KEEPER REFERENCE BOOKLET

BERLIN
THE WICKED CITY
UNVEILING THE MYTHOS IN WEIMAR BERLIN
CHARACTERS AND MONSTERS: THE DEVIL EATS FLIES

NON-PLAYER CHARACTERS

Manfred Freiherr von Killinger, 36, assassin on a mission

STR 50  CON 70  SIZ 75  DEX 55  INT 70
APP 50  POW 65  EDU 70  SAN 65  HP 14
DB: +1D4  Build: 1  Move: 7  MP: 13

Combat
Brawl  70% (35/14), damage 1D3+1D4
Riding crop  70% (35/14), damage 1D3+½DB
Model P08 Luger 50% (25/10), damage 1D10
Dodge  27% (12/5)

Skills
Credit Rating 50%, Intimidate 65%, Language (English) 35%, Language (German) 70%, Law 45%, Mechanical Repair 25%, Navigate 55%, Occult 50%, Pilot (Boat) 70%, Psychology 35%, Spot Hidden 45%, Swim 60%, Throw 50%.

Erwin Kern, 23, Consul assassin

Kern’s accomplices are Hermann Fischer, Ernst von Solomon, and Ernst-Werner Techow. Use Kern’s profile for these men as well.

STR 60  CON 60  SIZ 65  DEX 70  INT 55
APP 80  POW 65  EDU 60  SAN 65  HP 12
DB: +1D4  Build: 1  Move: 8  MP: 13

Combat
Brawl  70% (35/14), damage 1D3+1D4
Bergmann MP18  55% (27/11), damage 1D10
“Potato Masher” grenade 50% (25/10), damage 4D10/3 yards/meters
Dodge  35% (17/7)

Skills
Climb 50%, Drive Auto 55%, Intimidate 60%, Jump 45%, Language (German) 60%, Law 50%, Sneer Menacingly 85%, Stealth 45%, Throw 50%.

Pyotr Shabelsky-Bork (aka Prince Gabriel Constantinovich), 29, conspirator

STR 65  CON 55  SIZ 60  DEX 65  INT 80
APP 45  POW 80  EDU 90  SAN 45  HP 11
DB: +1D4  Build: 1  Move: 9  MP: 16

Combat
Brawl  60% (30/12), damage 1D3+1D4
.32 Automatic  65% (32/13), damage 1D8
Dodge  40% (20/8)

Skills
Art/Craft (Poetry) 45%, Charm 45%, Credit Rating 65%, Cthulhu Mythos 14%, Disguise 65%, Drive Auto 45%, Fast Talk 50%, Firearms (Rifle/Shotgun) 60%, First Aid 50%, History 55%, Intimidate 50%, Language (English) 45%, Language (French) 65%, Language (German) 75%, Language (Russian) 90%, Library Use 50%, Occult 60%, Persuade 70%, Psychology 60%, Ride 60%.

Spells: Banishment of Yde Etad, Prinn’s Crux Ansata

Equipment: Crux Ansata

Red Mill Drunk

STR 65  CON 50  SIZ 75  DEX 55  INT 65
APP 45  POW 40  EDU 65  SAN 50  HP 12
DB: +1D4  Build: 1  Move: 7  MP: 10

Combat
Brawl  60% (30/12), damage 1D3+1D4
Dodge  27% (12/5)

Anita Berber, 23, Berlin’s naked goddess

STR 60  CON 55  SIZ 40  DEX 85  INT 75
APP 85  POW 90  EDU 55  SAN 80  HP 9
DB: 0  Build: 0  Move: 9  MP: 18

Combat
Brawl  30% (15/6), damage 1D3
Dodge  45% (22/9)

Skills
Art/Craft (Acting) 35%, Art/Craft (Dance) 75%, Art/Craft (Poetry) 55%, Charm 65%, Fast Talk 55%, History 30%, Language (English) 20%, Language (French) 45%, Language (German) 55%, Language (Russian) 20%, Occult 25%, Persuade 65%, Sleight of Hand 30%, Stealth 40%.
Police Inspector Krieg, 54, hardboiled cop
STR 50  CON 40  SIZ 60  DEX 55  INT 85
APP 40  POW 70  EDU 75  SAN 60  HP 10
DB: 0  Build: 0  Move: 5  MP: 14

Combat
Brawl  45% (22/9), damage 1D3
.32 Automatic  45% (22/9), damage 1D8
Dodge  40% (20/8)

Skills
Accounting 35%, Climb 60%, Disguise 25%, Fast Talk 75%, Intimidate 45%, Language (English) 25%, Language (German) 75%, Language (Polish) 15%, Language (Russian) 20%, Law 65%, Listen 55%, Persuade 75%, Psychology 80%, Spot Hidden 80%, Stealth 45%, Throw 40%.

Baron Arthur von Kleist, 67, scheming monarchist
STR 50  CON 60  SIZ 50  DEX 65  INT 70
APP 45  POW 70  EDU 75  SAN 70  HP 11
DB: 0  Build: 0  Move: 5  MP: 14

Combat
Brawl  25% (12/5), damage 1D3
Sword cane  60% (30/12), damage 1D6
Dodge  40% (20/8)

Skills
Credit Rating 75%, Intimidate 65%, Language (German) 15%, Language (German) 75%, Language (Russian) 25%, Law 45%, Persuade 65%, Psychology 60%, Spot Hidden 60%.

Franziska Schanzkovska (aka Anna Tchaikovsky), 26, Romanov pretender
STR 45  CON 40  SIZ 35  DEX 65  INT 50
APP 70  POW 50  EDU 60  SAN 32  HP 7
DB: −1  Build: −1  Move: 9  MP: 10

Combat
Brawl  25% (12/5), damage 1D3–1
Dodge  32% (16/6)

Skills
Climb 50%, Disguise 30%, Intimidate 40%, Jump 40%, Language (English) 40%, Language (French) 50%, Language (German) 50%, Language (Polish) 60%, Language (Russian) 60%, Persuade 50%, Psychology 45%, Stealth 50%, Throw 35%.

