

THE Two-HEADED SERPENT

AN EPIC ACTION-PACKED AND GLOBE-SPANNING CAMPAIGN FOR PULP CTHULHU

KEEPER REFERENCE BOOKLET

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**STATISTIC PROFILES OF THE NPCs ENCOUNTERED IN THE
TWO-HEADED SERPENT. PRINT OUT THIS BOOKLET FOR QUICK
REFERENCE WHEN RUNNING THE CAMPAIGN.**



BOLIVIA

Dr. Rafael Gomez, 35, medical doctor

STR 50 CON 60 SIZ 55 DEX 80 INT 85
APP 45 POW 55 EDU 85 SAN 50 HP 11
DB: 0 Build: 0 Move: 8 MP: 11 Luck: 27

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Credit Rating 70%, First Aid 65%, Medicine 85%,
Persuade 65%.

Dr. Anahi Salvatorelli, 28, medical doctor

STR 60 CON 65 SIZ 45 DEX 70 INT 90
APP 70 POW 65 EDU 90 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 13 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Credit Rating 80%, Fast Talk 50%, First Aid 45%,
Medicine 75%.

Sergio Lorenzi, 52, nurse

STR 75 CON 55 SIZ 40 DEX 60 INT 60
APP 55 POW 45 EDU 60 SAN 40 HP 9
DB: 0 Build: 0 Move: 7 MP: 9 Luck: 0

Combat

Brawl 55% (27/11), damage 1D3
Dodge 50% (25/10)

Skills

Charm 60%, First Aid 75%, Medicine 20%, Survival
(Jungle) 45%.

Elena Barrai, 21, nurse

STR 80 CON 45 SIZ 55 DEX 50 INT 50
APP 85 POW 50 EDU 55 SAN 30 HP 10
DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: 25

Combat

Brawl 25% (12/5), damage 1D3 + 1D4
Dodge 25% (12/5)

Skills

First Aid 70%, Intimidate 50%, Medicine 15%.

Gregorio Guerrero, 42, local hero

STR 60 CON 70 SIZ 50 DEX 75 INT 80
APP 55 POW 75 EDU 55 SAN 75 HP 12
DB: 0 Build: 0 Move: 8 MP: 15 Luck: 37

Combat

Brawl 40% (20/8), damage 1D3
Dodge 48% (24/9)

Skills

Charm 40%, First Aid 45%, Navigate 50%, Psychology
50%, Track 70%, Survival (Jungle/Forest) 80%.

Other Camp Staff and Locals

Use the following profile for minor NPCs and assign skills
as required.

STR 50 CON 50 SIZ 55 DEX 65 INT 70
APP 50 POW 50 EDU 55 SAN 50 HP 10
DB: 0 Build: 0 Move: 8 MP: 10 Luck: 0

Combat

Brawl 35% (17/7), damage 1D3
Dodge 32% (16/6)

Bolivian Soldiers, entranced henchmen

STR 65 CON 60 SIZ 55 DEX 55 INT 50
APP 45 POW 45 EDU 45 SAN 25 HP 12*
DB: +1D4 Build: 1 Move: 8 MP: 9 Luck: 0

*Treat the soldiers as mooks—they are automatically
incapacitated when reduced to half their hit points.

Combat

Brawl 50% (25/10), damage 1D3 + 1D4;
or machete, 1D8 + 1D4
Shotgun 50% (25/10), damage
4D6/2D6/1D6 (10/20/50 yards)
Dodge 30% (15/6)

Skills

Climb 50%, Spot Hidden 45%, Stealth 35%, Listen 50%.

Armor: none.

Karnassh, disguised serpent man

STR 60 CON 60 SIZ 65 DEX 85 INT 85
APP — POW 75 EDU — SAN — HP 25*
DB: +1D4 Build: 1 Move: 8 MP: 15 Luck: 75

**A base of 13 + 12 points from the Flesh Ward spell already cast.*

Combat

Attacks per round: 1 (usual range of unarmed attacks open to humanoids)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Flying Fang: thrown weapon (Throw skill) of serpent person design, with a range of 10 yards. These short metal snake-like spikes cause little damage (1D3) but inflict agonizing pain. Those hit must succeed with a Hard CON roll or fall to the ground in agony for 1D6 rounds. See Flying Fang, page 250, Appendix B.

Fighting	50% (25/10), damage 1D3 + 1D4
Bite	35% (17/7), damage 1D8 + poison (see above)
Flying Fang	60% (30/12), damage 1D3 + paralysis (see above)
.303 rifle	60% (30/12), damage 2D6 + 4
Dodge*	42% (21/8)

**If Karnassh's life is threatened and a soldier is at hand, you may wish to use "Look Out Master!" to save his life (see page 63, Pulp Cthulhu).*

Skills

Intimidate 65%, Listen 50%, Sciences: (Biology) 50%, (Chemistry) 45%, Spot Hidden 55%, Stealth 60%.

Armor: 1-point scales.

Spells: Cloud Memory, Dominate, Fist Of Yog-Sothoth, Flesh Ward, Skinwalking (see Appendix B, see page 258), Words Of Power.

Sanity loss: 0/1D6 Sanity points to see a serpent person; no Sanity loss while in human disguise.

Equipment: light backpack, containing: dynamite, a stone flute (see Flute of Tsathoggua, page 250, Appendix B), maps of the area, and a compass. Karnassh will use the flute to call any roaming formless spawn, should the heroes get close to uncovering his identity or plans. While he will not be able to control the spawn, he can be sure it will cause a distraction.

NEW YORK

CADUCEUS PERSONNEL

Delores Parville, 38, Loyal Secretary

STR 40 CON 65 SIZ 55 DEX 75 INT 75
APP 50 POW 50 EDU 60 SAN 37 HP 12
DB: 0 Build: 0 Move: 8 MP: 10 Luck: 0

Combat

Brawl	25% (12/5), damage 1D3
.22 auto	40% (20/8), damage 1D6
Dodge	40% (20/8)

Skills

Charm 40%, Intimidate 60%, Listen 50%, Office Administration 75%, Psychology 60%, Spot Hidden 40%.

Philip Conners, 43, Pharmaceutical Quartermaster

STR 55 CON 50 SIZ 85 DEX 60 INT 65
APP 55 POW 60 EDU 70 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: 0

Combat

Brawl	25% (12/5), damage 1D3 + 1D4
Dodge	30% (15/6)

Skills

Fast Talk 60%, Office Administration 65%, Spot Hidden 50%.

MAFIA

Giuseppe "Joseph" Bonanno, 28, Mafia boss

STR 80 CON 65 SIZ 55 DEX 60 INT 80
APP 50 POW 60 EDU 85 SAN 60 HP 12
DB: +1D4 Build: 1 Move: 9 MP: 12 Luck: 0

Combat

Brawl	80% (40/16), damage 1D3 + 1D4
.38 auto	65% (32/13), damage 1D10
Thompson SMG	65% (32/13), damage 1D10+2
Dodge	50% (25/10)

Skills

Credit Rating 90%, Fast Talk 75%, Intimidate 70%, Language (Italian) 80%, Listen 50%, Persuade 60%, Psychology 60%, Spot Hidden 60%.

Phillipe Rappa, 40, Mafia advisor

STR 50 CON 70 SIZ 60 DEX 55 INT 85
APP 55 POW 55 EDU 85 SAN 55 HP 13
DB: 0 Build: 0 Move: 6 MP: 11 Luck: 0

Combat

Brawl 40% (20/8), damage 1D3
.38 auto 55% (27/11), damage 1D10
Thompson SMG 40% (20/8), damage 1D10+2
Dodge 45% (22/9)

Skills

Credit Rating 40%, Language (Italian) 85%, Listen 65%,
Psychology 85%, Spot Hidden 75%.

Francesco "Frank Caroll" Garofalo, 42, Mafia underboss

STR 60 CON 75 SIZ 65 DEX 70 INT 80
APP 55 POW 60 EDU 80 SAN 60 HP 14
DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: 0

Combat

Brawl 60% (30/12), damage 1D3 + 1D4
.32 auto 70% (35/14), damage 1D8
Thompson SMG 50% (25/10), damage 1D10+2
Dodge 50% (25/10)

Skills

Credit Rating 65%, Fast Talk 65%, Intimidate 65%,
Language (Italian) 80%, Listen 50%, Persuade 55%,
Psychology 55%, Spot Hidden 55%.

