

THE CHILDREN OF FEAR

A 1920s CAMPAIGN ACROSS ASIA

KEEPER REFERENCE PACK

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CHAPTER I

NON-PLAYER CHARACTERS

Wang Enlai, age 52,
professor of archaeology and anthropology

STR 55 CON 50 SIZ 55 DEX 50 INT 75
APP 45 POW 55 EDU 85 SAN 55 HP 10
DB: 0 Build: 0 Move: 6 MP: 11 Luck: —

Combat

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

Skills

Anthropology 66%, Appraise 65%, Archaeology 66%, Art/Craft (Poetry) 55%, Credit Rating 60%, History 85%, Library Use 80%, Listen 60%, Persuade 70%, Psychology 75%, Spot Hidden 75%.

Languages: Chinese (Own) 90%, English 61%.

Chinese Soldier, ages 14–21

Nine young recruits of the Chihli Clique, who believe wholeheartedly in General Wu Pei-fu or who just needed a job to escape their family's poverty. These soldiers are far from the most elite, and their equipment is outdated by Western standards (although the General's army is better supplied than most). Many have served in the various clique wars over the last few years.

A lone sergeant, Hsu Te-Chu'an, accompanies the nine infantrymen—replace the Mauser M1888 rifle with a .45 Mauser Broomhandle M1912 pistol, damage 1D10+2.

STR 60 CON 60 SIZ 55 DEX 70 INT 55
APP 70 POW 60 EDU 40 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 12 Luck: —

Combat

Brawl 55% (27/11), damage 1D3
Ma-tao Saber 50% (25/10), damage 1D8+1
M1888 bolt-action rifle 55% (27/11), damage 1D6+1
Dodge 60% (30/12)

Skills

Climb 40%, First Aid 45%, Intimidate 55%, Listen 40%, Mechanical Repair 35%, Spot Hidden 45%, Stealth 45%, Survival (Plains) 40%.

Languages: Chinese (Own) 40%.

- **Description:** decked out in their gray cotton uniforms, the soldiers range from boys to young men. All have close-cropped black hair.
- **Traits:** full of youthful bravado.

Driver, ages 20–23

It's hard to know what favors Prof. Wang called in to get these chauffeurs for the trip to Sian, but some appear to be professional drivers (and so are probably on the staff of wealthy university patrons or local businessmen), whereas others seem to be on loan from the China Geological Survey (and may have borrowed the vehicles from the CAE too).

For the two military drivers—substitute Intimidate for Fast Talk, Firearms (Handgun) for Language (English), and Dodge for Persuade.

STR 55 CON 70 SIZ 65 DEX 60 INT 70
APP 65 POW 65 EDU 60 SAN 65 HP 13
DB: 0 Build: 0 Move: 7 MP: 13 Luck: —

Combat

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

Skills

Drive Auto 65%, Electrical Repair 50%, Fast Talk 55%, Listen 50%, Mechanical Repair 50%, Navigate 60%, Persuade 60%, Spot Hidden 50%.

Languages: Chinese (Own) 60%, English 31%.

- **Description:** depending on their background, the drivers are either in smart livery as befits a professional chauffeur, or in smart, but well-worn, shirt and trousers (as befits a driver who usually goes on archaeological expeditions out into the desert).
- **Traits:** putting on a brave face (not exactly the sort of driving or clientele they're used to) or cheerfully enthusiastic about the trip to Sian (it's better than the Gobi, and that's no mistake!).

CHAPTER 2

NON-PLAYER CHARACTERS

Prof. Thaddeus Johnson, age 63, traveling academic

STR 70 CON 65 SIZ 60 DEX 65 INT 80
APP 50 POW 55 EDU 90 SAN 55 HP 12
DB: +1D4 Build: 1 Move: 6 MP: 11 Luck: —

Combat

Brawl 25% (12/5), damage 1D3+1D4
Colt M1873 revolver 40% (20/8), damage 1D10+2
Dodge 35% (17/7)

Skills

Appraise 65%, Art/Craft (Chinese Calligraphy) 55%, Credit Rating 45%, History (Chinese Literature) 85%, Library Use 70%, Occult 15%, Persuade 50%, Psychology 40%, Spot Hidden 65%.

Languages: Chinese 81%, English (Own) 90%, Sanskrit 81%.

Sai Na, age 46, graverobber and gewgaw peddler

STR 55 CON 45 SIZ 60 DEX 60 INT 50
APP 45 POW 90 EDU 45 SAN 90 HP 10
DB: 0 Build: 0 Move: 6 MP: 18 Luck: —

Combat

Brawl 25% (12/5), damage 1D3
Dodge 45% (22/9)

Skills

Appraise 50%, Art/Craft (Forgery) 50%, Art/Craft (Sculpture) 40%, Credit Rating 10%, Fast Talk 50%, Listen 40%, Persuade 50%, Psychology 50%, Spot Hidden 50%.

Languages: Chinese (Own) 45%, English 25%.

Shen Chu, age 13–14, urchin and thief

STR 25 CON 20 SIZ 25 DEX 70 INT 75
APP 40 POW 50 EDU 30 SAN 50 HP 4
DB: -2 Build: -2 Move: 8 MP: 10 Luck: 25

Combat

Brawl 55% (27/11), damage 1D3-2
Dodge 65% (32/13)

Pulp Talent:

- **Keen Vision:** gains a bonus die to Spot Hidden rolls.

Skills

Appraise 45%, Climb 40%, Fast Talk 65%, Navigate 50%, Sleight of Hand 50%, Spot Hidden 65%, Stealth 65%.

Languages: Chinese (Own) 31%, English 16%.

Mi Han, age 47, caravan outfitter and merchant

STR 65 CON 60 SIZ 65 DEX 70 INT 75
APP 50 POW 50 EDU 66 SAN 50 HP 12
DB: +1D4 Build: 1 Move: 7 MP: 10 Luck: —

Combat

Brawl 45% (22/9), damage 1D3+1D4
Dodge 25% (12/5)

Skills

Accounting 55%, Animal Handling 35%, Appraise 55%, Charm 55%, Credit Rating 40%, Listen 50%, Persuade 60%, Psychology 60%, Ride 55%, Spot Hidden 65%.

Languages: Chinese (Own) 66%, English 51%.

Mi Hu, age 22, caravan leader

STR 50 CON 75 SIZ 50 DEX 50 INT 65
APP 70 POW 50 EDU 65 SAN 50 HP 12
DB: 0 Build: 0 Move: 8 MP: 10 Luck: —

Combat

Brawl 45% (22/9), damage 1D3
or knife, damage 1D4+2
Hanyang 88 bolt-action rifle 45% (22/9), damage 1D6+1
Dodge 45% (22/9)

Skills

Animal Handling 45%, Charm 65%, Navigate 40%, Persuade 40%, Psychology 50%, Ride 45%, Spot Hidden 55%, Survival (Desert) 45%.

Languages: Chinese (Own) 65%, English 31%.

Demyan Ilarivich Babanin,
age 28, exiled author and translator

STR 55 CON 70 SIZ 55 DEX 40 INT 85
APP 60 POW 65 EDU 75 SAN 65 HP 12
DB: 0 Build: 0 Move: 8 MP: 13 Luck: —

Combat

Brawl 50% (25/10), damage 1D3
Nagant M1895 revolver 50% (25/10), damage 1D8
Dodge 25% (12/5)

Skills

Art/Craft (Literature) 55%, Charm 65%, History 55%,
Library Use 70%, Occult 25%, Psychology 70%, Survival
(Desert) 40%.

Languages: Chinese 51%, English 46%, French 51%,
Russian (Own) 75%.

Porters, ages 18–40, experienced caravan staff

Mi Han's porters are practically part of the family—in
fact, most of their kin have worked for the Mi family for
generations. Some are Hui Muslims, some are Buddhists,
while others are Mongolian.

STR 85 CON 90 SIZ 70 DEX 50 INT 50
APP 45 POW 55 EDU 55 SAN 55 HP 16
DB: +1D4 Build: 1 Move: 8 MP: 11 Luck: —

Combat

Brawl 55% (27/11), damage 1D3+1D4
or knife, damage 1D4+2+1D4
Hanyang 88 bolt-action rifle 50% (25/10), damage 1D6+1
Dodge 25% (12/5)

Skills

Animal Handling 65%, First Aid 50%, Natural World 30%,
Navigate 65%, Ride 50%, Survival (Desert) 55%, Throw
50%, Track* 60%.

Languages: Own (varies; Chinese, Mongolian, Turki) 55%.

**For the caravan's cook, Yeh Hong, replace Track with Art/Craft
(Cooking).*

- **Description:** burly Chinese and Mongolian porters, hired
by Mi Han for their trustworthiness and their families'
long-standing associations. While usually dressed in simple
Chinese-style clothing and warm hats, they also carry furs
for when the weather gets colder.
- **Traits:** deferential, tough, and not to be messed with.

Langdon Warner,
age 42, adventurer and explorer

STR 70 CON 65 SIZ 70 DEX 70 INT 85
APP 65 POW 70 EDU 85 SAN 70 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 14 Luck: —

Combat

Brawl 50% (25/10), damage 1D3+1D4
.45 automatic pistol 55% (27/11), damage 1D10+2
Dodge 50% (25/10)

Skills

Appraise 60%, Archaeology 65%, Bow 60%, History (Art)
75%, Intimidate 65%, Library Use 60%, Navigate 50%,
Persuade 60%, Science (Chemistry) 20%, Spot Hidden 65%,
Survival (Desert) 40%.

Languages: Chinese 51%, English (Own) 85%, Japanese 51%.

Wang Yuanlu,
age 75, temple guardian and restorer

STR 30 CON 55 SIZ 40 DEX 40 INT 50
APP 45 POW 65 EDU 30 SAN 65 HP 9
DB: -1 Build: -1 Move: 4 MP: 13 Luck: —

Combat

Brawl 25% (12/5), damage 1D3-1
Dodge 20% (10/4)

Skills

Art/Craft (Painting) 11%, Art/Craft (Sculpture) 11%,
History 55%, Listen 50%, Lore (Taoism) 51%, Navigate
40%, Persuade 70%, Psychology 40%, Rifle 25%, Survival
(Desert) 40%.

Languages: Chinese (Own) 51%.

Tenzin Kalsang, true age unknown, saintly lama

STR 65 CON 60 SIZ 50 DEX 60 INT 85
APP 70 POW 100 EDU 70 SAN 80 HP 11
DB: 0 Build: 0 Move: 9 MP: 20 Luck: 55

Combat

Fighting: although he carries both a *khatvanga* and a *katari*, Tenzin Kalsang does not engage in acts of violence unless they are part of a ritual—where such activity is purely symbolic and not intended to cause actual harm—or if he considers them to be compassionate in nature (see **Compassionate Violence** box, nearby).

Brawl	25% (12/5), damage 1D3 or <i>katari</i> , damage 1D4+2
Khatvanga	25% (12/5), damage 1D8+1
Dodge	30% (15/6)

Pulp Talents

- **Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).
- **Resilient:** may spend Luck points to shrug-off Sanity loss, on a one-for-one basis.

Skills

Art/Craft (Instruments) 65%, Art/Craft (Painting) 65%, Charm 65%, First Aid 60%, History 60%, Listen 65%, Lore (Buddhism) 60%, Natural World 45%, Navigate 70%, Occult 60%, Persuade 70%, Psychology 60%, Ride 70%.

Languages: Other (any) 51%, Tibetan (Own) 70%.

Spells

Any non-Mythos spells the Keeper deems appropriate, such as Cloud Memory, *Empty Mind*, Fleetness of Foot*, Flesh Ward, Healing*, *Journey to the Other Side*, *Levitate*, *Restorative Meditation*, Sword Siddhi*, Telepathy*, *Wandering Soul*, Warmth of Mind*, or Words of Power.

