

CALL OF CTHULHU™

8801

GAMEMASTER'S PACK

OFFICIAL!

Includes material omitted
from the rulesbook.

Based on the work of Lynn O.

Call of
Cthulhu
Roleplaying Game

The Vanguard Club
Forms and Letterheads
Official Errata and Corrections
Cardstock Gamemaster Screen
"The Lost Temple of Yig" adventure
Indexed Rulesbook Bookmarks
Corrected Investigator Sheet
Conversion Rules for using
Chaosium Supplements

Monte Cook
and John Tynes



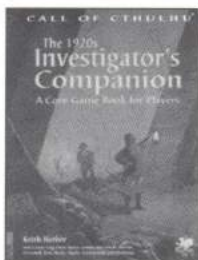
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Selected Product List

The following are Chaosium titles of interest to players of *d20 Cthulhu* or who are new to *Call of Cthulhu*™ roleplaying. The books listed that were originally written for Chaosium's *Call of Cthulhu* edition contain a minimum of game material and a plethora of background, historical data, prices, and such that are system-independent. Plus, with the comprehensive conversion instructions given in this kit, all are usable in your *d20 Cthulhu* game.

1920s Investigator's Companion

#2370 ISBN 0-56882-106-9 \$19.95



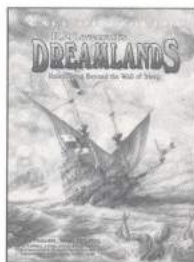
When faced with the horrors of the Cthulhu Mythos, investigators need all the help that they can get. *The 1920s Investigator's Companion* is split into four sections. "The Roaring Twenties" details life in the 1920s, from a

general historical overview to a listing of favorite songs, books, and films of the era. "On Becoming An Investigator" details the trials of becoming an investigator, offers 140 different occupations including suggested skills, and annotates the uses of skills in the 1920s. "The Tools of the Trade" lists resources investigators may use for research, describes various forms of transport and transportation, and also catalogs other equipment and weapons. "Words of Wisdom" brings the book to a conclusion by offering advice to the intrepid investigator. Now, for the first time, everything a 1920s investigator needs is gathered in one place.

H. P. Lovecraft's Dreamlands

#2394 ISBN 1-56882-157-3 \$34.95

The Dreamlands is that place you go when you have a particularly vivid or adventuresome dream. *H.P. Lovecraft's Dreamlands* provides everything needed for Cthulhu investigators to travel down the Seven Hundred Steps, through the Gates of Deeper Slumber, and into the realm of dreams. Includes a travelogue of the dreamlands, a huge gazetteer, descriptions of the Dreamlands gods and their cults, and a new fold out map of the Dreamlands by Andy Hopp. HARDCOVER. 256 pages.



Keeper's Companion

#2388 ISBN 0-56882-144-1 \$24.95

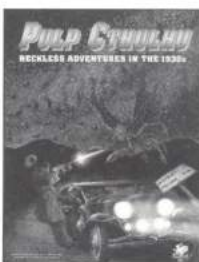
This is an invaluable resource for Cthulhu gamemasters. The material includes advice for new keepers, a lengthy study of Mythos artifacts, a learned discussion of many occult books,



an up-to-the-moment description of every facet of forensic medicine, a thorough revision and expansion of the game skills (including nearly two dozen new ones), forbidden books, secret cults, alien races, and mysterious places. Additional short essays and features round out this book.

Pulp Cthulhu

#8800 ISBN 1-56882-159-X \$29.95



Pulp Cthulhu is written specifically for the *d20 Cthulhu* system. It presents background and adventures for the decade of the 1930s, melding the Chaosium *Call of Cthulhu* setting with the new rules. It provides guidelines for the use of cults, mad scientists, and pulp heroes in a classic game of Lovecraftian Horror. It explains how to create secret societies of investigators devoted to fighting the Mythos, and details three such groups, ready-made for dropping into any ongoing Cthulhu campaign that has reached the fateful year of 1929. Finally, it provides three adventures involving pulp action in 1930s settings, including Shanghai.

Though written specifically for *D20 Cthulhu*, *Pulp Cthulhu* includes notes and an appendix containing data for Chaosium's *Call of Cthulhu* rules.

Return to Dunwich

#8802 ISBN 1-56882-164-6 \$22.95

Dunwich is a small village located along the Miskatonic, upriver from Arkham. Until 1806, Dunwich was a thriving community, boasting many mills and the powerful Whateley family.

Those among the Whateleys came to know dark secrets about the world, and they fell into the worship of unwholesome crea-

THE CHAOSIUM d20 CTHULHU LOGO

Look for this logo on Chaosium titles, and you will know that we have included *d20* System information and statistics for the background and adventures contained in that book.



tures from other times and places. Retreating to the hills and forests surrounding the town, they betrayed their uncorrupted kin.

Prosperity fled, and a dark despair seized the people. What remains is a skeleton town, mills closed, its citizens without hope or future. However, secrets of the Mythos survive, to be discovered by brave and enterprising investigators.

Return To Dunwich contains extensive information about the town: pertinent buildings, useful people, and important locations are described in detail. A 17x22" map depicts the area for miles around, and two scenarios are included. All statistics and gameplay notes for *d20 Cthulhu* are also provided.

Arkham Unveiled

#8803 ISBN 1-56882-165-4 \$24.95

Arkham is a small town along the Massachusetts coast—the setting favored by author Howard Phillips Lovecraft in his tales of monstrous horror.

All in all a quiet place, Arkham is best-known as the home of Miskatonic University, an excellent school becoming known for its collection of esoteric and disturbing volumes residing in its library's Restricted Collection.

Arkham Unveiled contains extensive background information about this New England town—written to be used by serious investigators as a base from which to explore further the mysteries of the Cthulhu Mythos. People, locations, and buildings are described in depth, and a 17x22" map completes the package. Four sinister scenarios challenge the investigators and the players' role-playing skills. All game data and non-player character statistics are provided for both Chaosium's *Call of Cthulhu* and the *d20 Cthulhu* games.



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d20

Call of Cthulhu Gamemaster's Pack

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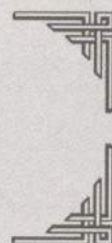
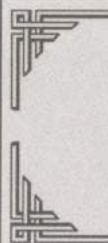


d20 Call of Cthulhu Gamemaster's Pack



H.P. Lovecraft

1890-1937



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This d20 System supplement utilizes mechanics developed for the new *Dungeons & Dragons* game by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkinson.

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Please do not phone in game questions; the quickest answer may not be the best answer. Our web site www.chaosium.com always contains latest release information and current prices.

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Complete Contents:	
The d20 Call of Cthulhu Gamemaster's Pack includes:	
1x Gamemaster's Screen	
1x Adventure and Resources Book (this book)	
4x Bookmarks	
1x Gamemaster's Forms pack	

Introduction

Live Barker once wrote "there is no delight the equal of dread." Something about the dark, the macabre draws us in like moths to flame. Our fascination with the abhorrent calls to us, whispers promises of untold secrets if only we will peel back the Veil and see beyond the world of rational lucidity. The horrors of fiction may help us to cathartically expunge our own fears of loss, danger or failure. The thrills and chills of a good ghost story attract us specifically because they scare us.

Barker's statement explains exactly the goal of a *Call of Cthulhu* Gamemaster: scare the pants off of your players, while making sure they have fun. *Call of Cthulhu* Gamemasters are a strange and unusual breed. We delight in presenting our friends with disturbing imagery, surreal, nightmarish themes and forcing them to plumb the depths of their unconscious horrors. And then we turn the lights back on and help them to laugh about it all afterwards.

The Gamemaster in a *Call of Cthulhu* game could be likened to Virgil's role in the *Inferno* of Dante Alighieri. It is the GM's task to take the players by the hand, and drag them through the landscape of Hell, revealing the cosmic horrors of the Mythos to the players slowly, methodically, until the climax of the adventure when they return to the world of the living, gasping for air and cherishing their lives all the more.

The d20 *Call of Cthulhu* rulebook offers tremendous advice on setting, tone and design of a storyline for an adventure. The package you now hold in your hands offers a number of tools for a Gamemaster's use in organizing your game.

The Game Master's screen is designed to hold the most important tables in plain view. It will also serve to hide dice rolls from the eyes of the players. Do not think of the screen as a barrier between yourself and your players but as a representation of "the Veil", that otherworldly ectoplasmic shield which the investigators struggle against to learn the secrets of the cosmos.

The bookmarks can be used to hold your place in the d20 rulebook, while giving you quick directions to other topics of interest. Likewise, the new investigator, minor character and Monster sheets will help to keep track of Mythos allies, enemies and entities which investigators will encounter over the course of many games.

Pages of forms from sanitariums, legal agencies, etc. present myriad uses for any GM worth his salt.

Lastly, this book itself. Within these moldy pages you will find an adventure, "The Lost Temple of Yig" which can be run by itself, or could kick off an entire campaign. "The Vanguard Club" offers information on an organization which may aid the investigators in their travels. Expanded conversion notes for transferring existing Chaosium adventures to the new d20 rules set follow the adventure. Lastly, errata for the Wizards of the Coast d20 *Call of Cthulhu* book, including d20 statistics for the loathsome Y'Golonnac round out the package.

So, turn off the lights and replace them with candles. Put some quiet, evocative music on the stereo. Read over the material to follow with a pen and paper near to hand. Start designing your own *Call of Cthulhu* adventures to disturb and delight your friends. You have a great responsibility to your players ahead of you.

You are going to love it.

Ben Monroe

The Lost Temple of Yig

In which ancient horrors threaten the modern world. And it is shown why it is best to let sleeping gods lie.

The Lost Temple of Yig

by Aaron Rosenberg & Dustin Wright

"Yig's chief trait was a relentless devotion to his children, a devotion so great that the redskins almost feared to protect themselves from the venomous rattlesnakes which thronged the region. Frightful clandestine tales hinted of his vengeance upon mortals who flouted him or wreaked harm upon his wriggling progeny."

— H.P. Lovecraft

The jungles of Brazil hold a certain fascination. There, nature holds sway, powerful mysteries lurking within her verdant fecundity. Now one of those mysteries has been released — an inhuman temple deep within the jungles, one which seems to appear from nowhere and disappears with the waning of the moon. The secrets this temple may contain inspire seekers after mystery to delve into its cryptic passages in search of fortune and glory.

The investigators in this adventure will comprise just such a group of mystery hunters. They will be hired to explore the place and report back. But other agencies are also interested, and have dispatched their own agents — some of them simply to explore, but others to abuse whatever dark powers they may find.

Who will be the first to get to the heart of the mystery? And what will be left of their broken bodies and shattered minds when they return to civilization?

System Notations

The *Lost Temple of Yig* is presented for Gamemasters of either version of *Call of Cthulhu*. However, as system conventions are dissimilar from one version to the other, we have tried to present notes on task resolution for both versions in as simple notation as possible.

Within the body of the text, whenever a task must be resolved you will see something like this: "Make a **Research (DC: 15)** {CC: Library Use} roll." The value after the "DC:" is the Difficulty Class number for d20 Cthulhu. The notation in brackets presents how to resolve the same task using the original Chaosium *Call of Cthulhu* system. So, in this case, using d20 Cthulhu the investigator must make a DC 15 Research roll, while in the Chaosium *Call of Cthulhu* rules, the investigator must make a Library Use roll.

Keeper Information

This scenario begins in Arkham, Massachusetts in the year 1933. The U.S. is still struggling in the grip of the Great Depression, and Prohibition is on its last legs. For Gamemaster's new to the setting of Arkham, it is a fictitious city central to the writings of H.P. Lovecraft. It has been explored in fiction by countless authors, and has been the setting for many *Call of Cthulhu* adventures and supplements over the years. However, the setting presented in this scenario is malleable to the needs of the Gamemaster. Feel free to place this adventure in any place, or any time you wish. A few details will need to change, but the adventure as a whole is easily transported.

Background

In 1892, the German explorer Hans Gottering, a founding member of the Vanguard Club, caught a glimpse of a strange temple unlike anything he'd seen before while exploring the jungles of the Eastern Amazon. Try as he might, he was unable to find his way to the temple. Strangely, it just seemed to disappear one night as he and his expedition were hiking closer to it. They spent weeks in the area, trudging through the mountainous jungles, blindly searching for the elusive structure. He finally gave up as food and provisions ran out, and his expedition neared mutiny. He returned to America, but strange dreams of the temple led him back to the region on two further expeditions in 1893, and 1895. On his second trip, he discovered a village of native peoples near the suspected temple site. Although they had tales of the temple passed down from older generations, they were unable to show him where it lay. Hans used the last of his money to return to the region in 1899, accompanied by several other Club members. Hans was the sole survivor of this final expedition. He dropped out of the club in shame and disappeared from public view after a long stay at the Arkham Sanitarium, a broken man.

Hans was doomed to failure. The Temple he glimpsed is a Temple of Yig, the Father of Serpents. It appears in our world randomly, and never remains longer than it takes for the moon

to complete a cycle. It may manifest itself across any of the continents except Antarctica. However it is native to the earth's Dreamlands, where it spends most of its existence. Hans often visited the temple in his dreams, where his dream self came to worship Yig. But being a rational man of science, he was unable to recall his dreams as anything other than nightmares of snakes, jungles, and the mysterious temple.

Last week, a Geographical Survey Team from Miskatonic University photographed the temple from the air as it wrapped up a month long survey of the Eastern Amazon. Ground teams who had covered the area just a week before had not seen the structure, because at the time, it wasn't there.

In the days leading up to the launch of the scenario, Dr. Ernest McTavish, professor of Archaeology from Arkham's Miskatonic University (himself a member of the Vanguard Club) comes to give a lecture to his fellows on the survey. He closes his presentation with a picture of the temple, and the suggestion that this is the structure poor Hans was so obsessed with.

This news is of great interest to Bobby Houston. Houston is a rather quiet member of the Vanguard Club and is in the employ of Danny O'Bannion. O'Bannion is the head of the local Mob, and a very shady character. O'Bannion's bosses back in New York are currently fascinated with the occult, and any related information or items. O'Bannion is thus constantly on the lookout for such things, and pays handsomely for information or leads. He believes that if he can find the Lost Temple of Yig, and its assumed treasure, he can rise in the ranks of the Mob, and hopefully get out of Arkham, which he sees as a backwater town. During Prohibition, in the organized crime world New York City and Chicago are the places to be. He hires the Treasure Hunters (a rival group of the Vanguard Club) to impede the characters and get him to the Temple first.

The Investigators

Players can create almost any character type they like, but the most appropriate will be those suited for travel and exploration.

The Dreamlands

In his weird fiction, H.P. Lovecraft often referred to a realm of horror and fantasy known as "The Dreamlands." This place is a land to where some travel in their sleep and confront the wonders and dread of a dimension vastly different, and yet strangely familiar. Nightgaunts flock around their master, Nodens. Evil sorcerers and great heroes carve out kingdoms for their schemes. Cats hold court to decide the fate of nations.

At its most simple, the Dreamlands is somewhere between the heroic fantasy of Robert E. Howard, and the bizarre world of Oz as described by Frank L. Baum. The Dreamlands intersect with the waking world in many locations. Ghoul tunnels from the waking world dig down and down into the earth until linking up with the realm of dreams. The Plateau of Leng is coterminous with the Dreamlands, and areas of Mongolia and Antarctica.

Readers who wish to explore the Dreamlands further are directed to Lovecraft's tales. "The Dreamquest of Unknown Kadath" is seminal. "Beyond the Wall of Sleep," "The Doom That Came to Sarnath," "Hypnos," "The Other Gods," "Polaris," "The Quest of Iranon" and others will prove enlightening. Finally, Chaosium Inc. produces an exhaustive campaign pack, *H.P. Lovecraft's Dreamlands* which should give you all the information you would need to set an entire campaign in the realm of dreams.

It would be helpful if at least one of the investigators had skill in speaking German. Later in the adventure they will meet a tribe of native Amazonians who speak a bit of the language and it will make communication easier. Funding of the expedition is something of an issue. Characters with lots of cash on hand may decide to fund the journey themselves, which would eliminate their need to meet with Dr. Phaetus and become embroiled in his schemes. A simple suggestion would be to refuse dilettantes access to their funds because their financial planner, or the source of their money, is tired of them "Gallivanting all over the world when there are people out there who can't even afford to eat." On the other hand, people don't get rich by throwing money away. Even if the investigators can fund their own trip, if Dr. Phaetus offers to pay for their expenses, they'd be fools not to take him up on it in the middle of the Great Depression. Money is tight, and pride is expensive.

Character Connections

One of the more critical issues is how the characters know one another. The easiest method is to make them a group or part of a group. The Vanguard Club is summarized below, and provides an easy method of linking the characters together. A more exhaustive look at the club can be found further along in this book. This adventure assumes that the players are members of the Arkham chapter of the Vanguard club, or are at least attending the Club's monthly meeting.

If you don't want to use the Club, or if the players prefer not to be part of an actual organization, you can simply link them

separately. Talk to each player before starting the game, and discuss his or her character. Find some way to link that character to at least one other in the group, so that everyone is linked to at least one other person.

Handle the setup before the game, so that you can jump right into things. It isn't necessary to tell the characters how they're all related, either — just make sure you know, and then let them find out as the action unfolds.

Your players will inevitably come up with bizarre and unwholesome reasons why their characters know each other. However, if they run out of ideas, try some of these:

- ✦ The characters worked together on an expedition.
- ✦ One of the characters interviewed another one.
- ✦ One of the characters consulted another one, possibly on antiquities or the occult. Perhaps something much more mundane.
- ✦ Two of the characters are friendly rivals, and have competed for the same jobs or finds before, but always amiably.
- ✦ One of the characters was trained by another, or by the second character's father.
- ✦ Two of the characters could have met while in prison, an asylum or in college.
- ✦ They could belong to a fraternal order or other club.

Pulp Adventures

The Lost Temple of Yig follows a somewhat different style of play than many previous Cthulhu adventures. Most Cthulhu scenarios reward the methodical approach to mystery solving. "Slow and steady wins the race" is the norm. This adventure is much more free-wheeling, rewarding quick decisions and heroic action.

The Lost Temple of Yig has been designed in more of a "Pulp" style of play. This style is more action-oriented, with strong-jawed, two-fisted heroes leaping into the swarms of ungodly horrors to save the Jungle Princess. This style of play reflects the Robert E. Howard style of Mythos stories more than the H.P. Lovecraft style, but is still good fun.

Chaosium will be releasing an entire sourcebook on Pulp-style adventuring for Call of Cthulhu in the near future, but for now, consider the following suggestions on thematically recreating the Pulps genre.

In the pulps, heroes are generally noble and heroic (though they can be dark and forbidding on the outside), villains are dastardly and often treacherous, and thrills lurk around every corner. When running this game, try to keep the genre in mind. Pulp is all about excitement and adventure, and people behaving dramatically — even thinking tends to be dramatic, with the hero pondering out loud while concocting some powerful potion or cutting his way through a heavy jungle.

Cliffhangers are a major convention of the pulp genre — most episodes should end with a dramatic life-or-death moment, so that the players are forced to wait until the next game before they find out what happened. Did they make it out of the burning car? Did they get washed overboard by the gigantic wave? Cliffhangers can be used at the end of any session. Just come up with a dramatic moment that will keep the players wanting to come back next time to find out how things will turn out.

Doc Savage, The Shadow, Indiana Jones... keep these characters, their stories and styles in mind while running the Pulp game, and you won't go far wrong.

The Vanguard Club

This organization was created in the 1920s by a group of daredevils, scientists, and adventurers. Its sole purpose is to explore the unknown and thus expand Man's knowledge of the world and his place in it. As a secondary purpose, the Club investigates the supernatural and either debunks hoaxes or reports back about real phenomena — the members want to make sure they know about whatever dangers exist, so that they can be prepared to face them if necessary.

The Vanguard Club doesn't have much in the way of resources, although it does rent or own a building in most major American cities — its members generally pay their own way on excursions — and it's more a way to meet and coordinate than a structured organization. Members contact each other, either through regular meetings or by mail or phone, and propose excursions — anyone who is interested joins the team, and a starting time and location are set. The Club does have an archive, and keeps records of its members' trips and also of anything it thinks might be worth investigating.

For more information on the Vanguard Club, see "The Vanguard Club" later in this book. The forthcoming *Pulp Cihulhu* will contain even more information on the Club and other similar organizations.

Player Introduction

Yesterday, the investigators may have seen a newspaper article discussing the return of a Miskatonic University survey team from South America (see *Yig Papers* #1). They had flown down to Brazil to map the eastern portion of the Amazon River. But what caught their eye was what happened as they were leaving. The lead surveyor mentions that, as they were flying back over the jungle, they saw some sort of structure down below, clearly artificial but not like anything they'd seen before. Stranger still was that the structure was in the center of an area they had surveyed just a week earlier. It simply had not been there during their initial survey, and now seems to have sprung fully formed out of the jungle. As they were running low on supplies, they were only able to take a cursory examination of the building. They plan to return in the future for further exploration.

The characters, singly or in teams, are all pondering this strange sighting in Brazil. For Vanguard Club members, a successful **WIS (DC: 15)** {CC: Knowledge} roll means the character remembers something — the nineteenth-century German explorer Hans Gottering journeyed into the jungles of that particular region of Brazil and he made a map. In fact, that map is part of a collection in Miskatonic's Library, in the Maps and Charts Room on the third floor. Non-Vanguard members will

learn this information with a **Knowledge: Archaeology** roll (**DC 20**) {CC: Archaeology skill roll}.

This latest survey of the Amazon Basin is the topic of the Vanguard Club's monthly meeting. A member of the recent Survey team Dr. Francis Morgan is the guest speaker. He closes his presentation with a blurred photograph taken from the air of the strange building rising above the jungle canopy, shrouded in fog. He's perplexed by the structure, as it wasn't seen previously. The exact whereabouts are unknown, as the aircraft's instruments were acting up all afternoon. During the following discussion older members of the Club (or knowledgeable investigator's) may suggest that this is the building that Gottering was looking for. God rest his soul.

During the meeting, an agent of Danny O'Bannion becomes increasingly anxious. Any investigator succeeding in a **Knowledge: Streetwise (DC 15)** {CC: Idea roll} recognizes the guy as Bobby Houston, a mid-level thug in O'Bannion's organization (Note: on the off-chance that one of the investigators is a local police officer, he automatically recognizes Houston). As soon as the meeting wraps up, Houston races off to make his report. He's excited and reckless and investigators may very well be able to follow him. Within a few hours, Danny hires Treasure Hunters Inc. to locate the temple.

Should anyone check the Club library for copies of the Gottering expedition notes and journals, they will discover that all of these records are missing! Scandalous! But several members will recall that the original Gottering expedition map is in the Maps and Charts room at Miskatonic's library. The Club can make arrangements with the library for the players to view the map tomorrow afternoon at 1 p.m.

Gottering was a member of the Vanguard club. He's deceased now, but older members of the Club may remember

The Yig Papers 1: Newspaper article, two years old:

A SAD FATE INDEED

Professor Alexander Phaetus returned to Arkham on today after three weeks on a much-publicized expedition to the North American Plains. "The dwelling places of the gods are still hidden among us, and I intend to find them," Phaetus had claimed before he left. Now he's returned, apparently empty-handed. And injured — the wealthy explorer was walking with a limp, and kept one hand hidden by his side.

When asked what had happened, Fate replied only "Those dwelling places are not so easy to enter as your local cinema, but I will gain entrance. Just you wait!"

meeting him and his being haunted by this lost building. He tried several times to locate the structure over the years, spending all of his family fortune in the process. His obsession eventually proved to be tragic. While hunting for the site in 1918, his last expedition met with disaster. Most of the party (including Gottering) never returned from the Amazon. Since several explorer club members were lost while following Gottering, he's not a very popular fellow, and remembered as a dottering old crackpot by most members who met him.

Trailing the Goon

If the investigators decide to tail Danny O'Bannion's agent, they don't have a hard time of it. Houston is more interested in getting his information back to O'Bannion than anything else and races to the appointed meeting spot.

Trailing him involves a fairly easy **Spot roll** (DC 10) {CC: Spot Hidden} and a **Hide** roll from each investigator. Houston must overcome the result of each investigator's **Hide** result with his own **Spot** skill in order to notice he's being followed. Even then, he won't think much of it, and unless the investigators accost him, he won't bother with them. Eventually they follow him to Anton's Restaurant, an Italian eatery in lower Arkham. O'Bannion and many of his gang frequent Anton's to conduct their business. Houston is shuffled to the back where O'Bannion is already waiting for him.

Danny O'Bannion, Local Kingpin

O'Bannion has been the crime boss of Arkham since the early 1920's. In his early forties, he stands six feet tall, and is a heavy-set man. O'Bannion is a smooth individual, but this façade conceals the mind of a ruthless, cold assassin. He runs the Lucky Clover Cartage Company, a shipping operation that is a front for bootleggers. O'Bannion currently runs the Lucky Clover and other less savory operations in Arkham for the organized crime bosses in Boston.

