

DEAD BOARDER

AN EXTENDED DEMO FOR CALL OF CTHULHU

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This scenario is best used with the CALL OF CTHULHU (7th Edition) roleplaying game, available separately.

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A CALL OF CTHULHU EXTENDED DEMO SCENARIO

“The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown”

— H.P. Lovecraft

This is an extended version of our popular one-hour demo scenario, designed to introduce new players to the fun of *Call of Cthulhu* gaming. The scenario’s normal one-hour time limit has been removed and up to six-players can be accommodated to provide everyone with a taster of the game.

Where necessary, specific examples of rules at various points in the story are referenced. In preparing to run this scenario you should be up-to-speed with the *Call of Cthulhu* 7th Edition rules. Advice on moving the story forward is also provided. The scenario is written to ensure that all players, no matter who is running the game, have a very consistent play experience.

While intended as a convention style taster game, you are free to use the story as a jumping off point for a longer game.

Here is what you can promise the players that come to your table:

- An introduction to the rules for *Call of Cthulhu*, showcasing some of the newer features of the system.
- A horror-themed adventure set in the era of the Great Depression. Where the investigators risk life and limb—and their very sanity—in order to fathom the mystery presented.

Goals for the demonstration game:

- Demonstrate the fun of playing *Call of Cthulhu*.
- Present key aspects of the game’s rules through the story and action.
- Introduce the themes and core motifs of the game—investigation, mystery, and horror.
- Demonstrate a passion for the game.
- Demonstrate that the game is easy to play and easy to run.
- Convert potential players into actual players.

Bear in mind, a demonstration game is not about teaching the players the rules of *Call of Cthulhu*. It is about giving the players an enjoyable experience so that they will want to play again—and go on to learn the rules in due course.

We know that you have an extraordinary passion for *Call of Cthulhu* and we want to thank you for using your time to share your passion with new people. As always, the overarching goal for you and the players is to have Maximum Game Fun. Make friends, spook them a little bit, and give them a chance to see why *Call of Cthulhu* is such a high-demand game at conventions and game stores around the world.

DEAD BOARDER

A grisly discovery leads to a mind-shattering experience!

INTRODUCTION

This is a murder investigation, which centers on the discovery of a body in a locked room. There are secrets contained in the room to be uncovered by the investigators. As events unfold, it becomes apparent that the “murder” was, in fact, a ritual suicide. Ultimately, the dead man transforms into a monster, provoking the investigations to act against the monster.

Each of the six pre-generated investigators provided has a reason to be in the room and all but one has some form of connection to the “murdered” man.

KEEPER CONSIDERATIONS

Ensure you have read through and prepared to run the scenario. As Keeper, the players are looking to you keep them all engaged—this is difficult to do if your head is in the text. So, having a good understanding of the setup, the clues to be found, and resultant action will help immensely.

We have tried to organize the information so you can quickly go to a section and respond accordingly. Describe the information (sight, sound, smell) but then focus back on the players, allowing them to drive things forward. If they waiver, be prepared to offer suggestions but try to let them make the decisions.

The scenario’s climax is a combat scene, which it is intended to be potentially lethal. The sanity of the investigators will already have been tested before the climax, so several of them may die, perhaps the entire party! Such climatic endings help to enforce the time limit and demonstrate one of the key themes of *Call of Cthulhu*—the characters are regular people forced into horrific situations and where personal heroism can make all the difference. It’s also fun to have your character die in spectacular and hideous ways. Build the horror and tension but bear in mind your audience—tone the content according to the age of your players. Push insane characters to reach into their madness and create havoc

for themselves and those around them. In such details are such final scenes made, providing the players with memorable experiences that they will go on to share with others. Guide the players through the story and encourage them to fully participate in the action.

RULES NOTES

As already mentioned, you should have a good working knowledge of *Call of Cthulhu* 7th Edition; the scenario really only calls for the core rules, such as: skill tests, pushing rolls, Sanity rolls, bouts of madness, and combat.

We recommend that you use the optional Luck spending rule (Rulebook, page 99), as this will help negate poor dice rolls and help to keep the action moving forward (especially with so little time to run the scenario to a satisfying conclusion). Using which investigator has the lowest Luck to determine who the monster attacks first or determining if a weapon is near at hand are good ways of helping the players realize that spending Luck is a two-edged sword! Given that this is a one-shot game, each of the pre-generated investigators has a relatively low starting Luck value.

If you prefer not to use the spending Luck rule, then ignore the Luck values on the investigator sheets and ask the players to roll 3D6 multiplied by 5 for a Luck value at the start of the game.

FITTING A TWO HOUR TIME LIMIT

Playtests of this adventure have shown that it comfortably fits into a one-hour slot, with efficient game mastering by the Keeper. Timings generally work out like this:

- **Start:** players sit at the table, Keeper talks briefly about the investigator sheets and gives a quick overview of the rules. Keeper reads Getting Ready to Play to set expectations. Investigator sheets are handed out and players look over them.

- **Ready to play:** (10-15 minutes in) Keeper confirms that players are ready and reads from the Opening Scene, answering any immediate questions.
- **Combat starts:** (90 minutes in) either when the investigators have found the book and had a cursory read through it, or when they seem ready to leave the room with their findings, or the timer interrupts play, the monster rises and combat begins.
- **Cops arrive, adventure ends:** (110 minutes in) the combat tends to run for 20 minutes—some lucky groups have been known to push the monster out of the window, ending the fight somewhat early. If necessary, to fit two hours, have the back-up cops arrive to fight or scare the monster away.
- **Epilogue:** close up with a short epilogue and thank the players.

SCENARIO BACKGROUND

James Gardiner is a dreamer and, just like Randolph Carter from Lovecraft's tales, he is a frequent traveler to the Dreamlands. For some reason, he lost his ability to travel to the realm of dreams and, in his despair, he turned from a recluse into a madman. Desperate for any clue that would lead him back to the world of dream, he sought out all manner of occult and mystical knowledge.

Thus, he eventually found *The Book of Dreams*. Unfortunately, the book is cursed and acts a gateway for an otherworldly entity to materialize in our world. Gardiner set to work translating the Greek text and was able to decipher a ritual that he believed would allow him to transfer his consciousness to the Dreamlands permanently. Like many nefarious tomes of lore, the ritual Gardiner translated was a lie, and, instead of transporting his consciousness, it allows his body to become a vessel for the entity from beyond.

Over the past year or so, Gardiner has been performing a ritual from the book (which requires scarification of his skin) and doing what the book calls "meditation" to

prepare his mind. In fact, unbeknown to Gardiner, this preparation work has been a means to establish a psychic connection to the entity from beyond. The ritual's final step is to "free thy mind from thy fleshy prison," which involves a particularly gruesome self-sacrifice.

Gardiner enacted this final step two days ago as the scenario begins. While the strange geometric scarring and mental regimen have paved the way for the entity to possess his body, Gardiner, in his madness, got it wrong and performed the ritual too early. The entity may only cross between dimensions at midday on the Summer Solstice—which is today. Thus, approximately 45 minutes after the investigators enter Gardiner's room, the entity manifests in Gardiner's corpse.

The entity is partly comprised of the will of an ancient sorcerer, long banished from this world. In times past, he wrote the scrolls that in later years formed the basis of *The Book of Dreams*. Hidden within the text is a means for the sorcerer to return—a diabolical trap, which allows the utterly insane mind of the sorcerer to inhabit the body of the one foolish enough to perform the ritual.

MA SHANKS' BOARDING HOUSE

The scenario takes place on Sunday, June 21st, 1931 in Providence, Rhode Island in Ma Shanks' Boarding House. The boarding house is a three-story building, positioned at the edge of Federal Hill, near to the Italian neighborhood.

Prohibition is still in force, with the sale of alcohol illegal. The effects of the Depression are kicking in and everyone is hard pressed trying to make ends meet.

The boarding house is home to various immigrants to Rhode Island, as well as the landlord (one of the investigators) who cooks the meals and runs the place. There is a kitchen, dining room, large parlor, and storage on the first (ground) floor. A basement has a place for doing laundry. The second floor has four guest rooms and a bathroom (accommodating three of the investigators, as well as one larger room shared by the Skirgaila family), while on the third floor are Ma Shanks' rooms (the building's owner), the Landlord's room, James Gardiner's room, and Mrs. Madeira's room.

PLAYER CHARACTERS

Six investigators are provided. Each has a reason for going into Gardiner's room—stated on their respective character background sheets—ensure the players read these over and then use the information provided to drive the investigators into action. Avoid handing out the investigator sheets randomly—let each player choose their character. Each investigator is gender neutral, allowing the players to decide whether they wish to play a male or female character.

THE LANDLORD OR LANDLADY

Lives on the third floor. The landlord secretly loves James Gardiner. Whether this is forbidden love because of the player's gender selection or simply unrequited love is up to the player.

- **Roleplaying hook:** has a personal drive to discover what happened to Gardiner.

