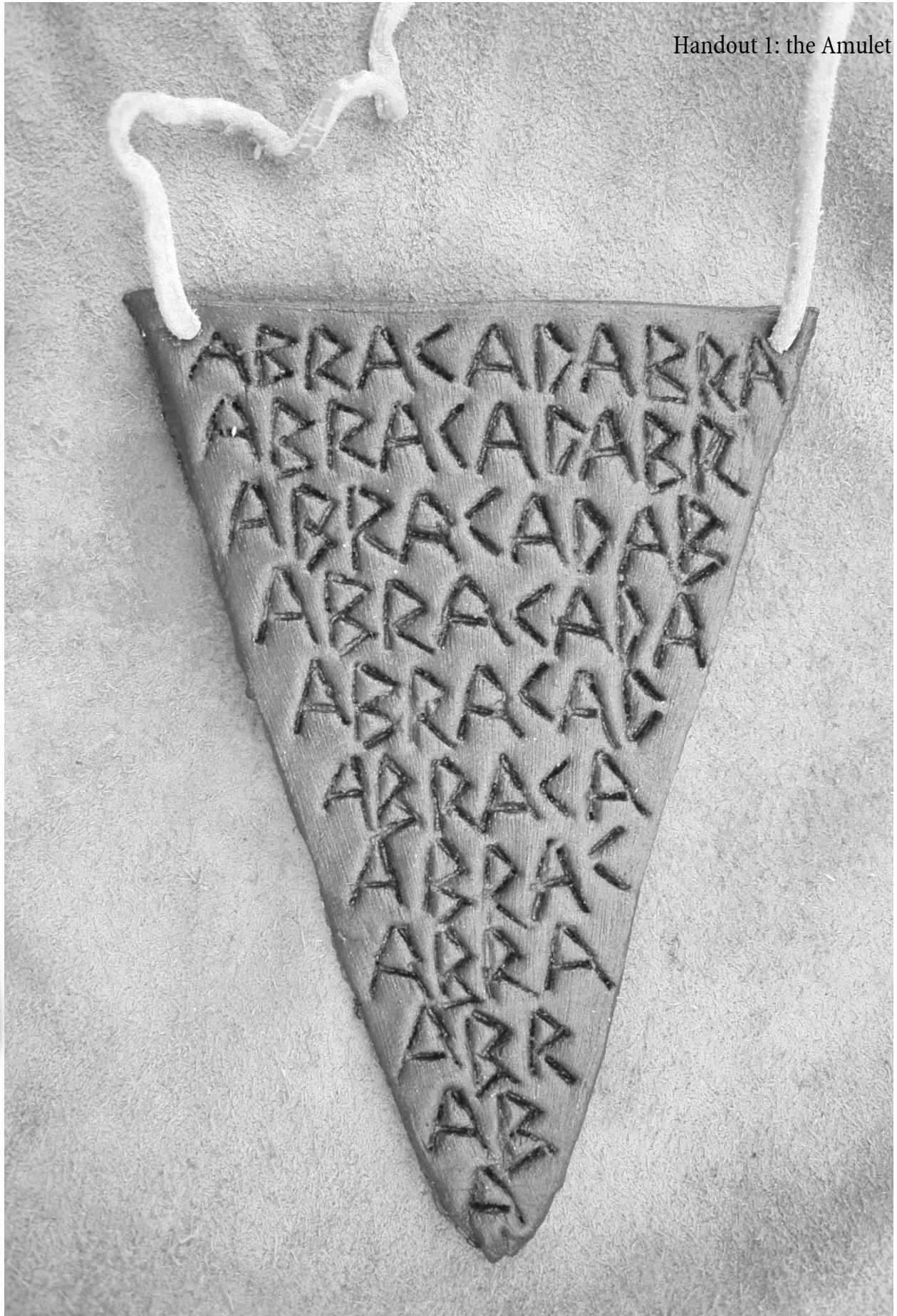


Master of Hounds

Handouts & Player Characters

Handouts & Player Characters Package © 2007 Pegasus Press
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Please refer to **Worlds of Cthulhu #5** for the artists and writers involved

