

# Masks of NYARLATHOTEP

**Dark Schemes Herald the End of the World**

## **KEEPER REFERENCE BOOKLET**

*Masks of Nyarlathotep* 5th Edition © copyright 1984, 1989, 1996, 2001, 2006, 2018 Chaosium Inc. All rights reserved.  
*Call of Cthulhu* © copyright 1981–2020 Chaosium Inc.

Call of Cthulhu, Chaosium Inc., and the Chaosium logo are registered trademarks of Chaosium Inc.  
Pulp Cthulhu is a trademark of Chaosium Inc. All rights reserved.

This is a work of fiction. This book includes descriptions and portrayals of real places, real events, and real people; these may not be presented accurately and with conformity to the real-world nature of these places, people, and events, and are reinterpreted through the lens of the Cthulhu Mythos and the Call of Cthulhu game in general. No offense to anyone living or dead, or to the inhabitants of any of these places, is intended.

This material is protected under the copyright laws of the United States of America. Reproduction of this work by any means without written permission of Chaosium Inc., except for the use of short excerpts for the purpose of reviews and the copying of character sheets and handouts for in-game use, is expressly prohibited.





# CHARACTERS AND MONSTERS: PERU

For ease of reference, the Keeper may wish to copy or print out these pages of statistics as a handy reference when running this chapter (saving flicking between pages). NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## ALLIES OR INDEPENDENTS

### Jackson Elias, 41, *fearless investigator*

STR 70 CON 85 SIZ 65 DEX 65 INT 80  
APP 55 POW 80 EDU 70 SAN 76 HP 15  
DB: +1D4 Build: 1 Move: 6 MP: 16 Luck: 80

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3+1D4  
or weapon  
.45 revolver 60% (30/12), damage 1D10+2  
Dodge 50% (25/10)

#### Pulp Combat

Brawl 80% (40/16), damage 1D3+1D4  
or weapon  
.45 revolver 80% (40/16), damage 1D10+2  
Dodge 60% (30/12)

#### Pulp Talents

**Alert:** never surprised in combat.

**Tough Guy:** soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

#### Skills

Art/Craft (Writing) 70%, Charm 45%, Climb 60%, Credit Rating 40%, Cthulhu Mythos 4%, Drive Auto 50%, Fast Talk 70%, Library Use 65%, Listen 55%, Mechanical Repair 50%, Natural World 45%, Occult 70%, Persuade 40%, Psychology 50%, Spot Hidden 60%, Stealth 65%, Survival (Mountains) 25%, Throw 35%.

#### Languages

Chinese (Cantonese) 20%, English 85%, French 40%, Hindustani 40%, Portuguese 45%, Spanish 50%.

#### Special

Although Elias has some Cthulhu Mythos skill, he is not a believer before the events of this scenario. Until presented with incontrovertible proof, he is quick to dismiss any Mythos-related knowledge as folklore or nonsense.

### Professor Nemesio Sánchez, 35, *academic archaeologist*

STR 50 CON 55 SIZ 60 DEX 65 INT 75  
APP 65 POW 50 EDU 85 SAN 50 HP 11  
DB: 0 Build: 0 Move: 8 MP: 10 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 30% (15/6), damage 1D3 or weapon  
Dodge 32% (16/6)

#### Pulp Combat

Brawl 50% (25/10), damage 1D3 or weapon  
Dodge 45% (22/9)

#### Pulp Talents

**Keen Vision:** gains a bonus die to Spot Hidden rolls.

#### Skills

Archaeology 80%, Anthropology 40%, Credit Rating 40%, Fast Talk 70%, History 65%, Library Use 65%, Persuade 40%, Spot Hidden 60%, Throw 40%.

#### Languages

English 40%, Spanish 80%.

### Trinidad Rizo, 19, *enthusiastic undergraduate*

STR 55 CON 65 SIZ 50 DEX 65 INT 70  
APP 55 POW 50 EDU 65 SAN 50 HP 11  
DB: 0 Build: 0 Move: 9 MP: 10 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 25% (12/5), damage 1D3 or weapon  
Dodge 32% (16/6)

#### Skills

Archaeology 50%, Anthropology 20%, Credit Rating 20%, History 45%, Library Use 65%, Listen 40%, Spot Hidden 60%, Stealth 35%, Throw 30%.

#### Languages

English 10%, Spanish 70%.



## KEEPER REFERENCE BOOKLET

### **Petronila Cupitina, 71, no-nonsense hotelier**

STR 30 CON 55 SIZ 45 DEX 35 INT 65  
APP 45 POW 70 EDU 50 SAN 70 HP 10  
DB: -1 Build: -1 Move: 3 MP: 14 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 25% (12/5), damage 1D3-1  
Walking stick 25% (12/5), damage 1D6-1  
Dodge 17% (8/3)

#### **Skills**

Credit Rating 50%, Intimidate 55%, Listen 55%, Psychology 40%, Spot Hidden 50%, Throw 30%, Wave Walking Stick Threateningly 55%.

#### **Languages**

Spanish 65%.

### **Nayra, 76, healer and wise woman**

STR 40 CON 55 SIZ 50 DEX 50 INT 65  
APP 50 POW 80 EDU 65 SAN 80 HP 10  
DB: 0 Build: 0 Move: 3 MP: 16 Luck: —

#### **Combat**

##### **Attacks per round: 1**

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

#### **Pulp Talents**

Psychic Power: Divination 60%.

Psychic Power: Clairvoyance 50%.

#### **Skills**

Clairvoyance and Divination\* 55%, Cthulhu Mythos 2%, First Aid 70%, History 50%, Listen 40%, Lore (Peruvian folklore) 70%, Medicine 50%, Occult 65%, Persuade 55%, Psychology 60%, Spot Hidden 50%.

#### **Languages**

Aymara 65%, Spanish 40%.

\*Nayra's psychic skills are applicable in both classic and pulp play.

### **Julio Céspedes, 38, protective father**

STR 65 CON 65 SIZ 65 DEX 55 INT 50  
APP 40 POW 45 EDU 45 SAN 45 HP 13  
DB: +1D4 Build: 1 Move: 8 MP: 9 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 40% (20/8), damage 1D3+1D4  
Rifle 40% (20/8), damage 2D6+4  
Dodge 30% (15/6)

#### **Skills**

Listen 35%, Psychology 45%, Spot Hidden 40%.

#### **Languages**

Spanish 45%.

### **Domingo Céspedes, 15, gravely injured son**

STR 60 CON 55 SIZ 55 DEX 65 INT 60  
APP 60 POW 55 EDU 50 SAN 55 HP 11 (3\*)  
DB: 0 Build: 0 Move: 9 (0\*)MP: 11 Luck: —

\*Currently hit points and movement are reduced due to injury

#### **Combat**

##### **Attacks per round: 1**

Brawl 40% (20/8), damage 1D3  
Dodge 10% (5/2) (normally 27% (13/5))

#### **Skills**

Listen 35%, Psychology 30%, Spot Hidden 40%.

#### **Languages**

Spanish 55%.

## ADVERSARIES AND MONSTERS

### **Augustus Larkin, 32, vessel of Nyarlathotep**

This profile is for Larkin in human form. Should he become fully possessed, see **Augustus Larkin Possessed by Nyarlathotep**, following.

STR 45 CON 35 SIZ 65 DEX 45 INT 60  
APP 45 POW 50 EDU 65 SAN 09\* HP 10  
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 50

\*Larkin still possesses a shred of humanity.

#### **Combat**

##### **Attacks per round: 1**

Brawl 25% (12/5), damage 1D3 or weapon  
Dodge 22% (11/4)

#### **Pulp Combat**

Brawl 45% (22/9), damage 1D3 or weapon  
Dodge 35% (17/7)



*Pulp Talents***Psychic Power:** Divination 90%.*Skills*

Charm 45%, Credit Rating 60%, Cthulhu Mythos 27%, Fast Talk 70%, Intimidate 25%, Library Use 25%, Listen 55%, Persuade 40%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 30%.

*Languages*

English 65%, Kikuyu 15%, Spanish 30%, Swahili 25%.

**Augustus Larkin Possessed by Nyarlathotep, herald of darkness**STR 60 CON 95 SIZ 65 DEX 95 INT 430  
APP 45 POW 500 EDU — SAN — HP 16  
DB: +1D4 Build: +1 Move: 7 MP: 100 Luck: —*Combat***Attacks per round:** 1Brawl 90% (45/18), damage 1D3+1D4  
or weapon  
Dodge 60% (30/12)*Pulp Combat***Pulp Talents:****Alert:** never surprised in combat.*Skills*

Intimidate 99%, Listen 99%, Psychology 90%, Spot Hidden 99%, Throw 80%.

**Armor:** none; Larkin can be slain by normal physical means. Unlike other vessels possessed by Nyarlathotep, Larkin does not transform into monstrous form upon dying.**Spells:** Nyarlathotep knows all Mythos spells, uses Mental Suggestion where necessary.**Sanity loss:** none.**Luis de Mendoza, undead conquistador**STR 100 CON 90 SIZ 65 DEX 75 INT 30  
APP 50 POW 50 EDU 20 SAN — HP 15  
DB: +1D6 Build: 2 Move: 7 MP: 10 Luck: 25*Combat***Attacks per round:** 1 (grab/bite, scratch, battering fists)**Grab (mnvr):** holds and pins a victim, ready to suck the life out of them. On following round his mouth attaches to the body of his victim and sucks the fat, blood, and other fluids out, devouring 1D10 STR, 1D10 CON, and 1D4 SIZ per

round until satiated or stopped (at zero CON the victim dies). The victim may attempt to break free with an opposed STR roll. If the attack is survived, the victim regains STR and CON at the rate of 1D10 points per week, and 1 SIZ per week, until restored to normal values; however, the attack leaves a hideous scar.

*Combat*Fighting 60% (30/12), damage 1D3+1D6  
Grab (mnvr) 60% (30/12), holds then suck the life out of victim in subsequent rounds  
Dodge 35% (17/7)*Pulp Combat*Fighting 75% (47/15), damage 1D3+1D6  
Grab (mnvr) 75% (47/15), holds then suck the life out of victim in subsequent rounds  
Sword\* 50% (25/10), damage 1D8+1D6  
Dodge 60% (30/12)*\*When he is expecting trouble, de Mendoza carries his sword from his days as a conquistador. It is old, but well maintained and sharp.**Pulp Talents***Rapid Attack:** may spend 10 Luck points to gain one further attack in a single combat round.**Note:** regenerates 2 hit points per round (see **Armor**).*Skills*

Intimidate 70%, Listen 60%, Spot Hidden 60%, Stealth 70%.

**Armor:** regenerates 1 hit point per round after reaching 0 hit points. Can only be killed by complete dismemberment or burning. Even a kharisiri who has been decapitated may recover if they can find their head and reattach it. If the kharisiri's connection to the Father of Maggots is cut off by the restoration of the ward, it loses the ability to regenerate, withering away by 1 hit point every 10 minutes as it ages and crumbles to dust.**Spells:** Contact Father of Maggots (Nyarlathotep).**Sanity loss:** 0/1D6 Sanity points to see a kharisiri in its monstrous form or in the process of transformation. No Sanity loss if encountered in human form.



## KHARISIRI, DEATHLESS LIFE-SUCKERS

Use these profiles for any other kharisiri the investigators may encounter.

	1	2	3	4
STR	90	95	100	95
CON	85	95	90	85
SIZ	60	70	75	65
DEX	65	55	60	50
POW	45	50	55	40
HP	14	16	16	15
DB	+1D4	+1D6	+1D6	+1D4
Build	1	2	2	1
Move	7	7	7	7

### Combat

**Attacks per round:** 1 (grab/bite, scratch, battering fists)

**Grab (mnvr):** holds and pins a victim, ready to suck the life out of them. On following round, its mouth attaches to the body of its victim and sucks the fat, blood, and other fluids out, devouring 1D10 STR, 1D10 CON, and 1D4 SIZ per round until satiated or stopped (at zero CON the victim dies). The victim may attempt to break free with an opposed STR roll. If the attack is survived, the victim regains STR and CON at the rate of 1D10 points per week, and 1 SIZ per week, until restored to normal values; however, the attack leaves a hideous scar.

Brawl 60% (60/15), damage 1D3+DB  
Dodge *kharisiri do not dodge*

### Pulp Combat

Brawl 70% (35/14), damage 1D3+DB  
Dodge *kharisiri do not dodge*

**Armor:** regenerates 1 hit point per round after reaching 0 hit points. Can only be killed by complete dismemberment or burning. Even a kharisiri who has been decapitated may recover if they can find their head and reattach it. If the kharisiri's connection to the Father of Maggots is cut off by the restoration of the ward, it loses the ability to regenerate, withering away by 1 hit point every 10 minutes as it ages and crumbles to dust.

**Spells:** Contact Father of Maggots (Nyarlathotep).

**Sanity loss:** 0/1D6 Sanity points to see the kharisiri in its monstrous form or in the process of transformation. No Sanity loss if encountered in human form.







**Father of Maggots,  
imprisoned avatar of Nyarlathotep**

This monstrous, seething mass appears to be made entirely of rancid fat, roiling with unnatural life. Its iridescent surface writhes with maggots and larvae crawling in and out of its substance. It extrudes unstable pseudopods that drip festering white fluid, or sprays fluid out in exploding pustules.

Although a lesser avatar of Nyarlathotep—largely immobile and lacking the superhuman intelligence of most of the Crawling Chaos' other forms—the Father of Maggots is still a maddening and potentially deadly presence. It is, however, very unlikely that the investigators will encounter the Father of Maggots directly. As long as the ward and pyramid remain relatively intact, the entity is contained. If the investigators either destroy a significant amount of the warding around the base or drop large amounts of explosives into the crack on top of the pyramid, however, they will undo the forces imprisoning it (Larkin and the kharisiri have declined to use explosives to open the crack wider, as they fear damaging the Father of Maggots). Releasing the god in this way is unlikely to end well for anyone present. It is more probable that one or more of the investigators may find a way to peer within the pyramid and see the thing in all its horror, although this would still involve the investigators performing a series of unwise actions and ignoring the warnings of Jackson Elias, should he be present.

**STR** 200   **CON** 150   **SIZ** 450   **DEX** 65   **INT** 01  
**APP** —   **POW** 500   **EDU** —   **SAN** —   **HP** 60  
**DB:** +7D6   **Build:** +8   **Move:** —   **MP:** 100   **Luck:** —

**Combat**

**Attacks per round:** 1 (pseudopod lash, pustule explosion)

**Fighting attacks:** although the avatar is unable to move, sections of its body may reach out up to 20 feet (6 m) as great, formless pseudopods. It may also attack using exploding pustules, the resulting shockwaves and gobbets of decaying flesh pummeling those who get too close.

**Exploding pustule:** those within 100 yards (91 m) are subject to 2D10 damage from corrosive burns. Soft cover (umbrellas, clothing, etc.) affords no protection, while hard cover (stone, brick, wood) may negate or halve damage, dependent on the situation (at the Keeper's discretion).

**Special:** the stench of decay surrounding the Father of Maggots is so overwhelming that investigators in its presence must pass a CON roll or be incapacitated by nausea and vomiting.

Fighting	85% (42/17), damage 7D6
Exploding pustule	100% (50/20), damage 2D10 corrosive burns to those within range
Dodge	<i>The Father of Maggots does not dodge</i>

**Skills**

Emit Foul Odors 100%.

**Armor:** none

**Spells:** none; this idiot avatar lacks the magical power normally associated with Nyarlathotep.

**Sanity loss:** 1D6/1D20 Sanity points to see the Father of Maggots.



# CHARACTERS AND MONSTERS: AMERICA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## THE POLICE

### Lt. Martin Poole, 43, homicide detective

STR 60 CON 65 SIZ 65 DEX 45 INT 50  
APP 45 POW 40 EDU 55 SAN 55 HP 13  
DB: +1D4 Build: 1 Move: 6 MP: 8 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3+1D4  
or blackjack 1D8+1D4  
Colt .38 revolver 55% (27/11), damage 1D10  
Dodge 22% (11/4)

#### Skills

Charm 45%, Climb 50%, Credit Rating 40%, Drive Auto 60%, Fast Talk 75%, Intimidate 25%, Jump 40%, Law 50%, Library Use 25%, Listen 55%, Persuade 30%, Psychology 50%, Spot Hidden 40%, Track 15%, Throw 40%.

#### Languages

English 55%.

### Captain Walter Robson, 52, corrupt cop

STR 70 CON 70 SIZ 75 DEX 40 INT 70  
APP 40 POW 65 EDU 65 SAN 65 HP 14  
DB: +1D4 Build: 1 Move: 5 MP: 13 Luck: 35

#### Combat

##### Attacks per round: 1

Brawl 65% (32/13), damage 1D3+1D4  
(brass knuckles +1)  
Colt .38 revolver 65% (32/13), damage 1D10  
Dodge 40% (20/8)

#### Skills

Appraise 45%, Art/Craft (Acting) 45%, Charm 45%, Climb 35%, Credit Rating 60%, Drive Auto 50%, Fast Talk 60%, Intimidate 75%, Law 65%, Psychology 60%, Firearms (Rifle/Shotgun) 45%, Sleight of Hand 50%, Spot Hidden 45%, Throw 60%.

#### Languages

English 65%.

### Junior Detective, 26, corrupt police officer

Use this profile for all junior detectives (corrupt or otherwise).

STR 70 CON 65 SIZ 60 DEX 65 INT 70  
APP 75 POW 35 EDU 65 SAN 35 HP 12  
DB: +1D4 Build: 1 Move: 9 MP: 7 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 55% (27/11), damage 1D3+1D4  
Colt .38 revolver 50% (25/10), damage 1D10  
12-g sawn-off shotgun 45% (22/9), damage 4D6/1D6  
Dodge 35% (17/7)

#### Skills

Climb 40%, Disguise 45%, Drive Auto 50%, Jump 40%, Law 45%, Listen 50%, Persuade 60%, Psychology 45%, Sleight of Hand 35%, Spot Hidden 50%, Stealth 45%, Throw 35%.

#### Languages

English 65%.

### Beat Cop, 24, NYC patrol

Use this profile for all beat cops.

STR 65 CON 70 SIZ 85 DEX 60 INT 65  
APP 60 POW 55 EDU 60 SAN 55 HP 15  
DB: +1D4 Build: 1 Move: 7 MP: 11 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 65% (32/13), damage 1D3+1D4  
Colt .38 revolver 45% (22/9), damage 1D10  
Dodge 40% (20/8)

#### Skills

Climb 50%, First Aid 50%, Intimidate 75%, Jump 50%, Law 45%, Listen 50%, Psychology 50%, Spot Hidden 55%, Throw 60%.

#### Languages

English 60%.



## ALLIES OR INDEPENDENTS

### Jonah Kensington, 48, owner/editor *Prospero Books*

STR 50 CON 60 SIZ 50 DEX 30 INT 80  
 APP 65 POW 50 EDU 70 SAN 50 HP 11  
 DB: 0 Build: 0 Move: 7 MP: 10 Luck: 25

#### Combat

##### Attacks per round: 1

Brawl 35% (17/7), damage 1D3  
 Dodge 20% (10/4)

#### Skills

Accounting 60%, Anthropology 25%, Art/Craft (Photography) 20%, Climb 35%, Credit Rating 55%, Drive Auto 25%, Intimidate 50%, History 67%, Library Use 50%, Occult 50%, Persuade 55%, Psychology 75%, Spot Hidden 80%, Throw 40%.

#### Languages

English 90%, French 65%, Greek 54%, Latin 33%.

### Carlton Ramsey, 54, lawyer and executor of *Elias' estate*

STR 50 CON 50 SIZ 45 DEX 60 INT 75  
 APP 45 POW 60 EDU 80 SAN 60 HP 9  
 DB: 0 Build: 0 Move: 7 MP: 12 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 25% (12/5), damage 1D3  
 .32 revolver 45% (22/9), damage 1D8  
 Dodge 30% (15/6)

#### Skills

Accounting 75%, Charm 65%, Credit Rating 64%, Drive Auto 55%, Fast Talk 75%, Law 80%, Library Use 60%, Listen 60%, Persuade 65%, Psychology 70%, Spot Hidden 55%, Throw 60%.

#### Languages

English 80%.

### Willa Sligh, 20, legal secretary

STR 60 CON 65 SIZ 75 DEX 50 INT 80  
 APP 55 POW 65 EDU 60 SAN 65 HP 14  
 DB: +1D4 Build: 1 Move: 7 MP: 13 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 25% (12/5), damage 1D3+1D4  
 .32 revolver 45% (22/9), damage 1D8  
 Dodge 40% (20/8)

#### Skills

Accounting 45%, Art/Craft (Shorthand) 55%, Art/Craft (Typing) 55%, Climb 55%, Fast Talk 65%, Law 35%, Library Use 50%, Listen 60%, Persuade 60%, Psychology 60%, Stealth 70%.

#### Languages

English 60%.

### Erica Carlyle, 26, millionaire businesswoman

STR 40 CON 60 SIZ 40 DEX 55 INT 85  
 APP 80 POW 65 EDU 80 SAN 65 HP 10  
 DB: -1 Build: -1 Move: 8 MP: 13 Luck: 35

#### Combat

##### Attacks per round: 1

Brawl 25% (12/5), damage 1D3-1  
 Fencing foil 70% (35/14), damage 1D6-1 (sharp tip)  
 .25 Derringer 40% (20/8), damage 1D6  
 Dodge 50% (25/10)

#### Pulp Talents

**Strong Willed:** gains a bonus die when making POW rolls.

#### Skills

Accounting 70%, Charm 75%, Credit Rating 95%, Drive Auto 35%, Intimidate 65%, Law 35%, Persuade 60%, Psychology 35%, Ride 60%, Swim 30%.

#### Languages

English 85%, French 45%, German 50%, Italian 60%.



**Joe Corey, 37, Erica Carlyle's bodyguard**

STR 85 CON 75 SIZ 80 DEX 70 INT 60  
 APP 45 POW 40 EDU 40 SAN 40 HP 15  
 DB: +1D6 Build: 2 Move: 8 MP: 8 Luck: 40

**Combat**

**Attacks per round: 1**

Brawl 85% (42/17), damage 1D3+1D6  
 (brass knuckles +1)  
 Baseball bat 65% (32/13), damage 1D8+1D6  
 .45 revolver 75% (37/15), damage 1D10+2  
 Dodge 60% (30/12)

**Pulp Talents**

**Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat.

**Tough Guy:** may spend 10 Luck points to shrug off up to 5 hit points of damage taken in one combat round.

**Skills**

Climb 45%, Drive Auto 90%, Fast Talk 65%, Intimidate 75%, Jump 65%, Listen 50%, Locksmith 30%, Mechanical Repair 50%, Psychology 60%, Stealth 50%, Spot Hidden 55%, Throw 70%.

**Languages**

English 40%.

**Bradley Grey, 41, Erica Carlyle's counselor**

STR 45 CON 50 SIZ 45 DEX 50 INT 85  
 APP 70 POW 55 EDU 90 SAN 55 HP 9  
 DB: 0 Build: 0 Move: 7 MP: 11 Luck: —

**Combat**

**Attacks per round: 1**

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

**Skills**

Accounting 70%, Charm 50%, Credit Rating 85%, Drive Auto 30%, Fast Talk 50%, Law 90%, Library Use 70%, Persuade 80%, Pilot (Boat) 10%, Psychology 40%, Ride 10%.

**Languages**

English 90%, French 60%, Latin 25%.

**Carlyle Estate Guard Dogs, German Shepherds**

	Rex	Zoltan
STR	40	55
CON	40	55
SIZ	40	40
DEX	70	85
POW	50	45
HP	8	9
DB	-1	0
Build	-1	0
Move	12	12

**Combat**

**Attacks per round: 1**

Fighting 60% (30/12), damage 1D6+DB  
 Dodge 45% (22/9)

**Skills**

Jump 70%, Listen 75%, Scent Something Interesting 90%, Spot Hidden 75%.

**Miriam Atwright, 47, Harvard University librarian**

STR 55 CON 60 SIZ 50 DEX 50 INT 70  
 APP 60 POW 65 EDU 70 SAN 61 HP 11  
 DB: 0 Build: 0 Move: 7 MP: 13 Luck: —

**Combat**

**Attacks per round: 1**

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

**Skills**

Accounting 45%, Anthropology 60%, Charm 60%, Credit Rating 35%, Cthulhu Mythos 02%, History 65%, Library Use 90%, Occult 45%, Persuade 55%, Psychology 60%, Spot Hidden 65%.

**Languages**

English 80%, Latin 60%, Spanish 50%.



## CARLYLE ESTATE GUARDS

	1	2	3	4	5	6
<b>STR</b>	65	75	70	65	80	70
<b>CON</b>	75	65	70	60	70	65
<b>SIZ</b>	60	60	65	70	75	60
<b>DEX</b>	65	60	55	50	60	50
<b>INT</b>	55	50	60	55	60	65
<b>APP</b>	45	55	65	45	55	60
<b>POW</b>	55	50	65	40	45	40
<b>EDU</b>	55	60	50	65	55	60
<b>SAN</b>	55	50	65	40	45	40
<b>HP</b>	13	12	13	13	14	12
<b>DB</b>	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
<b>Build</b>	1	1	1	1	1	1
<b>Move</b>	9	8	8	7	8	8
<b>MP</b>	11	10	13	8	9	8

\*Guards 5 and 6 are accompanied by guard dogs (see following).

