

SHADOWS OVER STILLWATER

AGAINST THE MYTHOS IN THE DOWN DARKER TRAILS SETTING

HANDOUTS

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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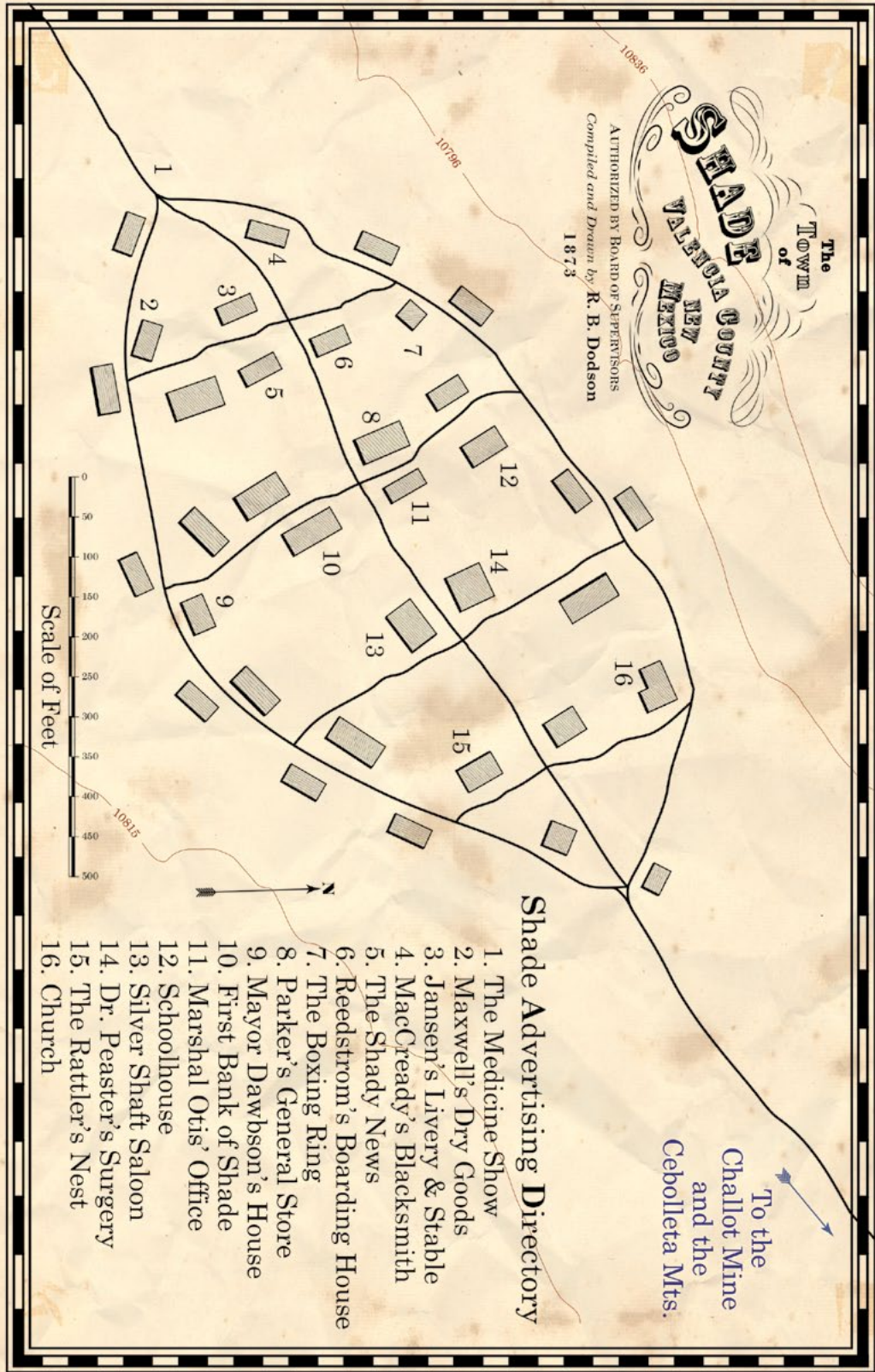
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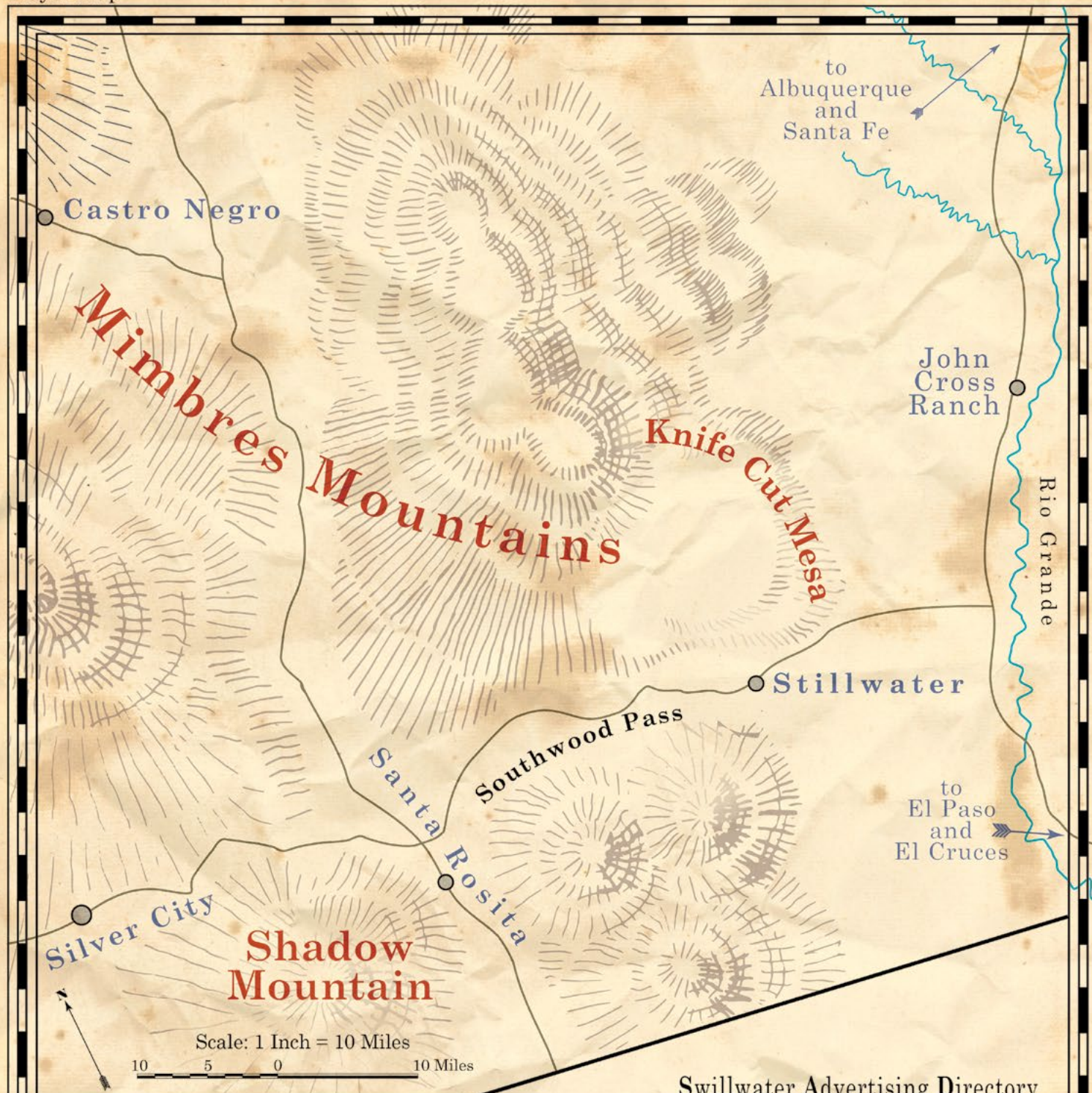
Printed in China