RUSSIAN MONARCHISTS

Fyodor Viktorovich Vinberg
STR 50  CON 50  SIZ 50  DEX 60  INT 70
APP 50  POW 60  EDU 80  SAN 60  HP 10
DB: 0  Build: 0  Move: 6  MP: 12

Combat
Brawl  45% (22/9), damage 1D3
Dodge  30% (15/6)

Skills
Credit Rating 65%, History 45%, Language (German) 40%, Language (Russian) 80%.

Princess Natasha Alexandrovna
STR 35  CON 55  SIZ 45  DEX 65  INT 70
APP 65  POW 60  EDU 80  SAN 60  HP 10
DB: −1  Build: −1  Move: 8  MP: 12

Combat
Brawl  25% (12/5), damage 1D3–1
Dodge  32% (15/6)

Skills
Charm 45%, Credit Rating 75%, Language (German) 40%, Language (Russian) 80%.

MONSTERS

The Demon-Großmann, murderous spirit
STR —  CON —  SIZ —  DEX —  INT 65
APP —  POW 300  EDU —  SAN —  HP —
DB: —  Build: —  Move: —  MP: 60

Combat
Attacks per round: 1
Brawl  70% (35/14), damage 1D3+DB*
Dodge  Use possessed host’s skill

Skills
as per the possessed host.

Armor: none.
SPECIAL POWERS:
Possession: the spirit-form of Carl Großmann is a terrible entity indeed, able to possess those who unknowingly partook of Großmann's human meat products and turning them into monstrous caricatures of the killer. The more the spirit-fragment possesses the host, the less "human" the host becomes, until it is a walking avatar of lustmord.

The target must make an opposed POW roll when a fragment of the demon attempts to possess them. Fortunately for the victim, the demon's POW is divided evenly among the number of hosts currently possessed plus the current target—e.g. if the Demon-Großmann is inhabiting five other bodies and is trying to possess a sixth, its effective POW in each body is 50. The Demon-Großmann will not generally attempt to possess more than six hosts at a time and usually limits itself to no more than three. The spirit may abandon its hosts at any time and coalesce as it sees fit, even going so far as to reunite in a single host.

Failing the opposed POW roll means the victim is now possessed by the Demon-Großmann and they become completely subordinate to the demon's animate will. Horrifically, the victim remains aware of the actions they are taking and of the changes going on in their body.

The life force of the vessel is slowly consumed during the time of possession. Once per day while possessed, call for an opposed POW roll: if failed, the host body loses 3D10 POW. If the character can overcome the spirit, the demon loses 2D6 POW instead—these losses are permanent for both parties. The spirit will flee a host that causes it to lose half or more of the POW points it had when it possessed the host. If a host reaches zero POW, the vessel is effectively deceased and is only animated by the spirit. Once the spirit leaves, the host's body collapses in a dead heap. As POW is drained, the host takes on increasingly alarming characteristics of decay and monstrosity. In effect, the spirit-fragment inside is transforming the vessel to resemble the true form of the Demon-Großmann.

The demonic force possesses every cell of the vessel. Thus, dismemberment doesn't stop the vessel from continuing to act. Indeed, it simply guarantees that other, smaller parts of the host will now act independently! This cellular possession also fundamentally alters the vessel's biochemistry and physiology. This starts in the eyes: even without any other changes to the body, possessed hosts acquire Großmann's beady-eyed stare. Even more bizarrely, the shadow they cast is that of Carl Großmann (0/1 Sanity point loss when noticing this phenomenon). Blood and other fluids take on garish colors (white, dark or light red, black, or green) and, as APP is lost (see following), the victim's overall features become much more corpselike. The creature's voice is usually a demonic growl, although it can also take on other, disturbing forms, such as childlike singing.

For every 15 points of POW the host loses, they permanently lose 5 points of APP and should roll once on the Demonic Mutation Table (nearby) to see what bizarre changes take effect in their body.

Once a vessel is completely taken over, the Demon-Großmann may create the illusion of the vessel being restored to its full APP, speaking and appearing as it did before possession. The Demon-Großmann has full access to the vessel's memories, which it can use those to lull friends and loved ones into a false sense of security. These changes are entirely illusory. Furthermore, once a vessel's POW has reached zero, its body is putty in the hands of the possessing spirit. Bones may be broken and features completely reshaped—whatever the Demon-Großmann wishes to do to cause the maximum amount of terror—and it may even reshape the host's physical structure; essentially, any of the changes on the Demonic Mutation Table may now be applied at will.

If a host somehow survives their possession, they lose 1D3/1D6 Sanity points, +1 for each point of POW lost to the demon, the moment it leaves (or is expelled from) their body. APP and POW losses are permanent, but any mutations gained during possession disappear. APP loss manifests as scarring and a general "used-up" appearance.

Combat: unfortunately, the only way to stop a possessed host is to destroy the body or the head. Complete destruction through fire, explosion, or other sources of that nature will also do the trick. The Keeper should use the Optional Hit Locations rule (Call of Cthulhu Rulebook, pages 126–127) when investigators are fighting a possessed host. Each location can take a certain percentage of total hit points in damage before being severed/slashed open; excess damage from the blow is lost—see the Hit Location Damage Percentages Table (nearby). If a limb is severed, it now possesses that same percentage of its host's original total hit points and may act independently. It also reduces the host's current POW by the percentage given.

Example: the investigators are attacked by a possessed doctor with 12 hit points, containing a spirit-fragment of POW 100. An investigator strikes out with their fire axe and rolls “Right Arm” for the hit location. They inflict 6 points of damage with the strike.