*See *Appendix B*.

CREATURES AND MONSTERS

Kueitzumen, faithful servants of the dead

	average	rolls
STR	17	(1D6)×5
CON	25	(1D3+3)×5
SIZ	15	15
DEX	50	(3D6)×5
INT	25	(1D3+3)×5
POW	17	(1D6)×5

Average Hit Points: 3–5

Average Damage Bonus: –2

Average Build: –2

Move: 9

Combat

Attacks per round: 1 (knife and other weapons)

Small and fragile, the kueitzumen are easily damaged, meaning that they prefer to run rather than fight; however, in their spectral form, complete with arms, they can wield small weapons, such as knives.

Fighting	25% (12/5), damage 1D3–2 (min 1) or small knife, damage 1D4–2
Dodge	55% (27/11)

Armor: none; any damage incurred by a kueitzu returns it immediately to its terracotta form, broken in the location it received the hit that sent it to its final rest. Once broken, a kueitzu cannot reanimate, even if repaired.

Sanity Loss: 0/1D6 Sanity points to encounter a kueitzu.

Mule

Use the horse statistics found in the *Call of Cthulhu: Keeper Rulebook*, page 338.

Camel

STR 160 CON 65 SIZ 185 DEX 50 INT —
APP — POW 50 EDU — SAN — HP 25
DB: +3D6 Build: 4 Move: 11 MP: — Luck: —

Combat

Attacks per round: 1 (kick, bite)

Slightly larger than a horse, the camel is known for its propensity to kick and bite, as well as its alarming habit of spitting at anyone it takes a dislike to.

Fighting	30% (15/6), damage 1D8 + DB
Spit	40% (20/8), penalty to social skill rolls until spit is wiped off
Dodge	25% (12/5)

Armor: 1-point tough hide.



SAMPLE KUEITZUMEN

Human figurines were not the only types of *yung* found in Han tombs. Miniature dogs, sheep, pigs, camels, horses, cows, and even chickens were all included, meaning that, if the Keeper desires, the investigators may face a range of shrunk tomb guardians, not just the kuezumen. Simply adjust the relevant statistics for each creature to one-third of the average value stated in their description, although their DEX should remain as is.

	1	2	3	4	5	6
STR	20	5	30	10	15	20
CON	30	30	30	20	25	25
SIZ	15	15	15	15	15	15
DEX	60	50	35	50	45	55
INT	30	20	30	25	20	20
POW	30	15	15	10	30	25
HP	4	4	4	3	4	4
DB	-2	-2	-2	-2	-2	-2
Build	-2	-2	-2	-2	-2	-2
Move	9	9	9	9	9	9
MP	6	3	3	2	6	5



CHAPTER 3

NON-PLAYER CHARACTERS

Hasina Moiz, age 18, terrified cannibal

STR 50 CON 85 SIZ 45 DEX 80 INT 75
 APP 75 POW 55 EDU 30 SAN 45 HP 13
 DB: 0 Build: 0 Move: 9 MP: 11 Luck: —

Combat

Brawl 25% (12/5), damage 1D3
 Dodge 40% (20/8)

Skills

Art/Craft (Dance) 40%, Art/Craft (Sing) 30%, Climb 30%, History 45%, Jump 40%, Natural World 40%, Spot Hidden 45%, Stealth 40%, Survival (Mountain) 40%.

Languages: English 20%, Hindustani 50%, Shina (Own) 60%.

- **Description:** while previously an attractive young woman, Hasina has been warped by her ordeal. Her steel-gray eyes are now wide with fear, and her face distorted with self-loathing and madness. Her clothing is torn and filthy, and she has a nasty-looking gash on one temple.
- **Traits:** Hasina used to be a happy, intelligent young woman, but is now convinced she died as a result of Ziab Ali's attack and believes she has returned as a pisacha, cursed to feast on the dead for eternity thanks to her improper burial. In game terms, she is currently suffering from an indefinite insanity which, given time, could probably be cured.



GENERIC VILLAGERS/TOWNSFOLK

Sample profiles are provided here for six villagers/townsfolk. If they are used in **The Rat King** optional encounter, these human devotees are descended from the murine monarch (**Rat King**, page 146). The men keep their monthly offerings to the Rat King a secret from the rest of Khotan, as they know their *imam* is unlikely to approve.

If used instead for **The Giantess Reborn** optional encounter (page 111), Villager #1 represents the headman, Atif Baig, while Villager #2 represents Ziab Ali. All of the village men in this encounter wear a cream-colored *khoi*, the traditional wool hat of the Gilgit region.

	1	2	3	4	5	6
STR	60	50	55	55	65	55
CON	60	55	45	50	55	50
SIZ	65	60	50	45	65	60
DEX	60	65	50	65	55	60
INT	65	60	55	55	60	65
APP	50	60	45	55	40	55
POW	60	50	35	45	55	65
EDU	55	40	60	40	45	50
SAN	60	50	35	45	55	65
HP	12	11	9	9	12	11
DB	+1D4	0	0	0	+1D4	0
Build	1	0	0	0	1	0
Move	7	8	8	9	8	8
MP	12	10	7	9	11	13

Combat

Attacks per round: 1

Brawl 35% (17/7), damage 1D3 + DB
Dodge 35% (17/7)

Skills

Climb 35%, Jump 30%, History 65%, Listen 45%, Navigate 55%, Persuade 45%, Psychology 45%, Spot Hidden 45%, Stealth 45%, Survival (Desert/Mountain; as appropriate) 50%.

Languages:

- Villagers in the Tarim Basin: Chinese 60%, English 30%, Turki (Own) 60%
- Villagers in the mountains: English 30%, Hindustani 60%, Shina (Own) 60%.



Robert Frederick Moorcroft,
age 51, British civil servant

STR 70 CON 70 SIZ 70 DEX 85 INT 90
APP 55 POW 65 EDU 70 SAN 65 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 13 Luck: —

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 42% (21/8)

Skills

Appraise 65%, Archaeology 61%, History (Gandhara) 65%,
Library Use 75%, Lore (Buddhism) 45%, Occult 30%,
Persuade 60%, Spot Hidden 65%.

Languages: English (Own) 70%, Hindustani 41%,
Kharoshthi 31%, Sanskrit 36%.

Suraj Dhar, age 46, museum curator

STR 50 CON 50 SIZ 75 DEX 50 INT 70
APP 65 POW 60 EDU 80 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 6 MP: 12 Luck: —

Combat

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

Skills

Accounting 55%, Appraise 65%, Archaeology 65%, History
55%, Library Use 65%, Occult 40%, Persuade 50%, Ride
55%, Spot Hidden 65%.

Languages: English (Own) 80%, Hindustani (Own) 80%,
Sanskrit 41%.

Isminder Veer Singh, age 24, policeman

STR 75 CON 65 SIZ 75 DEX 50 INT 90
APP 60 POW 65 EDU 60 SAN 65 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: —

Combat

Brawl 65% (32/13), damage 1D3+1D4
or kirpan (knife), damage
1D4+2+1D4
Webley service revolver 60% (30/12), damage 1D10
Dodge 45% (22/9)

Skills

First Aid 50%, Intimidate 60%, Law 40%, Persuade 65%,
Psychology 65%, Ride 45%, Spot Hidden 65%, Throw 40%.

Languages: English (Own) 60%, Hindustani (Own) 60%,
Pashto 51%.

CREATURES AND MONSTERS

Rat King, sorcerous guardian of Khotan

The Rat King is a bizarre hybrid creature, with the body of a man and the head of a giant rat. Upon its head rests a golden headband studded with glistening jewels (**Diadem of the Rat King**, below). He was once a great and noble sorcerer revered as a god in ages past by rats and humans alike, but his power has diminished somewhat over the ages since he first made his dark pact with the desert's rats in return for their help.

As with all legends, there is a grain of truth in the story of the rats' defense of Khotan from the invading Huns, but it came at a cost to the locals. A village wise man, a kindly soul desperate to prevent the massacre and enslavement of his people, approached the rats and asked for their aid. The rats agreed to protect Khotan, but at a price. First, the wise man had to agree to the creation of a number of lieutenants to lead the rats, with a number of the villagers becoming possessed by the spirits of the dead, transforming them into rat-things. Secondly, when the fighting was over and the people of Khotan were saved, the wise man must agree to becoming the rats' ruler for all eternity. Left with little choice, his mind already tainted with blasphemous magics, the wise man agreed and so was later transformed into the rat-headed ruler, in part by the power of the jeweled headband he wears (an ancient artifact unearthed by the rats).

Another part of the deal, still observed by the wise man's descendants, is the ritual feeding of the rats and the creation of new lieutenants when old ones die. As long as the Rat King exists, the rats of Khotan protect the oasis town, but should the Rat King die, all bets are off and Khotan's protection ceases to exist.

Diadem of the Rat King

A golden band encrusted with emeralds, sapphires, and diamonds, the diadem grants immortality to its wearer (as long as it is worn). Should the diadem be removed, the effect lapses and the wearer is no longer immortal; aging resumes as normal from the point at which the diadem was taken off.

Rat King

STR 70 CON 95 SIZ 70 DEX 85 INT —
 APP — POW 120 EDU — SAN — HP 18
 DB: +1D4 Build: 1 Move: 8 MP: 24 Luck: —

Combat

Attacks per round: 1 (claw, bite)

Uses claws and bite, but prefers to leave combat to its rack packs and rat-things.

Fighting 45% (22/9), damage 1D3+1D4
 Dodge 45% (22/9)

Skills

Dodge 50%, Jump 70%, Listen 50%, Psychology 60%, Stealth 70%.

Languages: Chinese 45%, Gandhari 60%, Khotanese (Own) 60%.

Armor: none.

Spells: Bind Rat*, *Charm Rat*, *Command Rat*, Contact Rat-thing, *Curse of the Rat Thing*, Evil Eye, *Lame/Heal Animal*, Warding the Eye*.

Sanity Loss: 1/1D6 Sanity points to encounter the Rat King.

*See *Appendix B*.

Rat-Things, lieutenants of the Rat King

**Rat-thing 5* is the transformed Miss Abernathy; realizing who she is incurs a higher Sanity point loss (1/1D6+2), even though it is unlikely that the investigators know her personally.

	1	2	3	4	5*	6
STR	15	10	5	15	10	5
CON	10	20	45	35	40	20
SIZ	5	5	5	5	5	5
DEX	95	85	85	115	70	115
INT	55	55	80	45	65	75
POW	45	35	15	25	30	20
HP	4	4	5	4	4	4
DB	-2	-2	-2	-2	-2	-2
Build	-2	-2	-2	-2	-2	-2
Move	9	9	8	9	9	8
MP	9	7	3	5	6	4

Combat

Attacks per round: 1 (bite, tear)

Rat-things attack by climbing the legs or clothes of human opponents or by dropping down from ceilings. Once an attack succeeds, the rat-thing clings to its target and keeps on biting. Tearing away a rat-thing requires a successful STR or Fighting (Brawl) roll, and costs the unfortunate victim an additional 1D3 hit points.

Fighting 35% (17/7), damage 1D4-2
 Dodge 45% (22/9)

Skills

Dodge 45%, Listen 50%, Stealth 75%.

Languages: Chinese 30%, Gandhari 30%, Khotanese (Own) 40%.

Armor: none, but attacks to hit a running rat-thing are made with one penalty die.

Sanity Loss: 0/1D6 Sanity points to encounter a rat-thing; however, if the rat-thing was known to the observer in life, the sight of their former friend or colleague costs them 1/1D6+2 Sanity points.