Player Map



Player Map



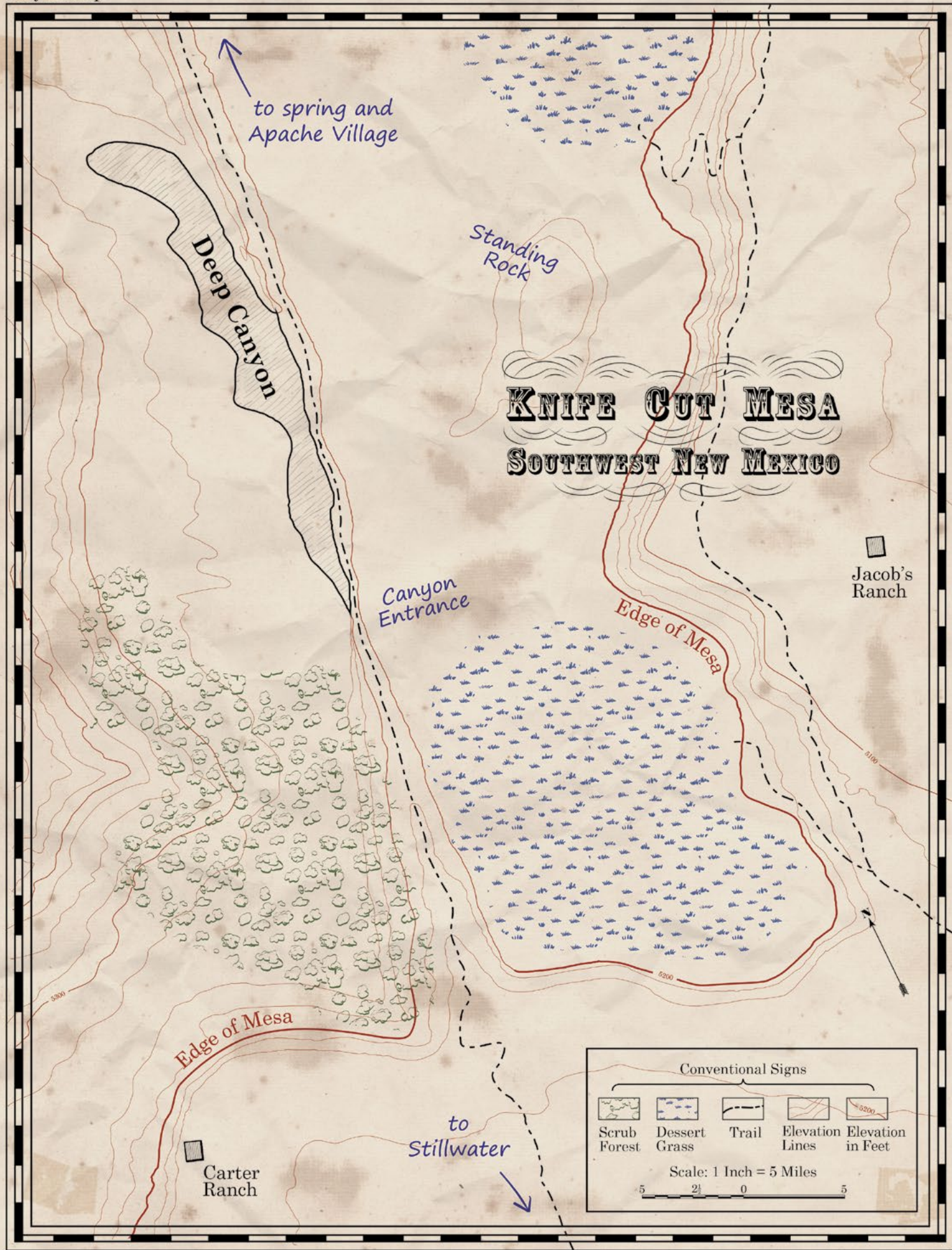
Stillwater Advertising Directory

1. Saucedo, Livery
2. Del Castillo, Blacksmith
3. Sweetwater Saloon
4. Peters, Undertaker
5. Chen, Laundry
6. Hunter, General Store
7. Marshal Whitman's Office & Jail
8. Henry Fletcher, Doctor
9. Schoolhouse
