

CALL of CTHULHU

KEEPER RULEBOOK

Sandy Petersen
WITH MILE MASON, JEFF LARSEN,
JAN VILIN, AND OTHERS



Call of Cthulhu SELL SHEETS

Horror Roleplaying in the Worlds of H.P. Lovecraft

Since 1982, *Call of Cthulhu* has been the definitive horror roleplaying game.

Call of Cthulhu is a roleplaying game of secrets, mysteries, and horror, in which players take on the role of investigators to uncover the secrets of the cosmos. In the course of a game, the investigations may find themselves battling against crazy cults and Mythos horrors from beyond space.

Created by gaming legend Sandy Petersen, *Call of Cthulhu* is the definitive horror roleplaying game and has won over 90 awards including being inducted into the Academy of Adventure Gaming Art and Design Hall of Fame.

Easy to learn and play, with a wealth of supporting supplements and scenarios, *Call of Cthulhu* can provide endless hours of gameplay and fun.

Selling Points

- The most popular and best-supported Horror roleplaying game with hundreds of scenarios available.
- Fast to learn using a d100-based skill system.
- Great introductory support with quick-starts, solo, and beginning adventures.

Target Audience

- Existing *Call of Cthulhu* players.
- Fans of H.P. Lovecraft, his circle, and the wider Cthulhu Mythos.
- Fans of horror and weird fiction.

Core Products

- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- Call of Cthulhu Investigator Handbook (CHA23136-H)
- Call of Cthulhu Keeper Screen Pack (CHA23137)
- Doors to Darkness (CHA23148-H)

Read through the sell sheets for the current 7th Edition versions of our products.

Ready to learn more?
Contact Chaosium for more details or ordering information!



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CALL of CTHULHU



CALL of CTHULHU

KEEPER RULEBOOK

Sandy Peterson
WITH MILE MESSIAH, JEFF LARSEN,
JASON PETERSON, AND OTHERS



Call of Cthulhu CORE RULEBOOKS AND ACCESSORIES SELL SHEETS

Horror Roleplaying in the Worlds of H.P. Lovecraft

There are several ways to start with *Call of Cthulhu*. The introductory book, the *Call of Cthulhu Quick-Start Rules* has the basic rules and an adventure that will let you quickly experience the genre.

The *Call of Cthulhu Keeper Rulebook* is the only rulebook you need to run *Call of Cthulhu*.

Additional books help improve your *Call of Cthulhu* gaming experience:

Call of Cthulhu Investigator Handbook: Packed full of useful content, helping players to create and develop memorable characters, as well as presenting invaluable details for playing games set in the Roaring Twenties.

Call of Cthulhu Keeper Screen Pack: A Keeper Screen, two adventures, pre-generated characters, and three poster-sized maps.

Call of Cthulhu Keeper Decks: Four decks of artifacts, weapons, phobias, and characters to enhance a group's play.

Selling Points

- The most popular and best-supported Horror role-playing game with hundreds of scenarios available.
- Fast to learn using a d100-based skill system.
- Great introductory support with quick-starts, solo and beginning adventures.

Target Audience

- Existing *Call of Cthulhu* players.
- Fans of H.P. Lovecraft, his circle, and the wider Cthulhu Mythos.
- Fans of horror and weird fiction.

Core Rulebook Products

- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- Call of Cthulhu Investigator Handbook (CHA23136-H)
- Call of Cthulhu Quick-Start (CHA23131)
- Call of Cthulhu Keeper Screen Pack (CHA23137)
- Call of Cthulhu Keeper Decks (CHA23139)

Begin with the Call of Cthulhu Keeper Rulebook, or get them started with the Quick-Start rules!



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CALL of CTHULHU



CALL of CTHULHU

KEEPER RULEBOOK

Sandy Petersen
WITH ILLUSTRATIONS BY
JAMES FINCH AND OTHERS



CALL OF CTHULHU KEEPER RULEBOOK (7TH EDITION)

CORE RULEBOOK

ISBN
978-15688-2-430-7

MSRP
\$54.95

Format
**Full-color
Hardcover**
448 pages

Product Number
CHA23135-H

Release
Available Now

ISBN-10: 1568824300
ISBN-13: 978-1568824307



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Call of Cthulhu KEEPER RULEBOOK 7th Edition

Horror Roleplaying in the Worlds of H.P. Lovecraft

Winner 2016 UK Games Expo Awards

—Best Roleplay Game

Winner 2016 Dragon Awards (Dragon Con)

—Best Science Fiction or Fantasy Miniatures/
Collectible Card/Role Playing Game

Call of Cthulhu is a roleplaying game of secrets, mysteries, and horror, in which players take on the role of investigators to uncover the secrets of the cosmos. In the course of a game, the investigations may find themselves battling against crazy cults and Mythos horrors from beyond space.

Created by gaming legend Sandy Petersen, *Call of Cthulhu* is the definitive horror roleplaying game and has won over 90 awards including being inducted into the Academy of Adventure Gaming Art and Design Hall of Fame.

The *Call of Cthulhu Keeper Rulebook* contains the core rules, background, guidance, spells, and monsters of the game. It is intended for use by the Keeper of Arcane Lore (the Keeper) — the game master who presents the adventure to the other players.

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

Selling Points

- Contains everything you need to play and is the full rules of the game.
- Features a ready-to-play scenario, “Amidst the Ancient Trees.”
- *Call of Cthulhu* 7th edition is backwards-compatible with all other available Chaosium titles. The Keeper Rulebook includes a guide for any conversion needed.
- This 448-page, full color hardback rulebook has a heavy duty cover and sewn binding, with a red ribbon bookmark.