The doctor loses 3 hit points (25% of his starting total); the remaining 3 points are wasted. The arm falls to the ground…and starts scuttling toward the investigators, trying to trip them up! The arm now has 3 hit points of its own. The possessing spirit's POW is reduced by 25 percent to 75, while the arm now has a spirit-fragment of its own with a POW of 25.
Investigators may target individual body parts by taking a penalty die on their attack—if the head is severed, the host is unable to see or hear. Strangely, the disembodied head is still able to talk and may even attempt to bite if an investigator gets too close, at least until the spirit-fragment flees (which it does as quickly as possible after the beheading to avoid being destroyed itself, either partially or completely).

The spirit-fragment may also elect to depart if the fight seems to be going against it. If it fails to do so before total bodily destruction, complete destruction of the head (as opposed to just severing it), or total dismemberment occurs, then the spirit-fragment contained within is destroyed, reducing the overall POW of the Demon-Grotßmann. Note that in cases of dismemberment (head or limbs), some fragment of the spirit may survive long enough to flee, with only a fraction being permanently destroyed. The spirit may choose to vacate a body temporarily before matters escalate too far, returning control to the host, only to come back and possess it again at a more opportune time.

Sanity loss: possession is incredibly traumatic; to be possessed by the Demon-Grotßmann is to experience the will of a monster made manifest by your own hands. Sanity should be lost for “witnessing” horrific acts committed by the possessing spirit-fragment. In addition, as already mentioned, should the host survive their possession, they lose 1D3/1D6 Sanity points, +1 for each point of POW lost to the demon, the moment it departs, virtually guaranteeing indefinite insanity for all but the briefest possessions, even if the spirit-fragment flees the host before death.

The Sanity loss inflicted on those who witness a possessed host is dependent on their relationship to the host, as well as the degree to which the Demon-Grotßmann has taken over. Suggestions follow, but the Keeper should use their discretion, as not every possible permutation may be covered:

- Seeing Grotßmann’s shadow: 0/1 Sanity loss.
- Noticing the change in the eyes: 1/1D2 Sanity loss.
- Mutations (minor) or seeing obvious signs of possession (decay, changed voice, etc.): 1/1D2 to 1/1D4 Sanity loss.
- Mutations (major): 1/1D6 Sanity loss.

Again, feel free to bump up these losses if the host is a loved one, a close friend, or a fellow investigator. Also, note that some mutations add to these losses (as noted on the Demonic Mutation Table).

Dormancy: a spirit-fragment, upon possessing a host, need not immediately show its hand. When a host is possessed by a dormant fragment, the victim should continue to make opposed POW rolls once every six hours and note the results (including mutations) but should not apply them yet. When the Demon-Grotßmann decides to manifest, apply all POW losses, Sanity losses, and mutations at once—this can result in quite striking transformations! The Demon-Grotßmann prefers to take action immediately upon possessing a host, but also sees the value in lying low for a time, particularly in the case of investigators.

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**HIT LOCATION DAMAGE PERCENTAGES TABLE**

<table>
<thead>
<tr>
<th>Roll 1D10 to determine Location</th>
<th>Location</th>
<th>Total Hit Point Percentage (%)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1–3</td>
<td>Right Leg</td>
<td>30</td>
</tr>
<tr>
<td>4–6</td>
<td>Left Leg</td>
<td>30</td>
</tr>
<tr>
<td>7–10</td>
<td>Abdomen</td>
<td>30</td>
</tr>
<tr>
<td>11–15</td>
<td>Chest/Torso</td>
<td>40</td>
</tr>
<tr>
<td>16–17</td>
<td>Right Arm</td>
<td>25</td>
</tr>
<tr>
<td>18–19</td>
<td>Left Arm</td>
<td>25</td>
</tr>
<tr>
<td>20</td>
<td>Head</td>
<td>30</td>
</tr>
</tbody>
</table>
## Demonic Mutation Table

<table>
<thead>
<tr>
<th>Roll 1D20</th>
<th>Mutation</th>
<th>Sanity Loss</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><strong>Multi-hinged mandibular jaw</strong> (+1 biting damage)</td>
<td>1/1D4</td>
</tr>
<tr>
<td>2</td>
<td><strong>Long, craning neck</strong> (extended reach; 1D4 feet* long)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>3</td>
<td><strong>Clawed hands</strong> (+1 brawling damage)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>4</td>
<td><strong>Needle-like teeth</strong> (+1 bite damage)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>5</td>
<td><strong>Extra-long tongue</strong> (1D6 feet* long)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>6</td>
<td><strong>Spikes</strong> (roll 1D6: 1–2 shoulder; 3–4 head; 5 chest; 6 legs)</td>
<td>1/1D4</td>
</tr>
<tr>
<td>7</td>
<td><strong>Prehensile tail</strong> (1D6 feet* long)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>8</td>
<td><strong>Eye stalks</strong> (360 degree vision)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>9</td>
<td><strong>Multiple arms (1D3)</strong> (one extra attack per arm)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>10</td>
<td><strong>Multiple legs (1D4)</strong> (add +1 to Movement per extra leg)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>11</td>
<td><strong>Multiple eyes (1D20)</strong> (scattered across head and upper torso; impossible to blind)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>12</td>
<td><strong>Bubbling skin</strong> (flesh ripples, bulges, and pulsates)</td>
<td>1/1D4</td>
</tr>
<tr>
<td>13</td>
<td><strong>Sucker-pads on hands and feet</strong> (+1 Build when grappling; bonus die to Climb rolls)</td>
<td>1/1D4</td>
</tr>
<tr>
<td>14</td>
<td><strong>Second face</strong> (a smaller version of Großmann's face manifests on the back of the head)</td>
<td>1/1D6</td>
</tr>
<tr>
<td>15</td>
<td><strong>Covered in suppurating sores</strong> (pulsating sores, weeping sores)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>16</td>
<td><strong>Smells of rotting meat</strong> (opponent must make a successful CON roll when in melee or lose the first round of combat to retching)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>17</td>
<td><strong>Extra-long fingers</strong> (+1D6 inches**)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>18</td>
<td><strong>Tentacle-like fingers</strong> (combines Extra-long fingers and Sucker-pads)</td>
<td>1/1D4</td>
</tr>
<tr>
<td>19</td>
<td><strong>Bloody projectile vomit</strong> (may target up to 5 feet away with 50% accuracy; those hit suffer 1/1D2 Sanity point loss and must make a successful CON roll or spend next round retching; those hit are vulnerable to possession)</td>
<td>1/1D2</td>
</tr>
<tr>
<td>20</td>
<td><strong>Screaming faces</strong> (the faces of some of Großmann's previous victims press out against the flesh of the body from within; Stealth rolls impossible)</td>
<td>1/1D6</td>
</tr>
</tbody>
</table>