Rat Pack

	1	2	3	4	5*	6
STR	50	45	30	40	50	40
CON	70	40	35	60	60	50
SIZ	25	50	35	30	30	50
DEX	70	75	75	90	75	95
POW	50	50	45	35	85	90
HP	9	9	9	9	9	10
DB	-1	0	-1	-1	-1	0
Build	-1	0	-1	-1	-1	0
Move	9	8	8	9	9	8

Combat

Attacks per round: 1 (bite, claw, or overwhelm)

Overwhelm (mnvr): as a pack they may assault and overwhelm an individual using the maneuver rules. Because of their numbers they gain one bonus die on the attack. Such an attack would involve swarming over the target, biting and scratching as they do so.

Fighting 40% (20/8), damage 1D3
 Overwhelm (mnvr) 40% (20/8), damage 2D6
 Dodge 42% (21/8)

Armor: none.

Asiatic Black Bear, *opportunistic scavenger*

STR 90 CON 60 SIZ 100 DEX 60 INT —
APP — POW 60 EDU — SAN — HP 16
DB: +1D6 Build: 2 Move: 12 MP: — Luck: —

Combat

Attacks per round: 2 (claws and bite)

Brawl 40% (20/8), damage 1D3+1D6
Dodge 25% (12/5)

Skills:

Climb 60%, Listen 75%, Scent Prey 70%.

Armor: 3-point fur and gristle.

Yak, *beast of burden*

STR 170 CON 100 SIZ 185 DEX 35 INT —
APP — POW 35 EDU — SAN — HP 28
DB: +3D6 Build: 4 Move: 7 MP: — Luck: —

Combat

Attacks per round: 1

Broad, stocky, and powerful, wild yaks tend to charge their foes with the intention of either goring them or trampling them.

Fighting 40% (20/8), damage 2D6 + DB
Dodge 25% (12/5)

Armor: 4-point tough hide and solid muscle.



WALKING PORTRAITS, ANIMATED ART

	Human	Horse	Goat	Dog	Camel
STR	50	105	30	10	110
CON	55	40	15	15	40
SIZ	65	90	25	10	110
DEX	55	15	45	20	15
POW	50	15	10	10	15
HP	12	13	4	3	15
DB	0	+1D6	-2	-2	+2D6
Build	0	2	-2	-2	3
Move	7	12	11	12	11
Attack	Fists or weapon	Kick or bite	Butt or kick	Bite	Kick or bite
Damage	1D3 or as per weapon wielded	1D8+1D6	1D6-2	1D6	1D8+2D6

Combat

Attacks per round: 1 (varies)

Human portraits fight with whatever weapon they were painted with, such as a sword or bow; if they have no weapon, then they use their bare hands. Animal portraits attack with their "natural" weapons.

Fighting 30% (15/6), damage as per table (above)
Dodge 30% (15/6)

Sanity Loss: 0/1D4 Sanity points to encounter a walking portrait.



Pisachas, ghoulish subspecies

	Average	Roll
STR	80	$(3D6+6) \times 5$
CON	65	$(2D6+6) \times 5$
SIZ	65	$(2D6+6) \times 5$
DEX	65	$(2D6+6) \times 5$
INT	65	$(2D6+6) \times 5$
POW	65	$(2D6+6) \times 5$

Average Hit Points: 13

Average Damage Bonus: +1D4

Average Build: 1

Average Magic Points: 13

Move: 9

Stench: a pisacha's revolting odor automatically triggers a CON roll whenever it is encountered: failure indicates the victim has succumbed to a bout of vomiting, causing them to act last in the current round. If there is no pisacha present and only the odor remains, failure triggers a gag reflex.

Combat

Attacks per round: 3 (claws, bite)

Pisachas, like their ghoulish cousins, have the usual range of unarmed attacks open to humanoids. They possess filthy, razor-sharp claws that can slice through human flesh. Wounds caused by a pisacha's claws may become diseased if not treated (a failed CON roll).

Bite and hold (mnvr): if the pisacha's bite strikes home, it hangs on (instead of using its claw attacks) and worries the victim with its fangs, continuing to deal 1D4 damage automatically per round. A successful opposed STR roll dislodges the pisacha, breaking its hold and ending the ongoing bite damage.

Fighting	40% (20/8), damage 1D6 + DB
Bite and hold (mnvr)	40% (20/8), damage 1D4 per round
Dodge	40% (20/8)

Skills

Climb 85%, Jump 75%, Listen 70%, Spot Hidden 50%, Stealth 70%.

Languages: Other (as appropriate) 16%, Own (as appropriate) 30%, Pisacha 50%.

Armor: firearms and projectiles deal half rolled damage (round down).

Spells: 15% chance that a pisacha knows 1D4 spells of the Keeper's choosing.

Sanity Loss: 0/1D6 Sanity points to encounter a pisacha.

SIX SAMPLE PISACHAS

	1	2	3	4	5	6
STR	80	90	65	80	95	80
CON	85	85	60	70	90	70
SIZ	50	70	65	75	60	70
DEX	65	80	65	80	45	65
INT	70	45	65	65	75	55
POW	80	55	75	85	70	75
HP	13	15	12	14	15	14
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1
Move	9	9	8	9	8	8
MP	16	11	15	17	14	15

CHAPTER 4

NON-PLAYER CHARACTERS

Aghor Kalidasji, age 99, tantric ascetic

STR 50 CON 55 SIZ 70 DEX 50 INT 80
APP 20 POW 85 EDU 70 SAN 55 HP 12
DB: 0 Build: 0 Move: 6 MP: 17 Luck: 45

Combat

Brawl 25% (12/5), damage 1D3
 or knife 1D4+2
Dodge 45% (22/9)

Pulp Talents

- **Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).
- **Scary:** reduces difficulty level by one or gains bonus die (at Keeper's discretion) to Intimidate rolls.

Skills

Cthulhu Mythos 30%, History 65%, Intimidate 65%, Listen 60%, Lore (Hinduism) 65%, Natural World 50%, Occult 60%, Psychology 60%, Spot Hidden 60%, Throw 50%.

Languages: English (Own) 70%, Hindustani (Own) 70%, Sanskrit 51%.

Spells: Bless, Cause Disease*, *Cleansing Ritual*, Curse*, *Demon Senses*, *Detect Enchantment*, *Dismiss Spirit*, *Earthly Serenity*, *Empty Mind*, *Endurance Chant*, Evil Eye, *Food of Life*, Healing*, *Nybhargo Dirge*, Summon/Bind Scorpion Demon*, *Wandering Soul*, Warding the Eye*.

*See *Appendix B*.

Sanjit Chopra, age 32, hospital cleaner

STR 90 CON 65 SIZ 55 DEX 65 INT 80
APP 70 POW 55 EDU 30 SAN 55 HP 12
DB: +1D4 Build: 1 Move: 9 MP: 11 Luck: —

Combat

Brawl 55% (27/11), damage 1D3+1D4
Dodge 60% (30/12)

Skills

First Aid 60%, Intimidate 55%, Listen 60%, Occult 25%, Persuade 60%, Psychology 60%, Spot Hidden 60%, Stealth 60%.

Languages: English (Own) 50%, Hindustani (Own) 50%.

CREATURES AND MONSTERS

Scorpion Demon, *arachnid terror*

STR 110 CON 100 SIZ 80 DEX 50 INT —
APP — POW 80 EDU — SAN — HP 18
DB: +1D6 Build: 2 Move: 8 MP: 16 Luck: —

Terton: scorpion demons are sensitive to the power given off by sacred and magical texts and, if so instructed, can lead their summoner to such items provided they are within a radius of 80 yards from where the summoning ritual took place.

Combat

Attacks per round: 3 (pincers and stinger)

Attacks twice with its pincers (or performs one grab) and once with its stinger per round. It can strike up to three separate victims, as long as the all the targets are within close range of one another. Summoned scorpion demons are sufficiently intelligent to follow straightforward commands and defend their summoner against a variety of worldly and otherworldly threats, if properly bound. If the binding fails, the scorpion demon attacks once with its stinger and then leaves.

Stinger Poison: if hit by the scorpion demon's stinger, the victim should make an Extreme CON roll, with success halving the poison damage (half of 1D10, round down), although they still suffer 1D3 damage from the hit; otherwise, the poison and hit combined inflict 1D10+1D3 damage.

Grab (mnvr): as an alternative to inflicting damage with its two pincers, the scorpion demon may grab a target and pull them to its 9 mouths to eaten for 3D3+DB damage.

Fighting 45% (22/9), damage 1D6+DB
 (pincer) or 1D3+1D10 poison
damage (stinger)
Grab (mnvr) 45% (22/9), damage 3D3+DB
Dodge 35% (17/7)

Armor: 3-point chitinous scale armor.

Sanity Loss: 0/1D6 Sanity points to encounter a scorpion demon.



SKELETONS, DANCING DEAD

	1	2	3	4	5	6
STR	60	60	70	60	80	60
CON	—	—	—	—	—	—
SIZ	65	70	85	75	50	50
DEX	65	55	40	70	50	70
INT	45	75	70	45	65	35
POW	05	05	05	05	05	05
HP	—	—	—	—	—	—
DB	+1D4	+1D4	+1D4	+1D4	+1D4	0
Build	1	1	1	1	1	0
Move	8	7	7	7	8	9
MP	1	1	1	1	1	1

Resistant to Harm: any blow striking a skeleton has a chance of destroying it equal to or less than the damage done multiplied by 5 (as rolled on 1D100). Apply one penalty die on attacks made with an impaling weapon (including bullets).

Combat

Attacks per round: 1 (club or sword)

Animated skeletons use weapons rather than attacking unarmed, perhaps because they shatter so easily.

Fighting 45% (22/9), damage 1D3+DB,
or club/sword 1D6+DB
Dodge 30% (15/6)

Armor: none; resistant to harm (see above).

Sanity Loss: 0/1D6 Sanity points to see an animated skeleton.



Shri Chitipati,
Lord and Lady of the Charnel Grounds

STR 90 CON — SIZ 95 DEX 80 INT —
APP — POW 100 EDU — SAN — HP —
DB: 0 Build: 0 Move: 7 MP: 20 Luck: —

Combat

Attacks per round: 1 (club)

The Lord attacks with a corpse club, as does the Lady (whose flowering head of grain transforms into another corpse club as soon as soon as she is engaged).

Resistant to Harm: once manifested in corporeal form, the Lord and Lady's dried bones are relatively brittle, meaning that they are likely to shatter if hit with a heavy blow from a blunt weapon, which forces them to return from whence they came. Any blow striking either the Lord or the Lady has a chance of destroying the entity: multiply the damage dealt by 5 and then roll 1D100; if the roll is equal to or below the multiplied damage, the Lord or Lady is destroyed. For example, if the Lord or Lady were hit by a club for 6 points of damage, there would be a 30% chance that the blow would splinter their bones completely, thus destroying them. If the multiplied damage roll fails, they remain totally undamaged. One penalty die should be applied to all attacks made with an impaling weapon (including bullets), since much of the target is simply air.

Fighting 55% (27/11), damage 1D8
Dodge 40% (20/8)

Skills

Art/Craft (Dance) 90%.

Armor: none; resistant to harm (see above).

Sanity Loss: 1/1D8 Sanity points to see the Shri Chitipati.
Chapter 5

CHAPTER 5

NON-PLAYER CHARACTERS

Yonten Phuntsok,
age 65, head monk at Derge Parkhang

STR 60 CON 60 SIZ 55 DEX 55 INT 85
APP 55 POW 75 EDU 70 SAN 75 HP 11
DB: 0 Build: 0 Move: 5 MP: 15 Luck: —

Combat

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

Skills

Accounting 55%, Art/Craft (Painting) 55%, Art/Craft (Poetry) 65%, History (Buddhist) 65%, Library Use 70%, Lore (Buddhism) 71%, Persuade 70%, Psychology 60%, Spot Hidden 75%.