Luck: —

### Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
.45 automatic pistol	50% (25/10), damage 1D10+2
12-g shotgun	45% (27/9), damage 4D6/2D6/1D6
Dodge	35% (17/7)



**Professor Anthony Cowles, 46,**  
*professor of anthropology*

STR 50 CON 60 SIZ 65 DEX 55 INT 65  
APP 60 POW 70 EDU 90 SAN 53 HP 12  
DB: 0 Build: 0 Move: 7 MP: 14 Luck: —

**Combat**

**Attacks per round: 1**

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

**Skills**

Anthropology 60%, Archaeology 45%, Charm 25%, Credit Rating 50%, Cthulhu Mythos 15%, Drive Auto 50%, Fast Talk 55%, History (Polynesian Cultures) 70%, Law 15%, Library Use 80%, Listen 50%, Lore (Aboriginal) 65%, Natural World 30%, Occult 15%, Persuade 55%, Psychology 45%, Ride 25%, Spot Hidden 30%, Swim 30%, Throw 30%.

**Languages**

English 90%, Greek 35%, Latin 20%.

**Ewa Cowles, 20,**  
*student and dutiful daughter*

STR 65 CON 70 SIZ 50 DEX 75 INT 80  
APP 90 POW 70 EDU 65 SAN 70 HP 12  
DB: 0 Build: 0 Move: 9 MP: 14 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 45% (22/9), damage 1D3  
.32 revolver 40%, (20/8), damage 1D8  
Dodge 45% (22/9)

**Skills**

Anthropology 40%, Archaeology 20%, Charm 25%, Climb 50%, Credit Rating 40%, Drive Auto 30%, Fast Talk 35%, First Aid 55%, Jump 40%, History (Polynesian Cultures) 55%, Library Use 30%, Listen 45%, Medicine 20%, Photography 25%, Ride 70%, Science (Astronomy) 20%, Spot Hidden 70%, Throw 35%.

**Languages**

Arabic 15%, English 90%.

**Arthur Emerson, 53,**  
*unwitting cult associate and importer*

STR 65 CON 65 SIZ 70 DEX 40 INT 75  
APP 45 POW 55 EDU 60 SAN 55 HP 13  
DB: +1D4 Build: 1 Move: 5 MP: 11 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
.38 revolver 40%, (20/8), damage 1D10  
Dodge 25% (12/5)

**Skills**

Accounting 65%, Credit Rating 40%, Drive Auto 50%, Fast Talk 45%, Intimidate 65%, Law 55%, Listen 40%, Mechanical Repair 40%, Operate Heavy Machinery 50%, Persuade 60%, Psychology 50%.

**Languages**

English 60%.

**Murray Hill Hotel Doorman,**  
*ex-soldier and gatekeeper*

STR 70 CON 70 SIZ 70 DEX 55 INT 60  
APP 70 POW 65 EDU 55 SAN 65 HP 14  
DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 70% (35/14), damage 1D3+1D4  
Dodge 50% (25/10)

**Skills**

Climb 40%, First Aid 50%, Firearms (Handgun) 55%, Intimidate 60%, Jump 50%, Listen 50%, Persuade 50%, Psychology 60%, Spot Hidden 55%, Stealth 50%, Throw 45%.

**Languages**

English 55%.

**Dr. Mordecai Lemming, 62, eccentric folklorist**

STR 50 CON 35 SIZ 45 DEX 55 INT 60  
APP 60 POW 50 EDU 70 SAN 50 HP 8  
DB: 0 Build: 0 Move: 6 MP: 10 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 25% (12/5), damage 1D3  
Dodge 27% (13/5)



## KEEPER REFERENCE BOOKLET

### *Skills*

Anthropology 65%, Appraise 65%, Credit Rating 70%, History 75%, Library Use 65%, Natural World 45%, Occult 45%, Persuade 40%, Science (Astronomy) 40%, Science (Botany) 40%, Spot Hidden 45%.

### *Languages*

English 70%, Latin 60%, Greek (Classical) 45%.

### **Rebecca Shosenburg, 27, reporter at New York Times**

**STR 70 CON 45 SIZ 45 DEX 65 INT 90**  
**APP 55 POW 55 EDU 65 SAN 55 HP 9**  
**DB: 0 Build: 0 Move: 9 MP: 11 Luck: 25**

### *Combat*

#### **Attacks per round: 1**

Brawl 35% (17/7), damage 1D3  
Dodge 50% (25/10)

### *Skills*

Art/Craft (Acting) 45%, Climb 45%, Credit Rating 30%, Fast Talk 55%, History 45%, Jump 40%, Law 25%, Library Use 60%, Listen 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%, Stealth 60%, Throw 35%.

### *Languages*

English 85%, Hebrew 20%.

### **Millie Adams, 27, desperate but determined wife**

**STR 50 CON 60 SIZ 60 DEX 60 INT 75**  
**APP 75 POW 75 EDU 60 SAN 75 HP 12**  
**DB: 0 Build: 0 Move: 8 MP: 15 Luck: 35**

### *Combat*

#### **Attacks per round: 1**

Brawl 35% (17/7), damage 1D3  
.32 revolver 30% (15/6), damage 1D8  
Dodge 30% (15/6)

### *Skills*

Art/Craft (Piano) 65%, Art/Craft (Sing) 65%, Charm 60%, First Aid 60%, Listen 60%, Persuade 65%, Psychology 60%, Spot Hidden 65%, Throw 60%.

### *Languages*

English 60%.

### **Hilton Adams, 29, an innocent man**

**STR 75 CON 65 SIZ 85 DEX 65 INT 65**  
**APP 65 POW 50 EDU 60 SAN 50 HP 15**  
**DB: +1D4 Build: 1 Move: 7 MP: 10 Luck: —**

### *Combat*

#### **Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
Dodge 55% (27/11)

### *Skills*

Art/Craft (Blacksmith) 65%, Charm 70%, Climb 50%, Drive Auto 40%, Firearms (Rifle/Shotgun) 55%, First Aid 60%, Handgun 65%, Jump 45%, Mechanical Repair 55%, Operate Heavy Machinery 35%, Persuade 60%, Spot Hidden 65%, Stealth 50%, Throw 50%.

### *Languages*

English 60%, French 35%.

## THE FRIENDS OF HILTON ADAMS

### **Needham Johnson, 30, reporter at the New York Age**

**STR 65 CON 50 SIZ 65 DEX 40 INT 75**  
**APP 80 POW 65 EDU 70 SAN 55 HP 11**  
**DB: +1D4 Build: 1 Move: 8 MP: 13 Luck: —**

### *Combat*

#### **Attacks per round: 1**

Brawl 55% (27/11), damage 1D3+1D4  
Dodge 40% (20/8)

### *Skills*

Art/Craft (Photography) 45%, Art/Craft (Writing) 75%, Credit Rating 25%, Firearms (Rifle/Shotgun) 45%, History 55%, Intimidate 50%, Library Use 60%, Persuade 60%, Psychology 60%, Spot Hidden 65%, Stealth 60%, Throw 30%.

### *Languages*

English 80%, French 40%.

### **Douglas Fells, 31, sculptor**

**STR 60 CON 80 SIZ 65 DEX 70 INT 80**  
**APP 40 POW 35 EDU 65 SAN 25 HP 14**  
**DB: +1D4 Build: 1 Move: 8 MP: 7 Luck: —**



**Combat****Attacks per round: 1**

Brawl 45% (22/9), damage 1D3+1D4  
Dodge 40% (20/8)

**Skills**

Art/Craft (Fine Art) 55%, Art/Craft (Sculpture) 75%, Credit Rating 35%, Drive Auto 50%, Firearms (Rifle/Shotgun) 75%, Natural World 40%, Persuade 50%, Psychology 40%, Spot Hidden 80%, Throw 50%.

**Languages**

English 65%, French 60%.

**Art Mills, 29, jazz musician**

**STR 55 CON 70 SIZ 70 DEX 75 INT 65**  
**APP 65 POW 80 EDU 55 SAN 70 HP 14**  
**DB: +1D4 Build: 1 Move: 8 MP: 16 Luck: —**

**Combat****Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
Dodge 50% (25/10)

**Skills**

Appraise 45%, Art/Craft (Trumpet) 75%, Credit Rating 15%, Fast Talk 65%, Firearms (Rifle/Shotgun) 45%, Listen 70%, Psychology 50%, Sleight of Hand 60%, Spot Hidden 60%, Stealth 60%, Throw 45%.

**Languages**

English 55%, French 40%.

**Jackie Wallace, 30, hospital orderly**

**STR 75 CON 85 SIZ 55 DEX 75 INT 70**  
**APP 55 POW 70 EDU 60 SAN 61 HP 14**  
**DB: +1D4 Build: 1 Move: 9 MP: 14 Luck: —**

**Combat****Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
Dodge 50% (25/10)

**Skills**

Charm 65%, Credit Rating 10%, Electrical Repair 30%, Firearms (Rifle/Shotgun) 65%, First Aid 70%, Listen 60%, Mechanical Repair 30%, Psychology 70%, Spot Hidden 65%, Stealth 60%, Throw 65%.

**Languages**

English 60%, French 30%.

**ADVERSARIES**

The three cultists sent to murder Jackson Elias (**Elias' Murderers**) each have their own profile (following). A range of **Average Bloody Tongue Cultists (NYC)** who the investigators may "meet" while in New York are also provided.

**Elias' Murderers****Iregi Kipkemboi (Cultist #1), 23, member of the Bloody Tongue**

**STR 80 CON 75 SIZ 70 DEX 50 INT 40**  
**APP 30 POW 60 EDU 40 SAN 00 HP 14**  
**DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: 30**

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3+1D4 or panga 1D8+1D4  
Dodge 40% (20/8)

**Pulp Combat**

Brawl 70% (35/14), damage 1D3+1D4 or panga 1D8+1D4  
African throwing knife 30% (15/6), damage 1D4+2, plus 1D4†  
Dodge 50% (25/10)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

**Pulp Talents**

**Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat.

**Skills**

Climb 75%, Cthulhu Mythos 03%, Intimidate 25%, Jump 90%, Listen 65%, Sleight of Hand 50%, Stealth 60%, Swim 60%, Track 10%, Throw 25%.

**Languages**

English 30%, Kikuyu 50%, Nandi 35%, Swahili 35%.



## KEEPER REFERENCE BOOKLET

### Colm Doyle (Cultist #2), 24, member of the Bloody Tongue

STR 60 CON 60 SIZ 60 DEX 65 INT 35  
APP 35 POW 40 EDU 55 SAN 00 HP 12  
DB: 0 Build: 0 Move: 8 MP: 8 Luck: 20

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3 or  
panga 1D8+1D4  
Dodge 65% (32/13)

#### Pulp Combat

Brawl 80% (40/16), damage 1D3 or  
panga 1D8+1D4  
African throwing knife 30% (15/6), damage 1D4+2,  
plus 1D4†  
Dodge 85% (42/17)

† Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.

#### Pulp Talents

**Keen Hearing:** gains a bonus die to Listen rolls.

#### Skills

Climb 60%, Cthulhu Mythos 04%, Drive Auto 35%, Intimidate 20%, Jump 65%, Listen 75%, Locksmith 25%, Sleight of Hand 55%, Stealth 60%, Swim 30%, Track 15%, Throw 30%.

#### Languages

English 55%, Swahili 15%.

### Jomo "Jimmy" Jepleting (Cultist #3), 26, member of the Bloody Tongue

STR 75 CON 65 SIZ 60 DEX 80 INT 50  
APP 20 POW 50 EDU 55 SAN 00 HP 12  
DB: +1D4 Build: 1 Move: 9 MP: 8 Luck: 25

#### Combat

##### Attacks per round: 1

Brawl 50% (25/10), damage 1D3+1D4  
or panga 1D8+1D4  
Dodge 65% (32/13)

#### Pulp Combat

Brawl 70% (35/14), damage 1D3+1D4  
or panga 1D8+1D4  
African throwing knife 35% (17/7), damage 1D4+2,  
plus 1D4†  
Dodge 75% (37/15)

† Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.

#### Pulp Talents

**Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round.

#### Skills

Climb 55%, Cthulhu Mythos 05%, Intimidate 25%, Jump 55%, Listen 75%, Sleight of Hand 60%, Stealth 55%, Swim 25%, Track 65%, Throw 35%.

#### Languages

English 35%, Kikuyu 60%, Nandi 25%, Swahili 40%.

### Silas N'kwane, 73, manager of Ju-Ju House

STR 30 CON 85 SIZ 40 DEX 50 INT 75  
APP 45 POW 65 EDU 30 SAN 00 HP 12  
DB: -1 Build: -1 Move: 5 MP: 13 Luck: 35

#### Combat

##### Attacks per round: 1

Brawl 25% (12/5), damage 1D3-1  
or panga 1D8-1  
Dodge 35% (17/7)

#### Skills

Anthropology 15%, Archaeology 10%, Charm 60%, Credit Rating 23%, Cthulhu Mythos 11%, Fast Talk 45%, Listen 35%, Occult 50%, Psychology 45%, Stealth 65%, Spot Hidden 65%, Throw 30%.

#### Languages

English 45%, Kikuyu 70%, Nandi 20%, Swahili 20%.



**Mukunga M'Dari, 36, high priest**

STR 80 CON 100 SIZ 75 DEX 65 INT 65  
 APP 85 POW 85 EDU 40 SAN 00 HP 17  
 DB: +1D4 Build: 1 Move: 8 MP: 17 Luck: 85

**Combat****Attacks per round: 1**

Brawl 85% (42/17), damage 1D3+1D4  
 or large club 1D8+1D4,  
 lion's claws 1D4+1D4,  
 switchblade 1D4+1D4  
 Panga 75% (37/15), damage 1D8+1D4  
 Dodge 85% (42/17)

**Pulp Combat**

Brawl 95% (47/19), damage 1D3+1D4  
 or large club 1D8+1D4,  
 lion's claws 1D4+1D4,  
 switchblade 1D4+1D4  
 Panga 85% (42/17), damage 1D8+1D4  
 African throwing knife 50% (25/10), damage 1D4+2,  
 plus 1D4†  
 Dodge 95% (47/19)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

**Pulp Talents**

**Tough Guy:** may spend 10 Luck points to shrug off up to 5 hit points of damage taken in one combat round.

**Heavy Hitter:** may spend 10 Luck points to add an additional damage die when dealing out melee combat.

**Skills**

Art/Craft (Sing) 55%, Climb 70%, Credit Rating 07%, Cthulhu Mythos 26%, Intimidate 60%, Jump 75%, Listen 65%, Natural World 40%, Occult 45%, Sleight of Hand 55%, Spot Hidden 55%, Stealth 75%, Track 20%, Throw 50%.

**Languages**

English 35%, Kikuyu 30%, Nandi 90%, Swahili 55%.

**Spells:** Bind Byakhee, Clutch of Nyogtha, Contact Nyarlathotep, Create Ciimba\*, Dread Curse of Azathoth, Mindblast, Power Drain\*, Shrivelling, Summon/Bind Hunting Horror.

\*See *Appendix B: Spells*.

**MONSTERS****Chakota, spirit of many faces**

The chakota is created by a magical ritual involving a willing person, who is consumed in the process, and whose face becomes the first face of the creature. At first, the cultists must help the newly-made thing feed, but soon it takes care of itself.

A chakota's characteristics are a function of the number of its faces. Each face yields 5 STR and 5 SIZ points. The creature's CON equals its STR. The DEX is always 15, and its MOV is always 4. The chakota in the pit has 36 faces. If it ate two investigators, then it would have 38 faces, and its STR and SIZ would increase accordingly (as would all of its associated derived statistics).

STR 180 CON 180 SIZ 180 DEX 15 INT 0  
 APP — POW 180 EDU — SAN — HP 36  
 DB: n/a Build: +4 Move: 4 MP: 36 Luck: —

**Wails of the Chakota:** automatically affects everyone who can hear its mouths weeping and shrieking; provoking a Sanity roll for 1/1D6 loss of points when hearing them for the first time.

**Combat**

**Attacks per round:** 1D8 bites per target

**Fighting (Bite):** kills by biting and devouring with its myriad faces. May only attack one target at a time (this increases to three targets in pulp games), seeking to devour the first target before turning to the second. Each target is attacked by 1D8 faces per round; roll to bite for each face. A successful bite clamps down on the victim, drawing them closer to the chakota. The target may make an opposed STR roll to break free (inflicting the automatic loss of 1 damage per set of clamped teeth): assume each bite has STR 5; total the number of bites and use that sum as the total STR for the opposed roll (do not use the chakota's bodily strength). Note that those held by the chakota's mouths gain a bonus die to attacks against it. Each successful bite attack inflicts 1 damage.

Bite 30% (15/6), damage 1 point per successful bite

Dodge n/a

**Armor:** the chakota is immune to firearms and mundane melee weapons, but fire, magic, and electricity can harm it. If all the mouths are covered (perhaps submerged in water, covered in tar, thick molasses, etc.), it can suffocate.

**Spells:** none.

**Sanity loss:** 1D4/2D4 Sanity points to see the chakota. An additional 1D4 Sanity points are lost if an investigator sees the face of a person known to them in the chakota, increasing to 1D6 points if the person was a close friend or loved one.



AVERAGE BLOODY TONGUE CULTISTS (NYC) ASSORTED THUGS

	1	2	3	4	5	6	7	8
<b>STR</b>	60	50	70	70	75	55	45	55
<b>CON</b>	75	65	60	85	55	60	70	90
<b>SIZ</b>	60	70	50	40	45	60	70	65
<b>DEX</b>	85	75	65	55	50	50	45	40
<b>INT</b>	65	40	70	50	50	75	50	55
<b>APP</b>	70	50	55	40	45	65	60	30
<b>POW</b>	50	50	55	75	60	55	65	45
<b>EDU</b>	30	60	55	40	60	50	25	45
<b>SAN</b>	00	00	00	00	00	00	00	00
<b>HP</b>	13	13	11	12	10	12	14	15
<b>DB</b>	0	0	0	0	0	0	0	0
<b>Build</b>	0	0	0	0	0	0	0	0
<b>Move</b>	8	8	9	9	9	7	7	7

Luck: —

**Combat**

**Attacks per round: 1**

Brawl	45% (22/9), damage 1D3 or small knife/straight razor 1D4
Panga	45%, damage 1D8
.22 revolver*	30% (15/6), damage 1D6
Dodge	40% (20/8)

**Pulp Combat**

Brawl	65% (32/13), damage 1D3 or small knife/straight razor 1D4
Panga	65% (32/13), damage 1D8
.22 revolver*	50% (25/10), damage 1D6
African throwing knife**	35% (17/7), damage 1D4+2, plus 1D4†
Dodge	60% (30/12)

\*Only cultists 3 and 4 are armed with handguns

\*\*Only cultists 1, 5, and 8 are armed with throwing knives.

†Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.

**Skills**

Climb 60%, Cthulhu Mythos 05%, Jump 55%, Listen 50%, Occult 10%, Stealth 60%, Spot Hidden 35%, Track 35%, Throw 35%.

**Languages**

English 35%, Kikuyu 60%, Nandi 35%, Swahili 50%.



## CIIMBA, MONSTROUSLY STRONG UNDEAD HORRORS

	1	2	3	4
STR	90	110	105	120
CON	95	35	65	50
SIZ	60	45	50	65
DEX	65	55	50	20
POW	05	05	05	05
HP	15	8	11	11
DB	+1D4	+1D4	+1D4	+1D6
Build	1	1	1	2
Move	6	6	6	6

Luck: —

### Combat

#### Attacks per round: 1

Fighting 30% (15/6), damage 1D4+DB  
 Dodge n/a (*ciimba* do not dodge)

**Sanity loss:** 0/1D8 Sanity points to see the *ciimba*. If the *ciimba* was known in life to the investigator and is still recognizable, the investigator loses an additional 1D2 Sanity points whether the Sanity roll succeeds or fails.

**Armor:** major wounds delivered to a *ciimba* result in the loss of a limb; otherwise, ignore damage except to the head (one penalty die on rolls to target the head).



## HIRELINGS

The following hirelings are provided should the investigators decide to hire one or more criminals or to break into the Carlyle Mansion. If desired, the players could take on these roles temporarily to play through such a burglary—possibly more fun than watching from the sidelines.

In addition, by changing the names and a few details, these NPCs could be utilized later in any of the campaign's other locations, should the need arise.

### Solomon "Solly" Reznik, 29, safecracker and thief

A Jewish Russian immigrant from the Lower East Side who turned to crime after he lost everything in a fire at the family's cabinetmaking business.

STR 40    CON 55    SIZ 75    DEX 75    INT 80  
 APP 80    POW 60    EDU 65    SAN 60    HP 13  
 DB: 0    Build: 0    Move: 8    MP: 12    Luck: 30

#### Combat

##### Attacks per round: 1

Brawl                      55% (27/11), damage 1D3  
 or crowbar 1D8  
 Dodge                      40% (20/8)

#### Pulp Combat

Brawl                      75% (37/15), damage 1D3  
 or crowbar 1D8  
 Dodge                      60% (30/12)

#### Pulp Talents

**Resourceful:** may spend 10 luck points to find a certain useful piece of equipment

#### Skills

Appraise 55%, Art/Craft (Cabinetmaking) 45%, Climb 40%, Credit Rating 20%, Listen 70%, Locksmith 70%, Mechanical Repair 50%, Persuade 40%, Sleight of Hand 60%, Spot Hidden 75%, Stealth 60%, Throw 45%.

#### Languages

English 65%, Russian 20%.

### Gino Fabbri, 30, former soldier and explosives expert

A second-generation Italian-American who learned his skills with explosives on the frontlines during the Great War.

STR 80    CON 65    SIZ 85    DEX 80    INT 70  
 APP 55    POW 50    EDU 60    SAN 50    HP 15  
 DB: +1D6    Build: 2    Move: 7    MP: 10    Luck: 25

#### Combat

##### Attacks per round: 1

Brawl                      65% (32/13), damage 1D3+1D6  
 Colt .45 automatic      60% (30/12), damage 1D10+2  
 Dodge                      40% (20/8)

#### Pulp Combat

Brawl                      85% (42/17), damage 1D3+1D6  
 Colt .45 automatic      75% (32/15), damage 1D10+2  
 Dodge                      60% (30/12)

#### Pulp Talents

**Alert:** never surprised in combat.

#### Skills

Climb 40%, Credit Rating 20%, Demolitions 70%, First Aid 50%, Intimidate 65%, Jump 40%, Mechanical Repair 60%, Stealth 50%, Survival (Desert) 40%, Throw 60%.

#### Languages

English 60%, Italian 60%.

### Clodagh Bannon, 36, piano teacher, security expert, and occult dabbler

The daughter of a long line of policemen, who would be horrified if they knew of Clo's sideline as a criminal mastermind.

STR 50    CON 65    SIZ 60    DEX 85    INT 85  
 APP 70    POW 70    EDU 65    SAN 70    HP 12  
 DB: 0    Build: 0    Move: 8    MP: 17    Luck: 42

#### Combat

##### Attacks per round: 1

Brawl                      45% (22/9), damage 1D3  
 .32 revolver              40% (20/8), damage 1D8  
 Dodge                      45% (22/9)

#### Pulp Combat

Brawl                      65% (32/13), damage 1D3  
 .32 revolver              60% (30/12), damage 1D8  
 Dodge                      65% (32/13)

#### Pulp Talents

**Sharp Witted:** bonus die to INT (but not Idea) rolls.

#### Skills

Appraise 55%, Art/Craft (Piano) 55%, Charm 65%, Credit Rating 25%, Drive Auto 30%, Listen 70%, Occult 35%, Persuade 60%, Spot Hidden 75%, Stealth 70%, Throw 50%.

#### Languages

English 65%.



**Jessica Templeton, 26, conwoman and pickpocket**

You'd never know it to look at the fine "lady" she's become, but "Little Jessie" grew up in one of the poorest neighborhoods in Yonkers.

STR 60 CON 65 SIZ 50 DEX 90 INT 85  
APP 80 POW 50 EDU 60 SAN 50 HP 11  
DB: 0 Build: 0 Move: 9 MP: 10 Luck: 25

**Combat****Attacks per round: 1**

Brawl 25% (12/5), damage 1D3  
.25 Derringer 40% (20/8), damage 1D6  
Dodge 45% (22/9)

**Pulp Combat**

Brawl 35% (17/7), damage 1D3  
.25 Derringer 60% (30/12), damage 1D6  
Dodge 65% (32/13)

**Pulp Talents**

**Master of Disguise:** may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls.

**Skills**

Appraise 65%, Art/Craft (Acting) 65%, Charm 65%, Climb 60%, Credit Rating 30%, Fast Talk 70%, Law 15%, Listen 60%, Psychology 60%, Sleight of Hand 70%, Spot Hidden 60%, Stealth 50%, Throw 45%.

**Languages**

English 75%.

**Beauford Jones, 21, muscle and getaway driver**

Formerly from San Juan Hill (now known as Lincoln Square) and currently resident in Harlem, Jones was once a chauffeur for a wealthy Manhattan family before he was fired for an illicit affair with his boss' son.