**Note:** Sanity loss may be increased a step for multiple mutations.

*1 foot = 30 cm

**1 inch = 2.5 cm
SAMPLE HOSTS

Presented here are four luckless Berliners, each possessed by a spirit-fragment of the Demon-Großmann, each for a different length of time. All assume a possessing spirit-fragment of 100 POW (meaning that, as written, a maximum of three of them can be active together at any one time). Use these to assail investigators and as examples for creating your own.

Traudl, maid

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
</tr>
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<tr>
<td>50</td>
<td>50</td>
<td>40</td>
<td>50</td>
<td>45</td>
</tr>
</tbody>
</table>

**APP** 55  
**POW** 40*  
**EDU** 40  
**SAN** 40  
**HP** 9

DB: 0  
**Build:** 0  
**Move:** 9  
**MP:** 8

*100 POW for spirit-fragment

**Combat**

**Attacks per round:** 1

Brawl  70% (35/14), damage 1D3
Dodge  50% (25/10)

**Skills**

First Aid 50%, Language (German) 40%, Language (Russian) 20%, Listen 60%, Mechanical Repair 20%, Natural World 45%, Persuade 30%, Science (Pharmacy) 15%, Psychology 45%, Spot Hidden 55%.

**Mutations:** none.

**Sanity loss:** 1/1D2 Sanity points when possession is witnessed.

Anita Brandt, half-silk prostitute

**Possession:** 3 hours.

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
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<tbody>
<tr>
<td>40</td>
<td>50</td>
<td>35</td>
<td>65</td>
<td>65</td>
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</tbody>
</table>

**APP** 60  
**POW** 25*  
**EDU** 60  
**SAN** 25  
**HP** 8

DB: –1  
**Build:** –1  
**Move:** 9  
**MP:** 5

*100 POW for spirit-fragment

**Combat**

**Attacks per round:** 1

Brawl  70% (35/14), damage 1D3–1
Dodge  65% (33/13)

**Skills**

Accounting 65%, Charm 35%, Climb 45%, Fast Talk 45%, Language (English) 25%, Language (German) 60%, Library Use 30%, Psychology 40%, Sleight of Hand 30%, Stealth 30%.

**Mutations:** extra-long tongue (5 feet long), bubbling skin.

**Sanity loss:** 1/1D4 Sanity points to see the mutated prostitute.

Sigfried Schröder, member of Organisation Consul

**Possession:** 1 hour.

<table>
<thead>
<tr>
<th>STR</th>
<th>CON</th>
<th>SIZ</th>
<th>DEX</th>
<th>INT</th>
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<tbody>
<tr>
<td>65</td>
<td>60</td>
<td>70</td>
<td>55</td>
<td>50</td>
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</tbody>
</table>

**APP** 45  
**POW** 39*  
**EDU** 55  
**SAN** 39  
**HP** 13

DB: +1D4  
**Build:** 1  
**Move:** 7  
**MP:** 7

*100 POW for spirit-fragment

**Combat**

**Attacks per round:** 1

Brawl  70% (35/14), damage 1D3+1D4
Model P08 Luger  65% (32/13), damage 1D10
Dodge  50% (25/10)

**Skills**

Drive Auto 55%, First Aid 45%, Intimidate 65%, Language (English) 20%, Language (German) 60%, Language (Italian) 25%, Rifle 75%, Track 25%.

**Mutations:** bloody projectile vomit (may target up to 5 feet away with 50% accuracy; those hit suffer 1/1D2 Sanity loss and must make a successful CON roll or spend next round retching; those hit are vulnerable to possession).

**Sanity loss:** none, 1/1D2 Sanity points when witnessing projectile vomit.

Karlheinz Haas, dockworker

**Possession:** 15 hours.

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<tr>
<td>75</td>
<td>70</td>
<td>85</td>
<td>60</td>
<td>50</td>
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</tbody>
</table>

**APP** 20  
**POW** 00*  
**EDU** 35  
**SAN** 00  
**HP** 15

DB: +1D4  
**Build:** 1  
**Move:** 10  
**MP:** 0

*100 POW for spirit-fragment

**Combat**

**Attacks per round:** 1

Brawl  70% (35/14), damage 1D3+1D4
Dodge  30% (15/6)

**Skills**

Climb 45%, Intimidate 40%, Language (German) 35%, Mechanical Repair 65%, Operate Heavy Machine 75%, Stealth 60%.

**Mutations:** long neck, suppurating sores, smells of rotting meat, three extra legs.

**Sanity loss:** 1/1D6 Sanity points to see the mutated dockworker.
Johann Caspersohn, *librarian*

Possession: 10 hours.