Languages: Chinese 51%, Sanskrit 70%, Tibetan (Own) 70%.

Kunchen Chodak,
age 52, korpa and Tokabhaya agent

STR 50 CON 50 SIZ 65 DEX 45 INT 80
APP 60 POW 100 EDU 65 SAN 65 HP 11
DB: 0 Build: 0 Move: 5 MP: 20 Luck: —

Combat

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

Skills

Accounting 75%, Appraise 75%, Art/Craft (Acting) 55%, Fast Talk 65%, History (Buddhist) 45%, Library Use 60%, Lore (Buddhism) 41%, Lore (Tokabhaya) 31%, Psychology 40%, Spot Hidden 65%.

Languages: Chinese 51%, Sanskrit 41%, Tibetan (Own) 65%.

Spells: Breath of the Deep, Cloud Memory, Mask of Reason, Wrack, plus any others the Keeper deems necessary.



DAKINI IN HUMAN FORM

	1	2	3	4	5	6	7
Skin Color	Red	Blue	Black	White	Pink	Pink	Pink
STR	70	80	60	75	80	75	75
CON	75	70	55	70	65	60	70
SIZ	70	65	50	50	55	55	55
DEX	100	100	65	70	95	85	70
INT	75	65	65	60	65	60	60
APP	100	100	95	85	120	100	85
POW	85	80	65	70	60	65	85
HP	14	13	10	12	12	11	12
DB	+1D4	+1D4	0	0	+1D4	+1D4	+1D4
Build	+1	+1	0	0	+1	+1	+1
Move (walk/fly)	8/12	8/12	8/12	8/12	8/12	8/12	8/12
MP	17	16	13	14	12	13	17

Combat

Attacks per round: 1 (katari or power)

Besides their *katari*s (ritual flaying knives), the Seven Sisters have numerous mystical powers they can use in combat.

Eye of the Beholder: may assume whatever form their target finds most appealing in order to effectively use their wiles against them. The result may be to cause distraction, pause, or garner a particular emotion (in all likelihood causing an investigator to stop their next attack). The target must succeed with an opposed POW roll to negate the dakini's manipulation.

Invisibility: unless a dakini wishes to be seen, it can remain invisible; although may be revealed by the Powder of Ibn-Ghazi. The dakini may become visible with the expenditure of 1 magic point. Attempts to hit an invisible dakini suffer one penalty die.

Seductive Dance: a dakini in its beautiful human guise has the power to entrance a true human with their seductive dance. Unless the target succeeds with an opposed POW

roll, they fall under the dakini's spell for 1D6 rounds and are frozen to the spot, unable to move or act.

Brawl	40% (20/8), damage 1D3+DB or <i>katari</i> 1D6+DB
Dodge	40% (20/8)

Skills

Art/Craft (Dance) 90%, Listen 65%, Spot Hidden 65%.

Languages: any (as required) 75%, Khandro Dayig (the twilight language of the dakinis) (Own) 95%.

Armor: none.

Spells: Summon Khandroma*.

Sanity loss: 0/1D3 Sanity points to encounter a dakini in human form.

*See Appendix B.





DAKINI IN DEMON FORM

	1	2	3	4	5	6	7
Skin Color	Red	Blue	Black	White	Pink	Pink	Pink
STR	90	90	100	95	100	95	100
CON	90	85	90	80	95	80	95
SIZ	90	100	100	95	95	105	90
DEX	100	100	105	70	95	85	80
INT	75	65	65	60	65	60	60
POW	85	80	65	70	60	65	85
HP	18	18	19	17	19	18	18
DB	+1D6	+1D6	+1D6	+1D6	+1D6	+1D6	+1D6
Build	2	2	2	2	2	2	2
Move (walk/fly)	7/12	7/12	7/12	7/12	7/12	7/12	7/12
MP	17	16	13	14	12	13	17

Combat

Attacks per round: 1 (claw, bite)

Once transformed, the Seven Sisters dispense with their *kataris*, using their claws and bite instead. They still have access to the Invisibility special power, but their change of form negates their ability to use the other powers available to them in human form.

Invisibility: unless a dakini wishes to be seen, it can remain invisible; although may be revealed by the Powder of Ibn-Ghazi. The dakini may become visible with the expenditure of 1 magic point. Attempts to hit an invisible dakini suffer one penalty die.

Claw	50% (25/10), damage 1D8+DB
Bite	35% (17/7), damage 1D6+DB
Dodge	45% (22/9)

Skills

Listen 65%, Spot Hidden 65%, Stealth 65%.

Languages: any (as required) 75%, Khandro Dayig (the twilight language of the dakinis) (Own) 95%.

Armor: 3-points of tough hide.

Spells: Summon Khandroma*, +1D3 spells of the Keeper's choosing if their POW is greater than 75.

Sanity loss: 1/1D8 Sanity points to encounter a transformed dakini.

*See *Appendix B*.



CHAPTER 6

THE TRIUMVIRATE

Andrei Vitsin, age 47, former Cossack

STR 80 CON 80 SIZ 60 DEX 60 INT 65
APP 55 POW 80 EDU 90 SAN — HP 14
DB: +1D4 Build: 1 Move: 7 MP: 16 Luck: 40

Combat

Fighting: in a confrontation, Vitsin's first line of attack is usually to cast Dominate.

Brawl	60% (30/12), damage 1D3+1D4
Scorpion blade	70% (35/14), damage 1D8+1+1D4
Dodge	70% (35/14)

Pulp Talents

- **Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out damage in melee combat (die type depends on weapon being used).
- **Tough Guy:** soaks up damage; may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

Skills

Climb 60%, Cthulhu Mythos 50%, Firearms (Rifle) 65%, First Aid 50%, History 80%, Intimidate 85%, Occult 70%, Ride 75%, Stealth 60%, Survival 60%.

Languages: Other (as appropriate) 51%, Russian (Own) 90%.

Spells: Alter Weather*, Dominate, Mindblast, Observation from Afar*, Send Vision*, plus any other spells of the Keeper's choosing.

*See Appendix B.

Mariam Sandrine, age 30, former Leopard Society priestess

STR 50 CON 60 SIZ 70 DEX 80 INT 90
APP 75 POW 100 EDU 85 SAN — HP 13
DB: 0 Build: 0 Move: 8 MP: 20 Luck: 50

Combat

Fighting: in a confrontation, Sandrine's first line of attack is usually to cast Wrack.

Brawl	55% (27/11), damage 1D3
Scorpion blade	65% (32/13), damage 1D8+1
Dodge	70% (35/14)

Pulp Talents:

- **Smooth Talker:** gains a bonus die to Charm rolls.
- **Strong Willed:** gains a bonus die when making POW rolls.

Skills

Charm 75%, Climb 70%, Cthulhu Mythos 60%, History 80%, Jump 70%, Listen 50%, Lore (Leopard Society) 60%, Natural World 80%, Occult 90%, Psychology 60%, Science (Astronomy) 50%, Stealth 70%.

Languages: French (Own) 85%, Other (as appropriate) 61%.

Spells: Cause Disease*, Gate Box, Observation from Afar*, Send Vision*, Shrivelling, Wither Limb, Wrack, plus any spells (folk magic in particular) from the *Grand Grimoire*, Keeper's choice.

*See Appendix B.

Hine Roimata, age 79, former Maori warrior and leader of the Triumvirate

STR 70 CON 65 SIZ 65 DEX 80 INT 80
APP 60 POW 120 EDU 95 SAN — HP 13
DB: +1D4 Build: 1 Move: 3 MP: 24 Luck: 60

Combat

Fighting: in a confrontation, Roimata's first line of attack is usually to cast Fist of Yog-Sothoth.

Brawl	75% (37/15), damage 1D3+1D4
Scorpion blade	85% (47/17), damage 1D8+1+1D4
Dodge	75% (37/15)

Pulp Talents:

- **Scary:** reduces difficulty level by one or gains bonus die (at Keeper's discretion) to Intimidate rolls.
- **Shadow:** reduces difficulty level by one, or gains bonus die (at Keeper's discretion) to Stealth rolls; if currently unseen, the user is able to make two surprise attacks before their location is discovered.

Skills

Climb 60%, Cthulhu Mythos 70%, History 90%, Intimidate 75%, Listen 65%, Lore (Maori) 75%, Natural World 70%, Navigate 60%, Pilot (Boat) 60%, Swim 60%, Stealth 80%, Survival 70%.

Languages: Other (as appropriate) 61%, Te Reo Maori (Own) 95%.

Spells: Alter Weather, Breath of the Deep, Fist of Yog-Sothoth, Implant Fear, Observation from Afar*, Possession*, Send Vision*, Summon/Bind Fire Vampire*, plus any other spell of the Keeper's choosing.

*See Appendix B.

CREATURES AND MONSTERS

Abominable Mi-go, researchers from Yuggoth

	1*	2	3	4	5	6
STR	65	45	40	55	60	55
CON	55	50	55	50	65	45
SIZ	55	45	45	50	45	60
DEX	85	80	75	90	85	60
INT	65	50	50	65	55	70
POW	75	70	70	50	70	60
HP	11	9	10	10	11	10
DB	0	0	0	0	0	0
Build	0	0	0	0	0	0
MP	15	14	14	10	14	12

Move: 7/13 (flying)

Combat

Attacks per round: 2 (claws), or 1 if using hypnosis or a weapon (see the **Mi-go Matter-Dissolving Horn** box)

Hypnosis: by introducing ultra-high and ultra-low frequency tones into its buzzing, the mi-go can put one or many humans listening into a trance state. Those within 40

feet of a buzzing mi-go must succeed on an opposed POW roll or become incapable of action. The mi-go must maintain the buzzing or the affected targets revive and are once more capable of action. Mi-go can also speak telepathically to humans, which costs 1 magic point per 5 rounds; human can resist the communication with an opposed POW roll.

Seize (mnvr): instead of attacking their target, the abominable mi-go can attempt to seize their opponent (if their victim's Build is smaller than or equal to their own), and then fly into the sky with them, with a view to either dropping the poor unfortunate from a great height or reaching an altitude where their victim's lungs rupture.

Fighting	40% (20/8), damage 1D6 + DB
Seize (mnvr)	40% (20/8), damage due to falling or 1D10 for every 1,000 feet above 24,000 feet*
Dodge	45% (22/9)

*Every 305 m above 7,315 m.

Armor: 1-point hide if wearing their furry disguise; no armor if lacking their migyu skin; the resonance of their bodies causes all piercing weapons (bullets included) to inflict only minimum damage.

Sanity Loss: 0/1D6 to see an abominable mi-go.

SIX SAMPLE MIGYU

	1	2	3	4	5	6
STR	95	95	100	105	85	55
CON	50	75	85	45	55	45
SIZ	45	50	55	50	60	50
DEX	40	60	55	65	65	50
INT	20	35	25	45	30	60
POW	50	55	60	50	75	70
HP	9	12	14	9	11	9
DB	1D4	1D4	1D4	1D4	1D4	0
Build	+1	+1	+1	+1	+1	0
Move	9	9	9	9	9	9
MP	10	11	12	10	15	14

Migyu, *Pemakö's true white apes*

	Roll	Average
STR	(4D6)×5	70
CON	(3D6)×5	50–55
SIZ	(2D6+2)×5	45
DEX	(3D6)×5	50–55
INT	(2D6)×5	35
POW	(3D6)×5	50–55

Average Hit Points: 12

Average Damage Bonus: 0

Average Build: 0

Move: 9

Combat

Attacks per round: 2 (claw and/or bite)

Grapple (mnvr): if the migyu successfully strikes its target with both claws in the same round, it grapples them. In each subsequent round, it automatically inflicts 1 damage or its Damage Bonus (whichever is larger) until the victim is able to break free with a successful opposed STR or DEX roll.