STR 75 CON 80 SIZ 70 DEX 70 INT 75  
APP 75 POW 60 EDU 60 SAN 60 HP 15  
DB: +1D4 Build: 1 Move: 8 MP: 12 Luck: 30

**Combat****Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
Colt .45 revolver 40% (20/8), damage 1D10+2  
Dodge 35% (17/7)

**Pulp Combat**

Brawl 85% (42/17), damage 1D3+1D4  
Colt .45 revolver 60% (30/12), damage 1D10+2  
Dodge 55% (22/11)

**Pulp Talents**

**Heavy Hitter:** may spend 10 Luck to add an additional damage die during melee combat.

**Skills**

Climb 35%, Credit Rating 15%, Drive Auto 70%, Intimidate 65%, Mechanical Repair 60%, Navigate 60%, Operate Heavy Machinery 50%, Persuade 50%, Psychology 40%, Spot Hidden 65%, Stealth 50%, Throw 40%.

**Languages**

English 60%.

**Fearghal Wong, 24, boxer and muscle for hire**

As a half Chinese-half Irish child growing up in Chinatown, Fearghal soon learned to be handy with his fists.

STR 70 CON 80 SIZ 60 DEX 85 INT 65  
APP 60 POW 60 EDU 50 SAN 60 HP 14  
DB: +1D4 Build: 1 Move: 9 MP: 12 Luck: 30

**Combat****Attacks per round: 1**

Brawl 75% (37/15), damage 1D3+1D4  
or pickaxe handle 1D8+1D4  
Dodge 60% (30/12)

**Pulp Combat**

Brawl 95% (47/19), damage 1D3+1D4  
or pickaxe handle 1D8+1D4  
Dodge 75% (37/15)

**Pulp Talents**

**Tough Guy:** may spend 10 points of Luck to shrug off 5 points of damage per combat round.

**Skills**

Climb 50%, Credit Rating 15%, First Aid 45%, Intimidate 75%, Jump 60%, Psychology 40%, Spot Hidden 65%, Stealth 50%, Throw 50%.

**Languages**

Chinese (Mandarin) 50%, English 50%.



# CHARACTERS AND MONSTERS: THE CHELSEA SERPENT

## Miles Shipley, 37, insane artist

STR 65 CON 70 SIZ 45 DEX 75 INT 65  
APP 30 POW 50 EDU 50 SAN 08 HP 11  
DB: 0 Build: 0 Move: 9 MP: 10 Luck: —

### Combat

#### Attacks per round: 1

Brawl 65% (15/6), damage 1D3  
or butcher's knife 1D4+2  
Dodge 40% (20/8)

### Skills

Art/Craft (Fine Art) 75%, Cthulhu Mythos 15%, Fast Talk 60%, First Aid 40%, Jump 35%, Occult 35%, Persuade 45%, Spot Hidden 55%, Stealth 50%, Throw 30%.

### Languages

English 50%, Naacal 20%.

## Ssathasaa, serpent person

STR 60 CON 55 SIZ 55 DEX 75 INT 90  
APP — POW 120 EDU — SAN — HP 11  
DB: 0 Build: 0 Move: 8 MP: 24 Luck: 90

## Ssathasaa, as Bertha Shipley

STR 20 CON 40 SIZ 40 DEX 30 INT 45  
APP 45 POW 40 EDU 30 SAN — HP 11  
DB: 0 Build: 0 Move: 8 MP: 24 Luck: 90

### Combat

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

**Bite:** highly poisonous; victim must succeed in an Extreme CON roll; if failed, suffers additional 1D8 damage.

Fighting 60% (30/12), damage 1D3  
or meat cleaver 1D4+2  
Knitting Needle 60% (30/12), damage 1D3  
Bite 35% (17/7), damage 1D8 + poison  
(see above)  
Dodge 37% (18/7)

### Pulp Combat

Fighting 80% (40/12), damage 1D3  
or large meat cleaver 1D8  
Knitting Needle 80% (40/12), damage 1D3  
Bite 45% (17/7), damage 1D8 + poison  
(see above)  
Dodge 37% (18/7)

### Pulp Talents

**Fleet Footed:** spend 10 Luck to avoid being outnumbered for one combat encounter.

**Rapid Attack:** spend 10 Luck to gain one further melee attack in a single round.

### Skills

Art/Craft (Knitting) 45%, Charm 60%, Cthulhu Mythos 50%, Intimidate 70%, Jump 65%, Lore (Brew Plutonian Drug) 80%, Natural World 60%, Science (Biology) 60%, Science (Chemistry) 80%, Spot Hidden 40%, Stealth 85%, Swim 85%, Throw 55%, Track 60%.

### Languages

Arabic 50%, English 60%, Naacal 90%.

**Armor:** 1-point skin and scales.

**Spells:** Cloud Memory, Consume Likeness, Dread Curse of Azathoth, Dominate, Enthrall Victim, Mental Suggestion, Time Gate, Wrack. Other spells, such as Contact Yig (see the *Grand Grimoire of Cthulhu Mythos Magic* for further details), are at the Keeper's discretion.

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



# CHARACTERS AND MONSTERS: THE DERBYSHIRE MONSTER

## LESSER EDALE RESIDENTS

### Hubert Tumwell, age 43, *police constable*

STR 60 CON 65 SIZ 50 DEX 50 INT 45  
 APP 45 POW 40 EDU 45 SAN 40 HP 11  
 DB: 0 Build: 0 Move: 7 MP: 8 Luck: 40

#### Combat

##### Attacks per round: 1

Brawl 40% (20/8), damage 1D3  
 or truncheon 1D6  
 12-g Shotgun 50% (25/10), damage  
 4D6/2D6/1D6  
 .303 Lee-Enfield rifle 50% (25/10), damage 2D6+1  
 Dodge 25% (12/5)

#### Skills

Charm 40%, Climb 35%, Credit Rating 22%, Drive Auto 20%,  
 Fast Talk 45%, First Aid 60%, Intimidate 35%, Jump 30%,  
 Law 30%, Listen 45%, Navigate 50%, Psychology 45%, Ride  
 (Bicycle) 65%, Spot Hidden 50%, Stealth 35%, Track 30%.

#### Languages

English 45%.

### Reverend Jeremy Stratton, age 67, *vicar*

STR 35 CON 50 SIZ 60 DEX 60 INT 75  
 APP 45 POW 50 EDU 80 SAN 50 HP 11  
 DB: 0 Build: 0 Move: 5 MP: 10 Luck: 50

#### Combat

##### Attacks per round: 1

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

#### Skills

Accounting 15%, Archaeology 15%, Art/Craft (Sing) 15%,  
 Charm 40%, Credit Rating 49%, First Aid 60%, History 70%,  
 Law 15%, Library Use 35%, Listen 45%, Lore (Druidism) 20%,  
 Lore (Theology) 75%, Medicine 20%, Natural World 40%,  
 Occult 30%, Persuade 60%, Psychology 45%, Stealth 30%.

#### Languages

English 80%, Greek 11%, Latin 15%.

## THE VANE FAMILY

### Lord Arthur Gordon Fitzhugh Vane, 67, *peer of the realm*

STR 40 CON 40 SIZ 55 DEX 50 INT 75  
 APP 60 POW 45 EDU 80 SAN 41 HP 9  
 DB: 0 Build: 0 Move: 4 MP: 9 Luck: 45

#### Combat

##### Attacks per round: 1

Brawl 30% (15/6), damage 1D3  
 20-g shotgun (2B) 40% (20/8), damage 2D6/1D6/1D3  
 Dodge 25% (12/5)

#### Skills

Accounting 60%, Charm 25%, Credit Rating 92%, History 35%,  
 Intimidate 35%, Law 65%, Library Use 35%, Listen 25%, Natural  
 World 35%, Occult 10%, Persuade 60%, Psychology 55%.

#### Languages

English 80%, Greek 10%, Latin 35%.

### Lawrence Arthur Ponsonby Vane, 23, *son and heir*

STR 65 CON 80 SIZ 70 DEX 75 INT 70  
 APP 50 POW 50 EDU 80 SAN 46 HP 15  
 DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: 50

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3+1D4  
 Fencing Foil (sharp tip) 50% (25/10), damage 1D6+1D4  
 12-g shotgun (2B) 45% (22/9), damage 4D6/2D6/1D6  
 Dodge 40% (20/8)

#### Skills

Charm 45%, Climb 60%, Credit Rating 90%, Drive Auto 70%,  
 Fast Talk 40%, History 35%, Jump 40%, Law 40%, Library  
 Use 40%, Listen 50%, Persuade 50%, Psychology 45%, Ride  
 55%, Spot Hidden 35%, Stealth 40%, Track 25%, Throw 45%.

#### Languages

English 80%, French 60%, Greek 10%, Latin 30%.



AVERAGE TOWNSFOLK OF LESSER EDALE

	1	2	3	4	5	6	7	8
STR	60	45	50	70	65	55	35	80
CON	50	40	45	60	75	65	60	90
SIZ	55	65	70	50	55	60	50	50
DEX	80	75	65	60	55	50	65	40
INT	70	45	55	60	45	50	80	35
APP	65	60	65	45	55	60	65	40
POW	60	35	50	70	65	50	45	55
EDU	40	45	30	45	40	40	50	35
SAN	60	35	50	70	65	50	45	55
HP	10	10	11	11	13	12	11	14
DB	0	0	0	0	0	0	0	+1D4
Build	0	0	0	0	0	0	0	1
Move	9	8	7	9	8	7	8	8

Luck: —

**Combat**

**Attacks per round: 1**

The majority of villagers have access to farm tools, kitchen knives, and so on. Servants are more likely to find candelabra, kitchen knives, or garden tools. A few will have access to a shotgun.

Brawl	40% (20/8), damage 1D3+DB
Kitchen knife	40% (20/8), damage 1D4+2+DB
Candelabra	40% (20/8), damage 1D6+DB
Spade	40% (20/8), damage 1D8+DB
12-g shotgun	30% (15/6), damage 4D6/2D6/1D6
Dodge	35% (17/7)

**Villager Skills**

Charm 35%, Climb 40%, Fast Talk 40%, First Aid 45%, History 15%, Intimidate 40%, Jump 35%, Listen 40%, Locksmith 35%, Mechanical Repair 50%, Natural World 35%, Navigate 50%, Occult 25%, Operate Heavy Machinery 40%, Psychology 25%, Ride 40%, Spot Hidden 30%, Stealth 35%, Throw 40%, Track 45%.

**Servant Skills**

Charm 40%, Climb 25%, Fast Talk 25%, First Aid 30%, History 20%, Intimidate 45%, Jump 30%, Listen 35%, Natural World 30%, Navigate 25%, Psychology 40%, Spot Hidden 35%, Stealth 45%, Throw 35%.









## PULP OPTION: GHOUL PACK

If introducing these optional pulp opponents, assume 2 ghouls per hero. Use the following generic profile for each of the ghouls.

STR 80    CON 70    SIZ 70    DEX 70    INT 60  
 APP —    POW 60    EDU —    SAN —    HP 14  
 DB: +1D4    Build: 1    Move: 9    MP: 8    Luck:  
 —

### *Combat*

**Attacks per round:** 3 (claws, bite, hold)

**Disease:** carrion feeders, wounds may become infected if target fails a **Luck** roll.

**Bite and hold (mnvr):** with success, the ghoul's jaws bite and hold, worrying the target. Its fangs inflict 1D4 damage automatically per round thereafter, in addition to its other attacks. The held target may attempt an opposed STR roll to free themselves.

Fighting	65% (32/13), damage 1D6+1D4
Bite and hold (mnvr)	65% (32/13), damage 1D6+1D4, 1D4+1D4 thereafter
Dodge	50% (25/10)

### *Skills*

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

**Armor:** firearms and projectiles inflict only half rolled damage (round down).

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





# CHARACTERS AND MONSTERS: ENGLAND

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## ALLIES OR INDEPENDENTS

### Mickey Mahoney, 43, editor of *The Scoop*

STR 55 CON 65 SIZ 40 DEX 50 INT 70  
APP 70 POW 45 EDU 65 SAN 45 HP 10  
DB: 0 Build: 0 Move: 8 MP: 9 Luck: 45

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3  
.303 Enfield rifle 55% (27/11), damage 2D6+4  
Dodge 30% (15/6)

#### Pulp Talents

**Strong Willed:** bonus die to POW rolls.

#### Skills

Accounting 65%, Climb 30%, Credit Rating 38%, Drive Auto 55%, Fast Talk 75%, History 35%, Jump 25%, Law 95%, Library Use 55%, Mechanical Repair 55%, Occult 10%, Persuade 65%, Psychology 60%, Spot Hidden 50%, Throw 30%.

#### Languages

English 65%.

### Inspector James Barrington, 53, *by-the-book* policeman

STR 50 CON 70 SIZ 55 DEX 60 INT 75  
APP 55 POW 50 EDU 80 SAN 50 HP 12  
DB: 0 Build: 0 Move: 6 MP: 10 Luck: 50

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3  
or nightstick 1D6  
.38 revolver 50% (25/10), damage 1D10  
Dodge 30% (15/6)

#### Pulp Talents

**Nimble:** does not lose next action when “diving for cover” versus firearms.

#### Skills

Accounting 40%, Climb 30%, Credit Rating 45%, Drive Auto 30%, First Aid 60%, Fast Talk 60%, History 25%, Jump 25%, Law 45%, Library Use 60%, Mechanical Repair 30%, Navigate 50%, Persuade 40%, Psychology 60%, Spot Hidden 75%, Stealth 35%, Track 20%, Throw 40%.

#### Languages

English 80%.

### Miss Jasmine Pink, 36, *psychic medium*

STR 45 CON 80 SIZ 40 DEX 75 INT 70  
APP 65 POW 75 EDU 60 SAN 72 HP 12  
DB: 0 Build: 0 Move: 9 MP: 15 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 40% (20/8), damage 1D3  
Dodge 45% (22/9)

#### Pulp Talents

**Psychic Power:** Medium 70%.

**Nimble:** does not lose next action when “diving for cover” versus firearms.

#### Skills

Charm 55%, Credit Rating 32%, First Aid 50%, Fast Talk 70%, Medium 70%, Occult 50%, Psychology 65%, Sleight of Hand 45%, Spot Hidden 60%, Stealth 45%, Throw 30%.

#### Languages

English 60%, French 15%.

## ADVERSARIES

### Bigger-Than-Average Brotherhood Cultists (England), *Gavigan's henchmen*

*Use this profile for all tougher cultists.*

STR 80 CON 85 SIZ 85 DEX 65 INT 55  
APP 50 POW 60 EDU 45 SAN 00 HP 17  
DB: +1D6 Build: 2 Move: 7 MP: 12 Luck: 20

#### Combat

##### Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D6  
or large knife/club 1D6+1D6  
Dodge 35% (17/7)



## STEADFAST CONSTABLES, TRUSTWORTHY OFFICERS

	1	2	3	4	5	6	7	8
STR	80	75	85	60	65	55	60	90
CON	80	90	75	60	65	70	50	70
SIZ	80	85	75	80	60	60	70	65
DEX	70	70	75	65	60	70	60	50
INT	55	60	70	65	55	70	75	60
APP	50	55	60	65	70	65	60	85
POW	50	60	65	75	55	60	60	80
EDU	50	60	45	50	55	70	50	55
SAN	60	35	50	70	65	50	45	55
HP	16	17	15	14	12	13	12	13
DB	+1D4	+1D4	+1D4	+1D4	+1D4	0	+1D4	+1D4
Build	1	1	1	1	1	0	1	1
Move	8	7	8	7	8	8	7	8
MP	10	12	13	15	11	12	12	16

Luck: —

### Combat

Attacks per round: 1

Brawl 65% (32/13), damage 1D3+DB  
or nightstick 1D6+DB

Dodge 35% (17/7)

### Skills

Climb 60%, Drive Auto 25%, First Aid 40%, Fast Talk 40%,  
Intimidate 45%, Jump 40%, Law 20%, Mechanical Repair  
25%, Navigate 55%, Psychology 30%, Spot Hidden 50%,  
Stealth 45%, Track 20%, Throw 50%.

### Pulp Combat

Attacks per round: 1

Brawl 85% (42/17), damage 1D3+1D6  
or knife/club 1D6+1D6

Dodge 40% (20/8)

### Skills

Climb 50%, Cthulhu Mythos 4%, Drive Auto 30%, Fast Talk 40%,  
Intimidate 70%, Jump 60%, Listen 40%, Locksmith 30%, Operate  
Heavy Machinery 60%, Stealth 40%, Swim 40%, Throw 40%.

### Languages

(Varies, own at 60%, others at 20% or 30%) Arabic, English, French.





## PULP: DETECTIVE INSPECTOR JOHN CRAIG, 69, RETIRED POLICEMAN

STR 60   CON 55   SIZ 65   DEX 30\*   INT 70  
 APP 60   POW 65   EDU 79   SAN 59   HP 12  
 DB: +1D4   Build: 1   Move: 4\*   MP: 13   Luck: 65

*\*Confined to a wheelchair, unable to walk.*

### Combat

#### Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4
.45 revolver	55% (27/11), damage 1D10+2
Dodge	15% (7/3)

### Pulp Talents

**Beady Eye:** does not suffer penalty die when "aiming" at a small target (Build -2), and may also fire into melee without a penalty die.


**Rapid Fire:** ignores penalty die for multiple handgun shots.

### Skills

Charm 40%, Credit Rating 49%, First Aid 45%, Fast Talk 60%, History 30%, Law 80%, Navigate 60%, Persuade 60%, Psychology 50%, Spot Hidden 55%, Stealth 30%, Throw 60%.

### Languages

English 75%, Polish 20%.





## AVERAGE BROTHERHOOD CULTISTS (ENGLAND) ASSORTED THUGS

Use these profiles for run-of-the-mill cultists, as well as for Zahra Shafik's cadre of loyal cultists.

	1	2	3	4	5	6	7	8
STR	45	50	55	60	65	70	80	90
CON	50	50	75	60	70	70	50	70
SIZ	60	50	50	70	75	60	80	80
DEX	70	70	80	65	60	70	60	50
INT	55	60	70	65	55	75	75	60
APP	50	40	45	65	55	65	60	85
POW	50	60	65	75	55	60	60	70
EDU	50	60	45	50	55	70	50	55
SAN	00	00	00	00	00	00	00	00
HP	11	10	12	13	14	13	13	15
DB	0	0	0	+1D4	+1D4	+1D4	+1D4	+1D6
Build	0	0	0	1	1	1	1	2
Move	8	8	9	7	7	9	8	8
MP	10	12	13	15	11	12	12	14

Luck: —

### Combat

Attacks per round: 1

Brawl 45% (22/9), damage 1D3+DB  
or large knife/club 1D6+DB

Dodge 40% (20/8)

### Pulp Combat

Attacks per round: 1

Brawl 65% (32/13), damage 1D3+DB  
or large knife/club 1D6+DB

Dodge 40% (20/8)

### Skills

Climb 45%, Cthulhu Mythos 4%, Drive Auto 40%, Fast Talk 30%, Intimidate 45%, Jump 40%, Listen 50%, Sleight of Hand 30%, Spot Hidden 50%, Stealth 70%, Throw 40%, Track 10%.

### Languages

(Varies, own at 60%, others at 20% or 30%) Arabic, English, French.



**Edward Gavigan, 55, high priest**

STR 65 CON 85 SIZ 65 DEX 80 INT 90  
 APP 70 POW 115 EDU 90 SAN 00 HP 15  
 DB: +1D4 Build: 1 Move: 6 MP: 23 Luck: 80

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3+1D4  
 or club 1D6+1D4  
 Saber 30% (15/6), damage 1D8+1+DB  
 12-g shotgun (2B) 40% (20/8), damage 4D6/2D6/1D6  
 Dodge 40% (20/8)

**Pulp Talents**

**Tough Guy:** spend 10 Luck to shrug off up to 5 points of damage taken in one combat round.

**Fleet Footed:** spend 10 Luck to avoid being outnumbered in melee combat for one combat encounter.

**Skills**

Accounting 30%, Anthropology 20%, Archaeology 60%, Charm 45%, Credit Rating 85%, Cthulhu Mythos 39%, Drive Auto 50%, History (Egyptian) 90%, Intimidate 40%, Listen 55%, Occult 65%, Persuade 80%, Psychology 90%, Ride 55%, Science (Astronomy) 40%, Spot Hidden 35%, Stealth 45%, Throw 60%.

**Languages**

Arabic 80%, English 90%, Egyptian Hieroglyphs 80%, French 80%, Greek 60%, Hebrew 40%, Hindustani 25%, Latin 70%.

**Special**

Gavigan has a pair of magic scepters (see **Appendix D: Artifacts**, page 651); normally kept at Misr House, Gavigan may have these nearby if he fears an attack is forthcoming.

**Spells:** Cloud Memory, Contact Nyarlathotep, Dread Curse of Azathoth, Enchant Knife, Enchant Whistle, Flesh Ward, Mindblast, Pharaoh's Breath\*, Pharaoh's Wrath\*, Power Drain\*, Quicken Fog-Spawn, Send Dream\*, Shrivelling, Steal Life, Summon/Bind Byakhee, Summon/Bind Dimensional Shambler, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign, and others as the Keeper wishes.

\*See **Appendix B: Spells**.

**Armor:** none, but the Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at Gavigan, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but Gavigan must keep the scepters crossed.

**Thomas Kinnery, 36, Gavigan's private secretary**

STR 45 CON 55 SIZ 45 DEX 80 INT 70  
 APP 50 POW 45 EDU 75 SAN 00 HP 10  
 DB: 0 Build: 0 Move: 8 MP: 9 Luck: —

**Combat****Attacks per round: 1**

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

**Skills**

Accounting 80%, Archaeology 20%, Charm 10%, Credit Rating 40%, Cthulhu Mythos 7%, Fast Talk 70%, History (Egyptian) 35%, Listen 55%, Persuade 35%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 30%.

**Languages**

English 75%.

**Zahra Shafik, 36, spice dealer and high priestess**

STR 60 CON 70 SIZ 70 DEX 90 INT 90  
 APP 85 POW 100 EDU 80 SAN 00 HP 14  
 DB: +1D4 Build: 1 Move: 8 MP: 20 Luck: 60

**Combat****Attacks per round: 1**

Brawl 60% (30/12), damage 1D3+1D4,  
 knife 1D4+1D4, or club 1D6+1D4  
 .32 auto 30% (15/6), damage 1D8  
 Dodge 50% (25/10)

**Pulp Talents**

**Rapid Attack:** may spend 10 Luck points to gain one further attack in a single combat round.

**Quick Draw:** does not need to have their firearm "readied" to gain +50 DEX for combat order.

**Skills**

Accounting 60%, Archaeology 30%, Charm 90%, Climb 70%, Credit Rating 65%, Cthulhu Mythos 29%, History (Egyptian) 40%, Fast Talk 60%, Intimidate 30%, Jump 70%, Listen 70%, Occult 40%, Persuade 40%, Psychology 60%, Sleight of Hand 70%, Spot Hidden 60%, Stealth 80%, Throw 60%.

**Languages**

Arabic 80%, English 65%, Egyptian Hieroglyphs 50%.

**Special:** Shafik has a pair of magic scepters (see **Appendix D: Artifacts**, page 651); normally kept in her flat, she takes these to rites at Misr House. In addition, Shafik is the keeper of the **Mirror of Gal** (page 650), which may be used as a weapon.



## KEEPER REFERENCE BOOKLET

**Spells:** Body Warping of Gorgoroth, Cloud Memory, Contact Nyarlathotep, Flesh Ward, Mental Suggestion, Mindblast, Power Drain\*, Steal Life, Shrivelling, Summon/Bind Byakhee, Summon/Bind Hunting Horror, Voice of Ra\*, and others as the Keeper wishes.

\*See *Appendix B: Spells*.

**Armor:** none, but the Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at Shafik, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but Shafik must keep the scepters crossed.

### **Edjo, 26, fanatical devotee of Zahra Shafik**

STR 90 CON 60 SIZ 75 DEX 50 INT 25  
APP 40 POW 30 EDU 30 SAN 00 HP 13  
DB: +1D6 Build: 2 Move: 8 MP: 6 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 70% (35/14), damage 1D3+1D6  
or club 1D6+1D6  
Dodge 25% (12/5)

#### **Skills**

Climb 80%, Credit Rating 10%, Cthulhu Mythos 08%, Intimidate 50%, Jump 40%, Listen 35%, Psychology 20%, Spot Hidden 40%, Stealth 30%, Throw 70%.

#### **Languages**

Arabic 40%, English 5%.

## BLUE PYRAMID CLUB

### **Abdul Nawisha, 48, owner of the Blue Pyramid Club**

STR 70 CON 70 SIZ 75 DEX 50 INT 75  
APP 35 POW 40 EDU 30 SAN 36 HP 14  
DB: +1D4 Build: 1 Move: 6 MP: 8 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 60% (30/12), damage 1D3+1D4  
or switchblade 1D4+1D4  
Blackjack (small) 60% (30/12), damage 1D6+1D4  
Dodge 25% (12/5)

#### **Skills**

Accounting 60%, Charm 40%, Cthulhu Mythos 01%, Drive Auto 45%, Electrical Repair 15%, Fast Talk 60%, Gamble Recklessly 70%, Listen 60%, Psychology 60%, Sleight of Hand 60%, Stealth 35%.

#### **Languages**

Arabic 80%, English 45%, French 25%.

### **Bouncers, Blue Pyramid Club**

Use this profile for all club bouncers.