Target Audience

- *Call of Cthulhu* Keepers
- Fans of H.P. Lovecraft, his circle, and the wider Cthulhu Mythos.
- Fans of horror and weird fiction.

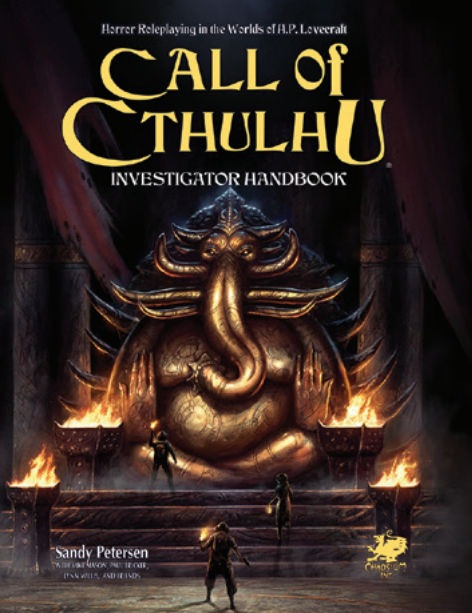
Related Products

- Call of Cthulhu Investigator Handbook (CHA23136-H)
- Call of Cthulhu Keeper Screen Pack (CHA23137)
- Call of Cthulhu Keeper Decks (CHA23139)
- The Grand Grimoire of Cthulhu Mythos Magic (CHA23141-H)
- Pulp Cthulhu (CHA23107-H)



CALL of CTHULHU





**CALL OF
CTHULHU
INVESTIGATOR
HANDBOOK
(7TH EDITION)**

CORE RULEBOOK

ISBN
978-15688-2-449-9

MSRP
\$44.95

Format
**Full-color
Hardcover**
288 pages

Product Number
CHA23136-H

Release
Available Now



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Call of Cthulhu INVESTIGATOR HANDBOOK 7th Edition

The essential player's aid for the award-winning horror game, *Call of Cthulhu*.

Winner 2016 UK Games Expo Awards

—Best Roleplay Game

Winner 2017 ENnie Awards

—Best Cover Art (Gold)

The Investigator Handbook for the 7th Edition of *Call of Cthulhu* is a player aid that fills a number of roles for *Call of Cthulhu* players, new and old alike. It tackles character creation topics, including expanded rules for creating investigators, more than 100 occupations and skills, equipment and weapons for both the classic period of *Call of Cthulhu* (1920s) as well as the modern era, and organizations for investigators to belong to.

There's plenty of useful content, such as how investigators get built up over time in terms of character sheets, combat charts, and clear rules-related content useful to both players and Keepers. Full of advice for both Keepers and players, as well as Mythos-related and historical setting material, providing those new to the game a tour of what Chaosium's corner of the Mythos looks like, and a specific view for Lovecraft fans playing as to how those ideas manifest or diverge.

While the handbook is not required to play the game, it deepens and enriches the experience of players and Keepers as they explore the Mythos amid the pages of one of tabletop roleplaying's most beloved horror settings.

Selling Points

- Expanded rules for creating player characters.
- Over 100 investigator occupations.
- Equipment and weapons for both classic and modern campaigns.
- Detailed information on the setting period, alongside advice for new players.

Target Audience

- *Call of Cthulhu* players.
- *Call of Cthulhu* Keepers.

Related Products

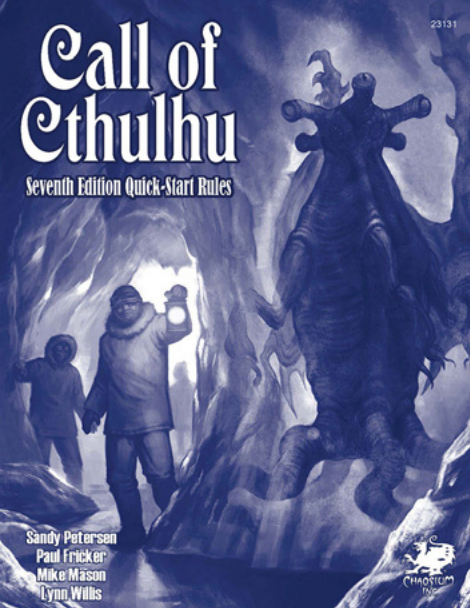
- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- The Grand Grimoire of Cthulhu Mythos Magic (CHA23141-H)
- Pulp Cthulhu (CHA23107-H)



**CALL OF
CTHULHU**



For use with *Call of Cthulhu* Keeper Rulebook 7th Edition (CHA23135-H)



CALL OF CTHULHU QUICK- START RULES QUICK-START

ISBN
978-15688-2-388-1

MSRP
\$9.95

Format
Black & White
Softcover
48 pages

Product Number
CHA23131

Release
Available Now



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Call of Cthulhu QUICK-START RULES

Horror Roleplaying in the Worlds of H.P. Lovecraft

The *Call of Cthulhu 7th Edition Quick-Start Rules* comprises a complete basic roleplaying game system. It collects together the essential rules for *Call of Cthulhu 7th Edition* and presents them in abbreviated form. "Cthulhu curious" players can pick this book up and begin play immediately.

From its origin, *Call of Cthulhu* was designed to be intuitive and easy to play. The game's mechanics are easy to understand and implement; virtually all rolls determining success or failure of a task are determined via rolling percentile dice. This means that there's less fiddling with dice of different types, and the concept of percentiles is extremely easy and accessible for beginners and experienced players to grasp.

The Quick-Start Rules features the classic introductory scenario "The Haunting", designed for new Keepers (game masters) and players. Advice for the Keeper is included within the text on how and when to use dice and rules, as well as guidance on how to run the scenario.