Giovanni "John" Bonventre, 32, trusted Mafioso

STR 55 CON 60 SIZ 70 DEX 65 INT 90
APP 60 POW 70 EDU 90 SAN 70 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 14 Luck: 0

Combat

Brawl 70% (35/14), damage 1D3 + 1D4
.38 auto 50% (25/10), damage 1D10
Thompson SMG 40% (20/8), damage 1D10+2
Dodge 60% (30/12)

Skills

Credit Rating 45%, Fast Talk 60%, Intimidate 60%,
Language (Italian) 90%, Listen 50%, Persuade 50%,
Psychology 55%, Spot Hidden 60%.

Filemone Casale, 36, Mafioso muscle

STR 85 CON 70 SIZ 80 DEX 60 INT 70
APP 45 POW 50 EDU 60 SAN 50 HP 15
DB: +1D6 Build: 2 Move: 8 MP: 14 Luck: 0

Combat

Brawl 80% (40/16), damage 1D3 + 1D6
12g shotgun 50% (25/10), damage
4D6/2D6/1D6
Dodge 30% (15/6)

Skills

Climb 50%, Intimidate 80%, Jump 50%, Language (Italian)
70%, Listen 35%, Spot Hidden 35%.

Venere Ardito, 34, Mafioso safe cracker

STR 50 CON 50 SIZ 45 DEX 90 INT 90
APP 50 POW 70 EDU 80 SAN 70 HP 9
DB: 0 Build: 0 Move: 9 MP: 14 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
.32 auto 35% (17/7), damage 1D8
Dodge 90% (45/18)

Skills

Climb 75%, Demolitions 70%, Electrical Repair 60%, Fast
Talk 40%, Jump 75%, Locksmith 85%, Mechanical Repair
60%, Sleight of Hand 80%, Spot Hidden 40%, Stealth 90%.

Mafia Associates, Mafia Soldiers, and Caduceus Security Guards

STR 40 CON 50 SIZ 50 DEX 45 INT 30
APP 30 POW 30 EDU 40 SAN 30 HP 10
DB: 0 Build: 0 Move: 7 MP: 6 Luck: 0

Combat

Attacks per round: 1

Brawl 35% (17/7), damage 1D3
Thompson SMG* 30% (16/6), damage 1D10+2
.32 auto* 30% (16/6), damage 1D8
Dodge 25% (12/5)

*Thompson for Mafia soldiers, .32 auto for security guards
and Mafia associates.

Armor: none.

Skills: none.

Martino Bresciani (Hlysa), appears 35, serpent man masquerading as a Mafioso

STR 80 CON 70 SIZ 60 DEX 60 INT 90
APP 65* POW 60 EDU — SAN — HP 13
DB: +1D4 Build: 1 Move: 9 MP: 12 Luck: 30

**As human.*

Combat

Attacks per round: 1 (usual range of unarmed attacks open to humanoids)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Fighting 75% (37/15), damage 1D3 + 1D4
Bite 55% (27/11), damage 1D8 + poison
Dodge 50% (25/10)

Skills

Drive Auto 50%, Intimidate 40%, Language: Italian 70%, Listen 70%, Spot Hidden 70%, Stealth 50%.

Armor: 1-point scales.

Spells: The Serpent's New Skin, Become The Darkness (see Appendix B, page 256 onwards).

Sanity loss: 0/1D6 Sanity points to see a serpent person.

NORTH BORNEO

Quentin Shapiro, 36, Caduceus scientist and team handler

STR 45 CON 55 SIZ 50 DEX 65 INT 85
APP 60 POW 65 EDU 90 SAN 50 HP 10
DB: 0 Build: 0 Move: 8 MP: 13 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Cthulhu Mythos 5%, Chemistry 65%, First Aid 45%, Medicine 55%.

Captain Lancaster, 35, British Army commander

STR 70 CON 80 SIZ 70 DEX 60 INT 70
APP 60 POW 65 EDU 75 SAN 55 HP 15
DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: 0

Combat

Brawl 65% (32/13), damage 1D3 + 1D4
.303 rifle 70% (35/14), damage 2D6+4
.45 revolver 70% (35/14), damage 1D10+2
Dodge 50% (25/10)

Skills

Climb 40%, Credit Rating 55%, Intimidate 85%, Jump 40%, Language (Malay) 30%, Listen 55%, Navigate 55%, Persuade 55%, Psychology 50%, Spot Hidden 60%.

Richard Clements, 40, NBCC geologist

STR 55 CON 75 SIZ 60 DEX 65 INT 80
APP 55 POW 50 EDU 85 SAN 50 HP 13
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Credit Rating 45%, Demolitions 40%, Intimidate 35%, Language (Malay) 25%, Listen 40%, Psychology 35%, Science (Geology) 65%, Spot Hidden 55%.

British Army Soldiers

Use this profile for all soldiers.

STR 65 CON 70 SIZ 60 DEX 55 INT 55
APP 50 POW 50 EDU 65 SAN 46 HP 13*
DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: 0

**Treat the soldiers as mooks: they are automatically incapacitated when reduced to half their hit points.*

Combat

Brawl 55% (27/11), damage 1D3 + 1D4
.303 rifle 60% (30/12), damage 2D6+4
Dodge 40% (20/8)

Skills

Climb 45%, Demolitions 30%, Intimidate 40%, Language (Malay) 20%, Listen 50%, Psychology 30%, Spot Hidden 50%.

Abidin, 29, local guide

STR 50 CON 70 SIZ 45 DEX 80 INT 75
APP 50 POW 60 EDU 70 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 12 Luck: 0

KEEPER REFERENCE BOOKLET

Combat

Brawl 30% (15/6), damage 1D3
Dodge 70% (35/14)

Skills

Appraise 25%, Charm 40%, Climb 50%, Credit Rating 25%, Fast Talk 70%, Jump 40%, Language (English) 40%, Natural World 45%, Navigate 75%, Persuade 50%, Psychology 50%, Sleight of Hand 80%, Stealth 45%.

Kazin, 45, farm owner

STR 60 CON 70 SIZ 65 DEX 75 INT 75
APP 50 POW 60 EDU 70 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: 0

Combat

Brawl 30% (15/6), damage 1D3 + 1D4
Dodge 45% (22/9)

Skills

Art/Craft (Farming) 80%, Credit Rating 50%, Language (English) 35%, Listen 45%, Mechanical Repair 45%, Natural World 60%, Operate Heavy Machinery 45%, Psychology 45%, Spot Hidden 60%.

Farmers

Use this profile for all farmers.

STR 50 CON 50 SIZ 50 DEX 50 INT 60
APP 45 POW 55 EDU 60 SAN 55 HP 10*
DB: 0 Build: 0 Move: 8 MP: 12 Luck: 0

*Treat the farmers as mooks; they are automatically incapacitated when reduced to half their hit points.

Combat

Brawl 45% (22/9), damage 1D3;
or club 1D8
Dodge 30% (15/6)

Skills

Art/Craft (Farming) 70%, Language (English) 20%, Listen 40%, Spot Hidden 40%, Stealth 50%.

Surveyors

Use this profile for all surveyors.

STR 50 CON 50 SIZ 55 DEX 50 INT 65
APP 50 POW 50 EDU 75 SAN 50 HP 10*
DB: 0 Build: 0 Move: 7 MP: 12 Luck: 0

*Treat the surveyors as mooks; they are automatically incapacitated when reduced to half their hit points.

Combat

Brawl 30% (15/6), damage 1D3;
or large knife 1D8
Dodge 25% (12/5)

Skills

Language (Malay) 20%, Listen 40%, Science (Geology) 80%, Spot Hidden 45%, Stealth 40%.

Sahrizan, serpent man agent of the Inner Night

STR 80 CON 75 SIZ 50 DEX 90 INT 90
APP 60* POW 70 EDU — SAN — HP 12
DB: +1D4 Build: 1 Move: 9 MP: 14 Luck: 70

*As Shapiro.

Combat

Attacks per round: 1 (unarmed, weapon, or bite)

Bite: the bite of a serpent person is highly poisonous; the victim must succeed in an Extreme CON roll: if failed, suffer 1D8 damage.

Fighting 60% (30/12), damage 1D3 + 1D4
Bite 45% (22/5), damage 1D8 + poison
Knife 70% (35/14), damage 1D4+2 + 1D4
Dodge 60% (30/12)

Skills

Climb 50%, Electrical Repair 70%, Jump 45%, Intimidate 65%, Language (English) 40%, Language (Malay) 50%, Listen 50%, Mechanical Repair 60%, Read Lips 60%, Spot Hidden 70%, Stealth 80%.