Fighting	45% (22/9), damage 1D6 + DB
Grapple (mnvr)	45% (22/9), held, damage 1 or DB per round
Dodge	30% (15/6)

Skills

Climb 75%, Jump 75%, Stealth 45%.

Armor: 1-point skin.

Sanity Loss: none.

THE LORDS OF SHAMBHALA

Common Statistics

	1*	2	3
STR	105	70	90
CON	115	90	95
SIZ	75	80	90
DEX	95	75	100
INT	140	135	105
POW	110	100	95
HP	19	17	18
DB	+1D6	+1D6	+1D6
Build	+2	+2	+2
MP	22	20	19

*Leader.

Move: 9

Skills

Cthulhu Mythos 70%, History (Earth) 75%, History (Shambhala) 90%, Lore (Buddhism) 90%, Occult 90%, Psychology 75%, Spot Hidden 80%.

Languages: any (as appropriate) 100%.

Armor: none, but physical weapons only inflict half damage unless enchanted for use against Mythos creatures.

Spells: Curse*, Melt Flesh, Sword Siddhi*, Wrack, plus any other spells of the Keeper's choosing.

Sanity Loss: 0/1D4 Sanity points to see a Lord in humanoid form, 1/1D6 Sanity points to see a Lord in sengye form.

*See *Appendix B*.

Humanoid Forms

Combat

Attacks per round: 1 (razor-sharp fingernails or *phurba*—a three-sided Tibetan ritual dagger)

Brawl	60% (30/12), damage 1D3+1D6, or phurba 1D4+2+1D6
Dodge	50% (25/10)

Sengye (Snow Lion) Form

Combat

Attacks per round: 2 (Roar of Silence and either bite or claw)

Roar of Silence: as its first combat action, the sengye opens its mouth as if to roar; however, instead of generating any audible noise, it emits a silent shockwave. If its opponent fails to resist with an opposed POW roll, they are left stunned, providing the sengye with an immediate unopposed attack against them. If the victim succeeds with the opposed POW roll, they may dodge or fight back as usual.

Fighting	70% (35/15), damage 3D6
Dodge	60% (30/12)

CHAPTER 7

NON-PLAYER CHARACTERS

Daniel Mortimer,
age 22, linguist and archaeologist

STR 55 CON 60 SIZ 65 DEX 60 INT 80
APP 65 POW 80 EDU 75 SAN 80 HP 12
DB: 0 Build: 0 Move: 7 MP: 16 Luck: —

Combat

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

Skills

Appraise 45%, Archaeology 60%, History 60%, Library Use 70%, Science (Geology) 35%, Spot Hidden 65%.

Languages: English (Own) 75%, Hindustani 51%, Magadhi Prakrit 61%, Pali 51%, Sanskrit 71%.

Mrinmoy “Vidyapati” Mishra,
age 63, caretaker and night watchman

STR 60 CON 50 SIZ 65 DEX 55 INT 70
APP 45 POW 65 EDU 40 SAN 65 HP 11
DB: +1D4 Build: 1 Move: 4 MP: 13 Luck: —

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 30% (15/6)

Skills

Listen 60%, Lore (Local) 61%, Natural World 60%, Navigate 50%, Spot Hidden 75%.

Languages: English 41%, Hindustani 51%, Magadhi (Own) 61%.

Kumari Ma,
age 56, head priestess of the Sitala Devi Mandir

STR 70 CON 80 SIZ 60 DEX 40 INT 75
APP 70 POW 70 EDU 55 SAN 70 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 14 Luck: —

Combat

Brawl 25% (12/5), damage 1D3+1D4
Dodge 20% (10/4)

Skills

First Aid 60%, Listen 50%, Lore (Hinduism) 71%, Medicine 61%, Occult 55%, Persuade 70%, Psychology 70%.

Languages: English 41%, Hindustani 41%, Magadhi (Own) 55%, Pisacha 31%.

Spells: *Bless*, Cause/Cure Blindness, Curse*, Evil Eye, Healing, Warding the Eye, Wrack.

*See Appendix B.

CREATURES AND MONSTERS

The Yakshini, divine resident of the mango grove

STR 75 CON 80 SIZ 70 DEX 85 INT 75
APP 85 POW 90 EDU — SAN — HP 15
DB: +1D4 Build: 1 Move: 9 MP: 18 Luck: —

Combat

Attacks per round: 1 (standard humanoid attacks)

The yakshini has the usual range of unarmed attacks open to humanoids. She wields a *chauri* (fly-whisk).

Resistant to Harm: as spirits who only take on corporeal form to appear to humans, yakshinis are hard to permanently kill, although reducing them to zero hit points does drive them away temporarily. If dispatched in this manner, they cannot return to their chosen spot until the next sunrise. Spells that dismiss spirits can be used against them, although in most cases the dismissal is also only temporary, unless the treasure the yakshini guards is completely destroyed as well.

Fighting 65% (32/13), damage 1D3+1D4
or *chauri* 1D6+1D4
Dodge 50% (25/10)

Skills

Charm 75%, Listen 70%, Persuade 65%, Spot Hidden 75%, Stealth 65%.

Languages: any (as appropriate) 70%.

Armor: none.

Spells: Bind Snake*, Charm Snake, Command Snake, Curse*, Evil Eye, Warding the Eye*.

Sanity Loss: 0/1D3 Sanity points to see a yakshini.

*See Appendix B.

The Yakshini's Snakes, *loyal little biters*

Bursting from their mango seeds, these little black snakes are no more than 1 foot (30 cm) in length. Like many small creatures, they are at their most dangerous in large numbers—in this case, when they act in concert to entangle their victims. The snakes' primary purpose is to protect the treasure buried beneath the mango tree, as well as their yakshini.

The profiles below detail four knots of snakes; assume twelve snakes per knot. A successful attack kills one or two snakes, causing the others to regroup in a defensive position around the object they are protecting. They will not attack again unless provoked.

	<i>Knot 1</i>	<i>Knot 2</i>	<i>Knot 3</i>	<i>Knot 4</i>
STR	40	35	45	45
CON	40	60	65	45
SIZ	50	40	25	50
DEX	80	70	60	75
POW	65	35	45	55
HP	9	10	9	9
DB	0	-1	-1	0
Build	0	-1	-1	0
Move	9	10	10	9

Combat

Attacks per round: 1 (bite)

These little snakes can only attack with their fangs.

Entangle (mnvr): as a knot, the snakes can attempt to entangle an individual, gaining a bonus die due to their numbers. A successful entangle inflicts a penalty die on all of their target's physical actions, as the snakes coil around their limbs, restricting movement. The snakes can be dislodged with a successful opposed STR or DEX roll.

Fighting	45% (22/9), damage 1D3 + DB
Entangle (mnvr)	45% (22/9), entangled (see above)
Dodge	45% (22/9)

Armor: none.

Gulrukh Chaudhary, *age unknown, leader of Patna's pisachas*

STR 100 **CON** 80 **SIZ** 65 **DEX** 80 **INT** 70
APP — **POW** 85 **EDU** — **SAN** 85 **HP** 14
DB: +1D6 **Build:** 2 **Move:** 9 **MP:** 17 **Luck:** —

Stench: Chaudhary's revolting odor automatically triggers a CON roll whenever she is encountered, with failure indicating the victim has succumbed to a bout of vomiting that causes them to act last in the current round.

Combat

Attacks per round: 3 (bite, claws)

Chaudhary has the usual range of unarmed attacks open to humanoids. Possesses filthy, razor-sharp claws that can slice through human flesh. Wounds inflicted by Chaudhary's claws become diseased if left untreated (a failed investigator CON roll), causing 1 damage per day (plus any other side effects as desired by the Keeper) until treated with a successful First Aid or Medicine roll.

Bite and hold (mnvr): if Chaudhary's bite strikes home, she hangs on instead of using her claw attacks, and worries the victim with her fangs, continuing to do 1D4 damage automatically per round. A successful opposed STR roll is required to dislodge her, thus breaking her hold and ending the bite damage.

Fighting	50% (25/10), damage 1D3+1D6
Bite and hold (mnvr)	50% (25/10), damage 1D3+1D6, then 1D4 per round
Dodge	40% (20/8)

Skills

Climb 65%, History (Hell Chambers) 60%, Jump 65%, Listen 70%, Lore (Hinduism) 60%, Persuade 60%, Psychology 65%, Spot Hidden 65%, Stealth 70%, Swim 60%.

Languages: English 41%, Hindustani 51%, Magadhi 51%, Pisacha (Own) 71%.

Armor: firearms and projectiles do half of rolled damage; round down any fractions.

Sanity Loss: 0/1D6 Sanity points to encounter Gulrukh Chaudhary.

Narayana Prasad, age 36, Sisirama worshipper

STR 75 CON 65 SIZ 55 DEX 70 INT 65
APP — POW 70 EDU — SAN — HP 12
DB: +1D4 Build: 1 Move: 9 MP: 14 Luck: —

Stench: Prasad's revolting odor automatically triggers a CON roll whenever he is encountered, with failure indicating the victim has succumbed to a bout of vomiting that causes them to act last in the current round.

Combat

Attacks per round: 3 (bite, claws)

Possesses the usual range of unarmed attacks open to humanoids. Prasad has filthy, razor-sharp claws that can slice through human flesh. Wounds inflicted by the claws become diseased if left untreated (a failed investigator CON roll), causing 1 damage per day (plus any other side effects as desired by the Keeper) until treated with a successful First Aid or Medicine roll.

Bite and hold (mnvr): if Prasad's bite strikes home, he hangs on instead of using his claw attacks, and worries the victim with his fangs, continuing to do 1D4 damage automatically per round. A successful opposed STR roll is required to dislodge him, thus breaking his hold and ending the bite damage.

Fighting	60% (30/12), damage 1D3+1D4
Bite and hold (mnvr)	60% (30/12), damage 1D3+1D6, then 1D4 per round
Dodge	35% (17/7)

Skills

Climb 55%, Cthulhu Mythos 30%, Intimidate 50%, Jump 55%, Listen 50%, Lore (Hinduism) 40%, Occult 40%, Spot Hidden 55%, Stealth 50%.

Languages: English 45%, Hindustani (Own) 61%, Pisacha 41%.

Armor: firearms and projectiles do half of rolled damage; round down any fractions.

Sanity Loss: 0/1D6 Sanity points to encounter Prasad.

CHAPTER 8

NON-PLAYER CHARACTERS

Sonam Dhargey,
age 82, Abbot of Danakosha Gompa

STR 60 CON 55 SIZ 60 DEX 50 INT 75
APP 45 POW 90 EDU 75 SAN 90 HP 11
DB: 0 Build: 0 Move: 5 MP: 18 Luck: —

Combat

Brawl	25% (12/5), damage 1D3
Dodge	55% (27/11)

Skills

Accounting 65%, History (Buddhist) 85%, Library Use 60%, Listen 70%, Lore (Buddhism) 90%, Persuade 70%, Psychology 70%, Spot Hidden 75%.

Languages: Assamese 41%, English 31%, Hindustani 41%, Tibetan (Own) 75%.

Spells: Dhargey may know any non-Mythos spells of the Keeper's choosing, such as Fleetness of Foot*, Healing*, and Warmth of the Mind*.

*See *Appendix B*.



PISACHA ESCORT

Six larger-than-average pisachas. These creatures usually act as the pisacha council's bodyguards and enforcers within the Hell Chambers.