THE BOOKSHOP OWNER

Lives on the second floor. Owns a second-hand bookshop in Providence, specializing in esoteric tomes. The Book Shop Owner is in a dire financial position owing to the Depression combined with the general public's lack of interest in the specialty nature of the shop.

Some time ago, Gardiner borrowed several books on dream study and a translation guide for Greek from the Book Shop Owner, who is now keen to get these books back. In particular, the Book Shop Owner wants *The Dreamer's Dictionary* returned as a wealthy buyer has offered serious money to purchase it.

The loaned books (all can be found in Gardiner's room) are:

- *Myths and Legends of Ancient Greece and Rome*, by E.M. Berens.
- *The Interpretation of Dreams*, by Sigmund Freud.
- *The Dreamer's Dictionary*, a rare first edition.
- *A Primer in Greek Vocabulary*.
- **Roleplaying hook:** wants to get the books back from Gardiner.

NOSY NEIGHBOR

Lives in the smallest room on the second floor. A dreadful gossip, ever poking their nose into other people's business. The Nosy Neighbor is out of work and has pressing financial troubles, not least of which is the rent.

- **Roleplaying hook:** wants to help the landlord and get into their good books—as a way of getting the landlord to defer the payment of this month's rent. In addition, will jump at any chance to poke their nose into other people's business.

BUSINESS ASSOCIATE

Lives on the second floor. The Business Associate is a shady character and bootlegger, with connections to local gangsters. Some months back, Gardiner asked the Business Associate, who has a reputation for acquiring hard to find items, to obtain two knives crafted from obsidian.

More recently, in return for getting the obsidian knives, the Business Associate asked Gardiner to “cook the books” for him and produce a false accounting ledger to hide his shady business dealings (which includes skimming profits from the Mob). With the Mob breathing down his neck, the Business Associate wants his accounts (and the false ledger) back from Gardiner.

- **Roleplaying hook:** wants to get his real accounts and the doctored ledger back from Gardiner.

THE TOUGH GUY DAME

Lives on the first floor. This sibling of the Skirgaila family is dishonest, conniving, and selfish. He or she has no connection with James Gardiner but fabricates one for an excuse to get into the room.

- **Roleplaying hook:** wants a look inside the room to case the joint for things to steal. Of interest to them would be the rare obsidian knives, the very fine oriental carpet, the elaborate bookcase, and, of course, the cash.

THE BEAT COP

Asked to come inside the house when passing by on their beat. No connection to James Gardiner at all, simply a representative of justice and propriety. Likely to take the lead in looking for clues.

- **Roleplaying hook:** wants to be the first to solve the mystery of the murder. Solving this crime would help the cop's career goal of becoming a detective. Or at least getting off the street beat.

OTHER RESIDENTS

Loretta "Ma" Shanks: owns the boarding house. In her old age, she is near deaf and employs the Landlord to collect the rents and keep the building in order. She is currently visiting relatives and is not at home during the scenario.

The Skirgaila family: consists of two sisters (Anikke and Dovana) who work as laundresses, one brother (Petras) who is unemployed, and another brother (Konstantinas) who works in an illegal speakeasy. The rest of the family are out of the building during the scenario, leaving just the one player character.

Tommy: is the 11-year-old son of the Landlord. He's diligent and helpful around the house. Once Gardiner's body is found, Tommy volunteers to fetch the extra police.

Mrs. Madeira: lives across the hall from James Gardiner. She is still grieving for her husband who died in an industrial accident last March. She is in her room when the scenario begins and is a potential source of information concerning the comings and goings of Gardiner.

James Gardiner: found dead at the start of the scenario.

THE EXTRA POLICE

The extra police are a device in the Keeper's toolkit for this scenario. On discovering Gardiner's body, the beat cop is expected to call for a detective (see Opening Scene). If the cop does this, Tommy (the Landlord's son) volunteers to go to the extra police station, allowing the investigators a change to survey the scene and search the room.

The extra police (Detective Lt. Milligan and Officer Malone) and Tommy should only enter the action when the Keeper deems it suitable. Ideally, this can happen near the climax of the scenario, bringing the extra police in when either the investigators are down to a single person or when you only have five minutes left before the end of the session and need to bring things to a close. The extra police guns should be able to end the encounter quickly, especially if the investigators know that aiming for the head is the best bet. Of course, if some of the investigators are dead, have the players take on the extra police roles (police statistics can be found at the end of the scenario).

GETTING READY TO PLAY

Read aloud or paraphrase the following to introduce the players to the game:

Mr. James Gardiner, a recluse who lives in your boarding house, has not been seen or heard from for two days. Each of you has a reason to see if he is in his room. Through persuasion, bribes, or your own means, the landlord of this boarding house has been convinced to unlock the door and check on the tenant, while also letting you inside.

Describe the investigator characters to the players and get them to choose one each.

Briefly, talk the players through the investigator sheet:

- Personal details and their characteristics are at the top.
- Hit point, Sanity point, and Luck point tables.
- Skills and percentage values in the middle of the sheet.
- Combat skills and weapons are at the bottom of the sheet.

Read aloud or paraphrase the following:

Your investigator's characteristics, like Strength, Dexterity, and Intelligence, as well as their skills, have a value out of one hundred. The higher the number, the better their ability. Each of these values is a percentage, so when asked to make a roll to determine how well your character is doing something, you roll percentile dice. If you roll lower than or equal to your value, then you usually pass the test. If you look at your skills, the ones with the highest numbers are the things your character is best at doing.

Keeper note: don't worry too much about explaining how skill rolls, pushing rolls, or spending Luck works for now. Explain such rules when they come up in the game. Finally, ask the players to read over their character backgrounds and then decide upon a name for their investigator. Once done, move on to the **Opening Scene**.

OPENING SCENE

Read the following text aloud or paraphrase it for the players:

The year is 1931. You live in Providence, Rhode Island in Ma Shanks' Boarding House. Times are tough. The Great Depression means that immigrants and long-time residents, including you, are experiencing hard times.

You have all gathered outside the room of Mr. James Gardiner. He's not been seen for at least two days and everyone is getting concerned for his well-being. The Landlord rattles some keys, finding the one for Gardiner's room. Then, knocking once more just to be sure there is no response, the key is turned in the lock and the door is slowly opened.

From within comes the lingering smell of candles, long since burned out, and something sickly-sweet and copper-like. Looking in, you see it. Framed in the shafts of sunlight streaming through gaps in the curtains. A body!

The body is lying on a tarpaulin, stretched out on the floor. You can see blood. The man's body and clothing are covered in blood. It looks as though he somehow fell over from a kneeling position. The body is wearing a green tweed coat and a brown sweater-vest—the clothes Mr. Gardiner usually wears. It must be Mr. Gardiner!

The scene is shocking. His head has been mutilated by knife cuts.

Ask the players to make a **Sanity** roll (1/1D4 loss). Briefly, explain the role of sanity in the game as:

Your investigator's Sanity points can rise and fall. Sanity is used to determine whether your investigator can withstand witnessing various horrors, as well as stand up to fear-inducing situations, without turning tail and running away. The loss of Sanity points can lead to insanity.

For those investigators failing the **Sanity** roll, describe an involuntary action that expresses their shock on finding the body. Then ask the players what they want to do.

- Do they want to go inside and take a closer look?

If necessary, remind the players that each of their investigators want something from Gardiner.

CALLING FOR MORE POLICE

Tommy, the Landlord's son, is at the top of the stairs, watching, but not yet able to see into the room.

Ask the Beat Cop investigator if he or she wants to send Tommy to get a detective—remind the Landlord that sending Tommy to fetch the police is an ideal way to keep him from seeing the horror within. If the Landlord wishes it, Tommy is told to go the police station and bring

help. If the Beat Cop failed the **Sanity** roll for seeing the body, their involuntary response could be to shout at Tommy to get more police. As mentioned previously, he and the police will not return until near to the close of the scenario.

TAKING A CLOSER LOOK

Everything is in order in the room, except for the body on the tarpaulin. There doesn't appear to have been a fight in here. The furniture is upright and there are no bloody footprints. The only unusual trappings sit on the floor, in front of the corpse on the tarpaulin: a piece of blood-stained paper lies between two black candles, which have both burned down to their stubs.

Inside the room, going clockwise from the doorway, are: a wardrobe, bed, nightstand with lamp, an ornate bookcase that divides the room into two living areas, a window, a small table set in the corner (with two chairs and another lamp), a fancy upholstered chair, overhead cabinets built into one of the walls, and another table along the wall to the left of the door.

The room is large enough for six people to move around, even as they step over the body; having more than two people in the sectioned-off bed area would make it crowded, since the bookcase is positioned to make this more of a sleeping alcove.