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<th>Value</th>
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<td>DEX</td>
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<tr>
<td>POW</td>
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<td>EDU</td>
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<tr>
<td>SAN</td>
<td>00</td>
</tr>
<tr>
<td>HP</td>
<td>10</td>
</tr>
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</table>

**DB:** 0  **Build:** 0  **Move:** 7  **MP:** 0

**Combat**

Attacks per round: 1

- **Brawl:** 70% (35/14), damage 1D3
- **Dodge:** 27% (12/5)

**Skills**

- History 45%
- Language (Ancient Greek) 25%
- Language (English) 45%
- Language (French) 65%
- Language (German) 80%
- Language (Hebrew) 40%
- Language (Latin) 35%
- Language (Yiddish) 65%
- Library Use 85%
- Listen 55%
- Occult 25%
- Persuade 40%
- Psychology 40%
- Spot Hidden 45%
- Stealth 35%

**Mutations:**
- 12 extra eyes
- Screaming faces
- Prehensile tail (2 feet long)
- Extra-long fingers (5 inches longer than normal)
- Second face

**Sanity loss:** 1/1D6 Sanity points to see the mutated librarian.

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**OTHER**

**Cassowary**

<table>
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<tr>
<th>Attribute</th>
<th>Value</th>
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<td>DEX</td>
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<td>SAN</td>
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<tr>
<td>HP</td>
<td>13</td>
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</table>

**DB:** +1D4  **Build:** 1  **Move:** 12  **MP:** —

**Combat**

Attacks per round: 1 (claw, peck)

- **Fighting:** 60% (30/12), damage 1D6+1D4
- **Dodge:** 35% (17/7)

**Skills**

- Listen 50%
- Spot Hidden 30%
- Stealth 50%

---

**CHARACTERS AND MONSTERS: DANCES OF HORROR, VICE, AND ECSTACY**

**NON-PLAYER CHARACTERS**

Assume that all statistics provided refer to the 1926 version of the non-player character (NPC), unless that person is first (or only) encountered in 1928.

**Albin Grau, 42, artist-occultist**

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<td>SAN</td>
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<tr>
<td>HP</td>
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**DB:** 0  **Build:** 0  **Move:** 8  **MP:** 16

**Combat**

- **Brawl:** 30% (15/6), damage 1D3
- **Dodge:** 30% (15/6)

**Skills**

- Art/Craft (Painting) 75%
- Cthulhu Mythos 12%
- Electrical Repair 45%
- Fast Talk 55%
- History 40%
- Language (English) 20%
- Language (French) 50%
- Language (German) 85%
- Library Use 55%
- Mechanical Repair 55%
- Occult 85%
- Psychology 50%
- Stealth 50%

**Spells:**
- Chant of Thoth
- Elder Sign
- Prinn’s Crux Ansata
- Plus 1D4 other spells of the Keeper’s choosing.

**Anita Berber, 27, priestess of depravity**

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**DB:** 0  **Build:** 0  **Move:** 9  **MP:** 32*

*Berber’s magic points have been artificially inflated through magical rituals enacted by Châtin-Hofmann, turning her into a living battery of magical energy.

**Combat**

- **Brawl:** 30% (15/6), damage 1D3
- **Dodge:** 42% (21/8)

**Skills**

- Art/Craft (Acting) 35%
- Art/Craft (Dance) 80%
- Art/Craft (Poetry) 55%
- Charm 60%
- Fast Talk 65%
- History 30%
- Language (English) 20%
- Language (French) 45%
- Language (German) 55%
- Language (Russian) 20%
- Occult 35%
- Psychology 40%
- Sleight of Hand 30%
- Stealth 40%
- Throw 45%
Henri Châtin-Hofmann, 26, dancer and dabbler

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**Combat**

- Brawl: 30% (15/6), damage 1D3
- Dodge: 37% (18/7)

**Skills**

Art/Craft (Dance) 70%, Art/Craft (Piano) 75%, Cthulhu Mythos 5%, Fast Talk 65%, Language (English) 60%, Language (German) 15%, Medicine 15%, Occult 40%, Persuade 50%, Psychology 35%, Sleight of Hand 30%, Stealth 35%.

**Spells:** The Unending Revelry (Dionysian Revels)*, Enthrall Victim.

*See Spells (page 199).

Erma Kore, 17, telephone-girl with a secret

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**Combat**

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

**Skills**

Art/Craft (Acting) 75%, Charm 75%, Disguise 50%, Fast Talk 55%, Language (Dutch) 20%, Language (English) 20%, Language (German) 50%, Listen 60%, Occult 25%, Persuade 65%, Psychology 80%, Sleight of Hand 35%, Stealth 55%, Throw 50%.

Erma Kore, 17, telephone-girl with a secret

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**Combat**

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

**Skills**

Art/Craft (Acting) 75%, Charm 75%, Disguise 50%, Fast Talk 55%, Language (Dutch) 20%, Language (English) 20%, Language (German) 50%, Listen 60%, Occult 25%, Persuade 65%, Psychology 80%, Sleight of Hand 35%, Stealth 55%, Throw 50%.

Belshazzar the Doll Maker, 90(?), Kabbalistic artisan

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**Combat**

- Brawl: 25% (12/5), damage 1D3
- Dodge: 32% (16/6)

**Skills**

Art/Craft (Doll Making) 95%, Cthulhu Mythos 8%, History 70%, Language (Ancient Greek) 35%, Language (Akkadian) 20%, Language (German) 75%, Language (Hebrew) 75%, Language (Latin) 45%, Language (Yiddish) 80%, Library Use 65%, Occult 85%, Psychoanalysis 30%, Psychology 45%.

Gregor Gregorius, 38, occult bookstore owner

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**Combat**

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

**Skills**

Appraise 35%, Archaeology 40%, Fast Talk 50%, Intimidate 65%, Language (English) 15%, Language (Enochian) 15%, Language (German) 75%, Language (Italian) 25%, Library Use 70%, Natural World 45%, Occult 85%, Psychology 65%, Spot Hidden 45%.

**Spells:** Contact Deity (Tsathoggua), Dominate, Elder Sign, Enthrall Victim, Implant Fear, Mental Suggestion, Mirror of Tarkhun Atep, Shrivelling.

Walter Andrae, 53, architect and archaeologist

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**Combat**

- Brawl: 45% (22/9), damage 1D3
- Dodge: 30% (15/6)

**Skills**

Anthropology 25%, Archaeology 75%, First Aid 45%, History 60%, Language (Akkadian) 40%, Language (Arabic) 45%, Language (English) 15%, Language (French) 65%, Language (German) 80%, Language (Sumerian) 40%, Library Use 70%, Navigate 35%, Occult 20%, Persuade 55%, Survival (Desert) 40%.