10. Church of Stillwater
11. Buena Suerte Cantina

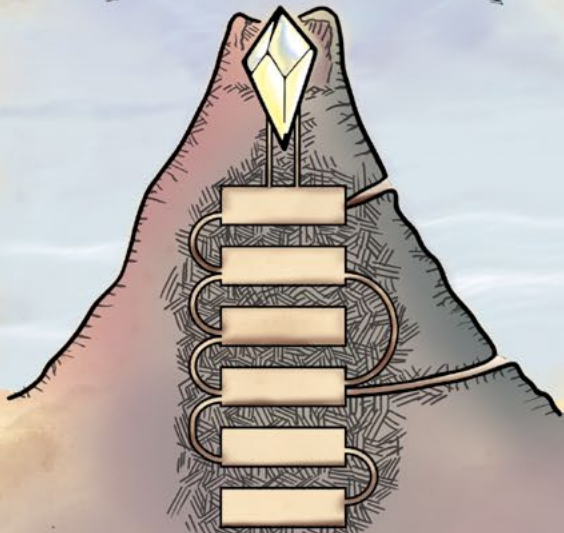
MAP
of
STILLWATER
and portions of
SOUTHWEST NEW MEXICO
compiled in the
BUREAU OF TOPOG. ENG^S OF THE WAR DEP^T
1877



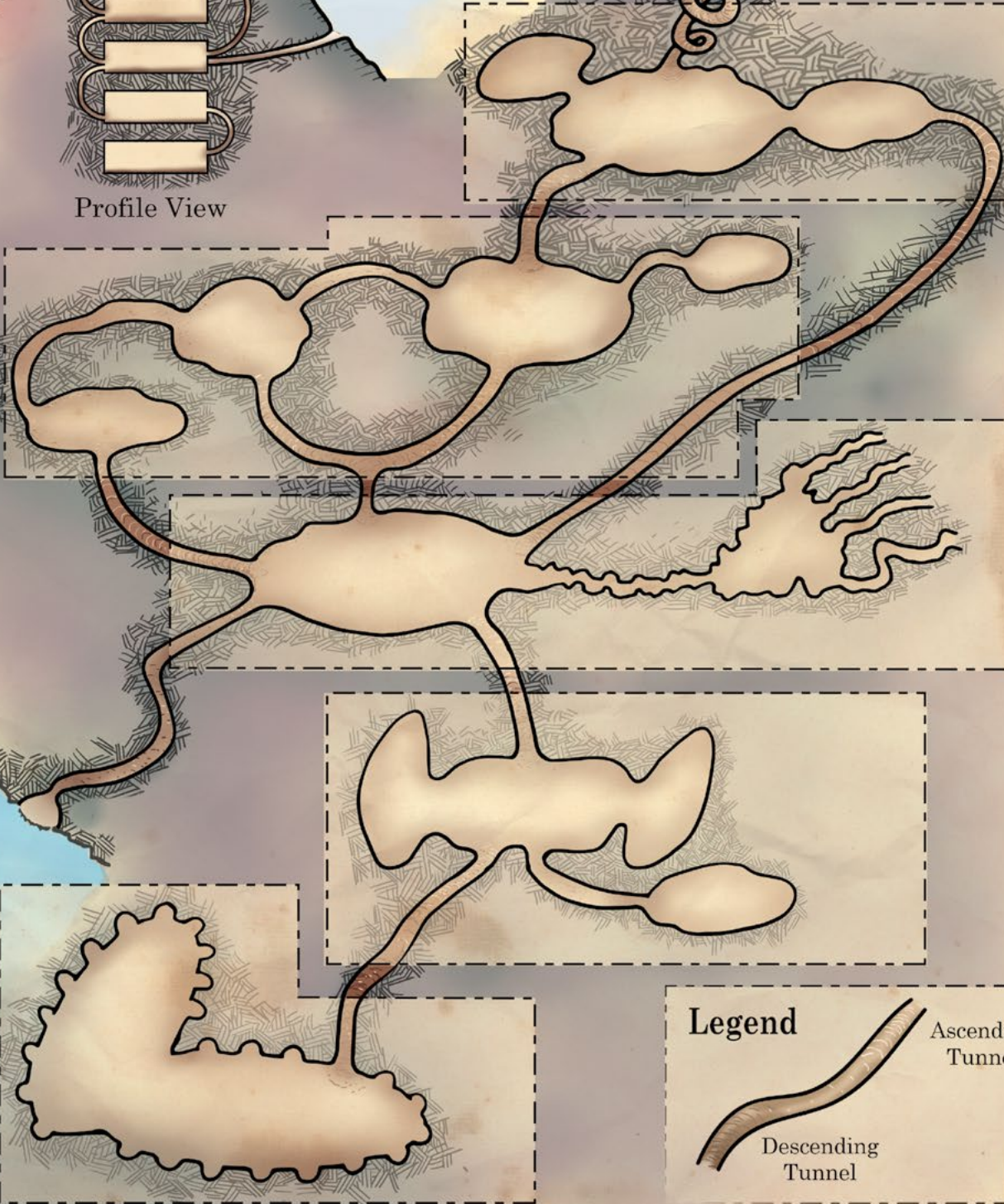
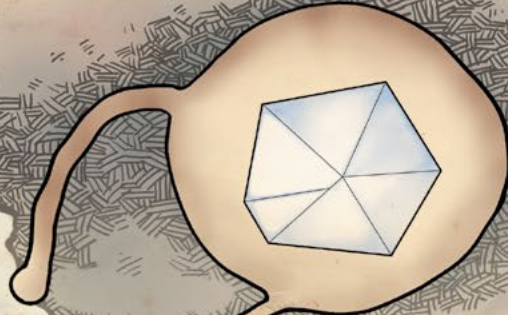
No. 43