Armor: 1-point scales.

Spells: The Serpent's New Skin, Become The Darkness (see Appendix B, page 256 onwards).

Sanity loss: 0/1D6 Sanity points to see a serpent person.

Equipment: Shapiro's possessions (taken after consuming his likeness).

Zoogs, cunning hunters

Use this profile for all zoogs. Assume six to twelve zoogs in a pack.

STR 15 CON 35 SIZ 10 DEX 100 INT 65
APP — POW 50 EDU — SAN — HP 4
DB: -2 Build: -2 Move: 12 MP: 10 Luck: 0

KEEPER REFERENCE BOOKLET

Combat

Attacks per round: 1 (bite, claw, or knife/dart)

Ambush: one zoog feigns being docile (and somewhat cute-looking) until their target is close enough, whereupon its pack mates will jump out to attack the unwary.

Fighting	45% (22/9), damage 1D4+1 -2; or knife, 1D6 -2
Dart	55% (27/11), damage 1D6 -2
Dodge	50% (25/10)

Armor: none.

Spells: a zoog may normally know up to 1D4 spells—unfortunately, their Dreamland's magic does not work in the Waking World (unless the Keeper desires it to).

Sanity loss: 0/1D3 Sanity points to see a zoog up close.

Buopoth, lumbering herbivore

STR 160	CON 85	SIZ 190	DEX 35	INT —
APP —	POW 65	EDU —	SAN —	HP 27
DB: +3D6	Build: 4	Move: 9	MP: 13	Luck: 0

Combat

Attacks per round: 1 (charge then trample)

Charge: target makes an opposed STR roll to avoid being knocked down.

Fighting	40% (20/8), damage 1D6 + 3D6
Charge	45% (17/7), damage 2D6 + 3D6 + knockdown
Trample	75% (37,15), damage 3D6 + 3D6 (to downed foe only)
Dodge	17% (8/3)

Skills

Listen 60%, Spot Hidden 40%.

Armor: none.

Spells: none.

Sanity loss: it costs no Sanity points to see a buopoth.

Gug, unclean giant

STR 225	CON 145	SIZ 285	DEX 55	INT 65
APP —	POW 55	EDU —	SAN —	HP 43
DB: +5D6	Build: 6	Move: 10	MP: 11	Luck: 0

Combat

Attacks per round: 2 (each arm extends into two forearms, each having its own attack)

Fighting
Dodge

60% (30/12), damage 1D6 + 5D6
25% (12/5)

Skills

Detect Prey 60%, Jump 60%, Stealth 70%, Track 50%.

Armor: 8-point skin, hair, and cartilage.

Spells: a gug has a 10% chance of knowing 1D10 spells—unfortunately, their Dreamland's magic does not work in the Waking World (unless the Keeper desires it to).

Sanity loss: 0/1D8 Sanity points to see a gug.

Leng Spider, immense web-spinners

STR 140	CON 90	SIZ 175	DEX 85	INT 50
APP —	POW 70	EDU —	SAN —	HP 26
DB: +3D6	Build: 4	Move: 6	MP: 14	Luck: 0

Combat

Attacks per round: 1 (bite, web toss)

Bite: injects venom, 4D10 damage; a successful Extreme CON roll halves the damage (critical success negates all poison damage).

Web toss: range 30 feet; the entangled target may only act to free themselves, requiring a successful Hard STR roll.

Fighting	40% (20/8), damage 1D3 + 3D6 + poison
Web toss	60% (30/12), damage entangle
Dodge	45% (22/9)

Skills

Jump 70%, Stealth 80%.

Armor: 6-point chitin.

Spells: none.

Sanity loss: 1/1D10 Sanity points to see a Leng spider.

Ghoul, charnel feeder

STR 80	CON 65	SIZ 65	DEX 65	INT 65
APP —	POW 65	EDU —	SAN —	HP 13
DB: +1D4	Build: 1	Move: 9	MP: 13	Luck: 0

Combat

Attacks per round: 3 (claws, bite)

Bite and hold (mnvr): if the ghoul's bite strikes home, it hangs on (instead of using claw attacks), and worries the victim with its fangs, continuing to do 1D4 damage automatically per round. An opposed STR roll is required

to dislodge the ghou, breaking the hold and ending the bite damage.

Fighting	40% (20/8), damage 1D6 + 1D4
Bite and hold	(mnvr) damage 1D4 per round*
Dodge	40% (20/8)

*Bite: wounds caused may become diseased if not treated.

Skills

Climb 85%, Jump 75%, Listen 70%, Spot Hidden 50%, Stealth 70%.

Armor: firearms and projectiles inflict half of rolled damage (round down fractions).

Spells: none.

Sanity loss: 0/1D6 Sanity points to see a ghoul.

Dhole, gigantic worm

While the heroes are very unlikely (and very very ill-advised) to get into combat directly with the dholes appearing in this scenario, the following statistics are provided for completeness.

STR 2525 CON 755 SIZ 2775 DEX 10 INT 35
APP — POW 170 EDU — SAN — HP 353
DB: +64D6 Build: 65 Move: 15 MP: 34 Luck: 0

Combat

Attacks per round: 1 (crush, spit goo, engulf)

Crush: a blow from its bulk is like being hit by a train—if a dhole crushes a hero, death is automatic (Avoiding Certain Death is a necessity, see *Pulp Cthulhu*, page 61).

Goo attack: a dhole can spit a gob of slimy goo from its mouth up to a range of 2-3 miles. The goo covers a circular area with a diameter equal to 1% of the monster's SIZ in feet (25 feet across). If caught in the goo, the hero is stunned and cannot breathe and must attempt a CON roll each round; once a CON roll is failed, 1D6 damage is suffered each round thereafter until death or until the victim is able to breathe (increase to a Hard CON roll if the hero is in a state of physical exertion, like trying to break free of the goo). In addition, the caustic goo inflicts 1 damage per round while the hero is caught. Climbing free of the goo requires a Hard STR roll (reduce to Regular difficulty if the hero is being assisted by un-gooed heroes).

Engulf: if a dhole swallows someone, it scoops clean an area equal in size to the area of its goo attack (25 feet). Engulfed heroes may attempt to kill and/or break out by attacking the creature from the inside—negating its armor. Of course, it would be advisable to exit via the monster's mouth, rather than trying to break through its tough skin.

Fighting	30% (15/6), damage certain death
Spit goo	50% (25/10), damage special
Engulf	80% (40/16), damage swallowed (death in 1D4 days from digestion)
Dodge	6% (3/1)

Skills

Burrow Through Worlds 100%.

Armor: 34 (equal one-fifth of the dhole's POW); attacks targeting the mouth negate its armor.

Spell: none.

Sanity loss: 1D4/1D20 Sanity points to fully see a dhole in all of its immensity.

OKLAHOMA

Reverend Kornfield, 48, risen preacher of Yig

STR 55 CON 70 SIZ 65 DEX 55 INT 70
APP 65 POW 120 EDU 70 SAN — HP 13
DB: 0 Build: 0 Move: 6 MP: 24 Luck: 60

Combat

Brawl	25% (12/5), damage 1D3
Dodge	60% (30/12)

Special Abilities

Immunity: will not be attacked by snakes and is immune to snake and serpent person venom.

Healing Hands: Yig has blessed the Reverend with this ability. By expending 20 magic points, the Reverend can heal the sick and dying. The healing always carries an ophidian-themed side effect (such as laying eggs, feeding on insects, becoming cold blooded, etc.).

Skills

Credit Rating 30%, Cthulhu Mythos 50%, Persuade 80%, Spot Hidden 45%, Listen 50%.