STR 75 CON 60 SIZ 80 DEX 50 INT 45  
APP 40 POW 45 EDU 35 SAN 45 HP 14  
DB: +1D4 Build: 1 Move: 7 MP: 9 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
Chair Leg (club) 65% (32/13), damage 1D6+1D4  
Dodge 25% (12/5)

#### **Skills**

Climb 40%, Intimidate 70%, Jump 45%, Listen 40%, Psychology 40%, Spot Hidden 45%, Stealth 30%.

#### **Languages**

Arabic 60%, English 35%.

### **Yalesha Essam, 19, Blue Pyramid Club dancer**

STR 45 CON 50 SIZ 40 DEX 85 INT 55  
APP 85 POW 55 EDU 40 SAN 55 HP 9  
DB: 0 Build: 0 Move: 9 MP: 11 Luck: —

#### **Combat**

##### **Attacks per round: 1**

Brawl 40% (20/8), damage 1D3  
Dodge 60% (30/12)

#### **Skills**

Art/Craft (Dancing) 95%, Art/Craft (Sing) 75%, Charm 70%, Climb 70%, Credit Rating 28%, Jump 65%, Listen 60%, Psychology 45%, Spot Hidden 40%, Stealth 70%.

#### **Languages**

Arabic 70%, English 45%.



## LIMEHOUSE DOCKS

**Puneet Chaudhary, 44, warehouse owner**

STR 50 CON 60 SIZ 60 DEX 50 INT 70  
 APP 50 POW 40 EDU 30 SAN 40 HP 12  
 DB: 0 Build: 0 Move: 6 MP: 8 Luck: —

**Combat****Attacks per round: 1**

Brawl 60% (30/12), damage 1D3  
 or knife 1D4+1  
 Garrote 50% (25/10), damage 1D6,  
 successful mnvr to break free.  
 Dodge 25% (12/5)

**Skills**

Accounting 55%, Charm 35%, Credit Rating 65%, Cthulhu  
 Mythos 02%, Fast Talk 80%, Law 10%, Listen 65%, Sleight  
 of Hand 50%, Spot Hidden 50%, Stealth 40%.

**Languages**

English 50%, Hindustani 75%.

**Lascars**

Use this profile for all of the Lascars.

STR 50 CON 55 SIZ 55 DEX 60 INT 50  
 APP 50 POW 40 EDU 25 SAN 40 HP 11  
 DB: 0 Build: 0 Move: 8 MP: 8 Luck: —

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3  
 or knife 1D4  
 Dodge 40% (20/8)

**Skills**

Climb 40%, Jump 45%, Listen 50%, Spot Hidden 40%, Stealth 50%.

**Languages**

English 20%, Hindustani 60%.

## THE IVORY WIND

**Lars Torvak, 54, captain of the Ivory Wind**

STR 80 CON 65 SIZ 70 DEX 50 INT 60  
 APP 50 POW 35 EDU 40 SAN 35 HP 13  
 DB: +1D4 Build: 1 Move: 6 MP: 7 Luck: —

**Combat****Attacks per round: 1**

Brawl 45% (22/9), damage 1D3+1D4  
 or knife 1D4+1D4  
 .30-06 rifle 50% (25/10), damage 2D6+4  
 Dodge 25% (12/5)

**Skills\***

Accounting 25%, Climb 30%, Credit Rating 52%, Fast Talk  
 40%, Intimidate 45%, Jump 35%, Mechanical Repair 35%,  
 Navigate 70%, Operate Heavy Machinery 40%, Pilot (Ship)  
 65%, Psychology 40%, Stealth 30%, Swim 70%, Throw 45%.

**Languages**

Arabic 15%, Chinese (Mandarin) 20%, Chinese (Shanghainese)  
 15%, English 40%, French 40%, Norwegian 70%.

*\*Torvak is drunk most of the time; impose a penalty die to skill rolls.*

**Sailors of the Ivory Wind**

Use this profile for all of the sailors.

STR 55 CON 60 SIZ 65 DEX 60 INT 50  
 APP 50 POW 45 EDU 35 SAN 45 HP 12  
 DB: 0 Build: 0 Move: 7 MP: 9 Luck: —

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3,  
 knife 1D4, or club 1D6  
 Dodge 30% (15/6)

**Skills**

Climb 65%, Jump 55%, Listen 50%, Operate Heavy Machinery  
 40%, Spot Hidden 50%, Stealth 35%, Swim 30%, Throw 50%.

**Languages**

Chinese (Mandarin) 20%, English 40%, Norwegian 50%.



## HENSON MANUFACTURING

### Frank Marshall, 36, foreman and cultist

STR 70 CON 60 SIZ 70 DEX 65 INT 70  
 APP 55 POW 70 EDU 45 SAN 00 HP 13  
 DB: +1D4 Build: 1 Move: 8 MP: 14 Luck: 35

#### Combat

##### Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D4  
 Metal pipe (club) 70% (35/14), damage 1D8+1D4  
 Dodge 35% (17/7)

#### Skills

Accounting 35%, Climb 55%, Credit Rating 40%, Fast Talk 40%, Intimidate 70%, Jump 45%, Mechanical Repair 55%, Operate Heavy Machinery 45%, Psychology 50%, Stealth 50%, Throw 60%.

#### Languages

English 50%.

**Spells:** Cloud Memory, Mindblast, Pharaoh's Wrath\*, Shrivelling.

\*see *Appendix B: Spells*.

### Henson Manufacturing Employees, innocent workers

Use this profile for all of the workers (adjust down for Gordon "the Boy" Stuart).

STR 55 CON 65 SIZ 60 DEX 55 INT 75  
 APP 60 POW 50 EDU 50 SAN 50 HP 12  
 DB: 0 Build: 0 Move: 7 MP: 10 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 50% (25/10), damage 1D3  
 Dodge 27% (13/5)

#### Skills

Climb 35%, Credit Rating 47%, Electrical Repair 60%, Fast Talk 50%, Jump 30%, Mechanical Repair 80%, Operate Heavy Machinery 60%, Psychology 45%, Stealth 35%, Throw 50%.

#### Languages

English 60%.

## MONSTERS

### Fog-spawn (Thing in the Fog), other-dimensional life form

STR 150 CON 150 SIZ 150 DEX 90 INT 05  
 APP — POW 125 EDU — SAN — HP n/a\*  
 DB: n/a Build: n/a Move: 10 MP: 25 Luck: —

#### Combat

**Attacks per round:** 6 tentacles, each with a reach of 35 feet.

**Fighting:** inserts pliable tentacles into nostrils and mouth of the target—up to six victims simultaneously—inflicting choking damage, which increases each round: 1 damage in first round, 2 damage in second round, 3 damage in third round, and so on. If the target is able to win an opposed STR roll versus the STR of the tentacles, they may break free and escape. Each tentacle has STR 25, multiplied by the number of tentacles attacking the individual; thus, if the Thing performs three successful attacks on one target, the opposed roll is versus STR 75, and so on.

Investigators suffer a penalty die to all attempts to hit the monster (they must essentially make wild attacks) and fumbles mean they have hit an ally or the Thing's victim instead. In suitable light, the monster might be seen (see **Insubstantial**); thus, the penalty may be ignored at the Keeper's discretion.

**Insubstantial:** immune to physical attacks. It may be seen (momentarily) in bright light as a sparkling gray cloud with thin, whip-like tentacles. Direct sunlight dispels the fog-spawn back to its native dimension (transition takes a minute or two), from whence it cannot return on its own. If it can find a perpetually dark place, such as a deep sewer or a cave, the fog-spawn might stay on Earth for some time. It is immortal in Earthly terms, with no need to feed. Its motives or instincts are unknown.

Fighting	50% (25/10), treat as surprise attack, damage (see note)
Dodge	n/a

**Armor:** none—the fog-spawn is insubstantial and nothing material can harm it. Bright light (such as a flashlight) is the only defense against the Thing—if cornered by strong bright light or trapped in the sun when a thick fog suddenly lifts, the fog-spawn returns to its native dimension, from whence it cannot return on its own. The transition takes a minute or two.

**Skills:** Hunt for Victim 65%, Stealth 95%.

**Sanity loss:** if seen, 1/1D10; otherwise, 1D8 loss (total) from being first attached by the invisible fog-spawn.



**Hunting Horror**

Enormous ropy black serpents or worms possessing bat-like or umbrella-like wings, the form of a hunting horror continually shifts and changes, twitching and writhing, making it hard to look at them.

STR 145 CON 50 SIZ 205 DEX 65 INT 75  
 APP — POW 105 EDU — SAN — HP 25  
 DB: +3D6 Build: 4 Move: 7/11\* MP: 21 Luck: —  
 \*Flying.

**Combat**

**Attacks per round:** 2 (bite, grasp, tail bash)

**Grasp (mnvr):** the tail can wrap around the victim, preventing movement. The hunting horror may then fly off with its victim or keep fighting. The victim can only break loose as the result of a successful opposed STR roll. When a victim is caught in the tail, the hunting horror may only make a bite attack, nibbling at the dangling victim with a bonus die to hit, since the victim's arms are usually pinned.

Fighting	65% (32/13), damage 1D6+3D6
Grasp (mnvr)	65% (32/13), target immobile and must win an opposed STR roll to escape.
Dodge	35% (17/7)

**Armor:** 9-point skin.

**Spells:** none.

**Sanity loss:** 0/1D10 Sanity points to see a hunting horror.

**Million Favored Ones: The Dead**

Counted among those named as the "Million Favored Ones," these decaying and reanimated remnants of humanity, who in life were devotees of Nyarlathotep, continue to serve the Crawling Chaos.

STR 80 CON 40 SIZ 60 DEX 55 INT 05  
 APP — POW 10 EDU — SAN — HP 10  
 DB: +1D4 Build: 1 Move: 5 MP: 2 Luck: —

**Combat**

**Attacks per round:** 1 (bite, tear, or crush)

**Crush:** investigator may attempt a STR or DEX roll opposed by the Dead's STR to break or wriggle free once per round.

Fighting	40% (20/8), damage 1D4+1D4
Crush (mnvr)	40% (20/8), held, crush on following round, damage 1D6+1D4
Dodge	n/a

**Armor:** none; major wounds indicate a limb or head has fallen off (which continue to "live" unless completely destroyed).

**Spells:** none.

**Sanity loss:** 0/1D6 Sanity points to see the dead.

**Shantak**

Enormous bird-like creatures, with wings encrusted with rime and nitre. Noisome and loathly.

STR 170 CON 65 SIZ 250 DEX 50 INT 15  
 APP — POW 50 EDU — SAN — HP 31  
 DB: +4D6 Build: 5 Move: 6/18\* MP: 10 Luck: —  
 \*Flying.

**Combat**

**Attacks per round:** 1 (claw, bite, wing/tail bash)

**Bite and hold (mnvr):** use a bite attack to grab hold of their prey.

Fighting	45% (22/9), damage 1D6 + 4D6
Bite and hold (mnvr)	45% (22/9), damage 2D6+2 plus held for 1D6 damage per round
Dodge	25% (12/5)

**Armor:** 9-point hide.

**Spells:** none.

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



# CHARACTERS AND MONSTERS: THE BLACK CAT

## Janwillem Van Heuvelen, 39, hapless archaeologist and alcoholic

STR 55 CON 55 SIZ 70 DEX 60 INT 70  
 APP 60 POW 60 EDU 85 SAN 50 HP 12  
 DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: 25

### Combat

Attacks per round: 1

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

### Pulp Combat

Brawl 45% (22/9), damage 1D3+1D4  
 Dodge 40% (20/8)

### Pulp Talent

**Quick Study:** halves time needed to read tomes, Mythos or otherwise.

### Skills

Anthropology 30%, Archaeology 45%, Climb 30%, Credit Rating 01%, Fast Talk 65%, History (Egyptian) 40%, Jump 40%, Listen 35%, Ride (Camel) 25%, Stealth 50%.

### Languages

Arabic 35%, Dutch 85%, Egyptian Hieroglyphs 40%, English 61%, German 70%.

## Neris, appears 22, were-panther Priestess of Bast

### Human Form

STR 60 CON 70 SIZ 55 DEX 95 INT 80  
 APP 90 POW 90 EDU 90 SAN 45 HP 12  
 DB: 0 Build: 0 Move: 9 MP: 18 Luck: 45

### Combat

Attacks per round (human): 2 (sharp fingernails and kick)

Brawl 70% (35/14), damage 1D4  
 Dodge 45% (22/9)

### Pulp Combat

Brawl 85% (42/17), damage 1D4+1  
 Dodge 55% (27/11)

### Pulp Talent

**Quick Healer:** natural healing increased to +3 hit points per day.

### Panther Form

STR 90 CON 75 SIZ 90 DEX 120 INT 80  
 APP — POW 95 EDU — SAN — HP 16  
 DB: +1D6 Build: 2 Move: 12 MP: 19 Luck: —

### Combat

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

**Grab (mnvr):** if the panther successfully grabs its opponent, it continues to hang on, biting and raking with its hind claws in each subsequent round. A successful opposed STR roll is required to tear the panther away (may be carried out by either the victim or their associates).

Fighting 50% (25/10), damage 1D10+1D6  
 Grab (mnvr) 50% (25/10), damage 1D6, then 2D6+1D6 rake damage each round thereafter unless dislodged by opposed STR roll  
 Dodge 60% (30/12)

### Pulp Combat

Fighting 70% (35/14), damage 1D10+1D6  
 Grab (mnvr) 70% (35/14), damage 1D6, then 2D6+1D6 rake damage each round thereafter unless dislodged by opposed STR roll  
 Dodge 60% (30/12)

### Pulp Talent

**Quick Healer:** natural healing increased to +3 hit points per day.

### Skills (human)

Climb 75%, Jump 75%, Listen 70%, Persuade 35%, Spot Hidden 80%, Stealth 75%, Track 40%.

### Skills (Panther Form)

Climb 95%, Jump 95%, Listen 90%, Spot Hidden 95%, Stealth 100%, Track 100%.

### Languages

Arabic 90%, English 35%.

**Spells:** Blessing of Bast\*, Contact Bast\*, Implant Fear, Bind Cat\*.

\*See Appendix B: Spells.

**Armor:** 1-point skin and muscle in panther form.

**Sanity loss:** 0/1D6 Sanity points to see Neris change between forms.



**Miscellaneous Cats**

Use this profile for all “house” cats. Keeper determines the number of cats. Multiple cats may attack the same target at the Keeper’s discretion.

STR 10    CON 35    SIZ 05    DEX 75    INT 60  
 APP —    POW 65    EDU —    SAN —    HP 4  
 DB: -2    Build: -2    Move: 9    MP: 13    Luck: —

**Combat**

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

**Grab (mnvr):** if a cat successfully grabs its opponent, it continues to hang on, biting and scratching causing automatic damage in each subsequent round. A successful opposed STR roll is required to tear the cat away (may be carried out by either the victim or their associates).

Fighting	40% (20/8), damage 1D3-2 (min 1)
Grab (mnvr)	40% (20/8), damage 1D3-2 (min 1), then automatic damage each round thereafter until dislodged by an opposed STR roll
Dodge	40% (20/8)

**Pulp Combat**

Fighting	80% (40/16), damage 1D3-2 (min 1)
Grab (mnvr)	80% (40/16), damage 1D3-2 (min 1), then automatic damage each round thereafter until dislodged by an opposed STR roll
Dodge	50% (25/10)

**Skills**

Spot Hidden 80%, Stealth 80% (95%), Track 65%.

**Armor:** none.

**Sanity loss:** special (see text).

**Lions and Big Cats**

Including lions (*Panthera leo*), tigers, mountain lions, pumas, and cougars. Use the values listed below, adjusting as necessary—a tiger or panther is a little stronger (STR 110), while cheetahs are lighter and faster (SIZ 60, DEX 100).

<i>char.</i>	<i>averages</i>	<i>rolls</i>
STR	95	(2D6+12) × 5
CON	50	(3D6) × 5
SIZ	80	(3D6+6) × 5
DEX	95	(2D6+12) × 5
POW	65	(2D6+6) × 5

**HP:** 13

**Average Damage Bonus:** +1D6

**Average Build:** 2

**Move:** 10

**Luck:** —

**Combat**

**Attacks per round:** 2 (claws and teeth)

Fighting	60% (30/12), damage 2D6 + DB
Dodge	25% (12/5)

**Skills**

Stealth 30%, Track 25%.

**Armor:** 2-point fur and skin.



# CHARACTERS AND MONSTERS: EGYPT

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## GUIDES AND ROBBERS

### Ibi Moussa, 20, hotel gang lieutenant

**STR** 45    **CON** 50    **SIZ** 80    **DEX** 50    **INT** 70  
**APP** 60    **POW** 75    **EDU** 60    **SAN** 75    **HP** 13  
**DB:** +1D4    **Build:** 1    **Move:** 7    **MP:** 15    **Luck:** 35

#### Combat

##### Attacks per round: 1

Brawl                      45% (22/9), damage 1D3+1D4  
 or knife 1D4+1D4  
 Dodge                      40% (20/8)

#### Skills

Art/Craft (Acting) 55%, Charm 70%, Climb 50%, Fast Talk 55%, Jump 50%, Listen 50%, Psychology 60%, Sleight of Hand 50%, Stealth 45%.

#### Languages

Arabic 65%, English 50%, French 40%.

### Robbers, various troublemakers

Use this profile for both Ibi Moussa's accomplices and Hakim's friends.

**STR** 45    **CON** 50    **SIZ** 55    **DEX** 50    **INT** 60  
**APP** 50    **POW** 40    **EDU** 25    **SAN** 40    **HP** 16  
**DB:** 0    **Build:** 0    **Move:** 7    **MP:** 15    **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl                      45% (22/9), damage 1D3  
 or knife 1D4  
 Garrote                    35% (17/7), mnvr to escape or  
 suffer 1D6 damage per round  
 Dodge                      45% (22/9)

#### Skills

Climb 50%, Fast Talk 35%, Intimidate 40%, Jump 50%, Listen 40%, Persuade 25%, Sleight of Hand 50%, Spot Hidden 40%, Stealth 45%.

#### Languages

Arabic 40%, English 20%, French 20%.

### Hakim, 20, disreputable dragoman

**STR** 70    **CON** 50    **SIZ** 65    **DEX** 55    **INT** 60  
**APP** 70    **POW** 45    **EDU** 20    **SAN** 40    **HP** 11  
**DB:** +1D4    **Build:** 1    **Move:** 8    **MP:** 9    **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl                      55% (27/11), damage 1D3+1D4  
 or knife 1D4+1D4  
 Garrote                    45% (22/9), mnvr. to escape  
 or suffer 1D6 damage per round  
 Dodge                      45% (22/9)

#### Skills

Charm 45%, Climb 50%, Fast Talk 35%, Jump 40%, Navigate 50%, Persuade 25%, Spot Hidden 40%, Stealth 50%.

#### Languages

Arabic 40%, English 30%.

### Saleem Naziz, 25, professional tourist guide

**STR** 60    **CON** 65    **SIZ** 50    **DEX** 55    **INT** 70  
**APP** 60    **POW** 55    **EDU** 65    **SAN** 55    **HP** 11  
**DB:** 0    **Build:** 0    **Move:** 9    **MP:** 11    **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl                      40% (20/8), damage 1D3  
 or dagger 1D4+2  
 .22 bolt-action rifle    35% (17/7), damage 1D6+1  
 Dodge                      30% (15/6)

#### Skills

Archaeology 15%, Climb 60%, Fast Talk 65%, History 40%, Natural World 15%, Navigate 80%, Persuade 60%, Ride 40%, Stealth 55%, Track 20%.

#### Languages

Arabic 70%, English 30%, French 25%, German 25%.



**Mahmoud, 11, beggar boy**

STR 45 CON 70 SIZ 35 DEX 75 INT 80  
 APP 65 POW 60 EDU 15 SAN 60 HP 10  
 DB: -1 Build: -1 Move: 9 MP: 12 Luck: —

**Attacks per round: 1**

Brawl 50% (25/10), damage 1D3-1  
 Dodge 65% (32/13)

**Skills**

Climb 70%, Fast Talk 30%, Jump 65%, Listen 45%, Persuade 45%,  
 Psychology 10%, Spot Hidden 50%, Stealth 70%, Throw 40%.

**Languages**

Arabic 45%, English 30%.

**ALLIES OR INDEPENDENTS****Faraz Najjar, 45, antiques dealer**

STR 35 CON 80 SIZ 45 DEX 45 INT 70  
 APP 20 POW 65 EDU 40 SAN 10 HP 12  
 DB: -1 Build: -1 Move: 7 MP: 13 Luck: 30

**Combat****Attacks per round: 1**

Brawl 40% (20/8), damage 1D3-1  
 .38 revolver 45% (22/9), damage 1D10  
 Dodge 45% (22/9)

**Special**

Wears the Amulet of the Night Beasts, granting limited protection against hunting horrors (see **Appendix D: Artifacts**, page 652).

**Skills**

Accounting 50%, Archaeology 30%, Credit Rating 20%,  
 Cthulhu Mythos 10%, Fast Talk 65%, History (Egyptian) 60%,  
 Law 15%, Listen 55%, Occult 25%, Persuade 45%, Psychology  
 30%, Spot Hidden 65%, Stealth 55%.

**Languages**

Arabic 90%, English 40%, French 45%.

**Warren Besart, 35, hashish addict**

STR 20 CON 40 SIZ 60 DEX 35 INT 65  
 APP 30 POW 50 EDU 75 SAN 25 HP 10  
 DB: -1 Build: -1 Move: 7 MP: 10 Luck: 25

**Combat****Attacks per round: 1**

Brawl 35% (17/7), damage 1D3-1  
 Dodge 20% (10/5)

**Skills**

Accounting 45%, Appraise (Hashish) 65%, Archaeology 55%,  
 Climb 35%, Credit Rating 5%, Cthulhu Mythos 11%, Drive  
 Auto 30%, Handgun 35%, Jump 30%, Law 30%, Persuade  
 55%, Psychology 30%, Stealth 40%.

**Languages**

Arabic 55%, English 55%, French 75%.

**Nigel Wassif, 43,****proprietor of the Cairo Bulletin and British spy**

STR 55 CON 65 SIZ 65 DEX 55 INT 75  
 APP 65 POW 75 EDU 60 SAN 75 HP 13  
 DB: 0 Build: 0 Move: 6 MP: 15 Luck: 35

**Combat****Attacks per round: 1**

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

**Skills**

Accounting 20%, Archaeology 5%, Charm 70%, Credit Rating  
 95%, Drive Auto 30%, History 80%, Law 15%, Library Use  
 35%, Persuade 60%, Psychology 55%, Ride 50%, Spot Hidden  
 65%, Stealth 60%, Tennis 35%.

**Languages**

Arabic 70%, English 80%, French 70%.

**Dr. Ali Kafour, 63, curator and ritual magician**

STR 35 CON 70 SIZ 50 DEX 65 INT 90  
 APP 75 POW 80 EDU 90 SAN 50 HP 12  
 DB: 0 Build: 0 Move: 5 MP: 16 Luck: 40

**Combat****Attacks per round: 1**

Brawl 25% (12/5), damage 1D3  
 Dodge 35% (17/7)

**Skills**

Anthropology 35%, Archaeology 95%, Credit Rating 75%,  
 Cthulhu Mythos 15%, Drive Auto 30%, History (Egyptian)  
 95%, Law (Antiquities) 90%, Library Use 95%, Occult 80%,  
 Persuade 60%, Psychology 50%, Science (Astronomy) 40%,  
 Science (Geology) 25%, Spot Hidden 50%, Stealth 40%.



**Languages**

Arabic 90%, Coptic 25%, Demotic Egyptian 65%, Egyptian Greek 40%, Egyptian Hieroglyphs 90%, English 65%, French 80%, Hebrew 60%, Latin 40%.

**Spells:** Chant of Thoth, Enchanted Dust of Anubis\*, Flash of Ra\*, Seal of Isis\*, Voice of Ra\*, Ward of Anubis\*, other spells at the Keeper's discretion.

\*See *Appendix B: Spells*.

**Dr. Emile Vabreaux, 39, police forensics expert**

STR 65 CON 60 SIZ 60 DEX 65 INT 80  
 APP 50 POW 65 EDU 90 SAN 65 HP 12  
 DB: +1D4 Build: 1 Move: 9 MP: 13 Luck: 35

**Combat**

**Attacks per round: 1**

Brawl 45% (22/9), damage 1D3+1D4  
 .38 service revolver 50% (25/10), damage 1D10  
 Dodge 45% (22/9)

**Skills**

Library Use 60%, Persuade 60%, Psychology 50%, Science (Chemistry) 60%, Science (Forensics) 70%, Science (Pharmacy) 65%, Spot Hidden 65%.

**Languages**

Arabic 30%, English 60%, French 90%.

**Egyptian Policeman/Guard, steadfast professionals**

Use this profile for reputable law enforcement and guards.

STR 75 CON 55 SIZ 85 DEX 50 INT 60  
 APP 40 POW 60 EDU 60 SAN 50 HP 14  
 DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 55% (27/11), damage 1D3+1D4  
 .38 service revolver 50% (25/10), damage 1D10  
 Dodge 55% (27/11)

**Skills**

Climb 40%, First Aid 50%, Intimidate 55%, Jump 40%, Law 45%, Spot Hidden 55%, Stealth 50%.

**Languages**

Arabic 60%, English 35%, French 40%.