Alone Against the Flames (available separately) is an introductory solitaire adventure that leads the reader through the Quick-Start Rules in a gradual and entertaining fashion.

Contact your local distributor to order copies of
Call of Cthulhu Quick-Start Rules today!

Selling Points

- Use this booklet to play *Call of Cthulhu* immediately: games rules, character sheet, and a classic adventure are included.
- Introduces the reader to what *Call of Cthulhu* is all about.
- Shows 7th edition improvements made to the *Call of Cthulhu* system.

Target Audience

- "Cthulhu curious" roleplaying gamers, interested in trying something new.
- Players of previous editions of *Call of Cthulhu*.
- People looking for a *Call of Cthulhu* adventure they can jump straight into, with all resources provided.

Related Products

- *Alone Against the Flames* (CHA23145)
- *Call of Cthulhu Keeper Rulebook* (CHA23135-H)
- *Call of Cthulhu Investigator Handbook* (CHA23136-H)

CALL of CTHULHU



The *Call of Cthulhu Keeper Rulebook 7th Edition* (CHA23135-H) contains all the rules needed to play the game.

CALL of CTHULHU

KEEPER SCREEN



CALL OF CTHULHU KEEPER SCREEN PACK

ACCESSORY

ISBN
978-15688-2-410-9

MSRP
\$29.95

Format
Black & White
Softcover with
tuck box and screen
96 pages

Product Number
CHA23137

Release
Available Now



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Call of Cthulhu KEEPER SCREEN PACK

All the Important Rules, Charts, and Maps at a Glance!

Winner 2017 ENnie Awards

- Best Aid or Accessory (Gold)
- Best Cartography (Gold)

The *Call of Cthulhu Keeper Screen Pack* is an essential play aid for those running games of *Call of Cthulhu* 7th edition. The Keeper Screen is mounted on thick hardcover stock, folding out to 34 inches wide. One side, intended to face the players, portrays glorious artwork. The rear of the screen, the Keeper's side, collects and summarizes important rules, statistics, and charts, to assist the Keeper when running games.

Inside is a 96-page Scenarios Book with two ready-to-play adventures set in Lovecraft Country during the 1920s, and twelve ready-to-play pre-generated investigators; a 24-page reference booklet; *Call of Cthulhu* character sheets and three poster-sized color maps depicting "Lovecraft Country," "The World of Cthulhu," and "Arkham & Environs."

Contact your local distributor to order copies of
Call of Cthulhu Keeper Screen Pack today!

Selling Points

- More than just a screen! The Keeper Screen Pack includes a 96-page scenarios book, 24-page reference booklet, character sheets, and three color maps.
- The Keeper Screen itself is mounted on thick hardcover stock and folds out to 34 inches.
- The glorious and inspiring artwork on the screen helps set the mood for *Call of Cthulhu* at the gaming table.

Target Audience

- *Call of Cthulhu* Keepers (game masters)
- People looking for *Call of Cthulhu* adventures they can jump straight into, with all resources provided including pre-gen characters.
- Lovecraft Mythos fans who enjoy cartography.

Related Products

- *Call of Cthulhu Keeper Rulebook* (CHA23135-H)
- *Call of Cthulhu Investigator Handbook* (CHA23136-H)
- *Call of Cthulhu Keeper Decks* (CHA23139)
- *The Grand Grimoire of Cthulhu Mythos Magic* (CHA23141-H)
- *Pulp Cthulhu* (CHA23107-H)



CALL of CTHULHU



For use with *Call of Cthulhu Keeper Rulebook* 7th Edition (CHA23135-H)

CALL of CTHULHU



7TH EDITION KEEPER DECKS

CALL OF CTHULHU KEEPER DECKS

ACCESSORY

ISBN
978-15688-2-202-0

MSRP
\$29.95

Format
Full-color
Hardcover
200 pages

Product Number
CHA23141-H

Release
Available Now



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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)





Call of Cthulhu SUPPLEMENTS SELL SHEETS

Horror Roleplaying in the Worlds of H.P. Lovecraft

More options for Call of Cthulhu Keepers!

There are many ways to run *Call of Cthulhu* and enjoy the Cthulhu Mythos. These supplements extend the core rules with more options and information.

Pulp Cthulhu: Supports Keepers and players who want to tell epic stories featuring heroes taking a stand against the Mythos following the Pulp genre.

The Grand Grimoire of Mythos Magic: A tome that gathers together spells drawn from over thirty years of Call of Cthulhu supplements and scenarios.

S. Petersen's Field Guide to Lovecraftian Horrors: Showcases 53 creatures and beings are to be found in the Field Guide, with full color illustrations accompanying information on their habitats, life cycles, distribution, and key characteristics

Give Call of Cthulhu players more options for their games!

Selling Points

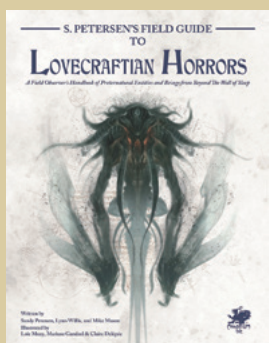
- More options for play with *Call of Cthulhu*.
- Gain deeper insights into the Cthulhu Mythos.

Target Audience

- Existing *Call of Cthulhu* players.
- Fans of H.P. Lovecraft, his circle, and the wider Cthulhu Mythos.
- Fans of horror and weird fiction.

Supplement Products

- Pulp Cthulhu (CHA23107-H)
- Call of Cthulhu Grand Grimoire of Mythos Magic (CHA23141-)
- S. Petersen's Field Guide to Lovecraftian Horrors (CHA23138-H)



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CALL of
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For use with *Call of Cthulhu Keeper Rulebook 7th Edition* (CHA23135-H)



PULP CTHULHU

Two-Fisted Action and Adventure Against the Mythos!
Calling All Heroes! It's Time to Take the Fight to Cthulhu!

