

WHAT'S IN THE CELLAR?

A ONE HOUR DEMO SCENARIO FOR CALL OF CTHULHU



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WHAT'S IN THE CELLAR?

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

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WHAT'S IN THE CELLAR?

Will your investigators escape from the mysterious tomb?

OVERVIEW

This demonstration scenario is intended for use at conventions, gaming clubs, and events for the purpose of introducing new players to the fun of *Call of Cthulhu*. Designed to be played in one hour, it accommodates from two to four investigators (pre-generated investigators are provided, see Appendix B).

The scenario is broken up into eight parts to be played in sequence. They are described as follows:

1. **Set Up and Investigator Introductions** (10 minutes)
Players select their investigators, the Keeper reads aloud Set Up, and players briefly introduce their investigators.
2. **Start** (5 minutes)
The Keeper sets the scene. The investigators go into Blackwood's Cellar.
3. **Clues One to Four** (15 minutes)
The investigators search the cellar, finding clues one to five, as well as tools and weapons.
4. **Clues Five to Six** (15 minutes)
The creature begins to manifest and bother the investigators as they discover clues Five to Six.
5. **Clue Seven** (10 minutes)
The creature attacks the investigators as they search for clue seven.
6. **Conclusion** (5 minutes).
Congratulate or commiserate the players and thank them for taking part.

The Keeper should keep an eye on the time and ensure that each segment is played closely to its allocated schedule. Some players may get stuck investigating unnecessary details and it is the Keeper's job to pace the exploration and action, ensuring each player has an equal amount of participation and spotlight time.

BACKGROUND

Arthur Blackwood, an influential New York attorney, has contacted his cousin in a desperate plea to find evidence that will clear his good name. Eight months ago, Arthur and his wife Rose were vacationing at their summer cabin, near Whitehall, New York. The cabin, with its peaceful view of Castle Creek, a tributary of the Mettawee River, was built by Arthur's great-great-grandfather, Milton Blackwood, in 1717. Last summer, Arthur and Rose were enjoying a relaxing month-long vacation that ended in terror and tragedy. In the early hours of July 19, 1928, Arthur was found wandering the North Ash Trail by John and Helen Turner. Arthur was disorientated and his arms and chest were covered in blood. Rose's body could not be found and Arthur was arrested for the presumed murder of his wife. The murder trial begins on March 18, 1929.

The New York State Police and the local Washington County Sheriff's Department have completed their investigation of the Blackwood cabin; all pertinent evidence was collected, photographed, and cataloged, and will be presented by the prosecution at Arthur's trial. Arthur's defense attorney (and business partner), Joseph Klein, is doing his best to keep Arthur out of the electric chair but with a lack of evidence to the contrary, Klein fears that Arthur will spend the rest of his days behind bars.

Arthur's mental faculties have returned, somewhat, and he's begun babbling about how Rose was taken by "darkness." Society at large believes Arthur Blackwood to be a cold-blooded killer who should fry for his crime. It is down to the investigators to discover if Arthur is innocent or guilty.

THE TRUTH

Milton Blackwood was a warlock who made a pact with a creature that bestowed the Blackwood family line with uncanny luck, which manifested as wealth and good fortune. The creature demanded payment in blood and bone for its gift and Milton was happy to pay it. Over

time, Milton kept tapping his “genie” for greater power and prosperity, until he devised a spell that would trap the creature in the cellar of his family’s vacation cabin for eternity—his bloodline would continue to benefit from the gift of good fortune without a need for further sacrifices. The keystone to Milton’s spell was a ring that must be worn by a person of Blackwood blood; as long as such a person wears the ring, the creature remains sealed below the floor of the cellar of Milton Blackwood’s home.

As the decades and centuries past, the binding ring was passed down the Blackwood family line. The creature remained imprisoned beneath the cabin’s cellar floor but, as time passed, the truth of the creature became myth and was, eventually, forgotten. The Blackwood ring was worn out of tradition, its true purpose lost to living memory. Of course, no one in the Blackwood family ever questioned the uncanny good luck that the line enjoyed.

On July 18, 1928, Arthur Blackwood, the current possessor of the family ring, removed it to avoid getting a blister as he chopped wood for a campfire. With the ring in Arthur’s pocket, Rose went to the cellar to get some vegetables—and then the screaming began. Rose unwittingly entering the creature’s prison and was attacked. On hearing her screams, Arthur raced to the cellar to witness his wife being torn to pieces before his very eyes. In the commotion, the ring popped out of Arthur’s pocket and tumbled onto the cellar floor. The creature then buried the ring deep in the cellar floor to prevent anyone in the Blackwood bloodline from ever finding and using it again.

The creature, having spent long years trapped by the Blackwood family, is now a rage-filled horror intent on revenge and the destruction of the family line. In its malice, it chooses to attack only those in the company of a Blackwood family member. The creature wishes to save those of the Blackwood bloodline for the final kill. If an investigator of the Blackwood bloodline can find and wear the ring, the creature will be forced back into its prison.