**IBN TULUN MOSQUE**

**Ahmed al-Dhahabi, 73, nazir of Ibn Tulun**

STR 25 CON 35 SIZ 50 DEX 50 INT 80  
 APP 70 POW 50 EDU 90 SAN 40 HP 8  
 DB: -1 Build: -1 Move: 4 MP: 10 Luck: 25

**Combat**

**Attacks per round: 1**

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

**Skills**

Archaeology 35%, Cthulhu Mythos 10%, First Aid 75%, History 55%, Law (Muslim) 90%, Lore (Qur'an) 99%, Occult 25%, Persuade 50%, Science (Astronomy) 25%, Spot Hidden 70%, Stealth 40%, Throw 30%.

**Languages**

Arabic 90%, Egyptian Hieroglyphs 15%, English 40%, French 75%.

**Nessim Efti, 90, bearer of the Sword of Akmallah**

STR 50 CON 50 SIZ 50 DEX 40 INT 90  
 APP 30 POW 60 EDU 90 SAN 50 HP 10  
 DB: 0 Build: 0 Move: 2 MP: 12 Luck: 30

**Combat**

**Attacks per round: 1**

Brawl 35% (17/7), damage 1D3  
 Sword of Akmallah 55% (27/11), damage 1D8+1  
 (magical weapon\*)  
 Dodge 30% (15/6)

\*Sword is able to injure creatures resistant to mundane weapons.

**Pulp Talents**

**Rapid Attack:** spend 10 Luck points to gain an additional melee attack for one combat round.

**Skills**

Archaeology 10%, Cthulhu Mythos 10%, History 80%, Law (Muslim) 95%, Lore (Qur'an) 95%, Medicine 25%, Persuade 50%, Science (Astronomy) 15%, Spot Hidden 70%, Stealth 60%.

**Languages**

Arabic 95%.



**Guardian Ulama, learned scholars**

Use this profile for the ulama.

STR 55 CON 45 SIZ 60 DEX 70 INT 70  
 APP 50 POW 65 EDU 70 SAN 50 HP 10  
 DB: 0 Build: 0 Move: 7 MP: 13 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 35% (17/7), damage 1D3  
 Scimitar 45% (22/9), damage 1D6+2  
 Dodge 35% (17/7)

**Skills**

Cthulhu Mythos 5%, Law (Muslim) 55%, Lore (Qur'an) 65%.

**Languages**

Arabic 70%.

**MEMBERS OF THE CLIVE EXPEDITION**

**Dr. Henry Clive, 58, archaeologist and cultist**

STR 50 CON 75 SIZ 45 DEX 60 INT 80  
 APP 65 POW 95 EDU 90 SAN 00 HP 12  
 DB: 0 Build: 0 Move: 7 MP: 19 Luck: 45

**Combat**

**Attacks per round: 1**

Brawl 45% (22/9), damage 1D3  
 or large club 1D8  
 .38 revolver 35% (17/7), damage 1D10  
 Dodge 40% (20/8)

**Skills**

Anthropology 40%, Archaeology 80%, Credit Rating 65%,  
 Cthulhu Mythos 20%, Fast Talk 30%, First Aid 65%, History  
 (Egyptian) 90%, Intimidate 40%, Law 15%, Library Use  
 65%, Occult 40%, Persuade 40%, Psychology 20%, Science  
 (Astronomy) 35%, Spot Hidden 75%, Stealth 50%.

**Languages**

Arabic 50%, Demotic Egyptian 45%, Egyptian Hieroglyphs  
 85%, English 90%, French 45%.

**Spells:** Call the Black Sphinx\*, Contact Ghoul, Contact  
 Nyarlathotep, Contact Sand-Dweller, Enchant Pipes,  
 Mindblast, Summon/Bind Hunting Horror, Summon Servitor  
 of the Outer Gods, Wrack.

\*See Appendix B: Spells.

**Martin Winfield, 24, archaeologist, sadist, and cultist**

STR 65 CON 60 SIZ 70 DEX 75 INT 75  
 APP 70 POW 60 EDU 80 SAN 00 HP 13  
 DB: +1D4 Build: 1 Move: 8 MP: 12 Luck: 30

**Combat**

**Attacks per round: 1**

Brawl 80% (40/16), damage 1D3+1D4  
 or large club 1D8+1D4  
 Riding crop 80% (40/16), damage 1D2+1D4  
 (five minutes of continued thrashing)  
 .38 revolver 45% (22/9), damage 1D10  
 20-g shotgun 55% (27/11), damage 2D6/1D6/1D3  
 Dodge 45% (22/9)

**Pulp Talents**

**Heavy Hitter:** spend 10 Luck points to add additional damage  
 die in melee combat.

**Skills**

Archaeology 40%, Credit Rating 50%, Cthulhu Mythos 16%,  
 Drive Auto 80%, Fast Talk 40%, History (Egyptian) 55%,  
 Intimidate 50%, Occult 10%, Ride 45%, Stealth 60%.

**Languages**

Arabic 70%, Egyptian Hieroglyphs 30%, English 80%, French  
 65%, German 29%.

**Spells:** Call the Black Sphinx\*, Clutch of Nyogtha, Contact  
 Ghoul, Contact Nyarlathotep, Dominate, Enchant Whistle,  
 Summon Byakhee.

\*See Appendix B: Spells.

**James Gardner, 40, archaeologist**

STR 60 CON 65 SIZ 60 DEX 50 INT 75  
 APP 55 POW 35 EDU 80 SAN 30 HP 12  
 DB: 0 Build: 0 Move: 7 MP: 7 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 25% (12/5), damage 1D3  
 .32 automatic pistol 35% (17/7), damage 1D8  
 Dodge 25% (12/5)

**Skills**

Anthropology 70%, Archaeology 35%, Charm 30%, Credit  
 Rating 30%, Cthulhu Mythos 5%, Dreaming 35%, Dream  
 Lore 10%, History (Egyptian) 40%, Library Use 60%, Occult  
 10%, Persuade 25%, Psychology 20%, Stealth 40%.



## KEEPER REFERENCE BOOKLET

### Languages

Arabic 45%, Aramaic 45%, Assyrian 15%, Egyptian Hieroglyphs 15%, English 90%.

### Johanna Specht, 32, archaeologist and mystic

STR 65 CON 80 SIZ 60 DEX 80 INT 80  
APP 50 POW 85 EDU 85 SAN 50 HP 14  
DB: +1D4 Build: 1 Move: 9 MP: 17 Luck: 40

### Combat

#### Attacks per round: 1

Brawl 45% (22/9), damage 1D3+1D4  
or knife 1D4+2+1D4  
9mm automatic pistol 65% (32/13), damage 1D10  
Dodge 40% (20/8)

### Pulp Talents

**Linguist:** identify spoken/written language, plus bonus die to Language rolls.

### Skills

Archaeology 60%, Credit Rating 25%, Cthulhu Mythos 6%, Drive Auto 40%, History 20%, Intimidate 40%, Jump 40%, Listen 30%, Occult 70%, Persuade 40%, Pilot (Aircraft) 20%, Psychology 15%, Ride 30%, Science (Astronomy) 20%, Science (Cryptography) 50%, Spot Hidden 50%, Stealth 50%, Swim 50%, Throw 45%.

### Languages

Arabic 70%, Egyptian Hieroglyphs 85%, English 55%, French 35%, German 85%.

**Spells:** Augury\*, Curse\*, Empty Mind\*.

\*See Appendix B: Spells.

### Agatha Broadmoor, 67, psychic

STR 20 CON 40 SIZ 45 DEX 45 INT 65  
APP 45 POW 80 EDU 60 SAN 35 HP 8  
DB: -1 Build: -1 Move: 5 MP: 16 Luck: —

### Combat

#### Attacks per round: 1

Brawl 25% (12/5), damage 1D3-1  
Dodge 22% (11/4)

### Pulp Talents

**Psychic Power, Medium:** able to communicate with spirits (see *Pulp Cthulhu*, page 84).

### Skills

Archaeology 10%, Charm 45%, Credit Rating 45%, History (Egyptian) 35%, Medium 75%, Occult 25%, Persuade 50%, Science (Astronomy) 40%.

### Languages

Arabic 25%, Egyptian Hieroglyphs 5%, English 70%, French 20%.

## ADVERSARIES

### Omar al-Shakti, appears 55, plantation owner and high priest

STR 65 CON 125 SIZ 50 DEX 85 INT 100  
APP 80 POW 165 EDU 60 SAN 00 HP 17  
DB: 0 Build: 0 Move: 8 MP: 33 Luck: 90

### Combat

#### Attacks per round: 1

Brawl 75% (37/15), damage 1D3  
or large club 1D8  
Webley revolver 35% (17/7), damage 1D10  
Dodge 60% (30/12)

### Special

Hetep the cat-demon (see following); al-Shakti has a pair of magical scepters similar to those of Edward Gavigan and Zahra Shafik, except that al-Shakti's add 5D20 magic points. He can call his scepters to his hands so long as he can see them, and only he can wield them. Tied to his life force, they crumble if he dies.

### Skills

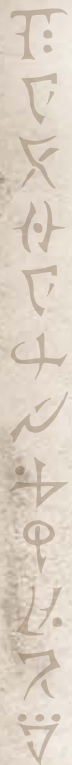
Accounting 65%, Animal Handling 50%, Archaeology 80%, Cthulhu Mythos 45%, History 85%, Intimidate 70%, Law 65%, Listen 70%, Occult 95%, Persuade 75%, Psychology 90%, Science (Pharmacy) 95%, Spot Hidden 90%, Stealth 75%.

### Languages

Arabic 95%, Aramaic 70%, Classical Greek 98%, Chinese (Mandarin) 90%, Chinese (Shanghainese) 70%, Coptic 90%, Demotic Egyptian 80%, Egyptian Hieroglyphs 95%, English 90%, French 95%, Hebrew 98%, Hindustani 80%, Latin 98%, Swahili 45%.

**Armor:** none, but al-Shakti's Two Scepters absorb 1D10 points of magical damage (e.g. if three Shrivelling spells were cast at him, the scepters would absorb 1D10 points of damage from each spell, each rolled separately). There is no limit to the duration of this defense but al-Shakti must keep the scepters crossed.





**Spells**

Call the Black Sphinx\*, Contact Nyarlathotep, Dominate, Evil Eye, Fist of Yog-Sothoth, Flesh Ward, Implant Fear, Mindblast, Pharaoh's Breath\*, Pharaoh's Wrath\*, Summon/Bind Fire Vampire, Wither Limb, and others as the Keeper wishes.

\*See Appendix B: Spells.

**Hetep, cat-demon**

Omar al-Shakti's pretty white cat is more than something to hold in his lap. In one combat round it can transform itself into a cat-demon, which walks on its hind legs, looking something like a horrible, hairless, wrinkled lion. Hetep understands al-Shakti's messages (and vice versa), and is always near to him (if not actually carried by al-Shakti). If slain, the mummy of a cat dead for over a thousand years is all that remains.

**Cat Form**

STR 30 CON 20 SIZ 05 DEX 80 INT 75  
 APP — POW 125 EDU — SAN — HP 2  
 DB: -2 Build: -2 Move: 9 MP: 25 Luck: —

**Demon Form**

STR 105 CON 100 SIZ 60 DEX 90 INT 75  
 APP — POW 125 EDU — SAN — HP 16  
 DB: +1D6 Build: 2 Move: 10 MP: 25 Luck: —

**Combat**

Attacks per round: 2 (claw, bite, tongue lash)

**Tongue Lash (mnvr):** consists of a whiplash of a 6 foot (2 m) long scratchy tongue, which first loops around the throat of the target before beginning to choke them (1D6 damage per round). Once attached, Hetep usually then transforms into its demon form while continuing the choke, reeling itself onto the horrified victim's torso, and ripping out the target's stomach with its claws. An opposed DEX roll is required to slip free from the tongue, or an opposed STR roll to break free. The tongue can also be severed by 5 points of damage from an edged weapon (held by someone other than the victim).

**Cat form attacks**

Fighting 35% (17/7), damage 1D4-2 (min 1)  
 Tongue Lash (mnvr) 65% (32/13), damage 1D6 per round  
 Dodge 65% (32/13)

**Cat-Demon form attacks**

Fighting 70% (35/14), damage 1D6+1D6  
 Tongue Attack (mnvr) 65% (32/13), damage 1D6 per round  
 Dodge 45% (22/9)

**Skills**

Arabic 30%, Climb 85%, Coptic 30%, Demotic Egyptian 30%, English 30%, Jump 95%, Stealth 95%, Track 75%.

Armor: none.

Spells: none.

Sanity loss: 2/1D6+1 Sanity points to see Hetep in cat-demon form; 0/1D3 Sanity points to see the cat-demon's desiccated mummy.

**Sharifa Rawash (a.k.a. Nitocris), appears 29, the revived queen**

These statistics represent Nitocris/Sharifa after about six months of life in the 20th century. In her rejuvenated form, she is a beautiful woman.

STR 60 CON 75 SIZ 60 DEX 65 INT 80  
 APP 90 POW 80 EDU 60 SAN 00 HP 13  
 DB: 0 Build: 0 Move: 8 MP: 16 Luck: 80

**Combat**

Attacks per round: 1

**Poison:** Sharifa brews a Strong poison, which she coats her fingernails and weapons in. The poison takes effect after ten combat rounds, inflicting 2D10 damage; if the victim succeeds in an Extreme CON roll the poison damage is halved.

Brawl 60% (30/12), damage 1D3 or dagger 1D6 + poison damage (2D10)  
 Fingernails 60% (30/12), damage 1D3 + poison damage (2D10)  
 Dodge 35% (17/7)

**Pulp Talents**

**Smooth Talker:** bonus die to Charm rolls.

**Tough Guy:** spend 10 Luck points to shrug off up to 5 hit points of damage in one combat round.

**Skills**

Archaeology 30%, Charm 65%, Cthulhu Mythos 40%, History (Egyptian) 60%, Fast Talk 75%, Intimidate 60%, Occult 60%, Persuade 60%, Psychology 50%, Science (Pharmacy) 45%, Spot Hidden 80%, Stealth 75%, Throw 55%.

**Languages**

Arabic 60%, English 20%, French 10%, Sixth Dynasty Egyptian 95%.

**Armor:** if worn, her Crown, Necklace, and Girdle (combined) provide 15 armor points of magical protection over her entire body.



**Spells:** Call the Black Pharaoh (Contact Nyarlathotep), Clutch of Nyogtha, Gate, Implant Fear, Seal of Nephren-Ka\*, Shrivelling, Wrack, and others as the Keeper wishes.

**Sanity loss:** none for seeing Nitocris' rejuvenated appearance; at the Keeper's discretion, if killed, her appearance decays rapidly into that of a centuries-old mummy, provoking the loss of 1/1D6 Sanity points.

\*See *Appendix B: Spells*.

## MONSTERS

### Million Favored Ones:

#### Leeches, *horrendous bloodsuckers*

These large, multiple-mouthed leeches are among Nyarlathotep's "Million Favored Ones." These horrific leeches are capable of articulating and maneuvering the bones and corpses of sacrificial victims, using their muscular bodies to parody human movement. When they open their fanged mouths, their songs of praise to their god have a piercing, ululating tone that set the nerves on edge.

Statistics are provided for an individual leech and for when multiple leeches are animating a host form (corpse or skeleton).

char.	Leech	Host	rolls (for host form)
STR	5	50	(3D6) × 5
CON	5	55	(3D6) × 5
SIZ	5	65	(2D6+6) × 5
POW	35	35	(2D6) × 5
DEX	80	65	(2D6+6) × 5
HP:	4	12	

Average Damage Bonus: 0

Average Build: 0

Move: 8 (leech) / 6 (animated host)

**Luck:** —

#### Combat

**Attacks per round:** 1 (single leech) or 1/1D3 (animated host)

**Fighting:** an individual leech bite inflicts 1D3 damage. A successful bite means the leech holds on and automatically inflicts 1D3 points of damage per round. Alternatively, rather than continue biting, it may worm its way to the victim's mouth (taking one round, no damage), causing 1D3 choking damage per round. A successful Hard STR roll is required to pull the leech off/out; reduced to a Regular roll if another person helps.

**Animated Form:** multiple (1D3) leeches may jump from the host to attack (per **Fighting**, above), or the "host" performs a single bash attack (e.g. punch), inflicting 1D6 damage.

Bite	35% (17/7), damage 1D3 per round (bite or choke)
Bash	50% (25/10), damage 1D6 per round
Dodge	40% (20/8)

**Armor:** 1-point slimy skin.

**Spells:** none.

**Sanity loss:** 0/1D3 Sanity to see a leech, 1/1D4+1 to see a corpse or skeleton animated by leeches.

### Children of the Sphinx

*I would not look at the marching things. That I desperately resolved as I heard their creaking joints and nitrous wheezing above the dead music and the dead tramping. It was merciful that they did not speak ... but God! their crazy torches began ... to cast shadows on the surface of those stupendous columns. Hippopotami should not have human hands and carry torches ... men should not have the heads of crocodiles...*

—H. P. Lovecraft, *Under the Pyramids*

These horrors come in many varieties; Lovecraft speaks of them with the heads of bulls, ibises, falcons, and cats, and of objects walking with nothing above the waist. Children of the Sphinx may come as any human-animal composite.

Except for "objects walking with nothing above the waist," all children of the Sphinx can attack in some form or another. These creatures should only be found beneath the Great Sphinx in this campaign but, beyond that, could certainly be found anywhere that dynastic Egypt left traces.

char.	average	rolls
STR	70	(4D6) × 5
CON	65	(2D6+6) × 5
SIZ	50	(3D6) × 5
INT	50	(3D6) × 5
POW	50	(3D6) × 5
DEX	35	(2D6) × 5

**Hit Points:** 11

**Average Damage Bonus:** 0

**Average Build:** 0

**Move:** 8

**Luck:** —



**Combat****Attacks per round:** 1

**Fighting:** most of these bizarre creatures lack melee weapons and tend to strike with either their hands and feet or their bite/gore/peck attack (depending on the creature). Children of the Sphinx charge in groups, knock down their victims, and inflict damage.

Fighting 55% (27/11), damage see below  
Dodge 20% (10/4)

**Attacks and Damage by Creature Type**

Creature Type (Attack)	Damage
Cheetah (Bite)	1D6+DB
Bull (Gore)	2D4+DB
Crocodile (Bite)	1D10+DB
Hippopotamus (Bite)	2D6+DB
Falcon (Peck or Claw)	1D4+DB
Ibis (Peck)	1D3+DB

**Armor:** none.**Spells:** none.**Sanity loss:** 0/1D8 Sanity points to see a child of the Sphinx.**Sand-dwellers, Stalkers of the Wastes**

Humanoid, sand-encrusted servants of the Great Old Ones.

STR 50 CON 65 SIZ 80 DEX 65 INT 50  
APP — POW 50 EDU — SAN — HP 14  
DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: —

**Combat****Attacks per round:** 2 (claws, other unarmed attacks)

Fighting 30% (15/6), damage 1D6+1D4  
Dodge 30% (15/6)

**Skills**

Stealth 55%, Listen 60%, Spot Hidden 50%.

**Armor:** 3-point rough hide.

**Spells:** sand-dwellers have a 30% chance of knowing 1D6 spells (suggested: Flesh Ward, Implant Fear, Mindblast, Shrivelling, Wither Limb, Wrack).

**Sanity loss:** 0/1D6 Sanity points to see a sand-dweller.**The Black Pharaoh, avatar of Nyarlathotep**

Tall and handsome, haughty and magnificent, full-voiced and exuding an aura of glittering malice. The Black Pharaoh may wear a tailored suit of dark fabric, or the full regalia of a pharaoh.

STR 105 CON 75 SIZ 75 DEX 90 INT 430  
APP — POW 500 EDU — SAN — HP 15  
DB: +1D6 Build: 2 Move: 9 MP: 100 Luck: —

**Combat****Attacks per round:** 1 per two rounds (energy blast)

**Fighting:** the Black Pharaoh prefers to utilize two hunting horrors that accompany him, rather than engage in combat himself. If the hunting horrors cannot take care of the situation, the Black Pharaoh takes a hand, using the rod and ring of his office as foci through which he casts energy blasts. Each blast inflicts an automatic 20 points of damage to a random target. Nyarlathotep inflicts such damage every other combat round by means of a casual gesture. Victims are horrifically seared and withered.

Energy Blast Automatic, damage, 20 points

**Armor:** none, although may regenerate hit points at a rate of 1D6 per magic point expended. However, if his adversaries inflict 15 or more points of damage to the Black Pharaoh, his body splits open and an indescribably monstrous, mind-wrenching form squeezes its way out of the human shell before departing (refer to the **Bloody Tongue** aspect, page 447, Africa).

**Spells:** the Black Pharaoh knows all Mythos spells.**Sanity loss:** 0/1D2 Sanity points to see the Black Pharaoh in his human aspect, 1D10/1D100 to see his monstrous form.



## SAMPLE CHILDREN OF THE SPHINX

	Cheetah	Bull	Crocodile	Hippo	Falcon	Ibis
STR	40	60	90	80	105	75
CON	75	75	65	75	90	60
SIZ	70	70	65	65	35	35
DEX	50	40	50	30	50	25
INT	30	15	15	15	20	30
POW	55	55	50	60	55	55
HP	14	14	13	14	12	9
DB	0	+1D4	+1D4	+1D4	+1D4	0
Build	0	1	1	1	1	0
Move	7	7	8	8	9	8
MP	11	11	10	12	11	11
Attack	Bite	Gore	Bite	Bite	Peck or Claw	Peck

**The Black Sphinx, spawn of Nyarlathotep**

A monstrous spawn and herald, the Black Sphinx is immense, powerful, savage, and near-mindless. From time to time, for reasons passing understanding, Nyarlathotep takes this form (known as The Faceless God or The Beast). This profile deals with the Black Sphinx as Nyarlathotep's spawn, rather than an avatar.

STR 800 CON 400 SIZ 1,750 DEX 45 INT 05  
 APP — POW 375 EDU — SAN — HP 85  
 DB: +15D6 Build: 16 Move: 8 MP: 75 Luck: —

**Combat**

**Attacks per round:** 3 (forepaw smash, tentacle grab, or munch)

**Tentacle Grab** (mnvr): the Black Sphinx first grabs its victim with its tentacles; the target may attempt to wriggle free with a DEX roll (as their next action). If they fail to escape, the Black Sphinx automatically inflicts “munch” damage on the next turn. The victim can continue to attempt to escape each round (if they are still alive).

**Fighting** 60% (30/12), damage 15D6  
**Tentacle Grab** (mnvr) 40% (20/10), allows a munch  
**Munch** automatic if grabbed, damage 15D6 per round

**Skills**

Sense Prey 35%.

**Armor:** 19-point unearthly hide.

**Spells:** Contact Nyarlathotep.

**Sanity loss:** 1D4/1D8 Sanity points to see just the Black Sphinx's monstrous paw, 1D8/1D20 Sanity points to see the Black Sphinx in its entirety.



## AVERAGE BROTHERHOOD CULTISTS (EGYPT) ASSORTED THUGS

Use these profiles for run-of-the-mill cultists, as well as for Zahra Shafik's cadre of loyal cultists.

	1	2	3	4	5	6	7
STR	55	60	55	50	45	50	60
CON	45	35	45	50	55	50	90
SIZ	55	65	50	65	65	50	60
DEX	60	50	50	65	65	60	55
INT	50	60	55	65	65	65	55
APP	35	40	45	40	30	45	40
POW	20	35	35	40	50	55	45
EDU	20	45	60	15	75	50	15
SAN	00	00	00	00	00	00	00
HP	10	10	9	11	12	10	15
DB	0	+1D4	0	0	0	0	0
Build	0	1	0	0	0	0	0
Move	8	7	8	8	8	8	8
MP	4	7	7	8	10	11	9

Luck: —

### Combat

Attacks per round: 1

Brawl	35% (17/7), damage 1D3+DB or large knife/club 1D6+DB
Short sword	35% (17/7), damage 1D6+1+DB
Dodge	30% (15/6)

### Pulp Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+DB or large knife/club 1D6+DB
Short sword	55% (27/11), damage 1D6+1+DB
Dodge	40% (20/8)

### Skills

Climb 35%, Cthulhu Mythos 11%, Fast Talk 35%, Jump 30%, Listen 45%, Spot Hidden 45%, Stealth 45%.

### Languages

Arabic 60%, English 15%.



## ADDITIONAL CULTISTS OF THE BROTHERHOOD (RESURRECTION CEREMONY)

Use these profiles for those at Nitocris' resurrection ceremony.

	1	2	3	4	5	6	7	8
STR	85	75	80	60	45	50	55	70
CON	35	35	40	50	55	50	90	50
SIZ	80	60	90	50	55	40	55	50
DEX	80	50	50	65	65	60	55	60
INT	70	45	40	55	50	50	40	45
APP	75	40	45	40	30	45	30	20
POW	70	35	35	40	50	55	45	50
EDU	20	15	15	15	20	25	15	15
SAN	00	00	00	00	00	00	00	00
HP	11	9	13	10	11	9	14	10
DB	+1D6	+1D4	+1D6	0	0	0	0	0
Build	2	1	2	0	0	0	0	0
Move	8	8	7	9	8	9	8	9

Luck: —

### Combat

Attacks per round: 1

Brawl	40% (20/8), damage 1D3+DB or large knife/club 1D6+DB
Short sword	40% (20/8), damage 1D6+1+DB
Dodge	30% (15/6)

### Pulp Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+DB or large knife/club 1D6+DB
Short sword	60% (30/12), damage 1D6+1+DB
Dodge	50% (20/8)

### Skills

Climb 45%, Cthulhu Mythos 10%, Fast Talk 30%, Jump 40%,  
Listen 45%, Spot Hidden 35%, Stealth 35%.