Winner 2017 ENnie Awards —Best Supplement (Gold)

Pulp Cthulhu is a supplement for *Call of Cthulhu* players and Keepers who want to tell epic stories featuring heroes taking a stand against the Mythos. It provides additional system rules designed for tough and capable heroes, special pulp rules for fighting the darkness with fists, weird science, psychic abilities, and streamlined magic.

Pulp Cthulhu fully supports the themes of the pulp genre while running in concert with the *Call of Cthulhu* core rules. Keepers will find tips for developing and running pulp-style games, a crash course on “the Pulp” themselves, and an exploration of 1930-era America; in the grip of the Great Depression and on the road to World War II. A collection of ready-to-use pulp villains, monsters, and a range of pulp organizations give Keepers additional tools for running pulp-inspired games.

Four action-packed scenarios round out the book, helping start your adventures with a bang. The pulps of the 1930s didn't promise immortality for their heroes, but many lasted numerous novels before their incredible ends.

Contact your local distributor to order copies of
Pulp Cthulhu today!

Selling Points

- With this book, some role-playing dice, and the *Call of Cthulhu Keeper Rulebook*, you have everything you need to adventure and explore games set in the pulp genre.
- *Pulp Cthulhu* rules can be applied to any setting and time period.
- A change of tempo for classic *Call of Cthulhu* games.
- By co-author of *Call of Cthulhu* 7th Edition Rules and *Call of Cthulhu* RPG line editor, Mike Mason.

Target Audience

- Fans of pulp fiction.
- Fans of dark, modern adventure-horror, like *Hellboy*.
- Fans of action-adventure with supernatural elements, like *The Shadow*, or *Indiana Jones*.

Related Products

- *Call of Cthulhu* Keeper Rulebook (CHA23135-H)
- *Call of Cthulhu* Investigator Handbook (CHA23136-H)
- *Call of Cthulhu* Keeper Screen Pack (CHA23137)
- *The Two-Headed Serpent* (CHA23125-H)

PULP CTHULHU
SOURCEBOOK

ISBN
978-1-56882-159-7

MSRP
\$44.95

Format
**Full-color
Hardcover
272 pages**

Product Number
CHA23107-H

Release
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**CALL of
CTHULHU**





THE GRAND GRIMOIRE OF CTHULHU MYTHOS MAGIC
SUPPLEMENT

ISBN
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200 pages

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CHA23141-H

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THE GRAND GRIMOIRE OF CTHULHU MYTHOS MAGIC

Over 550 spells of dire consequences, secrets, and unfathomable power!

The Grand Grimoire gathers together spells drawn from over 30 years of *Call of Cthulhu* supplements and scenarios. Each spell has been revised for *Call of Cthulhu 7th Edition*, including optional Deeper Magic for the most powerful of Mythos sorcerers and monsters, with which to beguile and confound investigators.

Packed full of advice and guidance on diverse matters including spell names, elements of spell casting, magical components, and astronomical considerations. Plus flawed spells, ley lines, folk magic, and the magic of the Dreamlands. Use this grimoire as a resource, a play aid, and as inspiration when designing scenarios. *The Grand Grimoire of Cthulhu Mythos Magic* is an essential supplement for Keepers of Arcane Lore.

Contact your local distributor to order copies of
The Grand Grimoire of Cthulhu Mythos Magic
today!

Selling Points

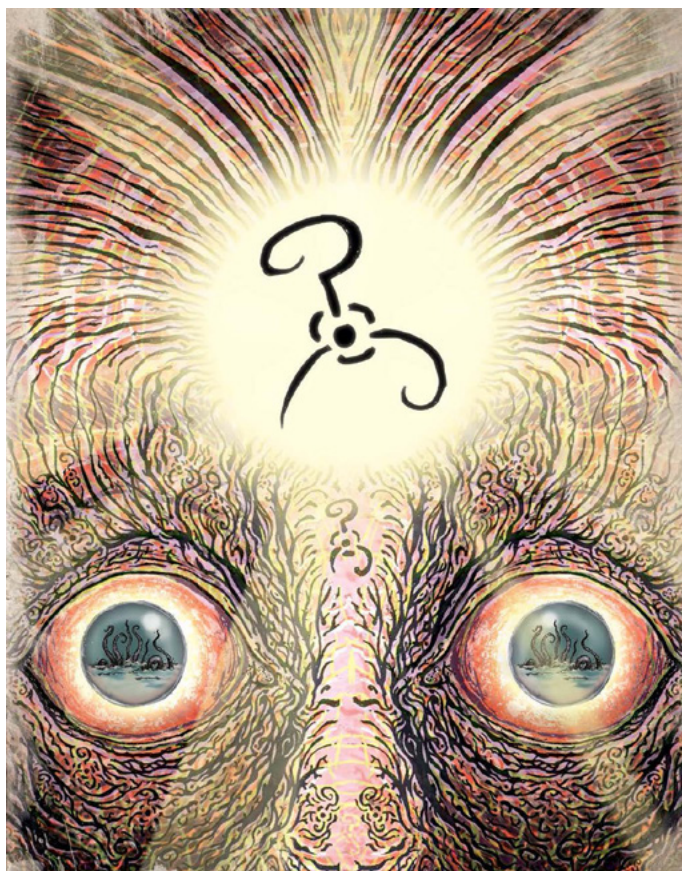
- *Call of Cthulhu* RPG line editor Mike Mason has delved deep to draw together spells from over 30 years of *Call of Cthulhu* supplements and scenarios into one tome.
- A handy play aid for *Call of Cthulhu* adventures and campaigns, with a wealth of fun ideas to use at the gaming table.
- Magnificent full-color book actually looks like an arcane tome.

