

DOORS TO DARKNESS

FIVE SCENARIOS FOR BEGINNING KEEPERS

PRE-GENERATED INVESTIGATORS

This supplement is best used with the *Call of Cthulhu* (7th Edition) roleplaying game and, optionally, the *Pulp Cthulhu* sourcebook, both available separately.

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PRE-GENERATED CHARACTERS

STANLEY ACE, *Boxer, age 25*

STR 90 CON 85 SIZ 75 DEX 65 INT 45
APP 45 POW 50 EDU 80 SAN 50 HP 16
Damage Bonus: +1D6 Build: 2 Move: 8 Luck: 50 MP: 10

Combat

Brawl 80% (40/16), damage 1D3+1D6
Dodge 50% (25/10)

Skills

Archaeology 55% (27/11), Art/Craft (Photography) 50% (25/10), Climb 30% (15/6),
Credit Rating 35% (17/7), Drive Auto 50% (25/10), History 45% (22/9), Intimidate 48%
(24/9), Jump 30% (15/6), Library Use 35% (17/7), Psychology 35% (17/7)
Stealth 30% (15/6), Swim 50% (25/10), Throw 30% (15/6).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Stanley is large and muscular, but his boyish looks soften him a bit. He has wavy brown hair and a high forehead.
- **Traits:** Friendly and confident, with a great deal of energy. While he's an educated man, he craves action.
- **Ideology/Beliefs:**
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:** Lucky St. Christopher medallion.

Stanley has recently entered the world of professional boxing after showing great promise in college. He studied archaeology while in school, going on a few digs of local tribal sites, but his love of the gentleman's sport eventually took over, much to the consternation of his family. Through his college and social contacts, he occasionally is called upon when a little muscle is required.

Equipment

Boxing gloves and gym kit, camera, \$10 on hand.

Player Notes:



PRE-GENERATED CHARACTERS

JESSICA BROOKS, *Author, age 52*

STR 60 CON 70 SIZ 70 DEX 55 INT 75
APP 55 POW 65 EDU 87 SAN 65 HP 14
Damage Bonus: +1D4 Build: 1 Move: 5 Luck: 60 MP: 13

Combat

Brawl 30% (15/6), damage 1D3+1D6
Dodge 30% (15/6)

Skills

Accounting 16% (8/3), Art (Literature) 65% (32/13), Art/Craft (Sketching) 55% (27/11),
Credit Rating 35% (17/7), Fast Talk 55% (27/11), History 45% (22/9)
Language (Latin) 40% (20/8), Library Use 40% (20/8), Listen 40% (20/8), Occult 20%
(10/4), Persuade 60% (30/12), Psychology 35% (17/7), Science (Biology) 36% (18/7),
Science (Chemistry) 31% (15/6), Stealth 30% (15/6).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Sturdily built, with shoulder length brown hair (usually tied up) and green eyes. A fondness for good food is married with a great sense of humor.
- **Traits:** Great sense of bonhomie and seemingly endless curiosity regarding all things.
- **Ideology/Beliefs:**
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:** Miniature magnifying glass handed down to her from her grandfather.

Jessica writes mystery and crime fiction, and has established contacts with several local police departments. Ever eager for a mystery, Jessica loves to involve herself in amateur sleuth work, as well as occasionally joining academic and private research groups who specialize in studying strange phenomena.

Equipment

Chevrolet Superior automobile, binoculars, carbide hand torch, assortment of fountain pens and pencils, Remington typewriter, \$10 on hand.

Player Notes:



PRE-GENERATED CHARACTERS

MELISSA DEVRIES, *Scientist*, age 31

STR 55 CON 65 SIZ 60 DEX 50 INT 80
APP 70 POW 70 EDU 80 SAN 70 HP 12
Damage Bonus: 0 Build: 0 Move: 7 Luck: 45 MP: 14

Combat

Brawl 25% (12/5), damage 1D3
.22 Short 40% (20/8), damage 1D6
Dodge 30% (15/6)

Skills

Credit Rating 45% (22/9), Intimidate 45% (22/9), Language (French) 40% (20/8), Law 25% (12/5), Library Use 55% (27/11), Listen 30% (15/6), Medicine 30% (15/6), Natural World 40% (20/8), Persuade 20% (10/4), Psychology 35% (17/7), Science (Biology) 50% (25/10), Science (Chemistry) 40% (20/8), Science (Forensics) 60% (30/12), Spot Hidden 50% (25/10), Stealth 30% (15/6).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** It is often remarked that she has "impish" features. Long dark brown hair is normally tied in a loose bun, bright eyes and usually an inquisitive grin.
- **Traits:** Very matter-of-fact, can be a little overbearing and stern.
- **Ideology/Beliefs:** A materialist; considers belief in the supernatural to be naïve at best.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:**

Melissa is a passionate rationalist, believing only in a scientific reality. Growing up in New York, she's seen any number of bogus spiritualists prey on the vulnerability of the credulous. She has made it her mission to expose such frauds through the methodical application of reason. After finding herself in some tight situations, she's taken to carrying a small handgun in her purse for protection.