THE BLACKWOOD CABIN

The Blackwood cabin is a small one-story house, with two bedrooms, a small kitchen, and a large parlor. There is a trapdoor in the parlor that leads to the cellar under the cabin. Everything in the cabin is neat, clean, and orderly. When the investigators arrive, the creature senses that Blackwood blood is in the cabin (one of the player characters) and attacks the other investigators first in order to save the Blackwood blood relative for last.

The floor of the cellar is white, as it’s comprised of a layer of crushed seashells and pea gravel, hidden beneath which is a layer of crushed bone (with a combined depth of 2 feet). When walked upon, the cellar floor makes a quiet crunching sound and also has a spongy feel to it. The ceiling is low, being only 7 feet high.

No artificial light sources are installed in the cellar—investigators need to bring their own light sources. The cellar is large and “L” shaped. The walls are lined with shelves storing canned and jarred food, while small piles of junk are stored in on the floor and against the walls. A ladder is bolted to the wall to allow access in and out from the parlor. There are no other exits from the cellar.

Keeper note: if questioned about the logic of having such a floor in a cellar, the Keeper can explain that the gravel and seashells help to drain moisture.

ABOUT THE INVESTIGATORS

Four pre-generated investigators are supplied. Note that each of the pre-generated investigators has just a last name, allowing the players to pick a first name and gender for their character.

1. Clarke, the author, is a relative of Arthur Blackwood and must be played.
2. Rumberger, the detective, should be played if there is a second player.
3. Dr. Pennyworth, the psychiatrist, should be played if there is a third player.
4. Hughes, the architect, should be played if there is a fourth player.

Investigator sheets and personal background notes for all of the player characters can be found at the end of the scenario.

SET UP

Read aloud or paraphrase the information on **Cellar Papers 1** (following page) and then give this handout to the players. Then read aloud or paraphrase the following:

Today is Saturday, March 2, 1929, eight months after Arthur Blackwood was arrested for the murder of his wife. As you enter the law office of Joseph Klein, you look upon a breathtaking view of the New York skyline. Klein bids you welcome and gestures for you to take a seat.

Sitting on Klein’s desk is a large box with a pair of strange wheels and a row of buttons on its face. Klein says, “Thank you for coming,” as he shakes your hands. “As you are aware, Arthur Blackwood is facing the electric chair. I’m trying to negotiate a lifetime prison sentence but the outlook is bleak.”

ork Gerald

July 20th, 1928

GRISLY WHITEHALL MURDER

Prominent New York attorney, Arthur Blackwood, was arrested yesterday and charged with the murder of his wife, Rosemary. Mr. Blackwood was discovered wandering the countryside near his family vacation cabin located in Whitehall, New York. It is reported that Mr. Blackwood was disorientated and covered in blood. On arrival, the local sheriff discovered evidence of the heinous murder of Mrs. Blackwood despite the disappearance of Mrs. Blackwood's body. When questioned about his wife's whereabouts, Mr. Blackwood was unable to respond.

Klein places a hand on the strange box on his desk, "this is a magnetic voice recorder, I use it to record conversations with defendants, so you can hear their exact statement in their own words. These are brand new and the company that makes them is a client of ours, so we got access to this prototype." Klein presses a button and says, "Arthur has a message for you."

As the wheels begin their spin, you hear Arthur's scratchy voice emanate from the box:

"Cousin, please... you must help me. I can't explain it... I never believed the stories for they were too fantastic to be real, but the Blackwood family line is both blessed and cursed! A genie lives in the cellar of the family cabin but to control it you must find my ring. I dropped it, I think, in the cellar! Please find my ring and prove to the police that the genie exists! Please, I implore you! Find my ring, for it is the only thing that can prove my innocence!"

Klein opens a manila folder and shows you a photograph of the cellar beneath the Blackwood cabin. The photograph shows dark earthen walls, lined with shelves, and a white floor of crushed shells and gravel. A large amount of blood is splashed and splattered across the floor. "As you can see, there is no such thing as a genie," Klein says. "Poor Arthur has been under incredible stress; he eventually snapped and butchered his wife." Klein then gives you a key to the cabin and a letter granting you access to the property—should the local authorities want to know why they are there. "It's only because I still love and respect Arthur that I am even entertaining his request to have you search the cellar for anything to clear his name. Good luck."

Mr. Klein then suggests they introduce themselves to one another – ask the players to briefly describe their character and their role; Klein can add the following points as necessary:

- Clarke, the author, is a cousin of Arthur Blackwood; Arthur asked for his/her involvement.
- Rumberger, the detective, is recognized by the court as having the authority to collect evidence so that it may be used in Arthur's defense.
- Dr. Pennyworth, the psychiatrist, is to be a witness and provide expert testimony. **Keeper only:** he/she is an unknown distant Blackwood relative.
- Hughes, the architect, is a friend of the Blackwood family and Arthur asked for his/her involvement.

START

This scenario opens with the investigators inside the Blackwood cabin. It is assumed they have already browsed through the home and found nothing unusual. Play begins with the investigators entering the dark and claustrophobic cellar.