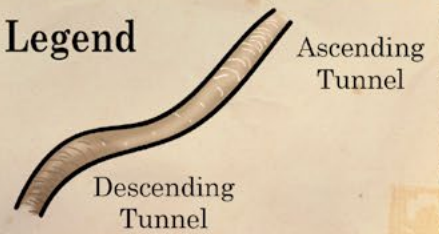
VIPER'S NEST



Profile View



Legend

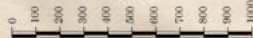


MAP of SANTA ROSITA and portions of NEW MEXICO

Compiled from his private notes taken while U. S. Deputy Surveyor
and from the latest Official Reports in the Departments at Washington City,
By

E. A. Kruger

1865



Scale of Feet

Main St.

Main St.

to Shadow
Mountain



Unitarian Church of
Santa Rosita



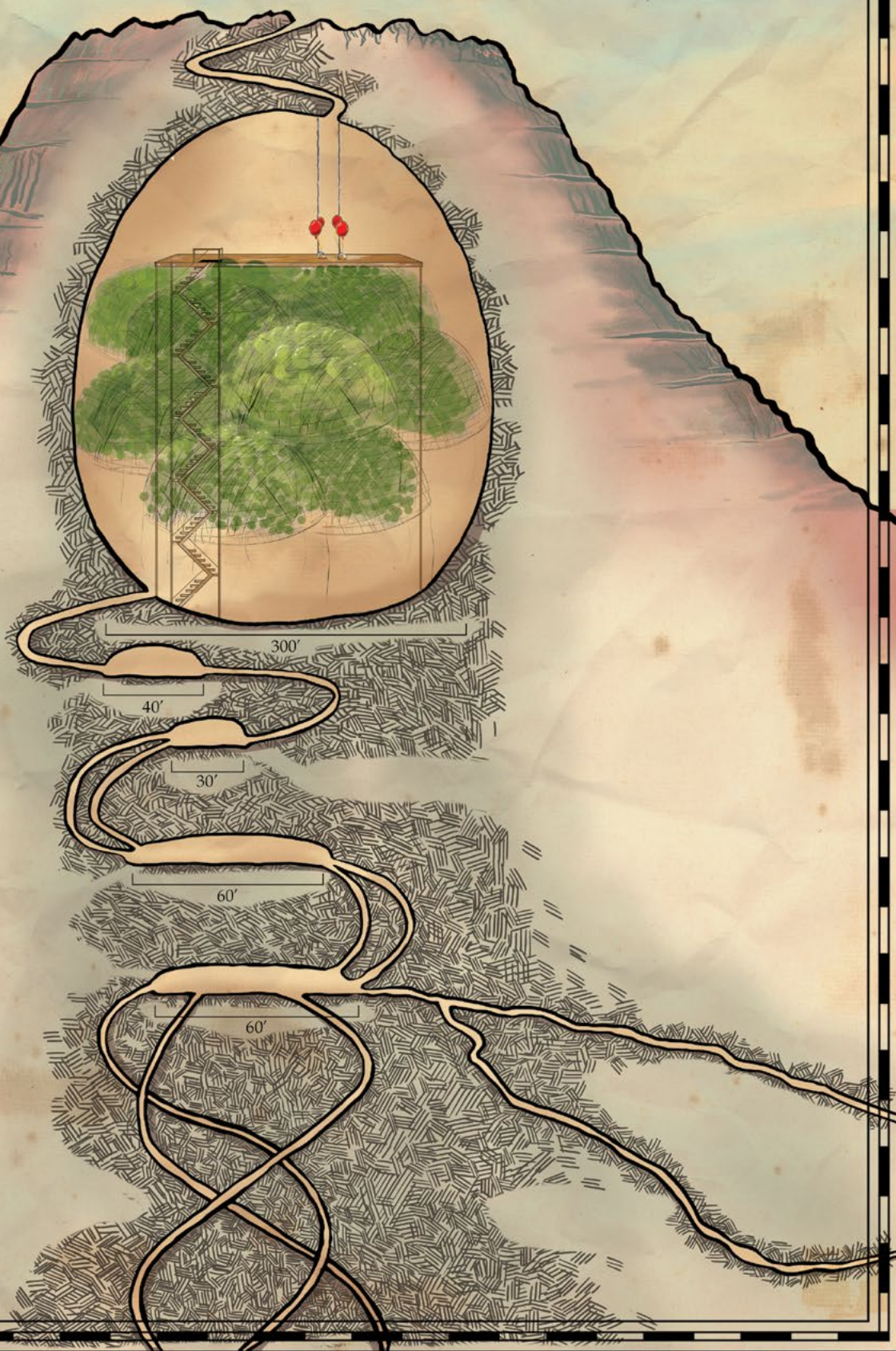
The Victoria
Saloon

Santa Rosita Advertising Directory

- | | |
|--------------------------------------|-----------------------------------|
| 1. Jameson's Livery | 13. Hannigan's Hardware |
| 2. First Baptist Church | 14. Brooks' Laundry |
| 3. Blacksmith | 15. The Silver Dollar Guest House |
| 4. Deputy Sheriff's
Office & Jail | 16. Grocery |
| 5. Forrest's Boutique | 17. First Bank of Santa Rosita |
| 6. Copeley's General Store | 18. Ma Richert's Restaurant |
| 7. Dr. Martell's Surgery | 19. Hurst's Tailoring |
| 8. Collins' Butcher Shop | 20. The Green River Saloon |
| 9. The Victoria Saloon | 21. Mayor Shaw's House |
| 10. Ward's Livery Stable | 22. Santa Rosita Feed |
| 11. Carpenter | |
| 12. Unitarian Church | |