Equipment

.22 short automatic, small case containing various scientific equipment, notebook and pencil, \$10 on hand.

Player Notes:



PRE-GENERATED CHARACTERS

JACOB GIBSON, *Custodian, age 36*

STR 70 CON 65 SIZ 65 DEX 45 INT 50
APP 55 POW 70 EDU 70 SAN 70 HP 13
Damage Bonus: +1D4 Build: 1 Move: 8 Luck: 60 MP: 14

Combat

Brawl 60% (30/12), damage 1D3+1D4
Wrench 60% (30/12), damage 1D8+1D4
Dodge 45% (22/9)

Skills

Charm 40% (20/8), Climb 40% (20/8), Credit Rating 15% (7/3), Drive Auto 40% (20/8), Electrical Repair 50% (25/10), Listen 35% (17/7), Locksmith 40% (20/8), Mechanical Repair 70% (35/14), Operate Heavy Machinery 39% (19/7), Spot Hidden 45% (22/9), Stealth 50% (25/10).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Of Chinese descent, he is just above average height, lean, with dark hair. From years of manual labor he is very fit and healthy, although not necessarily athletic. His hands are rough, calloused, and covered with tiny nicks and cuts.
- **Traits:** Naturally quiet, with an unassuming demeanor. He despises pompous people who think they are his betters.
- **Ideology/Beliefs:** Live and let live.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:**

Jacob is a janitor and handyman at a university. Knowledgeable about matters concerning repair and maintenance, with some technical experience, Jacob tends to remain calm under pressure. He is often called upon by friends and associates to assist with any number of "off-the-books" jobs, up to and including safecracking and breaking and entering. Many a professor and student have Jacob to thank for getting them out of a tricky situation.

Equipment

Toolbox, coveralls, pack of cigarettes, lighter, \$10 on hand.

Player Notes:



PRE-GENERATED CHARACTERS

DR. JOHN LUCAS, *Physician, age 37*

STR 45 CON 65 SIZ 75 DEX 70 INT 85
APP 60 POW 60 EDU 85 SAN 60 HP 14
Damage Bonus: 0 Build: 0 Move: 6 Luck: 45 MP: 12

Combat

Brawl 30% (15/6), damage 1D3
Scalpel 30% (15/6), damage 1D4
Dodge 35% (17/7)

Skills

Credit Rating 45% (22/9), First Aid 70% (35/14), Language (Latin) 55% (27/11), Law 11% (5/2), Medicine 70% (35/14), Persuade 35% (17/7), Psychoanalysis 35% (17/7), Psychology 55% (27/11), Science (Biology) 70% (35/14), Science (Chemistry) 65% (32/13), Science (Pharmacy) 55% (27/11).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Tall and lean, the very image of the competent doctor. He dresses in a conservative style and is seldom seen without his medical bag at his side.
- **Traits:** Precise and pragmatic, with a nimble, skeptical mind. Not afraid to roll up his sleeves.
- **Ideology/Beliefs:** Compassionate care is what sets man apart from beasts.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:**

Dr. Lucas has a solid reputation as a skilled healer, working in a number of hospitals in the New York area. He has occasionally served as medical consultant to several writer-friends who specialize in detective fiction, as well as assisting several legal firms as a medical expert in injury cases.

Equipment

Buick 121 automobile, medical bag, fountain pen, prescription pad, wristwatch, \$10 on hand.