EXAMINING THE BODY

Gardiner appears dead—touching the body confirms this fact. Examining the body may reveal the following clues. Some of the clues require a successful skill roll; use this opportunity to show how skill roles work, explaining that you can have Regular, Hard, and Extreme successes—indicting the required numbers in boxes on the investigator sheet. If a roll is failed, explain that the player has a choice:

- They can push the roll (perhaps taking more time to undertake the task—justifying another attempt); although if they fail a pushed roll the outcome will be worse (e.g. they could end up getting covered in blood, and so on).
- They can use Luck points to adjust the die roll to make it a success but they cannot use Luck points to adjust a pushed roll.

No roll needed:

- There is a deep cut, freshly made, around the head, as if a knife has traced a spiral from the crown to the neck.

- His clothes are blood-soaked. As his shirt is unbuttoned, the viewer can see strange marks on his chest.
- The blood is dry, suggesting this all took place some days ago.

First Aid roll (Regular success):

- The wounds on the head and neck are deep and appear hastily made. Blood loss was severe and inevitably fatal once the neck was slashed. The older scars on his body, arms, and legs appear to have been made over the course of some months (some are fresher than others).

First Aid roll (Hard success):

- As above, plus it appears the wounds were self-inflicted. From the position and angle of the wounds, Gardiner appears to have been right-handed. The spiraling cut around the head appears to have begun at the top of the head and worked down to the neck (it's evident that he had to move the knife between his hands to perform the cut). The neck wound was delivered in a swift and violent manner.

Spot Hidden roll (Regular success):

- Across the back of his hands, on his legs and arms, and across his blood-covered torso, Gardiner has scarification markings. They are shaped like small spirals. Closer examination of these markings reveals that they actually cover his entire body. The marks range in age, seemingly acquired over months of procedures.
- His face and head appear to be free of the older spiral scars.
- Lying under the corpse is an obsidian blade (the "murder" weapon). The blade lies in a pool of blood beneath the body. If used as a weapon, it inflicts 1D6 damage. Keeper note: if the body is moved the knife can easily be found (no roll required).
- An **Appraise** roll reveals that the blade is worth \$60 or more to the right collector.

If a search is made of the corpse's pockets, the following items may be found:

- \$1.47 in loose change.
- A wallet with identification for Mr. James Gardiner, and \$2.

- A key chain, with a key to the room and one other smaller key (sized to fit a cupboard, cash box, or desk lock). Keeper note: the smaller key fits the wooden box in the wardrobe.
- A pack of matches, unlabeled. Six matches remaining.

THE TARP, CANDLES, AND PIECE OF PAPER

The tarpaulin, candles, and piece of paper, as well as most of the rest of the room, are splattered with dried blood. Fortunately the waxed tarpaulin has protected a fine Oriental rug—meaning that the Landlord will not have to spend considerable time cleaning up the bloodstains! An **Appraise** roll reveals the Oriental rug is worth a considerable amount of money—some \$200—easily the most valuable thing in the room.

Examining these items may provide the following details:

No roll needed:

- The paper is blood stained and contains handwriting in an unusual language. Give the player concerned **Handout 1**.

Occult roll (Regular success):

- The paper, while heavily blood stained, has some strange writing on it.
- Combined with the black candles, this all seems to be the accouterments of some sort of gruesome ritual; however, there is not enough information in the ritual trappings to determine the intended result.

If the Book Shop Owner is looking at the paper, he or she recognizes the language as Greek; if they succeed in a **Language (Greek)** roll, give the player **Handout 2**.

LOOKING AROUND THE ROOM

A cursory look around the room identifies the following.

Wardrobe: searching inside reveals clothes, some shoes, and a locked wooden box. (The key for the box is on the keychain in Gardiner's pocket.) If opened, it contains \$128, a sewing kit, and grooming items.

Keeper note: all of the investigators would know that \$128 is enough to cover the \$15 room-and-half-board for eight months—any of the investigators might see an opportunity to pocket the money. The Keeper might use a secret note to tell the player that their investigator has found the money and asking if they want to tell the others about it or pocket the money.

A successful **Spot Hidden** roll detects something shiny in a shoe at the bottom of the wardrobe. Looking closer, the shiny thing is a .32 revolver (1D8 damage), loaded with six bullets.

Bed: tidily made. There is a depression in the pillow as if someone slept on top of the covers. A pair of slippers and a pair of brown shoes is placed neatly under the bed.

Nightstand: by the desk lamp is an old book, *The Dreamer's Dictionary* (sought by the Book Shop Owner). In the drawer of the nightstand is a slim journal (Gardiner's Dream Journal, see box on page 13), along with a small corked bottle of liquid and a small vial containing an off-white powder.

Keeper note: the substances are laudanum and cocaine, which any doctor can easily identify. The investigators can determine these substances with a Hard **Know** roll or Regular **First Aid, Medicine, or Science (Pharmacy)** roll.

Ornate bookcase: the bookcase is finely carved and has glass fronted doors, either side of which are the busts of two flute-playing cherubs carved into the upright moldings that support the doors. There is a drawer at the bottom of the unit. All of the woodwork is detailed in intricate scroll work. An **Appraise** roll reveals that the bookcase is worth \$75.

There are books on finance and banking, a few travel books for obscure places, and some occult books, including:

- *Myths and Legends of Ancient Greece and Rome*, by E.M. Berens.
- *The Interpretation of Dreams*, by Sigmund Freud, in German

The top shelf does not have enough books to fill it so a bookend has been used to keep the books upright. The bookend is a monstrous thing, looking like some human-like squid creature. If touched, it feels cold and slimy, and there is a tingling sensation—whoever has touched it must make a **Sanity** roll (0/1 loss) as they suddenly experience a brief vision of an underwater scene where indistinct and gigantic dark forms provoke a sense of dread. An **Appraise** roll reveals that the horrid bookend is worth \$50,—but, to make that appraisal, the investigator must handle the sculpture.

If the bookcase is searched, a secret compartment may be found. A successful **INT** roll determines that the space between the drawer at the bottom of the bookcase and the bottom shelf is too big—there is possibly a secret drawer; however, removing the bottom drawer and feeling about in the gap fails to reveal a way into any hidden compartment. Whereas, a successful **Spot Hidden** or **Art/Craft (Woodworking)** roll uncovers a button hidden in the scrollwork on the front of the bookcase. Pushing the button releases a secret panel in the rear of the unit.

Keeper note: the players may end up in a situation where they know there is a secret compartment but can't find it due to poor skill rolls. Remember they could use Luck points to adjust a roll or try to push the roll. If pushed, ask what extra they are doing to find the secret compartment (taking more time, knocking the wood to find a hollow sound, etc.) If a pushed roll is made but failed, allow them to find the compartment but have the investigator concerned catch their fingers on a wooden splinter, causing a gash in their skin and 1 hit point damage.

Inside the secret compartment can be found:

- A book: *Primer in Greek Vocabulary* (one of the Book Shop Owner's missing books).
- Two accounting ledgers and forged receipts (which the Business Associate is looking for).
- An obsidian knife, identical to the one that may be found under Gardiner's body.
- Wrapped in silk cloth, a book written in Greek named *The Book of Dreams* (see the section **The Book of Dreams**, on page 14).

If a few minutes are spent looking over the ledgers, a successful **Accounting** roll shows that Gardiner had produced a ledger of false accounting. Should anyone other than the Business Associate succeed in the roll while looking at the ledgers, it is apparent that the ledgers belong to the Business Associate, thereby implicating him or her in shady business practices and some sort of dubious relationship with Gardiner.

Upholstered chair: threadbare and worn, with a style dating back, at least, twenty years. The cushion is compressed from frequent use.

Window: dried blood spots litter the curtains and glass of the latched window. There is a small radiator beneath the window frame.

Handout 1

Καλώ Γιόγκ-Sothoth να ακούσειτο αίτημάμου.
Η Πύλη και τοΚλειδί.
Αυτότοσκάφοςέχειετοιμαστεί.
Αδειάστε αυτότοσώμα.
Μεταφέρετετηθέλησήμου.
Προετοιμάσειτοέδαφοςγια τα όνειρα.
Ια! Γιόγκ-Sothoth!
Ανοίξτετην πύλη.

Handout 2

I call upon Yog-Sothoth to hear my request.
The Gate and the Key.
This vessel has been prepared.
Empty this body.
Transport my will.
Prepare the way to dreams.
Ia! Yog-Sothoth!
Open the Gate.

Table and two wooden chairs: the table can accommodate two people. There is a place setting in front of one chair, but otherwise, the table is bare.

Cabinets and counter: a row of cabinets, at head height, across the width of the room. Beneath the cabinets, built into the wall, is a counter top, on which is a new-looking electric hot plate.

If the cabinets are opened, ask the investigator concerned to make a **Dodge** roll to avoid being hit by a jar of pennies that falls as one of the doors is opened. If the Dodge roll is failed, the investigator suffers 1 point of damage. In either case, the jar smashes and pennies go everywhere. Inside the cabinets are various jars, baskets, and cloth bags containing various vegetables and other foodstuffs.

Long table by the door: piles of organized correspondence, and an attractive wooden holder for paper, pens, and some envelopes. A man's hat sits on the corner of the table.

