alcohol, a bottle, and a lighter

**Special:** delivers 2D6 damage + burn to those within 3 yards, and 1D6 +burn to those within 6 yards.

**Burn:** Target must roll under Luck to avoid catching on fire. If on fire, target takes 1 damage on following round, then 2 damage on the next round, doubling up the damage each round thereafter round until either the fire is extinguished or the target is dead (providing target is flammable).

*Molotov Cocktail is a generic term for improvised incendiary weapons. The name was coined during the Winter War, referring to the Soviet minister Vyacheslav Molotov. The weapon is usually made from a breakable glass bottle filled with a flammable liquid (gasoline) with some oil added, and a rag or wick inserted in the top to ignite the contents. When lit and thrown, the bottle smashes causing an immediate fireball.*

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**Pipe Bomb**

## Pipe Bomb

**1920s/ Modern**

**Skill:** Demolitions

**Base Chance:** 01%

**Damage:** 1D10/ 3 yards

**Range:** In place

**Uses per Round:** 1/2

**Bullets in Gun:** One use only

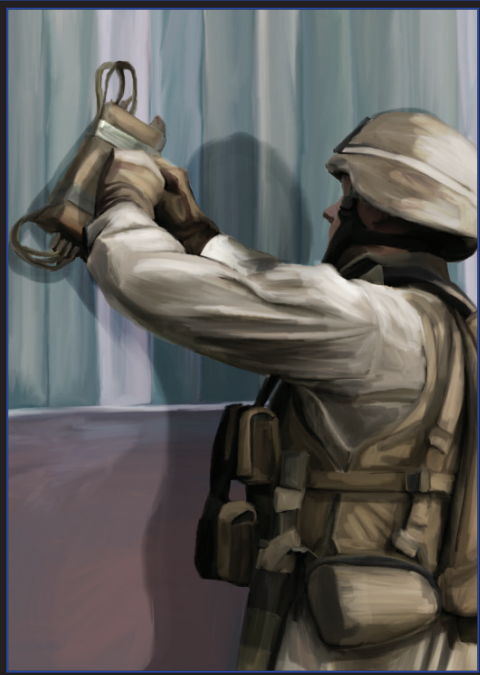
**Malfunction:** 95

**Cost:** N/A (Illegal)

*Improvised explosive devices, pipe bombs are basically a metal pipe filled with explosive materials. When activated, the pipe bursts causing lethal shrapnel to blast outwards. Unintentional explosions while constructing such devices are common.*

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**Plastique**

## Plastique

### Modern

**Skill:** Demolitions

**Base Chance:** 01%

**Damage:** 6D10/ 3 yards

**Range:** In place (stationary)

**Uses per Round:** 1

**Bullets in Gun:** One use only

**Malfunction:** 99

**Cost:** N/A

*Plastic explosive is soft and hand moldable, putty-like, and able to be adhered to surfaces suitable for demolitions. Invented in 1875, the first plastic explosive was called gelignite. Common modern brand names include Semtex and C-4.*

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**Sawed-Off Shotgun**

## Sawed-Off Shotgun (12-Gauge, Double Barrel)

### 1920s/Modern Era

**Skill:** Firearms (Shotgun)

**Base Chance:** 25%

**Buckshot Damage:** 4D6/1D6

**Buckshot Range:** 5/10 yards

**Slug Damage:** 1D10+6

**Slug Range:** 10 yards

**Uses per Round:** 1 or 2

**Bullets in Gun:** 2

**Malfunction:** 100

**Cost:** \$30/\$40 and a saw

**Special:** Sawed-off shotguns do two levels of damage depending on their range, written as "short range/medium range."

Buckshot cannot impale (an Extreme success at short range will do 24 damage). Slugs can impale.

*Switching portability for a shorter effective range, the sawed off shotgun remains powerful in close quarter fighting. Many states and countries have a legal minimum barrel length, making many homemade sawed-offs illegal, restricted to military and law enforcement.*

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## Signal Flare Gun

**1920s/Modern**

**Skill:** Firearms (Handgun)

**Base Chance:** 20%

**Damage:** 1D10+1D3+burn

**Range:** 10 yards

**Uses per Round:** 1/2

**Bullets in Gun:** 1

**Malfunction:** 100

**Cost:** \$15/\$75

**Special:** Impales on an Extreme success, hitting a vital area, damage equals 13 + 1D10 + 1D3

**Burn:** Target must roll under Luck to avoid catching on fire. If on fire, target takes 1 damage on following round, then 2 damage on the next round, doubling up the damage each round thereafter until either the fire is extinguished or the target is dead (providing target is flammable).