Keeper note: the clues are described in the order they are most likely found. The Keeper may alter this flow dependent on the actions of the investigators.

Read aloud or paraphrase the following:

Having set out from Klein's office, you have already looked around the main rooms of Blackwood's cabin and found nothing of interest or relevance to the case. You are now looking through the trapdoor into the cellar, where the police say Rose's murder took place.

THE CELLAR

While looking into the cellar from the open trap door in the parlor, your view is extremely limited. Light from the parlor spills into the cellar illuminating a ladder, some shelving, and the white shell and gravel floor. You can make out that the shelves hold jars, small boxes, and other knick-knacks. Everything is covered in a thick layer of dust. You also note

The Importance of Blood

There is one critical element to this scenario: at least one of the investigators must be a blood relative to Arthur Blackwood. Of the four pre-generated investigators, Clarke, the author, is Arthur Blackwood's cousin; thus, Blackwood blood flows through his or her veins. And, unbeknownst to everyone, including him or herself, Dr. Pennyworth, the psychologist, is also a very distant cousin (with just enough Blackwood blood for the creature to recognize Pennyworth for what he or she is).

The horror at the Blackwood cabin is directly tied to the Blackwood family line, which is why the police were not attacked when they entered the cellar. The unfortunate investigator(s) possessing the blood of the Blackwoods is the catalyst that triggers the climactic battle at the end of this scenario.

that the cellar has no lighting, so lanterns or flashlights are needed. Large cobwebs are everywhere.

Refer to the Keeper's Cellar Map (page 8) as this notes where certain clues can be found, as well as other antiques and tools that may be of use.

As the investigators enter the cellar, provide them with the Player's Cellar Map (page 13).

CLUE ONE: FLOOR TOO CLEAN

As the investigators go down the ladder, they recognize the cellar as the room in which the murder took place from the photograph shown to them by Klein. Now, however, the floor is clean and white, with no traces of blood at all.

- Investigators succeeding with a **Spot Hidden** roll notice trace amounts of blood splatter on some of the jars and cans on the nearby shelves. The small amount of blood appears consistent with the account of the murder—the vast majority of blood was spilled on the floor. What's strange is that there is no blood on the floor at all.

Keeper note: the creature has absorbed all of the blood.

CLUE TWO: LADDER AND FLOOR

If an investigator inspects the ladder, they notice it extends down into the crushed shell and gravel floor, instead of resting on the floor. The clue suggests that it may be worth digging into the floor. If necessary, a successful **INT** roll can discover this clue.

SEARCHING THE CELLAR

The shelves are congested with useless junk, which hides useful tools and weapons. Investigators searching the shelves require a successful **Spot Hidden** roll to find the various items. Certain items are harder to find and require a Hard or Extreme success to locate; the Keeper should pick one of the following depending on the player's roll—note that, if used as a weapon, the item's damage is given in parentheses. Allow the players to make more than one **Spot Hidden** roll if they say they are searching different locations in the cellar (or at later stages in the scenario).

Regular success finds:

- Lantern*
- An old box (see **Clue Three**)
- Collection of books (see **Clue Four**)
- Three pairs of old leather gloves (see **Clue Five**)
- Shovel (1D6+DB)
- Hoe (1D4+DB)
- Baseball bat (1D6+DB)
- Hammer (1D4+DB)

**The lantern requires oil: a successful INT roll reminds the investigator that they saw a small canister of kerosene in the kitchen.*

Hard success finds:

- Heavy wrench (1D6+DB)
- Dagger (1D4+2+DB)
- Trowel with very sharp edges (1D4+2+DB)

Extreme success finds:

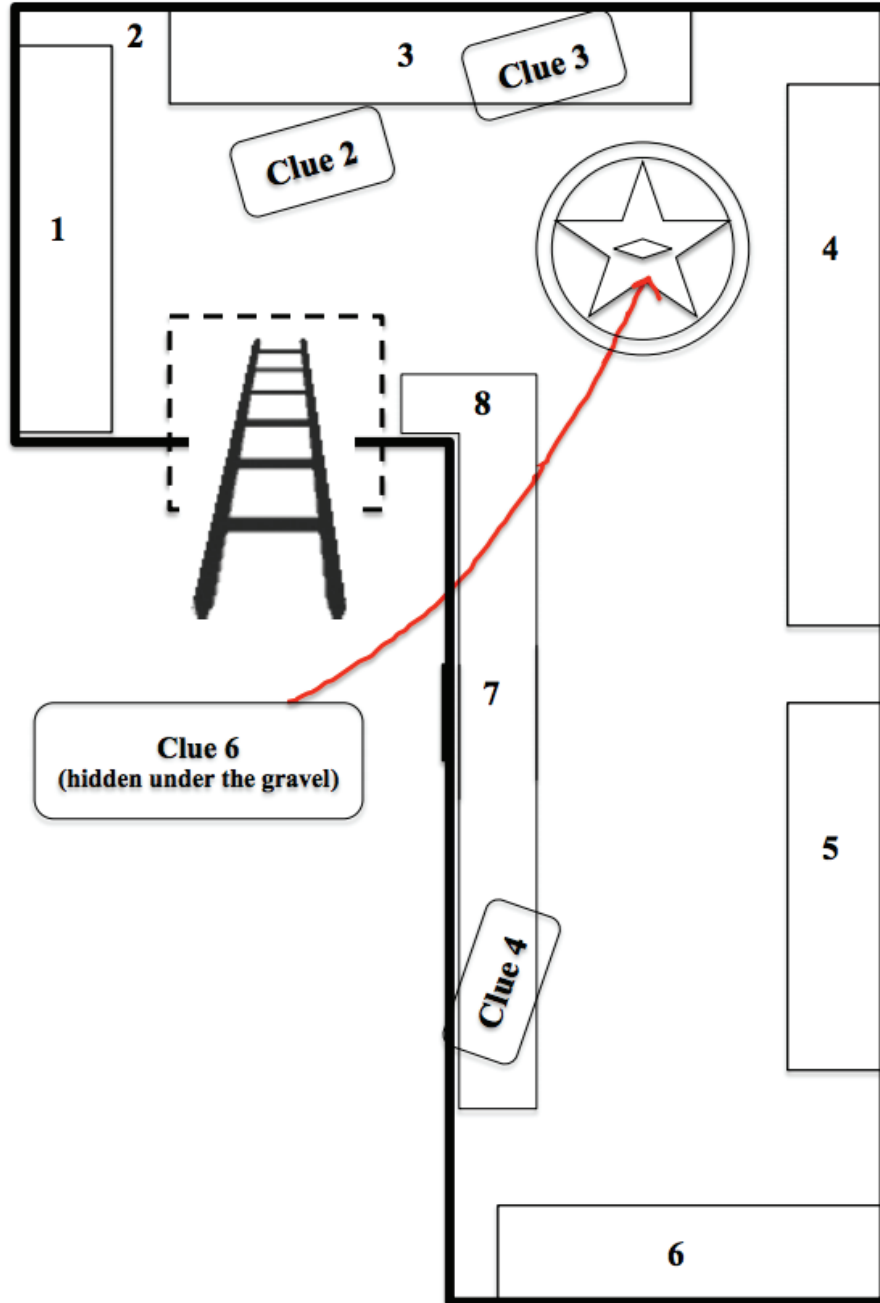
- Cavalry saber (1D8+DB)

Keeper's Cellar Map

Key:

(Items listed are hidden within the shelves.)

- | | |
|--------------------|-------------------|
| S – Shelves | 4 - Trowel |
| 1 – Baseball Bat | 5 – Dagger |
| 2 – Shovel and Hoe | 6 – Cavalry Saber |
| 3 – Lantern | 7 – Wrench |
| | 8 - Hammer |



CLUE THREE: OLD BOX

With a successful **Hard Spot Hidden** roll, one of the investigators finds a moldy old box, containing old photographs, drawings, and journals. Looking through these items reveals:

- A small painting of a stern-looking man in Puritan clothing. An ostentatious black-jeweled ring on one of his fingers catches the eye. On the back of the painting, is written “Wizard Milton Blackwood.”

Keeper note: Milton’s magical binding ring, the Blackwood heirloom, is featured in the painting. The portrait’s eyes seem to, unnervingly, watch the viewer, as if the man in the painting were looking into the viewer’s soul. Call for a **Sanity** roll (0/1D2 loss).

- A hand-written journal dated 1725. A successful **Language (English)** roll is required to read the archaic script of the journal. A cursory reading reveals it is the journal of Milton Blackwood and the reader soon finds a section describing a pact Milton Blackwood made with a creature “not of this Earth.” Give **Cellar Papers 2** to the player.
- A scrap of paper discovered at the bottom of the box. A successful **Language (English)** roll is required to read the archaic script. Give **Cellar Papers 3** to the player.

Cellar Papers 2

Lo, the bond is set, the accords sealed in blood. Wealth and good fortune shall forever flow through the Blackwood bloodline. The price is Christian blood that has been defiled through Sabbat rites.

Cellar Papers 3

Unto the very ground I have bound the daemon to the Blackwood bloodline. As long as a true Blackwood kin wears the ring, the creature will remain trapped and its gift of good fortune will remain untainted. Let this ring never leave your finger. Let it pass from heir-to-heir on the deathbed. Never let the creature out, for its hate is unbounded and it desires to see the extinction of the Blackwood name.

CLUE FOUR: SCRAPBOOK

Investigators browsing through the books on the shelves may attempt a **Library Use** roll: if successful, an old hand-bound scrapbook is found. Thumbing through the scrapbook, the investigator discovers a collection of newspaper articles with headlines:

- Fire Devastates Valley (1799)
- Influenza Count Rises (1837)
- Mettawee Flood Waters (1858)
- Washington County Drought (1881)
- Local Man Struck By Lightning (1901)

Investing time to read through the articles (no skill roll required), allows the investigator to realize that each article features a tragic incident concerning a member of the Blackwood family who, against all odds, miraculously survived or endured the event. The Blackwood family seems to be blessed with uncanny good luck (if necessary, a successful **INT** roll can prompt this idea). The article headlined “Local Man Struck By Lightning” features a young Arthur Blackwood and describes how he survived being struck by lightning while digging up an old tree stump.