Ringverein Thug

Use this profile for any thugs, guards, and general hoodlums as needed.

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**Combat**

- Brawl: 70% (35/14), damage 1D3+1D4
- Dodge: 40% (20/8)
Skills
Climb 50%, Fast Talk 35%, Intimidate 50%, Language (German) 40%, Look Menacing 65%, Psychology 30%, Stealth 40%, Throw 50%.

CREATURES AND MONSTERS

Rabisu,
* famished cannibal residents of the Shadow City *

Use this profile for all rabisu. Their skin is a pallid gray and they are without eyes or ears; their faces are little more than gaping, lamprey-like maws ringed with jagged teeth. They sense prey by smell and vibration.

**STR** 35  **CON** 55  **SIZ** 50  **DEX** 55  **INT** 35
**APP** —  **POW** 50  **EDU** —  **SAN** —  **HP** 10
**DB:** 0  **Build:** 0  **Move:** 8  **MP:** 10

Kiss: with a successful kiss attack, the rabisu latches onto the target, draining 1D10 magic points in the following round unless the target can succeed in an opposed **POW** roll (roll each round). If magic points are drained to zero, the rabisu detaches from the unconscious target. Breaking free of a rabisu’s kiss requires a successful **STR** roll.

Kiss  80% (40/16), damage 1D10 MP drain
Claws   85% (42/17), damage 1D6
Dodge  50% (25/10)

**Skills**
Stealth 55%, Track by Scent 95%.

**Armor:** none.

**Sanity loss:** 0/1D3 Sanity points to see a single rabisu; 1/1D6 points to see a whole swarm.

Fog-Spawn, *instruments of Abyzou’s dark will*

Near invisible and shrouded in fog, these monsters are comprised of other-dimensional matter and are insubstantial in earthly terms. Though insubstantial, they might be seen momentarily in bright light as a sparkling gray cloud with thin, whip-like tentacles. Fog-spawn give off a strange odor of burning hair (noticeable when within 25 feet; 8 m) and rarely venture forth out of darkness, as they are averse to bright light.

**STR** 150  **CON** 150  **SIZ** 150  **DEX** 90  **INT** 5
**APP** —  **POW** 125  **EDU** —  **SAN** —  **HP** n/a
**DB:** n/a  **Build:** n/a  **Move:** 10  **MP:** 25

**Combat**
**Attacks per round:** 6 tentacles of mist, each with a reach of 35 feet (10.5 m)

**Fighting:** the fog-spawn inserts pliable tentacles into the nostrils and mouth of the target—up to six victims simultaneously—inflicting choking damage, which increases each round: 1 point of damage in first round, 2 points of damage in second round, 3 points of damage in third round, and so on. If the target can win an opposed **STR** roll versus the STR of the tentacles, they may break free and escape. Each tentacle has STR 25, multiplied by the number of tentacles attacking the individual; thus, if the fog-spawn performs three successful attacks on one target, the opposed roll is versus STR 75, and so on.

Investigators suffer a penalty die to all attempts to hit the monster (they must essentially make wild attacks), with fumbles meaning they have hit an ally or the fog-spawn’s victim instead.

**Insubstantial:** immune to physical attacks. Direct sunlight dispels the fog-spawn back to its native dimension (transition takes ten minutes), from whence it cannot return. Strong beams of light may cause a fog-spawn to retreat. If it can find a perpetually dark place, such as a deep sewer or a cave, the fog-spawn might stay on Earth for some time.

**Fighting** 50% (25/10), treat as surprise attack, see Fighting for damage details

**Dodge** n/a

**Skills**
Hunt for Victim 65%, Stealth 95%.

**Armor:** none—the fog-spawn is insubstantial, and nothing material can harm it. Bright light can drive it away but does not actually harm it.

**Sanity loss:** 1/1D10 Sanity points to see a fog-spawn. Automatically lose 1D8 Sanity points upon the fog-spawn’s first successful attack.

Maenads, *crazed mortal followers of Abyzou*

**STR** 75*  **CON** 75  **SIZ** 60  **DEX** 55  **INT** 25*
**APP** —  **POW** 50  **EDU** —  **SAN** —  **HP** 13*
**DB:** +1D4  **Build:** 1  **Move:** 8  **MP:** 10

*Attributes are artificially altered due to constant adrenaline rush caused by Abyzou’s influence.

**Combat**
**Attacks per round:** 2 (claw, or grab and bite)

**Fighting:** may attack twice with their bare hands, attempting to claw the flesh from opponents’ bones, or alternatively may
attempt a grab and bite fighting maneuver—roll to grab; if successful, roll to bite with a bonus die (bite bonus is applicable for each round following if target is still held). Target may break free of grab with opposed STR or DEX roll.

Claw  50% (25/10), damage 1D3+1D4
Grab (mnvr)  50% (25/10), roll to bite with bonus die
Bite  35% (17/7), damage 1D3+1D4
Dodge  27% (13/5)

Skills
Gibber and Rut 85%, Listen 40%, Spot Hidden 50%.

Abyzou,
Whore of Babylon, Mother of Abominations

STR 150  CON 265  SIZ 45  DEX 100  INT 125
APP 125  POW 175  EDU —  SAN —  HP 31
DB: +1D6  Build: 2  Move: 9  MP: 35

Combat
Attacks per round: 1 (claw, kiss)

Fighting  40% (20/8), damage 4D6+5D6
Bite  60% (30/12), damage 1D10
Dodge  25% (12/5)

Skills
Charm 100%, Inspire Others 100%, Stealth 100%.

Armor: cannot be harmed by any physical attack between sunset and sunrise. During daylight hours, may be harmed normally. Abyzou may also regenerate 1 hit point for every magic point she spends. If reduced to zero hit points, Abyzou rises in her monstrous form (see following).

Sanity loss: 0/1D4 to see Abyzou.