*Flare guns are primarily used as distress signals and are not designed to function as weapons; however, when needs must, the flare can be used to discharge into a target.*

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## Star Stone of Mnar

Used by: Anyone

Usually found in the same location as the supposed tombs of ancient evil beings. Best described as green-colored disk-shaped (sometimes star-shaped) rocks on which is carved an Elder Sign.

The stones are alleged to come from the fabled land of Mnar in prehistory, although some occult scholars suggest that this is a mere tale and that the stones are extraterrestrial in origin and were perhaps fashioned by the Elder Gods themselves. Either way, a star stone is believed to ward the bearer against the minions of the Great Old Ones, granting safe passage in dark places. Note that the protection only extends to the minions of Great Old Ones, not the Great Old Ones themselves!

Wise folk state that the stones are blighted and that anyone removing a star stone from its proper place will suffer an elder curse. Presumably the Elder Gods do not wish the stones to be removed from the prison-tombs of the Great Old Ones, as doing so might weaken the magicks in force and allow the imprisoned god to break free.

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Sword Cane

## Sword Cane

**1920s/Modern**  
**Skill:** Fighting (Sword)  
**Base Chance:** 20%  
**Damage:** 1D6+DB  
**Range:** Touch  
**Uses per Round:** 1  
**Cost:** \$25/\$100

**Special:** If initiating the attack, weapon Impales on an Extreme success, hitting a vital area, causing 6 + 1D6 + maximum damage bonus (not applicable as a result of Fighting Back).

*Popular around the 18th and 19th centuries, the sword-stick was a weapon of the wealthy, able to be disguised within a ornate or plain walking stick. Being a concealed weapon, many states (California, Arkansas) and countries (UK, Germany, etc.) prohibit the use of the weapon.*

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Taser Gun (Dart)

## Taser Gun (Dart)

**Modern**  
**Skill:** Firearms (Handgun)  
**Base Chance:** 20%  
**Damage:** 1D3+stun  
**Range:** 5 yards  
**Uses per Round:** 1  
**Bullets in Gun:** N/A  
**Malfunction:** 95  
**Cost:** \$400

**Special:** Stun; target may not act for 1D6 rounds (or as the Keeper indicates).

*Used by many law enforcement agencies world-wide, the Taser gun fires two, barbed electrodes; both barbs must make contact with the target to complete the electrical circuit. The barbs deliver approximately 1200V to the target per second.*

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**Thompson Submachine Gun**

## Thompson Machine Gun

**1920s/ Modern**  
**Skill:** Firearms (SMG)  
**Base Chance:** 15%  
**Damage:** 1D10+2  
**Range:** 20 yards  
**Uses per Round:** 1 or full auto  
**Bullets in Gun:** 20/30/50  
**Malfunction:** 96  
**Cost:** \$200/\$1,600

**Special:** Impales on an Extreme success, hitting a vital area, damage 12 + 1D10 + 2.

*Invented by John T. Thompson in 1919, the "Tommy gun" has become one of the most iconic weapons ever produced, perhaps due to its use during the prohibition wars of the 1920s. Often looted from small town police stations (rather than purchased), it gave rise to the "spray and pray" approach of crime epitomized by John Dillinger. The gun also saw wide use by the Allies during WWII.*

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**Wood Axe**

## Wood Axe

**1920s/ Modern**  
**Skill:** Fighting (Axe)  
**Base Chance:** 15%  
**Damage:** 1D8+2+DB  
**Range:** Touch  
**Uses per Round:** 1  
**Cost:** \$5/\$10

**Special:** If initiating the attack, weapon impales on an Extreme success, hitting a vital area, causing 10 + 1D8 + 2 + maximum damage bonus (not applied as a result of Fighting Back).

*Axes have featured in beliefs and folklore across the world. In Minoan Crete, female priests used double axes during religious ceremonies, while in south-western Nigeria, the double-headed axe symbolized Shango, the god of thunder and lightning. Folklore suggests that burying an upright axe under the window of a house would ward off witches.*

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## Credits

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