Handout 1: the Amulet



Handout 2: the Inscription

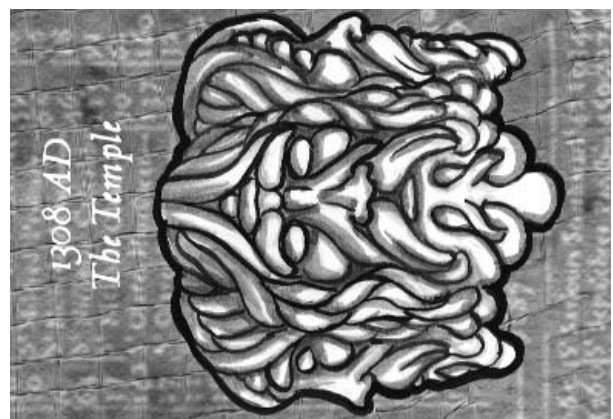
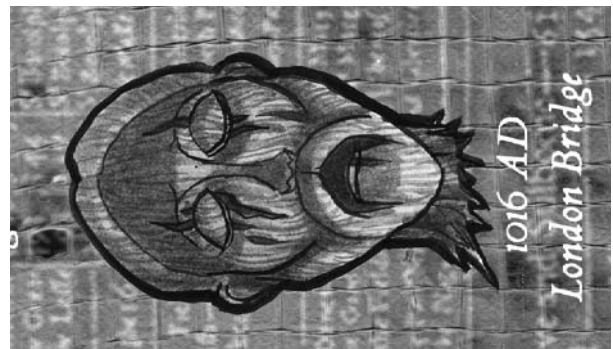
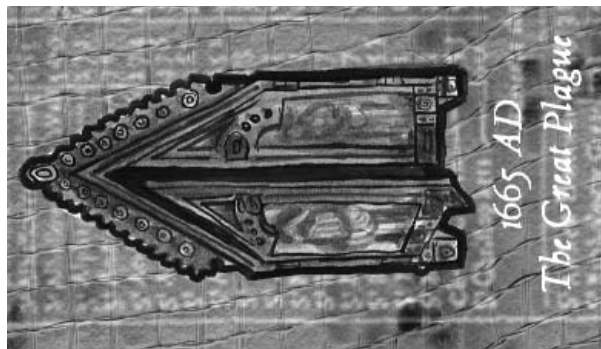
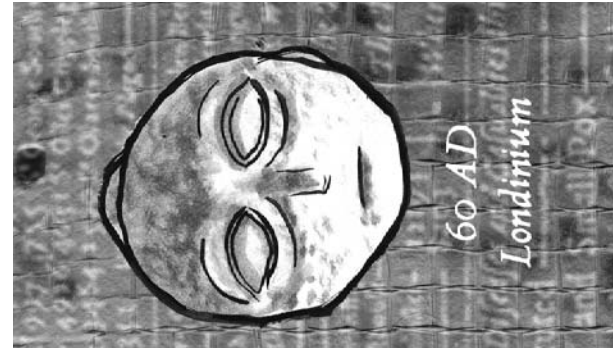
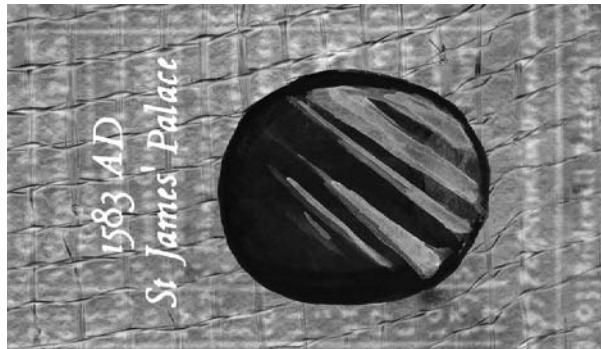
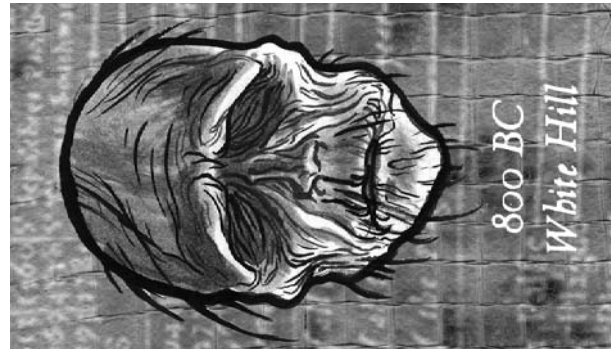
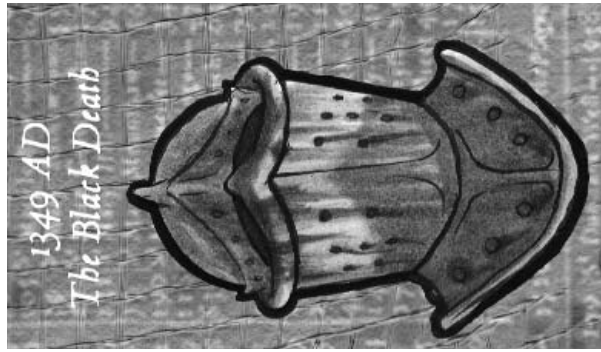
JOHN DEE, DOCTOR