SHADOW MOUNTAIN

Profile View



Map Representative Only - Not to Scale

VALENCIA COUNTY

NEW MEXICO

Scale: 1 Inch = 5 Miles

5 2½ 0 5



Cebolleta Mountains

Cebolleta

Road to
Santa Fe

Martin
x Ranch

Challot
Ranch
x

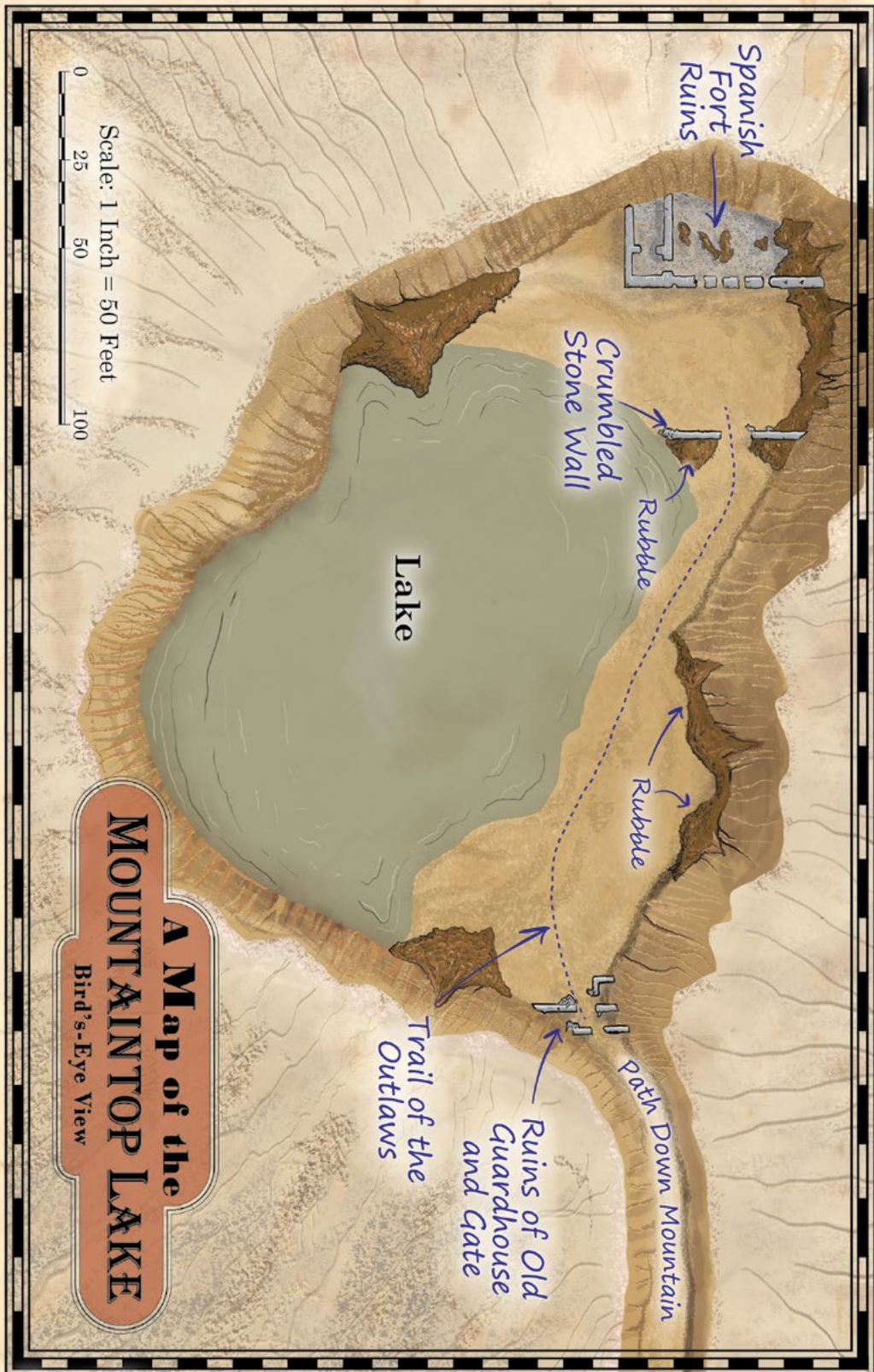
x Town of Shade

Challot
Mine

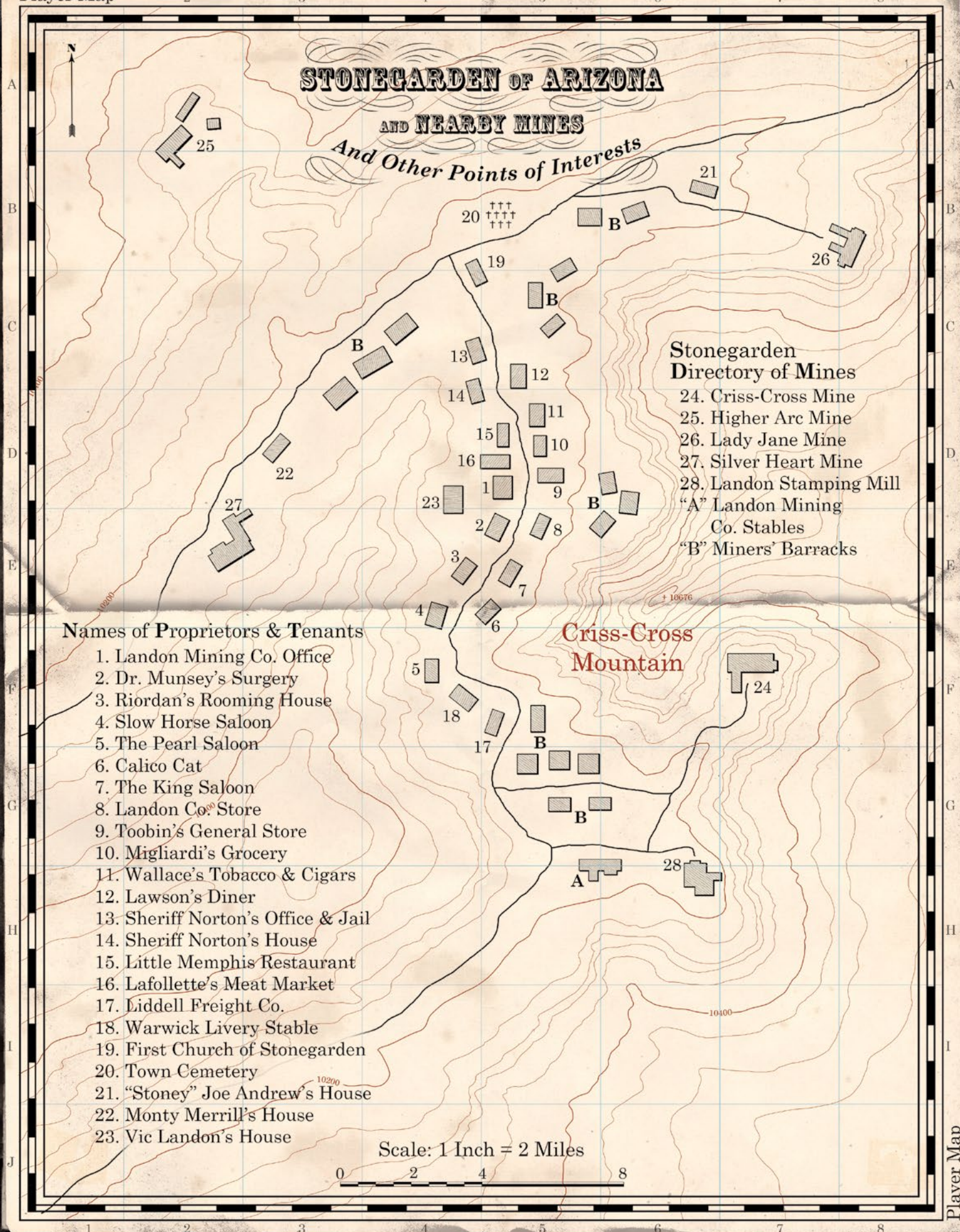
Road to
Albuquerque

Mendoza
x Ranch

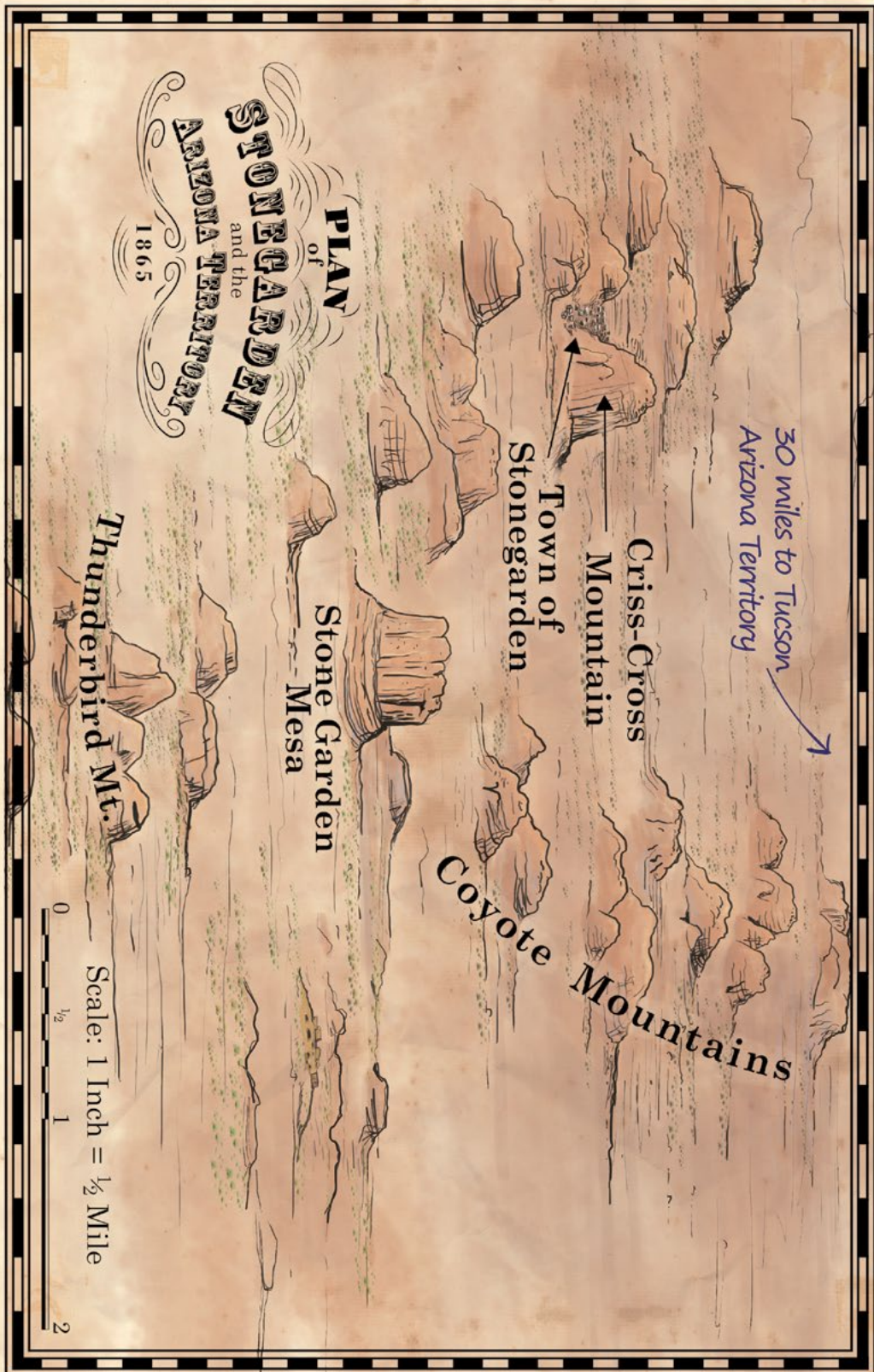
Player Map



Player Map



Player Map



Player Map

OLD WEST

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR	<input type="text"/>	DEX	<input type="text"/>	INT	<input type="text"/>
				Idea	
CON	<input type="text"/>	APP	<input type="text"/>	POW	<input type="text"/>
SIZ	<input type="text"/>	EDU	<input type="text"/>	Move	<input type="text"/>