Examining the letters reveals:

- A note from the Business Associate asking Gardiner if the ledgers have been finished. It implores Gardiner to make haste as the ledgers are needed as soon as possible. The letter is dated June 14th (seven days ago).
- A letter from Gardiner's bank manager in Scotland regarding the dwindling funds in his account. The letter warns that unless measures are taken to address the situation, Gardiner's account will be cleared out within the next six months.
- A range of unopened correspondence. The letters concern various mundane matters and come from an assortment of domestic, Scottish, and English senders, as well as some from further afield. The Keeper, if necessary, should feel free to make up the details of any of these letters.

THE BOOK OF DREAMS

Hidden in the secret compartment of the bookcase is *The Book of Dreams*. Written in Greek, it is the barely coherent account of an Irish monk from the 9th century and describes the dreams he experienced after reading some ancient scrolls he discovered while cleaning out the monastery's library. This 1658 edition of the book is a later reproduction of the original, bound in cracked and aged leather and frail with age. A bookmark has been placed in the book, noting a page of interest.

Gardiner's Dream Journal

English, handwritten

- Sanity Loss: 1 (for initial reading)
- Occult: +2 percentiles

Here is a record of the dreams Gardiner had been experiencing while under the influence of the entity. An initial reading (skimming) takes about five minutes and reveals that Gardiner had an obsession with returning to a place called the "Dreamlands." He was frustrated that he seemed no longer able to travel to this place while asleep. Entry after entry is filled with frustration or simply reads, "No dreams again." Then, towards the end of the journal, there are numerous descriptions of vivid dreams where Gardiner talks about meeting a "powerful being" who has promised him a path into the land of dream if certain rituals are performed. In addition, Gardiner describes how his dreams make a text he calls "the Tome" more understandable.

With a successful Occult roll, the reader can determine:

- Gardiner was experiencing dreams where he was in contact with some dream entity or person. While the unnamed person seems to change his or her appearance in the varying dreams, it seems to be the same entity throughout. Whoever or whatever it was, it obviously had a lasting influence on Gardiner, driving him to delve into the dark arts.

Keeper note: bear in mind that Gardiner's animated body should rise to initiate a fight scene at the climax of the game, so there may not be enough time for the investigators to closely examine the book. Ideally, one of the investigators should be holding the book at the start of the fight.

If taking a few moments to skim the text, the following information may be found—determined by certain skill rolls.

Language (Greek) roll (Regular success):

- The details are confusing (as one might expect of transcribed dreams).

- The writer claims to be making regular visits in his dreams to a place he calls the “Dream Land.”
- It suggests that the writer was having dreams in which they were reading a “dream book.” Sections of *The Book of Dreams* appear to be an attempt to write down what was seen in the “dream book.”
- Where the bookmark is placed, there seem to be instructions on how to enter this dream realm. The writing on the scrap of paper near the body is the same as on this page of the book.
- Near to this page are diagrams showing spiral shapes drawn upon a human body (just like the ones on Gardiner’s body).

Language (Greek) roll (Hard success):

- As above, plus there are clearly chants and instructions written down. One seems to be a magical means of entering the Dream Land. It involves an obsidian knife and speaking aloud the chant found on the bookmarked page, while the “petitioner” must “free thy mind from thy fleshy prison,” and “render thy body still,” (i.e. commit suicide and sacrifice their body).
- The page showing the spiral diagrams appears to be another ritual, which the petitioner must first perform to ensure “thy vessel is pure and prepared as living armor.”

An Occult roll (Regular success):

- Looking at the spiral diagrams, it seems to suggest that inscribing the spirals on a body purifies the body but could also be some form of protective ward, perhaps making the flesh invulnerable or protected from certain forms of harm.
- If someone has succeeded in their Language (Greek) roll, the Occult roll can also confirm that many cultures have a belief in a dream realm or spirit world.

Keeper note: the book is cursed. Those reading it may, ultimately, fall under the spell of an entity trapped in the Dreamlands, the restless spirit of an ancient sorcerer, who seeks to open a portal so it may cross into the physical world.

The book contains two spells, which Gardiner had performed. The first is a spell to convert flesh into a magical armor through ritual scarification. The second spell enables the trapped entity to escape its current

confinement and be released, possessing the body of the person performing the ritual—Gardiner was tricked into believing these spells would send his consciousness into the Dreamlands. Thus, the spells combined, prepare an empty vessel for the entity to inhabit.

SPEAKING TO MRS. MADEIRA

The investigators may wish to speak to Mrs. Madeira, Gardiner’s neighbor across the hall. Getting Mrs. Madeira to talk requires a successful **Charm, Fast Talk, Persuade, or Intimidate** roll—although she does not have the best relationship with the Nosy Neighbor and if that character is talking to her, any of the aforementioned rolls are at Hard difficulty.

Note that if another investigator is doing the talking but the Nosy Neighbor is with them, the other investigator can attempt a **Psychology** roll to figure out that Mrs. Madeira doesn’t like the Nosy Neighbor. Thus, if the Nosy Neighbor is prodded to leave the conversation, the other investigator receives one bonus die to their social skill roll to get the old lady to talk.

If a social skill roll is failed and the player wishes to push the roll, ask what they are doing to press Mrs. Madeira (complementing her (Charm), threatening her (Intimidate), bamboozling her (Fast Talk), etc.). If a pushed roll is failed, Mrs. Madeira slams the door and refuses to speak. Another investigator might try again, but any social skill roll then made is at Hard difficulty.

In talking to Mrs. Madeira, ask the player/s what questions they wish to ask her. Here are some likely responses.

What Mrs. Madeira knows:

- She almost never hears anything from Gardiner’s room; although, on occasion, she thinks she has heard him saying nighttime prayers. Never any music or conversations. He rarely leaves his room.
- Mr. Gardiner seems to have taken early retirement or perhaps lost his job, as he doesn’t ever seem to leave for work.
- For the past two days and nights, she has seen no visitors at all.
- She has heard no sound of a struggle or a fight.

- Two nights ago, around 10:00 p.m., she did hear some singing coming from his room. It sounded like Gardiner's voice but the words were strange and unusual—not English. It ended suddenly before she thought to complain about the late night noise.

THE MONSTER RISES

At an appropriate moment, once the investigators have had time to look around the room, examine the body and other things of interest, Gardiner's body becomes possessed by the entity and rises. Read or paraphrase the following—modify the text as necessary, depending on what the investigators have done so far with the body (e.g. if the body was wrapped in the tarpaulin when it rises, it tears through the covering, and so on).

A dragging sound on the floor interrupts your investigation of the room. The mutilated body of the room's tenant shifts its limbs and suddenly lurches to a standing position. You look on in terror as the flesh around Mr. Gardiner's head begins to peel, the flesh spiraling downward like some horrific party trick with an apple. The blood-slicked skull turns to look in the direction of The Book of Dreams with malevolence in its lidless eyes.

Seeing the undead hulk rise provokes a **Sanity** roll (1/1D6 loss). Temporary insanity is a possibility if someone loses 5 or 6 points from a failed roll (see page 155, *Call of Cthulhu Rulebook*)—call for an **Idea** roll: if failed, roll or select a result from the Bout of Madness table (page 157, *Call of Cthulhu Rulebook*), or use the following suggestions.

The Book of Dreams

Greek, 1658, author unknown monk

- **Sanity Loss:** 1D6
- **Cthulhu Mythos:** +2/+4 percentiles
- **Mythos Rating:** 18
- **Study:** 15 weeks
- **Spells:** Prepare The Body (Flesh Ward variant), Travel To Dream Lands (Mind Transfer variant)

Full study might allow the reader to modify the Travel To Dream Lands spell to banish the entity (if it had already passed through into this world); however, there is not enough time this in this scenario to accomplish this.

Spells

Prepare The Body (Flesh Ward variant)

- **Cost:** variable POW; variable CON; 1D4 Sanity points
- **Casting time:** 2 weeks

Creates magical armor around the caster. Unlike Flesh Ward (page 259, *Call of Cthulhu Rulebook*) the armor endures and does not deplete each round (as the protection is ablated). This version of the spell is costly, requiring 10 POW and 10 CON per point of protection provided. The caster must, through scarification, inscribe “swirls” on his or her body. When the caster is struck, the swirls glow with a pale blue light and reduce any damage by the amount of protection invested.

The scarification is usually applied over a length of time, so the caster, if they choose, may elect to forego applying the effect to certain areas (such as the head) to speed up preparation for the spell. Areas not covered with the required scarification are unprotected by the ward.

Travel To Dreamlands (Mind Transfer variant)

- **Cost:** 10 magic points; 1D10 Sanity points
- **Casting time:** 5 rounds

This variant purports to permanently send the consciousness of the caster to the Dreamlands, leaving their physical body an empty shell. This version of the spell is, in fact, a trap. The caster must “render thy body still,” a euphemism for suicide, which must be performed with an obsidian knife. With the caster dead, an external entity can now take possession of the caster's body while the caster's consciousness is transported to goodness knows where.