### Languages

Arabic 60%, English 10%.



# CHARACTERS AND MONSTERS: THE GAME LODGE

## Colonel Henry Endicott, 62, troubled lodge owner

STR 70 CON 60 SIZ 80 DEX 45 INT 55  
 APP 50 POW 50 EDU 65 SAN 20\* HP 14  
 DB: +1D4 Build: 1 Move: 4 MP: 10 Luck: —

\*Endicott is suffering from indefinite insanity.

### Combat

#### Attacks per round: 1

Brawl 85% (42/17), damage 1D3+1D4, or knife 1D6+1D4

Mrs. Carruthers (elephant gun) 75% (37/15), damage 3D6+4  
 Dodge 30% (15/6)

### Skills

Bluster 90%, Credit Rating 25%, Intimidate 60%, Leer 90%, Stealth 60%, Track 75%.

### Languages

English 70%, French 40%, Kikuyu 30%, Swahili 20%.

### Pulp Talents

**Iron Liver:** may spend 5 Luck to avoid the effects of drinking excessive amounts of alcohol (negating penalty applied to skill rolls).

**Beady Eye:** does not suffer penalty die when "aiming" at a small target (Build -2), and may also fire into melee without a penalty die.

## Silent Joe, 53, put-upon assistant to Endicott

STR 50 CON 55 SIZ 55 DEX 65 INT 75  
 APP 60 POW 70 EDU 50 SAN 70 HP 11  
 DB: 0 Build: 0 Move: 6 MP: 14 Luck: 35

### Combat

#### Attacks per round: 1

Brawl 50% (25/10), damage 1D3, or knife 1D4+2

Hammer 50% (25/10), damage 1D8  
 .303 Lee-Enfield rifle 55% (27/11), damage 2D6+4

### Skills

Cook and Clean 70%, Credit Rating 10%, Drive Truck 30%, Listen 90%, Mechanical Repair 55%, Natural World 85%, Operate Heavy Machinery 60%, Persuade 55%, Science (Chemistry) 15%, Stealth 65%, Track 90%.

### Languages

English 40%, Kikuyu 85%, Nandi 35%, Swahili 30%.

## Revenants, murderous dust devils

STR 70 CON 60 SIZ 60 DEX 90 INT 30  
 APP — POW 60 EDU — SAN — HP 12  
 DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: —

### Combat

#### Attacks per round: 2 (sandblast)

When attacking, the surface of the revenant erupts in a tumult of debris, sandblasting its opponent.

**Special:** opponents in close proximity to a revenant must make a successful combined **DEX** and **Spot Hidden** roll each round. Those who fail are partially blinded by the dust churning through the air, and must apply a penalty die to all combat rolls that round.

Fighting 40% (20/8), damage 1D3+1D4  
 Dodge 25% (12/5)

### Pulp Combat

Fighting 60% (30/12), damage 1D3+1D4  
 Dodge 50% (25/10)

### Skills

Spot Hidden 50%, Stealth 70%, Track 50%.

**Armor:** firearms and projectiles inflict only half rolled damage (round down); the revenants are unharmed by fire. Explosive damage has full effect.

**Spells:** none.

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



## CHARACTERS AND MONSTERS: KENYA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

### ALLIES OR INDEPENDENTS

#### Ahja Singh, 63, art dealer and exporter

STR 40 CON 60 SIZ 40 DEX 65 INT 75  
APP 55 POW 45 EDU 65 SAN 45 HP 10  
DB: -1 Build: -1 Move: 5 MP: 9 Luck: —

##### Combat

Attacks per round: 1

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

##### Skills

Accounting 65%, Credit Rating 55%, Fast Talk 75%, Listen 45%, Persuade 65%, Psychology 50%, Spot Hidden 35%.

##### Languages

English 55%, Hindustani 65%, Kikuyu 15%, Punjabi 65%, Swahili 35%.

#### Natalie Smythe-Forbes, 48, publisher of the Nairobi Star

STR 30 CON 40 SIZ 35 DEX 55 INT 70  
APP 60 POW 65 EDU 70 SAN 65 HP 7  
DB: -1 Build: -1 Move: 7 MP: 13 Luck: 30

##### Combat

Attacks per round: 1

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

##### Pulp Talents

**Psychic Power:** Medium 60%. If the investigators seek to engineer it, she could contact the spirits of Colonel Endicott's dead family or, perhaps, that of a deceased investigator (or former colleague—see **Séances**, page 213, England, for further details).

##### Skills

Accounting 50%, Art/Craft (Editorial) 70%, Art/Craft (Printing) 40%, Charm 45%, Credit Rating 85%, Drive Auto 30%, Fast Talk 55%, History 45%, Intimidate 35%, Law 25%, Persuade 50%, Psychology 25%, Ride 50%, Spot Hidden 45%.

##### Languages

English 80%, Swahili 50%.

#### Bertram "Nails" Nelson, 36, soldier of fortune

STR 75 CON 65 SIZ 75 DEX 65 INT 55  
APP 35 POW 30 EDU 20 SAN 20 HP 14  
DB: +1D4 Build: 1 Move: 8 MP: 6 Luck: —

##### Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D4 or medium knife 1D4+2+1D4  
Small Club 70% (35/14), damage 1D6+1D4  
.303 Lee Enfield rifle 55% (27/11), damage 2D6+4  
20-g shotgun (2B) 55% (27/11), damage 2D6/1D6/1D3  
Dodge 65% (32/13)

##### Skills

Act Before Thinking 55%, Climb 55%, Credit Rating 43%, Demolitions 25%, Electrical Repair 15%, Fast Talk 20%, Jump 40%, Listen 25%, Mechanical Repair 40%, Spot Hidden 50%, Stealth 60%, Swim 35%, Throw 35%.

##### Languages

English 45%, Kikuyu 18%, Luo 19%, Maasai 15%, Nandi 10%, Swahili 25%.

##### Pulp Talents

**Quick Healer:** natural healing increased to +3 hit points per day.

**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).



## HIRELINGS OF AHJA SINGH, EQUAL-OPPORTUNITY THUGS

	Indian	African	Irish	Arabian
STR	70	80	75	75
CON	65	60	70	90
SIZ	70	70	65	55
DEX	70	65	60	55
INT	50	55	55	70
APP	45	50	65	50
POW	60	50	50	55
EDU	25	25	40	30
SAN	60	50	50	55
HP	13	13	13	14
DB	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1
Move	8	8	8	9
MP	12	10	10	11

Luck: —

**Combat**

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
Blackjack/Med. knife	55% (27/11), damage 1D4+2+1D4
Dodge	50% (25/10)

**Skills**

Climb 60%, Fast Talk 25%, Jump 45%, Listen 45%, Psychology 40%, Spot Hidden 55%, Stealth 50%, Throw 55%.

**Languages**

Varies, assume Arabic 35%, English 35%, Hindustani 35%, Swahili 35%.

**Johnstone Kenyatta, 32, political activist**

STR 70 CON 65 SIZ 70 DEX 50 INT 85  
 APP 65 POW 90 EDU 70 SAN 90 HP 13  
 DB: +1D4 Build: 1 Move: 8 MP: 18 Luck: 90

**Combat**

Attacks per round: 1

Brawl	30% (15/5), damage 1D3+1D4
Dodge	50% (25/10)

**Skills**

Charm 60%, Credit Rating 42%, Cthulhu Mythos 05%, History 70%, Law 65%, Library Use 45%, Occult 15%, Persuade 80%.

**Languages**

English 70%, Kikuyu 80%, Luo 35%, Swahili 60%.

**Pulp: Option for Johnstone Kenyatta?**

Johnstone Kenyatta is a real-world person and, as such, it seems inappropriate to turn him into a pulp action hero. However, he is allocated a high Luck score, which should be sufficient to keep him safe.



## KEEPER REFERENCE BOOKLET

### Neville Jermyn, 31, barrister and oddball

STR 40 CON 30 SIZ 50 DEX 40 INT 65  
APP 50 POW 50 EDU 80 SAN 25 HP 8  
DB: 0 Build: 0 Move: 7 MP: 10 Luck: 25

#### Combat

##### Attacks per round: 1

Brawl 35% (17/7), damage 1D3  
Dodge 30% (15/6)

#### Skills

Anthropology 25%, Archaeology 35%, Credit Rating 64%,  
Cthulhu Mythos 03%, Fast Talk 45%, History 20%, Law 35%,  
Library Use 45%, Occult 15%, Persuade 40%, Ride 50%.

#### Languages

English 80%, Swahili 70%.

### Dr. Horace Starret, 61,

#### Anglican rector and medical doctor

STR 30 CON 60 SIZ 50 DEX 60 INT 65  
APP 45 POW 25 EDU 90 SAN 25 HP 11  
DB: -1 Build: -1 Move: 5 MP: 5 Luck: —

#### Combat

##### Attacks per round: 1

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

#### Skills

Anthropology 10%, Credit Rating 53%, Drive Auto 15%,  
First Aid 95%, History 50%, Law 25%, Lore (Christianity)  
60%, Medicine 55%, Persuade 60%, Psychology 20%, Science  
(Chemistry) 40%, Science (Pharmacy) 35%, Spot Hidden 40%.

#### Languages

English 90%, Swahili 50%.

### Sam Mariga, 53, gardener and nationalist

STR 80 CON 75 SIZ 90 DEX 65 INT 65  
APP 65 POW 85 EDU 20 SAN 85 HP 16  
DB: +1D6 Build: 2 Move: 5 MP: 17 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3+1D6  
or medium knife 1D4+2+1D6  
Garden Spade 60% (30/12), damage 1D8+1D6  
Dodge 55% (17/7)

#### Skills

Art/Craft (Sing) 50%, Climb 70%, Credit Rating 34%,  
Cthulhu Mythos 10%, First Aid 60%, Listen 65%, Natural  
World 70%, Occult 25%, Persuade 50%, Psychology 65%,  
Stealth 40%, Swim 50%, Track 80%, Throw 70%.

#### Languages

English 35%, Kikuyu 65%, Luo 35%, Swahili 50%.

#### Pulp Talents

**Keen Vision:** gain a bonus die to Spot Hidden rolls.

**Alert:** never surprised in combat.

### Old Bundari, 80, elder tribal magician

STR 15 CON 90 SIZ 35 DEX 60 INT 65  
APP 70 POW 125 EDU 75 SAN 50 HP 12  
DB: -2 Build: -2 Move: 3 MP: 25 Luck: 90

#### Combat

##### Attacks per round: 1

Brawl 20% (10/4), damage 1D3-2  
Dodge 30% (15/6)

#### Pulp Combat

##### Attacks per round: 2

Brawl 60% (30/12), damage 1D3  
(ignore penalty from DB)  
Dodge 80% (40/16)

#### Pulp Talents

**Psychic Power:** Psychometry 70%; sense the emotional  
connections of inanimate objects.

**Strong Willed:** gains a bonus die when making POW rolls.

#### Skills

Cthulhu Mythos 45%, Foretell The Future 90%, Listen 75%,  
Medicine 40%, Occult 80%, Persuade 65%, Psychology 80%,  
See Past as Though Still Present 80%, Stealth 65%, Spot Hidden  
75%, Track 50%, Travel to Other Planes of Existence 80%.

#### Languages

English 24%, Kikuyu 85%, Swahili 55%.

**Spells:** Cast Out The Devil\*, Command Animal\*, Earthly  
Serenity\*, Healing\*, Journey to the Other Side\*, Power of  
Nyambe\*, Seek the Lost\*, and other spells as the Keeper sees fit.

\*See *Appendix B: Spells*.



**Okomu, 23, assistant to Bundari**

STR 75 CON 60 SIZ 55 DEX 80 INT 75  
 APP 75 POW 65 EDU 55 SAN 65 HP 11  
 DB: +1D4 Build: 1 Move: 9 MP: 13 Luck: 30

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3+1D4  
 Dodge 50% (25/10)

**Pulp Combat****Attacks per round: 1**

Brawl 80% (40/16), damage 1D3+1D4  
 Dodge 70% (35/14)

**Pulp Talents**

**Linguist:** able to determine what language is being spoken (or what is written); gains a bonus die to Language rolls.

**Alert:** never surprised in combat.

**Skills**

Charm 40%, Cthulhu Mythos 15%, Occult 40%, Psychology 70%, Stealth 65%, Spot Hidden 60%, Track 60%.

**Languages**

English 60%, Kikuyu 70%, Swahili 50%.

**AFRICAN ANIMALS**

Generic profiles follow for wildlife that could trouble the investigators.

**Bush Pig & Wild Boar**

STR 55 CON 65 SIZ 55 DEX 35 POW 35  
 HP 12 DB: 0 Build: 0 Move: 10

**Combat****Attacks per round: 1** (kick, bite, bash)

Fighting 40% (20/8), damage 1D3  
 Gore 40% (20/8), damage 1D8  
 Dodge 20% (10/4)

**Skills**

Scent Enemy 50%.

**Armor:** 3-point hair, hide, and muscle.

**African Elephant**

STR 275 CON 130 SIZ 315 DEX 50 POW 65  
 HP 44 DB: +6D6 Build: 7 Move: 10

**Combat****Attacks per round: 1** (bash, trample, kick)

Fighting 50% (25/10), damage 4D6+6D6  
 Trunk grab (mnvr) 50% (25/10), held/pinned  
 Rear & Plunge 50% (25/10), damage 8D6+6D6  
 Tusk Gore 50% (25/10), damage 6D6  
 Dodge 25% (12/5)

**Skills**

Listen 80%, Scent Something Interesting 95%.

**Armor:** 8-point skin.

**Black Rhino**

STR 205 CON 100 SIZ 205 DEX 35 POW 50  
 HP 30 DB: +4D6 Build: 5 Move: 15

**Combat****Attacks per round: 1** (bash, charge, trample)

Fighting 50% (25/10), damage 4D6  
 Charge 50% (25/10), damage 1D10+4D6  
 Trample 75% (37/15), damage 3D10+4D6  
 against a downed foe  
 Dodge 20% (10/4)

**Skills**

Be Annoyed 70%, Scent Danger 60%.

**Armor:** 10-point hide.



## ADVERSARIES

### M'Weru's Bodyguards, *superior cultists*

Use this profile for all tougher cultists, as well as those protecting M'Weru.

**STR** 85   **CON** 80   **SIZ** 80   **DEX** 80   **INT** 50  
**APP** 50   **POW** 65   **EDU** 30   **SAN** 00   **HP** 16  
**DB:** +1D6   **Build:** 2   **Move:** 8   **MP:** 13   **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl 60% (30/12), damage 1D3+1D6  
Panga 60% (30/12), damage 1D8+1D6  
African throwing knife 55% (27/11), damage 1D4+2+1D3, plus 1D4†  
Club 60% (30/12), damage 1D8+1+1D6  
Spear 60% (30/12), damage 1D8+1D6  
Bow 60% (30/12), damage 1D6  
Dodge 45% (22/9)

† *Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.*

#### Skills

Art/Craft (Sing) 25%, Art/Craft (Tribal Dance) 55%, Climb 65%, Cthulhu Mythos 14%, Jump 70%, Listen 60%, Psychology 45%, Spot Hidden 60%, Stealth 70%, Throw 55%, Track 85%.

#### Languages

Fluent in the language of their own tribe plus a smattering of Kikuyu 40%, Maasai 40%, Nandi 40%, Swahili 30%.

### Taan Kaur, 45, *tea-seller and agent of the Bloody Tongue*

**STR** 40   **CON** 50   **SIZ** 45   **DEX** 75   **INT** 75  
**APP** 60   **POW** 95   **EDU** 30   **SAN** 00   **HP** 9  
**DB:** 0   **Build:** 0   **Move:** 7   **MP:** 19\*   **Luck:** 50

\*Has access to up to 30 additional magic points—see *Taan's Ring*, page 653, Appendix D: Artifacts.

#### Combat

##### Attacks per round: 1

Brawl 50% (25/10), damage 1D3 or dagger 1D4  
Club 50% (25/10), damage 1D8+1  
Dodge 60% (30/12)

#### Pulp Talents

**Tough Girl:** soaks up damage, may spend 10 Luck points to shrug off up to 5 hit points worth of damage taken in one combat round.

**Master of Disguise:** may spend 10 Luck points to gain a bonus die to Disguise.

#### Skills

Accounting 35%, Chess 50%, Climb 50%, Credit Rating 25%, Cthulhu Mythos 19%, Disguise 50%, Fast Talk 35%, Intimidate 70%, Jump 50%, Listen 55%, Persuade 75%, Psychology 20%, Science (Pharmacy) 35%, Stealth 65%, Spot Hidden 35%, Throw 35%.

#### Languages

Chinese 20%, English 35%, Hindustani 35%, Kikuyu 15%, Punjabi 65%, Swahili 35%.

**Spells:** Contact Small Crawler (Nyarlathotep), Strike Blind\*, Summon/Bind Fire Vampires.

\*See *Appendix B: Spells*; Kaur can use this spell once, but doing so will cause her physical harm, as she lacks the required magic points.

### Avtar Singh, 19, *nephew of Taan Kaur*

**STR** 60   **CON** 70   **SIZ** 55   **DEX** 85   **INT** 55  
**APP** 80   **POW** 35   **EDU** 35   **SAN** 35   **HP** 12  
**DB:** 0   **Build:** 0   **Move:** 9   **MP:** 7   **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl 50% (25/10), damage 1D3 or dagger 1D4  
Dodge 70% (35/14)

#### Skills

Charm 60%, Chess 70%, Climb 40%, Credit Rating 15%, Fast Talk 25%, Jump 40%, Listen 55%, Psychology 20%, Stealth 85%, Spot Hidden 55%, Throw 60%.

#### Languages

English 45%, Hindustani 55%, Kikuyu 10%, Punjabi 55%, Swahili 35%.

#### Pulp Talents

**Shadow:** reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before his location is discovered.

**Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).



## AVERAGE BLOODY TONGUE CULTIST (KENYA), ASSORTED THUGS

Use these profiles for run-of-the-mill cultists; see *M'Weru's Bodyguards* for superior and tougher types.

	1	2	3	4	5	6	7	8
STR	40	50	40	55	55	65	75	60
CON	35	50	45	80	70	60	50	70
SIZ	45	50	45	50	65	40	40	60
DEX	80	80	80	65	65	65	50	50
INT	55	55	60	40	45	25	40	65
APP	40	40	50	15	25	25	20	35
POW	45	45	30	35	30	25	45	40
EDU	25	30	15	20	20	30	35	25
SAN	00	00	00	00	00	00	00	00
HP	8	10	9	13	13	10	9	13
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	8	8	8	9	8	9	9	8
MP	9	9	6	7	6	5	9	8

Luck: —

### Combat

#### Attacks per round: 1

Brawl	30% (15/6), damage 1D3
Panga	30% (15/6), damage 1D8
Club	30% (15/6), damage 1D8+1
Spear	40% (20/8), damage 1D8
Bow	40% (20/8), damage 1D6
Dodge	30% (15/6)

### Pulp Combat

#### Attacks per round: 1

Brawl	45% (22/9), damage 1D3
Panga	45% (22/9), damage 1D8
Club	45% (22/9), damage 1D8+1
Spear	55% (27/11), damage 1D8
Bow	55% (27/11), damage 1D6
Dodge	35% (17/7)

### Skills

Art/Craft (Sing) 25%, Art/Craft (Tribal Dance) 45%, Climb 60%, Cthulhu Mythos 10%, Jump 60%, Listen 60%, Psychology 40%, Spot Hidden 45%, Stealth 60%, Track 75%.

### Languages

Fluent in the language of their own tribe plus a smattering of Kikuyu 40%, Maasai 40%, Nandi 40%, Swahili 30%.



**M'Weru, 26, high priestess**

STR 50 CON 100 SIZ 50 DEX 80 INT 85  
 APP 90 POW 95 EDU 75 SAN 00 HP 15  
 DB: 0 Build: 0 Move: 8 MP: 19 Luck: 90

**Combat****Attacks per round: 1**

Brawl 50% (25/10), damage 1D3  
 or dagger 1D4  
 Panga 50% (25/10), damage 1D8  
 African throwing knife 30% (15/6), damage 1D4+2,  
 plus 1D4†  
 Dodge 40% (20/8)

†Tearing damage when removing the weapon; negated by a successful Medicine or Hard First Aid roll.

**Skills**

Charm 70%, Cthulhu Mythos 38%, Climb 80%, Disguise 80%,  
 Fast Talk 70%, Incite Frenzy 95%, Intimidate 55%, Jump 60%,  
 Occult 50%, Persuade 80%, Psychology 45%, Stealth 95%,  
 Spot Hidden 50%, Throw 40%.

**Languages**

English 55%, Kikuyu 90%, Luo 58%, Maasai 54%, Nandi  
 58%, Swahili 95%.

**Spells:**

Bind Animal\* (inc. Driver Ant Column, Green Mamba,  
 Leopard, Monkey Spider, and Rat), Call Cthugha, Contact  
 Nyarlathotep, Create Ciimba\*, Dominate, Clutch of Nyogtha,  
 Dread Curse of Azathoth, Enchant Whistle, Fist of Yog-  
 Sothoth, Hands of Colubra\*, Mindblast, Power Drain\*, Send  
 Dream\*, Shriveling, Summon/Bind Byakhee, Summon/Bind  
 Hunting Horror, Voorish Sign, and others as the Keeper desires.

\*See Appendix B: Spells.

**PULP: M'WERU**

M'Weru is a major adversary; much of her might is vested in her repertoire of spells, powered by either her stockpile of magic points in the altar (Mountain of the Black Wind) or, if she's not near the altar, she may call upon Nyarlathotep (via the amulet that she wears around her neck) to mainline her a stream of magic points—while in contact with the amulet, she may burn 10 Luck points to fully refresh her personal magic points or hit points.

**Pulp Combat****Attacks per round: 2**

Brawl 80% (40/16), damage 1D3  
 or dagger 1D4  
 Panga 75% (37/15), damage 1D8  
 Dodge 80% (40/16)

**Pulp Talents**

**Master of Disguise:** may spend 10 Luck points to gain a bonus die to Disguise or Art/Craft (Acting) rolls; includes ventriloquism. Note that if someone is trying to detect the disguise their Spot Hidden or Psychology roll's difficulty is raised to Hard.

**Fleet Footed:** may spend 10 points to avoid being "outnumbered" in melee combat for one combat encounter.





## MONSTERS

## Fire Vampires, in two varieties

*Red Fire Vampire*

STR — CON 30 SIZ 01 DEX 60 INT 60  
 APP — POW 75 EDU — SAN — HP 6  
 DB: — Build: — Move: 11\* MP: 15 Luck: —

*Blue Fire Vampire*

STR — CON 40 SIZ 01 DEX 80 INT 60  
 APP — POW 50 EDU — SAN — HP 8  
 DB: — Build: — Move: 11\* MP: 15 Luck: —

\*Flying.

**Combat**

**Attacks per round:** 1 (heat-shock by touch)

**Fighting Attacks:** touches the victim (heat-shock), causing 2D6 damage; if target passes a CON roll, only half damage is taken. May set flammable objects on fire through contact, determined by victim making a Luck roll to see if their clothing is set alight (1D6 burn damage per round until flames are extinguished).

**Magic Point Drain:** in the same attack, a fire vampire tries to steal magic points from its target. Use an opposed POW roll: if the fire vampire wins, it steals 1D10 magic points from the victim; if the target wins, the fire vampire loses 1 magic point. Thus, in each attack by a fire vampire, roll twice—once to determine attack heat damage and once to determine magic point loss.

Fighting	85% (42/17), damage 2D6 + burn + magic point drain
Dodge	40% (20/8)

**Armor:** standard material weapons do no harm (blades, bullets, etc.). Water costs a fire vampire one hit point per half-gallon poured over it; a typical handheld fire extinguisher inflicts 1D6 damage to it, while a bucket of water causes 1D3 damage. Other substances also can have an effect; let the investigators be ingenious.

**Spells:** none.

**Sanity loss:** 0/1D6 Sanity points for seeing a fire vampire.

**Who-Is-Not-What-She-Seems  
(monstrous form)**

An apparently far from normal chameleon, Who transforms into a gug-like monster: twice the height of a man, both arms extending into two forearms, each equipped with taloned paws, and a vertical mouth running down the center of its head from which a long, thick tongue extends.

STR 225 CON 140 SIZ 285 DEX 55 INT 65  
 APP — POW 50 EDU — SAN — HP 42  
 DB: +5D6 Build: 6 Move: 10 MP: 10 Luck: —

**Combat**

**Attacks per round:** 2 or 1 (punch, smash, or 1 tongue lash)

**Sticky Tongue Lash** (mnvr): Who's long, prehensile, sticky tongue can lash out, with a range of 40 feet (12 m). Being stuck and rolled up in the tongue inflicts an additional 1D6 damage, and takes one combat round. The target has one chance to work free, requiring an Extreme STR roll. On the next round, the victim goes into Who's mouth and stomach and automatically dies. Thus, each Sticky Tongue Lash attack actually takes two rounds to complete.