Danny O'Bannion, Local Kingpin

7th Level (Offense Option)

Strength 15

Constitution 15

Intelligence 15

Wisdom 14

Dexterity 13

Charisma 15

Sanity 21

Hit Points: 36

AC: 11

Attack Bonuses:

Melee +9/+4 Ranged +8/+3

Saves: Fort +4, Ref +3, Will +7



More About Arkham

Arkham is an incredibly rich setting for a Call of Cthulhu adventure or campaign. While we have attempted to give GMs the information on Arkham relevant to this adventure, there is much more to explore. Interested GMs are directed to the other Chaosium publications *Arkham Unveiled*, and *Miskatonic University*.

Languages: English, Italian, Greek

Skills: Bluff +13, Drive +6, Escape Artist +7, Forgery +11, Innuendo +12, Intimidate +16, Knowledge: Accounting +5, Knowledge: Psychology +9, Listen +6, Move Silently +6, Read Lips +6, Sense Motive +8, Spot +9, Tumble +11

Feats: Skill Emphasis: Intimidate, Wealth, Weapon Proficiency: Pistols, Weapon Proficiency: Melee Weapons

Weapons: Blackjack, .38 Automatic

Bobby Houston

Bobby rose from a punk kid on the streets of Boston, to be one of O'Bannion's most trusted lieutenants. O'Bannion knows he can trust the information which Houston brings to him, and trust Houston to keep his mouth shut about O'Bannion's organization as well. Good looking and clever, Houston dresses a bit flashier than O'Bannion, reveling in his newfound wealth and the respect he gets from the local criminal underground.

Bobby Houston, Sneaky Informant

5th Level (Defense Option)

Strength 14

Constitution 14

Intelligence 12

Wisdom 12

Dexterity 16

Charisma 16

Sanity 32

Hit Points: 28

AC: 13

Attack Bonuses:

Melee +4 Ranged +5

Saves: Fort +6, Ref +7, Will +2

Languages: English, Italian

Skills: Bluff +11, Drive +11, Escape Artist +11, Forge +8, Hide +13, Listen +9, Move Silently +11, Search +8, Sense Motive +8, Spot +8, Tumble +11

Feats: Stealthy, Weapon Proficiency: Melee Weapons, Weapon Proficiency: Pistols

Weapons: Fighting Knife, Blackjack, .38 Revolver



If the investigators go into the restaurant, they will be able to get a table near, but not next to O'Bannion. There's not a tremendous amount of information to learn here however. A **Listen roll (DC: 15)** {CC: Listen} will allow the investigators to overhear snippets of the conversation between Houston and O'Bannion. Most of this is just Houston reporting on the details of the lecture to O'Bannion. But finally, after Houston has said his piece, O'Bannion offers the following clue: "We gotta get to that buildin', see.... I'll get the Hunters on this one... sounds right up their alley."

From there, Houston leaves the restaurant to make a call to the Treasure Hunters and get them on the case for O'Bannion.

Miskatonic Library

Eventually the investigators will decide to go looking for the map at the M.U. Library. The Library is open Monday through Friday 8:00 a.m. to 9:00 p.m., and Saturday from 10:00 a.m. to 6:00 p.m. On Sundays, only the reference room is open, and from 1:00 p.m. to 6:00 p.m. A student librarian is on staff that day, and no books may be checked out.

The problem is, the Library is very possessive of its treasures. There's no way it would ever agree to give or even loan the map to anyone except maybe a Trustee. So the characters will either have to copy the map or steal it. Note that if the investigators steal the map, and are caught, it will inevitably generate bad press for the Vanguard Club, and end in their expulsion from the organization.

If all the investigators have not met up yet, this is a good time to bring them together. Perhaps one of them knows German, and so will be needed to translate the map. Another might be an artist or cartographer, and could copy the map. Still another might have some political connections, and might be able to Fast Talk the map away from the curator. But every character should ultimately remember that the map exists, and is in the M.U. Library and they should all head over there, either separately or together.

M.U. Library

The M.U. Library is an impressive building, with high arched ceilings and massive columns, and its stone floors echo with the investigators' footsteps. The place is almost empty. Perhaps school is out of session, or it's just a slow day. When the investigators step inside, the front desk receptionist immediately notices them.

Rebecca Seaton is stationed at the reception desk when the investigators arrive. A bookishly pretty brunette, she's taking advantage of the slow day to catch up on her studies. She's a pre-med student at

M.U. and has various anatomy and biology texts scattered about her desk. If questioned about the Gotering Map, she directs the investigators upstairs to the third floor, where the Maps and Charts room is, next to the office of Dr. Henry Armitage. She tells them that Armitage is in his office, and can help them find the information they need.

When the investigators arrive upstairs, they find that Armitage's receptionist has left for the day, but the Professor is indeed in his office. The M.U. Library director is an aging man who looks drawn and haggard. Average height and almost cadaverously thin, his back is permanently stooped from poring over books and catalogs all day, and behind thick spectacles his eyes are pale blue and squinted almost shut even in the dim light of the M.U. Library's front hall. His clothes are out-of-fashion by several years, and he wears a dark red muffler wrapped around his neck to ward off the chill of the library. He is distrusting of strangers, and will be standoffish to the investigators if he does not know them. Investigators may try to befriend him by making **Knowledge: History or Psychology rolls** {CC: History or Psychology}. No DC is needed, but the higher the individual investigator's result, the more erudite his knowledge is seen to be by Armitage, proving him a kindred spirit in the pursuit of arcane lore. Once he has warmed up to the investigators, Armitage is polite, if soft-spoken, and asks if he can help them in any way.

If they mention the expedition, they find that Armitage hasn't read the recent news article — he generally doesn't read anything that isn't at least fifty years old — but he knows exactly which map the characters want. He was contacted by Professor Morgan earlier in the day and asked to unearth anything related to Gottering's expeditions. He's already pulled out the map in question and is holding it for Morgan's use.

Unfortunately, O'Bannion's hired crew, the Treasure Hunters, have shown up first, and intend to steal the map. Armitage is perplexed that a second group for the Vanguard Club has now arrived to examine the map.

"Ah yes, the Gottering map! An excellent piece, fine detail of the area!" Then he pauses. "Odd, that's the third time someone's asked about that map today — and no one's asked about it for years otherwise." On a successful **Interrogation or Fast Talk** roll, the curator continues "Oh yes, a group came in just a few minutes ago and requested the map. I showed it to them, and they seemed quite delighted with it. Then they asked about our Geography section, and left in that direction. They must still be there — I haven't seen them since."

Dr. Henry Armitage, Archetypal Investigator 7th Level (Defense Option)

Strength 11
Constitution 8
Intelligence 21
Wisdom 16
Dexterity 10
Charisma 13

Sanity 50

Hit Points: 17

AC: 10

Attack Bonuses: Melee +6/+1,
Ranged +6/+1

Saves: Fort +4, Ref +2, Will
+10

Languages: English, Arabic,
French, German, Greek, Latin

Skills: Appraise +11, Bluff +13,
Cthulhu Mythos +23,

Concentration +8, Diplomacy
+9, Gather Information +12,
Innuendo +8, Intimidate +8,
Knowledge (Anthropology)

+16, Knowledge (Comparative Religions) +11, Knowledge
(Geography) +7, Knowledge (History) +16, Knowledge
(Literature) +16, Knowledge (Local) +7, Knowledge (Occult) +8,
Knowledge (Philosophy) +11, Listen +7, Research +19, Spot
+10, Search +9, Sense Motive +12

Feats: Iron Will, Persuasive, Skill Emphasis: Research, Sharp-
eyed

Weapons: None

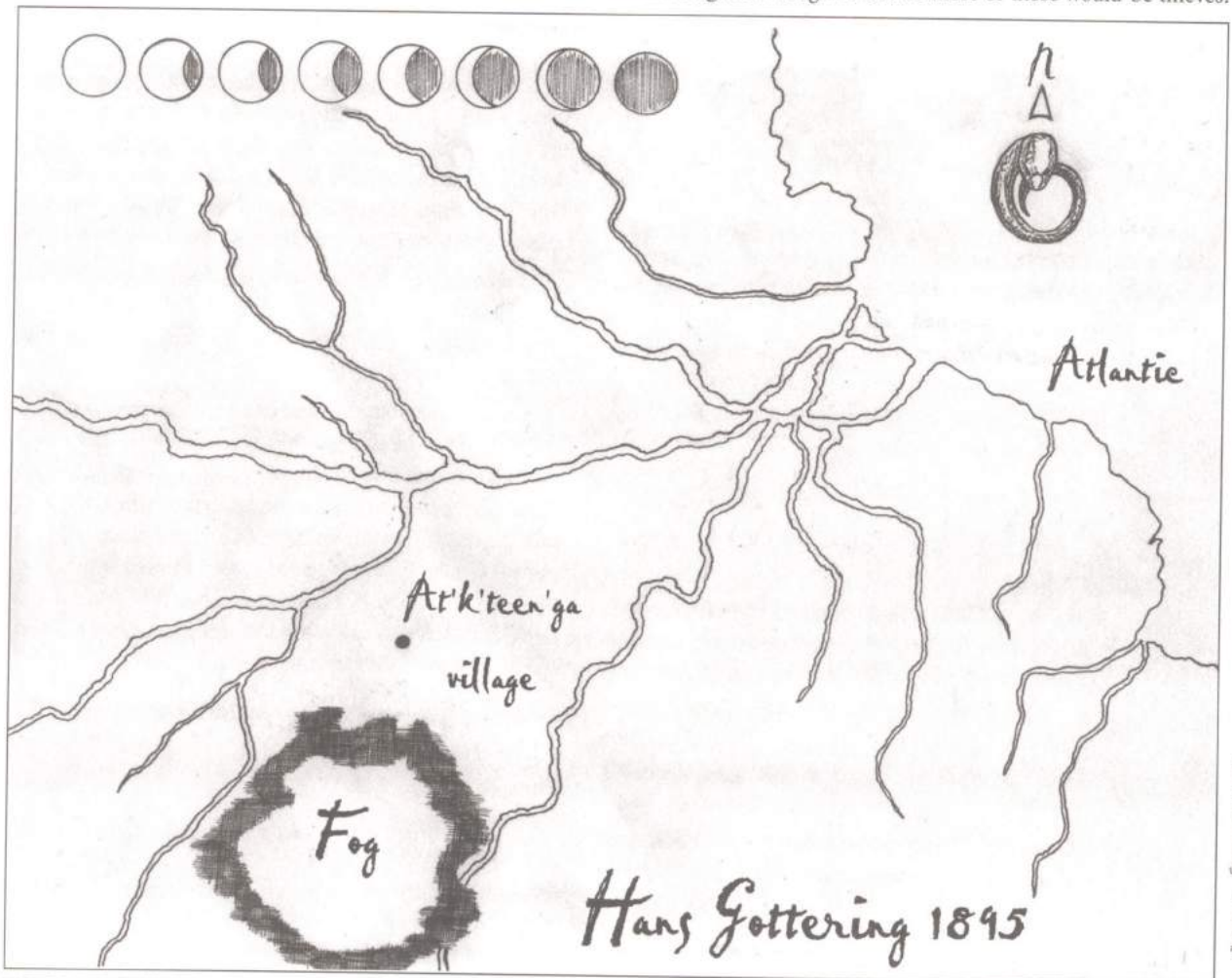


Get the Map

The Maps and Charts Room of the M.U. Library is off to the left as the investigators leave Armitage's office, a squarish room with a row of flat filing cabinets against both outer walls and several large tables opposite them. Some of the more elaborate maps and charts are framed and hang on the wall, but most of them are kept in the cabinets, laid flat between two panels to keep them intact. The maps can then be pulled out and laid upon a table for a closer look — supervised by the curator, of course. There is only one way in or out of the room, and that is the door that the investigators step through. No windows are in the room, as direct sunlight might damage the maps.

Upon entering the room, however, the investigators find that someone has decided not to wait for Armitage's assistance. Several men and women stand around one of the tables, and one of them is busy rolling a small parchment into a tube. They all look up in surprise when the investigators enter. The investigators will also recognize Bobby Houston who seems to be coordinating the effort. The others are obviously the Treasure Hunters gang of which O'Bannion spoke.

On a successful **WIS (DC: 15) {CC: Knowledge}** roll, the investigators recognize one or more of these would-be thieves.



They're part of a company called Treasure Hunters, Inc., which is detailed below. The investigators may have encountered this company before, or they may have only heard of them, but the stories aren't good. All of the Treasure Hunters look fit and tanned, clearly people used to action and adventure, and they're all wearing comfortable travel gear. Those who aren't currently rolling the parchment or holding the cane step between the group and the investigators. They are obviously trying to threaten the investigators into backing off.

At this point, the investigators have a choice. They can fight the Treasure Hunters, try to reason with them, or get out of their way. The Treasure Hunters would rather not fight, but they will if that's what it takes. Armitage is horrified by all this, and steps forward, stammering that they can't simply walk out with the map. If he gets too close, the lead treasure hunter bashes him aside and they all make a break for the door.

If any of the investigators brandish guns or other deadly weapons, they should be reminded that they are in a public place in New England. This is not the Wild West, and firing guns and shooting people will most likely land them all in jail. If they persist, Rebecca Seaton, and other secretaries at the Library will call the local police at the first gunshot. It is unlikely that the investigators will escape from the third floor of the Library before the police arrive.

On a successful Bluff or Fast Talk roll, the investigators can calm the Treasure Hunters a bit, at least enough to stop them from harming anyone. They can't be talked into returning the map, however, and unless defeated they will walk out with it inside the cane.

Treasure Hunters, Inc.

This organization is similar to the Vanguard Club in that its members investigate new and unexplored locations. The difference is that the Vanguard Club seeks to gain knowledge and understanding, and to protect humanity from danger. The Treasure Hunters are only in it for the thrill of being first, and for the profits. They specialize in seeking lost treasures, for whoever pays them.

A local mob boss, Danny O'Bannion, has hired the Treasure Hunters. Danny is not a believer in the occult, but his bosses in Boston are. He is trying to build up a storehouse of occult knowledge in hopes of impressing them, and hopefully one day getting out of Arkham. When he read the newspaper article, he guessed that the strange building might contain something supernatural, and he's hired the Treasure Hunters to find out, and to bring back whatever they find.

If a fight does occur, keep in mind that this room has very little space to maneuver. The corridor between the tables and the cabinets is only wide enough for two people, and then only barely. The tables themselves are three to four feet high, so people can climb on top of them (they're about four feet wide and six feet long) for more room, or climb under them for protection (the tables are solid oak, and will stop bullets easily). The room doesn't have windows, and there's only the one door.



The Treasure Hunters up to no good

The Treasure Hunters

The current Treasure Hunter team has three to five members — match the number to the number of characters, so that they can have a fair fight. Tom Stockard is the team leader and strategist — he's tall and lean, with sandy blond hair and dark brown eyes. Sandra Azcarate is their scout — she's a short, wiry woman with black hair, a pretty face, and flashing black eyes. Mike Nelson is the antiquarian — short but surprisingly muscular, with curly brown hair and gold-rimmed spectacles, he's a master at languages and history, but he's no pushover. The other two are Nancy Atwood and Sonny Harlow. Nancy is a tall, striking brunette — she's the team's fast-talker and also their botanical expert. Sonny is tall, broad-shouldered, and dark, with black hair and a heavy mustache. He's the expert hunter and trapper. The Treasure Hunters work well as a team, and move around one another easily, without being in each other's way. They're capable of fighting their way out of tight situations, and have no problem with killing if they won't get caught, but Stockard's too smart to let them do something that criminal in a civilized setting like the M.U. Library, especially with so many witnesses.

Tom Stockard, Seeker After Fortune and Glory

3rd Level (Offensive Option)

Strength 15

Dexterity 13

Constitution 16

Charisma 13

Intelligence 13

Wisdom 13

Sanity 65

Hit Points 27

AC: 11

Attack Bonuses: Melee +6,
Ranged +4

Saves: Fort +6, Ref +2, Will +2

Languages: English, Spanish

Skills: Bluff +7, Climb +5, Heal +3, Hide +3, Intimidate +5,
Knowledge: Archeology +6, Knowledge: Occult +3, Listen +7,
Pilot +3, Research +3, Search +3, Sense Motive +3, Sleight of
Hand +3, Sneak +5, Spot +2, Swim +3, Tumble +5, Use Rope +2,
Wilderness Lore +5

Feats: Persuasive, Weapon Proficiency: Pistols, Weapon
Proficiency: Rifles

Weapons: 2x .45 Automatic pistols, knife, rifle

Sandra Azcarate, Scurrilous Scout

2nd Level (Defense Option)

Strength 12

Dexterity 17

Constitution 17

Charisma 14

Intelligence 13

Wisdom 12



Sanity: 60

Hit Points: 15

AC: 13

Attack Bonuses: Melee +1,
Ranged +4

Saves: Fort +3, Ref +6, Will +4

Languages: English, Spanish

Skills: Climb +5, Hide +5, Jump
+3, Listen +4, Sleight of Hand
+9, Sneak +6, Spot +6, Swim +3,
Tumble +5, Wilderness Lore +8

Feats: Skill Enhancement:
Wilderness Lore, Weapon
Proficiency: Pistols

Weapons: Weapons: pistol, two knives

Mike Nelson, Amateur Antiquarian

2nd Level (Defense Option)

Strength 17

Dexterity 13

Constitution 16

Charisma 11

Intelligence 17

Wisdom 14

Sanity: 70

Hit Points:

AC: 12

Attack Bonuses: Melee +4,
Ranged +2

Saves: Fort +3, Ref +4, Will +5

Languages: English, Arabic, Latin, Greek, Spanish, German

Skills: Climb +7, Heal +5, Hide +3, Knowledge: Anthropology
+8, Knowledge: Geology +7, Knowledge: History +8, Knowledge:
Occult +8, Listen +4, Pilot +3, Research +11, Sense Motive +3,
Sneak +5, Spot +4, Swim +5, Tumble +4, Wilderness Lore +7

Feats: Sharp-eyed, Skill Enhancement: Research

Weapons: brass knuckles, knife, pistol



Nancy Atwood, The Silver Tongue

2nd Level (Defense Option)

Strength 10

Dexterity 15

Constitution 12

Charisma 18

Intelligence 14

Wisdom 12

Sanity: 60

Hit Points: 11

AC: 10

Attack Bonuses: Melee +1,
Ranged +3

Saves: Fort +1, Ref +5, Will +4

Languages: English, French, Spanish



Skills: Bluff +9, Craft: Drawing +6, Craft: Photography +3, Diplomacy +7, Disguise +9, Heal +4, Hide +4, Listen +6, Move Silently +3, Ride +3, Sense Motive +9, Spot +1, Tumble +7, Wilderness Lore +9

Feats: Martial Arts, Skill Enhancement: Knowledge - Botany

Weapons: two knives, garrote

Sonny Harlow, Hunter

3rd Level (Offense Option)

Strength 17

Dexterity 16

Constitution 17

Charisma 10

Intelligence 11

Wisdom 11

Sanity: 55

Hit Points: 21

AC: 13

Attack Bonuses: Melee +6,

Ranged +6

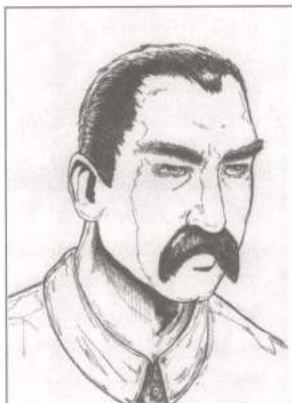
Saves: Fort +4, Ref +6, Will +1

Languages: English, Spanish

Skills: Climb +8, Tumble +8, Heal +4, Hide +5, Jump +6, Listen +5, Wilderness Lore +6, Ride +7, Sneak +6, Spot +5, Swim +7

Feats: Weapon Proficiency: Pistols, Weapon Proficiency: Rifles, Track

Weapons: two pistols, rifle, knife, bola



Rending the Map

If the investigators do manage to defeat the Treasure Hunters and get the map back, Armitage is extremely grateful. He still won't let them take the map, but he'll gladly provide materials so they can copy it — this requires a successful Craft: Art, Illustration or Cartography roll (DC: 15). {CC: Art or Craft: Illustration, Cartography, or similar}.

If the investigators were victorious, and retrieved the map they'll have to deal with their fallen opponents before doing anything else. Getting any information out of the Treasure Hunters is next to impossible — they're too well trained to let things slip, and they're too well paid to betray their employer. Armitage calls the police, of course, and the Treasure Hunters are taken into custody, but even if he chooses to press charges the crime is merely Armed Robbery (not even Grand Theft, because the map isn't worth much), and O'Bannion will get them out on bail within a day.

If the Treasure Hunters escaped with the map, have the characters make Spot roll (DC: 15). {CC: Spot Hidden} A success leads to an amazing discovery. The panels used to protect the maps are wooden, and the shallow drawers tightly compress them, which helps keep the maps and charts safe. But the Gottering map hasn't been moved for thirty-five to forty years, and in that time some of the

ink has rubbed off against the top panel — it has a faint but usable reverse copy of the map! Armitage is happy to let the investigators take the panel, since he has plenty of extras, but only if they promise to retrieve the map for him. The investigators can also create a copy of the map from the panel, so they don't have to lug it around. An **Art or Craft roll of DC 15** or a **WIS roll of DC 20** {CC: Art, Craft or Idea at half normal} allows a character to think of inking the lines on the panel. Pressing a clean parchment against it provides a quick and accurate reproduction of the original.

From this point on, keep a close eye on this map and any copies. The investigators and the Treasure Hunters will meet again, and whichever side doesn't have a map will try to get it. Once everyone reaches Brazil, this becomes much more important, because without the map travel is harder, and the trip takes much longer.

Moral Support

As the investigators finally exit the M.U. Library, a short, slender man in an expensive gray suit approaches them. He introduces himself as Mr. Whitford, and states that "My employer would very much like a word with you, if you are not otherwise engaged." If the investigators hesitate, he informs them that "He may be able to aid you in your current endeavor." He refuses to reveal his employer's name, but assures them that no harm will come to them and that they are free to go any time they wish. He also indicates the Rolls Royce waiting at the curb, and offers to drop them anywhere they like after their interview. Hopefully, the investigators are intrigued enough to take him up on the offer.

If the investigators decline the offer, Mr. Whitford will hand them a business card and suggest that they call to arrange an appointment if they change their minds. "Traveling to another continent does get rather expensive," he points out, "and it helps to have a sponsor."

If the investigators accept the invitation, Whitford drives them to the outskirts of town to a large mansion on the corner of West St. and W. Saltonstall St. During the drive he was willing to make small talk, but didn't comment on his employer or on the investigators' mission.

The mansion is impressive, built from massive stone blocks and covered in ivy, but the inside is stunning. Every space is filled with antiques and mementos, from all corners of the globe. The investigators can



recognize many of them from their own travels — most of the items are not fabulously rare or expensive, but enough to indicate that the owner has good taste and a wide breadth of knowledge, as well as experience dealing with travel and treasure.

Whitford shows the investigators into the study, where their host awaits. A successful Knowledge: Local or a **WIS roll** (DC 15) {CC: Know roll} means the investigators recognize their potential benefactor — and aren't too surprised to discover who it is.

Alexander Phaetus, Man of Many Worlds

6th Level (Offense Option)

Strength 15

Dexterity 12

Constitution 16

Charisma 16

Intelligence 20

Wisdom 18

Sanity: 50

Hit Points: 39

AC: 11

Attack Bonuses: Melee +7,

Ranged +6

Saves: Fort +4, Ref +2, Will +10

Languages: English, Latin, Greek, Arabic, Spanish, German

Skills: Concentration +11, Cthulhu Mythos +5, Bluff +15,

Diplomacy +9, Hide +5, Intimidate +12, Knowledge:

Archaeology +14, Knowledge: Geology +11, Knowledge: History

+14, Knowledge: Natural History +11, Knowledge: Occult +14,

Listen +9, Research +10, Search +14, Sense Motive +8, Sleight of

Hand +6, Use Rope +6, Spot +14

Feats: Dodge, Iron Will, Skill Emphasis: Bluff, Weapon

Proficiency: Melee Weapons,

Weapons: cane (sword cane)



Professor Alexander Phaetus is well known in the world of antiquities and exploration. He's a large man, tall and broad with just a touch of body fat. Thick silvery hair tops off his distinguished features. As he rounds the massive desk to shake hands with each of the investigators, they notice that he walks with a pronounced limp, and uses a cane. The cane is made of dark green marble, the head carved to resemble a snake with a crescent of inlaid ivory set into the forehead. Characters can make a **WIS roll** (DC: 20) {CC: Knowledge} at this point — failing the roll means they don't recognize the type of snake. Succeeding means they are sure they've never seen a snake like that before. A **Cthulhu Mythos roll** (DC: 25) {CC: Cthulhu Mythos} allows them to recognize the head of the cane as a stylized rendition of Yig, Father of Serpents. Phaetus is also wearing a fine leather glove on his left hand, though his right hand is bare and the room is comfortably warm from the roaring fire in the wide fireplace. The room also has several comfortable armchairs arrayed in a semicircle around the fireplace — enough for the Professor and the investigators.

"Welcome, welcome!" Alexander Phaetus announces while shaking hands. "So glad you accepted my invitation. Please, sit and have a drink with me. Whitford?" Whitford takes any drink orders, and returns silently a moment later with the requested beverages and a snifter of brandy for his employer.