	1	2	3	4	5	6
STR	110	95	90	100	95	105
CON	90	85	80	85	90	80
SIZ	90	80	75	80	85	70
DEX	70	85	75	90	80	70
INT	70	55	65	75	70	85
POW	75	65	75	80	70	85
HP	18	16	15	16	17	15
DB	+1D6	+1D6	+1D6	+1D6	+1D6	+1D6
Build	2	2	2	2	2	2
Move	8	9	8	9	8	8
MP	15	13	15	16	14	17

Stench: their revolting odor automatically triggers a CON roll whenever encountered, with failure indicating the victim has succumbed to a bout of vomiting that causes them to act last in the current round.

Combat

Attacks per round: 3

Possesses the usual range of unarmed attacks open to humanoids. All have filthy, razor-sharp claws that can slice through human flesh. Wounds inflicted by the claws become diseased if left untreated (a failed investigator CON roll), causing 1 damage per day (plus any other side effects as desired by the Keeper) until treated with a successful First Aid or Medicine roll.

Bite and hold (mnvr): if bite strikes home, the pisacha hangs on instead of using its claw attacks, and worries the victim with its fangs, continuing to do 1D4 damage automatically

per round. A successful opposed STR roll is required to dislodge the pisacha, thus breaking its hold and ending the bite damage.

Fighting	60% (30/12), damage 1D6+1D6
Bite and hold (mnvr)	60% (30/12), damage 1D6+1D6, then 1D4 per round
Dodge	60% (30/12)

Skills

Climb 85%, Jump 75%, Listen 70%, Spot Hidden 70%, Stealth 70%.

Languages: English 31%, Hindustani (Own) 51%, Pisacha 51%.

Armor: firearms and projectiles do half of rolled damage; round down any fractions.

Sanity Loss: 0/1D6 Sanity points to encounter a pisacha.



APPENDIX A: NON-PLAYER CHARACTERS

Archaeologist, age 25–50

STR 65 CON 60 SIZ 55 DEX 65 INT 80
APP 60 POW 50 EDU 90 SAN 50 HP 11
DB: 0 Build: 0 Move: 9 MP: 10

Combat

Brawl 35% (17/7), damage 1D3
.32 revolver 40% (20/8), damage 1D8
Dodge 32% (16/6)

Skills

Appraise 50%, Archaeology 66%, Art/Craft (Photography) 40%, History 60%, Library Use 60%, Mechanical Repair 30%, Navigate 40%, Persuade 60%, Spot Hidden 65%.

Languages: Other (as appropriate) 51%, Own (as appropriate) 90%.

- **Traits:** frequently arrogant and dismissive of their rivals and anyone not from their own culture. The archaeologist firmly believes that they are saving the artifacts they uncover for the benefit of future generations, ensuring this by moving everything they find as far away from where it was discovered as possible, to a nice, safe museum or gallery where it can be studied properly.
- **Roleplaying hooks:** academic authorities on specific historical periods; rivals in the hunt for certain artifacts or in the employ of rival institutions.

Bandit, age 15–45

STR 75 CON 60 SIZ 50 DEX 70 INT 45
APP 55 POW 45 EDU 40 SAN 45 HP 11
DB: +1D4 Build: 1 Move: 9 MP: 9

Combat

Brawl 55% (27/11), damage 1D3+1D4
Knife 55% (27/11), damage 1D8+1D4
Matchlock rifle 55% (27/11), damage 1D10+4
Dodge 55% (27/11)

Skills

Fast Talk 55%, Intimidate 55%, Psychology 45%, Ride 45%, Stealth 50%, Spot Hidden 50%.

Languages: Other (as appropriate) 31%, Own (as appropriate) 40%.

- **Description:** often poor and disheveled, although bandits from wealthier gangs may be dressed in finer clothing than the locals they hide among.
- **Traits:** may be smiling and friendly or bloodthirsty and violent, depending on where they are encountered.
- **Roleplaying hooks:** can be used to underline the fact that the investigators are traveling far beyond the reach of the law.

Explorer, age 20–55

STR 65 CON 70 SIZ 60 DEX 50 INT 75
APP 50 POW 65 EDU 70 SAN 65 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 13

Combat

Brawl 25% (12/5), damage 1D3+1D4
.32 revolver 50% (25/12), damage 1D8
.30 Lever-action carbine 40% (20/8), damage 2D6
Dodge 25% (12/5)

Skills

Climb 50%, History 50%, Jump 50%, Natural World 50%,
Navigate 60%, Ride 45%, Survival 60%.

Languages: Other (as appropriate) 51%, Other (as appropriate) 31%, Own (as appropriate) 70%.

**Specialists, like plant hunters Joseph Rock and Frank Kingdon-Ward, can substitute their specialty—for example, (Science (Botany))—for their highest Other Language skill. Anyone following in the footsteps of the Pundits (Chapter 5, page 189) would be wise to substitute in Disguise and/or Sleight of Hand in place of the Ride skill.*

- **Description:** often ragged and somewhat the worse for wear (depending on how long they've been exploring), the type of clothing the explorer wears depends very much on whether they're trying to blend in or not.
- **Traits:** determined, stubborn, and fearless, often with a bit of a death wish. It doesn't matter how hard it is to find, it's out there somewhere, and they're going to be the one to plant their flag on it/map it/collect it.
- **Roleplaying hooks:** helpful guides in wild areas; experts on places to be visited; professional rivals or working for rival organizations.

Government Bureaucrat, age 30–50

STR 60 CON 60 SIZ 55 DEX 40 INT 75
APP 45 POW 60 EDU 75 SAN 60 HP 11
DB: 0 Build: 0 Move: 8 MP: 12

Combat

Brawl 25% (12/5), damage 1D3
Dodge 20% (10/4)

Skills

Accounting 45%, Fast Talk 65%, History 35%, Law 65%,
Library Use 60%, Listen 60%, Persuade 60%, Psychology 50%, Science (Cryptography) 31%.

Languages: Other (as appropriate) 51%, Own (as appropriate) 75%.

- **Description:** smartly attired in accordance with the standard dress code of the bureaucracy in question.
- **Traits:** frequently full of their own self-importance and far too busy to be dealing with the likes of you.
- **Roleplaying hooks:** contacts and intermediaries who can explain the ins and outs of the regime they work for; processing necessary paperwork, such as travel permits; thorns in the investigators' sides.

Government Runner, age 15–30

STR 65 CON 80 SIZ 60 DEX 60 INT 70
APP 65 POW 75 EDU 60 SAN 75 HP 14
DB: 0 Build: 0 Move: 8 MP: 15

Combat

Brawl 55% (27/11), damage 1D3
Dodge 60% (30/12)

Skills

Climb 50%*, Jump 50%, Fast Talk 55%, Natural World 45%,
Navigate 60%, Sleight of Hand 45%, Survival 60%.

Languages: Other (as appropriate) 51%, Own (as appropriate) 60%.

**For Tibetan Riders, substitute Ride for Climb.*

- **Description:** known for their stamina and fleet-footedness, runners are usually wiry individuals who don't merit a second glance. If they weren't so good at blending in, more of them would be waylaid by spies and bandits, making their courier service much less useful.
- **Traits:** quiet, unobtrusive, brave, and dedicated.
- **Roleplaying hooks:** quickly getting messages through to the right people; diversions and optional encounters.

Holy Person/Mystic, age 14+

STR 60 CON 75 SIZ 70 DEX 80 INT 80
APP 40 POW 75 EDU 60 SAN 75 HP 14
DB: +1D4 Build: 1 Move: 8 MP: 15

Combat

Brawl 35% (17/7), damage 1D3+1D4
Dodge 40% (20/8)

Skills

History 45%, Fast Talk/Persuade 50%, Listen 50%, Lore (as appropriate to their beliefs) 60%, Natural World 40%, Occult 55%, Psychology 50%, Spot Hidden 65%, Survival (as appropriate) 45%.

Languages: Other (as appropriate) 45%, Other (as appropriate) 31%, Own (as appropriate) 60%.

Spells: at the Keeper's discretion, the holy person/mystic may know any number of folk magic spells.

- **Description:** either trained from childhood or chosen by the spirits during puberty or young adulthood to take on the mantle, the holy person/mystic has been tutored by their predecessor in the ways of their craft. They may dress almost identically to the people they live among (e.g. the *Danyals* of Gilgit) or cultivate a greater air of mystique by transgressing codes of dress and behavior (e.g. the Aghori of Benares).
- **Traits:** otherworldly, knowing, and sometimes may seem somewhat crazed.
- **Roleplaying hooks:** experts in their fields, sources of dire prophecies and omens.

Hotel Staff, age 15+

Concierge, age 30-55

STR 45 CON 60 SIZ 75 DEX 65 INT 65
APP 60 POW 50 EDU 65 SAN 50 HP 13
DB: 0 Build: 0 Move: 7 MP: 10

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Art/Craft (Acting) 65%, Charm 65%, Listen 60%, Persuade 60%, Psychology 70%, Spot Hidden 65%.

Languages: Other (as appropriate) 65%, Own (as appropriate) 85%.

Maid, age 15+

STR 65 CON 55 SIZ 50 DEX 70 INT 55
APP 55 POW 60 EDU 40 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 12

Combat

Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills

Art/Craft (Cleaning and Tidying) 75%, Listen 70%, Persuade 40%, Psychology 65%, Spot Hidden 75%.

Languages: Other (as appropriate) 31%, Own (as appropriate) 40%.

Porter, age 15-50

STR 70 CON 75 SIZ 75 DEX 55 INT 60
APP 65 POW 50 EDU 45 SAN 50 HP 10
DB: +1D4 Build: 1 Move: 7 MP: 10

Combat

Brawl 65% (32/13), damage 1D3+1D4
Dodge 65% (32/13)

Skills

Intimidate 55%, Listen 50%, Locksmith 40%, Persuade 50%, Psychology 50%, Spot Hidden 50%.

Languages: Other (as appropriate) 41%, Own (as appropriate) 45%.

Librarian/Academic Department Member, age 22+

STR 55 CON 55 SIZ 60 DEX 65 INT 85
APP 60 POW 70 EDU 70 SAN 70 HP 11
DB: 0 Build: 0 Move: 7 MP: 14

Combat

Brawl 25% (12/5), damage 1D3
Dodge 35% (17/7)

Skills

Art/Craft (Filing) 75%, Intimidate 65%, Library Use 80%, Listen 70%, Spot Hidden 75%, plus two subject specializations at 60% each. Depending on their place of employment, the Librarian/Academic Department Member may also have some occult knowledge; if so, give them Occult 45% as well.

Languages: Other (as appropriate) 51%, Own (as appropriate) 75%.

- **Description:** they may be elderly spinsters who have devoted their lives to the Dewey Decimal System, or eager young researchers attempting to establish their credentials in a given field—or anything in between.
- **Traits:** regardless of their appearance, the librarian's knowledge of their institution's catalog and ability to track down even the most obscure piece of minutiae may be all that stands between the investigators and total confusion. Whether or not the librarian believes in shushing people is entirely up to the Keeper, but one of a librarian's most fearsome powers is invariably their withering stare.
- **Roleplaying hooks:** source of information.

Local Guide, age 10–25

STR 55 CON 60 SIZ 50 DEX 60 INT 75
APP 45 POW 85 EDU 45 SAN 85 HP 11
DB: 0 Build: 0 Move: 9 MP: 17

City Guide

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

Skills

Appraise 55%, Climb 40%, Listen 50%, Persuade 60%, Psychology 60%, Stealth 40%.

Languages: Other (as appropriate) 41%, Own (as appropriate) 45%.

Trail Guide

Brawl 50% (25/10), damage 1D3
Dodge 45% (22/9)

Skills

First Aid 60%, Listen 60%, Natural World 60%, Navigate 60%, Psychology 50%, Spot Hidden 65%, Survival 60%.