KEEPER REFERENCE BOOKLET

Sheriff Cliff Benson, 51, Kornfield's right hand man

STR 75 CON 65 SIZ 75 DEX 75 INT 60
APP 35 POW 60 EDU 65 SAN 50 HP 14
DB: +1D4 Build: 1 Move: 6 MP: 12 Luck: 30

Combat

Brawl 70% (35/14), damage 1D3 + 1D4
.38 revolver 80% (40/16), damage 1D10
12-g shotgun 60% (30/12), damage 4D6/2D6/1D6
Dodge 40% (20/8)

Skills

Credit Rating 20%, Intimidate 70%, Psychology 50%, Spot Hidden 75%

Peggy Shaw, 19, egg-laying teen

STR 35 CON 50 SIZ 55 DEX 40 INT 40
APP 40 POW 50 EDU 40 SAN 25 HP 10
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 21% (10/4)

Skills

Charm 50%, Credit Rating 09%, Spot Hidden 30%, Sleight of Hand 50%

Gregory Shaw, 19, cheating husband in turmoil

STR 60 CON 65 SIZ 70 DEX 70 INT 65
APP 70 POW 65 EDU 55 SAN 60 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Credit Rating 10%, Listen 40%, Fast Talk 40%, Mechanical Repair 60%

Susie Schoenbaum, 17, youthful activist

STR 50 CON 75 SIZ 50 DEX 60 INT 80
APP 65 POW 50 EDU 50 SAN 50 HP 12
DB: 0 Build: 0 Move: 8 MP: 10 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 30% (15/6)

Skills

Climb 60%, Credit Rating 12%, Psychology 40%

Pearl Schoenbaum, 54, skin-shedding housewife

STR 65 CON 50 SIZ 70 DEX 50 INT 55
APP 10-90*POW 65 EDU 55 SAN 35 HP 12
DB: +1D4 Build: 1 Move: 5 MP: 13 Luck: 0

*See Personal Description (page 111)

Combat

Brawl 35% (18/7), damage 1D3 + 1D4
Dodge 26% (13/5)

Skills

Credit Rating 20%, Listen 40%, Persuade 50%

Bill Schoenbaum, 55, troubled blacksmith

STR 90 CON 70 SIZ 80 DEX 70 INT 60
APP 60 POW 40 EDU 55 SAN 30 HP 15
DB: +1D6 Build: 2 Move: 6 MP: 8 Luck: 0

Combat

Brawl 50% (25/10), damage 1D3 + 1D6
Dodge 40% (20/8)

Skills

Credit Rating 20%, Intimidate 50%, Spot Hidden 60%

Harry Mathewson, 67, feasting caretaker

STR 60 CON 60 SIZ 65 DEX 40 INT 50
APP 50 POW 60 EDU 50 SAN 30 HP 12
DB: +1D4 Build: 1 Move: 4 MP: 12 Luck: 0

Combat

Brawl 45% (22/9), damage 1D3+1D4
Dodge 20% (10/4)

Skills

Charm 40%, Credit Rating 15%, Spot Hidden 50%

Ralph Kunkel, 31, barber in denial

STR 60 CON 70 SIZ 45 DEX 70 INT 50
APP 60 POW 65 EDU 50 SAN 60 HP 11
DB: 0 Build: 0 Move: 9 MP: 13 Luck: 0

Combat

Brawl 40% (20/8), damage 1D3
Dodge 36% (18/7)

Skills

Credit Rating 18%, Spot Hidden 40%, Sleight of Hand 50%

George Hensen, 34, agile laborer

STR 70 CON 80 SIZ 65 DEX 100 INT 35
APP 45 POW 40 EDU 40 SAN 20 HP 14
DB: +1D4 Build: 1 Move: 10 MP: 8 Luck: 0

Combat

Brawl 40% (20/8), damage 1D3 + 1D4
Dodge 100% (50/20)

Skills

Credit Rating 10%, Intimidate 50%, Jump 70%, Spot Hidden 40%

Mortimer Allen, 32, father, pilgrim

STR 50 CON 60 SIZ 60 DEX 60 INT 65
APP 45 POW 70 EDU 60 SAN 70 HP 12
DB: 0 Build: 0 Move: 8 MP: 14 Luck: 0

Combat

Brawl 30% (15/6), damage 1D3
Dodge 31% (15/6)

Skills

Credit Rating 18%, Drive Auto 50%, Fast Talk 70%, Spot Hidden 40%

Lloyd Allen, 10, son, pilgrim

STR 20 CON 60 SIZ 25 DEX 60 INT 60
APP 55 POW 75 EDU 20 SAN 70 HP 8
DB: -2 Build: -2 Move: 8 MP: 15 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3 -2
Dodge 31% (15/6)

Skills

Credit Rating 10%, Persuade 40%, Listen 60%

Hilliard Fowler, 61, heavy-drinking wood merchant

STR 70 CON 65 SIZ 70 DEX 45 INT 55
APP 30 POW 40 EDU 50 SAN 35 HP 13
DB: +1D4 Build: 1 Move: 5 MP: 8 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3 + 1D4
.38 revolver 40% (20/8) damage 1D10
Dodge 23% (11/4)

Skills

Credit Rating 25%, Intimidate 40%, Spot Hidden 40%

ICELAND

Gunnhildur Jensdóttir, 54, earthy local guide

STR 65 CON 70 SIZ 60 DEX 65 INT 65
APP 50 POW 50 EDU 60 SAN 50 HP 13
DB: +1D4 Build: 1 Move: 7 MP: 10 Luck: 0

Combat

Brawl 55% (27/11), damage 1D3 + 1D4
.30-06 rifle 50% (25/10), damage 2D6+4
Dodge 45% (22/9)

Skills

Climb 70%, First Aid 50%, Jump 50%, Listen 50%, Natural Word 65%, Navigate 60%, Occult 30%, Spot Hidden 60%, Stealth 30%, Survival (Tundra) 65%, Swim 55%, Throw 45%. Track 45%.

Languages: Icelandic 70%, English 35%, Danish 50%.

Giant Voormis, nightmare of legend

char.	average	roll
STR	250	(4D6+36) ×5
CON	300	(6D6+39) ×5
SIZ	300	(6D6+39) ×5
DEX	40	(2D6+1) ×5
INT	10	(1D3) ×5
POW	50	(3D6) ×5

Av. Hit points: 60*

Build: 7

Av. Damage Bonus: +6D6

Move: 12

Av. Magic Points: 10

Combat

Attacks per round: 2 (crush, smash, throw, grab)

Fighting 70% (35/14), damage 6D6
Throw boulder 40% (20/8), damage 1D6 + 3D6

KEEPER REFERENCE BOOKLET

Grab (mnvr) 70% (35/14), opposed **STR** roll to escape; crush on next round, damage 6D6

**If a giant voormi suffers more than half its hit points in damage, it will run for shelter in its lair or a nearby cave.*

Skills

Listen 30%, Scent 75%, Spot Hidden 50%, Track 25%.

Armor: 18-point stony skin.

Spells: none.

Sanity loss: 1/1D8 to see a giant Voormi.

Mutated Voormis, source of troll legends

char.	average	roll
STR	150	(4D6+16) × 5
CON	100	(4D6+6) × 5
SIZ	140	(4D6+14) × 5
DEX	60	(3D6+1) × 5
INT	50	(3D6) × 5
POW	50	(3D6) × 5

Av. Hit points: 24

Build: 4

Av. Damage Bonus: +3D6

Move: 7

Av. Magic Points: 10

Combat

Attacks per round: 1 (claw, bite)

Fighting	30% (15/6), damage 1D6 + 3D6
Dodge	30% (15/6)

Skills

Listen 30%, Scent 60%, Spot Hidden 50%, Track 75%, Stealth 30%, Throw 25%

Armor: 4-point thick hide and fur.

Spells: the ways of magic are lost to the voormis of Snæfellsjökull and they know no spells.

Sanity loss: 0/1D6 to see a mutated voormi.

Overseer, mutated serpent person brute

STR 180 **CON** 100 **SIZ** 160 **DEX** 40 **INT** 20
APP — **POW** 40 **EDU** — **SAN** — **HP** 26
DB: +3D6 **Build:** 4 **Move:** 6 **MP:** 8 **Luck:** 0

Combat

Attacks per round: 2 (claws, tail bash, crush, tongue lash)

Tongue lash: overseers have long, chameleon-like tongues that, once per round, can lash out over distances of up to 10 yards. A seized target must attempt a Hard **CON** roll to avoid losing all muscular control when exposed to the poison that coats the overseer's tongue. The poison causes searing pain (not physical damage) that immobilizes (stuns) the target for 2D4 rounds. Immobilized or not, the target is pulled towards the overseer, who then crushes the target on the following round (see following). If the poison is resisted, the target may attempt an opposed **STR** roll to break free the tongue's hold.

Crushing grip: after making a successful tongue lash or grab maneuver (with either its claws or tail), the overseer may use one of its monstrously oversized claws to crush, inflicting 4D6 damage per round until the victim breaks free (opposed **STR*** roll) or dies, or until the overseer is disabled. The overseer can still attack with its tongue, tail, or other claw while crushing an enemy, or may choose to crush an enemy in each hand at the same time.