Target Audience

- *Call of Cthulhu* Keepers
- Scenario designers seeking inspiration.
- Readers, writers, and fans of Mythos fiction, esoterica, symbolism, and magic.

Related Products

- *Call of Cthulhu* Keeper Rulebook (CHA23135-H)
- *Call of Cthulhu* Keeper Screen Pack (CHA23137)



CALL of
CTHULHU



For use with *Call of Cthulhu* Keeper Rulebook 7th Edition (CHA23135-H)



**S. PETERSEN'S
FIELD GUIDE TO
LOVECRAFTIAN
HORRORS**
SOURCEBOOK

ISBN
978-156882-083-5

MSRP
\$34.95

Format
**Full-color
Hardcover**
128 pages

Product Number
CHA23138-H

Release
Available Now



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S. PETERSEN'S FIELD GUIDE TO LOVECRAFTIAN HORRORS

A must-read for anyone who wishes to know more about Lovecraftian monsters and the horrors that dwell Beyond the Wall of Sleep.

Winner 2017 ENnie Awards

- Best Monster/Adversary (Gold)
- Best Interior Art (Silver)

This sumptuously-illustrated catalogue of creatures from the Cthulhu Mythos and Dream Cycle will inspire *Call of Cthulhu* fans, wow art book collectors, and delight fans of Lovecraftian horror.

Fifty-three creatures and beings are to be found in the Field Guide, with full color illustrations accompanying information on their habitats, life cycles, distribution, and key characteristics. An essential spotter's guide for the budding and experienced preternaturalist!

Contact your local distributor to order copies of
S. Petersen's Field Guide to Lovecraftian Horrors
today!

Selling Points

- Exquisite illustrations.
- More than 50 Lovecraftian creatures are catalogued.
- Versatile gift, for fans of dark art or *Call of Cthulhu*.

Target Audience

- *Call of Cthulhu* players.
- Art book collectors.
- Fans of in-game lore.
- Mythos fans.

Related Products

- Call of Cthulhu Keeper Rulebook (CHA23135-H)
- The Grand Grimoire of Cthulhu Mythos Magic (CHA23141-H)
- Pulp Cthulhu (CHA23107-H)
- Call of Cthulhu: The Coloring Book (CHA5116)



**CALL of
CTHULHU**



Alone Against
THE DARK
Defying the Triumph of the Ice

Matthew Costello
with Mike Mason



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Call of Cthulhu SOLO ADVENTURES SELL SHEETS

Horror Roleplaying in the Worlds of H.P. Lovecraft

No Keeper Needed!

Solo adventures enable an investigator to play *Call of Cthulhu* on their own. They follow the scenario, selecting the choices given to them in the book. Unlike a traditional “choose-your-own-adventure,” these adventures still use the *Call of Cthulhu* rules system.

Alone Against the Flames: An introductory adventure that teaches the players the *Call of Cthulhu* rules while they play it, including character generation. This only requires the *Call of Cthulhu Quick-Start Rules*, but can also use the full *Call of Cthulhu Keeper Rulebook*.

Alone Against the Dark: A mini-campaign, complete with four different pre-generated characters in case your first investigator falls.

Selling Points

- Solo campaign: no Keeper (game master) is needed as you guide yourself through the adventure.
- No preparation needed to play.


Target Audience

- Gamers who enjoy solo-style “choose-your-own” adventures.
- Ideal for times when you want your *Call of Cthulhu* fix but can’t get a gaming group together.

Solo Adventure Products

- Alone Against the Flames (CHA12345)
- Alone Against the Dark (CHA23154)

A chance to play without a Keeper!



67
Her eyes are wary, but she is listening. Make a Persuade roll. If successful, go to 150; if failed, go to 45.
(113)

68
In Breasted's classic, *A History of Egypt*, a slip of paper is sticking out. It marks "page 170," and on that page phrases are underlined: "internal conflicts," "the fall of the Old Kingdom," "the triumph becomes complete," "the crocodile god."
You also notice a word on the slip of paper. In Gliere's hand it reads: "Quattara."
Succeed with another Spot Hidden and go to 188; if failed, go to 150.
(24, 49)

69
Two foreigners stand on deck. The tall fellow wears a robe with a cowl. He is perhaps Arabic or Turkish. A shorter fellow, ferret-like, looks in your direction. Though they seem out of place on this ship, they make you feel uncomfortable. Move on a day and go to 187.
(73, 83)

70
"The myth of the cataclysm, or the upheaval, is one of the oldest tales and is found in nearly every culture. These imagined events occurred, according to some Nordic myths, three or four thousand years ago. Other legends, notably those told by the Shikasta sect of Tibet, date the world changing disaster to as recently as 850 B.C."—T. Gliere, *The Destruction Mythos*.
Go to 145.
(145)

CALL of
CTHULHU





Written by Gavin Inglis
Cover by Petr Stovik

Alone Against THE FLAMES

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

ALONE AGAINST THE FLAMES SOLO CAMPAIGN

ISBN
978-156882-435-2

MSRP
\$12.95

Format
Black & White
Softcover
64 pages

Product Number
CHA23145

Release
Available Now

ISBN-10: 1568824351
ISBN-13: 978-1568824352



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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



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.

28

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

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.

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.