Languages: Other (as appropriate) 41%, Own (as appropriate) 45%.

- **Description:** a city guide dresses in the prevailing clothing style of the town or city in which they are based; their standard of dress very much depends on their financial status. A trail guide dresses sensibly for travel—again, to a standard in keeping with their income.
- **Traits:** friendly, helpful, and knowledgeable.
- **Roleplaying hooks:** interpreter, guide, broker, cover identity for a spy (for **Spy**, see page 336).

Missionary, age 20–70

STR 50 CON 55 SIZ 60 DEX 45 INT 65
APP 75 POW 70 EDU 65 SAN 70 HP 12
DB: 0 Build: 0 Move: 7 MP: 14

Combat

Brawl 25% (12/5), damage 1D3
Dodge 22% (11/4)

Skills

Art/Craft (e.g. Singing or Writing) 45%, First Aid 50%, Lore (appropriate faith) 35%, Medicine 41%, Natural World 50%, Navigate 50%, Persuade 60%, Ride 45%, Survival 40%.

Languages: Other (as appropriate) 51%, Own (as appropriate) 65%.

- **Description:** missionaries come from all walks of life and from all over the world. Some may be dressed in the prevailing local fashion, whereas others stick as closely as possible to Western clothing.
- **Traits:** idealistic and stubborn, with a tendency to treat non-Westerners like ignorant children. The most successful missionaries realize this is a mistake, though, and have the sense to look for common ground. Still, they see their God as the Supreme Being, and feel it is only right and proper that they share the Word with others so that they, too, may be saved from eternal damnation.
- **Roleplaying hooks:** consultants on matters of faith, folklore, and local customs; agitators and troublemakers in sensitive areas.

Monk/Nun, 12+

- **Traits:** either quietly devout (perhaps even a little unsure of their faith) or stern and implacable. Their faith is their life and they are determined to serve it to the best of their abilities.
- **Roleplaying hooks:** hosts, sources of information, consultants, adversaries (particularly the *dob-dobs*, if the investigators overstep the mark).

Novice Monk/Nun, age 12–18

STR 60 CON 65 SIZ 60 DEX 55 INT 75
APP 45 POW 75 EDU 55 SAN 75 HP 12
DB: 0 Build: 0 Move: 8 MP: 15

Combat

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

Skills

History 55%, Library Use 40%, Listen 40%, Lore (appropriate religion) 41%, Persuade 50%, Psychology 40%, Stealth 40%.

Languages: Other (as appropriate, e.g. Sanskrit) 41%, Own (as appropriate) 55%.

- **Description:** dressed in the appropriate robes for their faith, they are the lowliest members of the order.

Dob-dob, age 25–45

STR 75 CON 80 SIZ 75 DEX 70 INT 55
APP 40 POW 70 EDU 55 SAN 70 HP 15
DB: +1D4 Build: 1 Move: 8 MP: 14

Combat

Brawl 65% (32/13), damage 1D3+1D4
Rhino-hide whip 70% (35/14), damage 1D3+1D2
Dodge 65% (32/13)

Skills

Jump 60%, Intimidate 65%, Listen 30%, Lore (Buddhism) 31%, Psychology 50%, Spot Hidden 65%, Stealth 50%.
Languages: Tibetan 55%.

- **Description:** invariably filthy and coated with grease (almost as a badge of office), with an athletic build and an occasionally brutal attitude. *Dob-dobs* are chosen for their role precisely because of their size, temperament, and difficulties with academia.

Railway Policeman, age 20–60

STR 65 CON 60 SIZ 65 DEX 50 INT 75
APP 50 POW 55 EDU 60 SAN 55 HP 11
DB: +1D4 Build: 1 Move: 8 MP: 11

Combat

Brawl 55% (27/11), damage 1D3+1D4
.38 Webley automatic revolver 45% (22/9), damage 1D10
Dodge 25% (12/5)

Skills

First Aid 55%, Intimidate 55%, Law 60%, Listen 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%.

Languages: Other (as appropriate; usually English) 51%, Own (as appropriate) 60%.

- **Description:** smartly attired in the company's police uniform, neatly groomed, and boots polished to a high sheen.
- **Traits:** proud of the uniform, but often bored by the routine of keeping an eye on the same people day in and day out. The world is unfair, but that isn't going to stop them from doing their job to the best of their ability. Hopefully, one day things will change.
- **Roleplaying hooks:** a helping hand, a source of advice, an officer of the law, an adversary.

Refugee, all ages

STR 50 CON 50 SIZ 60 DEX 55 INT 75
APP 50 POW 55 EDU 60 SAN 55 HP 11
DB: 0 Build: 0 Move: 7 MP: 11

Disgraced Military Officer

Brawl 50% (25/10), damage 1D3
Cavalry saber 55% (27/11), damage 1D8+1
Nagant M1895 50% (25/10), damage 1D8
7.62mm revolver
Dodge 27% (13/5)

Skills

First Aid 40%, Intimidate 65%, Navigate 40%, Persuade 60%, Psychology 60%, Ride 65%.

Languages: Other (as appropriate) 41%, Own (as appropriate) 60%.

Politically Active Student

Brawl 35% (17/7), damage 1D3
Dodge 27% (13/5)

Skills

Art/Craft (Writing) 45%, Library Use 45%, Listen 50%,
Navigate 40%, Science (Engineering) 51%, Science (Geology) 51%, Science (Physics) 51%, Sleight of Hand 40%.

Languages: Other (as appropriate) 51%, Other (as appropriate) 31%, Own (as appropriate) 60%.

- **Description:** worn down by the terrors of their escape, the refugee has a haunted look in their eyes even when surrounded by friends and family. Some are little better than paupers, while others are starting to make a good life for themselves in their new homes.
- **Traits:** often nervous and wary, but full of grim determination.
- **Roleplaying hooks:** interpreters, sources of information about regions to be traveled through, spies, military advisers.

Religious Pilgrim, age 20-50

STR 45 CON 60 SIZ 65 DEX 55 INT 70
APP 50 POW 65 EDU 65 SAN 65 HP 12
DB: 0 Build: 0 Move: 7 MP: 13

Combat

Brawl 25% (12/5), damage 1D3
Dodge 27% (13/5)

Skills

Charm 60%, First Aid 40%, History 55%, Lore (appropriate faith) 40%, Natural World 40%, Navigate 50%, Spot Hidden 55%, Survival 60%.

Languages: Other (as appropriate) 31%, Own (as appropriate) 65%.

- **Description:** depending on their religion and nationality (and whether or not they are in disguise), the pilgrim may be wearing the clothes of their native country, or dressed as a holy man (or woman) of some sort, such as a monk (*trapa*) or nun (*ani*) of the Buddhist faith. Many pilgrims are poor and carry little with them; others are rich and travel in comfort and style, often carried in a palanquin by servants or riding beautiful horses.
- **Traits:** pious and determined. The act of pilgrimage is a show of devotion to their faith. The destination may provide the absolution of all worldly sins or the guarantee of a good reincarnation, making all the hardships along the way worthwhile.
- **Roleplaying hooks:** consultants on matters of faith, folklore, and local customs; sources of information on the hazards of regions to be traveled through; undercover spies (for **Spy**, see page 336).

Ruffian, age 20-40

STR 75 CON 75 SIZ 85 DEX 40 INT 50
APP 55 POW 75 EDU 40 SAN 75 HP 16
DB: +1D4 Build: 1 Move: 7 MP: 15

Combat

Brawl 55% (24/11), damage 1D3+1D4
Garrote* 55% (24/11), damage 1D6 per round unless escape (mnvr)
Dodge 40% (20/8)

**If in a city, replace the Fighting (Garrote) skill with Handgun 55% (.32 revolver, damage 1D8).*

Skills

Appraise 55%, Fast Talk 55%, Intimidate 75%, Psychology 60%, Spot Hidden 55%.

Languages: Own (as appropriate) 40%.

- **Description:** there's no mistaking the confidence in a ruffian's walk, even in places where others might fear to tread. Usually better dressed than those around them, and (if not a loner) possibly marked with tattoos or other symbols of gang affiliation.
- **Traits:** arrogant, brutal, and cocky. Why work for a living when you can beat what you want out of people instead?
- **Roleplaying hooks:** antagonists, potential victims.

Spy, age 20–60

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

Combat

Brawl 25% (12/5), damage 1D3+1D4
.25 Derringer 40% (20/8), damage 1D6
Dodge 30% (15/6)

Skills

Art/Craft (Acting) 55%, Charm 55%, Fast Talk 65%, Listen 50%, Psychology 60%, Sleight of Hand 60%, Spot Hidden 65%, Stealth 50%.

Languages: Other (as appropriate) 51%, Own (as appropriate) 65%.

- **Description:** the last person you'd expect. Noticeable spies, unless they have powerful protection, don't tend to last for very long.
- **Traits:** watchful, sneaky, and dangerous. Perhaps the spy is doing this because they firmly believe in the ideology of their superiors; perhaps they're doing it because they're fundamentally opposed to their enemies' ideology. Or, maybe their family's safety relies on their success.
- **Roleplaying hooks:** unexpected allies, informants, troublemakers, and hidden adversaries.

Street Child, age 5–15

STR 40 CON 55 SIZ 25 DEX 70 INT 75
APP 45 POW 75 EDU 20 SAN 75 HP 8
DB: -1 Build: -1 Move: 9 MP: 15

Combat

Brawl 45% (22/9), damage 1D3-1
Dodge 55% (27/11)

Skills

Climb 50%, Fast Talk 65%, Jump 50%, Sleight of Hand 60%, Spot Hidden 65%, Stealth 60%, Throw 40%.

Languages: Other (as appropriate) 30%, Own (as appropriate) 30%.

- **Description:** dirty, ragged, and—unless they are very good at begging or stealing (or know a kind soul who helps feed them)—underweight and undersized for their age.
- **Traits:** cheeky and observant, often with a false bravado to hide their fear.
- **Roleplaying hooks:** informants, thieves, spies, burglars, messengers.

Thief, age 16–56

STR 50 CON 55 SIZ 60 DEX 80 INT 85
APP 45 POW 50 EDU 50 SAN 50 HP 11
DB: 0 Build: 0 Move: 8 MP: 10

Combat

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

Skills

Appraise 60%, Climb 40%, Fast Talk 65%, Jump 40%, Locksmith 46%, Psychology 60%, Sleight of Hand 70%, Spot Hidden 65%, Stealth 65%.

Languages: Own (as appropriate) 50%.

- **Description:** easily missed in a crowd, the thief does their absolute best to blend in and avoid arousing anyone's suspicion.
- **Traits:** quick, cunning, and occasionally desperate, depending on their motivations. "*What's mine is mine, and I rather think that what's yours is mine, too.*"
- **Roleplaying hooks:** use as a minor distraction, or to relieve the investigators of something important, either sentimentally or essential to the plot. Just how far are they willing to go to retrieve the missing object, whatever it might be?

Treasure Hunter, age 15-70

STR 55 CON 75 SIZ 60 DEX 50 INT 70
APP 50 POW 35 EDU 45 SAN 35 HP 13
DB: 0 Build: 0 Move: 7 MP: 7

Combat

Brawl 25% (12/5), damage 1D3
 or knife 1D4+2
Dodge 25% (12/5)

Skills

Appraise 45%, Art/Craft (Farming) 65%, Art/Craft (Forgery) 35%, History 35%, Natural World 60%, Navigate 40%, Persuade 50%, Spot Hidden 55%.

Languages: Other (as appropriate) 31%, Own (as appropriate) 45%.