**Heroes might use their DEX opposed by the overseer's STR to wriggle, rather than break, free.*

Fighting	40% (20/8), damage 1D4 + 3D6
Grab (mnvr)	40% (20/8), held, opposed STR roll to break free
Tongue lash	60% (30/12), immobilizing poison + held
Dodge	20% (10/4)

Skills

Jump 55%, Listen 25%, Scent 75%, Spot Hidden 50%, Track 70%, Stealth 35%.

Armor: 4-point scaly hide.

Spells: none

Sanity loss: 1/1D8 to see a serpent person overseer.

The Sleeper, ancient petrified horror

STR 2500 **CON** 900 **SIZ** 3500 **DEX** 10 **INT** 10
APP — **POW** 50 **EDU** — **SAN** — **HP** 440
DB: +73D6 **Build:** 74 **Move:** 0 **MP:** 10 **Luck:** 0

Combat

Attacks per round: n/a

Armor: the Sleeper cannot be hurt by any conventional attack due to its immense size.

Spells: none.

Sanity loss: 1D6/1D20 to see the Sleeper wake.

BELGIAN CONGO

Dr. Mason Thibault, 40, Belgian doctor

STR 45 CON 60 SIZ 60 DEX 65 INT 90
APP 50 POW 50 EDU 95 SAN 45 HP 12
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 40% (20/8)

Skills

Credit Rating 47%, English 55%, First Aid 70%, French 85%, Medicine 80%, Listen 50%, Persuade 65%, Psychology 45%, Spot Hidden 70%, Tshiluba 60%.

Equipment: doctor's bag and associated equipment, plus four syringes of powerful sedatives (Extreme CON roll to resist or target falls unconscious for 1D3 hours (damage or physical shock sustained in this time automatically awakens the target)).

Nurse Fleurette Tétrault, 35, Belgian nurse

STR 50 CON 55 SIZ 50 DEX 70 INT 85
APP 70 POW 55 EDU 85 SAN 50 HP 10
DB: 0 Build: 0 Move: 8 MP: 11 Luck: 0

Combat

Brawl 25% (12/5), damage 1D3
Dodge 45% (22/9)

Skills

English 65%, First Aid 75%, French 80%, Medicine 40%, Listen 60%, Persuade 70%, Spot Hidden 65%, Tshiluba 55%.

Equipment: two syringes of powerful sedatives (Extreme CON roll to resist or target falls unconscious for 1D3 hours (damage or physical shock sustained in this time automatically awakens the target)).

Nurse Melania De Vooght, appears 50, serpent scientist disguised as a nurse

Use this profile for all serpent people scientists.

STR 55 CON 60 SIZ 50 DEX 90 INT 95
APP 60* POW 80 EDU — SAN — HP 11
DB: 0 Build: 0 Move: 9 MP: 16 Luck: 40

**As human.*

Combat

Attacks per round: 1 (usual range of unarmed attacks open to humanoids)

Bite: shares the characteristics of the indigenous black mamba snake, which have particularly deadly venom. The target must succeed with an Extreme CON roll or suffer 2D10 damage.

Fighting 70% (35/14), damage 1D3, or scalpel 1D4
Bite 45% (22/9), damage 1D8 + poison
Dodge 50% (25/10)

Skills

Climb 60%, English 50%, Fast Talk 60%, First Aid 60%, French 70%, Jump 70%, Medicine 75%, Listen 55%, Persuade 70%, Spot Hidden 65%, Stealth 60%, Tshiluba 50%.

Armor: 1-point scales.

Spells: Consume Likeness, Shadow Mastery (see Appendix B, page 257).

Sanity loss: 0/1D6 Sanity points to see a serpent person.

Equipment: six syringes of powerful sedatives (Extreme CON roll to resist or target falls unconscious for 1D3 hours (damage or physical shock sustained in this time automatically awakens the target)), scalpels, and two vials of domination serum.

Nurse Geertruyd Van Laere, appears 45, serpent soldier disguised as a nurse

Use this profile for all serpent people soldiers.

STR 70 CON 65 SIZ 55 DEX 100 INT 85
APP 65* POW 70 EDU — SAN — HP 12
DB: +1D4 Build: 1 Move: 9 MP: 14 Luck: 35

**As human.*

KEEPER REFERENCE BOOKLET

Combat

Attacks per round: 1 (usual range of unarmed attacks open to humanoids)

Bite: shares the characteristics of the indigenous black mamba snake, which have particularly deadly venom. The target must succeed with an Extreme CON roll or suffer 2D10 damage.

Fighting	80% (40/16), damage 1D3 + 1D4, or scalpel 1D4 + 1D4
Bite	50% (25/10), damage 1D8 + poison
Laser staff*	45%, (22/9), damage 1D10+5 heat damage
Dodge	60% (30/12)

**Serpent soldiers only. The laser beam ignores mundane armor (i.e. not applicable to Mythos monsters of non-terrestrial origin) and inflicts 1D10+5 heat damage. Each staff can hold 8 shots before needing to be recharged for 10 hours.*

Skills

Climb 80%, English 50%, Fast Talk 50%, First Aid 55%, French 60%, Jump 75%, Listen 60%, Spot Hidden 60%, Stealth 80%, Tshiluba 40%.

Armor: 1-point scales.

Spells: Consume Likeness, Shadow Mastery (see Appendix B).

Sanity loss: 0/1D6 Sanity points to see a serpent person.

Equipment: six syringes of powerful sedatives (Extreme CON roll to resist or target falls unconscious for 1D3 hours (damage or physical shock sustained in this time automatically awakens the target)), scalpels, and two vials of domination serum.

Professor Carole Roux, 35, zoologist

STR 45 CON 65 SIZ 50 DEX 60 INT 95
APP 75 POW 65 EDU 96 SAN 62 HP 11
DB: 0 Build: 0 Move: 8 MP: 13 Luck: 0

Combat

Brawl	30% (15/6), damage 1D3, or machete 1D8
.303 rifle	45% (22/9), damage 2D6+4
Dodge	50% (25/10)

Skills

Anthropology 40%, Climb 45%, Credit Rating 50%, English 45%, French 90%, Latin 40%, Natural World 85%, Navigate 40%, Occult 25%, Science (Zoology) 75%, Spot Hidden 50%, Stealth 55%, Track 50%.

Manville Garreau, 38, big game hunter

STR 55 CON 70 SIZ 65 DEX 80 INT 80
APP 65 POW 70 EDU 80 SAN 65 HP 13
DB: 0 Build: 0 Move: 8 MP: 14 Luck: 0

Combat

Brawl	25% (12/5), damage 1D3, or machete 1D8
Elephant gun	80% (40/16), damage 3D6+4
Dodge	40% (20/8)

Skills

Credit Rating 40%, Climb 55%, English 40%, French 80%, Intimidate 40%, Listen 40%, Pilot (Boat) 35%, Navigate 80%, Spot Hidden 55%, Stealth 75%, Survival (Jungle) 45%, Track 80%, Tshiluba 40%.

Kasongo Odia, 35, village chief and fisherman

STR 60 CON 70 SIZ 65 DEX 70 INT 60
APP 55 POW 55 EDU 65 SAN 55 HP 13
DB: +1D4 Build: 1 Move: 8 MP: 11 Luck: 0

Combat

Brawl	40% (20/8), damage 1D3 + 1D4
Spear	60% (30/12), damage 1D8 + 1D4
Dodge	50% (25/10)

Skills

Charm 65%, Climb 50%, English 20%, French 45%, German 10%, Listen 50%, Navigate 70%, Pilot (Boat) 80%, Spanish 20%, Spot Hidden 50%, Stealth 65%, Swim 80%, Track 45%, Tshiluba 75%.

Luba Villagers

Use this profile for the average villager.

STR 50 CON 60 SIZ 55 DEX 60 INT 55
APP 50 POW 55 EDU 60 SAN 55 HP 11
DB: 0 Build: 0 Move: 8 MP: 11 Luck: 0

Combat

Brawl	50% (25/10), damage 1D3
Spear	45% (22/9), damage 1D8
Dodge	40% (20/8)

Skills

French 40%, Listen 45%, Spot Hidden 45%, Track 60%, Tshiluba 70%.

Mosasaur, giant aquatic monster

Huge carnivorous aquatic lizards, 50 feet long, with a barrel-shaped body, long tail, and four flippers. Its head somewhat resembles a crocodile. Its primary habitat is water, where it propels itself through the shallows much like a shark. Preys on fish and anything tasty that wanders into the water.