"I apologize for being so mysterious," the Professor tells them after taking a healthy swig of his brandy, "but, I must confess, I love things like that. Really sets the mood for adventure. But I'll come right to the point. I know you're interested in that building that was spotted in Brazil. I'd like to help you investigate it further. I can't go myself — a bit too old to be running through jungles these days, especially with this bum leg — but I can fund your expedition for you. That way you won't have to worry about the costs, and can concentrate on the exploration itself." He leans back in his chair and smiles, a friendly grin. "Not that this is a selfless offer, of course — I wouldn't insult you by claiming it was. No, I want something out of this, myself. A trinket, a souvenir — something to add to my collection." He gestures around the room at that, indicating the mementos covering every shelf and mantle and tabletop. "Maybe there isn't anything there, in which case that's fine. But if there is, and it's something you can carry back, I'd like first crack at it — I'll only take one object, and I'd pay you an additional sum for it, based on an appraisal of its worth. Oh, and I'd like co-publication rights on any reports or essays based on the trip. That's it — anything else you find, you can keep, and you'd get primary credit for the discovery and any publications. What do you say?"

It's a reasonable request — co-publishing rights and his pick of any items brought back, in exchange for full funding and full autonomy. Plus the investigators aren't probably wealthy, and travel to Brazil isn't cheap. But they aren't required to accept. If they refuse, the Professor will be disappointed, and will urge them to reconsider, but he won't force them, and he'll remain polite and friendly throughout.

If the investigators do agree, Alexander Phaetus beams and then snaps his fingers (on his right hand). Whitford appears almost immediately with a folder full of papers, and hands one to each of the characters. They're contracts — and the terms are exactly what the Professor mentioned. "Sorry, but I like to make sure everything is legal and above-board," he explains. "And this way there's no delay — I know how eager you can get when there's something waiting to be explored!" Once the investigators sign, Whitford collects the contracts and hands them to the Professor, who sets them on his desk without even looking at them and then pulls out a leather satchel.

"Right, this ought to get you started," he says, and hands it to the nearest character. In the satchel is a bundle of money — at least a thousand dollars. "If you need more, just phone and I'll send Whitford to deliver it." The Professor is willing to talk

more after this, and happy to relate stories about some of his many adventures, but there is a hint of impatience, as if he's eager for the investigators to start their journey. Whitford drives them back to their respective homes, or the Vanguard Club, or wherever they like.

If the investigators refuse the offer, Professor Phaetus is visibly disappointed. He will ask Whitford to drive them back to the University or anywhere else they wish to go and then be done with them. Hopefully, the investigators will still continue the journey and go to Brazil on their own. Unfortunately, if the players refuse to go to Brazil at all, the adventure is just about done. It is up to the Gamemaster to find a suitable conclusion or get the adventure back on track. Some samples are listed below:

- ❖ One of the investigators is slaughtered in his sleep, and the Map to the temple is stolen. This should hopefully spur the other investigators on to trailing the killer, and discovering that the Treasure Hunters have just chartered a plane to Brazil.
- ❖ The Treasure hunters attack the investigators directly and the map is stolen. Again, they find that the Hunters have chartered a plane to Brazil.
- ❖ One of the investigators is startled that night when he hears sussurrant hissing from all around him in his darkened house. Flipping on the lights, he is surrounded by dozens if not hundreds of snakes (Sanity cost 0/1d6).

Checking Up

While the investigators are good-hearted people and may generally believe the best about everyone, they aren't stupid, and it's completely reasonable to check up on their new and extremely generous benefactor. If part of the Vanguard Club, this is easy to do — the archives are filled with newspaper clippings about Alexander Phaetus's various exploits, and articles he wrote for various magazines about his journeys and discoveries. If the characters are not affiliated with the club they'll have to do their digging at the local library, and will need a successful **Research roll** (DC: 10) {CC: Library Use}. One interesting article about the Professor involves his expedition to the American Plains two years ago. The article is included in the Handouts section (*Yig Papers* #2) and mentions that he returned injured and empty-handed. Apparently he hasn't gone on an expedition since.

The Yig Papers 2: Newspaper article, one day old:

BUILDING ALONG THE RIVER?

Nelson Surveyors, a geographical survey team, returned today after a two-week stint in Brazil, where they mapped the Eastern Shore of the Amazon River. But that wasn't what caught people's attention at their press conference. When asked if anything had surprised them on the trip, Jacob Day, the lead surveyor, admitted, "There was one thing. It was right as we were leaving — we were on the plane, and circling over the jungle to head back here. Hendricks was looking at the window, and suddenly he shouted 'What the—?' Well, I ran over to take a look, and I'll be! There was a building down there! Shouldn't have been, not out in the middle of the jungle, but there it was!" When asked for details, Day just shook his head. "We passed over it pretty quickly, and there were lots of trees, of course, so we only got a quick glimpse. But it was there, and it wasn't natural — somebody built that thing."

Preparations

Now the investigators have to prepare for their trip. This is much easier with the Professor's money — they have more than enough to buy whatever equipment they want, assuming it's available for sale through local shops. The first question is travel. Flying is the fastest way to Brazil, especially to the Amazon basin. A boat is far cheaper but takes a good deal longer. Of course, flying would require chartering a private plane, but money isn't a concern, and they can have the pilot set them down wherever they like.

If the investigators aren't accustomed to private planes, they'll have to head out to the local airfield and decide who to hire. This could be entertaining, as each pilot will claim he's the best and that his plane is not only the fastest but the safest. Encourage the investigators to use Fast Talk, Knowledge, and Idea rolls to see through the sales pitches. All of the pilots are competent, but some are barely so, while others are expert fliers. Many of them drink heavily, and could wind up flying drunk (never a good idea!). Also, some of the pilots will charge fair prices while others will want outrageous sums (and one or two might ask for virtually nothing. These shouldn't be trusted, and a **WIS roll** (DC: 15) {CC: Idea} suggests that a pilot might ask

for so little because he means to rob and kill his passengers once they're beyond the reach of any help).

The real variety is in the planes themselves. Some are trim little planes, well cared-for and in excellent order. Some are old and rusted and held together with spit and bailing wire. Others are covered in dirt and grime outside (and maybe inside as well) but run beautifully. Let the characters decide whether they're going for looks, speed, stability, or comfort. A successful **WIS (DC: 15) {CC: Idea} roll** means the characters realize they should ask for a quick test flight, to see how the plane handles (and what the pilot's like in the air). Any of the planes will get the investigators to their destination — it's really just a question of how much it will cost them, and how comfortable (and safe) the ride will be. In general, assume that from Arkham to the mouth of the Amazon, will take the investigators about three days of flying. This includes frequent stops for refueling, restocking provisions, etc. In the 1930's, planes were much slower, and not capable of the great distances of travel they are today.

Jungle treks require loose, lightweight clothing, waterproof gear, good hiking shoes, insect repellent (if people don't like getting bitten), and the usual camping gear. The fastest way down the river itself is by boat, but the building was sighted off in the jungle, so the investigators will probably want to go on foot.

Of course, now would be a good time to examine the map. Gottering didn't show any buildings or ruins, but there is a small circular spot on the map that's completely blank. Everything around that is drawn in, with rivers and streams and trails, so the German did travel that far, and it's odd that he left the space blank. Here's where having the real map makes a difference. A Search roll (**DC: 20**) {CC: Spot Hidden} check reveals that something is written in that area — the ink doesn't show for some reason, but running a finger over the spot will detect faint ridges. If held up so light shines behind and through it, the investigators can make out words in the blank. They're in German, but anyone who makes a successful check (**DC: 10**) for that language can read:

"Something strange here — a thick fog in just this one area. At times I thought I saw something large, a building or temple, but the ground was bare. This place disturbs me."

Break-in!

Whichever pilot the investigators hired, he agrees to start at first light on whatever day they choose. This is good because it gives them at least one evening to prepare and pack. That night, however, something happens. It occurs wherever the map is being kept. If the investigators are part of the Vanguard Club, that's probably the Club building itself, and the investigators will most likely be sleeping there (the building has rooms for just such occasions, so teams can plan and prepare together, and then all leave together in the morning).

The night before the investigators are scheduled to leave, the Treasure Hunters make one more play for the map. The Treasure Hunters have tracked down the investigators (which isn't hard, since they recognized one or two of them at the M.U. Library) and waited until night-time to attack. They've set the place on fire, both to cover their theft of the map and to hopefully eliminate their competition.

Of course, the investigators aren't stupid. One of them may have the map under his or her pillow, or it may be in a safe, or at least in the satchel with the money, hanging on the end of the bed. Have the characters make Luck rolls to see if they wake up when the Treasure Hunters enter. Most rooms are also equipped with buckets of sand for fire extinguishers, so the fires can be put out if they're reached quickly. Otherwise the investigators may have to flee for their lives, taking whatever they can safely grab. Alexander Phaetus will provide more money, of course, and replace any gear that was lost. The real problem is the map — did the Treasure Hunters steal it? The investigators know roughly where to go, and anyone making a difficult **INT roll (DC: 20)** {CC: Idea roll at 1/2 normal chance} can recall all the details but now the Treasure Hunters also know where to go, and have the advantage of Gottering's notes. Of course, if the investigators' map was a copy made at the library, they could of course reproduce it easily, but they'll lose a day doing so. Their pilot will want to leave at first dawn so as to get the most amount of flight time in the daylight hours. If they delay, he will delay the flight until the next morning.

Airborne Activity

The next morning, the investigators head to the airfield, a bit singed but hopefully healthy. The pilot is waiting, and stows their bags, then takes off — as mentioned above, takeoff could be smooth or bumpy or even scary, depending on the pilot and plane selected. They do get airborne, however, and the investigators are now winging their way to Brazil.

The flight itself is uneventful — Gamemasters can feel free to embellish the stopovers for refueling if they wish, but at this point, getting the investigators to Brazil is the key action.

Finally they near their destination, and the pilot starts circling, looking for a place to land (or to drop them, if the investigators have opted to parachute down). And that's when the trouble starts.

A bloodcurdling scream erupts from the pilot's cabin. Suddenly the plane bucks to the side, sending the investigators crashing to the wall of the cabin (**DEX roll of DC 10 to avoid taking 1d3 damage**) {CC: DEX x5 roll or take 1d3 damage}. A moment later, the plane starts going into a spin. Anyone going into the cabin finds the pilot dead, slumped over the wheel with a bright green snake clinging to his leg, pumping venom into his body. A Spot roll (**DC: 20**) {CC: Spot Hidden} will notice a small, white crescent shape on the snake's head. As the investigator watches, the pilot's body begins to blacken and swell. The body

The Lost Temple of Yig



The Child of Yig

puffs up with unnatural ichor and unwholesome fluids. With a wet tearing noise, the skin begins to split open and the pilot's liquefied innards run over the floor of the plane. Sanity cost to witness this horrific event is 1/1d6. Once the pilot decomposes, the snake looks back at the investigators, and then melts into a puddle of greenish glowing slime. Sanity roll for seeing this is 0/1d3.

But for now, the investigators have more to worry about. Their plane is going down in the jungle. If quick action is not taken, they will all surely die. The easiest thing would be to land the plane, assuming anyone has Piloting. If not, an INT Roll (DC 20) {CC: Idea roll at 1/4 normal} would at least let them figure out the basic controls. It might be bumpy — everyone will take 1d6 points of damage from the impact — but they'll hopefully survive and have all their gear. If the investigators chose a plane with pontoons, they can land on the water as well as on land, which gives them a better chance, lowering the INT roll above to a DC: 15 {CC: Idea roll under half normal}.

A second option is to wait until the plane is close to the ground and then jump out, with whatever they can carry. This is an extremely dangerous tactic. Everyone will take 4d6 damage unless they make a successful Jump roll (DC: 20) {CC: Jump roll at half of normal chance}. The plane will explode on impact, destroying whatever they didn't take with them or shove out in front of them.

The third option is to create makeshift parachutes from tents, ponchos, and tarps. Tarps would probably be the best option. An INT roll or Craft: Sewing or something similar (DC 15) {CC: Idea roll or Craft roll as above} lets the investigators make passable parachutes — not as good as the real thing, but they'll work well enough to get to the ground alive. Everyone takes 2d4 points of damage (1d4 with a successful Jump DC 10 {CC: Jump} roll), and the plane still blows up.

Touching Down

The investigators have arrived in the jungles of Brazil — hot, sticky, noisy, and filled with bugs. If the investigators landed as planned, they're ready to go. If they had to exit the plane in a hurry, they're probably bruised, winded, and more than a little angry, plus they didn't come down where expected. They will need to take a few minutes to go through their supplies, see what they rescued, and figure out where exactly they are.

The good news is that the Amazon River is easily located from anywhere nearby, by noise even if it's not in sight, and the investigators can use that to orient themselves. Have everyone make a INT (DC: 20) roll {CC: Idea at half of normal chance} to see if they remember any details during the descent to help pinpoint their location. Checking the position of the sun against the position of the river will help, and if they've got a copy of the map, or take the time to try and make a replica, they will quick-

ly be able to orient themselves, and start heading in the direction of the temple.

A Jungle Welcome

After resting and taking stock, the investigators are ready to go, either in the proper direction or in what they hope is the right direction. Roleplaying hiking is boring in and of itself, but Gamemasters should feel free to play up the monotony of the hike. Let the investigators have a chance to breathe before springing the following mishap on them.

As they walk, one of the investigators (roll randomly) brushes aside a low-hanging vine, and recoils as it shifts and wraps around his arm. Glancing up quickly, he sees two small, slitted eyes, a forked tongue, and a pair of sharp fangs. It's a snake — and a Spot roll (DC: 10) {CC: Spot Hidden} will quickly notice a white crescent on its forehead.

Suddenly, other snakes come hissing out of the underbrush, until there are easily a dozen poisonous snakes surrounding the characters. Observant investigators notice that the other snakes do not have the white crescent, just the first one.

Child of Yig

This snake is a "Sacred Snake of Yig." As such, it has a venomous bite that is far more deadly than a normal snake of its type.

Hit Points: 24 (3d8 HD)

AC: 17

Speed: 20 ft

Attacks: Bite +6 melee

Damage: 1d2 plus poison

Saves: Fort +3, Ref +7, Will +2

Skills: Balance +11, Climb +12, Hide +17, Listen +9, Spot +9

Special Attacks: Poison (Fort Save to resist, DC 15. 1d6 CON damage, then another FORT save to resist another 2d6 CON damage 1 minute later)

Special Qualities: Scent

Feats: Weapon Focus: Bite

12 Snakes

Hit Points: 4 (1d8 HD)

AC: 17

Speed: 20 ft

Attacks: Bite +4 melee

Damage: 1d2-2 plus poison

Saves: Fort +2, Ref +5, Will +1

Skills: Balance +11, Climb +12, Hide +17, Listen +9, Spot +9

Special Attacks: Poison (Fort Save to resist, DC 11. 1d6 CON damage, then another FORT save to resist another 1d6 CON damage 1 minute later)

Special Qualities: Scent

Feats: Weapon Focus: Bite

LOCAL ENCOUNTER

Gottering's map showed a small village in the jungle, and the investigators may wind up near it. If so, they'll draw the attention of the natives.

The locals here are hunters and fishermen. If the Gamemaster is feeling especially cruel, there might be spiked pit traps near the village (used for hunting and defense against jungle predators) which the investigators have to get around (**Spot, DC: 15 to notice, or fall in and take 1d6 damage**) {CC: Spot Hidden or take 1d6 damage}.

The tribesmen are armed with bows and arrows, spears, and knives — everything is wood and bone except the knives, which look like forged metal. They wear only loose wraps around their waists, and jewelry around the neck and at the ears. They don't seem pleased to see the investigators, and gesture threateningly with their weapons. While it's unlikely that anyone will know the native language, it's obvious that they don't want visitors.

Once again, the map could come in handy. Gottering wrote notes about the places he saw, and that included this village. He labelled it At'k'teen'ga, and if any of the investigators says this out loud the villagers all gasp and repeat it, lowering their

weapons slightly. The investigators can also try mentioning the name Gottering, which will earn them admiring but suspicious glances and a little bit of trust. (Gottering passed through here and lingered long enough to learn a few words of the local language. He also gave gifts, including the steel knives, and the people here still remember him as a kindly spirit or demon).

If the investigators retreat peacefully, the natives will let them go without harm, provided they stay away from the village itself.

If they attack, they can probably overpower the natives, but more will arrive to help, and they'll chase the investigators until either defeated, lost (which is unlikely, since this is their forest), or scared (which will only happen if the investigators run towards the blank area on the map).

If the investigators try to win over the natives, by mentioning the words and names above and by offering gifts of weapons and/or food, the natives will slowly approach them, and will eventually accept the gifts. Then they'll smile and lead them to the village.

Treehouses

The village itself is small, perhaps twenty huts, and each one is built in the trees, using low branches for the base. This keeps the



The Tribe Welcomes You

villagers safe from rampaging animals, and from flash floods as well. The huts are made from vines and small branches, and the roofs are wide leaves that shunt rain to one side.

As the investigators enter the village, everyone comes out to stare at them. The name "Gottering" is whispered by several. Finally a man steps out of the central hut and slides down a vine. He's older than any of the other natives, probably in his forties, but still fit. This is the shaman of the village, and their wise man. He approaches the investigators, repeating Gottering's name and the name of the village, as well as a few other words. Close up, the investigators notice that he's wearing a medallion around his neck, made of some sort of stone and shaped like a serpent. The detail on it is incredible, the work of a master sculptor, and a successful INT roll (DC: 15) {CC: Idea roll} reveals that the snake matches the one carved on the Professor's cane, inlaid ivory crescent and all. Something about looking on it makes the investigators strangely queasy, giving them chills and a cold sweat in the sweltering heat of the jungle — **make a Sanity check or lose 1 point of Sanity.**

Then the investigators receive another surprise — the shaman opens his mouth and says "Guten aben, meine herren." He speaks German!

Actually, he only knows a few words — Gottering taught an ancestral shaman some German while he was there, and that knowledge has been passed down to every wise man since (this is that original shaman's grandson). If any of the heroes speaks German, he or she is immediately welcomed by the shaman, and revered by the rest of the villagers. The shaman does speak a bit of German and a touch of Brazilian Portuguese. Consider him to have 1 rank in each of these languages {CC: 10% in both} which is enough to understand simple phrases and concepts.

Now that they know these are some of Gottering's people, the villagers are friendly. They offer the investigators water and a wine made from crushed berries, and roast a boar in their honor. If people give gifts to the villagers, they'll be even more welcome.

If asked about his amulet, the shaman points off to the right and says something in his own language, then says "dunkler platz... gefarlich... schlangen" ("dark place, dangerous, snakes" in German) as well. The direction he points matches the blank spot on the map. It's possible to trade the shaman for his amulet, as well, preferably by offering something to replace it (a watch or compass, something that can be worn around the neck). Barring that, someone with Art or Crafts skills can sketch the image, and possibly carve a copy. Of course, they could probably take the amulet by force, but that isn't very nice.

If any of the investigators are injured the shaman will administer to their wounds with a combination of herbal remedies, and primitive first aid. This will heal **each investigator by 1d6 Hit Points**. Additional healing may be accomplished through rest as per the standard Call of Cthulhu rules on healing. However, time is of the essence, and if the investigators spend days and weeks here in the village, they may miss their opportunity to investigate the pyramid.

The villagers insist that the investigators stay for the feast, and then spend the night in their huts. If they don't, the villagers will be offended. Agreeing to do so earns them a good meal, a solid night's sleep, and some fresh water and meat in the morning to take on their trip. A few of the villagers will follow them a short ways, then wave and disappear back into the jungle.

Dim Surroundings

After a few days of travel, the investigators begin to crest a hill. The area they are in seems to be on the map, and approaching the blank area where they think the temple might be. As they get to the top of the hill, they look down into a valley of fog and gloom. However, in the distance, they can just make out the tip of a structure rising up out of the mist. It seems to be covered with weeds, lichen and other verdant foliage. However, closer inspection, perhaps with a telescope or binoculars, shows that the building is swarming with serpents of various verdant shades and breeds.

As they set foot into the fog, it swirls around the investigators, hiding everything from sight. The sun is gone, reduced to a faint bright spot up above somewhere, and they can barely see their own hands in front of their faces. It would be easy to wander lost in this fog forever. But they valiantly walk forward, eyes and ears straining for every bit of motion or hint of sound. The fog is mostly harmless. It can cause coughing fits, and people can trip on the vines at their feet, but otherwise it's safe. The real danger is disorientation — **make a successful Will save (DC: 20)** {CC: Idea roll, half of normal} or lose your bearings and wander in circles. Feats or Skills that might help them in this situation will have to be judged by the individual Gamemasters. The investigators need to make three collective successes in a row to breach the fog bank on the inside. As long as at least one of the investigators succeeds in each roll, and they're all holding hands or tethered together they can go on. Anyone who gets separated will have to make three rolls on his or her own, even if the group already had one or two successes. Each roll represents 1d4 hours of wandering in the fog. Each failed roll forces the investigators to reorient themselves, and start over attempting to get three successes to continue.

The Lost Temple

Finally, the investigators make it through the fog — slowly the sun (or moon) grows brighter, the trees and vines clearer, and the fog thins and then dissipates entirely. It's almost like walking through a door, the fog stops so suddenly. And then the investigators find themselves standing in a large clearing, facing the building they've been searching for.

It towers up at least a hundred feet, and is vaguely reminiscent of the Egyptian pyramids, for it slopes upward to a point

just like those ancient monuments. But something seems wrong about its construction, as if there were more corners than there should be. It's almost as if it had more sides than the normal four — more sides than something could, in the space allowed. The stone from which it is constructed is an unfamiliar mottled green that blends with the trees behind it and seems almost organic itself. Sinuous runic carvings writhe over every inch of its surface. A high, rounded portal at the center stares at the investigators like an open mouth. Above this portal is carved the enormous effigy of the head of a snake, its mouth open, fangs extending down to form the sides of the portal, the mouth itself as the door. Again the white crescent on the forehead, and the investigators realize it is the same snake as carved on the Professor's cane.

The temple is clearly unnatural, and everyone should **make a San check or lose 2 points of Sanity**. The head over the portal is done in the same astounding detail as the shaman's amulet (and it is the same head, of course), but this one is enormous, probably at least ten feet high. Its glittering obsidian eyes stare down at the investigators as if it were alive.

Temple-goers

As the investigators start across the clearing and towards the temple, shapes begin moving in the archway. These gradually become clearer, and appear to be men. Then the first of them steps foot out of the structure, and the investigators catch the glint of sunlight on scaly hide. Ophidian heads swing rhythmically under their hoods. The investigators are standing face to face with a group of serpent people. **Sanity cost is 1/6 points**. Normally, seeing an individual serpent nan is worth 1/1d6. Being surprised by half a dozen of them would be worth the full 6 points however.

There are six of the serpent people (increase the numbers as necessary, so they outnumber the investigators by at least three), and they carry swords and spears made of the same strange greenish stone as the temple. A successful **WIS roll (DC: 15)** {CC: Idea} suggests that Phaetus's cane, and the shaman's amulet may also have been sculpted from this stone.

The investigators have a choice here: they can fight the serpent people, or they can turn and run. Talking won't do any good, though they're welcome to try it — the serpent people don't speak any human language.

Six Serpent People Warriors

Hit Points: 11 each

AC: 17 (+5 natural, +2 ceremonial metal armor)

Saves: Fort +1, Ref +3, Will +2

Speed: 30ft., swim 15ft.

Attacks: Bite +2 Melee, Sword +2 Melee, Thrown Spear +2 Missile

Damage: Bite 1d4+ Poison, Sword 1d6, Thrown Spear 1d8

Skills: Concentration +5, Cthulhu Mythos +2, Knowledge: Occult +5, Spellcraft +4

Special Attacks: Poison (Fort Save to resist. 1d6 CON damage, then another FORT save to resist another 2d6 CON damage 1 minute later)

Special Qualities: Darkvision 60ft., low-light vision, spells (see below)

Feats: Weapon Focus: Bite

Spells: Blind/Deafen, Call Yig, Cloud Memory, Darkness

Sanity cost to see: 0/1d6

Trouble from Behind

And matters quickly go from bad to worse. The sound of footsteps is suddenly heard behind them, and the investigators turn — to see the Treasure Hunters. The Treasure Hunters have been looking for this place as well, of course. Not having a map would have slowed them down a bit, but Mike Nelson has an amazing memory and drew a copy of the map as he remembered it.

This can actually be a godsend for the investigators. After all, the Treasure Hunters are mean, nasty, greedy, and murderous — but at least they're human.