Possible bouts of madness might include (each lasting 1D10 rounds):

- The Landlord suffers a delusion, believing the monster to be James Gardiner--resurrected--and feels that he or she must protect him.
- The Nosy Neighbor suffers from paranoia, believing that everyone is out to get them.
- The Book Shop Owner becomes obsessed with getting hold of or keeping a hold on *The Book of Dreams*.
- The Business Associate descends into violence, attacking anyone nearby (use a **Luck** roll: if successful, the monster is targeted; otherwise, it's the nearest investigator or NPC).
- The Tough Guy/Dame becomes obsessed with the idea of bargaining with the creature (Plutomania—craving for wealth), for a trade to be made that allows the creature to live in exchange for wealth, power, or obedience.
- The Beat Cop suffers from a psychosomatic loss of vision. They are effectively blind until the bout passes (impose penalty die to combat rolls etc.).

COMBAT

The creature that was once James Gardiner lusts after *The Book of Dreams* above all other things. Taking the book from anyone that possesses it and then smiting them for daring to touch it are the creature's primary goals.

Tactics: the monster begins by using its Song of Lost Dreams ability (page 18). Following this, its priority is to get the book and disable anyone firing a gun or attacking it. Once able, it will lurch out of the room and seek refuge elsewhere.

All of the investigators have a higher DEX than the monster. After dealing with the initial Sanity roll (and the involuntary actions that ensue from failure), the investigators should be able to undertake one action before the song can stun them. They may have already grabbed potential weapons during their search but, if not, call for **Luck** rolls to determine how easy it is for them to reach nearby weapons.

The players are free to do whatever they want: fight, flee, drop the book, yell for help, and so on. Go round the table and ask each player what they want their investigator to do. What goal they are trying to achieve? And then, help phrase that in mechanical terms: "so you want to shoot the monster? Okay, you need to roll below your Firearms

skill"—and so on. It is possible to survive this encounter by letting the monster depart with the book—especially if no one is holding the book; given the monster's intent and the players' reactions, it is likely they will want to keep the book from the monster.

Remember that the investigators may spend Luck points to adjust their attack or dodge rolls, and can also spend Luck to remain conscious if they would otherwise be knocked-out (page 125, *Call of Cthulhu Rulebook*).

The monster's magical protection (Prepare The Body spell, page 14) should become evident once attacks strike home but cause little to no damage—describe the blows striking the body and how the scars glow with a pale blue light, but say that the creature only waivers for an instant before pressing the attack, shrugging off the hits as if they were bee stings. Ask investigators who successfully score (what would otherwise be) a significant wound to make an **INT** roll: success reveals the monster is somehow protected when blows strike its arms or body—perhaps targeting its head, which is no longer covered by skin nor the swirls, might negate the protection?

Targeting the head requires:

- Melee—attack roll is made with a penalty die.
- Firearms—attack roll is made with a penalty die (which negates the bonus die for point-blank range); thus, the attack roll is at Regular difficulty.

Remember to use the outnumbered rule for combat—multiple investigators attacking the creature will gain a bonus dice to their attacks, possibly giving them an edge to take the monster down (especially if they know to target the unprotected head). The outnumbered rule only applies to melee attacks and not to gunfire (*Call of Cthulhu Rulebook*, page 108). Also, be aware that this is very close quarters. Anyone with a gun is firing at point-blank range (and likely firing into melee). Reviewing the firearm rules is recommended (page 113, *Call of Cthulhu Rulebook*).

Ultimately, the monster must depend on its magical armor to survive a concerted attack by the investigators. It is likely that one or more investigators will be disabled through combat or the loss of Sanity points before they can beat the creature down.

Should they flee as a group, the monster will pursue the book's holder, even if that person has already dropped the book (it should become clear that the book is cursed and anyone who touched it is in line for the monster's wrath). Having four people run for a single door at the same time is likely to slow their escape long enough to have the monster attempt to grab the last person who touched the book.

MORE POLICE ARRIVE

If the investigators are faring badly against the monster or if you are reaching the end of the time slot, the arrival of the extra police with Tommy can help to bring things to a close. If any of the investigators are dead or incapacitated, have them roll for the extra police officers' attacks.

A couple of rounds of heated gunfire can either cause the monster to flee the scene, launching itself through the window into the street below, or kill it in a hail of bullets. Alternatively, if time is up, declare that the fight ended once the extra police start firing their guns. Either way, the scene is over and the investigators have (sort of) won the day.

CONCLUSION

The scenario is likely to end with the monster dead or having escaped in a spectacular shower of broken glass as it drove through the window; that, or the investigators all dead and/or insane. If the investigators all manage to get away, that's just as good a resolution in *Call of Cthulhu* as any other. The monster shambles off to cause mayhem elsewhere.

Bring the game to a close with a short epilogue—adjust the following to fit with the events of your game:

Footsteps are heard running up the stairs. Shouts of "What's going on here?" precede the arrival of two policemen with guns drawn (who possibly finish off the monster).

Over the following weeks, you piece together the truth of the situation. James Gardiner enjoyed a vivid and fantastical dream life but somehow lost his ability to dream. He sought occult solutions to regain his dreams and found a spell in a tome that he believed would open the way for his dreams to return. Unfortunately, the spell and the book were cursed.

Some strange entity from another world tricked Gardiner into performing the rituals he found in the tome. One prepared his body to become a vessel for the foul entity while the other led to his death, sending poor Gardiner's soul into oblivion. His empty body could then be possessed by the entity—just as your investigators discovered.

(Remark on the investigators' actions in the game, their successes and what it cost them.)

Due to your timely actions, you can feel proud to have played your part in foiling the schemes of a monster from beyond. Your surviving investigators are each awarded 1D6 Sanity points. Well done! Perhaps this incident has changed your investigator. If there are dark and unwholesome things out there that wish to break into our world, will your steadfast investigator join the fight to stop them?

Lastly, if they enjoyed the experience, let the players know they can find out more about *Call of Cthulhu* at www.chaosium.com or (if applicable) at the Chaosium booth nearby.

APPENDIX A
NPCS AND MONSTER

DETECTIVE LT. MILLIGAN

STR 70 CON 65 SIZ 65 DEX 50 INT 60
APP 50 POW 50 EDU 75 SAN 48 HP 13
DB: +1D4 Build: 0 Move: 8 MP: 10

Brawl 40% (20/8), damage 1D3+1D4
.32 revolver 50% (25/10), damage 1D8
Dodge 30% (15/6)

Skills: Intimidate 50%, Listen 40%, Spot Hidden 45%, Stealth 35%.

PATROLMAN MALONE

STR 70 CON 65 SIZ 65 DEX 60 INT 50
APP 50 POW 60 EDU 55 SAN 58 HP 13
DB: +1D4 Build: 0 Move: 8 MP: 12

Brawl 60% (30/12) damage 1D3+1D4;
or Nightstick 1D6+1D4
.32 revolver 50% (25/10), damage 1D8
Dodge 30% (15/6)

Skills: Intimidate 50%, Listen 45%, Spot Hidden 60%, Stealth 35%.

GARDINER-THING, *monster from dreams*

STR 90 CON 110 SIZ 60 DEX 35 INT 80
APP — POW 90 EDU — SAN — HP 17
DB: +1D4 Build: 0 Move: 7 MP: 18

SPECIAL POWERS:

Song of Lost Dreams: the Gardiner-Thing pipes a dreadful whistling from its throat-orifice, causing those who hear its dire tune to become distracted (dazed). On the round the tune starts, those hearing it must each succeed in an opposed POW roll or become dazed for 1D3 rounds. When dazed, the listener is distracted, suffering a penalty die to all skill rolls, and may not initiate an attack (but may dodge or fight back). At the end of 1D3 rounds, the dazed investigator must make a Sanity roll due to the otherworldly visions they have witnessed (1/1D3 loss).

Attacks per round: 1 (fist, grab book, or special ability)

Fighting	50% (25/10), damage 1D6+1D4
Grab book (mnvr)	50% (25/10), grabs book and may wrestle it free on following round*
Dodge	17% (8/3)

*Opposed STR roll. Investigator may, on their next DEX action, initiate an opposed STR roll to pull the book free of the monster. Note that a dazed investigator does not suffer a penalty die to the opposed roll to maintain a hold on the book.

Armor: 5-point ritually scarred skin (spell, Prepare The Body, provides 5 armor points); each time damage is absorbed, magical blue lines trace the scars at the point of the would-be injury. The magical armor is ineffective against hits specifically targeting the head.

Spells: Prepare The Body.

Skills: Cthulhu Mythos 20%, Listen 40%, Spot Hidden 35%, Stealth 40%.

Sanity Loss: 1/1D6 Sanity points to see the Gardiner-Thing rise.