1527-1608

THROUGH ME IS THE WAY TO THE SORROWFUL CITY

THROUGH ME IS THE WAY TO ETERNAL SUFFERING

THROUGH ME IS THE WAY TO JOIN THE LOST PEOPLE



Handout 3: the Box through
the Ages

Player Characters

Thomas Craven – 11 years old

STR 9 CON 9 SIZ 7 DEX 12 INT 12
APP 10 EDU 7 POW 11 SAN 50 HP 8

Damage Bonus: -1D4

Weapons: Fist 60%, damage 1D3+db

Head Butt 20%, damage 1D4+db

Kick 35%, damage 1D6+db

Grapple 10%, damage special

Skills: Climb 50%, Dodge 30%, Hide 40%, Jump 35%, Listen 30%, Read/Write (English) 35%, Sneak 30%, Spot Hidden 40%, Swim 25%, Throw 70%

Equipment: A leather pouch around his neck which holds strong-smelling herbs (rosemary and wormwood).

Thomas is the eldest of the three children and physically the largest. He's strong for his age, though more wiry than bulky. He has brown hair that hangs down low on his neck, and brown eyes. There's a white scar on his cheek where something jagged cut him long ago. He wakes up wearing brown woolen breeches that tie below his knees with ribbons, and a long-sleeved linen shirt of very baggy cut that's tucked into the waistband of his breeches. His shoes are of brown leather that has been turned so the seams are on the inside: they have low heels and hobnails inset for better grip. Between shoes and breeches his shins are bare and patterned with old scars; he wears no socks. All his clothes are gray with dirt and smell like he's slept in them for weeks. His teeth are all present and strong though furred, but his fingernails are black with dirt.



Catherine Craven – 10 years old

STR 7 CON 9 SIZ 6 DEX 11 INT 14
 APP 13 EDU 5 POW 14 SAN 50 HP 8

Damage Bonus: -1D4**Weapons:** Fist 50%, damage 1D3+db

Head Butt 10%, damage 1D4+db

Kick 25%, damage 1D6+db

Grapple 10%, damage special

Skills: Conceal 40%, Dodge 30%, Fast Talk 25%, Hide 20%, Jump 25%,

Listen 45%, Persuade 40%, Sneak 20%,

Spot Hidden 60%, Swim 25%

Equipment: Amulet (see handout). A pair of tiny scissors on a lace attached to her bodice. A rag doll.