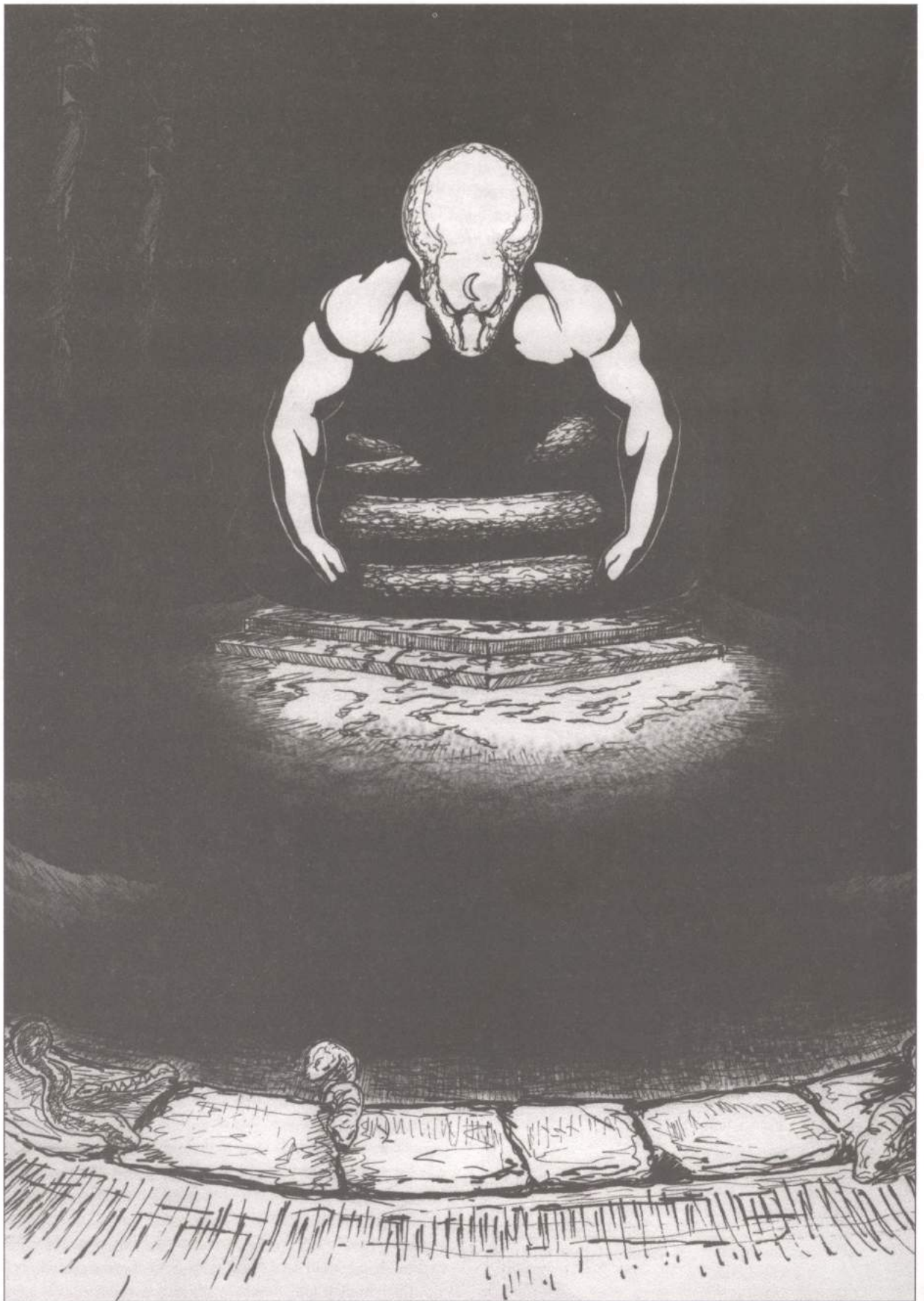
However, the humanity of the Treasure Hunters may also be their undoing. At this point, the Hunters see the serpent people and must all make Sanity rolls, just as the investigators did above. Any Hunters who go temporarily or indefinitely insane will either curl up into balls and whimper on the ground, or run screaming into the jungle at the Gamemaster's discretion. Those who run are never heard from again.

Upon seeing the serpent people, Stockard will offer to team up with the investigators. "Listen," he says, loosening his gun in its holster, "we've got our differences, but those things aren't even human! So why don't we work together to get rid of them, and then we can sort things out between us?"

It's not a bad idea. The Treasure Hunters won't turn on the investigators as long as they need them to survive, and together the group should be able to overpower the serpent people easily. Of course, afterwards the other group will probably turn on them, but that's a problem for later.

The investigators have a few other options, though. The first is to simply duck to the side — the serpent people will focus on whomever's in front of them, and that would leave the Treasure Hunters to handle the snakes. Then the heroes could finish off whoever won. Not very heroic, but practical.

The third option is to try making peace with the serpent people. Only one thing can make this work — the snake symbol over the temple door. If the investigators got the shaman's amulet, they can hold this aloft. If this is done, the serpent people will immediately drop to their knees and bow their heads to the ground. They'll let the investigators pass unmolested as long as the symbol is visible — but these things are smart enough to realize that the Treasure Hunters aren't part of the same group, and they'll turn on the mercenary adventurers. It's up to the investigators to save the villains from these creatures, or leave them to their fate.



In The Temple of Yig

Enter the Temple

Up close, the temple is even more disturbing, and the carvings seem to writhe along the walls, as if they were alive somehow. Anyone looking for more than a second needs to make another San check or lose another point of Sanity.

The inside of the temple is copper in color, instead of green, but the walls appear to be scaled, and they ripple slightly as the investigators walk past. The corridor winds around, and is circular in shape. It feels to the investigators as if they were walking inside a giant snake. The entire thing is unsettling, but strangely soothing, and walking lulls everyone into a mild haze, as if lightly drugged.

The corridor is not trapped in any way — why bother, with the fog for concealment and the serpent people for protection? It does seem to take forever, however, to reach the one door at the end.

A Spot check (DC: 10) {CC: Spot Hidden} will show that the walls of the corridor are carved in runes, the same way as the outside of the building but far more subtly. There is actually only one rune here, repeated over and over in various sizes and designs. A Knowledge: Occult check (DC: 20) {CC: Occult} will show the rune to be that of Yig, though a Cthulhu Mythos check (DC: 15) {CC: Cthulhu Mythos} is required to know who the name refers to, or even that it is a proper name.

Guardians of the Snake

At last the investigators reach the doorway, and step into an enormous room. This seems to be at the center of the temple, and a circular skylight in the middle of the room is probably the tip of the oddly-shaped pyramidal building. However, the impossibly high ceiling isn't what captures everyone's attention — it's what lies below it.

There, gleaming in the half-light, is a statue of an enormous snake, coiled about itself. The head is of the same design as the one above the front entrance to the temple. It isn't just a serpent, it's a snake-man like the monsters outside, only ten times larger and a hundred times more terrible.

The statue is awe-inspiring, and leaves everyone cold with dread — make a Sanity check or lose a point of Sanity from gazing upon its inhuman majesty. Then make a Spot check (DC: 15) {CC: Spot Hidden} — if successful, the investigator notices another odd feature.

On the serpent's wide head is the now-familiar white crescent, seemingly forged of gleaming silver. However, the investigators who made the Spot roll, notice that the crescent is not built into it. It is actually a sheet of fine silvery mesh which looks to be made of white metal, perhaps silver or platinum, and glows in the beam of light. This is The Hood of Yig. Every character must make a Will save (DC: 20) {CC: POW vs. POW, active POW is 20} upon seeing the Hood — failing the check means the character craves it desperately.

Upon glancing around, investigators realize that this treasure is not unprotected. The floor appears to be carpeted, which is odd given that the rest of the building is made from stone. The instant anyone sets foot upon the "carpet," however, it comes to life. The floor is actually covered with snakes, thousands of them at least, all writhing together in a single mass. Even the tallest character would need to take at least twenty long strides to cross to the statue, and would surely be bitten long before then. How can the investigators ford this venomous moat and rescue the treasure?

Fire might work — the snakes will recoil from open flame. The problem is, the snakes are so intertwined that they can't go very far, so they can't really part completely. Shoving a torch at the ground will fry any snakes directly touched, and make the others shift back, but it will also make them angry, and they'll attack anything they can reach that isn't actually on fire. So

The Hood of Yig

Wearing the Hood links one's mind to that of the Yig, the Elder God and father of all serpents. By wearing the Hood, a person becomes Yig's representative on earth, almost its avatar. Any and all serpents and snakes, including the serpent people, recognize the representative's authority automatically and will obey any commands — they can be given mentally to any snakes in sight. The crown also grants protection from harm (AC Bonus +3) (CC: grants wearer +5 AP over his whole body), as if the wearer had scales of his or her own. Additionally, it gives the wearer a poisonous bite (Injury 20, Initial: 1d6 Con; Secondary 2d6 Con) (CC: 1 round, POT 20; vomiting, violent spasms, death), plus the ability to see in near-dark (Gains the special quality Blindsight as per p. 155 in the d20 Cthulhu Rules) (CC: can use all perception skills without modifiers for darkness) and to slither up walls and other obstacles at the same rate he would normally be able to walk.

The crown also makes its wearer more serpentine, at least in thinking. Thoughts become more convoluted, and more subtle, more sneaky and underhanded. The character becomes more likely to lie, but is able to do so smoothly, weaving falsehoods into truths. He or she also becomes more stealthy in general, and more talented at moving quietly and then striking suddenly. The wearer acts as if he is casting a "Call Deity" spell for Yig while wearing the Hood. Additionally, the Hood imparts the knowledge of actually casting such a spell to the wearer, so he may cast it (with all associated penalties and benefits) while not wearing the Hood.

Every time the user puts the Hood on, he must make a Sanity roll for 1/1d6 Sanity points. Extended use of the Hood also calls for a Sanity roll every 24 hours for 1/1d8 Sanity points. The Hood's abilities only affect the wearer while he has the Hood on.

unless the investigators light themselves on fire, or somehow ring themselves in flame, this probably won't work.

If the investigators have rope, they can try to toss a loop around the statue (**Use Rope DC: 10** to make a lasso, then a thrown **Missile Attack DC: 15** to get it around the statue) {CC: DEXx5 roll, then Throw}. Then they can try tying the other end to something (the best bet would be to wedge a spike or knife above the doorframe and tie the rope to that) and hand-over-hand across the rope. It would need to be high enough that the person's feet were a few inches above the ground (they could always loop their legs over the rope and climb that way), but the snakes can't move much. As long as the rope remained secure on both ends, this could work.

If a slab of rock or a tree were handy, they could lay that across the snakes and walk on top of it. The snakes would eventually slither up onto that surface, but it might take them long enough for someone to run across, grab the cap, and run back. The problem is, there isn't anything in here that could be used, and the nearest trees are outside, which means going back out — and dealing with whomever's still left out there.

The easiest method is to use the snake symbol. A drawing won't help here, but the actual medallion will cause the snakes to part slowly but surely, until a swathe of bare stone is revealed. They won't attack anyone carrying the symbol but the snakes will rush anyone walking right behind them.

The serpent people's swords and spears might work as well. The snakes don't part for those weapons like they would for the medallion, but they will draw back, and won't bite anyone carrying such a weapon. It only protects the actual wielder from attack, though.

If the investigators reach the Hood, require an Idea check from them. Succeeding means they figure out how to unclasp the cap — its clasps are circular in design, as befits the snake motif. Up close, the Hood is made out of a fine metal mesh, woven to look like tiny snakes all wriggling together. The gem is the size of an egg. Neither the gem nor the metal is like anything the investigators have seen before.

Double-cross

If the investigators did team with the Treasure Hunters, the Hunters suggested they maintain the truce until after exploring the temple, in case any more serpent people were hiding inside. That makes sense. But of course they weren't to be trusted.

As the investigators deal with the problem of removing the Hood, and getting back across the snakes, they hear a voice behind them: "All right, hand it over." Glancing up, they see Tom Stockard standing by the doorway, the other Treasure Hunters clustered around him. However the investigators got across, the Treasure Hunters have already crossed back over and have their weapons rifles pointed at them.

"Toss the Hood over here, and we'll help you get back without being bitten," Tom calls out. Tom is obviously lying. If they toss him the cap, he'll leave them there to die, riddled with snake

venom. And if they don't toss it to him, he'll just shoot them from where he stands, and then come and take it.

If the investigators had the amulet, they wouldn't have given it to the Treasure Hunters, even for a moment. But Sandra's an accomplished pickpocket, so she might have swiped it — or maybe Tom simply punched whoever had it and grabbed it while he or she doubled over. And if they used rope, the Treasure Hunters held back so that the investigators went across first, leaving them safely on the other side. Basically, unless forced to go first or to alternate, the Hunters stayed out of the room. That doesn't guarantee they have the upper hand, though.

If the investigators still have the amulet or the weapons, they can return safely through the snakes, but they'll still have to deal with the Hunters. As soon as the investigators make a move to leave the platform, the Hunters will start firing on them. If the rope is still there, they can hurry across, while someone shoots at the hunters to keep them from cutting the rope down.

As a last-ditch attempt, they may try shooting out the skylight. Anyone with any reasonable competency with a gun doesn't even need to roll to hit it, as it is huge. Doing at least 10 points of damage to it can shatter the window. When it shatters, the light immediately dims. When that happens, the snakes go berserk, attacking anything they can reach (including each other), and they don't stop at the doorway anymore. If the investigators climb up onto the statue, they might be able to burn off or shoot off any snakes slithering after them, and wait until most of them are dead or chasing the Treasure Hunters down the hall, then pick their way back across.

Unexpected Arrivals

Assuming that the investigators make it back across the room and out of the temple, the adventure isn't over yet — not by a long shot!

Upon exiting the temple, the investigators find a welcoming party waiting for them. First are the serpent people — twice as many as before. But next to them are the Treasure Hunters (if any were still alive and either left outside the temple, or escaping back out after the statue incident). Strangely, the serpent people aren't attacking them. But it's the third member of the party who's the real shocker: Alexander Phaetus! He's standing in the clearing, cane in hand, as if he owns the place. And perhaps he does — not only are the serpent people not attacking him, they're glancing over at him as if they were soldiers waiting for orders!

"I see you've managed to free the Hood," the Professor states. "Good work! Now hand it over, if you please!" And he holds out his gloved hand obviously expecting the investigators to give him the Hood without argument.

At this point, the investigators have two choices: they can give the Hood to the Professor or keep it for themselves. They did sign contracts, of course, so he is entitled to it, but it is strangely enticing, and the Professor's sudden appearance is a

The Lost Temple of Yig

little worrying. He doesn't give them much time to think, but insists that they hand it over.

If the investigators do hand over the Hood, the Professor smiles triumphantly and sets it on his head. The weave makes the Hood flexible, and it fits him easily, coming down almost to his shoulders as if he had long, shimmering silver hair. The gem seems to brighten when it touches his skin, and the Professor tilts his head back and laughs. It isn't the laugh of a sane man.

"Excellent choice!" he declares. "And now the power of the serpent-god is mine!"

If the investigators decide not to give him the Hood, the Professor becomes enraged, and gestures to the serpent people with his cane. They immediately surge toward the investigators, weapons raised.

The investigators can fight them, of course, but they're clearly outnumbered. They can use the serpent medallion (if they have it) to command the creatures back, in which case it becomes a battle of Wills, the amulet-holder versus the Professor. The serpent people will be divided over this, and if the battle continues for more than two rounds the monsters will divide into two forces and start fighting each other (which is a pretty good time to cut and run).

They can also appeal to any surviving Treasure Hunters.

"Sorry, pal," Tom (or whomever's left) replies. "The Prof's paid us good money to stay out of this. That's a lot easier than the last job we did for him, anyways."

Of course, the investigators can point out that the Professor can't be trusted. They might be able to fast talk the Hunters into helping them, in the hopes that they will be easier to dupe or at least split the spoils with than the insane Professor and his murderous serpent people.

The investigators can also pretend to agree, start forward with the Hood, and then cut and run into the fog. The serpent people won't follow them there — that isn't their responsibility. The Treasure Hunters might, if offered enough money, but their hearts aren't in it and the heroes have a head start. Of course, this isn't very heroic, but it might save some lives.

Finally, the investigators can put on the Hood. If anyone does, they need to make an immediate **Sanity check** (1/1d10 **Sanity cost**) but the character now controls the Hood of Yig. See p. 21 for details on its properties.

Snake in the Grass

If the investigators defeat the Professor, they have to decide what to do with him, and with the crown. He pleads with them, claiming that he never meant any harm but that the device was call-

ing to him, begging him to take it. The investigators can relate — all of them felt the pull of the Hood when they first saw it. Alexander Phaetus apologizes for his behavior, and promises to behave as a proper gentleman, but begs to be shown the inside of the temple now that he's come this far. If they ask what he's doing here at all, he admits that his curiosity got the better of him and he followed a day or two behind them, to see this mysterious building for himself.

The Professor is lying, of course. He has every intention of claiming the Hood, and will do whatever it takes to get it. He's completely insane with desire for the treasure, but he isn't stupid and he'll wait until the best time to make his move. Plenty of opportunities will present themselves over the next few scenes. A wise Gamemaster will keep his eyes open for a likely opening.

Snake-bite

If the investigators lose to the Professor, he takes them prisoner then gloats over his triumph. The good news is that he also explains some things that may have puzzled the investigators before this.

This was Alexander Phaetus's second attempt to locate the temple. His first attempt was several years ago, on the North American Plains. He had hired the Treasure Hunters to accompany him, and they did manage to locate the fog and through it the temple itself. But that was as far as they got. A snake bit the Professor before reaching the entrance and the venom permanently disabled his upper left leg, hence the limp. Another snake bit him on the left hand as he fell, and that did something entirely different.

As the Professor removes his glove the investigators must make a **Sanity roll** (0/1d3 **Sanity loss**). His left hand has no fingernails, and no true joints anymore — just writhing digits covered with greenish scales, like those of a snake.

New Spell: Call Yig

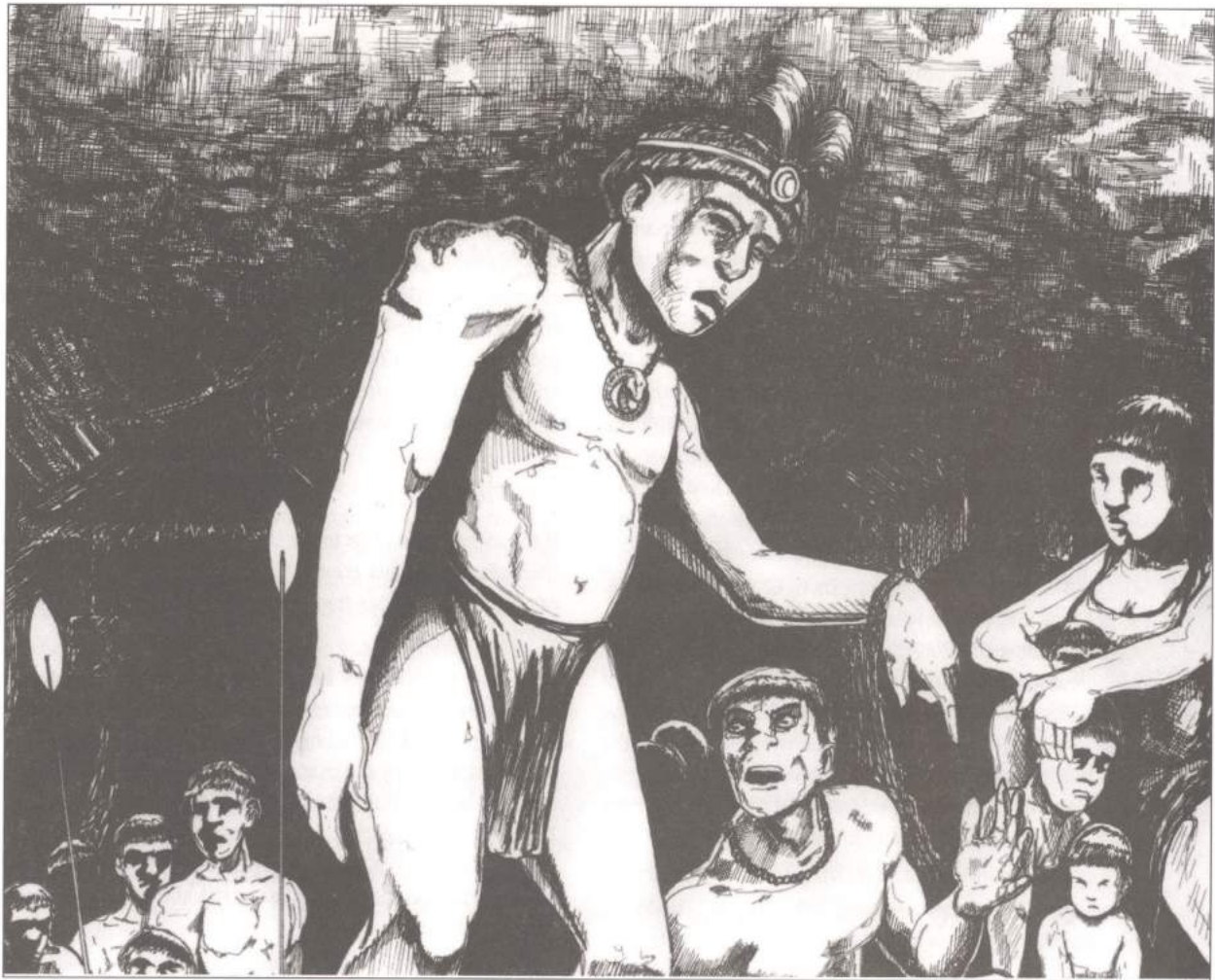
Call Yig acts fundamentally as all the rest of the Call Deity spells. All normal characteristic/ability/Sanity costs must be met in addition to the following. To Call Yig, the caster must be surrounded by snakes. They do not have to be of any specific type, but most crazed cultists of Yig prefer poisonous snakes in order to show devotion to their god.

D20 Rules:

Follows all standard rules as per a Call Deity spell (p. 132, Core Rules). Additionally, snakes or serpent men with 100 WIS points totaled among them must surround the caster.

Chaosium Cthulhu Rules:

Casting this spell costs 8 magic points, and 1d10 SAN. A number of snakes or serpent men must be present at the time of casting with a combined POW of 100.



Death of Shaman

"The problem," Alexander Phaetus explains, tossing the glove aside, "is that the temple doesn't stay in one place — it can be anywhere in the world. Anywhere there are snakes, that is. Which is why, after my wounds were bandaged and I sent people back to investigate, they couldn't find it on the Plains anymore, just a few pieces of rock, which I had fashioned into my cane. The temple itself had relocated. So I had to wait until someone spotted it again, before I knew which part of the world to search." He grins at you. "And then you came along, all set to investigate. So why not simply use you to get the job done? Unlike the Treasure Hunters, I knew I could rely on your moral integrity not to cheat or blackmail me. And I was right." His left hand rises to stroke the cap as he talks, without his even realizing it. "And now — now I have the crown! Now I have the power!" He turns to glance at you, and you feel a chill shoot down your spine as you realize his eyes have turned yellow, and the pupils have narrowed to slits — just like the eyes of a snake.

"Unfortunately, you know too much. And so, my dear friends, thank you for all your help. And now it's time for you to die."

Of course, the investigators still have some options. They can appeal to any surviving Treasure Hunters but the Hunters

prefer to be on the winning team and right now Alexander Phaetus has everything going for him — plus he's rich.

The serpent people aren't likely to help either, unless one of the investigators still has the amulet. If that's the case, he or she may be able to use gestures to "talk" the serpent people into freeing him (**WIS roll, DC: 15**) [CC: POW x3 roll]. They won't free anyone else, but it's a simple matter for that character to free the others when no one's looking. What they do after that is another matter entirely. Of course, if the investigators beat up the serpent men and took their weapons and such earlier, they will not be able to get aid in this way.

Local flavor

If the investigators escape but don't have the Hood, they might decide to seek help in the village. That's not a bad plan, since the villagers have proven so helpful already. But the village is in an uproar of its own when they arrive, and all of the remaining villagers throw themselves at the heroes' feet, clearly begging for help in something. Then a man staggers out.

It's the shaman, but he's been beaten badly, and one of his arms has been all but hacked off at the shoulder. He sways as he walks towards them, and it's clear that he's dying, but he insists on speaking to them.

"Snakes... women... stolen..." he gasps in German, and indicates some of the people standing behind him, huddled together for support. On a successful **WIS (DC: 15)** roll {CC: Idea roll}, the investigators realize what's wrong — the village maidens, a handful of teenaged girls, are missing. The serpent people took them!

Before they can find out anything further, the shaman drops to his knees. "Help," he whispers, and then he drops dead at their feet. At that the villagers all begin to wail, and throw themselves at the investigators once more. What can they do but accept, and promise to rescue the girls — or die trying?

The village men will agree to go with the investigators, if asked. They send ten men, each armed with a bow and arrows, a knife, and a throwing spear. The shaman's ax is handed to his apprentice, who is now the village shaman, and he offers it to the investigators for their use in the rescue attempt. This simple hand ax has no special mystical properties, but it is a great honor for the investigators to be entrusted with this sacred weapon.

Average Village Warriors

1st Level (Offense Option)

Strength 14

Constitution 14

Dexterity 12

Wisdom 11

Charisma 12

Intelligence 11

Sanity: 50

Hit Points:

AC: 11

Attack Bonuses: Melee +3, Ranged +2

Saves: Fort +1, Ref +3, Will +0

Languages: At'k'teen'ga

Skills: Animal Empathy +5, Climb +6, Heal +4, Hide +9, Move Silently +5, Spot +4, Tumble +5, Wilderness Lore +4

Feats: Weapon Proficiency: Bows, Skill Emphasis: Hide

Weapons: Bow damage 1d6 Knife damage 1d4

Behind the Bank

One thing the investigators haven't tried yet is circling around to the back of the fog bank, and entering it from that side. If they do so, they'll have the same difficulties as before with the fog itself (the villagers aren't thrilled about entering the fog, but they do as they're told or motioned), but upon exiting will find themselves behind the temple, in a small stand of trees. There's only the one temple entrance, so the serpent people don't patrol

here — anyone trying to break in will have to come to the front anyway. But this means the investigators can sneak up to the front of the temple and see what's going on without being spotted or grabbed.