Brawl	60% (30/12), damage 1D6+5D6
Sticky Tongue Lash (mnvr)	90% (45/18), damage 1D6, Extreme STR roll to break free before being pulled into jaws
Dodge	25% (12/5)

**Skills**

Spot Two-Legged Flies 80%.

**Armor:** 8-point hide.

**Spells:** none.

**Sanity loss:** 1/1D8 Sanity points to see Who.



## SPAWN OF NYARLATHOTEP (THREE ASPECTS)

### Spawn of Nyarlathotep:

#### Hypatia Masters Aspect, 32, mutated mother to be

Here, the Spawn is unborn. Prior to its birth, if the Hypatia Masters Aspect is killed, the half-formed creature breaks out of her corpse, transforming into **The Spawn Taking After Father** (use that profile). Ask for a group **Luck** roll: if successful, the Spawn has only half its full hit points (for an hour) following its untimely birth. If killed, the Spawn dies permanently.

**STR** 45    **CON** 45    **SIZ** 200    **DEX** 05    **INT** 55  
**APP** —    **POW** 40    **EDU** 75    **SAN** 00    **HP** 24  
**DB:** +2D6    **Build:** 3    **Move:** 1    **MP:** 8    **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl                                    20% (10/4), damage 1D3+2D6  
 (if target is in reach)  
 Dodge                                    n/a

#### Skills

Art/Craft (Photography) 70%, Charm 55%, Drive Auto 45%,  
 Spot Hidden 40%.

#### Languages

English 75%, French 60%, German 55%, Italian 55%, Spanish  
 60%.

#### Pulp Talents

**Linguist:** able to determine what language is spoken (or  
 written); gains a bonus die to Language rolls.

**Armor:** none.

**Spells:** none.

**Sanity loss:** 1D3/2D10 Sanity points to see Hypatia Masters'  
 horribly mutated form.

### Spawn of Nyarlathotep:

#### Father Aspect, monstrous thing

In this form, the Spawn's horrific monstrosity is evident.

**STR** 200    **CON** 125    **SIZ** 220    **DEX** 50    **INT** 215  
**APP** —    **POW** 250    **EDU** —    **SAN** —    **HP** 34\*  
**DB:** +4D6    **Build:** 5    **Move:** 9    **MP:** 50    **Luck:** —

*\*If group Luck roll is successful: half hit points (17) if the Spawn  
 is "birthed" by the death of Hypatia Masters.*

#### Combat

**Attacks per round:** 5 or 1 (pound, thrash, eye ray, and/or  
 crimson tentacle grab, or 1 bulk smash)

**Fighting Attacks:** the Spawn's tentacles whip, pound, and  
 thrash, while claws can rend and tear.

**Eye Ray:** the ray emerges only from its left eye, as seen from  
 the front. The ray gives the appearance of jetting liquid, for  
 the obscene energy drips and evaporates as it gushes out. The  
 energy has a pinkish cast, has a range of 30 feet (9 m), and  
 inflicts 1D10 damage.

**Crimson Tentacle Grab (mnvr):** grabs, inflicts 1D10 damage,  
 and holds victim up against its terrible, sucking maws on the  
 following round. While held, the maws can suck flesh from  
 bones, causing 2D10 damage per round thereafter. To break  
 free from a tentacle requires an Extreme **STR** or **DEX** roll.

**Bulk Smash:** if using this option, it is the Spawn's only  
 attack that round, causing 4D6 damage + 1D10 damage from  
 radiation burns to 1D4 targets within 10 feet (3 m).

Fighting	80% (40/16), damage 4D6
Eye Ray	50% (25/10), damage 1D10, range 30 feet
Crimson Tentacle Grab (mnvr)	80% (40/16), damage 1D10 when held; in following round the sucking maws inflict automatic damage
Five Sucking Maws	automatic following a Crimson Tentacle Grab, damage 2D10 per round unless victim breaks free with an Extreme <b>STR</b> or <b>DEX</b> roll
Bulk Smash	90% (45/18), damage 4D6 + 1D10 radiation burn
Dodge	25% (12/5)

#### Skills

Listen 30%, Spot Hidden 35%.

**Armor:** 2-point blubbery hide.

**Spells:** Contact Nyarlathotep (cost 1 magic point).

**Sanity loss:** it costs 1D6/1D20 Sanity points to see this  
 monstrous aspect of the spawn.



### Spawn of Nyarlathotep: Mother Aspect, 30, resembles Hypatia Masters

In this form, Masters appears more beautiful and never ages.

STR 45    CON 95    SIZ 50    DEX 75    INT 215  
APP 100    POW 250    EDU —    SAN —    HP 14  
DB: 0    Build: 0    Move: 8    MP: 50    Luck: 50

#### Combat

**Attacks per round:** 1

Brawl                      60% (30/12), damage 1D4  
Fencing foil (sharpened) 65% (32/13), damage 1D6  
Dodge                      40% (20/8)

#### Pulp Talents

**Shadow:** reduces difficulty by one level or gains bonus die (at the Keeper's discretion) to Stealth rolls, and if currently unseen is able to make two surprise attacks before their location is discovered.

**Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).

#### Skills

Climb 80%, Intimidate 90%, Jump 70%, Listen 40%, Persuade 35%, Spot Hidden 60%, Stealth 50%, Throw 45%.

#### Languages

English 75%, Kikuyu 75%.

**Armor:** none.

**Spells:** the Spawn's spells can be chosen by the Keeper. They should be varied by the length of time since the birth of the Spawn, at the rate of one new spell per month after the first month.

**Sanity loss:** none.

### The Bloody Tongue, avatar of Nyarlathotep.

The Bloody Tongue is an enormous monster; a giant black humanoid with three legs, a pair of clawed arms, and a single enormous blood-red tentacle in place of a face. Consider this Nyarlathotep's avatar of rage and murder.

STR 400    CON 250    SIZ 450    DEX 95    INT 430  
APP —    POW 500    EDU —    SAN —    HP 70  
DB: +10D6    Build: 11    Move: 16    MP: 100    Luck: —

#### Combat

**Attacks per round:** 1 per target, to possible targets within 35 feet (9 m) (crushing, rending, slamming)

**Fighting Attacks:** its hands grasp and crush victims, or rends them with its massive claws, while its face-tentacle slams and crushes.

**Howl:** a blood-curdling howl, which inflicts 1 point of Sanity loss upon any who hear it. The Bloody Tongue may howl once a round.

Fighting	85% (42/17), damage 1D6+10D6
Claw	85% (42/17), damage 3D6+10D6
Face-tentacle	85% (42/17), damage 10D6
Howl	automatic, 1 point Sanity loss to all who can hear

**Armor:** none, but if brought to zero hit points it collapses on the ground, changes form (always to a more monstrous one, which causes its viewers to lose a further 1D10/1D100 Sanity points), and then flies into interstellar space.

**Spells:** Nyarlathotep knows all Mythos spells; it can summon monsters at the rate of 1 magic point per 5 POW points the monster has; it may summon a shantak, hunting horror, or servitor of the Outer Gods at the cost of a single magic point.

**Sanity loss:** 1D10/1D100 to see the Bloody Tongue avatar.



## CHARACTERS AND MONSTERS: BUCKLEY'S GHOST

### Vern Slattery, 45, *miner with murder on his conscience*

STR 60 CON 75 SIZ 65 DEX 65 INT 55  
APP 50 POW 55 EDU 50 SAN 30 HP 14  
DB: +1D4 Build: 1 Move: 7 MP: 11 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 50% (25/10), damage 1D3+1D4  
or dagger 1D4+1D4  
.30-06 bolt-action rifle 60% (30/12), damage 2D6+4  
Dodge 40% (20/8)

#### Skills

Climb 40%, Intimidate 50%, Listen 30%, Lore (Aboriginal Australian) 20%, Spot Hidden 40%, Stealth 60%, Swear Like a Trooper 90%.

#### Languages

English 50%.

### Frank Slattery, 13, *the older son*

STR 40 CON 60 SIZ 45 DEX 65 INT 60  
APP 70 POW 75 EDU 25 SAN 70 HP 10  
DB: 0 Build: 0 Move: 9 MP: 15 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 55% (27/11), damage 1D3  
or dagger 1D4  
.30-06 bolt-action rifle 45% (22/9), damage 2D6+4  
Dodge 60% (30/12)

#### Skills

Climb 60%, Intimidate 50%, Lore (Aboriginal Australian) 20%, Mechanical Repair 50%, Sneer 89%, Spot Hidden 45%, Stealth 60%, Track 55%.

#### Languages

English 50%.

### Jacko Slattery, 10, *the younger son*

STR 35 CON 60 SIZ 40 DEX 55 INT 15  
APP 50 POW 50 EDU 20 SAN 50 HP 10  
DB: -1 Build: -1 Move: 9 MP: 10 Luck: —

#### Combat

##### Attacks per round: 1

Brawl 55% (27/11), damage 1D3-1  
or switchblade 1D4-1  
.30-06 bolt-action rifle 35% (17/7), damage 2D6+4  
Dodge 30% (15/6)

#### Skills

Art/Craft (Play Harmonica) 20%, Lore (Aboriginal Australian) 10%, Stealth 40%.

#### Languages

English 30%.

### Bill Buckley's Ghost, *vengeful spirit*

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

#### Combat

##### Attacks per round: 1

**Possession (special):** both ghost and target make an opposed POW roll: if ghost wins, the target is possessed for 1D3 rounds.

**Sanity loss:** 0/1D3 Sanity points to see Buckley's ordinary form; 2/1D8+1 Sanity points to see Buckley's angry form.



# CHARACTERS AND MONSTERS: AUSTRALIA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## ALLIES OR INDEPENDENTS

### Prof. David Dodge, 46, *assoc. professor of archaeology*

**STR** 80   **CON** 85   **SIZ** 85   **DEX** 65   **INT** 85  
**APP** 60   **POW** 55   **EDU** 90   **SAN** 55   **HP** 17  
**DB:** +1D6   **Build:** 2   **Move:** 6   **MP:** 11   **Luck:** 25

#### Combat

##### Attacks per round: 1

Brawl	65% (32/13), damage 1D3+1D6
.45 revolver	60% (30/12), damage 1D10+2
War boomerang	40% (20/8), damage 1D8+1D3
Dodge	55% (27/11)

#### Skills

Anthropology 40%, Archaeology 65%, Climb 35%, Credit Rating 20%, Drive Auto 40%, Fast Talk 45%, First Aid 40%, History 25%, Jump 40%, Listen 60%, Library Use 50%, Lore (Aboriginal Australian) 50%, Lore (Australian Outback) 70%, Navigate 45%, Persuade 40%, Psychology 20%, Spot Hidden 40%, Stealth 30%, Survival (Desert) 55%, Throw 25%.

#### Languages

Arabic 30%, Australian Aboriginal English 10%, English 90%, Greek 20%.

### Billy Burralong, 29, *put-upon laborer*

**STR** 75   **CON** 80   **SIZ** 50   **DEX** 85   **INT** 45  
**APP** 45   **POW** 50   **EDU** 20   **SAN** 50   **HP** 13  
**DB:** +1D4   **Build:** 1   **Move:** 9   **MP:** 10   **Luck:** —

#### Combat

##### Attacks per round: 1

Brawl	70% (35/14), damage 1D3+1D4 or knife 1D4+1D4
Dodge	80% (40/16)

#### Skills

Climb 40%, Drive Auto 10%, Jump 45%, Listen 60%, Lore (Aboriginal Australian) 30%, Psychology 20%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 55%, Throw 70%, Track 40%.

#### Languages

Australian Aboriginal English 40%, English 30%, Ngaanyatjarra (Western Desert Language) 50%.

### Jeremy Grogan, 36, *insane miner and dreamer*

**STR** 60   **CON** 65   **SIZ** 55   **DEX** 60   **INT** 60  
**APP** 55   **POW** 60   **EDU** 45   **SAN** 00   **HP** 12  
**DB:** 0   **Build:** 0   **Move:** 9   **MP:** 12   **Luck:** 30

#### Combat

##### Attacks per round: 1

Brawl	30% (15/6), damage 1D3
.30 06 bolt-action rifle	45% (22/9), damage 2D6+4
Dodge	40% (20/8)

#### Pulp Talents

**Animal Companions:** faithful animal companions (the dingoes); gains a bonus die when making Animal Handling rolls.

#### Skills

Animal Handling 80%, Cthulhu Mythos 03%, Demolitions 30%, Dreaming 20%, Fast Talk 35%, First Aid 50%, Jump 50%, Listen 60%, Mechanical Repair 45%, Operate Heavy Machinery 50%, Psychology 25%, Science (Geology) 30%, Spot Hidden 60%, Stealth 75%, Survival (Desert) 40%, Track 20%, Throw 45%.

#### Languages

English 50%.

### Robert B. F. Mackenzie, 40, *mining engineer*

**STR** 70   **CON** 75   **SIZ** 65   **DEX** 60   **INT** 80  
**APP** 35   **POW** 50   **EDU** 85   **SAN** 50   **HP** 14  
**DB:** +1D4   **Build:** 1   **Move:** 7   **MP:** 10   **Luck:** —

#### Combat

##### Attacks per round: 1

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

#### Skills

Charm 50%, Credit Rating 55%, Demolitions 60%, Electrical Repair 30%, First Aid 40%, Listen 30%, Mechanical Repair 55%, Operate Heavy Machinery 60%, Psychology 45%, Science (Geology) 90%, Spot Hidden 60%, Survival (Desert) 60%, Track 55%.

#### Languages

English 85%.



## AUSTRALIAN ROWDIES, DRUNKEN AGITANTS

	Bernard	Herbert	Roy	Lloyd	Wallace
STR	50	65	45	60	70
CON	70	55	50	80	60
SIZ	50	55	60	65	70
DEX	45	50	55	60	50
INT	50	45	70	65	55
APP	50	55	60	45	55
POW	45	50	60	50	55
EDU	45	55	65	70	45
SAN	45	50	60	50	55
HP	12	11	11	14	13
DB	0	0	0	+1D4	+1D4
Build	0	0	0	1	1
Move	8	8	7	7	8

Luck: —

### Combat

Attacks per round: 1

Brawl 50% (25/10), damage 1D3+DB

Dodge 30% (15/6)

*\*The Keeper should decide how drunk these men are: if thoroughly, apply a penalty die to their combat rolls.*

### Skills

Climb 40%, Jump 45%, Listen 45%, Psychology 30%, Spot Hidden 40%, Stealth 30%, Swear Like a Trooper 90%, Throw 45%.

### Languages

English 55%.

### Kakakatak, physical age 2644 years, researcher of the Great Race

STR 200 CON 110 SIZ 300 DEX 65 INT 130

APP — POW 65 EDU — SAN — HP 41

DB: +5D6 Build: 6 Move: 7 MP: 13 Luck: —

### Combat

Attacks per round: 2 (if she has a lightning gun, she may use it only once each round)

**Fighting attacks:** may use her pincers to attack. She also possesses great size that may be used to crush or hit an opponent; however, she avoids melee combat, preferring to use a lightning gun—especially when facing the flying polyps.

Fighting 40% (20/8), damage 1D6+5D6

Lightning gun 45% (22/9), damage 2D8 per charge

Dodge 25% (12/5)

### Skills

Cthulhu Mythos 30%, Electrical Repair 95%, Electronics 99%, Future of the Universe 70%, History (Yithian) 90%, Library Use (Yithian) 90%, Mechanical Repair 95%, Natural World (Primordial) 95%, Occult 06%, Science (Astronomy) 90%, Science (Biology) 99%, Science (Chemistry) 85%, Science (Geology) 90%, Science (Physics) 90%.

**Armor:** 8-point skin.

**Spells:** none.

**Sanity loss:** 1/1D6 Sanity points to see Kakakatak.



## ANIMALS

### Brown Snake

STR 35 CON 40 SIZ 15 DEX 75 INT —  
 APP — POW 40 EDU — SAN — HP 5  
 DB: -2 Build: -2 Move: 8 MP: — Luck: —

#### Combat

Attacks per round: 1

**Venom:** a lethal poison; victim suffers 4D10 damage, which may be halved with a successful Extreme CON roll. A successful **Medicine** roll also halves the damage; use of the correct antivenin grants a bonus die to the Medicine roll (unless they brought it with them, it is very unlikely antivenin will be available—a successful Luck roll might mean some is available, at the Keeper's discretion).

Fighting 50% (25/10), damage 1D4-2 + venom  
 Dodge 40% (20/8)

#### Skills

Stealth 90%.

### Death Adder

STR 35 CON 30 SIZ 10 DEX 90 INT —  
 APP — POW 40 EDU — SAN — HP 4  
 DB: -2 Build: -2 Move: 8 MP: — Luck: —

#### Combat

Attacks per round: 1

**Venom:** a strong poison; victim suffers 2D10 damage, which may be halved with a successful Extreme CON roll. A successful **Medicine** roll also halves the damage; use of the correct antivenin grants a bonus die to the Medicine roll (unless they brought it with them, it is very unlikely antivenin will be available—a successful Luck roll might mean some is available, at the Keeper's discretion).

Fighting 50% (25/10), damage 1D4-2 + venom  
 Dodge 50% (25/10)

#### Skills

Stealth 95%.

### Grogan's Dingoes, *eight hounds*

STR 50 CON 70 SIZ 35 DEX 85 INT —  
 APP — POW 30 EDU — SAN — HP 10  
 DB: 0 Build: 0 Move: 12 MP: — Luck: —

#### Combat

Attacks per round: 1

Fighting 80% (40/16), damage 1D6  
 Dodge 50% (25/10)

#### Skills

Do What Grogan Wants 100%, Spot Hidden 85%, Track 95%.

## PULP: DREAM DINGOES

STR 80 CON 90 SIZ 90 DEX 120 INT —  
 APP — POW 30 EDU — SAN — HP 18  
 DB: +1D6 Build: 2 Move: 14 MP: — Luck: —

#### Pulp Combat

Attacks per round: 1

Fighting 80% (40/16), damage 1D8+1D6  
 Dodge 50% (25/10)

## ADVERSARIES

### Average Cultist of the Sand Bat, *assorted thugs*

Use this profile for run-of-the-mill cultists out and about in Australia. See the **Cultist Squads A to D** for those encountered at Huston's camp in the City of the Great Race, as well as the profile for **Alan and Thomas** and their **Zombie Miners**.

STR 70 CON 60 SIZ 50 DEX 65 INT 40  
 APP 40 POW 50 EDU 20 SAN 00 HP 11  
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: —

#### Combat

Attacks per round: 1

Brawl 55% (27/11), damage 1D3  
 Club 55% (27/11), damage 1D8  
 .45 revolver 50% (25/10), damage 1D10+2  
 Dodge 30% (15/6)



## KEEPER REFERENCE BOOKLET

### *Skills*

Climb 40%, Cthulhu Mythos 11%, Jump 45%, Listen 60%, Spot Hidden 40%, Stealth 50%, Throw 40%.

### *Languages*

English 40% or Australian Aboriginal English 40%. Aboriginal Australians may speak additional languages, such as Ngaanyatjarra (Western Desert Language) 40%.

### **Acolyte of the Sand Bat (Superior Cultist)**

These acolytes can be found in Australia's cities, administering Huston's "aptitude test" to prospective cult members. This profile may also be used for pulp games, when a few tougher cultists may be required.

**STR** 70    **CON** 60    **SIZ** 70    **DEX** 65    **INT** 60  
**APP** 40    **POW** 70    **EDU** 25    **SAN** 00    **HP** 13  
**DB:** +1D4    **Build:** 1    **Move:** 8    **MP:** 14    **Luck:** —

### *Combat*

**Attacks per round:** 1

Brawl                      75% (37/15), damage 1D3+1D4  
 Club                        75% (37/15), damage 1D8+1D4  
 .45 revolver              50% (25/10), damage 1D10+2  
 Dodge                      30% (15/6)

### *Skills*

Climb 40%, Cthulhu Mythos 11%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 50%.

### *Languages*

English 50%.

**Spells:** Contact Nyarlathotep (Sand Bat aspect), Implant Fear, Power Drain\*, Shrivelling.

\*See *Appendix B: Spells*.

### **Cultist Squad A**

Use these profiles for cultists encountered in the City of the Great Race.

	<i>A1</i>	<i>A2</i>	<i>A3</i>	<i>A4</i>	<i>A5</i>
<b>STR</b>	60	65	60	60	60
<b>CON</b>	70	55	50	50	60
<b>SIZ</b>	50	55	55	50	45
<b>DEX</b>	60	60	60	60	60
<b>INT</b>	65	45	55	50	45
<b>APP</b>	50	55	60	65	70
<b>POW</b>	70	45	20	45	50
<b>EDU</b>	30	25	35	30	30
<b>SAN</b>	00	00	00	00	00
<b>HP</b>	13	11	10	10	10
<b>DB</b>	0	0	0	0	0
<b>Build</b>	0	0	0	0	0
<b>MOV</b>	9	9	9	9	9
<b>MP</b>	14	9	4	9	10

**Luck:** —

### *Combat*

**Attacks per round:** 1

Brawl                      40% (20/8), damage 1D3  
                                          or club 1D8  
 .45 revolver              50% (25/10), damage 1D10+2  
 Lightning gun\*            50% (25/10), damage 2D8 per charge  
 Dodge                      25% (12/5)

\*Lightning gun for cultist A3 only.

### *Skills*

Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 25%, Spot Hidden 40%, Stealth 50%, Throw 40%.

### *Languages*

English 40%.

**Spells:** (for cultist A1 only) Dominate.



## KEEPER REFERENCE BOOKLET

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  
100

### Cultist Squad B

Use these profiles for cultists encountered in the City of the Great Race.

	B1	B2	B3	B4	B5
<b>STR</b>	55	65	55	65	60
<b>CON</b>	55	65	55	45	50
<b>SIZ</b>	75	65	85	75	70
<b>DEX</b>	55	55	55	55	55
<b>INT</b>	60	45	55	50	45
<b>APP</b>	50	55	60	65	70
<b>POW</b>	60	60	45	40	55
<b>EDU</b>	30	25	35	30	30
<b>SAN</b>	00	00	00	00	00
<b>HP</b>	13	13	14	12	12
<b>DB</b>	+1D4	+1D4	+1D4	+1D4	+1D4
<b>Build</b>	1	1	1	1	1
<b>MOV</b>	7	8	7	7	7
<b>MP</b>	12	12	9	8	11

**Luck:** —

#### Combat

**Attacks per round:** 1

Brawl	40% (20/8), damage 1D3+1D4 or club 1D8+1D4
.45 revolver	50% (25/10), damage 1D10+2
Lightning gun*	50% (25/10), damage 2D8 per charge
Dodge	25% (12/5)

\*Lightning gun for cultist B3 only.

#### Skills

Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Throw 45%.

#### Languages

English 40%.

**Spells:** (for cultist B1 only) Contact Nyarlathotep (Sand Bat aspect), Shrivelling.

### Cultist Squad C

Use these profiles for cultists encountered in the City of the Great Race.

	C1	C2	C3	C4	C5
<b>STR</b>	75	85	75	90	65
<b>CON</b>	75	75	75	80	85
<b>SIZ</b>	55	55	55	55	40
<b>DEX</b>	50	50	50	50	50
<b>INT</b>	55	45	50	55	40
<b>APP</b>	50	55	60	65	70
<b>POW</b>	55	45	50	55	40
<b>EDU</b>	30	25	35	30	30
<b>SAN</b>	00	00	00	00	00
<b>HP</b>	13	13	13	13	12
<b>DB</b>	+1D4	+1D4	+1D4	+1D4	+1D4
<b>Build</b>	1	1	1	1	1
<b>MOV</b>	8	8	8	8	9
<b>MP</b>	11	9	10	11	8

**Luck:** —

#### Combat

**Attacks per round:** 1

Brawl	40% (20/8), damage 1D3+1D4 or club 1D8+1D4
.45 revolver	50% (25/10), damage 1D10 + 2
Lightning gun*	50% (25/10), damage 2D8 per charge
Dodge	25% (12/5)

\*Lightning gun for cultist C3 only.

#### Skills

Climb 40%, Cthulhu Mythos 10%, Jump 45%, Listen 60%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 60%.

#### Languages

English 40%.

**Spells:** (for cultist C1 only) Contact Nyarlathotep (Sand Bat aspect), Shrivelling.



## KEEPER REFERENCE BOOKLET

### Cultist Squad D

Use these profiles for cultists encountered in the City of the Great Race.

	D1	D2	D3	D4	D5
STR	50	55	60	55	50
CON	50	55	50	55	50
SIZ	60	65	60	55	50
DEX	45	45	45	45	45
INT	55	55	50	50	50
APP	50	55	60	65	70
POW	50	60	40	35	55
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	11	12	11	11	10
DB	0	0	0	0	0
Build	0	0	0	0	0
MOV	7	7	8	8	8
MP	10	12	8	7	11

Luck: —

#### Combat

Attacks per round: 1

Brawl 40% (20/8), damage 1D3 or club 1D8  
 .45 revolver 50% (25/10), damage 1D10+2  
 Lightning gun\* 50% (25/10), damage 2D8 per charge  
 \*Lightning gun for cultist D2 only.

#### Skills

Climb 60%, Cthulhu Mythos 20%, Jump 45%, Listen 60%, Psychology 50%, Spot Hidden 40%, Stealth 50%, Throw 50%.

#### Languages

English 40%.

Spells: (magic for cultist D1 only) Contact Nyarlathotep (Sand Bat aspect), Power Drain\*, Shrivelling.