Player Notes:



PRE-GENERATED CHARACTERS

DAVID "THE AMAZING KRAYGEN" WILCOX,

Stage Magician, age 36

STR 70 CON 60 SIZ 45 DEX 80 INT 60
APP 80 POW 55 EDU 79 SAN 55 HP 10
Damage Bonus: 0 Build: 0 Move: 9 Luck: 50 MP: 11

Combat

Brawl 40% (20/8), damage 1D3
.38 Revolver 30% (15/6), damage 1D10
Dodge 40% (20/8)

Skills

Art/Craft (Magician*) 70% (35/14), Art/Craft (Woodwork) 30% (15/6), Charm 55% (27/11), Credit Rating 30% (15/6), Fast Talk 50% (25/10), Listen 27 (13/5), Locksmith 50% (25/10), Natural World 25% (12/5), Occult 35% (17/7), Psychology 35% (17/7), Sleight of Hand 65% (32/13), Spot Hidden 40% (20/8), Stealth 30% (15/6).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Slightly shorter than average, he is slim, limber, and agile. Dark hair, bright blue eyes, and charisma honed from countless live performances.
- **Traits:** Bit of a show-off (always ready to perform a card trick). Friendly and outgoing.
- **Ideology/Beliefs:** Don't be taken for a ride, question everything.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:** A lucky dime given to him by his mentor, the Great Falstini.

Most stage magicians are a cynical lot—some of the biggest skeptics in the world have been illusionists. David is an exception to that rule. He got into "magic" because he felt deep down inside that there was more to life than what most people think of as reality. Despite years in the pursuit of "real" magic, David has yet to encounter anything remotely "magical" but he carries on, seeking out weird occurrences, strange mysteries, and people claiming magical gifts in the hope to one day see beyond the mundane.

Equipment

.38 revolver (no permit), case full of tricks (deck of marked cards, lock picks, pair of handcuffs, universal handcuff key (80% chance to open any pair of standard handcuffs), flash powder (three pinches), stage outfit), one multicolored endless handkerchief (20 feet long), \$10 on hand.

Player Notes



PRE-GENERATED CHARACTERS

CHRIS PARKER, *Professor of Geology, age 39*

STR 60 CON 60 SIZ 45 DEX 75 INT 70
APP 55 POW 55 EDU 90 SAN 55 HP 10
Damage Bonus: 0 Build: 0 Move: 8 Luck: 60 MP: 11

Combat

Brawl 40% (20/8), damage 1D3
Dodge 37% (18/7)

Skills

Charm 40% (20/8), Climb 60% (30/12), Credit Rating 41% (20/8), Demolitions 30% (15/6), First Aid 40% (20/8), Jump 60% (30/12), Language (Spanish) 30% (15/6), Library Use 30% (15/6), Mechanical Repair 45% (22/9), Navigate 40% (20/8), Psychology 20% (10/4), Science (Geology) 80% (40/16), Science (Chemistry) 40% (20/8), Spot Hidden 35% (17/7), Swim 53% (26/10), Track 35% (17/7).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Ruddy-brown hair, green eyes, and slender physique. Normally seen wearing practical yet smart clothing, although she is more comfortable when wearing her caving clothes and boots.
- **Traits:** Affable and cheerful, and something of a risk taker.
- **Ideology/Beliefs:**
- **Significant People:**
- **Meaningful Locations:** Under the ground, charting a newly discovered cave system.
- **Treasured Possessions:**

Chris works at a university where she is a professor of geology. In her spare time, she is an enthusiastic explorer of natural caves. She first became fascinated by the world beneath the surface as a girl, when she'd spend hours in the small cave on her family's property in Massachusetts. She's begun pursuing this passion in the New England area, but her wanderlust has previously taken her across the United States.

Equipment

Large knife in belt sheath, ropes, helmet lamp, flashlight, two sets of caving apparel (one for warm and dry conditions and one for cool and moist conditions), \$10 on hand.

Player Notes



PRE-GENERATED CHARACTERS

FATHER STEPHEN SCHEPOLOWSKI,

Catholic Priest, age 25

STR 70 CON 75 SIZ 70 DEX 55 INT 70
APP 50 POW 70 EDU 70 SAN 70 HP 14
Damage Bonus: +1D4 Build: 1 Move: 8 Luck: 50 MP: 14



Combat

Brawl 50% (25/10), damage 1D3+1D4
Dodge 40% (20/8)

Skills

Accounting 35% (17/7), Charm 30% (15/6), Credit Rating 20% (10/4), History 45% (22/9), First Aid 40% (20/8), Language (Italian) 30% (15/6), Language (Latin) 70% (35/14), Library Use 40% (20/8), Listen 40% (20/8), Occult 30% (15/6), Persuade 50% (25/10), Psychology 40% (20/8), Spot Hidden 34% (17/6), Throw 45% (22/9).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Thin and above average height, with a youthful yet careworn face. Wears his black suit and Roman collar when on Church business. Wispy, brown hair matches his large, dark brown eyes.
- **Traits:** Mild temperament that conceals a sharp mind and strong sense of purpose. Quiet and observant, at ease letting others take center stage, beyond the initial reserve dwells a warm personality that cares deeply for others.
- **Ideology/Beliefs:** Firm Catholic.
- **Significant People:**
- **Meaningful Locations:** The boxing gym, where he helps out.
- **Treasured Possessions:**