		Know		Rate	

Major Wound	Temp. Insane	Indef. Insane	Start	Max	Insane	01	02	03	04	05	06	07
HIT POINTS	00	01	02	03	04	05	06	07	08	09	10	11
	07	08	09	10	11	12	13	14	15	16	17	18
	14	15	16	17	18	19	20	21	22	23	24	25
	21	22	23	24	25	26	27	28	29	30	31	32
	28	29	30	31	32	33	34	35	36	37	38	39
	35	36	37	38	39	40	41	42	43	44	45	46
	43	44	45	46	47	48	49	50	51	52	53	54
	51	52	53	54	55	56	57	58	59	60	61	62
	58	59	60	61	62	63	64	65	66	67	68	69
	65	66	67	68	69	70	71	72	73	74	75	76
	72	73	74	75	76	77	78	79	80	81	82	83
	79	80	81	82	83	84	85	86	87	88	89	90
	86	87	88	89	90	91	92	93	94	95	96	97
	93	94	95	96	97	98	99	00	01	02	03	04

DOWN DARKER TRAILS

Out of Luck	01	02	03	04	05	06	07
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	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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Rope Use (05%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Gambling (10%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Natural World (20%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Track (10%)
<input type="checkbox"/> Cthulhu Mythos (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Trap (10%)
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Elec. Repair (00%)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/> Ride (15%)	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Walf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<input type="text"/>
Build	<input type="text"/>
Dodge	<input type="text"/>