31

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

CALL of
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Alone Against
THE DARK
Defying the Triumph of the Ice

Matthew Costello
with Mike Mason



**ALONE AGAINST
THE DARK**
SOLO CAMPAIGN

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Selling Points

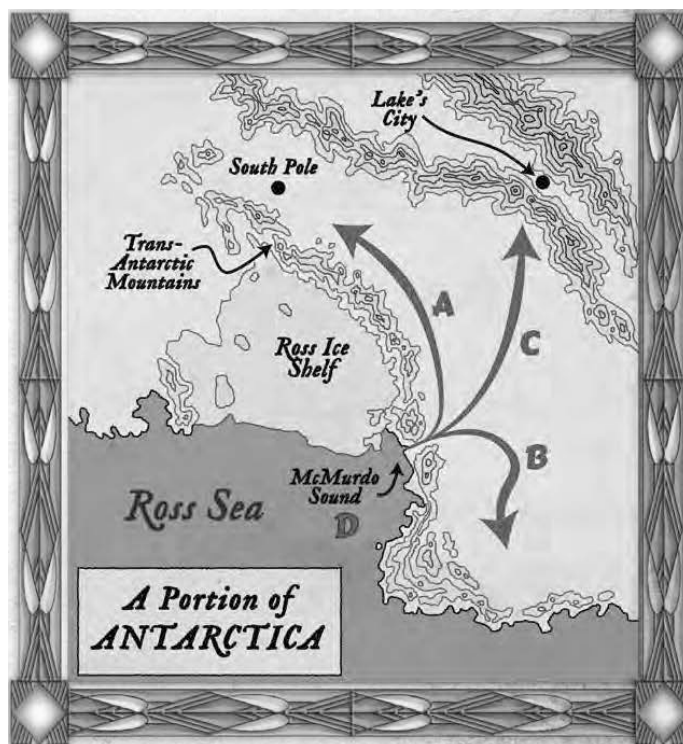
- Solo campaign: no Keeper (game master) is needed as you guide yourself through the adventure.
- Helps familiarise the player with the *Call of Cthulhu* 7th Edition rules.
- First released over thirty years ago, this new edition has been completely revised and updated for *Call of Cthulhu* 7th Edition, with new illustrations and player aids.
- Created by award-winning author, game designer and film/tv writer Matt Costello.

Target Audience

- Ideal for times when you want your *Call of Cthulhu* fix but can't get a gaming group together.
- Gamers who enjoy solo-style "choose your own" adventures.
- People looking for a *Call of Cthulhu* campaign they can jump straight into solo, with all resources provided.

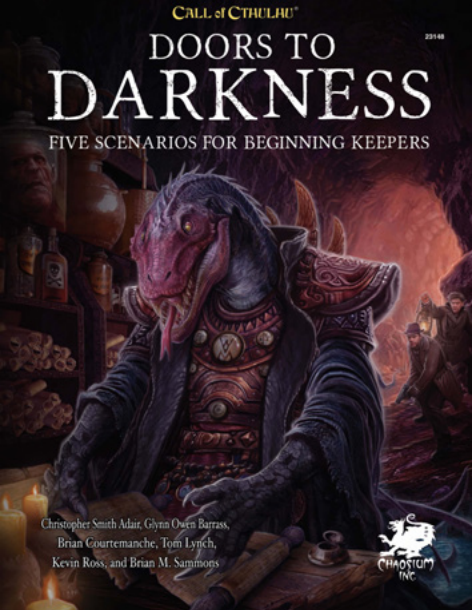
Related Products

- *Call of Cthulhu* Keeper Rulebook (CHA23135-H)
- *Call of Cthulhu* Investigator Handbook (CHA23136-H)
- *Alone Against the Flames* (CHA23145)



**CALL of
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DOORS TO DARKNESS

FIVE SCENARIOS FOR BEGINNING KEEPERS

Christopher Smith, Adam, Glynis Owen Barras,
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- Fans of horror and weird fiction.

Scenario Products

- The Two-Headed Serpent (CHA23125-H)
- Nameless Horrors (CHA23133)
- Doors to Darkness (CHA23148-H)
- Reign of Terror (CHA23149-H)
- Down Darker Trails (CHA23151-H)
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THE TWO-HEADED SERPENT

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Packed with nine adrenalin-fuelled adventures, Keeper advice, gorgeous full-color maps and player handouts.

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Selling Points

- *The Two-Headed Serpent* has been specifically written to be played with *Pulp Cthulhu*, but can be played (with adjustments) just with the core 7th Edition rule set.
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- Full-color maps, player handouts, and Keeper advice are all included.

Target Audience

- Fans of pulp fiction.
- Fans of dark, modern adventure-horror, like *Hellboy*.
- Fans of action-adventure with supernatural elements, like *The Shadow*, or *Indiana Jones*.
- Call of Cthulhu fans who enjoyed classic world-spanning campaigns like *Masks of Nyarlathotep* and *Horror on the Orient Express*.

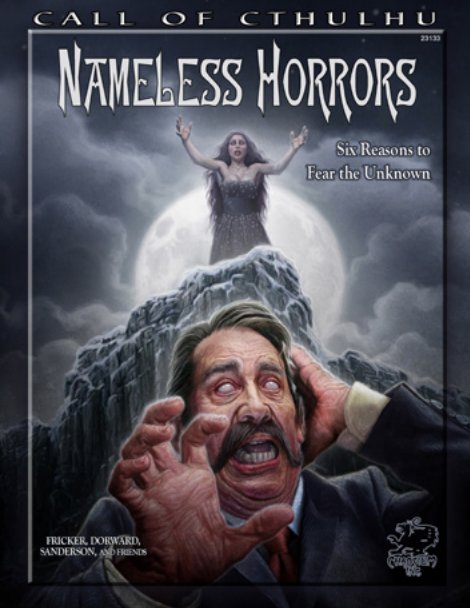
Related Products

- * Call of Cthulhu Keeper Rulebook (CHA23135-H)
- * Call of Cthulhu Investigator Handbook (CHA23136-H)
- * Pulp Cthulhu (CHA23107-H)

CALL of CTHULHU



For use with *Pulp Cthulhu* (CHA23107-H) and *Call of Cthulhu Keeper Rulebook* (CHA23135-H)



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Six Reasons to Fear the Unknown

Nameless Horrors features six new scenarios designed to frighten even the most experienced of *Call of Cthulhu* players, giving them reason to fear the unknown.