STR 420 CON 260 SIZ 470 DEX 65 INT 15
APP — POW 60 EDU — SAN — HP 73
DB: +10D6 Build: 11 Move: 12* MP: 12 Luck: 0

*Swimming.

Combat

Attacks per round: 1 (bite or body slam)

Fighting attacks: the creature's default method of attack is to bite, swimming up to the target below the waterline and then bursting through the surface. If the target is large (such as a boat) it will propel itself half out of the water and slam down its body weight on the target in an effort to knock it under the surface, where it can more easily be bitten.

Fighting 60% (30/12), damage 1D10 + 10D6
Dodge 30% (15/6)

Skills

Detect Prey 45%.

Armor: 14-point hide.

Sanity loss: 0/1D6 Sanity points to see a living mosasaur.

Tyrannosaurus Rex, king of the dinosaurs

These bipedal beasts are 40 feet in length and some 13 feet tall. Able to walk with their bodies almost horizontal, balanced by a long tail, they rear up when attacking.

Each tyrannosaurus rex is fitted with a telepathic control headset, linked to his or her serpent person handler, who also wears a similar headset. Should the controller die or fall unconscious, the dinosaur is free of the control and acts of its own accord, likely to attack its former master and then anything else that moves. See **Dinosaur Control**, page 170 for further details.

STR 335 CON 175 SIZ 265 DEX 80 INT 15
APP — POW 65 EDU — SAN — HP 44
DB: +6D6 Build: 7 Move: 12 MP: 13 Luck: 0

Combat

Attacks per round: 1 (bite, tear with its fore claws, or kick)

Fighting attacks: the beast's default method of attack is to bite. It may use its fore claws to grab prey, allowing it to take an automatic bite on the following round. When facing smaller opponents, the beast may attempt to kick them, inflicting damage and propelling the target away by 2D10 yards.

Fighting 50% (25/10), damage 2D6 + 6D6, or kick 1D6 + 6D6 (thrown 2D10 yards)
Grab and Bite (mnvr) damage 1D6 + 6D6, following round automatic bite 2D6 + 6D6
Dodge 40% (20/8)

Skills

Jump 50%, Listen 45%, Sense Prey 35%, Spot Hidden 50%, Track 50%.

Armor: 10-point hide.

Sanity loss: 0/1D6 Sanity points to see a living tyrannosaurus rex.

Human Test Subjects

Use this profile for all of the test subjects.

STR 60 CON 60 SIZ 55 DEX 35 INT 05
APP — POW 05 EDU — SAN — HP 11
DB: 0 Build: 0 Move: 6 MP: 1 Luck: 0

Combat

Attacks per round: 1 (rip, tear, bite)

Fighting attacks: harmless unless commanded to attack by their serpent masters.

Fighting 30% (15/6), damage 1D3
Dodge: lacking volition, this is not an option

Skills

Shamble Aimlessly 90%.

Armor: none.

Sanity loss: none.

CALCUTTA

Tulsidas Vikmatji, *29, Cambridge-educated explorer*

STR 60 CON 70 SIZ 55 DEX 70 INT 90
APP 75 POW 70 EDU 90 SAN 70 HP 12
DB: 0 Build: 0 Move: 9 MP: 14 Luck: 70

Combat

Brawl 50% (25/10), damage 1D3
Dodge 40% (20/8)

Skills

Climb 50%, English 70%, Fast Talk 45%, Greek 20%,
Hindi 90%, History 80%, Jump 40%, Latin 30%, Spot
Hidden 50%, Stealth 40%.

Bhushan Kumar, 38, policeman

STR 60 CON 50 SIZ 60 DEX 50 INT 55
APP 45 POW 40 EDU 50 SAN 40 HP 11
DB: 0 Build: 0 Move: 7 MP: 8 Luck: 0

Combat

Brawl 50% (25/10), damage 1D3,
or truncheon 1D6
Dodge 30% (15/6)

Skills

Bengali 40%, English 30%, Hindi 60%, Law 50%,
Psychology 40%, Spot Hidden 40%.

Rose Meadham's Goons, *serpent people henchmen*

Rose has six henchmen with her in Calcutta. All are
serpent people in human guise, having used the Consume
Likeness spell. The climate in Calcutta suits their reptilian
metabolism perfectly; even though they are dressed in
smart suits, they do not sweat.

STR 70 CON 70 SIZ 70 DEX 70 INT 70
APP 40 POW 60 EDU — SAN — HP 14
DB: +1D4 Build: 1 Move: 8 MP: 14 Luck: 0

Combat

Attacks per round: 1 (usual range of unarmed attacks open
to humanoids)
Bite: injects venom, the target must succeed with an
Extreme CON roll or suffer 1D8 damage.

Fighting 60% (30/12), damage 1D3 + 1D4
Bite 40% (20/8), damage 1D8 + poison
Flame pistol 60% (30/12), damage 1D10
(see Appendix B, page 251)
Dodge 50% (25/10)

Skills

Climb 60%, English 50%, Intimidate 50%, Jump 40%,
Listen 40%, Spot Hidden 30%, Stealth 30%.

Armor: 1-point scales.

Spells: Consume Likeness.

Sanity loss: 0/1D6 Sanity points to see a serpent person.

Lloigor, crazed guardians in physical form

These huge monsters are travesties of their race, tortured
and distorted by millennia of imprisonment, trapped in
the Gate between Earth and Mu. Once extracted from
their prison by Tyrannis, they find themselves forced into
physical forms made from hundreds of melded human
bodies, twisted into the shapes of giant lizards. If engaged in
combat, they fight in a frenzied and unpredictable fashion,
accounting for their higher-than-usual combat skill.

These twisted travesties do not have access to the
telekinetic effects ability usual to their kind, neither do
they possess the control required to utilize their races'
vortex attack (see *Call of Cthulhu Rulebook*, page 300)—
instead, they release a similar effect upon being killed. As
they die, the lloigor explode with the sound of thunder,
inflicting 1D100 hit points of damage on everything within
5 meters, as shards of bone and meat fly in all directions.

STR 200 CON 140 SIZ 250 DEX 60 INT 20
APP — POW 70 EDU — SAN — HP 39
DB: +5D6 Build: 6 Move: 7/3* MP: 14 Luck: 0

*Move 3 through stone when immaterial.

Combat

Attacks per round: 2 (claw, bite)

Fighting 70% (35/14), damage 1D6 +
5D6 damage bonus
Dodge 30% (15/6)

Armor: 8-point hide.

Spells: none.

Sanity loss: 0/1D8 Sanity points to see a lloigor.

SNAKE ISLAND

Dr. Sérgio Cerqueira, 43, *Caduceus station chief*

STR 50 CON 60 SIZ 70 DEX 65 INT 75
APP 50 POW 80 EDU 75 SAN 00 HP 13
DB: 0 Build: 0 Move: 6 MP: 16 Luck: 40

Combat

Brawl 35% (17/7), damage 1D3
.38 automatic 50% (25/10), damage 1D10
Dodge 45% (22/9)

Skills

Cthulhu Mythos 33%, Climb 35%, English 35%, Fast Talk 60%, First Aid 60%, Jump 40%, Listen 50%, Medicine 60%, Portuguese 75%, Psychology 55%, Spot Hidden 60%, Throw 45%.

Spells: Flesh Warding, Fist Of Yog-Sothoth, Coils Of Yig
Note: While Cerqueira (if Dr. Gonçalves has already been eliminated by the heroes) will attempt to use The Coils Of Yig to destroy the heroes; he will not use all of his own magic points to do so—using the magic points stored in the Heart of Yig, saving his own pool for self-defense, should he need them.

The Sea Serpent, *monstrous watery snake*

This giant snake is similar to the one found in the temple in Bolivia but is adapted to life in the sea. Six foot in diameter and over one hundred feet long, its mottled green skin affords it some degree of camouflage in all but the clearest seawater—heroes must succeed with a **Spot Hidden** roll to see the serpent when it is fully submerged. Despite being a sea creature, the serpent breathes air and needs to surface every twenty minutes or so.

STR 300 CON 260 SIZ 400 DEX 80 INT 30
APP — POW 75 EDU — SAN — HP 66
DB: +8D6 Build: 0 Move: 9 MP: 15 Luck: 0

Combat

Attacks per round: 2 (tail slam, bite, swallow)

Swallow (fighting maneuver): if swallowed, the target automatically suffers 1D10 damage at the end of each round (a combination of suffocation and stomach acid). The snake's armor can be bypassed if a swallowed target attacks from the inside. Being swallowed is a traumatic experience requiring a Sanity roll (1/1D8 loss).