REFERENCES

For more reading on Rhode Island during the early 1900s and the Depression-era, you can always turn to the Internet:

Boom, Bust, and War, 1900-1945

<http://webserver.rilin.state.ri.us/RhodeIslandHistory/chapt7.html>

Italian neighborhood, Federal Hill

www.providenceri.com/ONS/neighborhoods/federal-hill

If you are unfamiliar with the Dreamlands and want to know more, check out Chaosium's *H.P. Lovecraft's Dreamlands*, as well as the Lovecraft stories, such as *The Silver Key* and *The Dream-Quest of Unknown Kadath*.

Handout 1

Καλώ Γιόγκ-Sothoth να ακούσειτο αίτημάμου.

Η Πύλη και τοΚλειδί.

Αυτότοσκάφοςέχειετοιμαστεί.

Αδειάστε αυτότοσώμα.

Μεταφέρετετηθέλησήμου.

Προετοιμάσειτοέδαφοςγια τα όνειρα.

Ια! Γιόγκ-Sothoth!

Ανοίξτετην πύλη.

Handout 2

I call upon Yog-Sothoth to hear my request.

The Gate and the Key.

This vessel has been prepared.

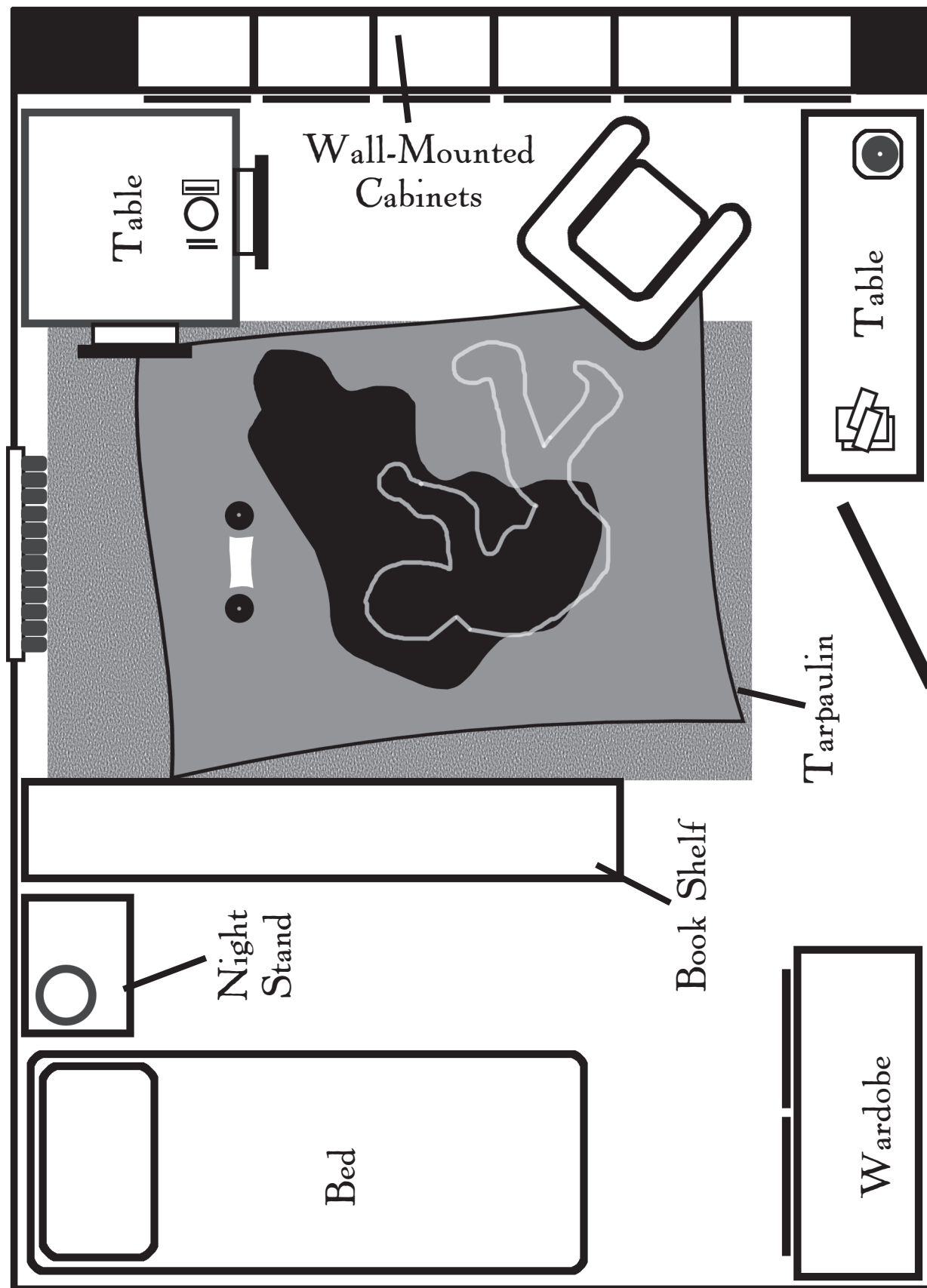
Empty this body.

Transport my will.

Prepare the way to dreams.

Ια! Yog-Sothoth!

Open the Gate.



Map: Gardiner's Room

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Landlord
 Age 38 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR 50 25 10 DEX 50 25 10 INT 60 30 12
 CON 70 35 14 APP 40 20 8 POW 60 30 12
 SIZ 80 40 16 EDU 50 25 10 Move Rate 7 +1 -1



Major Wound	<u>15</u> IP				
HIT POINTS	Dying	00	01	02	
	Unconscious	03	04	05	
	06	07	08	09	10
	11	12	13	14	<u>15</u>
	16	17	18	19	20

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

CALL of CTHULHU

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

MAGIC POINTS	<u>12</u> IP				
00	01	02	03	04	
05	06	07	08	09	
10	11	<u>12</u>	13	14	
15	16	17	18	19	
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>10</u> <u>5</u> <u>2</u>
<input type="checkbox"/> Art / Craft (05%) Plumbing	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Painting	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>25</u> <u>12</u> <u>5</u>
<input type="checkbox"/> Cooking	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> First Aid (30%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	<u>25</u> <u>12</u> <u>5</u>
Credit Rating (00%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Intimidate (15%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Portuguese	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Language (Own) (EDU) English	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

COMBAT

Damage Bonus +1D4
 Build +1
 Dodge 25 12 5

THE LANDLORD OR LANDLADY

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. A three-story building, where you run things on behalf of Ma Shanks, the elderly owner of the property.

You are widowed and now it's just you and your 10-year-old son Tommy, who you love very much. You wish to find love again, and perhaps you have.

James Gardiner is a tenant who has lived in the boarding house for around two years. He has utterly captured your heart. True, he's not acted to reciprocate your love but deep down, you know that somehow he loves you too. You are the only one in the boarding house that he spends time with, the only one that he talks to, even if your talks are rare.

Should anything happen to your adored tenant you would rain down vengeance on that person. No one would escape your wrath if he were slighted or injured. You would do anything within your power to seek that person out for special punishment.

Strangely, James has not been seen for two days, although that's not unusual. He prefers to work and makes his own meals in his room. But, despite your knocking, there's been no answer at his door. You are getting concerned and some of the other tenants appear to want to talk to James. So you have agreed to unlock the door to his room, to check he's okay.

**Decide whether your character is male or female. Whether your character's love for Gardiner is forbidden love due to your gender selection or simply unrequited love is up to you.*

Roleplaying hooks:

- You have a personal desire to make sure James Gardiner is okay.
- You secretly love James Gardiner.

Other tenants in the boarding house:

- Bookstore owner (player character).
- Nosy Neighbor (player character).
- Business Associate (player character).
- The Tough Guy/Dame (player character), one of the Skirgaila family."
- Tommy, your son, who lives with you.
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, who lives across the hall from James Gardiner. She is grieving for her husband, who died in an industrial accident last March
- The rest of the Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Book Store Owner
 Age 29 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR **60** 30 12 DEX **40** 20 8 INT **70** 35 14
 CON **50** 25 10 APP **50** 25 10 POW **50** 25 10
 SIZ **60** 30 12 EDU **80** 40 16 Move Rate **8** + -



Major Wound

11

IP

Dying

Unconscious

00

01

02

03

04

05

06

07

08

09

10

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12

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14

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18

19

20

HIT POINTS

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

CALL of CTHULHU

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

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
20	21	22	23	24	

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	45 <u>22</u> <u>9</u>	<input type="checkbox"/> Library Use (20%)	60 <u>30</u> <u>12</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	10 <u>5</u> <u>2</u>
<input type="checkbox"/> Art / Craft (05%) Pottery	25 <u>12</u> <u>5</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	45 <u>22</u> <u>9</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 <u>10</u> <u>4</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> First Aid (30%)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)	60 <u>30</u> <u>12</u>	<input type="checkbox"/> Occult (05%)	70 <u>35</u> <u>14</u>	<input type="checkbox"/> Throw (20%)	20 <u>10</u> <u>4</u>
Credit Rating (00%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Intimidate (15%)	15 <u>7</u> <u>3</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)	2 <u>1</u> <u>0</u>	<input type="checkbox"/> Jump (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%)	10 <u>5</u> <u>2</u>	<input type="checkbox"/> Dream Interpretation	25 <u>12</u> <u>5</u>
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Ancient Greek	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 <u>20</u> <u>8</u>	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	80 <u>40</u> <u>16</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**
 Build **0**
 Dodge **40** 20 8

THE BOOKSTORE OWNER

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. The Depression has hit your bookstore business very hard. You may have to give up your dream of selling rare books, all because the flow of orders coming in has dropped to a trickle. Only one order from a collector has come in this month, but it is a significant one—however, there is one small problem.