Snake-pit

Apparently, Alexander Phaetus wants a blood-sacrifice to awaken the full power of Yig. Whether he really needs one or not is irrelevant — he thinks he does, and he's in charge.

It doesn't really matter who the sacrifice is. If the investigators were captured and haven't escaped, the Professor uses them. If they did get away, he uses the village maidens. If any of the Treasure Hunters are still alive, he might add them in just to "flesh out" the sacrifice a little. Regardless, a large pit has been uncovered in front of the temple, and venomous snakes fill it completely, just the way they formed a living carpet around the statue. The victims are tied together and then, as a group, suspended over the pit. The ropes are rigged to a pulley, which is slowly unwinding, so that they are lowered inch by inch towards a slithering death.

All is not hopeless. If any of the investigators deciphered the rune inside the temple, they may guess that Yig is the being the temple was built to honor, which would make it the true serpent-god. Of course, that doesn't mean it will look kindly on the investigators, but it can't be much worse than Alexander Phaetus at the moment. If anyone managed to wear the Hood, even for a moment, and is still sane, he will already know the name of Yig, and how to summon it.

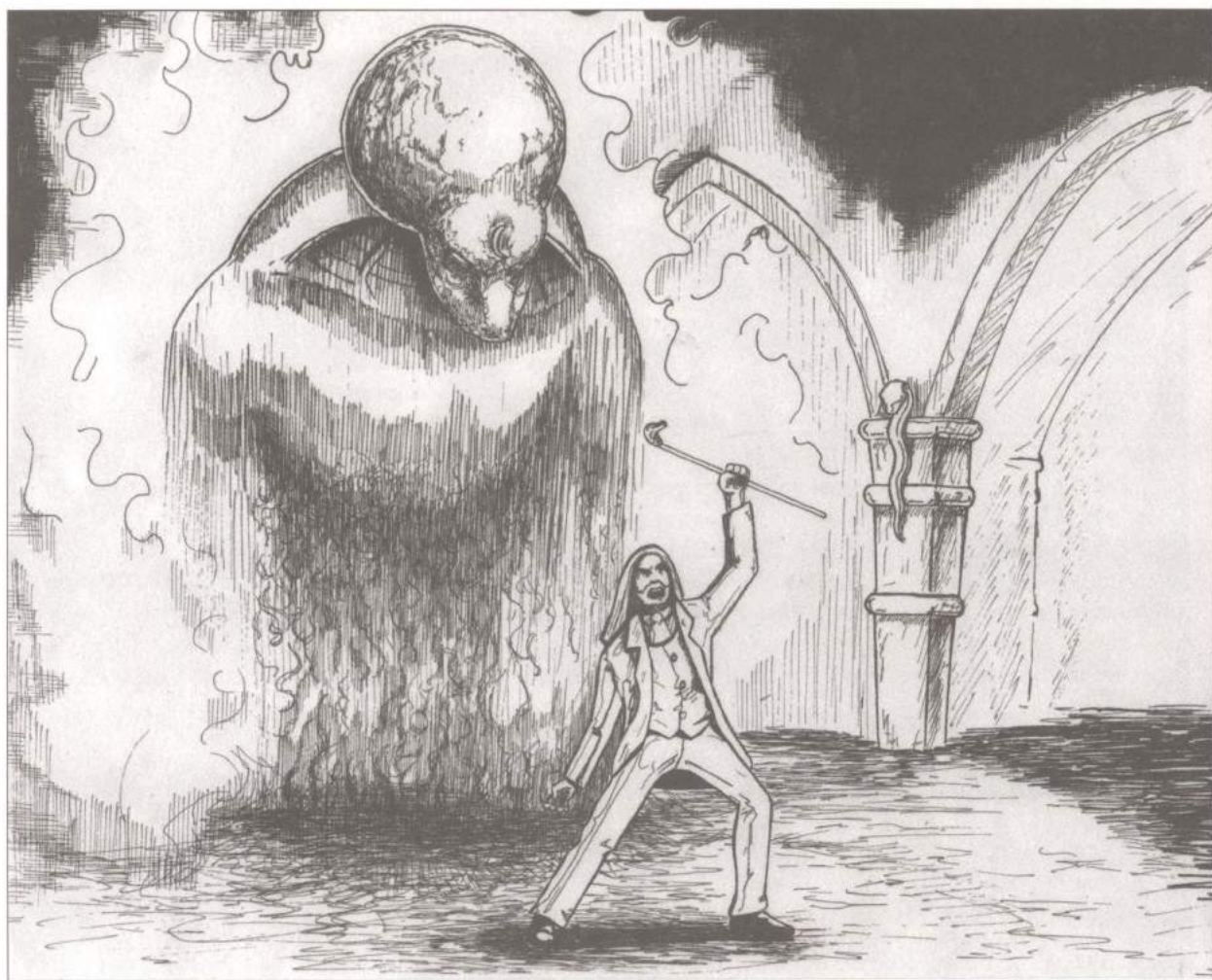
Finally, the investigators can appeal to the serpent people directly. True, those monsters don't understand their language, but simply saying the name Yig repeatedly, gesturing at the Professor, and shaking their heads will get the message across. He isn't Yig. He isn't their god, just the god's representative, but he seems to be trying to usurp the god's divinity.

Pulley Action

Of course, if the investigators aren't the ones hanging over the pit, they've got a few more options. First they'll need to free those girls, and any Treasure Hunters tied up as well — no one should die that way. Getting to the pulley means getting past the serpent people, however, and that might be difficult. The easiest way is to create a distraction, and then reel in the would-be sacrifices when everyone else is busy.

Unfortunately, Alexander Phaetus isn't going anywhere — he'll stay right by the pit, no matter what. So the investigators will probably have to deal with him in order to get to the girls.

It doesn't take an Idea check to realize that removing the crown from the Professor might solve a lot of problems all at once. Grabbing him isn't easy, though — he's boneless like a snake, and just as slippery. If the investigators can pin him



An Angry God Manifests

down, they already know how the clasps work, and can remove the cap easily. As soon as it's off his head, the Professor reverts to his normal self (physically, at least — he's still completely insane). The snakes and serpent people also stop doing his bidding — they'll obey whomever's holding the serpent amulet or the cap, or both.

If the investigators try a rescue and fail, they'll find themselves added to the sacrifice pretty quickly. The Professor's got a second pulley hidden away for just such an occasion, and there's always plenty of rope.

Stirring the Pot

Let's assume the investigators have not escaped, are being lowered over the pit, did not manage to decipher the temple rune, never put the Hood on, and can't get the serpent men to help them. What happens next?

Most likely, they will die. This is Call of Cthulhu, after all, and investigators are most definitely mortal. The universe is uncaring to their plight and turns a blind ear to their screams for aid.

However, there may be a few other options if the GM is feeling generous.

One option is the ropes. It could be that the pulley is actually fraying the ropes a bit, and they snap just before the investigators reach bottom. That means their arms are free. They've got a chance (**a DEX check: DC:20**) {CC: DEX x3 roll} to reach up, catch the tail end of the rope, and haul themselves up before any of the snakes manage to bite them. Each character would have to do this separately, of course, but after one person catches the rope everyone else could roll to try grabbing hold of him or her, and they could all clamber back up together. They don't need to cling to the rope for long — just enough time to swing it toward one side and jump free of the pit.

Another option is the Treasure Hunters. The more they watch Alexander Phaetus strutting around, the more they realize that he's gone utterly mad. And the more they remember his saying that the heroes would have to die because they knew too much. Well, so do the Treasure Hunters. So what's to stop them from being next? Besides, cold-blooded murder is one thing — death by thousands of snakes is another. At the last minute, the remaining Treasure Hunters grab the rope and haul it back up, then turn on the serpent people. "Don't think we're friends or anything," they shout at the investigators, "we'd just rather be worrying about you than about them!"

The final option is the Professor himself. He's gone mad with power, and even without prompting he may start ranting about this great god whose crown he's stolen so easily, and how

The Lost Temple of Yig

Aftermath

weak and lame that god really is. It's never a good idea to taunt a god because they have ways of sensing such things, especially when one is wearing a hood which links his mind with that of the God's. Some of the Great Old Ones don't notice — humans are far beneath their notice. But Yig takes blasphemy very personally.

Alexander Phaetus perches on the edge of the pit, ranting to the sky about the god Yig whose power he's stolen. The investigators become aware of something going on beneath them, something is happening. The pit of snakes is writhing even more, but in a different way — all of the snakes are suddenly squirming together, as if they were becoming part of something far larger. And then they begin to merge. Right before their eyes, the snakes in the pit meld into a single mass of scales and flesh, and then that mass begins to grow upward, swirling and shifting into a distinct form. And then the Snake God — the same majestic, terrifying being they saw as a statue in the temple — is standing in the pit, facing Alexander Phaetus.

This is Yig manifest, the Great Old One present on the Earth, and its sheer presence is enough to drive men mad. Everyone should make a **SAN check for 0/1d8 Sanity loss**.

Fortunately for the investigators, Yig's back is to them. They aren't why it came — it's here for Alexander Phaetus. The crown has prevented him from going any further insane, and he actually stands up to the god, challenging it to a duel for supremacy. The contest is laughably short, of course — for all his pretensions, and all the Hood's powers, it's no match for the god itself. In a matter of moments Alexander Phaetus cries out and clutches the side of his head. And that's when Yig strikes. It opens its mouth, and its tongue lashes out — but instead of a normal forked tongue, the serpent-god's tongue is another serpent, a nasty-looking thing with a sharp triangular head and a white crescent mark between its eyes. It sinks its fangs into the Professor's chest, and he collapses, falling to the ground as the black venom spreads quickly through his body. Phaetus's corpse begins to bloat and split open. Oozing corruption and rotten flesh spreads across the ground. Anyone watching this event must make a **Sanity roll for 1/1d6 Sanity points**. At last the madman is dead.

Which just leaves the god. Yig doesn't even bother to glance behind itself, but somehow a message is conveyed nonetheless. The investigators are to absent themselves from his temple grounds, and to never seek it again, on pain of their very existence. And then, without a sound, the serpent god fractures back into its thousands of component snakes which slither off into the recesses of the temple. Watching this transformation is worth **0/1d3 Sanity points**.

The instant Yig disappears, the ropes finally snap — it's as if they couldn't stand the tension either. The investigators fall the remaining foot or two into the pit — which is now empty, since the snakes formed into Yig and then vanished when he did. The serpent people have also disappeared, retreating to their temple to give thanks to their true god. Which leaves the investigators, any surviving Treasure Hunters, the village maidens, and possibly the village warriors.

And the Hood of Yig laying on the ground not a foot from Alexander Phaetus's diseased corpse.

Will the investigators pick it up and take it with them? Or will they leave it where it lays, for the serpent people to find and retrieve? Or will they bury it, so no one else will ever find it and misuse it?

Of course, if any of the Treasure Hunters are still alive and still sane, it may not be up to the investigators. They still want the Hood, to sell if nothing else — Danny O'Bannion paid them good money to bring back any mystic trinkets they found, and this one is definitely the real deal. But the Hunters are tired, and scared, and if the investigators lay claim to the Hood they won't put up any real fight beyond a few words and a quick, obvious bluff.

The villagers are delighted, of course. Their god has appeared to them and slain an infidel, and by not killing the investigators he has essentially blessed them, which makes them doubly welcome in the little tree village. Triply so for rescuing the maidens. But everyone is in agreement that they should leave the fog bank as quickly as humanly possible.

This time, the fog isn't a problem, because no sooner does everyone lose sight of the temple than they spot the jungle ahead of them. And behind them. The fog is gone, and the temple with it, moved to yet another location. And the investigators can head for home, knowing that they have explored a great mystery, uncovered an ancient cult, encountered and faced an inhuman race, survived the presence of a mighty god, and prevented a madman from gaining an awesome artifact.

Handouts

The Yig Papers 1: Newspaper article, two years old:

A SAD FATE INDEED

Professor Alexander Phaetus returned to Arkham on today after three weeks on a much-publicized expedition to the North American Plains. "The dwelling places of the gods are still hidden among us, and I intend to find them," Phaetus had claimed before he left. Now he's returned, apparently empty-handed. And injured — the wealthy explorer was walking with a limp, and kept one hand hidden by his side.

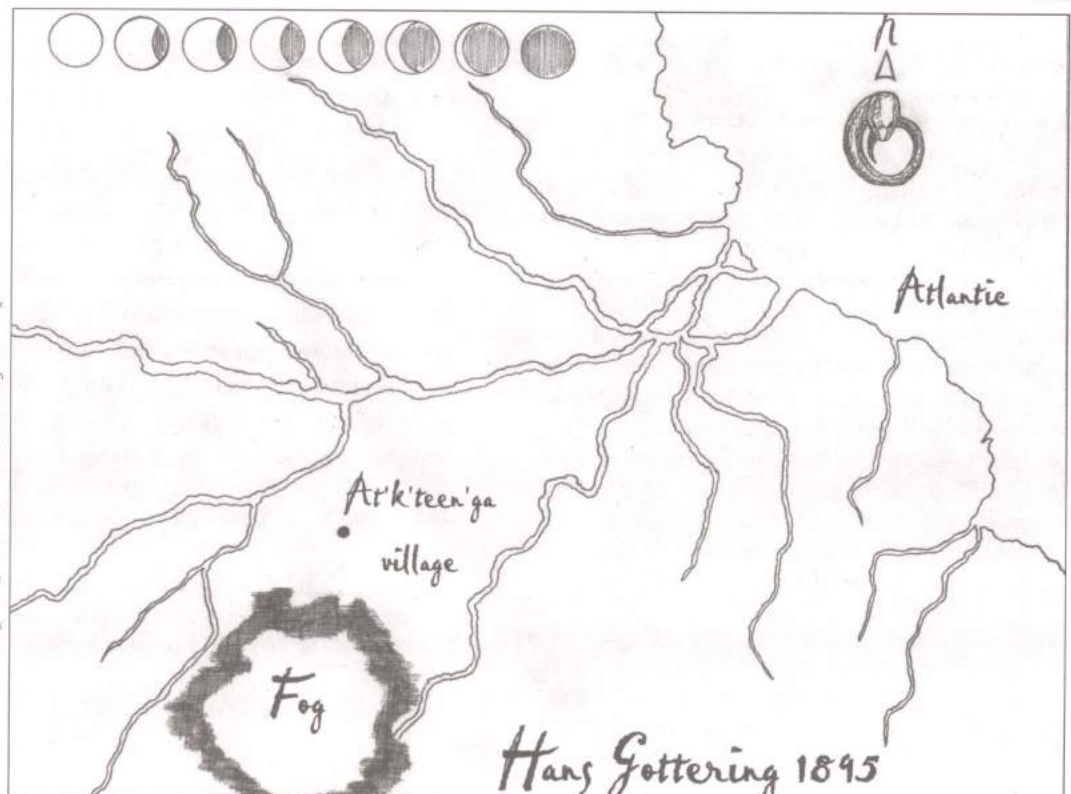
When asked what had happened, Fate replied only "Those dwelling places are not so easy to enter as your local cinema, but I will gain entrance. Just you wait!"

The Yig Papers 2: Newspaper article, one day old:

BUILDING ALONG THE RIVER?

Nelson Surveyors, a geographical survey team, returned today after a two-week stint in Brazil, where they mapped the Eastern Shore of the Amazon River. But that wasn't what caught people's attention at their press conference. When asked if anything had surprised them on the trip, Jacob Day, the lead surveyor, admitted, "There was one thing. It was right as we were leaving — we were on the plane, and circling over the jungle to head back here. Hendricks was looking at the window, and suddenly he shouted 'What the—?' Well, I ran over to take a look, and I'll be! There was a building down there! Shouldn't have been, not out in the middle of the jungle, but there it was!" When asked for details, Day just shook his head. "We passed over it pretty quickly, and there were lots of trees, of course, so we only got a quick glimpse. But it was there, and it wasn't natural — somebody built that thing."

The Yig Papers 3: Gottering's Map



Experience and Sanity Rewards

Investigators who successfully complete this adventure will gain the following rewards:

Experience Points

Use the following to determine the base experience reward for the adventure. Total up all of the elements which apply to the characters, multiply that value by the average level of the investigators. Finally, divide that number by the number of investigators to determine each character's experience rewards. Additional experience can be rewarded for clever ideas or good roleplaying at the whim of the Gamemaster.

Finding the Map: 200

Surviving the Flight: 150

Negotiating with the tribesmen: 100

Getting past the serpent men and getting the Hood: 300

Rescuing the village girls from Phaetus: 300

Escaping the temple: 200

Sanity Rewards

Investigators who complete this adventure can take heart in knowing that they've thwarted a cultist of Yig and his bizarre schemes. This peace of mind gains them the following rewards:

Defeating Phaetus: 1D6

Saving the Village Maidens: 1D4

Being there when the Temple vanishes: 1D6

Classic Cthulhu Statistics

For keepers who wish to use this adventure with the Chaosium version of Call of Cthulhu, we present statistics for all the characters in the adventure under those rules. The statistics are presented in the order in which they appear in the main text of the adventure.

DANNY O'BANNION, 38 Local Kingpin

STR 15	CON 15	SIZ 16	INT 15	POW 14
DEX 13	APP 15	EDU 12	SAN 21	HP 15

Damage Bonus: +1D4.

Weapons: Fist/Punch 65%, damage 1D3+1D4

Kick 70%, damage 1D4+1D4

Grapple 40%, damage special

Blackjack* 60%, damage 1D8+1D4 (knock-out damage only)

.38 Automatic Pistol 50%, damage 1D10

Skills: Accounting 25%, Bargain 45%, Credit Rating 50%, Dodge 65%, Drive Automobile 45%, Fast Talk 75%, Listen 40%, Persuade 40%, Psychology 50%, Sneak 30%, Spot Hidden 45%

BOBBY HOUSTON, 24, Sneaky Informant

STR 14	CON 14	SIZ 13	INT 14	POW 12
DEX 16	APP 16	EDU 9	SAN 32	HP 13

Damage Bonus: +1D4.

Weapons: Fist/Punch 55%, damage 1D3+1D4

Head Butt 20%, damage 1D4+1D4

Kick 55%, damage 1D6+1D4

Grapple 35%, damage special

Blackjack 45%, damage 1D8+1D4

Fighting Knife 55%, damage 1D4+2+1D4

.38 Snub-Nose Revolver 50%, damage 1D10

Skills: Credit Rating 45%, Bargain 45%, Dodge 60%, Drive Automobile 35%, Fast Talk 55%, Gnaw Toothpick Menacingly 65%, Hide 70%, Listen 65%, Pick Pocket 35%, Psychology 40%, Sneak 75%, Spot Hidden 55%,

Dr. HENRY ARMITAGE, 73, Archetypal Investigator

STR 11	CON 8	SIZ 12	INT 18	POW 16
DEX 10	APP 13	EDU 24	SAN 50	HP 10

Damage Bonus: +0.

Weapons: none

Skills: Cryptography 75%, Cthulhu Mythos 23%, Debate 75%, French 80%, German 70%, Greek 68%, History 65%, Latin 75%, Library Use 95%, Literature 75%, Occult 25%, Persuade 55%, Psychology 48%

TOM STOCKARD, 42, Treasure Hunter

STR 15	CON 16	SIZ 13	INT 14	POW 13
DEX 13	APP 12	EDU 12	SAN 65	HP 15

Damage Bonus: +1D4.

Weapons: Fighting Knife 20%, damage 1D4+2+1D4

.38 Automatic Handgun 40%, damage 1D10

.30-06 Rifle 40%, damage 2d6+4

Skills: Archaeology 25%, Bargain 25%, Climb 50%, Conceal 25%, Dodge 20%, Fast Talk 35%, First Aid 40%, Hide 20%, Library Use 30%, Listen 30%, Occult 10%, Persuade 35%, Pilot 10%, Sneak 30%, Spot Hidden 50%, Swim 30%, Throw 30, Track 10%

SANDRA AZCARATE, 24, Treasure Hunter

STR 12	DEX 17	CON 17	APP 14	SIZ 11
INT 14	POW 12	EDU 12	SAN 60	HP 14

Damage Bonus: +1D4.

Weapons: Fighting Knife 60%, damage 1D4+2+1D4

.38 Automatic Handgun 40, 1D10

Skills: Climb 50%, Dodge 50%, Hide 20%, Jump 40%, Listen 50%, Navigate 30%, Other Language: Spanish 60%, Sneak 30%, Spot Hidden 50%, Swim 20%, Throw 60%, Track 20%

MIKE NELSON, 31, Treasure Hunter

STR 17	DEX 13	CON 16	APP 11	SIZ 11	INT 17
POW 14	EDU 17	SAN 70	HP 16		

Damage Bonus: +1D4.

Weapons: Fighting Knife 20%, damage 1D4+2+1D4

.45 Revolver Handgun 40%, damage 1D10+2

Skills: Archaeology 25%, Bargain 15%, Climb 20%, Dodge 20%, First Aid 40%, Geology 20%, History 35%, Hide 20%, Library Use 60%, Listen 30%, Natural History 20%, Occult 50%, Latin 40%, Greek 40%, Arabic 40%, Spanish 40%, German 20%, English 60%, Pilot 10%, Sneak 30%, Spot Hidden 50%, Swim 30%, Track 10%

NANCY ATWOOD, 26, Treasure Hunter

STR 10	DEX 15	CON 12	APP 18	SIZ 12
INT 15	POW 12	EDU 13	SAN 60	HP 13

Damage Bonus: +1D4.

Weapons: Fighting: Knife 40%, 1D4+2+1D4

Skills: Art: drawing 30%, Bargain 30%, Disguise 20%, Dodge 30%, Fast Talk 60%, First Aid 40%, Hide 20%, Listen 50%, Martial Arts 20%, Persuade 35%, Photography 20%, Ride 25%, Sneak 30%, Spot Hidden 50%, Throw 20%

SONNY HARLOW, 31, Treasure Hunter

STR 17	DEX 16	CON 17	APP 10	SIZ 16
INT 11	POW 11	EDU 12	SAN 55	HP 19

Damage Bonus: +1D4.

Weapons: Fighting Knife 30%, 1D4+2+1D4

.45 Automatic Handgun 40, damage 1D10+2

.30-06 Rifle 80%, damage 2d6+4

Skills: Climb 50%, Dodge 50%, First Aid 40%, Hide 20%, Jump 40%, Listen 50%, Navigate 30%, Ride 25%, Sneak 30%, Spot Hidden 50%, Swim 40%, Throw 60%, Track 70%

ALEXANDER PHAETUS, 62, Treacherous Opponent

STR 15	DEX 12	CON 16	APP 16	SIZ 17
POW 18	INT 16	EDU 14	SAN 50	HP 16

Damage Bonus: +1D4.

Weapons: Cane (sword cane) 60%, damage 1D6+1D4

Skills: Archaeology 65%, Bargain 15%, Cthulhu Mythos 5%, Fast Talk 85%, Geology 30%, History 45%, Hide 20%, Library Use 40%, Listen 30%, Natural History 30%, Occult 50%, Latin 40%, Greek 40%, Arabic 40%, Spanish 40%, German 20%, English 70%, Spot Hidden 70%

CHILD OF YIG

This snake is a "Sacred Snake of Yig." As such, it has a venomous bite that is far more deadly than a normal snake of its type.

STR 6	CON 12	SIZ 6	POW 12	DEX 18
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Hit Points: 9

Move: crawl 6, swim 3

Damage Bonus: -1D6

Bite, 75%, damage: death from venom in 1D6 minutes

Armor: None

Skills: Dodge 75%, Hide 85%, Move Quietly 85%, Search 55%

12 SLITHERING SERPENTS

STR 4	CON 7	SIZ 4	POW 7	DEX 10
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Hit points: 6

Move crawl 6, swim 3

Damage Bonus: -1D6.

Weapons:

Bite, 60%, damage: POT 14 poison

Armor: none

Skills: Dodge 45%, Hide 55%, Move Quietly 55%, Search 25%

SIX SERPENT PEOPLE WARRIORS

STR 13	CON 12	SIZ 12	INT 16
POW 13	DEX 13	HP 12	

Damage Bonus: +1D4.

Move 8

Weapons: Bite 35%, damage 1D8+ POT 12 poison

Sword 65%, damage 1D8+1+1D4

Thrown Spear 55%, damage 1D8+1

Armor: 1 point scales + 2 points ornate ceremonial armor

Spells: Call Yig, Cause/Cure Blindness, Cloud Memory, Create Mist of Releh

Skills: Jump 55%, Hide 65%, Sneak 85%, Spot Hidden 65%

Sanity cost to see: 1/1D8

AVERAGE VILLAGE WARRIORS

STR 14	CON 14	SIZ 12	DEX 12	POW 11
INT 12	APP 11	EDU 0	SAN 40	HP 13

Damage Bonus: +1D4

Weapons: Fist/punch 75%, damage 1D3+1D4

Kick 45%, damage 1D6+1D4

Grapple 70%, damage special

Bow 65%, damage 1D8+2

Knife 65%, damage 1D4+2+1D4

Skills: Climb 55%, Dodge 55%, Hide 55%, Sneak 55%, Spot Hidden 55%

The Vanguard Club

The Vanguard Club

by James Lowder

The Vanguard Club is an international organization of explorers and adventurers. By the nature of their activities, Vanguard members often encounter manifestations of the Mythos, but tend to consider these incidents in their historical or archaeological context rather than as an indication of a greater supernatural menace.