Keeper note: discovery of Clues 4, 5, 6, and 7 threaten the creature’s existence, so once the investigators find one or more of the following clues, then the creature escalates its attacks.

PLAYING THE CREATURE OF DARKNESS

Once the investigators have had an initial look around the cellar and perhaps found Clues One to Three, the creature, sensing the proximity of Blackwood blood, begins to manifest and act. Use the following to guide the creature’s actions, which should harry and bother the investigators as they go on to find Clues Four to Seven.

For two hundred years, the nameless creature has been bound by a sigil inscribed on the cellar floor (below the gravel and shell), and the ring carried by the Blackwood bloodline. The creature’s hate for the Blackwoods has made it spiteful and tricky.

The creature attempts to attack the investigators as they wander off alone into different areas of the cellar. The creature has limited telekinetic abilities and is able to make noises or knock things over in order to distract and attract attention—in the hope of

Keeper Note: Directing the Players

If the players are at a complete loss with what to do while under attack from the creature, as an option, the Keeper may have the creature goad the investigators and, in so doing, give them a clue. The creature might taunt the investigators as it attacks, saying, "I will be free! The ring shall bind me no more!" If an investigator is clearly searching for the ring, it could say, "Your digging shall not avail you!"

If you want to strongly hint at the Psychologist's secret family connection to the Blackwood bloodline, the creature could appear nearby and whisper, "Your blood is cursed! All Blackwoods must die!"

Hopefully, such clues can draw the players' attention to the gravel floor and the fact the ring is buried beneath it, as well as clarifying the Psychologist's ties to Arthur Blackwood.

separating an investigator from his or her companions. As the investigators gather more clues, the creature's fury grows and it fully manifests, focusing its attacks on an individual. The likely situation is that one or more of the investigators become embroiled in the combat, leaving the other investigator(s) to frantically search for the ring in the gravel (**Clue Seven**) and, perhaps, win the day.

The creature's hate manifests as an extreme drop in temperature; the angrier the creature gets, the colder the ambient temperature becomes. Just prior to the creature's physical manifestation, the air begins to smell of rotting eggs and flesh.

The creature's dimension of origin is vastly different than our Earthly dimension and it manifests as a mass of shadowy black tentacles, tipped with orifices ringed with needle-sharp teeth. The creature has no discernable head but it does have an undulating central mass from where the tentacles originate.

The creature has been waiting for someone with Blackwood blood to return to the cabin, as each kill strengthens it. If it kills two more humans (i.e. two of the investigators) it is strong enough to leave the cabin and begin exploring this dimension—which can only mean bad news for any humans it then comes upon. If the investigators do not destroy the creature or re-bind it to the cellar by finding **Clue Seven** (the Blackwood ring), it potentially spells doom for many innocent people.

Refer to the creature's profile in the box on the following page.

CLUE FIVE: DIGGING UP THE FLOOR

Investigators opting to dig into the floor find it to be an easy task; accomplished with their bare hands or a tool. Digging up the floor with bare hands causes 1D2 points of damage—those taking the time to find some old gloves to wear avoid damaging their hands.

Moments after the investigator begins digging, he or she unearths the hidden layer of human bones. While most of the bones are crushed and unrecognizable, some may be identified as human bones—call for a **First Aid, Medicine, Science (Biology)**, or **Hard Know** roll to determine their human origin. Discovery of the human remains calls for a **Sanity** roll (1/1D3 loss).

Further digging reveals a partial human skull, on which pieces of desiccated flesh still cling. A successful **Medicine** or **Science (Biology)** roll identifies it as a female skull, as well as noting there are tooth marks scratched on its surface. The flesh clinging to the skull indicates death was approximately 8 months ago (this is Rose Blackwood's skull). The roll also confirms that the female died from a vicious animal attack—it is highly unlikely that Arthur Blackwood could be responsible for Rose's death.

Digging deeper reveals a hard-packed limestone floor beneath the layers of shell and bone. Some sort of symbol appears to be etched into the stone floor (see **Clue Six**).

CLUE SIX: ARCANES SYMBOL

Clearing the dust and bones away, the investigators can see the full extent of the symbol on the floor. It looks like an ornate sigil. Call for an **Occult** roll: if successful, the sigil has characteristics that suggest it is a ward, meant to stop something from escaping or perhaps to bind something to this place.

- Whether the Occult roll is successful or not, those viewing the sigil find it difficult to tear their gaze from it, as it appears to writhe before their eyes! Call for a **Sanity** roll (1/1D6 loss).