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The scenarios in the book cover different time periods, from Victorian gaslight to the jazz age of the 1920s, through the 19230s to modern-day. A set of ready to play characters is provided with each scenario, with all designed to get the most of the adventures. Whether a slow-burn mystery or an action-packed night of thrills and horror, *Nameless Horrors* delivers unforgettable gameplay.

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Selling Points

- Six stand-alone adventures, ideal for one-shot games.
- The Mythos horrors in this book are all new, unnamed, and unpredictable; experienced *Call of Cthulhu* players won't have encountered them before, so won't know how to react, increasing the tension and thrills.
- Maps, player handouts, and pre-generated characters are all included.

Target Audience

- Fans of dark investigative horror.
- Seasoned *Call of Cthulhu* players looking for unexpected surprises and frights.
- People looking for *Call of Cthulhu* adventures they can play straightaway, with all resources provided, including pre-generated characters.

Related Products

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

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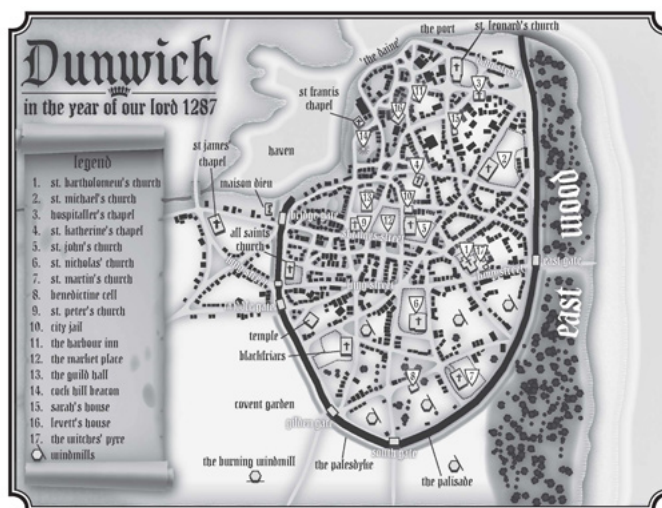
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FIVE SCENARIOS FOR BEGINNING KEEPERS



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Five Scenarios for Beginning Keepers

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Doors to Darkness was written especially for beginning Keepers and players of *Call of Cthulhu*. It features five scenarios full of horror, mystery, investigation, ghastly monsters, strange magics, and forgotten secrets, as well as plenty of advice about how to run the adventures for best effect.

In addition to the scenarios, Kevin Ross, one of *Call of Cthulhu*'s most prolific scenario writers, details a wide range of hints and tips on running the game. This is guidance any Keeper, new or experienced, will find very useful.

Also included in the book are ten diverse and ready-to-play investigators, allowing players to dive straight into the mysteries.

Contact your local distributor to order copies of
Doors to Darkness today!



Selling Points

- Written especially for beginning Keepers (game masters) and players—but a warning: just because these scenarios are written with new players in mind, don't expect them to be a walk in the park!
- Helpful guidance for Keepers new and old, with a wide range of hints and tips on running *Call of Cthulhu*.
- Full-color maps, player handouts, and 10 pre-generated characters are all included.

Target Audience

- Newcomers to *Call of Cthulhu*.
- Beginning *Call of Cthulhu* Keepers, and players wanting to make that step.
- People looking for *Call of Cthulhu* adventures they can jump straight into, with all resources provided, including pre-gen characters.

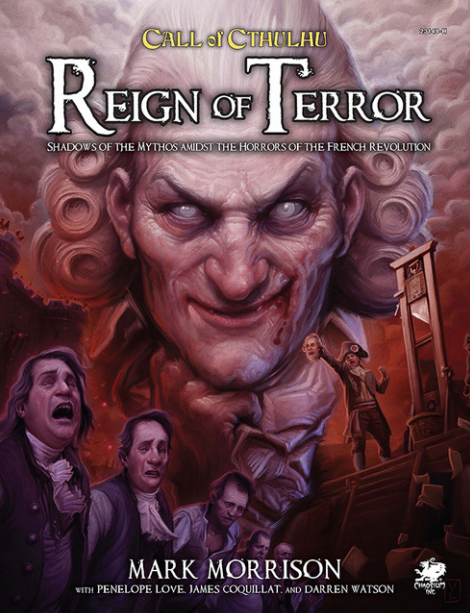
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Should the investigators fail, France and the rest of Europe will be plunged into darkness, the likes of which they have never seen. Keepers will find additional scenario seeds and guidance for creating a range of investigators for the setting, allowing expanded play in the French revolutionary era.

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Reign of Terror today!



Selling Points

- Can be used as a historic chapter in the *Horror on the Orient Express* campaign, or as a stand-alone adventure
- Scenario seeds give Keepers and players the option to expand beyond the two-part structure of *Reign of Terror*.
- When used with *Horror on the Orient Express*, this secret history can act as a “living handout” for investigators, illuminating the full horror of one of the campaign’s most potent villains.
- Written by *Call of Cthulhu* mastermind Mark Morrison, the lead writer on the ENnie award-winning *Horror on the Orient Express*.