- **Description:** be they Chinese, Turki, Indian, or Tibetan, the farmer or laborer turned treasure hunter dresses as their compatriots do. Their clothes might be slightly finer than those of their neighbors if they've found a lucrative cache of relics, but they're never going to make their fortune this way (unlike Western treasure hunters).
- **Traits:** inquisitive and occasionally fearful (if there are any odd local legends attached to the site they're raiding), with an unerring sense of where to find hidden things.
- **Roleplaying hooks:** sources of local information; guides to treasure sites; rivals in the hunt for artifacts.

Tribal Member, age 15-35

STR 60 CON 55 SIZ 45 DEX 65 INT 70
APP 50 POW 55 EDU 30 SAN 55 HP 10
DB: 0 Build: 0 Move: 9 MP: 11

Combat

Brawl 65% (32/13), damage 1D3
 or knife 1D8
Dao 55% (27/11), damage 1D8+1
(heavy sword; Abor only)
Crossbow 50% (25/5), damage 1D6;
 if poisoned, treat as Strong
Matchlock rifle 45% (22/9), damage 1D10+4
Dodge 32% (16/6)

Skills

Intimidate 60%, Jump 40%, Listen 60%, Natural World 50%, Navigate 50%, Occult 35%, Psychology 50%, Spot Hidden 65%, Stealth 60%, Survival (Jungle) 60%, Throw 50%, Track 60%.

Languages: Other (as appropriate) 30%, Own (as appropriate) 50%.

- **Description:** depending on the level of contact their tribe has had with outsiders, where they are located, and whether they still engage in headhunting or not, tribal members may be completely naked, swaddled in skins and furs, or wearing a mish-mash of traditional clothing and articles taken from their previous victims.
- **Traits:** proud, brave, wily, and resourceful. Outsiders cannot be trusted. Too many have wanted to kill tribespeople in the past, so they could steal their food and their lands, and destroy their world. But, they can only do that if the tribes let them. So, they fight, they hide, or they deal with them only when they have need—not the other way around.
- **Roleplaying hooks:** potentially lethal stalkers and harassers; useful guides and allies, if the investigators can win their trust.



INSTRUMENT CREATION SUMMARY

Part One: Ritual Preparation of the Components

- If curing their own skin, Tenzin Kalsang chants and instructs the investigators what to do:
 - Investigators light green juniper branches.
 - Investigators dig a hole and prepare mineral salts (if necessary).
 - Investigators chew herbs to release their active ingredients (CON roll).
 - The skin is washed in the three white substances (milk, curds, ghee) and the substances poured into the hole after use.
 - Investigators layer salts and herbs on top of the three white substances in the hole.
 - The *lama* adds the skin to the hole.
 - The investigators layer on more salts and herbs.
 - The hole is filled in and topped with the smoldering juniper branches.
 - Forty-eight hours later, the skin is ready to use.

Part Two: Danse Macabre

- Tenzin Kalsang gives each participant a parchment describing the ritual (**Handout: Bones 5**), then assigns everyone tasks to complete during it.
- The *lama* talks the investigators through the ritual's steps and:
 - Teaches one or more investigators a *mantra* to chant during the ritual (Occult/POW 70+).
 - Tutors investigators with relevant Art/Craft skills (or Sleight of Hand/highest DEX) how to decorate the bones during the ritual.
 - Shows investigators with hunting skills (Natural World/Track/Survival) how to prepare the skins.
 - Teaches investigators how to make the *kangling* (relevant Art/Craft or highest DEX+INT) and the *damaru* (relevant Art/Craft or highest STR+CON)
- Any investigator without a specific task to learn clears a circular ritual space with juniper branches then builds fires and additional piles of juniper around it.
- Tenzin Kalsang assigns at least one investigator to act as a guardian during the ritual.

Part Three: First Steps

- Tenzin Kalsang gathers all the ritual components in the center of the cleared ritual circle.
- The investigators light the fires and piles of juniper then join

the *lama* inside the circle.

- The investigator(s) assigned to guard duty are positioned facing outwards.
- Tenzin Kalsang plants his *khatvanga* in the center of the ritual circle and begins to chant, accompanied by any investigator who was taught the *mantra* (INT roll).
- The assigned investigators wash the bones in the three white substances.
- Once washed, the bones are decorated (suitable skill roll to determine how long it takes; see above).
- While the bones are being decorated, the skins are also prepared (suitable skill roll to determine how long it takes; see above).

Part Four: Company Arrives

- Skeleton watchers arrive to watch the ritual (**Sanity** roll for guardians; **POW** roll for distracted chanters/crafters).
- Tenzin Kalsang hands the prepared materials to the investigators tasked with the final steps of creating the instruments.
- Tenzin Kalsang begins a new chant while the investigators continue with their previous one.
- The assigned investigator creates the *kangling* (relevant Art/Craft or combined DEX/INT roll).
- The assigned investigator creates the *damaru* (relevant Art/Craft or combined STR/CON roll).

Part Five: Enchanting the Instruments

- Tenzin Kalsang changes chant again while the assigned investigators still chant their original one.
- The investigator who created the *kangling* plays the instrument to enchant it.
- The skeleton watchers begin to dance and are joined by Shri Chitipati (**Sanity** roll for guardians, **POW** roll for distracted chanters/musicians).
- Tenzin Kalsang shows the enchanted *kangling* to Shri Chitipati for their approval then gives it back to the investigator.
- The investigator who created the *damaru* plays the instrument to enchant it.
- Tenzin Kalsang shows the enchanted *damaru* to Shri Chitipati for their approval then gives it back to the investigator.
- Shri Chitipati and the skeleton watchers howl then disappear back into the darkness.





SUMMARY OF THE RITUAL

Preparation (Groundwork)

- Tenzin Kalsang draws a large triangle in the sand.
- Investigators set three fires (one at each point of the triangle).
- Juniper and fir thrown onto the fires.
- Ritual bowls half-filled with water, placed on the fires, and tea is added.
- Spare ritual bowls filled with water and placed on the beach by the lakeshore.
- Holders of the *kangling* and *damaru* make music.
- Empowerment: each participant takes a symbolic sip from one of the spare bowls while the lama touches the forehead, throat, and heart of each person with his three *gau*.
- *Melong* briefly held in front of each participant's face. Empowerment is complete.
- Tenzin Kalsang gives each participant a translation of the key actions (**Handout: Liberation 2**).
- Tenzin Kalsang answers any questions and states that the ritual's actions are symbolic, designed to be imagined or mimed, rather than actually be physically reproduced.
- The *lama* talks the investigators through an outline of the ritual. At the relevant time he:
 - gives his *khatvanga* (ritual staff) to the investigator with the highest relevant **Art/Craft** skill or highest **DEX**.
 - gives one nectar pill to each investigator.
 - gives the mustard paste to the investigator chosen to draw the five seed syllables.
 - gives the *katari* (ritual dagger) to the person who will chant the *mantra*.

- Tenzin Kalsang adds *chang* (barley beer) to the ritual bowls, as well as the thorn apple component.
- Investigators add their nectar pill to a ritual bowl of their choosing.
- Everyone takes up a position around the triangle; the lama stands in front of the fire farthest from the lake.

The Second Step

- Investigator holding the *khatvanga* steps into the triangle to draw the required symbol (**Art/Craft** or **DEX** roll).

The Third Step

- Investigator who drew the symbol retakes their place around the fire.
- Tenzin Kalsang and the investigators drink from their ritual bowls (**CON** roll).

The Fourth Step

- Holders of the *kangling* and *damaru* make more music.
- Those tasked with chanting the *mantra* chant for five hours.
- The investigator holding the *katari* attempts a Hard **POW** roll (casting Open the Gates of Agartha spell).
- If the casting succeeds, all investigators (including the caster) make an opposed **POW** roll versus the holder of the *katari*, with those failing now compelled to physically act out the ritual for real (Mental Suggestion).





SUMMARY OF THE RITUAL (CONTINUED)

The Fifth Step

- Investigators told to visualize the ritual (imagine/mime it), the chosen investigator as the avatar of Dorje Phagmo leading the *lama* into the triangle and anointing him with five seed syllables (**Art/Craft** or **DEX** roll, if desired).

The Sixth Step

- Investigator holding the *katari* told to imagine/visualize/mime using the blade to open the *lama's* belly. (Opposed **POW** roll to resist if compelled to actually carry out the disembowelment.)
- Investigators told to imagine/visualize/mime binding the *lama* with his own intestines.
- (The Triumvirate appear in a flash of green lightning, taking up positions by each of the three fires.)

The Seventh Step

- Tenzin Kalsang tells the investigator playing the role of the goddess to imagine/visualize/mime coming forward to deliver the final blow (beheading the *lama*) so that his “indestructible drop” may be released. (Opposed **POW** roll to resist if not the same person carrying out step six.)
- Tenzin Kalsang dies, realizing that he has been duped by the King of Fear's followers into opening the Gates of Agartha.
- The investigators see a red-and-white sphere rise from the *lama's* severed neck. This “drop” hovers in the air. (**DEX** roll to take it at this point.)

The Eighth Step

- Tenzin Kalsang speaks (**Listen** roll to detect the deception).
- Those performing the ritual for real now butcher the *lama's* body and place pieces in the seven ritual bowls. If none of the investigators are still performing the ritual, the Triumvirate step in and feast on the *lama's* flesh.
- Investigators still under the influence of the drug or the Mental Suggestion spell must succeed with a **POW** roll or join the Triumvirate in their feasting.
- Hine Roimata summons the indestructible drop to her hand (Hard **DEX** roll to snatch it before it reaches her).
- Roimata turns the drop into a key. (Opposed **STR** roll to grab it.)
- All investigators regain control of their faculties and realize what they have done. (**Sanity** rolls.)
- The key rises in the air.
- If investigators don't take the key (Hard **DEX** roll), it explodes and enables the Gates of Agartha to open.





SUMMARY OF THE FINAL RITUAL

Preparation (Groundwork)

- Determine the direction of east (**Navigate**, **Survival**, or **Natural World** roll).
- Sweep the ritual area.
- Inscribe the outer triangle.
- Set three fires.
- Dissolve the *rilbus* in the *chang*.

Step Two

- An investigator steps into the ritual triangle, using the *vajra* to inscribe the *kyilkhor* design from the Nalanda scrolls (**Art/Craft** or **DEX** roll, if desired; bonus die if directly copying from the drawing).

Step Three

- Everyone takes their positions around the triangle and then consume the five nectars of the sacred cow (**CON** roll).

Step Four

- The investigator with the *ghanta* begins to ring the bell (possibly, **POW** roll to maintain concentration).
- The chant is initiated by the investigator who will cast the spell, and who is holding the *katari*.
- Chant continues for at least an hour, then caster makes Hard **POW** roll; bonus die for the *ghanta*; other penalties may apply). No roll required if caster previous successfully performed a Close Gate spell.

Step Five

- Caster leads sacrifice to the center of the *kyilkhor*, lays them down facing east and anoints them with the five seed syllables (**Art/Craft** or **DEX** roll, if desired).

Step Six

- Caster uses the *katari* to slice open the victim's belly to release their intestines, which they then use to bind them; if sacrifice resists, a **Fighting (Brawl)** or **Medicine** roll may be needed. **Sanity** roll for caster (1/1D4 loss) and those restraining a conscious sacrifice (1/1D2 loss).

Steps Seven & Eight

- Caster severs the victim's head; **Sanity** roll (1D4/1D10 loss; 1/1D6 for those watching).
- Head is flung into the *kyilkhor* and the indestructible drop rises from the corpse.
- Vultures swoop down to rend and destroy the sacrifice's body.
- Caster may now approach the indestructible drop, take hold of it, and make an opposed **POW** roll versus the Gate's **POW** of 50 (bonus die if investigator(s) performed the ritual in the Valley of the White Ape). With success, the Gate can be closed.