Keeper note: the magical sigil binds the creature to the cellar but requires the Blackwood ring to be worn by a living descendant of Wizard Blackwood to be effective.

CLUE SEVEN: BINDING RING

Ask each investigator digging into the floor to make a **Luck** roll: the investigator with the lowest rolled success finds the ring that Arthur dropped—the Blackwood family ring. If the investigator related to Arthur Blackwood puts the binding ring on, the magical sigil is reenergized and the creature is bound once more, unable to cause further harm.

The Creature of Darkness, Manifestation of Hate and Malice

A writhing mass of shadowy black tentacles, each ending in a ring of sharp teeth—it has no discernable features or eyes. Close proximity reveals its stench, like that of rotting eggs and the open grave.

STR 70 CON 250 SIZ 80 DEX 35 INT 110
APP — POW 220 EDU — SAN — HP 33
DB: +1D4 BUILD: 1 MOVE: 7 MP: 44

Special Powers

Move through shadows: can use shadows as portals, allowing it to move from shadow to shadow within a twenty-yard radius. Each “jump” costs 1 magic point. The creature uses this ability for surprise attacks: allow an investigator to make a **Listen** roll: if failed, the creature gets a surprise attack against the helpless investigator.

Telekinesis: able to hurl objects through the air, directed against the investigators as an attack or to distract them. Costs 5 magic points to activate plus 1 magic point per point of SIZ of the object being moved (e.g. a jar full of nails or a hammer costs 3 magic points, a spade or shovel 6 points, and so on). The Keeper should determine the damage caused by differing objects (referring to the item damages provided on page 7 for comparison).

Attacks per round: 2 (may only attack one target per round)

Fighting attacks: it can lash out with its tentacles for 1D4+1 damage, or can attempt to “bite and hold” (see following) allowing it to “rip and tear” (see following) its victim apart.

Bite and hold (mnvr): if successful, one of the creature’s tentacles has looped around a limb and its teeth latch onto the limb, inflicting 1 point of damage. The creature needs to perform this maneuver five times for a human target, who may attempt to break free of each hold with a successful opposed STR roll. Steadfast comrades may also attempt to sever a tentacle gripping a friend’s head, arms, or legs with a successful attack roll (4 points of damage (after armor) is enough to cause a tentacle to release its hold)—note that a comrade’s fumbled attack roll means their attack hurts their friend rather than the creature.

Rip and tear: this maneuver is only possible once all its target’s limbs have been successfully held. The creature cannot make a “bite and hold” and a “rip and tear” attack in the same combat round. If all of an investigator’s limbs and head are held, call for an opposed roll (instead of the creature’s attack roll), with the target’s CON opposing the creature’s STR. If the creature wins, the target is literally torn limb-from-limb, causing 5D6+1D4 damage. Should the target win, they suffer only half damage. Those witnessing such a sticky end should make a Sanity roll (1D4/1D8 loss).

Fighting	40% (20/8), damage 1D4+1
Bite + hold (mnvr)	40% (20/8), damage 1 + limb/head held
Rip and tear	Automatic success, make opposed roll (see above)
Dodge	20% (10/4)

Armor: 3-point of extra-terrene biology—impaling weapons inflict half damage.

Spells: none.

Sanity loss: 1D3/1D8 Sanity points to see the creature of darkness.

CONCLUSION AND REWARDS

The Keeper may bestow the following rewards upon completion of this scenario:

- Discovering the scrapbook and fully realizing the Blackwood family good luck: +1 Sanity point.
- Finding and passing the skull to the police, helping to exonerate Arthur Blackwood: +1D4 Sanity points.

- Successfully trapping the creature back under the sigil: +1D8 Sanity points.

At the end of the game thank the players for participating and direct them to the Chaosium website at www.chaosium.com to find out more about *Call of Cthulhu*.

APPENDIX A: HANDOUTS

Cellar Papers 1

ork Gerald

GRISLY WHITEHALL MURDER

Prominent New York attorney, Arthur Blackwood, was arrested yesterday and charged with the murder of his wife, Rosemary. Mr. Blackwood was discovered wandering the countryside near his family vacation cabin located in Whitehall, New York. It is reported that Mr. Blackwood was disorientated and covered in blood. On arrival, the local sheriff discovered evidence of the heinous murder of Mrs. Blackwood despite the disappearance of Mrs. Blackwood's body. When questioned about his wife's whereabouts, Mr. Blackwood was unable to respond.