Abyzou’s Monstrous Form

STR 225  CON 140  SIZ 285  DEX 50  INT 65
APP —  POW 50  EDU —  SAN —  HP 42
DB: +5D6  Build: 6  Move: 7  MP: 10

Armor: 8 points of wrinkly hide. If reduced to zero hit points Abyzou exits this dimension.
Sanity loss: 1/1D10 Sanity points to see Abyzou in her monstrous form.

PHASES OF THE MOON

Because Abyzou’s complexion moves from midnight black to silvery white over the course of a lunar month, Keepers may wish to reference the following chart for phases of the moon in November 1928 for an idea of how she’ll appear on any given day.

- November 12: new moon—Abyzou appears ebon black.
- November 20: first quarter—Abyzou appears steely gray.
- November 27: full moon—Abyzou appears milky white, almost luminescent.
- December 3: third quarter—Abyzou appears steely gray.
CHARACTERS AND MONSTERS: SCHRECKFILM

NON-PLAYER CHARACTERS

Lina Desmond, 27, investigative reporter

STR 55  CON 75  SIZ 45  DEX 60  INT 60
APP 65/50*  POW 70  EDU 75  SAN 52  HP 12
DB: 0  Build: 0  Move: 9  MP: 14

*Before and after her face transferal.

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

Skills
Art/Craft (Writing) 65%, Charm 50%, Credit Rating 45%, Cthulhu Mythos 4%, Disguise 65%, Fast Talk 70%, Language (English) 20%, Language (French) 40%, Language (German) 75%, Library Use 60%, Listen 50%, Locksmith 30%, Occult 35%, Persuade 70%, Psychology 50%, Stealth 30%, Throw 40%.

Erik Jan Hanussen,
42, clairvoyant performer and psychic

STR 55  CON 55  SIZ 75  DEX 50  INT 50
APP 40  POW 90  EDU 50  SAN 90  HP 13
DB: +1D4  Build: 1  Move: 6  MP: 18

Combat
Brawl  25% (12/5), damage 1D3+1D4
Dodge  25% (12/5)

Skills
Art/Craft (Acting) 65%, Charm 50%, Fast Talk 75%, Hypnosis 75%, Language (Danish) 10%, Language (German) 50%, Language (Italian) 30%, Language (Yiddish) 45%, Occult 45%, Psychology 60%, Sleight of Hand 45%, Spot Hidden 50%.

Wolf-Heinrich Graf von Helldorff,
35, leader of the Berlin SA

STR 70  CON 65  SIZ 75  DEX 70  INT 55
APP 55  POW 60  EDU 60  SAN 50  HP 14
DB: +1D4  Build: 1  Move: 7  MP: 12

Combat
Brawl  65% (32/13), damage 1D3+1D4
Model P08 Luger  75% (37/15), damage 1D10
Dodge  50% (25/10)

Skills
Credit Rating 65%, Intimidate 70%, Language (French) 20%, Language (German) 60%, Law 40%, Occult 35%, Ride 50%, Throw 40%.

Inspector Krieg, 63, burned-out cop

STR 50  CON 30  SIZ 60  DEX 55  INT 85
APP 35  POW 65  EDU 75  SAN 55  HP 9
DB: 0  Build: 0  Move: 4  MP: 13

Combat
Brawl  45% (22/9), damage 1D3
.32 automatic  45% (22/9), damage 1D8
Dodge  40% (20/8)

Skills
Accounting 40%, Disguise 25%, Fast Talk 75%, Intimidate 55%, Language (English) 25%, Language (German) 75%, Language (Polish) 15%, Language (Russian) 20%, Law 70%, Listen 60%, Persuade 75%, Psychology 85%, Spot Hidden 85%, Stealth 45%.

Aleister Crowley, 56, occultist and struggling artist

STR 45  CON 30  SIZ 65  DEX 50  INT 85
APP 40  POW 93  EDU 80  SAN 76  HP 9

Combat
Brawl  35% (17/7), damage 1D3
Dodge  40% (20/8)

Skills
Art/Craft (Painting) 65%, Art/Craft (Poetry) 50%, Climb 75%, Cthulhu Mythos 18%, Fast Talk 70%, History 50%, Language (Ancient Greek) 45%, Language (English) 80%, Language (German) 20%, Language (Italian) 20%, Language (Latin) 65%, Language (Sanskrit) 15%, Library Use 55%, Natural World 50%, Navigate 45%, Occult 85%, Persuade 65%, Photography 40%, Psychology 75%, Survival (Mountains) 50%, Track 35%.

Spells: Guise of the Other*, plus any other spells of the Keeper's choosing.

*See Spells, page 242.
Baron Grunau, 58, occultist and filmmaker

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**Combat**
- **Brawl**: 50% (25/10), damage 1D3+1D4
- **Dodge**: 20% (10/4)

**Skills**
- Archaeology 70%
- Charm 40%
- Credit Rating 75%
- Cthulhu Mythos 27%
- Firearms (Rifle/Shotgun) 40%
- Intimidate 50%
- Language (Arabic) 40%
- Language (English) 15%
- Language (French) 40%
- Language (German) 70%
- Occult 70%

**Spells**: Call Yog-Sothoth, Contact Tsathoggua.

Wild-Boy, 17, gang member

Use this profile for all wild-boys.