Your business affords you the opportunity to read through all sorts of arcane books, typically of an occult bent. While most of your business is conducted with clients around the world, you have a special place in your heart for the local customers. A year ago Mr. Gardiner, who actually lives in the same boarding house as you, approached you to help make contact with an estate sale of books. The small fee you earned was appreciated and you were able to pick up a few old tomes as well. Apparently, Mr. Gardiner got what he wanted and for a very reasonable price; although he never talked about what book he might have purchased.

Mr. Gardiner seemed obsessed with dreams. You both have talked on the subject at length in your store. You wouldn't really call him a friend but certainly a colleague. When he asked to borrow a few books from your store, you were happy to make a short-term loan. Unfortunately, one of the books you loaned him is the one the collector wishes to purchase. All you need to do is get the book back from Mr. Gardiner.

Compounding the problem is the fact that you've seen neither hide nor hair of Mr. Gardiner for a week. You've asked if the other tenants in your boarding house have seen Gardiner but none of them have, so you've asked the landlord to check up on him—giving you the chance to enter his room and find the book. After all, if this sale goes through, your shop will be able to stay open for at least another six months.

You have loaned James Gardiner the follow books:

- *The Dreamer's Dictionary*, a rare 1815 first edition – this is the book the collector wants to buy.
- *Myths and Legends of Ancient Greece and Rome*, by E.M. Berens.
- *The Interpretation of Dreams*, by Sigmund Freud.
- *A Primer in Greek Vocabulary*.

Roleplaying hooks:

- Get *The Dreamer's Dictionary* back from Gardiner.
- Check that Gardiner is okay and not poorly or something.

Other tenants in the boarding house:

- The Landlord (player character) and his 11-year-old son, Tommy.
- Nosy Neighbor (player character).
- Business Associate (player character).
- The Tough Guy/Dame (player character), one of the Skirgaila family.
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, who lives across the hall from James Gardiner. She is grieving for her husband, who died in an industrial accident last March.
- The rest of the Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Business Associate
 Age 34 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR 50 25 10 DEX 50 25 10 INT 80 40 16
 CON 40 20 8 APP 60 30 12 POW 60 30 12
 SIZ 50 25 10 EDU 70 35 14 Move Rate 8 +1 -1



Major Wound Ma9
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 11 12 13 14 15
 16 17 18 19 20

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

CALL of CTHULHU

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

Magic Points 12
 00 01 02 03 04
 05 06 07 08 09
 10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Fast Talk (05%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Law (05%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Science (01%) _____
<input type="checkbox"/> Anthropology (01%) _____	<input type="checkbox"/> Fighting (Brawl) (25%) <u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Library Use (20%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Appraise (05%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Listen (20%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Archaeology (01%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Locksmith (01%) _____	<input type="checkbox"/> Sleight of Hand (10%) <u>30</u> <u>15</u> <u>6</u>
<input type="checkbox"/> Art / Craft (05%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Firearms (Handgun) (20%) <u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Mech. Repair (10%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Spot Hidden (25%) <u>25</u> <u>12</u> <u>5</u>
<input type="checkbox"/> Cooking _____	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) _____	<input type="checkbox"/> Medicine (01%) _____	<input type="checkbox"/> Stealth (20%) <u>60</u> <u>30</u> <u>12</u>
<input type="checkbox"/> Business <u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Natural World (10%) _____	<input type="checkbox"/> Survival (10%) _____
<input type="checkbox"/> _____	<input type="checkbox"/> First Aid (30%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Navigate (10%) _____	<input type="checkbox"/> Swim (20%) _____
<input type="checkbox"/> Charm (15%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> History (05%) _____	<input type="checkbox"/> Occult (05%) _____	<input type="checkbox"/> Throw (20%) <u>30</u> <u>15</u> <u>6</u>
<input type="checkbox"/> Climb (20%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Intimidate (15%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Op. Hv. Machine (01%) _____	<input type="checkbox"/> Track (10%) _____
Credit Rating (00%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Jump (20%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> _____
Cthulhu Mythos (00%) _____	<input type="checkbox"/> Language (Other) (01%) _____	<input type="checkbox"/> Pilot (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Disguise (05%) _____	<input type="checkbox"/> _____	<input type="checkbox"/> Psychology (10%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> _____
<input type="checkbox"/> Dodge (half DEX) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Psychoanalysis (01%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Drive Auto (20%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> _____	<input type="checkbox"/> Ride (05%) _____	<input type="checkbox"/> _____
<input type="checkbox"/> Elec Repair (10%) _____	<input type="checkbox"/> Language (Own) (EDU) <u>70</u> <u>35</u> <u>14</u>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	45	22	9	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 30 15 6

BUSINESS ASSOCIATE

You live in Providence, Rhode Island, in Ma Shanks' Boarding House.

We all make tiny decisions for the best of reasons. Sometimes, those decisions have long lasting and dangerous consequences.

Moving grain and other supplies into the city for making bootleg spirits has been a very lucrative business for you. You don't worry about being busted, as you aren't actually handling illegal hooch. All you have to do is get the materials required to the basements around the city where the production work is done.

Recently, a small mishap in another business venture left you temporarily short on funds. You had to juggle a little money from the Mob's expenses to temporarily cover your other debts. Simple. But complications followed and you found yourself having to skim more money just to keep afloat.

You have always been able to acquire things for people (antiques, rare goods, and less than legal items). Sometimes, this little sideline has proved profitable. About a year ago, James Gardiner, who lives in the same boarding house as you, asked you to make use of your talents to acquire a pair of obsidian knives. "No questions asked," has always been your motto. In exchange, you asked Gardiner to "fix" your accounting ledger by creating a false ledger—something to show the Mob if "Double Barrel" Angelo comes calling to ask awkward questions about the missing money.

Problem is, no one has seen Gardiner in days. He's not answering knocks at the door. You need your accounts and the two ledgers. Only last night you heard that Angelo has been asking questions and mentioning your name. You've pestered the boarding house's landlord to open Gardiner's door under the pretense of checking he is okay—giving you a chance to follow inside and hopefully get your ledgers.

Roleplaying hooks:

- Get into Gardiner's room.
- Get your accounts and the two ledgers.

Other tenants in the boarding house:

- The Landlord (player character) and his 11-year-old son, Tommy.
- Nosy Neighbor (player character).
- Bookseller (player character); owns a local bookstore of weird and old books.
- The Tough Guy/Dame (player character), one of the Skirgaila family.
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, who lives across the hall from James Gardiner. Her husband died in an accident last March.
- The rest of the Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Nosy Neighbor
 Age 58 Sex _____
 Residence Providence, RI
 Birthplace _____

CHARACTERISTICS

STR **70** ³⁵/₁₄ DEX **80** ⁴⁰/₁₆ INT **60** ³⁰/₁₂
 CON **50** ²⁵/₁₀ APP **50** ²⁵/₁₀ POW **50** ²⁵/₁₀
 SIZ **60** ³⁰/₁₂ EDU **40** ²⁰/₈ Move Rate **7** ⁺¹/₋₁



Major Wound M11IP

HIT POINTS	Dying	00	01	02		
	Unconscious	03	04	05		
	06	07	08	09		
	10	11	12	13		
14	15	16	17	18	19	20

Temp. Insane _____ Indef. Insane _____ **50** Max _____

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

SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

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

M10IP

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Fast Talk (05%)	30 ¹⁵ / ₆	<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 ¹⁰ / ₄	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	30 ¹⁵ / ₆
<input type="checkbox"/> Art / Craft (05%) Woodworking	40 ²⁰ / ₈	<input type="checkbox"/> Firearms (Handgun) (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Mech. Repair (10%)	20 ¹⁰ / ₄	<input type="checkbox"/> Spot Hidden (25%)	45 ²² / ₉
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 ²⁰ / ₈
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	60 ³⁰ / ₁₂	<input type="checkbox"/> Survival (10%)	70 ³⁵ / ₁₄
<input type="checkbox"/> Charm (15%)	15 ⁷ / ₃	<input type="checkbox"/> First Aid (30%)	50 ²⁵ / ₁₀	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	25 ¹² / ₅	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 ¹⁰ / ₄
Credit Rating (00%)	20 ¹⁰ / ₄	<input type="checkbox"/> Intimidate (15%)	15 ⁷ / ₃	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	60 ³⁰ / ₁₂
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 ¹⁰ / ₄	<input type="checkbox"/> Persuade (10%)	10 ⁵ / ₂	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) English	40 ²⁰ / ₈	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	40 ²⁰ / ₈	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	15 ⁷ / ₃	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) German	60 ³⁰ / ₁₂	<input type="checkbox"/> Ride (05%)	40 ²⁰ / ₈	<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	50	25	10	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**

Build **+1**

Dodge **40** ²⁰/₈

NOSY NEIGHBOR

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. You know everyone in the house (see notes at bottom) and make it your business to also know their business. A house is a community, so it's important to know everyone well. Your family is all grown up and moved away; your spouse died in the influenza epidemic twelve years ago. Of course, some call you a nosy gossip but you don't see it that way.