Fighting 60% (30/12), damage 8D6
Swallow (mnvr) 60% (30/12), the target (up to Build 1) is swallowed whole
Tail slam 60% (30/12), damage 8D6

Armor: 10-point scaly hide.
Sanity loss: 1/1D10 to see the sea serpent.

Golden Lancehead Vipers, *deadly and hidden terrors*

STR 10 CON 50 SIZ 10 DEX 80 INT 10
APP — POW 50 EDU — SAN — HP 6
DB: -2 Build: -2 Move: 8 MP: 10 Luck: 0

Combat

Attacks per round: 1 (bite)

Bite: inflicts a single point of damage + poison causing 4D10 damage. A successful Hard CON roll reduces poison damage by half.

Bite 60% (30/12), 1 + 4D10 poison

Armor: 1-point scaly hide.
Sanity Loss: none.

Serpent Person Guards

Should Caduceus or the Inner Night be in control of the island when the heroes arrive, twelve guards are positioned around the Gate (unless otherwise specified in the preceding text). Use the serpent person profiles in **Appendix A** for either faction (see **Sample Serpent People**, page 247, **Appendix A**).

MU

Silver Snakes, *guardians of the Citadel*

These biomechanical entities appear to be pythons, up to 15 feet long, made of glistening liquid metal. They can shift their forms slightly, allowing them to pass through cracks or under doors, but not to take on the appearance of other entities.

STR 140 CON 100 SIZ 140 DEX 65 INT 10
APP — POW 40 EDU — SAN — HP 24
DB: +2D6 Build: 3 Move: 8 MP: 8 Luck: 0

Combat

Attacks per round: 1 (constriction)

Fighting attacks: like pythons, the silver snakes are constrictors and attack by coiling around their prey. As well as wrapping themselves around a victim, they also cover mouth and nose of their target, filling them with viscous, silvery liquid to suffocate all the faster. Their first attack will be a fighting maneuver to hold their prey fast. In the following and subsequent rounds, the snake automatically inflicts their damage bonus until their target breaks free (opposed STR or DEX roll versus the snake's STR) or dies.

Fighting	60% (30/12), constrict, damage 2D6 on following rounds
Dodge	35% (17/7)

Armor: none, but silver snakes take minimum damage from impaling weapons due to their fluid flesh.

Sanity loss: 0/1 to see a silver snake.

Razor Flies, flesh-eating swarms

These biomechanical insects, each little larger than a mosquito, travel in swarms of thousands. The flies make an eerie, metallic buzzing sound as they travel, and can be heard from hundreds of yards away.

If a swarm encounters an intruder, it surrounds the target and strips its flesh, like airborne piranhas. Any amount of all-over body armor provides protection, as each fly does little damage on its own. Wrapping oneself, head to foot, in heavy cloth or layers of clothing is an effective protection. An unprotected target takes 1D6 damage per round until the flies are dispersed, destroyed, or the target escapes.

Most weapons are useless against the flies, which will simply buzz around melee or ranged attacks. Explosives, fire, electricity, or magic proves more effective: 10 points of damage from one of these sources causes a swarm of razor flies to disperse. The flies cannot function in water or other fluids.

The flies move at a speed of 8. Use the chase rules if a hero tries to flee.

Degenerate Serpent People, fallen scions of Mu

Compared to the serpent people that the heroes have encountered on Earth, the residents of the Citadel are puny, weak, and ineffectual. Most are barely larger than a human child, with piebald, pale scales and twisted, scrawny bodies. They flee when threatened with violence, mewling in terror. They are also stupid in comparison to their earthbound relatives and easily deceived; heroes attempting to trick them should receive a bonus die on any skill rolls to do so.

STR 30	CON 40	SIZ 30	DEX 45	INT 30
APP —	POW 50	EDU —	SAN —	HP 7
DB: -2	Build: -2	Move: 6	MP: 10	Luck: 0

Combat

Attacks per round: 1 (slap, scratch, bite)

Fighting attacks: degenerate serpent people only fight when cornered and, even then, their attacks are little more than slaps and scratches. With an Extreme success, one may succeed in biting; their poison is still as strong as that of a normal serpent person.

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Fighting	20% (10/4), damage 1D3-2 (+ bite if Extreme success)
Dodge	22% (11/4)

Armor: none

Sanity loss: 0/1D3 to see a degenerate serpent person.

Avatar of Yig, ophidian fury incarnate

When encountered on Earth, Yig is comparatively weak for a Mythos deity. Here, on Mu, Joshua Meadham is able to channel the god's power and tap into a more primal version of Yig. Consequently, his avatar is a mighty thing indeed.

The avatar resembles a gigantic serpent person, bulging with muscles and with long and sharp black claws. His eyes bulge and trickle tears of blood and venom. His skin is mottled with the markings of all manner of serpentine creatures, dancing slowly in chaotic swells of color. Two huge fangs dominate his mouth, dripping with sizzling venom, which he can spit for up to 100 yards. His shadow writhes unnaturally as if comprising of a thousand snakes made of living darkness.

STR 200	CON 200	SIZ 200	DEX 80	INT 150
APP —	POW 140	EDU —	SAN —	HP 40
DB: +4D6	Build: 5	Move: 10	MP: 28	Luck: 0

Combat

Attacks per round: 2 (claw, bite, crush)

Fighting attacks: the avatar uses claws and teeth to rend the flesh of its enemies, or its feet and tail to crush them.

Spit venom: poison causes 1D6 damage, while burning acid blinds for 1D10 rounds (target may attempt Hard CON roll to avoid being blinded).

Fighting	120% (60/24), damage 1D8 + 4D6
Spit Venom	50% (25/10), damage 1D6 + acid
Dodge	50% (25/10)

Armor: Joshua Meadham's transition to avatar is still finalizing when the heroes first encounter him —initially, he has only a 2-point scaly hide. His armor increases by 2 points per round as his hide thickens, up to a maximum of 10 points.

Sanity loss: 1D3/1D10 for seeing the avatar of Yig.

The Citadel Master Computer, cruel and deluded would-be god

While immobile, the computer is hard to destroy and capable of defending itself with two laser cannons hidden in the ceiling of the Control Room. The lasers have 8 hit points each and can be targeted directly—they are small and recessed, so attacks against them suffer a penalty die.

If the computer is destroyed violently (i.e. not via the neural interfaces), this activates the Citadel's self-destruct mechanism, giving the heroes five minutes to get clear of the structure before it detonates, killing everything inside it (see **The Computer**, page 235).

STR —	CON —	SIZ 500	DEX —	INT 400
APP —	POW 50	EDU —	SAN —	HP 40
DB: n/a	Build: n/a	Move: 0	MP: 10	Luck: 0

Combat

Attacks per round: 2 (lasers)

Fighting attacks: defense lasers hidden in the upper corners of the Control Room, which can rain green fiery death down on any would-be attackers.

Laser	50% (25/10), damage 1D8
Dodge	n/a

Armor: 2-point metal, crystal, and glass casing.

Sanity Loss: none.

CADUCEUS

Joshua Meadham (Ssulithan), appears 70, head of Caduceus

STR 100	CON 90	SIZ 70	DEX 95	INT 100
APP 60*	POW 120	EDU —	SAN —	HP 16
DB: +1D6	Build: 2	Move: 8	MP: 24	Luck: 99

*As human.

Combat

Attacks per round: 2 (claw, weapon, bite)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Claws: retractable claws inflict 1D6 + DB damage.

Fighting	120% (60/24), damage 1D3 + 1D6, claws 1D6 + 1D6
Bite	100% (50/20), damage 1D8 + poison
Dodge	100% (50/20)

Skills

Credit Rating 99%, Cthulhu Mythos 60%, English 90%, Intimidate 60%, Naacal 85%, Persuade 70%, Pilot (Aircraft) 40%, Portuguese 40%, Psychology 60%, Spanish 40%, Stealth 70%, Throw 60%.

Pulp Talents

Heavy Hitter (may spend 10 Luck points to add an additional damage die when dealing out melee combat (die type depends on the weapon being used, e.g. 1D3 for unarmed combat, 1D6 for a sword, etc.))

Armor: 1-point scales hidden beneath his human flesh; Flesh Ward usually in place, providing 5D6 points of additional armor (costing 5 magic points).