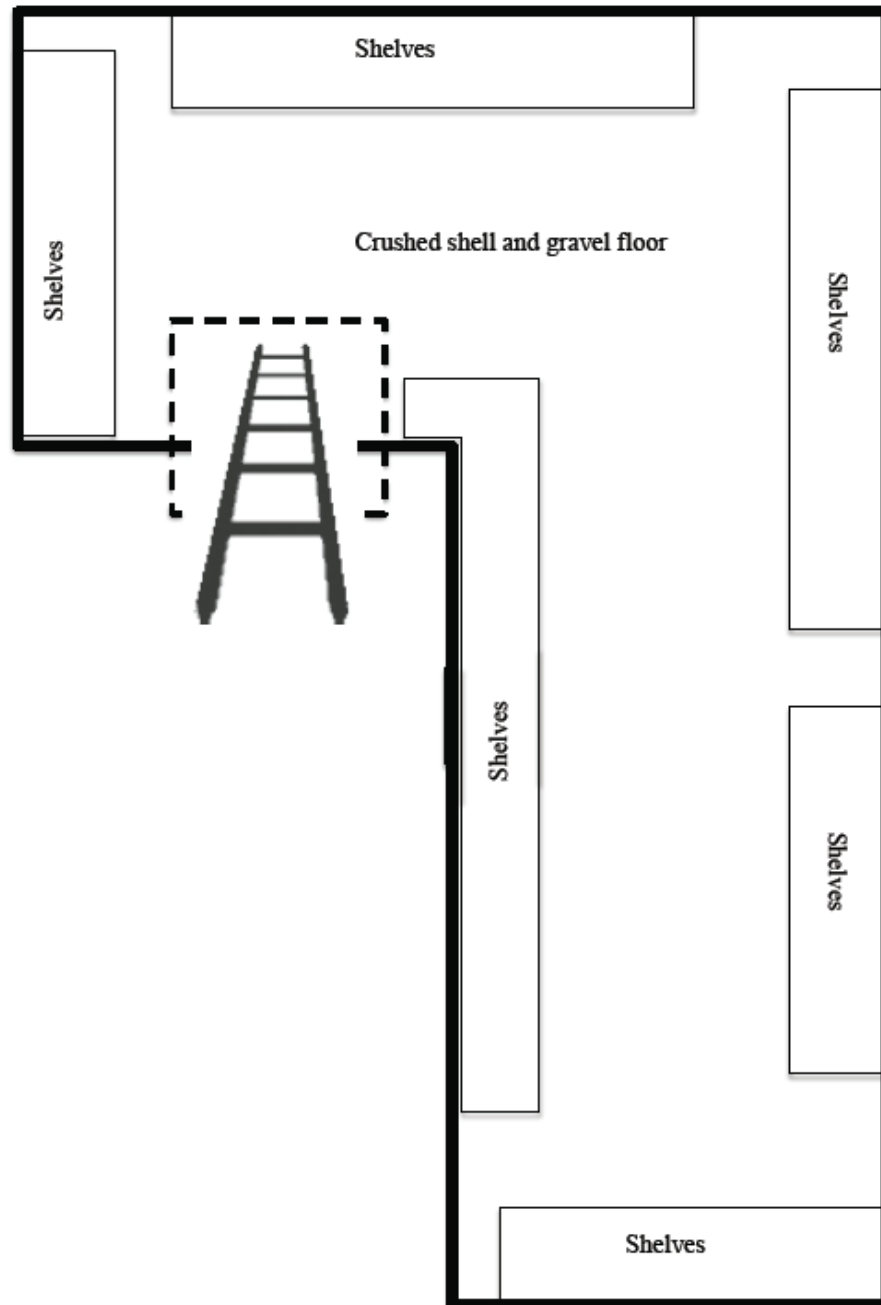
Cellar Papers 2

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Players' Cellar Map



APPENDIX B:
INVESTIGATOR SHEETS**Clarke****Author (33 years old) and
relative of Arthur Blackwood**

You are an author, specializing in books about the occult, unexplained mysteries, and other strange matters. You are related to Arthur Blackwood through your maternal great-grandmother. Arthur has requested your assistance in proving his innocence; he said it was vital you that you go to the Blackwood cabin.

Motivation: you wish to clear Arthur Blackwood's name but you are also intrigued by the mystery of Rose Blackwood's murder. If Arthur didn't do it, who did?

Rumberger**Private Detective
(41 years old)**

You are a private detective, hired by the law office of Joseph Klein to assist in proving the innocent of Arthur Blackwood. You are recognized by the court as having the authority to collect evidence so it may be used in Arthur's defense.

Motivation: you wish to do a good and thorough job. If you can find evidence to prove Arthur is innocent then great but, if not, you did your job to the best of your abilities.

Dr. Pennyworth**Psychologist (55 years old)**

You are a psychologist, hired by the law office of Joseph Klein to assist in proving the innocence of Arthur Blackwood. Your expertise is required to ascertain Arthur Blackwood's mental state at the time of the murder; thus, in visiting the murder scene you hope to build a better picture of Arthur.

Motivation: you are intrigued by the case. There's something about the Blackwood name that rings a bell in your mind; you vaguely remember your grandmother mentioning the Blackwood family back in your youth. If only you could remember more—perhaps it's important?

Hughes**Architect (34 years old) and
friend of the Blackwood family**

You are an architect and also a close friend of Arthur Blackwood. Arthur has requested that you assist the law office of Joseph Klein to help prove his innocence.

Motivation: you are horrified by Arthur's plight and want to help clear his good name.