But James Gardiner, who lives on the third floor, is a mystery to you. Who is this man who thinks he can hide from you? Why is he so suspicious? Does he engage in illegal dealings? Is he up to no good in that room of his? He's lived here for nearly two years but never once has he said more than a passing hello to you.

What you do know about Gardiner is that he hides in his room all of the time. Late at night, you have heard him reciting some odd sounding poetry before going to bed. The poetry isn't in English and has had you wondering about what he's been doing in there.

But, today, everyone seems to be talking about him. Apparently, no one has seen him for a few days and some are getting worried. Well, this sounds right up your street—time to put your detective hat on. The landlord is going to unlock his room to check on him; perhaps you can follow in and get a good look to see just what Gardiner has been up to.

Roleplaying hooks:

- Find out what Gardiner has been up to in his room.
- See what gossip you can pick up on the other tenants.

Other tenants in the boarding house:

- The Landlord (player character) and his 11-year-old son, Tommy.
- Bookseller (player character); owns a local bookstore of weird and old books.
- Business Associate (player character); seems a shady one and never discusses exactly what line of work he/she is in.
- The Tough Guy/Dame (player character), one of the Skirgaila family.
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, who lives across the hall from James Gardiner. Her husband died in an accident last March. She doesn't seem to like you.
- The rest of the Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Tough Guy/Dame
 Age 22 Sex _____
 Residence Providence, RI
 Birthplace Lithuania

CHARACTERISTICS

STR **60** 30 12 DEX **55** 27 11 INT **50** 25 10
 CON **60** 30 12 APP **80** 40 16 POW **50** 25 10
 SIZ **65** 32 13 EDU **40** 20 8 Move Rate **7** +1 -1



Major Wound 12 IP
 HIT POINTS
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT 11 12 13 14 15
 16 17 18 19 20

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

CALL of CTHULHU

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

10 IP
 MAGIC POINTS
 00 01 02 03 04
 05 06 07 08 09
10 11 12 13 14
 15 16 17 18 19
 20 21 22 23 24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	60 <u>30</u> <u>12</u>	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	60 <u>30</u> <u>12</u>	<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Firearms (Handgun) (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)	10 <u>5</u> <u>2</u>	<input type="checkbox"/> Spot Hidden (25%)	70 <u>35</u> <u>14</u>
<input type="checkbox"/> Dancing		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	40 <u>20</u> <u>8</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 <u>10</u> <u>4</u>
<input type="checkbox"/> Climb (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Intimidate (15%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/> Persuade (10%)	50 <u>25</u> <u>10</u>	<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 <u>10</u> <u>4</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)	40 <u>20</u> <u>8</u>	<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	30 <u>15</u> <u>6</u>	<input type="checkbox"/> Lithuanian		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU)	40 <u>20</u> <u>8</u>			<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	60	30	12	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **+1D4**
 Build **+1**
 Dodge **30** 15 6

THE TOUGH GUY

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. You know everyone in the house (see notes at bottom) but don't care a lick about them. It's every man and woman for themselves, with only your family to depend on in the hard times of the Depression. You have been depending on your family a lot lately. Neither you nor your brother Petras have had work for months now. Petras spends all of his time mooching free drinks from your oldest brother, Konstantinas, in the illegal speakeasy he works at. You spend your time with your sisters, Anikke and Dovana, when they aren't working in the laundry business, talking about movie stars, radio programs, and all things American. You've even taken to Americanizing your Lithuanian name, even though Konstantinas does not approve.

You need to do something to bring some money in for your family. That odd bird on the third floor (you think his name is Gardiner) might be the answer. If you can work around that pesky Landlord and get some of his "orchids" (slang for expensive items), that would be the cat's whiskers! It's either that or get a job—but a job is for people with no ambition in life. You have ambition—you just need a lucky break.

What you do know about Gardiner is that he hides in his room all of the time. He's British or maybe a Scottish. He has no job but seems able to pay the rent and sometimes travel. You guess he must be wealthy—just like you are going to be some day.

Today, everyone seems to be talking about Gardiner. Apparently, no one has seen him for a few days and some are getting worried. So, maybe he's on his travels again or he could even be dead in there; either way, scoping out his room makes sense. If you can get inside and find what's valuable, you can either snaffle it away in your pocket or break in later—you just need to know what's there that's worth stealing.

Roleplaying hooks:

- Get into Gardiner's room.
- Case the joint, looking for high value items, preferably portable.
- Pawn those items for cash for your family.
- Don't take "no" from anyone.

Other tenants in the boarding house:

- The Landlord (player character) and his 11-year-old son, Tommy.
- Nosy Neighbor (player character).
- Bookseller (player character); owns a local book-store of weird and old books.
- Business Associate (player character).
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, who lives across the hall from Gardiner. Her husband died in an accident last March.
- Your siblings, the Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city. Except that drunk, Petras.

1920S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation Beat Cop
 Age 24 Sex _____
 Residence Providence, RI
 Birthplace Providence, RI

CHARACTERISTICS

STR **60** **30**
12 DEX **55** **27**
11 INT **80** **40**
16 CON **65** **32**
13 APP **50** **25**
10 POW **70** **35**
14 SIZ **50** **25**
10 EDU **50** **25**
10 Move Rate **9** **+1**
-1



Major Wound **M11IP**

HIT POINTS

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane _____ Indef. Insane _____ **70** Max _____

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

SANITY

CALL of CTHULHU

Out of Luck 01 02 03 04 05 06 07

LUCK

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

M14IP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

MAGIC POINTS

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	70 35 14	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	40 20 8	<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	60 30 12	<input type="checkbox"/>	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Handgun) (20%)	50 25 10	<input type="checkbox"/> Mech. Repair (10%)	10 5 2	<input type="checkbox"/> Spot Hidden (25%)	50 25 10
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	20 10 4
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	30 15 6	<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Climb (20%)	20 10 4	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	20 10 4
Credit Rating (00%)	50 25 10	<input type="checkbox"/> Intimidate (15%)	40 20 8	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	20 10 4	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Italian	40 20 8	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	30 15 6	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	60 30 12	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	50 25 10	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	40	20	8	1d3 + db	-	1	-	-
.38 Revolver	50	25	10	1D10	15 yards	1 (3)	6	100

COMBAT

Damage Bonus **none**

Build **0**

Dodge **30** **15**
6

THE BEAT COP

Your beat is Federal Hill, a mostly Italian neighborhood of Providence, Rhode Island. As immigrants, these residents are loud, boisterous, and occasionally trouble making but, in the main, they don't give you much trouble.

It was a long shot for someone like you to get into the police force, especially when jobs are in short supply during this Depression. But you aren't meant to walk the beat. You are meant for so much more. This is just a stepping-stone to higher positions, perhaps eventually elected office. If only someone would notice your abilities, passion, and your drive. You could move off the street beat and into the station where real police work is done. You have your sights on a detective badge!

So, when you are flagged down by the landlord of Ma Shank's boarding house and told that one of the residents isn't answering their door, you fear the worst. You happily step inside to witness the landlord's lawful intrusion. If the tenant is dead, this might be an opportunity for you to prove yourself to your superiors—although if the guy is dead, you'll need to send for a detective—but, while that message is sent, you'll have access to the crime scene and perhaps you can solve the case before the detective arrives!

There is a collection of tenants gathered around the doorway. Each explains certain things they need to recover from within the room—they sound reasonable, so you consent. But be careful! One of these other tenants might be the murderer.

As this is part of your beat, you know a little about the tenants here. Mostly good folk but there are one or two to keep your eyes on.

The tenants in the boarding house:

- The Landlord (player character) and their 11-year-old son, Tommy.
- Bookseller (player character); owns a local book-store of weird and old books.
- Business Associate (player character); works as a supplier for various restaurants around the city, mostly around Federal Hill.
- Ma Shanks, the frail and elderly building owner.
- Mrs. Madeira, a recent widow.
- The Skirgaila family, Lithuanian brothers and sisters who are hard workers, with jobs in the city. But there are a couple of rotten apples in the barrel: Petras, a lowlife who has been seen drunk on the streets; and a would-be hoodlum (player character) who has yet to turn to a life of crime. Of the five of them, only the would-be hoodlum is at home as you begin your investigation.