

Alone Against THE FLAMES

A SOLO ADVENTURE FOR THE CALL OF CTHULHU 7th ED. QUICK-START RULES



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ALONE AGAINST THE FLAMES SOLO CAMPAIGN

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ALONE AGAINST THE FLAMES

An Introductory Solitaire Adventure for Call of Cthulhu

No Keeper Needed!

Alone Against the Flames is a solo adventure for *Call of Cthulhu*. It is a horror story set in the 1920s where you are the main character, and your choices determine the outcome.

The solo adventure is also designed to lead you through the basic rules of *Call of Cthulhu* in a gradual and entertaining fashion. Although most such adventures are played with your friends, this one is just for you.

Playing through this scenario helps you gain a solid understanding of the *Call of Cthulhu* 7th Edition rules and a taste of Lovecraftian gaming at its finest.

Contact your local distributor to order copies of *Alone Against the Flames* today!

Selling Points

- Solo campaign: no Keeper (game master) is needed as you guide yourself through the adventure.
- Introduces the player to what *Call of Cthulhu* is all about, and shows how *Call of Cthulhu 7th Edition* rules work.
- Only requires the *Call of Cthulhu Quick-Start Rules* to play (available as a free download from Chaosium.com or purchase a printed copy), a blank investigator sheet, a pencil, an eraser, and some roleplaying dice.

Target Audience

- “Cthulhu curious” roleplaying gamers, interested in trying something new.
- Gamers who enjoy solo-style “choose-your-own” adventures.
- People looking for a *Call of Cthulhu* adventure they can jump straight into solo, with all resources provided. No need to have even read the *Call of Cthulhu Quick-Start rules* before you start playing!

Related Products

- Call of Cthulhu Quick-Start Rules (CHA23131)
- Call of Cthulhu Investigator Handbook (CHA23136-H)
- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- Alone Against the Dark (CHA23154)

ALONE AGAINST THE FLAMES



of progress. An hour later, however, the empty road ceases to be a novelty. You have just entered the first patch of woodland when you hear an eerie, lilting howl from the north.
Make a **Natural World** roll. If you succeed, go to **35**. If you fail, go to **41**.

29

The northern side of the village is bustling and you are unlikely to remain hidden there for long. You head in the direction of the church, and then move up the east side, behind the houses. A drop looms on your right. One particular section of ground is quite narrow and you have to hug the building for support.

You may give this approach up and go to **120**. To proceed, compare your **SIZ** to your **DEX**. If your **DEX** is higher, go to **42**. If your **SIZ** is higher, make a **DEX** roll. If you succeed, go to **42**. If you fail, go to **36**.

with the red triangle motif. Torches sputter and spill fire.

You struggle, but you can see physical resistance is hopeless. You are marched to the central street and turned to face the Beacon.

Go to **117**.

30

As the afternoon sun hits the floor you notice something curious. The boards under the windows are newer than the boards in the center of the floor. The frames also show signs of having been replaced in the recent past. Perhaps rain leaked in and rotted the wood.

You may check-mark the small box beside the Spot Hidden skill. Now go to **37**.

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You take money, water and some sandwiches. It seems polite to leave May Ledbetter a note explaining the situation and that you will return for your bags as soon as possible. The sky is flecked with cloud but shows no sign of imminent rain.

A couple of villagers watch as you descend on the southern road and follow it around to the east. The black metal structure looms on the promontory above. You shiver as you pass the lower huts and head out of Emberhead.

After the miserable, enclosed streets of Emberhead, you are refreshed by the open air and sense

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May talks about life in Emberhead. “In her letters my sister always asks if I’m not bored, living in such a small place. She lives in New York. Then she writes