Target Audience

- Fans of *Call of Cthulhu*.
- Horror fans.
- Historic setting fans.

Related Products

- *Call of Cthulhu* Keeper Rulebook (CHA23135-H)
- *Call of Cthulhu* Keeper Screen Pack (CHA23137)
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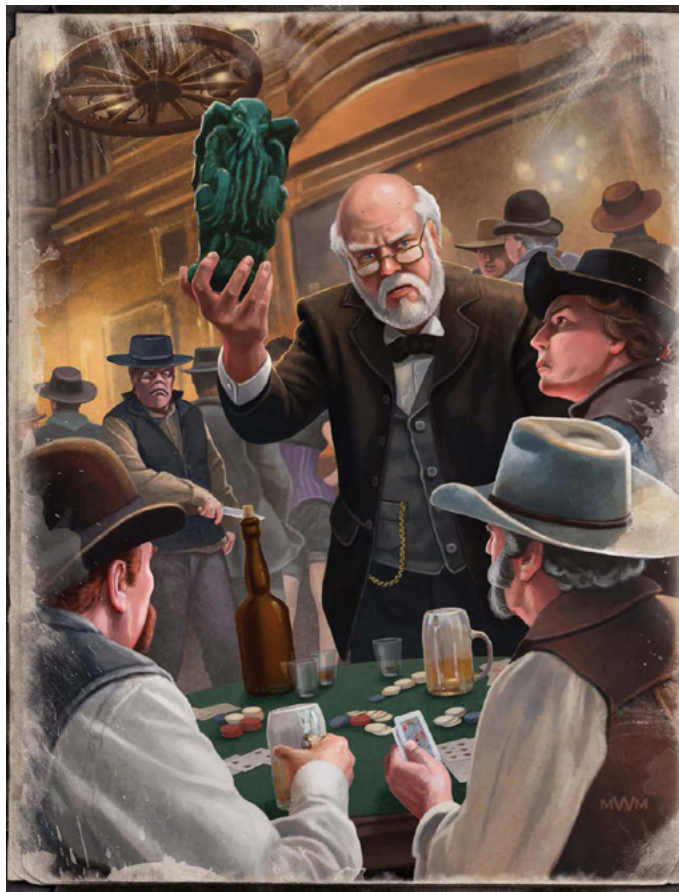
- The two scenarios in *Down Darker Trails* are usable with *Call of Cthulhu* and *Pulp Cthulhu*.
- Provides enough content to serve as a springboard for Keepers wanting to run full-fledged *Call of Cthulhu* campaigns in the American West.
- *Down Darker Trails* is set in the same time period as *Cthulhu by Gaslight*.
- By notable *Call of Cthulhu* RPG writer Kevin Ross, author of classic releases including *Escape from Innsmouth*, *Kingsport* and *The Dreaming Stone*, among others.

Target Audience

- *Call of Cthulhu* fans.
- Fans of Westerns.
- Fans of Weird West media.

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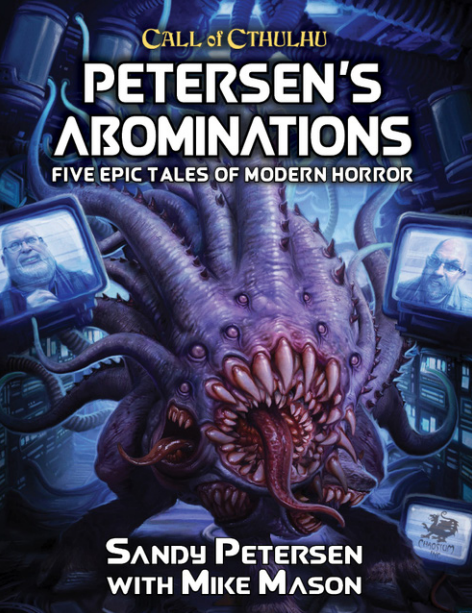
- *Call of Cthulhu* Keeper Rulebook 7th Edition (CHA23135-H)
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- *Pulp Cthulhu* (CHA23107-H)



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Petersen's Abominations bring together five modern-day *Call of Cthulhu* scenarios, with advice to take them from self-contained evenings of dread to longer tales of terror.

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- In **Panacea**, a young and shadowy corporation is in the midst of human trials for a miracle cure with an unspeakable origin.
- When the descendant of artist Johan Schiegel makes their journey to the remote wilderness of British Columbia, **Hotel Hell** holds an inheritance for them that could destroy the world.
- **Mohole** takes auditors of a secret government drilling operation to the North Sea, where the crew of the oil rig will break open a channel to ancient horror.
- **The Derelict** thrusts a salvage crew in the North Atlantic looking for a missing ship into a rescue mission that brings the attention of an ancient evil down on their heads.
- When it comes to the **Voice on the Phone**, the bond of two brothers among violence in Dallas is being challenged by something unexpected.

Contact your local distributor to order copies of
Petersen's Abominations today!

Selling Points

- This volume was written by *Call of Cthulhu*'s creator, Sandy Petersen, and *Call of Cthulhu* line editor Mike Mason.
- The book contains advice on how to lengthen any of these one-shot scenarios, allowing for the core of the scenario to become a springboard for future sessions.
- Each scenario includes pre-generated investigators, allowing Keepers and players to jump into play immediately.

Target Audience

- Fans of *Call of Cthulhu*.
- Gamers who want to try *Call of Cthulhu* in a modern setting.
- Fans of modern horror movies who want to play a game reflecting those themes.

Related Products

- *Call of Cthulhu* Keeper Rulebook (CHA23135-H)
- *Call of Cthulhu* Keeper Screen Pack (CHA23137)
- *Doors to Darkness* (CHA23148-H)



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