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<td>8</td>
</tr>
<tr>
<td>MP:</td>
<td>10</td>
</tr>
</tbody>
</table>

**Combat**
- **Brawl**: 50% (25/10), damage 1D3 or knife 1D4 or club 1D6
- **Dodge**: 30% (15/6)

**Skills**
- Charm 40%
- Climb 60%
- Fast Talk 50%
- Intimidate 30%
- Language (German) 50%
- Psychology 35%
- Stealth 50%
- Throw 50%

Beefy Teamster

| Attribute | Value  
<table>
<thead>
<tr>
<th></th>
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</thead>
<tbody>
<tr>
<td>STR</td>
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<tr>
<td>MP:</td>
<td>16</td>
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</table>

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

ADVERSARIES AND MONSTERS

Cat-Thing, unwholesome feline

These loathsome creatures look like hairless cats, albeit with a human-like face and forepaws that resemble human hands. The Berlin coven uses its darkest arts to turn enemies and servants who fail them into cat-things, who then serve the witches faithfully. Cat-things are particularly fond of the taste of feline flesh and attack domestic cats on sight with an eye toward devouring them.

| Attribute | Value  
<table>
<thead>
<tr>
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<tbody>
<tr>
<td>STR</td>
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<td>INT</td>
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<tr>
<td>POW</td>
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</tbody>
</table>

**Char. Average**

- STR: 1D3+5
- CON: 2D6+5
- SIZ: 1D3+5
- DEX: (4D6+4)+5
- INT: 3D6
- POW: 2D6

Average Hit Points: 5
Average Damage Bonus (DB): −2
Average Build: −2
Average Move: 9
Average Magic Points: 7
Combat

**Attacks per round:** 1 (claws or teeth)

**Grab (mnvr):** cat-things attack by pouncing on their opponents, preferably from a height. They use their human-like forepaws to grab tight onto their target, granting a bonus die to bite & claw attacks on subsequent rounds as they sink in their needle-like teeth and rake with their back claws. If multiple cats grab onto a single target, they gain 2 bonus dice to subsequent attacks, per the outnumbered rule. If grabbed, a target may attempt to pull the cat-thing off with a successful STR roll.

<table>
<thead>
<tr>
<th>Skill</th>
<th>Base %</th>
<th>Bonus Die</th>
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<tbody>
<tr>
<td>Fighting</td>
<td>40%</td>
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<tr>
<td>Grab (mnvr)</td>
<td>40%</td>
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<tr>
<td>Bite &amp; Claw</td>
<td>35%</td>
<td>1</td>
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<tr>
<td>Dodge</td>
<td>45%</td>
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</table>

**Skills**

- Climb 80%, Listen 50%, Stealth 80%
- Charm 75%, Cthulhu Mythos 35%, Language (French) 50%, Language (Russian) 30%, Occult 55%, Psychology 45%

**Armor:** none, but attacks to hit a running cat-thing are made with one penalty die.
**Spells:** cat-things have a 30% chance of knowing 1D3 spells; those who knew spells in life retain that knowledge as cat-things.
**Sanity loss:** 0/1D6 Sanity points to see a cat-thing; if the cat-thing was known to the observer in life, it costs 1/1D8 Sanity points to see it.

**Coven Witch**

There are thirteen witches in Esterházy’s coven, comprised of Kitty Schmidt plus eleven Salon Kitty employees; Agnes Esterházy is the thirteenth member.

<table>
<thead>
<tr>
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<th>Value</th>
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<tbody>
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**Combat**

- **Brawl:** 35% (17/7), damage 1D3

**Skills**

- Charm 75%, Cthulhu Mythos 25%, Language (English) 20%, Language (French) 25%, Language (German) 60%, Language (Russian) 35%, Listen 45%, Occult 45%, Persuade 65%, Psychology 50%, Sleight of Hand 25%, Spot Hidden 65%, Stealth 40%, Throw 35%

**Spells:** Dominate, plus 1D3 spells of the Keeper's choosing.

---

Ágnes Esterházy, 33, countess, witch, movie star

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<tr>
<th>Attribute</th>
<th>Value</th>
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<td>Build: Move:</td>
<td>—: 9, MP: 15</td>
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**Combat**

**Attacks per round:** 1

**Fighting:** as she is non-corporeal, the countess can engage in combat only through her ability to wield magic.

- **Brawl:** 25% (12/5), damage as per the Spectral Razor spell*

**Skills**

- Art/Craft (Acting) 60%, Charm 75%, Cthulhu Mythos 35%, Language (French) 50%, Language (English) 40%, Language (German) 50%, Language (Hungarian) 60%, Language (Russian) 30%, Occult 85%, Persuade 55%, Psychology 45%

**Armor:** none, she is immune to physical attacks and can be destroyed only by burning the strip of film in which her life essence is “recorded.”

**Spells:** Curse of the Cat-thing*, Dominate, Dread Curse of Azathoth, Elder Sign, Mindblast, Power Drain*, Spectral Razor*, Stop Heart*, Wither Limb

**Sanity loss:** 0/1D6 Sanity points to see Ágnes Esterházy, a three-dimensional film projection.

*See Spells, page 242.

Vengeful Corpse

<table>
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<tr>
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**Combat**

**Attacks per round:** 1 (claw, bite)

**Fighting:** 30% (15/6), damage 1D3+1D4

**Dodge:** Lacking volition, this is not an option

**Armor:** major wounds delivered to the body will result in loss of a limb. Otherwise, ignore damage except to the head (one penalty die on rolls to target the head).

**Sanity loss:** 0/1D8 Sanity points to see a vengeful corpse.
Skeletons
STR 50 CON — SIZ 65 DEX 50 INT 50
APP — POW 5 EDU — SAN — HP n/a
DB: 0 Build: 0 Move: 7 MP: 1

Combat
Attacks per round: 1 (claw, bite)

Resistant to Harm: dried bones are fairly brittle, snapping and splintering easily from a heavy blow; however, no area of a skeleton is more vulnerable than any other. Any blow striking a skeleton has a chance of destroying it equal to or less than the damage done × 5 (as rolled on 1D100). For example, if an axe hit a skeleton and did 8 points of damage, there would be a 40% chance of destroying the skeleton by shattering it. Unless the skeleton shatters, it remains totally undamaged. Apply one penalty die on attacks made with an impaling weapon (including bullets), since much of the target is simply air.

Claw 45% (22/9), damage 1D3
Dodge 30% (15/6)

Armor: resistant to harm (see above).
Sanity loss: 0/1D6 Sanity points to see a skeleton.