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

HISTORY

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

POSSESSIONS

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

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

ME

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

CHARACTERISTICS

Name _____
Player _____
Occupation _____
Age _____ Sex _____
Archetype _____
Residence _____
Birthplace _____

STR	<div></div>	DEX	<div></div>	INT	<div></div>
				Idea	
CON	<div></div>	APP	<div></div>	POW	<div></div>
SIZ	<div></div>	EDU	<div></div>	Move	<div></div>
		Know		Rate	

Dying	Max HP	Temp. Insane	Indef. Insane	Start	Max	Insane	01	02	03	04	05	06	07	SANITY																	
HIT POINTS	00	01	02	03	04	05	06	08	09	10	11	12	13		14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	07	08	09	10	11	12	13	31	32	33	34	35	36		37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	14	15	16	17	18	19	20	54	55	56	57	58	59		60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	21	22	23	24	25	26	27	77	78	79	80	81	82		83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99
28	29	30	31	32	33	34																									
35	36	37	38	39	40	41																									

DOWN DARKER TRAILS

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	MAGIC POINTS
	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

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	<div></div>	<input type="checkbox"/> Fast Talk (05%)	<div></div>	<input type="checkbox"/> Language (Own) (EDU)	<div></div>	<input type="checkbox"/> Rope Use (05%)	<div></div>
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<input type="checkbox"/> Anthropology (01%)	<div></div>	<input type="checkbox"/>	<div></div>	<input type="checkbox"/> Library Use (20%)	<div></div>	<input type="checkbox"/>	<div></div>
<input type="checkbox"/> Appraise (05%)	<div></div>	<input type="checkbox"/>	<div></div>	<input type="checkbox"/> Listen (20%)	<div></div>	<input type="checkbox"/> Sleight of Hand (10%)	<div></div>
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<input type="checkbox"/> Art / Craft (05%)	<div></div>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<div></div>	<input type="checkbox"/> Mech. Repair (10%)	<div></div>	<input type="checkbox"/> Stealth (20%)	<div></div>
<input type="checkbox"/>	<div></div>	<input type="checkbox"/>	<div></div>	<input type="checkbox"/> Medicine (01%)	<div></div>	<input type="checkbox"/> Survival (10%)	<div></div>
<input type="checkbox"/> Charm (15%)	<div></div>	<input type="checkbox"/>	<div></div>	<input type="checkbox"/> Natural World (20%)	<div></div>	<input type="checkbox"/> Swim (20%)	<div></div>
<input type="checkbox"/> Climb (20%)	<div></div>	<input type="checkbox"/> First Aid (30%)	<div></div>	<input type="checkbox"/> Navigate (10%)	<div></div>	<input type="checkbox"/> Throw (20%)	<div></div>
Credit Rating (00%)	<div></div>	<input type="checkbox"/> Gambling (10%)	<div></div>	<input type="checkbox"/> Occult (05%)	<div></div>	<input type="checkbox"/> Track (10%)	<div></div>
Cthulhu Mythos (00%)	<div></div>	<input type="checkbox"/> History (05%)	<div></div>	<input type="checkbox"/> Op. Hv. Machine (01%)	<div></div>	<input type="checkbox"/> Trap (10%)	<div></div>
<input type="checkbox"/> Disguise (05%)	<div></div>	<input type="checkbox"/> Intimidate (15%)	<div></div>	<input type="checkbox"/> Persuade (10%)	<div></div>	<input type="checkbox"/>	<div></div>
<input type="checkbox"/> Dodge (half DEX)	<div></div>	<input type="checkbox"/> Jump (20%)	<div></div>	<input type="checkbox"/> Pilot (01%)	<div></div>	<input type="checkbox"/>	<div></div>
<input type="checkbox"/> Drive Wagon/Coach (20%)	<div></div>	<input type="checkbox"/> Language (Other) (01%)	<div></div>	<input type="checkbox"/> Psychology (10%)	<div></div>	<input type="checkbox"/>	<div></div>
<input type="checkbox"/> Elec. Repair (00%)	<div></div>	<input type="checkbox"/>	<div></div>	<input type="checkbox"/> Ride (15%)	<div></div>	<input type="checkbox"/>	<div></div>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<div></div>
Build	<div></div>
Dodge	<div></div>

BACKSTORY



Personal Description

Traits

Ideology/Beliefs

Injuries & Scars

Significant People

Phobias & Manias

Meaningful Locations

Arcane Tomes, Spells & Artifacts

Treasured Possessions

Encounters with Strange Entities

HISTORY

CASH & ASSETS

Spending Level

Cash

Assets

POSSESSIONS

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:	Fumble	Fail	Regular	Hard	Extreme	Critical
	100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

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

Using Luck

Adjust skill rolls (1 Luck per skill point); Avoid malfunction/melee fumble (10 Luck).
Halve SAN loss (SAN loss x 2 Luck); Stay conscious (1 Luck double per round after).

Avoid Death (all Luck points spent; requires Luck ≥ 30).

Healing

Natural healing: +2 HP per day.

First Aid: +1D4 HP.

Medicine: +1D4 HP.

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

Char.
Player

Char.
Player

Char.
Player

Char.
Player