

# CALL of CTHULHU



7TH EDITION KEEPER DECKS

## CALL OF CTHULHU KEEPER DECKS

ACCESSORY

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# Call of Cthulhu KEEPER DECKS

Informative, inspirational, and loved by players!

Four decks of cards for use with Call of Cthulhu. Each deck provides the Keeper and players with handy references, information and notes.

Use these decks for inspiration when designing new encounters or to supplement scenarios; to pass players secret and important notes during a game, and as a handy way to impart information. The different cards can enhance the story, advance the plot, as well as introduce friendly or villainous non-player characters.

Contained within are:

*The Phobia Deck* – 46 cards, each detailing the effects and consequences of a phobia, mania, or episode of madness.

*The Curious Characters Deck* – 46 cards, each providing game characteristics and backstories for a range of characters that the players could meet during a game.

*The Unfortunate Events Deck* – 46 cards, with all manner of strange, ill-fated, and disastrous situations that will land the players in deep water.

*The Weapons and Artifacts Deck* – 46 cards, each detailing a hand-to-hand, firearm, or Mythos artifact.

Contact your local distributor to order copies of *Call of Cthulhu Keeper Decks* today!

### Selling Points

- Over 180 individual cards, each with unique art and game information.
- A quick and easy way to get inspiration, or kick off a *Call of Cthulhu* session on the fly.
- A handy, portable *Call of Cthulhu* resource, useful to Keepers and players alike.
- Cards devised by ENnie Award-winning *Call of Cthulhu* designer, writer and editor Mike Mason.

### Target Audience

- *Call of Cthulhu* Keepers (game masters).
- Scenario designers looking for inspiration.
- *Call of Cthulhu* gamers who enjoy having visual references at their table.

### Related Products

- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- Call of Cthulhu Investigator Handbook (CHA23136-H)
- Call of Cthulhu Keeper Screen Pack (CHA23137)
- Pulp Cthulhu (CHA23107-H)



**Bad Dreams**  
“Don’t let me sleep!”

You awake from the most horrible nightmare you can ever remember having. Sweat pours from you, drenching the sheets, and your body is covered in bruises, scratches, and marks (lose 1 hit point and 1 Sanity point).

From now onwards, every time you fall asleep you suffer from hideous nightmares, losing 1 Sanity point each time.

If you wish, you may make an INT roll to see if you can remember your nightmare: if you succeed, take a further 1D4 Sanity points loss—the Keeper will describe what you can remember. If you fail the INT roll, you remember nothing clearly, just the fact that you are completely terrified to fall asleep.

This continues until otherwise directed by the Keeper.

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