Purpose

The Vanguard Club's purpose is best summed up by its motto: *Semper Primus ad Limes*. (Always First to the Frontier.) Club members take great pride in being the first to explore an uncharted region or test out a radical scientific device. This isn't to say that the Vanguard are merely thrill-seekers and headline-grabbers—though their colleagues in more stodgy scientific circles sometimes dismiss them as such. To be certain, a lack of respect for the niceties of precise record keeping and the finer points of scientific objectivity has tainted some Vanguard discoveries over the years. Despite a few notable scandals, however, Vanguards regularly publish important papers and monographs, and the membership book of many local groups includes noteworthy and respected scientists from diverse fields.

Powering the club's drive to stand in the forefront of exploration is a belief in humankind's ability to master their world. The Vanguards hold that it is their responsibility to put this philosophy into action and prove its validity to the rest of society. And thus they strive to leave civilization's mark on the most remote reaches of the globe and to demonstrate humankind's dominance over all aspects of Nature.

Organization

Taken as a whole, the Vanguard Club is not so much a single organization as it is a loose affiliation of independent local groups that share a common belief in the spirit of human achievement. The Vanguards do recognize a headquarters, located in London's Mayfair district. The original Vanguards first met in these luxurious rooms in 1878, and it was here that the group's mission statement was drafted. Beyond its significance as the birthplace of the club, however, the London branch has little actual power. Its sole official function is the granting of charters to new clubs. Because the criteria for starting a new branch are so meager, even this authority to grant new charters tends to be viewed as largely symbolic.

To start a local Vanguard Club, a sponsor needs only to demonstrate the ability to achieve notable feats in exploration or scientific endeavor, and a belief in the club's philosophy of

human achievement. Each branch is expected to be self-sufficient, so affiliation with a wealthy patron, corporation, or university is encouraged. Until the turn of the century, a statement of political affiliation was also required, with applicants expected to express views in keeping with the founders' conservatism. Over time that practice has fallen by the wayside, though the Vanguards as a whole tend to lean to the Right politically.

Once satisfied with the applicant, the London club issues an official charter. The local founder determines the new branch's organizational structure and membership criteria. In general, the founder names himself president and creates a working committee composed of the first half-dozen members to join. Over time, this structure evolves to fit the membership. Meritocracies are common in the United States, with younger members earning a spot on the ruling committee or even taking the president's chair as a reward for a particularly astounding adventure. In older locals, such as the Paris club, family name and fortune earn more respect than simple achievement—though even the most blue-blooded member must prove his worth from time to time.

Consideration of potential new members is held at regular intervals. In deciding upon base eligibility, the local membership committee assesses a candidate's individual accomplishments, but also his social or financial value to the club. The latter holds more importance to some groups than others. Still, money alone is unlikely to earn membership unless accompanied by some level of achievement, even in the most cash-strapped clubs. If the membership committee deems a candidate worthy, he or she is presented to the general membership for a vote—in some places secret, in other open. A few of the older clubs eschew such democratic voting and reserve the right to decide the fate of new members to the president and ruling committee. Membership in any Vanguard Club will gain access to clubs worldwide, though some branches treat such "associate members" with scorn.

By 1920, all locals had admitted women as full members, though some clubs remain reluctant to welcome any but the most remarkable female adventurers and inventors. The Vanguard Club's roots in conservative soil remain evident in the consistent blackballing of any candidate with substantiated Communist or Anarchist ties. Anti-clerical leanings are common—which is little surprise, given the club's extreme humanism. Despite the tendency to public atheism, the clubs tend not to deny membership simply because a candidate subscribes to an organized church.

The five oldest Vanguard Clubs—all chartered between 1878 and 1880—can be found in London, Paris, Vienna, Stockholm, and Boston, Massachusetts. These clubs each boast well over one hundred active members, sumptuous club-owned meeting quarters, extensive libraries, and impressive trophy rooms. More typical is the Arkham branch of the Vanguard Club, which averages a mere dozen active members, who meet in modest rented rooms near Miskatonic University. Whereas the Stockholm or Vienna clubs lodge visiting Vanguards in well-

appointed rooms within the meeting halls, the Arkham branch billets visitors at the homes of clubmen or, if arrangements can be made, at the university dormitories.

Regardless of size, each Vanguard Club does whatever it can to assist members (and selected potential members) in the achievement of great deeds and worthwhile expeditions. Individual clubs have been known to fund journeys or experiments, though only the largest branches can afford to do so alone. It is far more common for a local branch to work with a nearby university or research laboratory in staging a specific project.

A committee within each local branch considers requests for support and, after reviewing a formal proposal, presents recommendations to the club president, who decides upon the level of support to be offered. Requests from members find favor over those from non-members, but clubs will generally consider any proposal that furthers the Vanguard Club's goals and places the organization and its members in the forefront of exploration. Scientific value is also crucial for any proposal's success, though pure science holds less allure than an original application or bold idea. The Vanguards are not afraid to be allied with men or women considered eccentric in establishment circles, though they will not long tolerate any member or project that makes a laughing stock of the club.

Should a club president decide in favor of a project, he can offer one of two levels of Vanguard participation:

Sponsorship

If an expedition or experiment is sponsored by a Vanguard Club, it means the local branch has officially endorsed the project on behalf of all Vanguard Clubs everywhere. In addition to the use of the local library and the cooperation of local members, the team for a sponsored project can expect assistance from any Vanguard branch they visit while on project business. Thus, sponsorship grants access to the entire network of club libraries and some of the greatest scientific minds in the world.

It should be no surprise, then, that such participation is difficult to secure, even for club members, but once sponsorship is granted it lasts a project's life span. In return for this high level of assistance, the Vanguards insist upon a contract granting specific control of publicity and publications resulting from the sponsored project. Most petitioners find ceding that control a small price to pay for the benefits of full Vanguard support.

Sanction

A local group can also identify an expedition or experiment as one sanctioned by the Vanguard Club. As opposed to full sponsorship, sanction does not extend beyond the local club. Team members for a sanctioned project will be granted reasonable

access to the local library and to members' expertise, but should have no expectations of such cooperation from other branches.

Barring club politics, local sanction is automatically given to any project in which a local member plays a prominent role. No publicity contract is required for a sanctioned project, though the local Vanguard will turn away any request from someone who has previously accepted assistance, but failed to publicize the club's positive role in their endeavor.

The facilities for all local Vanguard Clubs—whether rented or owned—include a meeting room and a library. The more wealthy clubs also house well-stocked laboratories, large dining halls, impressive trophy rooms, suites for the use of visiting clubmen or local members in need of temporary accommodations, and halls for the presentation of public lectures. (All branches are expected to sponsor local lectures by traveling Vanguards or other speakers in keeping with the club philosophy.) No matter how large the branch, though, the library invariably serves as the cynosure of club life.

A typical Vanguard library contains several hundred volumes, with the selection heavily skewed toward obscure historical and scientific non-fiction. Atlases and maps form the core of the library's reference collection, with language guides and dictionaries a close second. Vanguard members donate copies of their own published works to the local chapter and the libraries of the five oldest clubs. Local libraries also serve as an archive for members' unpublished papers, correspondence, notebooks, and maps, as well as similar items from sponsored or sanctioned projects.

This unique material makes a Vanguard library especially helpful to adventurers or scientists. The private logs often hold practical details that are invaluable—what tribes to trust or distrust in remote jungles, lists of supplies used on previous expeditions, suppliers of esoteric scientific equipment friendly to Vanguard projects, and so on. The private journals also hold the details of failed adventures and botched experiments, material that Vanguards have never released to the public. The clubs control access to these materials carefully, and non-members will only be allowed to view them after signing agreements never to disclose the details. Researchers open to the possibility of powers greater than humankind have often found clear indications of Mythos encounters in these chronicles, even if the Vanguard's philosophy prevents them from admitting any such possibilities.

Researchers are unlikely to find any Mythos tomes of substantial power lurking on the shelves of a Vanguard library; no tome found in a club will grant more than **+1 rank to Cthulhu Mythos skill** {CC: +1% Cthulhu Mythos}. For a branch of less than one hundred members, there's only a one percent chance of encountering even that level of Mythos tome. That chance doubles to two percent for clubs with over one hundred members. The sole exception to this is the Arkham branch. Because of the

club's proximity to Miskatonic University, it can be treated for Mythos tomes as if it had over a hundred members.

Although most Vanguard club libraries do not offer direct access to tomes, they house quite a lot of information that can aid investigators or adventurers to Mythos encounters. Because of this, both pro-Mythos and anti-Mythos groups frequently attempt to plant spies in the Vanguard ranks. Investigators who do not make their queries at the local club discreetly could find themselves the recipients of unwelcome attention from cultists or worse.

History

The legend of the Vanguard Club's founder—Frederick Gustavus Burnaby—looms large over the organization, even into the 1930's. Born in Leicestershire in 1842, Burnaby eventually stood six foot four, with a forty-seven inch chest, and was renowned for such feats of strength as lifting and carrying a small pony under one arm. Despite his imposing bulk, he could also cleanly vault the billiard table in the officers' mess of his regiment. But it was not merely for his physical prowess that Burnaby is remembered.

In his time, Frederick Burnaby made a name for himself as a world traveler, soldier, journalist, linguist, and balloonist. As a young officer, he set off on an unofficial mission across Asia to the exotic city of Khiva to spy upon the Russians, who had captured the remote slave-center two years earlier. He reached the city, only to be met with a frantic message from his commander to return as quickly as possible from this unapproved jaunt into enemy territory. His account of this journey, *A Ride to Khiva* (1876) became a best-seller, as did a follow-up, *On Horseback Through Asia Minor* (1877), which detailed his equally dangerous winter expedition from Constantinople through eastern Turkey.

At other times Burnaby journeyed to Central and South America, as well as taking part in an expedition with Charles "Chinese" Gordon that penetrated the Nile as far as the equator. He fought in several battles on the Russo-Turkish front and the Sudan, and it was there that he finally died, in 1885, while attempting to relieve his old friend General Gordon at Khartoum. Though Burnaby's corpse was never recovered, popular accounts at the time had it that more than a thousand dead Mahdists shared the final resting place of Burnaby and his seventy-three fallen comrades.

The Vanguard Club was born of one of Burnaby's few notable failures. After returning to England in 1878 after commanding the Fifth Turkish Brigade against the Russians, he took up politics. Running on an ultra-conservative platform of industrial protection for Britain and military law for Ireland, he contested the Birmingham Conservative seat, but was defeated. During a consolation party with some friends in London, someone suggested that the soldier and adventurer deserved a better

class of comrades than mere politicians. Impulsive as always, Burnaby took up the suggestion and set about on the spot to draft the charter of the London club.

By 1880, clubs had been established in Paris, Vienna, Stockholm, and Boston, Massachusetts. Notable early members included General Charles "Chinese" Gordon, and such noteworthy African explorers as Gustav Nachtigal, who crossed and recrossed the Sahara and Sudan in 1869, and the famous and controversial Henry M. Stanley. Later members sometimes lacked the impressive credentials of Gordon or Stanley, but they always embodied the spirit or philosophy of the club. Of these "adventurous celebrities" invited into the ranks, the most famous were heavyweight boxing champion John L. Sullivan and novelist and poet Rudyard Kipling.

The Vanguards took an active role in the race for the North Pole and South Pole. Carsten Borchgrevink was already a member when, in 1895, he made the first confirmed landing on the mainland of Antarctica. Vanguard funds and sponsorship helped Borchgrevink to return to Antarctica three years later, where he established the record for southerly travel. R.E. Scott and Ernest Shackleton both enjoyed Vanguard support for their expedition, though Roald Amundsen refused the group's help when he set off for the South Pole in 1911. The reasons for the Vanguards' clash with Amundsen remains a mystery.

The club also welcomes inventors. Nikola Tesla, dirigible pioneer Ferdinand von Zeppelin, and bathysphere creator Charles William Beebe have all belonged to the club and benefited from some sort of support in their endeavors. Most often, this support takes the form of fellow Vanguards willing to be the first to test out their inventions. In return, the club gets positive publicity and unusual access to the knowledge and laboratories of these creative pioneers.

The club has also suffered its share of embarrassments due to its connection with inventors, since more than one highly publicized invention backed by the Vanguards has failed to develop as promised. Such was the case with the early flying machine designed by Austrian Wilhelm Kress. A longtime member of the Vienna club, Kress spent twenty years perfecting the design, and from 1890 to 1901, when the plane was finally ready for a test flight, he enjoyed full Vanguard sponsorship. On the maiden flight, however, this seaplane—the first pilot-operated plane to use an internal combustion engine—skipped on the water once before crashing and sinking into a reservoir.

At the time of the crash, the Wright Brothers' flight at Kitty Hawk was a full two years away. Had the project succeeded, the Vanguards would have gained substantial glory and Kress would have secured a place in aviation history. Instead, the spectacular nature of the failure caused the Vanguards to withdraw support from several inventions and downplay much of their involvement with inventors between 1900 and 1920. Kress' failure also made some scientists wary of involving themselves with the club. After the wreck was salvaged, Kress discovered that the plane's Daimler

engine was twice as heavy as the one he had ordered. Both Kress and the Vanguards suspected foul play perpetrated by Russian agents. Though nothing was ever proved, several inventors distanced themselves from the club in the accident's wake, for fear of similar sabotage.

In recent years, the memory of the Kress embarrassment has faded and scientists once again ally with the Vanguards regularly. In 1917, the old animosity toward the Russians transformed overnight into a loathing of the Soviets. Yet the Soviet government's stance on religion as a danger to humanity and the importance of scientific progress have won over some within the membership. Others denounce the Communist regime as even more dangerous than the tsar and his minions. While no club has been chartered in the Soviet Union, at least as of 1933, it seems possible that one could be started there by the decade's close. Fred Burnaby would not be pleased.

The Arkham Club

The Arkham Vanguard Club was founded in 1890 by German immigrant Hans Gottering, whose exploration of South America had garnered very positive press in both Europe and America. Prior to chartering the Arkham club, Gottering was well known to the Boston branch, but personal clashes with several important committee members had ruined his chances of joining there. With his achievements in South America and his close ties to Miskatonic University, which seemed ready to help fund future treks, Gottering easily won a charter from the London club.

The Arkham club's early years proved to be disastrous. In 1892, Gottering staged an expedition to South America. Though the expedition suffered no fatalities, a mysterious sickness struck the entire group, forcing a hasty retreat from the jungle. During the grueling trek back to base camp, a fever-racked Gottering was separated from the party when unfriendly natives staged an ambush. The explorer spent several days wandering in the wild, where he glimpsed what he described in his notebooks as "as a temple of almost unearthly beauty." A search party finally discovered Gottering—unconscious, but alive—and carried him to the base camp. When he finally regained consciousness, neither his rescuers nor the locals could confirm his sighting of the temple.

Visions of the strange temple haunted Gottering. As president and founder of the Arkham club, he staged Vanguard-sponsored expeditions back to the jungles in 1893 and 1894. On the latter trip, he discovered a previously unrecorded village of native people near the suspected temple site. These reclusive hunter-gatherers related several unsettling tales of a cursed and time-lost temple, folktales that had passed from generation to generation, but could not help him locate the actual site.

On the day before their departure from the village, Gottering staged one last foray into the wild. What happened next is the matter of some speculation, for Gottering's journals are uncharacteristically silent on the matter. All anyone knows for certain is that the party met with some disaster, with Gottering alone returning from the jungle, raving and spattered with blood.

Only one member of the Arkham club—botanist Dr. Homer Winside—had excused himself from the expedition, and it became his task now to retrieve his deranged colleague and whatever remained of the expedition's notes and equipment. Upon returning to the States, Winside committed Gottering to Arkham Sanitarium and helped the authorities conduct an investigation. Only intercession by some influential members of the Boston club—who disliked Gottering, but wished to shield the Vanguard's reputation—prevented the police from charging the madman with murder. A few cryptic entries in the expedition's journals were generously interpreted to indicate treacherous locals, and the case was closed.

For two years, Winside held the distinction of being the sole member of Arkham's Vanguard Club, though he spent far more time on his teaching and research at the university than he did promoting the organization. Soon, however, others joined. Anthropologist Laban Shrewsbury belonged to the club for many years before his disappearance in 1915. Chester Armwright, always an avid hunter, joined while a medical student at Miskatonic just after the turn of the century, and renewed his membership when he returned to Arkham as dean of the medical school in the 1920's. Dr. William Dyer, head of the natural sciences program at M.U., had been asked to join the Vanguard several times since arriving in Arkham. Dyer finally accepted—in hopes of gaining access to Vanguard resources and experience—when it became clear he was to head the university's expeditions to the Antarctic and western Australia.

The current president of the Arkham club is Dr. Ernest McTavish, chair of the Archaeology department. Other important members include Professor Woodbridge of the school of applied science, who has used Vanguard funds for his experiments in rocketry; archaeologist and adventurer Dr. Francis Morgan; and Professor Abram Bethnell, the club's resident anthropologist and steadfast cynic in matters relating to the

supernatural and the Mythos. Though retired from the university and the Vanguard, Homer Winside retains an honorary position of the club's committee. His shop on South Garrison Street—Almen's Flowers—is frequented by club members with questions pertaining to botany or the local history of the Vanguard.

The initial meetings of the Arkham club were held in various private residences, university offices, and restaurants. Gottering, who served as the group's first president, soon decided upon some modest rooms at 431 West Saltonstall Street as the club's permanent home. The apartment's sitting room serves as the club's meeting room and trophy hall. For the first decade of the club's existence, one of the two small bedrooms was reserved for visiting Vanguards. By 1900, both bedrooms had been taken over by the club's library, and visitors were billeted in either private homes or university dormitories, depending upon need and availability. The Vanguard has a long-term lease on Saltonstall Street rooms, and hope some day to buy the whole building.

The Arkham club's library contains a wide variety of books, but is especially strong in the areas of Massachusetts and Miskatonic Valley lore, South American geography, and, thanks to the influence of Homer Winside, botany. The journals and maps for all of Gottering's expeditions, as well as his personal diaries, are housed here. Over the years, many fans of sensational crimes have tried to purchase or even steal these volumes, so the Vanguard is particularly wary of granting access to them. Cataloging for the collection is a bit haphazard, and the Vanguard does not possess an exhaustive index. However, Dr. Henry Armitage, director of the Miskatonic University Library, has a personal listing of the books housed there that is surprisingly complete. How he created or gained such a list is unknown, but Armitage's catalogue notes two Mythos tomes of interest in the Vanguard Library: an 1801 edition of *Thamaturgical Prodigies in the New England Canaan* and an imperfect handwritten copy of Winter-Hall's *Eltdown Shards* containing no spells. The catalogue also notes that a badly preserved paw in the club's trophy room does not belong to a polar bear, as thought, but to an immature gnoph-keh.

620 Call of Cthulhu Errata

d20 Call of Cthulhu Errata

Since the publication of the d20 *Call of Cthulhu* rules some errors have been caught. Presented below are the currently known mistakes, including the d20 statistics for the Great Old One Y'Golonac, which were cut from the book for lack of space.

Errata

p. 8, Intelligence:

Delete the first bulleted item, about languages.

p. 32, Missing Skill:

Intuit Direction was inadvertently left out of the book. The description of this skill is as follows:

Intuit Direction (Wis; Trained Only)

You have an innate sense of direction.

Check: By concentrating for 1 minute, you can determine where true north lies in relation to yourself (DC 15). If the check fails, you cannot determine direction. On a natural roll of 1, you err and mistakenly identify a random direction as true north.

The Gamemaster makes your check secretly so that you don't know whether you rolled a successful result or a 1.

Retry: You can use Intuit Direction once per day. The roll represents how sensitive to direction you are that day.

Special: Untrained characters can't use an innate sense of direction, but they could determine direction by finding clues.

Page 128, Concentration:

Under Casting on the Defensive, the Concentration check DC should be 15, not 20 as noted. (It is noted as DC 15 elsewhere in the book.)

p. 131, Banishment of Yde Etad:

"Outsider" is a type, not a subtype. Outsiders appearing in the Creatures chapter (pp. 152-201) include: colour out of space, dimensional shambler, elder thing, nightgaunt, servitor of the Outer Gods, terror from beyond. This spell might also be effective on humanoids possessed by Yithians (pp. 171-172).

pp. 132-133, Call Deity:

Call Azathoth requires pipes enchanted using an Enchant Item spell (pp. 140-141).

p. 133, Cast Out Shan:

The 1 Con drain should be mentioned under Cost.

p. 135, Contact Creature:

Deep ones have 2 HD, so a 6th-level caster can summon three.

p. 138, Raise Night Fog:

Darkvision is not described in CoC; see D&D Dungeon Master's Guide, p. 74, or the boxed text nearby.

p. 138, Darkness:

Darkvision is not described in CoC; see D&D Dungeon Master's Guide, p. 74, or the boxed text nearby.

pp. 140-141, Enchant Item:

The Enchant Pipes entry states that these pipes are required for Call Azathoth, but that god's entry under Call Deity (pp. 132-133) makes no mention of them.

p. 145, Mirror of Tarkhun Atep:

Components should include "F" for the mirror used in the spell.

p. 147: Sekhmenkenhep's Words:

Next to Components, it should read "V, S" (not just "S"). The spell has a verbal as well as somatic component.

p. 150, Voorish Sign:

Note that Voorish Sign raises the subsequent spell's DC by 3, but costs 2 Int, for a net increase of +2.

Darkvision

Some beings have the ability to see in the dark, with no light source at all to a range specified by the individual creature's statistics.

The following is generally true about Darkvision:

Darkvision is black and white only.

Darkvision does not allow characters to see anything that they would not see otherwise -- invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally.

The presence of light does not spoil darkvision. If a character has darkvision with a 60-foot range, and he stands within a 30-foot radius of light, the character can see normally in the light, and 30 feet beyond the light because of the darkvision.

p. 151, Word of Recall:

Mythos spells are not prepared, as are most D&D spells; designate the sanctuary when the spell is cast.

pp. 152-153, Size and Type:

There is no entry for Elementals such as Lloigor. Information on Elemental type creatures follows:

Elemental

An elemental is composed of one of the four classical elements: air, earth, fire or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet.

A slain elemental cannot be raised or resurrected, although a spell may be able to restore it to life at the GMs discretion.

The Ooze example should be Formless Spawn (shoggoths are aberrations). Change the vermin example to The Worm that Walks (monstrous spiders do not appear in this book, and Leng spiders are magical beasts).

Darkvision is not explained. (See D&D Dungeon Master's Guide, p. 74) or the boxed text nearby.

pp. 155, Special Attacks:

Improved grab is not described in CoC. See below, or the D&D Monster Manual, p. 9.

Improved Grab (Ex)

Improved Grab is a Special Attack with the following qualities.

If the creature hits with a melee weapon (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity (see Grapple, p. 78 CoC). No initial touch attack is required, and Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the improved grab to hold the opponent. If it chooses to do the latter, it suffers a -20 penalty to grapple checks, but is not considered grappled itself; the creature does not lose its Dexterity bonus to AC, still threatens an area, and can use its remaining attacks against other opponents.

A successful hold does not deal and additional damage unless the creature also had the constrict ability. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage listed for the attack that established the hold. Otherwise, it deals

constriction damage as well (the amount is listed in the creature's descriptive text).

When a creature gets a hold after an improved grab attack, it pulls the opponent into its space. The creature is not considered grappled while it holds the opponent, so it still threatens adjacent squares and retains its Dexterity bonus. It can even move (possibly carrying away the opponent), provided it can drag the opponent's weight.

pp. 155-156, Special Qualities:

Darkvision is not described in CoC; see D&D, Dungeon Master's Guide, p. 74, or the boxed text nearby.

p. 157, Advancement:

No entry for Elemental is given; see below:

Elemental Advancement

Hit Die: d8

Attack Bonus: Total Hit Dice x3/4

Good Saving Throws: Variable by type: Reflex (Air, Fire); Fortitude (Earth, Water)

Skill Points: +2 per extra HD

Feats: +1 per 4 extra HD

The example in the first Size Increase table is incorrect; it gains -4 Dex.

Page 159, Byakhee:

The Byakhee's skill points are wrong. The stat block in the book was made using only 20 skill points, when it should have 26. Gamemasters should feel free to distribute 6 extra points to individualize their Byakhee.