1920S ERA INVESTIGATOR

Name Rumberger
 Player _____
 Occupation Private Detective
 Age 41 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR **70** **35** **14** DEX **80** **40** **16** INT **80** **40** **16**
 CON **50** **25** **10** APP **35** **17** **7** POW **50** **25** **10**
 SIZ **65** **32** **13** EDU **60** **30** **12** Know Move Rate **8** **+1** **-1**



Major Wound

M11IP

Temp. Insane

Indef. Insane

50

Max

Insane 01 02 03 04 05 06 07

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

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

M10IP

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

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

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	45	22	9	1d3 + db	-	1	-	-
.38 Auto Pistol				1D10	15 yards	1 (3)	8	99

COMBAT

Damage Bonus **+1D4**Build **+1**Dodge **40** **20** **8**

1920S ERA INVESTIGATOR

Name Clarke
 Player _____
 Occupation Author
 Age 33 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR **40** **20**
8

DEX **45** **22**
9

INT **50** **25**
10

CON **60** **30**
12

APP **75** **37**
15

POW **35** **17**
7

SIZ **70** **35**
14

EDU **75** **37**
15

Know

Move Rate **7** **+1**
-1

Major Wound **13** IP

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 _____ **35** Max

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

Ma **7** MP

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%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	20 10 4	<input type="checkbox"/> Fighting (Brawl) (25%)	40 20 8	<input type="checkbox"/> Library Use (20%)	45 22 9	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	40 20 8	<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%) Literature	35 17 7	<input type="checkbox"/> Firearms (Handgun) (20%)	35 17 7	<input type="checkbox"/> Mech. Repair (10%)	10 5 2	<input type="checkbox"/> Spot Hidden (25%)	55 27 11
<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%)	65 32 13	<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%)	45 22 9	<input type="checkbox"/> Occult (05%)	65 32 13	<input type="checkbox"/> Throw (20%)	35 17 7
Credit Rating (00%)	25 12 5	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	25 12 5	<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	25 12 5	<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	75 37 15	<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	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **25** **12**
5

1920S ERA INVESTIGATOR

Name Hughes
 Player _____
 Occupation Architect
 Age 34 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR **35** **17**
7 DEX **50** **25**
10 INT **50** **25**
10
CON **55** **27** APP **65** **32** POW **60** **30**
11 13 12
SIZ **60** **30** EDU **70** **35** Move **7** **+1**
12 Know 14 Rate **-1**



Major Wound

M11IP

Temp. Insane

Indef. Insane

60

Max

Insane 01 02 03 04 05 06 07

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

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

M12IP

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

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%)	20 10 4	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	40 20 8	<input type="checkbox"/> Science (01%) Mathematics	40 20 8
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Fighting (Brawl) (25%)	35 17 7	<input type="checkbox"/> Library Use (20%)	25 12 5	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<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%) Technical Drawing	60 30 12	<input type="checkbox"/> Firearms (Handgun) (20%)	20 10 4	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	40 20 8
<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%)	35 17 7	<input type="checkbox"/> First Aid (30%)	30 15 6	<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%)	60 30 12	<input type="checkbox"/> Intimidate (15%)		<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%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)	35 17 7	<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	10 5 2	<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	70 35 14	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	35	17	7	1d3 + db	-	1	-	-

COMBAT

Damage Bonus **none**Build **0**Dodge **35** **17**
7

1920S ERA INVESTIGATOR

Name Dr. Pennyworth
 Player _____
 Occupation Psychologist
 Age 55 Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR 30 15 DEX 45 22 INT 65 32
 6 9 Idea 13
 CON 40 20 APP 60 30 POW 60 30
 8 12
 SIZ 55 27 EDU 70 35 Move 5 +1
 11 Know 14 Rate -1



Major Wound Ma9
 Dying 00 01 02
 Unconscious 03 04 05
 06 07 08 09 10
 HIT POINTS
 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
 SANITY

CALL of CTHULHU

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
 LUCK

Ma12
 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%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Anthropology (01%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Fighting (Brawl) (25%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Library Use (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>45</u> <u>22</u> <u>9</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%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>35</u> <u>17</u> <u>7</u>
<input type="checkbox"/>		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Stealth (20%)	<u>20</u> <u>10</u> <u>4</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> First Aid (30%)	<u>60</u> <u>30</u> <u>12</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%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Throw (20%)	<u>20</u> <u>10</u> <u>4</u>
Credit Rating (00%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Cthulhu Mythos (00%)		<input type="checkbox"/> Jump (20%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Persuade (10%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> Language (Other) (01%) Latin	<u>10</u> <u>5</u> <u>2</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>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Auto (20%)		<input type="checkbox"/>		<input type="checkbox"/> Psychoanalysis (01%)	<u>65</u> <u>32</u> <u>13</u>	<input type="checkbox"/>	
<input type="checkbox"/> Elec Repair (10%)		<input type="checkbox"/> Language (Own) (EDU) English	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	25	12	5	1d3 + db	-	1	-	-

COMBAT

Damage Bonus none
 Build 0
 Dodge 25 12
 5