Spells: Contact Yig, Flesh Ward

Sanity Loss: 0/1D6 for seeing Joshua Meadham in true serpent person form.

Canning, appears 40, mountainous manservant

STR 120	CON 85	SIZ 95	DEX 75	INT 60
APP 40*	POW 75	EDU —	SAN —	HP 18
DB: +2D6	Build: 3	Move: 8	MP: 15	Luck: 35

Combat

Attacks per round: 2 (claw, weapon, bite)

KEEPER REFERENCE BOOKLET

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 2D8 damage.

Tongue lash: a chameleon-like tongue that, once per round, can lash out over distances of up to 10 feet. A seized target must attempt a Hard CON roll to avoid losing all muscular control when exposed to the poison that coats the tongue. The poison causes searing pain (not physical damage) that immobilizes (stuns) the target for 2D4 rounds. Immobilized or not, the target can be pulled towards Canning, who can then attack the target on the following round with a bonus die. If the poison is resisted, the target may attempt an opposed STR roll to break free the tongue's hold.

Fighting	100% (50/2), damage 1D3 + 2D6
Bite	100% (50/20), damage 1D8 + poison
Tongue lash	60% (30/12), immobilizing poison + held
Dodge	100% (50/20)

Skills

Credit Rating 60%, Cthulhu Mythos 20%, Drive Auto 75%, English 50%, Intimidate 90%, Naacal 65%, Stealth 60%, Throw 80%.

Pulp Talents

Alert (never surprised in combat).

Armor: 5-point thick scales hidden beneath his human skin, which may be exposed by cuts or wounds.

Spells: none.

Sanity Loss: 0/1D6 for seeing Canning in true serpent person form (if the scales beneath his skin are revealed).

Dr. Victor Gomes Gonçalves, 54, doctor, sorcerer and fanatical servant of Yig

STR 45	CON 80	SIZ 70	DEX 65	INT 105
APP 60	POW 120	EDU 80	SAN 00	HP 15
DB: 0	Build: 0	Move: 5	MP: 24	Luck: 60

Combat

Attacks per round: 1 (unarmed, weapon)

Brawl	35% (17/7), damage 1D3
.38 auto	50% (25/10), damage 1D10
Winged Viper (Throw)	65% (32/13), damage 1D6 + special*
Dodge	45% (22/9)

*See *Winged Vipers*, page 250, Appendix B.

Skills

Cthulhu Mythos 43%, English 55%, Intimidate 70%, First Aid 70%, Listen 50%, Medicine 70%, Portuguese 80%, Psychology 65%, Spot Hidden 60%, Spanish 30%, Throw 65%.

Pulp Talents

Fleet Footed (may spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter).

Armor: none.

Spells: Coils Of Yig**, Contact Yig, Fist Of Yog-Sothoth, Flesh Ward, Shrivelling.

Sanity Loss: n/a.

****Note:** while Gonçalves may attempt to use Coils Of Yig to destroy the heroes, he will not use his own magic points to do so, preferring to use the magic points from the Heart of Yig. Thus, saving his own magic points for self-defense, should he need them.

Frank De Luca (Niressh), appears 40, Caduceus security chief and hybridized serpent person

STR 80	CON 70	SIZ 60	DEX 70	INT 90
APP 50*	POW 60	EDU —	SAN —	HP 13
DB: +1D4	Build: 1	Move: 9	MP: 12	Luck: 30

*As human.

Combat

Attacks per round: 1 (usual range of unarmed attacks open to humanoids)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Fighting	75% (37/15), damage 1D3 + 1D4
.38 auto	55% (27/11), damage 1D10
Bite	55% (27/11), damage 1D8 + poison
Dodge	50% (25/10)

Skills

Drive Auto 50%, Intimidate 40%, Language (Naacal) 50%, Listen 70%, Spot Hidden 70%, Stealth 50%.

Armor: 1-point scales (hidden under human skin).

Spells: none.

Sanity loss: 0/1D6 Sanity points to see a serpent person in their true form.

THE INNER NIGHT

Rose Meadham (Sashannal), appears 35, leader of the Inner Night

STR 90 CON 90 SIZ 80 DEX 75 INT 110
APP 20* POW 110 EDU — SAN — HP 17
DB: +1D6 Build: 2 Move: 8 MP: 22 Luck: 99

**As human.*

Combat

Attacks per round: 1 (claw, weapon, bite)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Claws: retractable claws inflict 1D6 + DB damage.

Fighting 80% (40/16), damage 1D3 + 1D6, claws 1D6 + 1D6

Bite 60% (30/12), damage 1D8 + poison

Dodge 60% (30/12)

Skills

Charm 80%, Credit Rating 60%, Cthulhu Mythos 70%, English 70%, Naacal 80%, Psychology 40%, Throw 60%.

Pulp Talents

Rapid Attack (may spend 10 Luck points to gain one further attack in a single combat round); Fleet Footed (may spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter).

Armor: 1-point scales hidden beneath her human flesh; Flesh Ward usually in place, providing 5D6 points of additional armor (costing 5 magic points).

Spells: Contact Tsathoggua, Contact Formless Spawn, Shrivelling, Flesh Ward.

Sanity Loss: 0/1D6 for seeing Rose Meadham in true serpent person form.

TYRANISSH, THE DREAMING SORCERER

STR 90 CON 75 SIZ 85 DEX 90 INT 120
APP — POW 125 EDU — SAN — HP 16
DB: +1D6 Build: 2 Move: 8* MP: 25 Luck: 99

**Able to climb vertical surfaces like a gecko.*

Combat

Attacks per round: 1 (claw, weapon, bite)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Fighting 70% (35/14), damage 1D3 + 1D6
Bite 50% (25/10), damage 1D8 +

poison

Dodge 60% (30/12)

Skills

Cthulhu Mythos 70%, Dreaming 80%, English 30%, Intimidate 70%, Jump 70%, Listen 50%, Naacal 80%, Spot Hidden 55%, Stealth 65%, Throw 50%.

Pulp Talents

Scary (reduces difficulty by one level or gains bonus die to Intimidate rolls); Weird Science (may build and repair weird science devices).

Armor: 3-point scales hidden beneath her human flesh; Flesh Ward usually in place, providing 5D6 points of additional armor (costing 5 magic points).

Spells: Cloud Memory, Consume Likeness, Call Ghatanothoa, Contact Tsathoggua, Contact Yig, Create Gate, Create Mist Of R'lyeh, Dominate, Fist Of Yog-Sothoth, Flesh Ward, Melt Flesh, Shriveling, Summon/Bind Formless Spawn, Wrack.

Sanity Loss: 0/1D6 Sanity points to see Tryanishh.

MONSTERS

Sample Serpent People

Here are ten sets of statistics for serpent people, providing the Keeper with some variation. It is suggested that the Keeper should vary their descriptions based upon their characteristics (e.g. one being smaller (low SIZ), one big and muscly (high SIZ and STR), another particularly quick (high DEX), and so on).

Luck: 0

Combat

Nunchaku: damage 1D8 + DB

Attacks per round: 1 (claw, bite, weapon)

Bite: injects venom, the target must succeed with an Extreme CON roll or suffer 1D8 damage.

Fighting: damage 1D3 + DB, or weapon (see below)

Serpent Person	STR	CON	SIZ	DEX	INT	POW
1	50	35	50	60	85	90
2	55	90	35	55	80	45
3	90	40	30	90	50	50
4	80	90	90	65	120	55
5	90	60	45	65	115	90
6	50	85	50	80	110	50
7	35	90	65	55	75	55
8	40	80	65	60	45	60
9	45	40	90	75	100	50
10	85	50	40	50	80	40

Serpent Person	HP	DB	BUILD	MOV	FIGHT	DODGE
1	8	0	0	8	80% (40/16)	60% (30/12)
2	12	0	0	9	60% (30/12)	30% (15/6)
3	7	0	0	9	50% (25/10)	70% (35/14)
4	18	+1D6	2	7	80% (40/16)	60% (30/12)
5	10	+1D4	1	9	50% (25/10)	40% (20/8)
6	13	0	0	8	80% (40/16)	30% (15/6)
7	15	0	0	7	60% (30/12)	70% (35/14)
8	14	0	0	7	60% (30/12)	30% (15/6)
9	13	+1D4	1	7	60% (30/12)	40% (20/8)
10	9	+1D4	1	9	60% (30/12)	30% (15/6)