Page 162, Dark Young of Shub Niggurath:

The Dark Young of Shub Niggurath's Hide skill is wrong. Given its maximum skill ranks, its size, and its Dexterity, the most a DYoS/N can have in Hide is +6. Reduce its Hide to +6, or give it a +4 racial bonus to hide when in forests (the latter, is the best fix).

pp. 166-168, Flying Polyp:

The text describes them as incorporeal; add "(Incorporeal)" to its type entry. Polyps lack the prerequisites for the Whirlwind Attack feat (p. 156). Individual GMs should decide whether to give it the prerequisites, or remove the Whirlwind Attack feat.

pp. 169-170, Ghoul:

The "ghoul" template does not give a CR. It should add +1 to the base CR of the creature type to which it is being added.

pp. 170-171, Gnoph-Keh:

Damage from throwing an impaled victim across frozen plain is listed as "[1D6+4]x10 falling damage." "x10" should be "x1D6" instead.

p. 189, Cultists:

None have Weapon Proficiency, so either replace one feat [Precise Shot?] or impose a -4 to attack.

p. 194, Sample Ghost:

He does not have Weapon Proficiency, so either replace one feat [Point Blank Shot?] or impose a -4 to his gun attack.

Under Ghostly Equipment, "manifestation check" should read "Charisma check." Hancock can harm non-ethereal opponents with the materialized gun.

p. 196, Sample Loup-Garou:

Initiative: +1 as human (+1 Dex), +7 in wolf or hybrid form (+3 Dex, Improved Initiative). Armor Class: 11 in human form (+1 Dex), 15 in wolf or hybrid form (+3 Dex, +2 natural). She does not have Weapon Proficiency, so either replace one feat [Rapid Shot?], or impose a -4 to her weapon attacks.

p. 198, Sample Greater Mummy:

She does not have Weapon Proficiency, so either replace one feat or impose a -4 to her attacks.

p. 266, Interview Frank Long:

Long is apparently an Offense Option character (+1 base attack, -1 Str = +0). He should have one good save (+2), but only his stat modifiers are included.

p. 268, The Book of Sound and Light:

Contact Yog-Sothoth does not appear on pp. 135-136; Call Yog-Sothoth appears on pp. 132-133. This spell functions as other Contact Deity spells.

p. 270, Confronting Jacobs:

He is a Defense Option character, so both Atk should be +3 (+2 base, +1 Str or Dex). He has no Weapon Proficiency, so either replace a feat [Point Blank Shot?] or impose a -4 penalty on his pistol attacks. "Awareness" should be "Alertness." See the note to p. 268 about his spells.

p. 277, Dr. Thomas Joshi:

Dr. Melissa Corbitt; Dr. Edgar Roth: These three are Defense Option characters. Corbitt's Atk should be +0 melee (+0 base, +0 Str) or +1 ranged (+0 base, +1 Dex).

p. 278, Sam Brendel:

He is an Offense Option character.

pp. 278-279, Charles Peal; Robert Nelson:

Both are Offense Option characters. Peal's Atk should be +1 melee (base) or +2 ranged (+1 base, +1 Dex); his Will save should be +1 (Wis). Nelson's Atk should be +3 melee (+2 base, +1 Str) or +2 ranged (base). The Smith & Wesson Model 29 Revolver does not appear in the Specific Firearms tables (pp. 98-99); the GM should choose a listed pistol for any additional statistics needed, or use the Generic Handgun (p. 95) instead.

Page 317: Sample Character

The sample characters on page 317 have mistakes.

None of them list AC (10+DEX Modifier)

For Marie, saving throws are wrong. Damage with knife should be 1D4-1. And should mention that if thrown it would be an attack at -2.

For Claire, the ranged attack should only be -2. They forgot the +1 BAB for Offense Option. The damage for her unarmed strike should be 1D4+2. They forgot the Martial Artist Feat. Claire moves 30 feet (normal human speed), not 40 feet as noted.

For Sam, the ranged attack should be -2. The damage for the shovel should be 1D6+3, since to use it properly because of its Large size, you need to wield it two-handed.

And for Kristof, there are 13 class skills instead of 12.

Page 320: Character Sheet

The key ability for the Repair is listed as DEX skill. It should be INT.

Y'gononac

GARGANTUAN GREAT OLD ONE (DEMIGOD)

"He saw why the shadow on the frosted pane yesterday had been headless, and he screamed. As the desk was thrust aside by the towering naked figure, on whose surface still hung rags of the tweed suit, Strutt's last thought was an unbelieving conviction that this was happening because he had read the *Revelations*. ... but before he could scream out his protest his breath was cut off, as the hands descended on his face and the wet red mouths opened in their palms."

— Ramsey Campbell, "Cold Print"

Domain: Destruction

Hit Dice: 20d12+147 (277 hp)

Initiative: +4 (Improved Initiative, +0 Dex)

Speed: 80 ft.

AC: 20 (+20 base, +1 divine, -1 size, +0 Dex)

Attacks: 2 hand-mouths +31 melee, 1 groin-bite +31 melee

Damage: Hand-mouth 2d6+11, groin-bite 3d6+11

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Ability drain

Special Qualities: Divine qualities, damage resistance 36/+4, SR 33, possess mortal, blindsight.

Saves: Fort +20, Ref +13, Will +21

Abilities: Str 32, Dex 10, Con 25, Int 20, Wis 26, Cha 30

Skills: Balance +24, Climb +35, Cthulhu Mythos +29, Hide

+23, Jump +35, Listen +32, Move Silently +24, Search +20,

Spot +32, Swim +35

Feats: Improved Initiative, Power Attack, Cleave

Climate: Any

Organization: Unique

Challenge Rating: 19

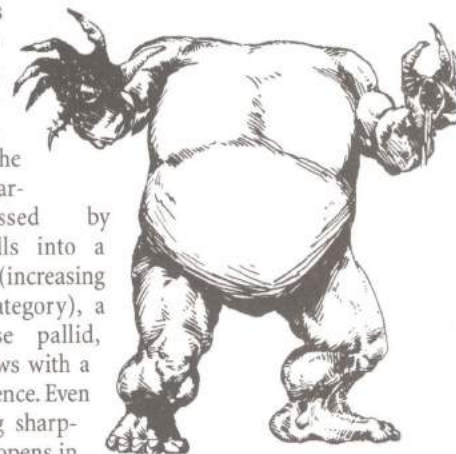
Treasure: None

Alignment: Chaotic Evil

Advancement: None

Sanity Loss: 1/1D10+1 to see Y'gononac's avatar, 1/1D20 to witness transformation, 1D10/1D100 to experience possession.

Y'gononac's shape is known only through the vile distortions undergone by those he possesses. A character possessed by Y'gononac swells into a headless horror (increasing by one size category), a monster whose pallid, flabby flesh glows with a sickly luminescence. Even worse, a gaping sharp-toothed mouth opens in



the palm of each hand of the naked figure, Y'gononac whereby the ravaging monster may feed.

Sometimes a third mouth appears in its groin, huge and drooling and lined with improbably sharp teeth. The possessed character reverts to normal when the Great Old One withdraws. The victim should find new clothing, since the god's expanding bulk shreds everything the victim wears. The victim regains consciousness naked and drenched in blood—Y'gononac is a messy eater.

Y'gononac's true form is said to be a gargantuan headless giant imprisoned in a vast underground ruin behind a wall of bricks. It is possible that this is mere myth, and that he has no tangible existence outside those bodies he possesses. He can manifest at any time he likes through one he has suborned to his will. Many investigators have been disconcerted to find a maniac or cannibalistic serial killer they have cornered transforming into something even more inhuman and dangerous.

Y'gononac's mouths are clearly designed to rip flesh and drink blood, not exchange niceties. Therefore, he does not speak, although he stands and receives worship if sated with sacrifice—that is, if he is provided with someone to kill and mangle to his heart's satisfaction.

Worship

Y'gononac desires a large cult, but has thus far been unable to attract one. Those few misguided souls who do worship him either learned how to evoke him by reading the blasphemous *Revelations of Glaaki* or were inspired by horrible dreams and visions.

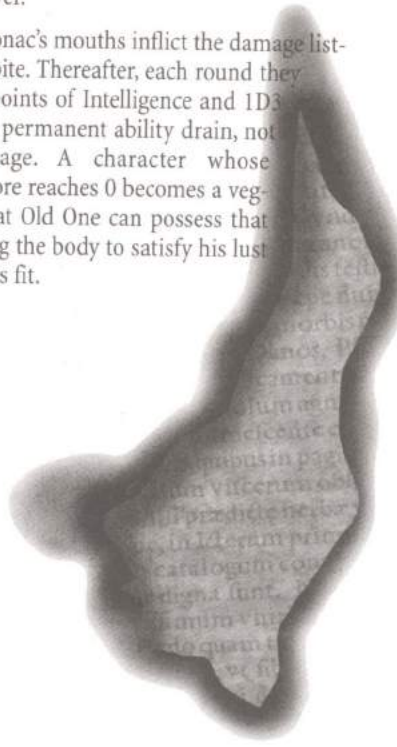
Combat

Y'gononac always attacks foes on sight (or his worshipers, if they have failed to provide him with a sufficient sacrifice), never

breaking off until he has either slain and drained his foe or the body he possesses is dead. He never uses weapons.

Possess Mortal (Su): Y'gonolac can possess any mortal who worships him. If the mortal resists, she must make a successful Will save (DC 30) to keep from being possessed—only a sane character can resist, however.

Ability Drain (Ex): Y'gonolac's mouths inflict the damage listed above when they first bite. Thereafter, each round they automatically drain 1D3 points of Intelligence and 1D3 points of Wisdom. This is permanent ability drain, not temporary ability damage. A character whose Intelligence or Wisdom score reaches 0 becomes a vegetable. Thereafter, the Great Old One can possess that character at any time, using the body to satisfy his lust in whatever manner he sees fit.



Conversion System

Conversion System

A vast array of *Call of Cthulhu* adventures and sourcebooks have been published over the past two decades. More than seventy of them come from Chaosium, publishers of the original game, but there have also been a dozen or so from Pagan Publishing, Theatre of the Mind (5), Games Workshop (5), Triad (5), Fantasy Flight (3), and even Grenadier (1).

Gamemasters wanting to use some of those scenarios with the new rules presented in *d20 Call of Cthulhu* should use these rough notes as an aid to converting original *Call of Cthulhu* characters and monsters to the d20 rules. Note that this system is an expansion of the conversion rules given in the *d20 Call of Cthulhu* rulebook.

No system of conversion can ever hope to recreate all the subtleties and nuances of one system and model them exactly in another. When converting investigators over, the players should work hand-in-hand with their Gamemaster to determine what feels right for their character. The Gamemaster should exercise similar discretion when converting over non-player characters and monsters.

Characters

Call of Cthulhu characteristics convert from the "Classic Cthulhu" to "d20 Cthulhu" as on Table 1 below.

With the Gamemaster's approval, a player may translate POW into Charisma rather than Wisdom (since POW and Charisma both represent strength of character). If so, use APP only as a basis for the character's physical description, and roll a new Wisdom score for the character.

Also with a Gamemaster's approval, a player may translate the average of INT and EDU into Intelligence (since EDU represents formal learning and INT represents raw aptitude). Alternately, a character with EDU greater than 40 gains the Skill Emphasis (Research) feat.

Most player characters will be Medium-size; a few very small ones may be Small, gaining +1 to Armor Class and -1 to attack bonus.

Table 1: Ability Scores

STR	= Strength
CON	= Constitution
POW	= Wisdom or Charisma
DEX	= Dexterity
INT or (INT+EDU)/2	= Intelligence
APP	= Charisma or ignored
SAN	= Sanity

Table 2: Size to Size

SIZ = 1	= Fine, Diminutive, or Tiny
2-7	= Small
8-22	= Medium-size
23-40	= Large
41-75	= Huge
76-110	= Gargantuan
111+	= Colossal

Determining Level

The Gamemaster can choose one of two methods for determining character level.

The Skill Method: Take the highest number of points the character has in a given skill. Divide this number by 10 and subtract 3. The result is the character's level. Then use the newly determined level to derive the character's saving throws, hit points, skills, and feats.

The Attack Method: Take the highest combat skill (such as Handgun, Fist/Punch, Martial Arts, Rifle, Shotgun, or Submachine Gun), subtract the base skill (shown in Table 5 — for instance, 25% for Handgun) and divide the result by 5. This is the bonus of the character's base attack; use Table 4: Attack to Level to determine the character's starting level.

If converting a group of characters, use the first or second method for each one to determine the average level of the group. Then rework each investigator to fit this character level, deriving skill ranks and number of feats from there.

Core Skills

Table 5: Skill to Skill Conversion lists the related d20 skill for each CoC skill, and lists the base skill level as a percentage for Classic characters, for use with the "Translating Skills Directly" method below. If no percentage is listed, the base skill level is 00%.

While checking the original character's skills, declare the investigators twelve highest skills as core skills. Some skills con-

Table 3: Skill to Level

Highest Skill	Level	Offense Saves	Defense Saves	HP	Skill Points	Feats
01-44	1	+0 +0 +2	+0 +2 +2	6	32	2
45-54	2	+0 +0 +3	+0 +3 +3	6+1d6	40	2
55-64	3	+1 +1 +3	+1 +3 +3	6+2d6	48	3
65-74	4	+1 +1 +4	+1 +4 +4	6+3d6	56	3
75-84	5	+1 +1 +4	+1 +4 +4	6+4d6	64	3
85-94	6	+2 +2 +5	+2 +5 +5	6+5d6	72	4
95-100	7	+2 +2 +5	+2 +5 +5	6+6d6	80	4

vert into feats rather than into skills; these are shown on Table 6. The names of skills change as follows:

Translating Skills Directly

As an alternative to purchasing skill ranks with skill points, skills can be translated directly, although this is not recom-

Table 5: Skill to Skill Conversion

CoC Skill	d20 Skill
Accounting (10%), Anthropology, Archeology, Art (05%), Astronomy, Biology, Chemistry, Geology, History (20%), Law (05%), Medicine (05%), Natural History (10%), Occult (05%), Pharmacy, Physics, Psychology (05%)	= Appropriate Knowledge Skill
Bargain (05%)	= Sense Motive
Climb (40%)	= Climb
Computer Use	= Computer Use
Conceal (15%)	= Sleight of Hand
Craft	= Craft
Cthulhu Mythos	= Cthulhu Mythos
Disguise	= Disguise
Dodge	= Tumble
Drive Auto (20%)	= Drive
Electrical Repair (10%)	= Repair
Electronics	= Craft (electronics) or Knowledge (electronics)
Fast Talk (05%)	= Bluff
First Aid (30%)	= Heal
Hide (10%)	= Hide
Jump (25%)	= Jump
Library Use (25%)	= Research
Listen (25%)	= Listen
Locksmith	= Pick Locks
Mechanical Repair (20%)	= Repair or Disable Device
Navigate (10%)	= Intuit Direction
Operate Heavy Machine	= Operate Heavy Machinery
Other Language	= Speak Other Language
Own Language	= n/a
Persuade (15%)	= Diplomacy or Intimidate
Photography (10%)	= Craft (photography)
Pilot	= Pilot
Psychoanalysis	= Psychoanalysis
Ride (05%)	= Ride
Sneak (10%)	= Move Silently
Spot Hidden (25%)	= Spot or Search
Swim (25%)	= Swim
Track (10%)	= Wilderness Lore

Table 4: Attack to Level

Base Attack	Offense Level	Defense Level
+0	—	1
+1	1	2 or 3
+2	2	4 or 5
+3	3 or 4	6 or 7
+4	5	8 or 9
+5	6	10 or 11
+6	7 or 8	12 or 13
+7	9	14 or 15
+8	10	16 or 17
+9	11 or 12	18 or 19
+10	13	20+

mended. The resulting character will not necessarily resemble one created by the rules given in this book. If you insist on this option, however, take the original skill, subtract the base skill (shown in Table 5, for instance, 25% for Spot Hidden), and divide by ten, making that number the ranks of the equivalent skill. Then apply ability score modifiers as appropriate.

In addition, when using this method, translate certain skills into feats as shown in Table 6: Skills to Feats.

Gods and Monsters

When converting monsters or deities from classic CoC rules into d20, do the same steps as you would for a character for determining ability scores and skill conversions, then proceed as follows:

Move: Multiply this number by 4 (roughly) to determine Speed.

Hit Points: Take the number of hit points and divide by 5 to determine number of Hit Dice. The type of HD (d6, d8, d10, etc) is determined by creature type (see Call of Cthulhu core rules).

Weapon: Take this number, divide by 10, and add appropriate ability score modifier (usually Strength, sometimes Dexterity) to determine the creature's attack bonus.

Armor: Give appropriate natural armor (ranging from +1 to +10) based on the creature's skin, scales, and so on. Give Damage Reduction equal to 3 to 5 points per point of armor listed.

Sanity Loss: Remains the same under both sets of rules.

Determine other needed characteristics, such as creature type, size, and special abilities, as needed. Read the front matter of Chapter 8: Creatures in the core rules very carefully.

Table 6: Skill to Feats Conversion

Chaosium Skill	d20 Feat	
Credit Rating	= Wealth feat (1)	
Grapple (25%)	= Weapon Focus (Grapple) feat (2)	
Head Butt (10%), Kick (25%)	= Weapon Focus (Unarmed Strike) feat (3)	
Martial Arts	= Martial Artist feat (4)	
Handgun (20%), Machine Gun (15%),	= Weapon Proficiency and Weapon Focus feat (5)	
Rifle (25%), Shotgun (30%),		
Submachine Gun (15%), Throw (25%)		
1. For every 25% in Credit Rating, the character gains this feat once. Effects stack.		
2. If points in Grapple (minus the 25% base) are greater than 25%, the character gains the feat.		
3. If points in Head Butt or Kick (minus the 10% or 25% base) are greater than 25%, the character gains the feat.		
4. The character must have 25% in Martial Art to gain the Martial Artist feat.		
5. If points in the firearm (beyond the base) are greater than 25%, the character gains proficiency in that category. If points are greater than 45%, the character also gains Weapon Focus in that category.		

Table 8: Size Damage Bonus

Size	Bite/Bash/and so on Damage	Claw/Tentacle and so on Damage
Fine	1	—
Diminutive	1D2	1
Tiny	1D3	1D2
Small	1D4	1D3
Medium-size	1D6	1D4
Large	1D8	1D6
Huge	2D6	2D8
Gargantuan	2D8	2D6
Colossal	4d6	2D8

Table 7: Hit Points to Hit Dice

HP	Hit Dice
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
26-30	6
31-35	7
36-40	8
41-45	9
46-50	10
51-55	11
56-60	12
61-65	13
66-70	14
71-75	15
76-80	16
81-85	17
86-90	18
91-95	19
96-100	20

Damage Bonus: Substitute the appropriate result from the following table for damage based on the creature's size. Don't forget to add its Strength modifier to the final result.

Record Sheets

d20 CALL OF CTHULHU MINOR CHARACTER SHEET

Name _____					Level _____					AC _____		Initiative _____		Speed _____																																																																																																																								
Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier	SANITY POINTS <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td>Insanity</td> <td>0</td><td>8</td><td>7</td><td>6</td><td>5</td><td>4</td><td>3</td><td>2</td><td>1</td><td>0</td><td>1</td> </tr> <tr><td>2</td><td>3</td><td>4</td><td>5</td><td>6</td><td>7</td><td>8</td><td>9</td><td>10</td><td>11</td><td>12</td><td>13</td><td>14</td></tr> <tr><td>15</td><td>16</td><td>17</td><td>18</td><td>19</td><td>20</td><td>21</td><td>22</td><td>23</td><td>24</td><td>25</td><td>26</td><td>27</td></tr> <tr><td>28</td><td>29</td><td>30</td><td>31</td><td>32</td><td>33</td><td>34</td><td>35</td><td>36</td><td>37</td><td>38</td><td>39</td><td>40</td></tr> <tr><td>41</td><td>42</td><td>43</td><td>44</td><td>45</td><td>46</td><td>47</td><td>48</td><td>49</td><td>50</td><td>51</td><td>52</td><td>53</td></tr> <tr><td>54</td><td>55</td><td>56</td><td>57</td><td>58</td><td>59</td><td>60</td><td>61</td><td>62</td><td>63</td><td>64</td><td>65</td><td>66</td></tr> <tr><td>67</td><td>68</td><td>69</td><td>70</td><td>71</td><td>72</td><td>73</td><td>74</td><td>75</td><td>76</td><td>77</td><td>78</td><td>79</td></tr> <tr><td>80</td><td>81</td><td>82</td><td>83</td><td>84</td><td>85</td><td>86</td><td>87</td><td>88</td><td>89</td><td>90</td><td>91</td><td>92</td></tr> <tr><td>93</td><td>94</td><td>95</td><td>96</td><td>97</td><td>98</td><td>99</td><td colspan="6">99 Cthulhu Mythos</td></tr> </table>										Insanity	0	8	7	6	5	4	3	2	1	0	1	2	3	4	5	6	7	8	9	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	99 Cthulhu Mythos						HIT POINTS 		Fortitude _____ Reflex _____ Will _____	
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Skills & Feats

Animal Empathy	_____	Gather Information	_____	Machinery	_____	(	_____	)	_____
Appraise	_____	Handle Animal	_____	Perform (	_____	(	_____	)	_____
Balance	_____	Heal	_____	(	_____	(	_____	)	_____
Bluff	_____	Hide	_____	(	_____	(	_____	)	_____
Climb	_____	Innuendo	_____	Pilot	_____				Spellcraft
Computer Use	_____	Intimidate	_____	Psychic Focus	_____				Spot
Concentration	_____	Intuit Direction	_____	Psychoanalysis	_____				Swim
Craft	_____	Jump	_____	Read Lips	_____				Tumble
Cthulhu Mythos	_____	Knowledge	_____	Repair	_____				Use Rope
Demolitions	_____	(	_____	Research	_____				Wilderness Lore
Diplomacy	_____	(	_____	Ride	_____				
Disable Device	_____	(	_____	Search	_____				
Disguise	_____	Listen	_____	Sense Motive	_____				
Drive	_____	Move Silently	_____	Sleight of Hand	_____				
Escape Artist	_____	Open Lock	_____	Speak Other	_____				
Forgery	_____	Operate Heavy	_____	Lang. (	_____	)	_____		

FEATS

d20 CALL OF CTHULHU MINOR CHARACTER SHEET

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93	94	95	96	97	98	99	99 Cthulhu Mythos																																																																																																																															
STR																																																																																																																																						
DEX																																																																																																																																						
CON																																																																																																																																						
INT																																																																																																																																						
WIS																																																																																																																																						
CHA																																																																																																																																						
					Melee Bonus _____		Missile Bonus _____																																																																																																																															
					Weapon _____		Bonus _____		Damage _____																																																																																																																													

Skills & Feats

Animal Empathy	_____	Gather Information	_____	Machinery	_____	(	_____	)	_____
Appraise	_____	Handle Animal	_____	Perform (	_____	(	_____	)	_____
Balance	_____	Heal	_____	(	_____	(	_____	)	_____
Bluff	_____	Hide	_____	(	_____	(	_____	)	_____
Climb	_____	Innuendo	_____	Pilot	_____				Spellcraft
Computer Use	_____	Intimidate	_____	Psychic Focus	_____				Spot
Concentration	_____	Intuit Direction	_____	Psychoanalysis	_____				Swim
Craft	_____	Jump	_____	Read Lips	_____				Tumble
Cthulhu Mythos	_____	Knowledge	_____	Repair	_____				Use Rope
Demolitions	_____	(	_____	Research	_____				Wilderness Lore
Diplomacy	_____	(	_____	Ride	_____				
Disable Device	_____	(	_____	Search	_____				
Disguise	_____	Listen	_____	Sense Motive	_____				
Drive	_____	Move Silently	_____	Sleight of Hand	_____				
Escape Artist	_____	Open Lock	_____	Speak Other	_____				
Forgery	_____	Operate Heavy	_____	Lang. (	_____	)	_____		

FEATS

Personal Information

Investigator Name _____
 Profession _____
 Level ____ Experience Points _____
 Sex ____ Age ____ Hgt. ____ Wgt. ____
 Eyes ____ Hair ____ Skin ____ Defense ☐
 Offense ☐

Characteristics

Ability Name	Ability Score	Ability Modifier	Temporary Score	Temporary Modifier
STR				
DEX				
CON				
INT				
WIS				
CHA				

Hit Points

Total	
Subdual	
Current	

Sanity Points

99 - Cthulhu
 Mythos:

20% of Current
 Sanity:

Current Sanity
 Points

-10	-9	-8	-7	-6	-5	-4	-3	-2	-1
0	1	2	3	4	5	6	7	8	9
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



Saving Throws

Save Type	Total	Base Save	Ability Modifier	Magic Modifier	Misc Modifier	Temporary Modifier
Fortitude						
Reflex						
Will						

Total		Armor Bonus		Dex Modifier		Misc Modifier		Magic Modifier		Armor Check Penalty
AC		10								

Total		Dex Modifier		Misc Modifier		Speed	
Initiative						Base Attack	

Total		Base Attack Bonus		STR Modifier		Misc Modifier		Temp Modifier
Melee Bonus								

Total		Base Attack Bonus		DEX Modifier		Misc Modifier		Temp Modifier
Missile Bonus								

Investigator Skills

Max Ranks

/

Core Skills

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc. Modifier
Animal Empathy	CHA				
Appraise	INT				
Balance	DEX				
Bluff	CHA				
Climb	STR				
Computer Use	INT				
Concentration	CON				
Craft* ()	INT				
Cthulhu Mythos††					
Demolitions	INT				
Diplomacy	CHA				
Disable Device	INT				
Disguise	CHA				
Drive	DEX				
Escape Artist	DEX				
Forgery	INT				
Gather Information	CHA				
Handle Animal	CHA				
Heal	WIS				
Hide	DEX				
Innuendo	WIS				
Intimidate	CHA				
Intuit Direction	WIS				
Jump	DEX				
Knowledge* ()	INT				
()	INT				
()	INT				
()	INT				
Listen	WIS				
Move Silently	DEX				
Open Lock	DEX				
Operate Heavy Machinery	DEX				
Perform* ()	CHA				
()	CHA				
Pilot	DEX				
Psychic Focus	WIS				
Psychoanalysis	WIS				
Read Lips	INT				
Repair	INT				
Research	INT				
Ride ()	DEX				
Search	INT				
Sense Motive	WIS				
Sleight of Hand	DEX				
Speak Other					
Lang.* ()	INT				
()	INT				
Spellcraft	DEX				
Spot	WIS				
Swim	STR				
Tumble	DEX				
Use Rope	DEX				
Wilderness Lore	WIS				

CALL OF CTHULHU

Horror Role-Playing



Player's Name

Weapons

Total Attack Bonus	Weapon	Damage	Critical	Range	Type	Size	Special Properties

Feats

Skills marked with ■ can be used even if this character has zero (0) skill ranks.
 Skills marked with □ are core skills.