Catherine is, like the other children, somewhat on the thin side. She has the disadvantage in this terrible heat of wearing rather more clothes than the boys: a baggy white linen shirt that ties at the neck and wrists with ribbons, a white linen skirt and, over the top of these, a brown, woolen, short-sleeved dress that laces up at the front. This overdress is rather loose and ill-fitting and has clearly been cut down from one belonging to an adult. When she stands up these skirts hang right down to her ankles. All these clothes are gray with dirt and smell like she's slept in them for weeks. She also wears leather turn-shoes on her sockless feet and a white linen cap with a turned-back rim that laces at the nape of her neck. Her hair beneath is brown and straight – like Thomas's – and would hang down to her waist if it weren't held in a bun by the cap and several ribbons. Her teeth are a lot cleaner than Thomas keeps his, and her eyes are green. When she smiles she definitely looks winsome.



Robert Craven – 8 years old

STR 6 CON 11 SIZ 5 DEX 15 INT 11
 APP 11 EDU 3 POW 10 SAN 50 HP 8

Damage Bonus: -1D6

Weapons: Fist 50%, damage 1D3+db

Head Butt 10%, damage 1D4+db

Kick 25%, damage 1D6+db

Grapple 10%, damage special

Skills: Climb 60%, Conceal 25%,

Dodge 50%, Hide 30%, Jump 45%,

Listen 35%, Sneak 50%, Spot

Hidden 30%, Swim 25%, Throw 35%,

Equipment: A small stone with a hole in it on a thong around his wrist. A wooden whistle made from an alder twig.

Robert is a small, thin child, very quick on his feet and nimble with his hands. His hair is brown and a little curly, hanging nearly to his shoulders. He has green eyes the same shade as Catherine's. Like Thomas he's wearing brown breeches that tie just below the knee and, a baggy white linen shirt with ribbon-ties at the cuffs and neck. He has no socks or shoes, but his feet are so hard and leathery (as well as coated in dirt) that he's not at any disadvantage running over cobbled streets. All his clothes are grey with dirt and smell like he's slept in them for weeks. He's lost four of his front teeth and they're yet to grow back, so his smile is cheeky rather than charming.



William Cole – depressed printer

STR 13 CON 15 SIZ 12 DEX 14 INT 12
 APP 11 EDU 11 POW 9 SAN 30 HP 14

Damage Bonus: +1D4

Weapons: Rapier 45%, damage 1D6+1+db

Knife 50%, damage 1D4+2+db

Fist 60%, damage 1D3+db

Pistol (one in each hand) 35%, damage 1D6+1, can fire every round and has infinite reloads in Dream London.

Skills: Dodge 30%, First Aid 40 %, Listen 30%,

Read/Write (English) 60%, Read/Write (Latin) 40%,

Ride 50%, Spot Hidden 80%

He has lived in the City a long time now – exactly how long, he does not remember. In fact, all his memories are confused and vague. The house, machinery and devils all belong to him, but he is not sure why, or what the machines do.

He used to wander the streets of the City extensively, but more recently he has almost given that up and prefers to stay in self-imposed seclusion within his house/workshop.

He is forgetting how to read. He suffers from severe depression: any setback, however trivial, can throw him into a fit of despair and cause him to give up.

He has known the Craven family for many years. He remembers being the one who taught the eldest child to read. Matthew Craven, the children's father, is a saddler, but he, like all his family, has been locked away inside his house ever since the Master of Hounds came to power. Cole has no idea who the Master is, only that he now rules the City and is extremely dangerous.



The City works to certain rules. Cole thinks they are as follows:

- ♦ There is no escape out of the City: the boundaries are impossible to reach, but in distant parts he has seen roaring dragons emerge from underground passages and towers and domes of glass.
- ♦ Terrain changes around you: the further you go from places you are familiar with, the more frequently and extremely it varies.
- ♦ Things that you put down tend not to be there when you go back to them.
- ♦ Things that you fear tend to come true.
- ♦ Drinking, eating, sleeping and excretion don't seem to be necessary here.
- ♦ No matter how lost you get, you always find the place you're looking for... eventually.

He has a pair of pistols should he think to look for them.