A junior pastor, young Father Schepolowski has a calling to aid troubled souls. This compassionate nature has sometimes drawn the young priest in over his head, yet so far the good Lord has always provided opportunities to remedy the situation. Schepolowski is encouraged by the senior priest of the parish, who approves of his willingness to take action on behalf of the less fortunate, which sometimes leads him into strange places. Accordingly, Father Schepolowski is afforded ample freedom from many day-to-day parish affairs to pursue his own mission of outreach to those in need.

Equipment

Small golden crucifix on gold chain, well-thumbed pocket size Holy Bible, small pocket knife, fountain pen, playing cards, cigarettes, \$10 on hand.

Player Notes

PRE-GENERATED CHARACTERS

GERALDINE "GERRY" THORNHILL, *Journalist*, age 32

STR 55 CON 60 SIZ 70 DEX 45 INT 75
APP 70 POW 65 EDU 80 SAN 65 HP 13
Damage Bonus: +1D4 Build: 1 Move: 7 Luck: 55 MP: 13

Combat

Brawl 40% (20/8), damage 1D3+1D4
Switchblade 40% (20/8), damage 1D4+1D4
Dodge 30% (15/6)

Skills

Accounting 25% (12/5), Art/Craft (Writing) 70% (35/14), Art/Craft (Photography) 45% (22/9), Charm 30% (15/6), Credit Rating 24% (12/4), Fast Talk 55% (27/11), History 30% (15/6), Library Use 50% (12/10), Natural World 18% (9/3), Occult 45% (22/9), Persuade 55% (27/11), Psychology 60% (30/12), Spot Hidden 45% (22/9), Stealth 35% (17/7).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Dark brunette hair, deep brown eyes, tall and slender, she tends to wear practical yet smart clothing.
- **Traits:** A gambler and thrill seeker. Loves scary stories.
- **Ideology/Beliefs:** Believes in the spirit realm and wants to prove it exists.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:**

Gerry's talent has enabled her to work her way up the newspaper business to become a writer for a citywide newspaper. She's always had a particular interest in the kind of stories that other "respectable" journalists wouldn't touch—something that has often got her in trouble with her editors. Gerry is intrigued by stories of ghosts, mysterious events, and other darker matters. Sometimes this pays off; sometimes it has led her on a merry dance. It probably all stems from her childhood when she claims she lived in a haunted house.

Equipment

Note pad and pencil, camera and film, switchblade, hip flask of good Canadian whisky, \$10 on hand.

Player Notes



PRE-GENERATED CHARACTERS

MAXIMILIAN HIRST, *Parapsychologist*, age 26

STR 45 CON 75 SIZ 80 DEX 50 INT 75
APP 60 POW 70 EDU 70 SAN 68 HP 15
Damage Bonus: +1D4 Build: 1 Move: 7 Luck: 50 MP: 14



Combat

Brawl 50% (25/10), damage 1D3+1D4
Dodge 40% (20/8)

Skills

Anthropology 25% (12/5), Art/Craft (Photography) 45 (22/9), Credit Rating 16% (8/3), Fast Talk 55% (27/11), History 30% (15/6), Language (French) 20% (10/4), Library Use 40% (20/8), Natural World 40% (20/8), Occult 65% (32/13), Persuade 30% (15/6), Psychology 57% (28/11), Science (Physics) 20% (10/4), Spot Hidden 45% (22/9).

Backstory

(some entries are left blank, allowing you to personalize your investigator as desired):

- **Description:** Short brown hair, with waxed moustache and goatee. Green eyes and pale skin. Above average height and a few extra pounds.
- **Traits:** Highly curious nature, given to periods of introspection.
- **Ideology/Beliefs:** Wishes he could capture a ghost or another unexplained event on camera.
- **Significant People:**
- **Meaningful Locations:**
- **Treasured Possessions:**

Max, as his friends call him, has been hunting the unexplained ever since he returned from the Great War. It was while he was in France that his interest in strange phenomena took root. As well as the horrors of war, Max encountered something strange and unexplainable during a sortie through an abandoned churchyard. Since returning home, despite the meager income it brings, he has devoted his life to seeking out the unusual and inexplicable.

Equipment

Camera and film, "gost hunting kit" (talcum powder, thermometer, string, screw driver, *Holy Bible*), notepad and ink pen, \$10 on hand.

Player Notes