† Armor check penalty may apply
 * This skill requires a specialization
 †† This skill cannot be taken during character creation

Personal Data

Investigator Name _____

Residence _____

Personal Description _____

Family & Friends _____

Episodes of Insanity _____

Wounds & Injuries _____

Marks & Scars _____

Investigator History

Income & Savings

Income _____

Cash on Hand _____

Savings _____

Personal Property _____

Real Estate _____

Adventuring Gear & Possessions

Entities Encountered

Mythos Tomes Read

Magical Artifacts / Spells Known

Artifacts _____ Spells _____

d20 Call of C'thulhu Monster Master

Name

Skills

Feats or Other Abilities

Description

Spells

Possessions

Ability Name	Ability Score	Ability Modifier	Sanity Loss
STR			
DEX			
CON			
INT			
WIS			
CHA			

HIT POINTS

Fortitude

AC

Reflex

Speed

Will

Initiative

Melee Bonus

Missile Bonus

Weapon

Bonus

Damage

Minion One	Ability Name	Ability Score	Ability Modifier	Fortitude
	STR			
	DEX			
	CON			
	INT			
	WIS			
	CHA			

Reflex

Will

HIT POINTS

Melee Bonus

Missile Bonus

Weapon

Bonus

Damage

AC

Init.

Speed

Sanity Loss

Face / Reach

Skills, Feats & Other Abilities

Minion Two	Ability Name	Ability Score	Ability Modifier	Fortitude
	STR			
	DEX			
	CON			
	INT			
	WIS			
	CHA			

Reflex

Will

HIT POINTS

Melee Bonus

Missile Bonus

Weapon

Bonus

Damage

AC

Init.

Speed

Sanity Loss

Face / Reach

Skills, Feats & Other Abilities

Minion Three	Ability Name	Ability Score	Ability Modifier	Fortitude
	STR			
	DEX			
	CON			
	INT			
	WIS			
	CHA			

Reflex

Will

HIT POINTS

Melee Bonus

Missile Bonus

Weapon

Bonus

Damage

AC

Init.

Speed

Sanity Loss

Face / Reach

Skills, Feats & Other Abilities

d20 Call of Cthulhu Gamemaster's Pack

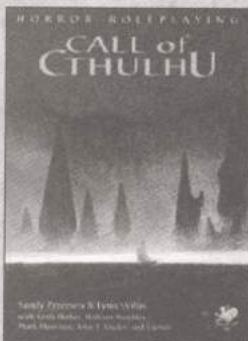
This package holds a wealth of resources for the new or experienced **d20 Call of Cthulhu** gamemaster. Within it's musty pages you will find:



A Full-color Gamemaster's Screen: All the vital charts and tables for running a **d20 Call of Cthulhu** game lurk behind a full color painting of Cthulhu itself.

4 Index bookmarks: Hold your spot in four different areas of the d20 rulebook, and quickly look up relevant rules.

Dire Documents: A folio of fiendish forms, containing 16 forms for asylum admittance records, blank police reports, dental records, and more!



Complete Conversion System: Quickly and easily convert gods, monsters and investigators from classic Chaosium **Call of Cthulhu** products to the new d20 rules set!

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The Lost Temple of Yig: This thrilling adventure takes the investigators deep into the heart of the Amazon jungle. Dual stats are provided to use this scenario with either version of **Call of Cthulhu**!

And much more!



ISBN 1-56882-166-2



9 781568 821665

5 1995



0602-8801CHA\$19.95

Arkham Sanitarium

INPATIENT ADMISSION FORM

Patient's Name: _____ Room No.: _____
 Usual Address: _____
 Usual Occupation: _____
 Race: _____ Sex: _____ Age: _____ DOB: _____ Height: _____ Weight: _____ Hair Color: _____ Eye Color: _____
 Next of Kin: _____ Telephone: _____
 Address: _____

History of current condition:

If paperwork from psychological interview is available, please attach copy to this form.

Diagnosis of condition:

History of previous conditions, injuries and medications:

CONDITION ON ADMISSION

Blood Pressure	Pulse	Temperature	Respiratory Rate

Initial diagnostic impressions:

LIST ALL DIAGNOSTIC STUDIES DONE

(X-rays, blood tests, etc. and all results)

PLANNED TREATMENT FOR PATIENT

(List medications, therapy plans, etc.)

Was admission voluntary? ☐ Yes ☐ No

*If answer is "No," include all relevant documents
(medical and dental records, police records, court
documents, etc.)*

Admitting Psychiatrist:

Signature: _____ Date: _____

List all personal items surrendered to Sanitarium staff:

Commonwealth of Massachusetts

Certificate of Insanity

This document does hereby serve notice that

has been certified
Legally Insane
by the Commonwealth of Massachusetts on this date of

Whereby the above named has become a Ward of the State
to be committed to an appropriate Institution of Mental Hygiene
to receive treatment for the condition of

For a period of six (6) months or more, as care shall require,
or until sufficient cause can be shown as to warrant release.

Thomas E. Ellis M.D.
Attending Psychiatrist or Physician

Roland B. Fournier
Judge, District Court

Eric Herdstrom M.D.
Superintendent of Institution

Keegan Randall
Judge, Municipal Court





Arkham Sanitarium

225 East Derby Street
Arkham, Mass.



Patient use only



The staff of Arkham Sanitarium reserves the right to read and edit any correspondence the patients write or receive. This is done to ensure that they do not expose themselves to any disturbing influences, and do not inflict similar influences on others.



Arkham Sanitarium

AS/S-1912f

Dr. Eric Hardstrom

Chief of Staff

225 East Derby Street

Arkham, Mass.

Telephone 3887

Arkham Sanitarium

PATIENT TRANSFER FORM

Patient's Name: _____ Age: _____ Sex: _____ Race: _____ Weight: _____

Address: _____

Next of Kin: _____ Telephone: _____

Address: _____

History of current condition:

If paperwork from psychological interview is available, please attach copy to this form.

Diagnosis of condition:

History of previous conditions, injuries and medications:

CONDITION ON ADMISSION

Blood Pressure

Pulse

Temperature

Respiratory Rate

Initial diagnostic impressions:

LIST ALL DIAGNOSTIC STUDIES DONE

(X-rays, blood tests, etc. and all results)

TREATMENT RENDERED TO PATIENT

(List medications with amount and time, psychiatric treatments, etc.)

Status of patient when transferred:

Management during transport:

Name of Physician Referring Patient:

Name of Physician and Hospital Receiving Patient:

Telephone: _____

Signature of Receiving Physician:

Date:

Arkham Sanitarium

PATIENT PSYCHOLOGICAL PROFILE

If any notes or transcripts from psychological interview are available, please attach them to this form.

Psychiatrist's Name: _____ Telephone: _____

Case No.: _____ Date of Interview: _____

Patient Name: _____ Room No.: _____

Responsible Party (next of kin, spouse, guardian, etc.): _____

Address: _____ Telephone: _____

Patient's chief complaint in own words:

Patient's personal history:

Diagnostic impressions:

(Also note reactions and perceptions of inkblot cards)

Recommended plan for treatment:

Psychiatrist's Signature: _____ Date: _____

TIME OUT:

[illegible]

Watch Nurse: _____ Date: _____

Miskatonic



University



333 West College Street

Arkham, Massachusetts



 *Ex ignorantia ad sapientiam; e luce ad tenebras.* 

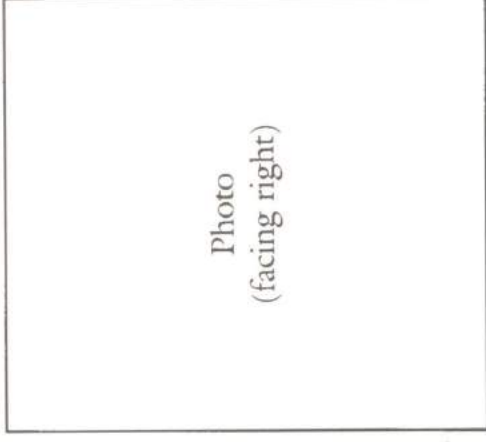
Police Department, Arkham, Massachusetts

302 East Armitage Street Telephone 3659

POL-1521FP

Last Name (capital letters) _____ First _____ Middle _____
Signature of person fingerprinted _____ File no. _____ Charge _____
Residence of person fingerprinted _____ Date of Birth _____ Height _____ Weight _____
Place of Birth _____ Eyes _____ Hair _____ Sex _____ Race _____
Signature of person taking fingerprints _____ Date _____

R. Thumb	R. Forefinger	R. Middle Finger	R. Ring Finger	R. Little Finger
L. Thumb	L. Forefinger	L. Middle Finger	L. Ring Finger	L. Little Finger



Left four fingers taken simultaneously	Left Thumb	Right Thumb	Right four fingers taken simultaneously
--	------------	-------------	---

Arkham, Massachusetts

In the case of

vs.

for the offense of

On this date of

Docket No.: _____

Case No.: _____

Details of court proceedings:

Prosecuting Attorney: _____ Signature: _____

Defending Attorney: _____ Signature: _____

Presiding Judge: _____ Signature: _____

TOWER PROFESSIONAL BUILDING
350 WEST ARMITAGE STREET
ARKHAM, MASSACHUSETTS
TELEPHONE 3771

Patient's Name: _____ File Number: _____

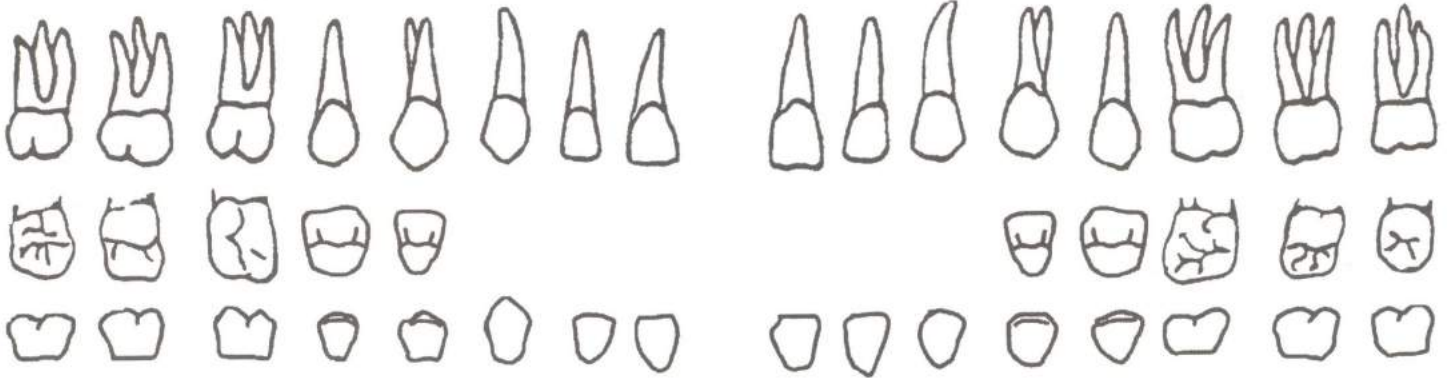
Address: _____ Telephone Number: _____

Color Code:

☐ Planned Work ☐ Completed Work

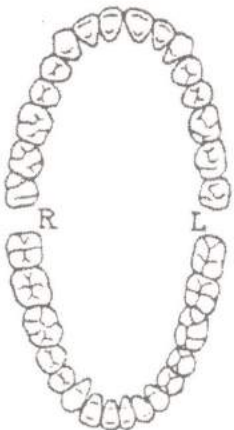
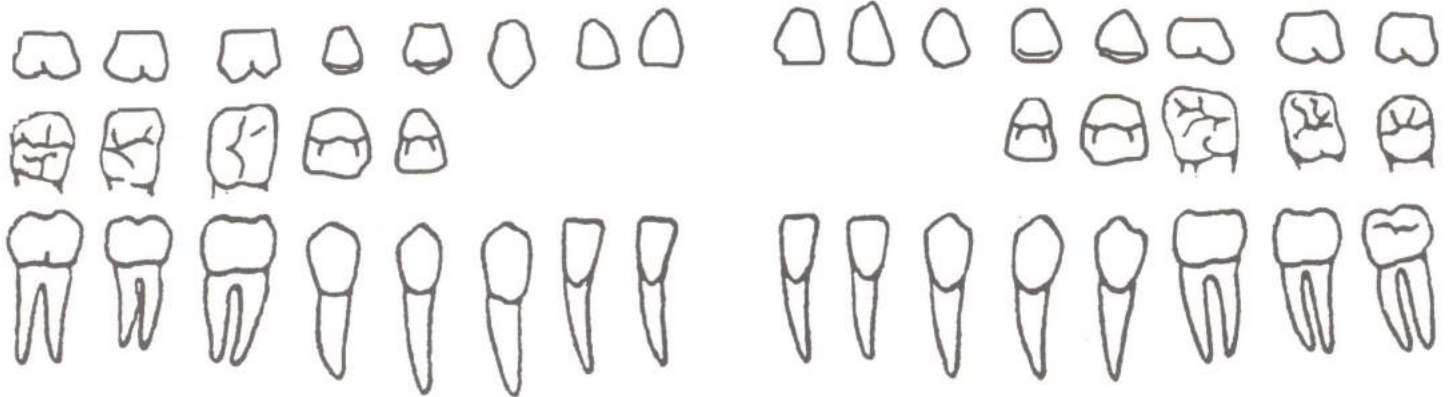
PATIENT'S LEFT

PATIENT'S RIGHT



UPPER

LOWER



Date work performed: _____

Summary of work performed: _____

Date work performed: _____

Summary of work performed: _____

Date work performed: _____

Summary of work performed: _____

Date work performed: _____

Summary of work performed: _____

Reg. Dist. No.: _____

Primary Reg. Dist. No.: _____

COMMONWEALTH OF MASSACHUSETTS

DEPARTMENT OF HEALTH

VITAL STATISTICS

State File No.: _____

Registrar's No.: _____

CERTIFICATE OF DEATH

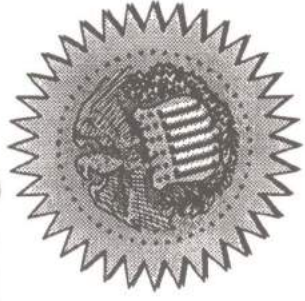
Decedent's Name:		Sex:	Marital Status:	Surviving Spouse:	
Race:	Education:	Place of Death:		Facility Name (address if residence):	
Decedent's Residence:		☐ Hospital ☐ Inpatient ☐ Outpatient ☐ DOA ☐ Other (specify) _____			
Age (from last birthday): _____	Date of Birth:	Date of Death:	Decedent's Usual Occupation:		
Under 1 year (months/days): _____	Birthplace:	Kind of Business/Industry:			
Under 1 day (hours/minutes): _____					
Father's Name:		Mailing Address:			
Mother's Name:					
Informant's Name:					
Registrar's Signature:			Date Filed:		
Signature of Person Issuing Permit for Disposition:			Date Permit issued:		
Method of Disposition:					Place of Disposition (cemetery, etc.):
☐ Burial ☐ Cremation ☐ Removal from State ☐ Donation ☐ Other (specify) _____					
Name of Embalmer:			License #:		Date of Disposition:
Signature of Funeral Director or other person:			License #:		
Certifier (Check only one): ☐ Certifying Physician To the best of my knowledge, death occurred at the time, place, and date and due to the cause(s) and manner as specified. ☐ Coroner On the basis of examination and/or investigation, in my opinion, death occurred at the time, date, and place, and due to the cause(s) and manner as stated.					
Certifier's Signature and Title:		License #:	Date signed:	Time of Death:	
Name and Address of Person who Completed Cause of Death:			Was Case Referred to Coroner? ☐ Yes ☐ No		Date Pronounced Dead:
Immediate Cause (final disease or condition resulting in death):			Approximate interval between onset and death:		
a _____ b _____ c _____ d _____ Sequentially list conditions, if any, leading to immediate cause. Enter UNDERLYING CAUSE (disease or injury that initiated events resulting in death) LAST .					
Other significant conditions (contributed to death, but not resulting in Underlying Cause):			Was Autopsy performed? ☐ Yes ☐ No		Were Autopsy findings available prior to completion of Cause of Death? ☐ Yes ☐ No
Manner of Death:		Date of Injury:	Time of Injury:	Describe how Injury occurred:	
☐ Natural ☐ Pending Investigation ☐ Accident ☐ Could not be determined ☐ Suicide ☐ Homicide		Place of Injury:	Injury at Work?	Location:	

Office of the Mayor
Award for

Meritorious Service

*This award for excellence and outstanding community service
is hereby granted to*

*The surpassing civic duty exhibited by this individual
shall ever stand as a beacon to all who aspire to true greatness.
The courage of this genuine patriot is recognized this ___ day
of _____ in the presence of the city.*



Mayor

City Council Chairman

Keeper's Choice Award For The

Superlative Deed

Of

Name of Deceased Investigator

This award is presented in recognition of a praiseworthy swan song befitting a genuine hero. Be it known that this individual's quietus was accomplished in noble yet hopeless combat against the Ethulhu Mythos. The bravery and dignity of this investigator's life was masterfully demonstrated in this dramatic death.

Keeper

Player

Creatures, Cults
and Other
Horrors

d20 Call of Cthulhu

Combat & Other
Dangers

d20 Call of Cthulhu

Insanity & Magic

d20 Call of Cthulhu

Characters &
Equipment

d20 Call of Cthulhu

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That is not dead which can eternal lie,
And with strange aeons even death may die.

— H. P. Lovecraft

CALL OF CTHULHU™



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Object Hardnesses

Object	Hardness	Hit Points	Break DC
Rope (1 inch diam.)	0	2	23
Bottle	1	1	12
Simple wooden door	5	10	13
Wooden pole	5	2	14
Small chest	5	1	17
Good wooden door	5	15	18
Strong wooden door	5	20	23
Car door	6	10	28
Masonry wall (1 ft. thick)	8	90	35
Hewn stone (3 ft. thick)	8	540	50
Chain	10	5	26
Handcuffs	10	10	26
Iron door (2 in. thick)	10	60	28

Fleeing

Double Move

A character may move up to double its Speed score as a "Double Move". This character may not attack this round. It is effectively a "move and a move". If this character moves within five feet of an opponent, it must halt movement immediately.

Run

Running is a full-round action. The character may move up to four times its Speed score, but must move in a straight line only.

DC Examples

Difficulty	DC
Very Easy	0
Easy	5
Average	10
Tough	15
Challenging	20
Formidable	25
Heroic	30

Action Types

During a round a character can:

- Take a move and then an attack equivalent action.
- Take an attack equivalent and then a move action.
- Take two move actions.
- Take a full-round action.



The Eye
of Light
And
Darkness

Abilities

Score	Modifier
1	-5
2-3	-4
4-5	-3
6-7	-2
8-9	-1
10-11	0
12-13	+1
14-15	+2
16-17	+3
18-19	+4
20-21	+5
and so on....	

Combat Spot Rules

Attacks (p. 62)

You may move and make a single attack per round.

Melee Attack Roll = 1d20 + base attack bonus + Str modifier + size modifier.

Ranged Attack Roll = 1d20 + base attack bonus + Dex modifier + size modifier + range penalty.

Armor Class = 10 + Dex modifier + size modifier + armor bonus if any.

Attack Options (p. 65)

Attack = Move and attack, or attack and move.

Charge = Move up to double speed, then attack at +2. AC is -2 until next action.

Full Attack = Attack multiple times in a round if character has such ability. Cannot move more than a "5-foot step."

Death, Dying

and Healing (p. 68)

0 Hit Points = Disabled. Can only take a single action next turn.

-1 to -9 Hit Points = Unconscious and dying. Lose 1 hit point per round. 10% chance to stabilize and stop HP loss each turn.

-10 Hit Points = Dead.

Healing: A DC15 Heal check will stabilize a bleeding character and stop loss of Hit Points.

Initiative (p.64)

Previous to first round of combat. 1d20+Dex modifier.

Massive Damage (p. 70)

A character taking more than 10 points of damage from a single source must succeed in a Fortitude save (DC 15) or die on the spot.

Cover

Degree of Cover	Bonus to AC	Bonus to Reflex Save
One-quarter	+2	+1
One-half	+4	+2
Three-quarters	+7	+3
Nine-tenths	+10	+4*
Total	—	—

*Half-damage if save is failed; none if successful.

Attack Roll Modifiers

Circumstance	Melee	Ranged
Attacker flanking defender*	+2	—
Attacker on higher ground	+1	—
Attacker prone	-4	**
Attacker invisible	+2†	+2†
Defender sitting or kneeling	+2	See 5-5: Cover
Defender prone	+4	See 5-5: Cover
Defender cowering or stunned	+2†	+2†
Defender climbing	+2†	+2†
Defender surprised or flat-footed	+0†	+0†
Defender running	+0†	-2†
Defender grappling (attacker not)	+0†	+0††
Defender pinned	+4†	-4†
Defender has cover	See 5-5: Cover	
Defender concealed or invisible	See 5-6: Concealment	
Defender helpless	See helpless defenders, p. 73 Core Rules	

* A defender is flanked when it has two allied attackers on either side.

** Some weapons (such as bows) cannot normally be fired while prone.

† Defender loses any Dexterity bonus to AC.

†† Roll randomly to see which grappling companion you strike. That defender loses any Dex bonus to AC.

Detecting Invisible Creatures

Condition	Listen DC
In combat or speaking	0
Moving at half speed	Move Silently check.
Moving at full speed	Move Silently check at -4.
Running or charging	Move Silently check at -20.
Distance	+1 to DC per 10 feet.
Obstacle: door	+5 to DC.
Obstacle: stone wall	+15 to DC.

Spot Rules for Spellcasting

Casting Time (p. 126)

Type	Notes
1 Action	Cast as an attack action.
1 Full round	Spell takes effect on caster's initiative rank on the round after casting.
1 Minute	Spell takes effect on caster's initiative rank 10 rounds after casting.

Range (p.126)

Personal: Spell affects caster only.

Touch: Must touch target to affect it.

Close: Up to 25 feet away +5 feet for every two caster levels.

Medium: Up to 100 feet away +10 feet per caster level.

Long: Up to 400 feet away +40 feet per caster level.

Unlimited: Affects target anywhere on same plane of existence.

Spell Saving Throw (p. 127)

Saving Throw DC = 15+Caster's Int bonus.

Type of save will be noted by the individual spell.

Spot Rules For Sanity

Threshold

Temporary Insanity

Indefinite Insanity

Permanent Insanity

Cthulhu Mythos Skill Gain

Cause

Character loses Sanity Points equal to half Wisdom score (lasts 1d10+4 rounds).

Character loses 20% of current Sanity Points in one hour (lasts 1d10x10 hours).

Character reaches -10 Sanity Points.

+2 Ranks first time character fails a Sanity check due to Mythos related horrors, +1 each time thereafter.

Maximum Sanity = 99-Cthulhu Mythos skill ranks

Sanity Loss Examples

Sanity Lost	Unnerving or Horrifying Situation
0/1d2	Surprised to find mangled animal carcass.
0/1d3	Surprised to find human corpse.
0/1d3	Surprised to find human body part.
0/1d4	Finding a stream flowing with blood.
1/1d4+1	Finding a mangled human corpse.
0/1d6	Awakening trapped in a coffin.
0/1d6	Witnessing a friend's violent death.
0/1d6	Seeing a ghoul.
1/1d6+1	Meeting someone you know to be dead.
0/1d10	Undergoing severe torture.
1/1d10	Seeing a corpse rise from its grave.
2/2d10+1	Seeing a gigantic severed head fall from the sky.
1d10/1d%	Seeing Great Cthulhu.

Temporary Insanity

d10	Insanity Type	Duration
1—7	Short	1d10+4 rounds
8—10	Long	1d10x10 hours



The
Elder
Sign



Sign of
the
Dark
Mother



The
Sign of
Eibon



The
Yellow
Sign



The
Pnakotic
Pentagon