\*See Appendix B: Spells.

### Toddy Randolph, 46, alcoholic businessman

STR 65 CON 60 SIZ 70 DEX 65 INT 60  
 APP 55 POW 50 EDU 30 SAN 24 HP 13  
 DB: +1D4 Build: 1 Move: 6 MP: 10 Luck: —

#### Combat

Attacks per round: 1

Brawl 65% (32/13), damage 1D3+1D4 or knife 1D4+1D4  
 Dodge 30% (15/6)

#### Skills

Accounting 35%, Credit Rating 20%, Fast Talk 40%, Fill Out Documents 55%, Intimidate 40%, Listen 09%, Persuade 50%, Stealth 20%.

#### Languages

English 50%.

### Mortimer Wycroft, 48, supply agent for Huston

STR 50 CON 50 SIZ 60 DEX 55 INT 45  
 APP 25 POW 25 EDU 50 SAN 02 HP 11  
 DB: 0 Build: 0 Move: 6 MP: 5 Luck: 25

#### Combat

Attacks per round: 1

Brawl 30% (15/6), damage 1D3  
 20-g shotgun (2B) 45% (22/9), damage 2D6/1D6/1D3  
 Dodge 30% (15/6)

#### Skills

Accounting 25%, Climb 20%, Credit Rating 15%, Cthulhu Mythos 06%, Drive Auto 30%, Electrical Repair 15%, Jump 25%, Listen 40%, Operate Heavy Machinery 20%, Psychology 25%, Spot Hidden 40%, Stealth 20%, Survival (Desert) 30%, Throw 25%.

#### Languages

Australian Aboriginal English 30%, English 50%.



**Gertie Wycroft, 25, Wycroft's eldest daughter**

STR 65 CON 60 SIZ 50 DEX 80 INT 30  
 APP 35 POW 60 EDU 40 SAN 00 HP 11  
 DB: 0 Build: 0 Move: 9 MP: 12 Luck: 30

**Combat**

**Attacks per round: 1**

Brawl 70% (35/14), damage 1D3  
 or dagger 1D4+2  
 Club 70% (35/14), damage 1D10  
 Dodge 40% (20/8)

**Skills**

Climb 40%, Cthulhu Mythos 05%, Dodge 55%, Drive Auto 30%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 40%, Throw 65%, Track 65%.

**Languages**

Australian Aboriginal English 25%, English 40%.

**Shula Wycroft, 23, Wycroft's second daughter**

STR 75 CON 60 SIZ 50 DEX 50 INT 40  
 APP 65 POW 50 EDU 20 SAN 00 HP 11  
 DB: +1D4 Build: 1 Move: 8 MP: 10 Luck: 30

**Combat**

**Attacks per round: 1**

Brawl 65% (32/13), damage 1D3+1D4  
 or dagger 1D4+2+1D4  
 Club 65% (32/13), damage 1D8+1D4  
 Dodge 35% (17/7)

**Skills**

Climb 40%, Cthulhu Mythos 04%, Jump 45%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 90%, Survival (Desert) 35%, Throw 45%, Track 35%.

**Languages**

Australian Aboriginal English 25%, English 50%.

**Janice Wycroft, 18, Wycroft's youngest daughter**

STR 55 CON 50 SIZ 45 DEX 35 INT 45  
 APP 75 POW 45 EDU 20 SAN 00 HP 9  
 DB: 0 Build: 0 Move: 8 MP: 9 Luck: 25

**Combat**

**Attacks per round: 1**

Fighting (Brawl) 55% (27/11), damage 1D3  
 or dagger 1D4+2  
 Club 55% (27/11), damage 1D8  
 Dodge 25% (12/5)

**Skills**

Climb 80%, Cthulhu Mythos 05%, Jump 65%, Listen 60%, Psychology 30%, Spot Hidden 40%, Stealth 50%, Survival (Desert) 30%, Throw 45%, Track 20%.

**Languages**

Australian Aboriginal English 15%, English 55%.

**Alan and Thomas, 29, cultist overseers**

Use this profile for both overseers.

STR 60 CON 50 SIZ 50 DEX 65 INT 40  
 APP 40 POW 50 EDU 50 SAN 00 HP 10  
 DB: 0 Build: 0 Move: 9 MP: 10 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 55% (27/11), damage 1D3  
 or club 1D8  
 Whip 65% (32/13), damage 1D3  
 Dodge 30% (15/6)

**Skills**

Climb 40%, Cthulhu Mythos 14%, Jump 45%, Listen 60%, Psychology 40%, Spot Hidden 40%, Stealth 50%, Throw 60%.

**Languages**

Australian Aboriginal English 20%, English 50%.



## KEEPER REFERENCE BOOKLET

### Zombified Miners

Use these profiles for both Alan and Thomas' zombie workforces.

	1	2	3	4	5
<b>STR</b>	60	75	70	70	85
<b>CON</b>	70	60	65	70	75
<b>SIZ</b>	60	50	55	60	65
<b>DEX</b>	35	35	35	35	35
<b>INT</b>	05	05	05	05	05
<b>APP</b>	50	55	60	65	70
<b>POW</b>	40	40	35	40	45
<b>EDU</b>	—	—	—	—	—
<b>SAN</b>	8	8	7	8	9
<b>HP</b>	13	11	12	13	14
<b>DB</b>	0	+1D4	+1D4	+1D4	+1D4
<b>Build</b>	0	1	1	1	1
<b>MOV</b>	8	8	8	8	8
<b>MP</b>	8	8	7	8	9

#### Combat

**Attacks per round:** 1 (scratch, lunge, grab, and choke)

**Choke:** after a successful Grab maneuver, the target is held around the throat; on each successive round the target is choked for 1D3+DB damage. The target may break loose if they succeed in an opposed STR roll.

Brawl	60% (30/12), damage 1D3 + DB
Grab (mnvr)	60% (30/12), held, then choke 1D3+DB on following rounds
Dodge	n/a

#### Skills

Follow Orders 95%.

#### Armor

The miners do not feel pain or shock.

### Dr. Robert Huston, 56, high priest

**STR** 50    **CON** 75    **SIZ** 60    **DEX** 65    **INT** 90  
**APP** 70    **POW** 175    **EDU** 90    **SAN** 00    **HP** 13  
**DB:** 0    **Build:** 0    **Move:** 6    **MP:** 35    **Luck:** 90

#### Combat

**Attacks per round:** 1

Brawl	30% (15/6), damage 1D3 or club 1D8
.45 revolver	55% (27/11), damage 1D10+2
Lightning gun	40% (20/8), damage 2D8 per charge
Dodge	32% (16/6)

#### Pulp Combat

Brawl	50% (25/10), damage 1D3 or club 1D8
.45 revolver	60% (30/12), damage 1D10+2
Lightning gun	50% (25/10), damage 2D8 per charge
Dodge	40% (20/8)

#### Pulp Talents

**Strong Willed:** gains a bonus die when making POW rolls.

**Smooth Talker:** gain a bonus die to Charm rolls.

#### Skills

Anthropology 40%, Archaeology 45%, Charm 60%, Climb 40%, Credit Rating 89%, Cthulhu Mythos 50%, Drive Auto 30%, Electrical Repair 50%, Fast Talk 40%, First Aid 35%, Jump 30%, Library Use 60%, Listen 30%, Mechanical Repair 40%, Medicine 25%, Persuade 40%, Psychoanalysis 55%, Psychology 80%, Science (Astronomy) 15%, Science (Chemistry) 15%, Science (Geology) 25%, Stealth 30%, Survival (Desert) 30%, Throw 50%.

#### Languages

Australian Aboriginal English 50%, English 90%, Read Yithian 40%.

**Spells:** Contact Nyarlathotep, Dominate, Implant Fear, Mindblast, Raise Dead†, Send Dream\*, Summon Hunting Horror, Time Trap\*, others at the Keeper's discretion.

\*See *Appendix B: Spells*.

†Huston's *Raise Dead* is a flawed version of the *Resurrection* spell (see *The Game Lodge*, page 413, Kenya).



## MONSTERS

## Flying Polyyps

	1	2	3	4	5
STR	240	255	235	235	215
CON	120	125	135	110	150
SIZ	260	255	275	240	280
DEX	65	70	60	70	65
INT	55	70	60	50	75
POW	75	85	80	60	95
HP	38	37	41	35	43
DB	+5D6	+5D6	+5D6	+5D6	+5D6
Build	6	6	6	6	6
MOV	8/12 flying	8/12 flying	8/12 flying	8/12 flying	8/12 flying
MP	15	17	16	12	19

**Luck:** —

**Invisibility:** by spending 1 magic point per round, a polyp can turn totally invisible. It can still be roughly located by the constant, nauseating piping sound that always accompanies it. Anyone trying to hit an invisible polyp must make a successful Listen roll to tell where it is, and if located, any rolls to hit it are made with one penalty die. Polyyps naturally phase in and out of visibility, so a Luck roll must be made with each attack made upon it. If the Luck roll is failed, the Polyp phases just at that moment and the attack is made with one penalty die. When a polyp is invisible, it does not attack with its tentacles, but may still use one of the wind attacks or cast spells.

**Combat**

**Attacks per round:** 2D6 (each round, roll 2D6 to determine how many tentacles form) or may use 1 wind-based attack per round.

**Fighting Attacks:** polyyps continually form and dissolve tentacles from their bodies. Tentacle damage is always 1D10 (no damage bonus). Because of the partially nonmaterial nature of these entities, the tentacle's damage is dealt directly to the target's hit points, ignoring any armor (unless magical). The wound takes the form of a windburn or desiccation of tissue.

**Note:** each of the following wind-based abilities costs the polyp 1 magic point per round to use.

**Wind Blast:** base range of 20 yards (18 m) and a 10-yard-diameter (9m) cylinder of effect emanating from the polyp, dealing damage equal to the polyp's damage bonus. The cylindrical blast can extend further than 20 yards but loses 1D6 damage for each multiple of the base distance—thus, a target at 39 yards would take 4D6 (damage bonus 5D6 minus 1D6), and a target at 41 yards would take 3D6 damage. Victims of the wind blast have their flesh stripped from their bones and their skin dehydrated and wind-burned. In addition, the target(s) are blown backwards for a number of yards equal to the hit points they have lost.

**Fixing Attack:** a mysterious method used by the polyyps for capturing prey. In this mode, the wind attack has a range of 1,000 yards (914 m) and can blow without diminishment around corners or up through winding corridors. Although the wind emanates from the polyp, it has a peculiar sucking effect on the target, slowing them down and forcing the target to make an opposed STR roll versus the polyp's POW. Beyond 200 yards (183 m), this becomes less effective and one bonus die is granted to the target. If the polyp wins, the victim cannot move away that round; if the target wins, they may move normally. The flying polyp can move at full speed while using this ability, so it may be both chasing interesting prey and slowing it. This technique may be used on multiple targets within 30 yards of one another. Each additional target gains one bonus die on the STR roll to oppose the polyp. The polyp may choose its targets.

**Windstorm Attack:** can generate a wind in conjunction with its fellows. The windstorm has a speed of half a mile per hour per point of POW of the participating polyyps. This windstorm is local, losing 5 mph (8 kph) of force for every 200 yards (183 m) it travels. A group of polyyps can generate hurricane-force winds within an area of a few square miles. Targets take 1D4 damage for every 20 mph (32 kph) above 100 mph (160 kph) of wind speed; those that succeed with a Luck roll take half damage.

Fighting	85% (42/17), damage 1D10
Wind blast	70% (35/14), damage DB (see note above)
Dodge	30% (15/6)

**Armor:** 4 points, plus invisibility (see note above). The extraterrene polyp takes only minimum damage from physical weapons, which is reduced again by 4 points due to the monster's skin armor. Enchanted weapons deal full damage, as do forces such as heat or electricity.

**Spells:** none.

**Sanity loss:** 1D3/1D20 Sanity points to see a flying polyp.



### Guardian of the Sand Bat

Use this profile for all of the guardians.

STR 180\* CON 200 SIZ 120 DEX 50 INT 15  
 APP — POW 60 EDU — SAN — HP 32  
 DB: +3D6 Build: 4 Move: 6/12\*\*MP: 12 Luck: —

\*Can carry a person whose SIZ is half the monster's STR or less.

\*\*Flying.

#### Combat

**Attacks per round:** 1 (wing bash, bite, or grasp)

**Drain:** once grasped, on the following round, the guardian's wings extrude countless small needle-like projections that enter the body of the victim and systematically drain body fluids, costing 1D3 hit points per round plus lowering the victim's current highest characteristic (STR, CON, etc.) by 5 points per round. The victim may attempt to break free with an opposed STR roll.

Fighting	50% (25/10), damage 3D6 (DB)
Grasp (mnvr)	50% (25/10), held, drain on following round
Dodge	35% (17/7)

#### Skills

Stealth 60%, Track 30%.

**Armor:** 2 points of thick fur.

**Spells:** none.

**Sanity loss:** 1/1D10 Sanity points to see a guardian of the Sand Bat.

### Haunter of the Dark, Father of All Bats, avatar of Nyarlathotep

A horrific three-lobed, burning eye sits atop its bat-like body, from which tattered wings trail a mass of tentacles, as well as a smoky bubbling vapor. This semi-material entity is able to travel through solid objects at will.

STR 140 CON 110 SIZ 120 DEX 115 INT 100  
 APP — POW 110 EDU — SAN — HP 23  
 DB: +2D6 Build: 3 Move: 10/20\*MP: 22 Luck: —

\*Flying.

#### Combat

**Attacks per round:** 1 (engulf, grab, devour)

**Engulf and Burn (mnvr):** envelops the target in its wings, burning the target for 2D6 damage per round. The embrace is powerful, although the target may attempt to wriggle free with an opposed DEX roll.

**Tendril Grab (mnvr):** swoops low and makes a grab with one or more of its tendrils. Each target within its 50 foot (15 m) wingspan can be attacked by one tendril. Those grabbed may then be carried off and perhaps dropped from a great height, or have their brain devoured; those captured may attempt to escape with an opposed STR or DEX roll.

**Vulnerable to Light:** while it can endure extremely dim light (starshine), stronger light may cause damage. A strong light (powerful flashlight) kept trained on the creature delivers 1D6 points of damage—if it stands still for the treatment. Even a large candle held aloft inflicts one point of damage for each round it is within 50 feet (15 m) of the flame. If suitably equipped, an arc light causes the loss of 3D6 hit points, while full daylight inflicts 10D6 hit points per round; the light of the full moon deals 2D6 loss. Steady light for an appropriate number of rounds can dissolve the horror, causing it to disintegrate into nothingness until its next summoning. Brief, powerful flashes of light, such as lightning or flash bulbs, repel it but do little harm. The Keeper should decide the intensity of the light brought by the investigators, using the damage noted as a guide.

Engulf and Burn (mnvr)	100% (50/20), damage 2D6 per round; opposed DEX to escape
Tendril Grab (mnvr)	95% (47/19), carried off, dropped from a great height, or devoured
Devour Brain	automatic after being grabbed, damage 1D6 per round

**Armor:** none; however, no physical weapons can harm the Haunter of the Dark. Cold, fire, chemicals, and electricity also do not harm it. Only light and magic affect the Haunter of the Dark (see note above). If reduced to zero hit points, the Father of All Bats changes into the loathsome, gargantuan form of the Bloody Tongue (see **Characters and Monsters: Kenya**, page 438), and then disappears.

**Spells:** any, as desired by the Keeper.

**Sanity loss:** 1D6/1D20 Sanity points to see the Haunter of the Dark.



# CHARACTERS AND MONSTERS: DEMON CABINET

## Mr. Lung Yun, 44, *demon-haunted astrologer*

STR 45   CON 70   SIZ 40   DEX 65   INT 80  
APP 65   POW 95   EDU 75   SAN 40   HP 11  
DB: 0   Build: 0   Move: 8   MP: 19   Luck: —

### Combat

#### Attacks per round: 1

Brawl                      40% (20/8), damage 1D3  
                                    or butcher's knife 1D4+2  
Dodge                      35% (17/7)

### Skills

Jump 40%, Lore (Astrology) 92%, Lore (Cast Horoscope) 90%,  
Occult (Chinese) 70%, Persuade 50%, Science (Astronomy)  
40%, Spot Hidden 75%, Stealth 85%, Throw 40%.

### Languages

Chinese (Cantonese) 75%, Chinese (Mandarin) 65%, Chinese  
(Shanghainese) 80%, English 44%.

## Wu the Cat-Demon, *malevolent entity*

### Siamese Cat Form

STR 10   CON 40   SIZ 05   DEX 75   INT 60  
APP —   POW 95   EDU —   SAN —   HP 4  
DB: -2   Build: -2   Move: 9   MP: 19   Luck: —

### Combat

#### Attacks per round: 3 (claw and bite)

Fighting                      50% (25/10), damage 1D3-2 (min 1)  
Dodge                      80% (40/16)

### Skills

Be Cute 70%, Climb 90%, Jump 90%.

**Armor:** if injured, it changes instantly to cat-demon form,  
even if the injury is enough to kill a normal cat.

### Cat-Demon Form

STR 200   CON 100   SIZ 90   DEX 55   INT 60  
APP —   POW 95   EDU —   SAN —   HP 19  
DB: +3D6   Build: 4   Move: 8   MP: 19   Luck: —

### Combat

#### Attacks per round: 2 (claws)

Fighting                      60% (30/12), damage 1D4+3D6  
Dodge                      40% (20/8)

### Skills

Climb 70%, Jump 90%, Persuade 70%, Taunt Victim 85%.

**Armor:** ignores physical weapons and natural damage.

**Sanity loss:** 1D3/1D10 Sanity points to see Wu in cat-  
demon form.



# CHARACTERS AND MONSTERS: CHINA

Statistical profiles are gathered here to enable the Keeper to copy or print out these pages separately from the campaign to provide a handy reference when running this chapter. NPCs, monsters, and others are gathered by type or distinct groupings.

**Note:** certain NPCs have alternative combat profiles, as well as talents for pulp games.

## ALLIES OR INDEPENDENTS

### Li Wen-Cheng, 22, *youthful librarian*

STR 70 CON 65 SIZ 50 DEX 60 INT 70  
 APP 70 POW 75 EDU 65 SAN 75 HP 11  
 DB: 0 Build: 0 Move: 9 MP: 15 Luck: —

#### Combat

Attacks per round: 1

Brawl 25% (12/5), damage 1D3  
 Dodge 35% (17/7)

#### Skills

Charm 30%, Climb 50%, Credit Rating 10%, Fast Talk 25%, First Aid 35%, Jump 35%, Library Use 45%, Listen 40%, Lore (Theology: Methodism) 60%, Medicine 20%, Persuade 10%, Science (Biology) 15%, Science (Chemistry) 15%, Science (Physics) 25%, Spot Hidden 35%, Stealth 25%.

#### Languages

Chinese (Mandarin) 65%, Chinese (Shanghainese) 60%, English 45%.

### Fergus "McChum" Chum, 40, *owner of the Stumbling Tiger Bar*

STR 50 CON 55 SIZ 50 DEX 80 INT 65  
 APP 60 POW 75 EDU 40 SAN 45 HP 10  
 DB: 0 Build: 0 Move: 7 MP: 15 Luck: 30

#### Combat

Attacks per round: 1

Brawl 55% (27/11), damage 1D3  
 or medium knife 1D4+2  
 Dodge 45% (22/9)

#### Pulp Combat

Brawl 70% (35/14), damage 1D3  
 or medium knife 1D4+2  
 Dodge 65% (32/13)

#### Pulp Talents

**Iron Liver:** spend 5 Luck points to avoid effects of excessive alcohol.

**Fleet Footed:** may spend 10 Luck points to avoid being outnumbered during one melee encounter.

#### Skills

Accounting 25%, Charm 40%, Credit Rating 20%, Cthulhu Mythos 05%, Drive Auto 15%, Fast Talk 75%, Intimidate 55%, Law 20%, Listen 55%, Occult 15%, Persuade 65%, Psychology 55%, Spot Hidden 35%, Swim 40%, Throw 60%.

#### Languages

Chinese (Shanghainese) 65%, English 25%, Japanese 20%.

### Isoget Taro, 34, *Agent and Captain in the Imperial Japanese Navy*

STR 65 CON 80 SIZ 60 DEX 90 INT 90  
 APP 75 POW 60 EDU 80 SAN 60 HP 14  
 DB: +1D4 Build: 1 Move: 9 MP: 12 Luck: —

#### Combat

Attacks per round: 1

Brawl 55% (27/11), damage 1D3+1D4  
 or knife 1D4+2+1D4  
 Ceremonial Katana 25% (12/5), damage 1D8+1+1D4  
 8mm automatic pistol 55% (27/11), damage 1D8  
 6.5mm rifle 35% (17/7), damage 2D8  
 Dodge 50% (25/10)

#### Pulp Combat

Brawl 75% (37/15), damage 1D3+1D4  
 or knife 1D4+2+1D4  
 Ceremonial Katana 35% (17/7), damage 1D8+1+1D4  
 8mm automatic pistol 75% (37/15), damage 1D8  
 6.5mm rifle 55% (27/11), damage 2D8  
 Dodge 65% (32/13)

#### Pulp Talents

**Alert:** never surprised in combat.

**Fast Load:** ignores penalty die for loading and firing in same round with handguns.



**Skills**

Charm 40%, Climb 55%, Credit Rating 25%, Demolitions 50%, Disguise 45%, Drive Auto 45%, Electrical Repair 50%, Fast Talk 30%, History 25%, Intimidate 60%, Library Use 35%, Listen 75%, Mechanical Repair 40%, Persuade 50%, Psychology 50%, Science (Cryptography) 25%, Spot Hidden 60%, Stealth 70%, Swim 35%, Throw 45%.

**Languages**

Chinese (Mandarin) 55%, Chinese (Shanghainese) 50%, English 30%, Japanese 90%, Korean 15%, Tagalog 15%.

**Anthony Chang (Chang Pao), 24, inexperienced editor and spy**

STR 60 CON 60 SIZ 65 DEX 30 INT 70  
 APP 50 POW 60 EDU 70 SAN 60 HP 12  
 DB: +1D4 Build: 1 Move: 7 MP: 12 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 50% (25/10), damage 1D3+1D4  
 .38 revolver 50% (25/10), damage 1D10  
 Dodge 30% (15/6)

**Skills**

Art/Craft (Acting) 55%, Charm 65%, Disguise 55%, History 55%, Listen 50%, Persuade 65%, Psychology 50%, Sleight of Hand 40%, Spot Hidden 55%, Stealth 50%, Throw 35%.

**Languages**

Chinese (Mandarin) 30%, Chinese (Shanghainese) 70%, English 60%.

**Auntie Gee's Goons**

Use this profile for both of the goons.

STR 80 CON 65 SIZ 85 DEX 45 INT 65  
 APP 50 POW 50 EDU 45 SAN 50 HP 15  
 DB: +1D6 Build: 2 Move: 7 MP: 10 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 70% (35/14), damage 1D3+1D6 (+1 with brass knuckles)  
 Dodge 60% (30/12)

**Skills**

Hard Stare 80%, Intimidate 65%, Psychology 30%.

**Languages**

Chinese (Shanghainese) 40%, Korean 50%.

**Lin Yenyu, 65, wealthy aesthete and madam**

STR 40 CON 75 SIZ 60 DEX 55 INT 75  
 APP 65 POW 70 EDU 80 SAN 32 HP 13  
 DB: 0 Build: 0 Move: 4 MP: 14 Luck: 35

**Combat**

**Attacks per round: 1**

Brawl 25% (12/5), damage 1D3 (+1 sharpened fingernails\*)  
 Dodge 45% (22/9)

*\*Unless backed into a corner with no other option, Lin prefers not to fight—that's one of the many things servants are for, after all. Or gorillas...*

**Pulp Combat**

Brawl 45% (22/9), damage 1D3 (+1 sharpened fingernails\*)  
 Dodge 60% (30/12)

**Pulp Talents**

**Animal Companion:** bonus die to Animal Handling rolls.

**Strong Willed:** bonus die to POW rolls.

**Skills**

Animal Handling (Apes) 95%, Anthropology 35%, Archaeology 30%, Charm 80%, Credit Rating 92%, Cthulhu Mythos 35%, Intimidate 70%, Fast Talk 60%, History 60%, Library Use 45%, Occult 80%, Persuade 80%, Psychology 60%, Spot Hidden 60%, Stealth 60%.

**Languages**

Arabic 35%, Chinese (Cantonese) 75%, Chinese (Mandarin) 90%, Chinese (Shanghainese) 75%, Classical Greek 20%, English 45%, Japanese 45%, Russian 20%, Sanskrit 40%, Tibetan 40%.

**Spells:** Cloud Memory, Create Mist of R'lyeh, Deflect Harm\*, Elder Sign, Implant Fear, plus any others at the Keeper's discretion.

*\*See Appendix B: Spells.*



## NEFARIOUS HIRELINGS OF LIN YENYU

	1	2	3	4	5	6	7	8
STR	75	70	60	80	65	65	75	70
CON	65	75	55	40	80	70	60	50
SIZ	45	50	55	40	55	50	45	50
DEX	75	70	60	65	80	50	45	60
INT	45	40	50	50	50	50	55	60
APP	30	15	50	45	15	35	40	25
POW	50	55	60	45	40	45	15	35
EDU	30	25	30	35	20	30	25	35
SAN	50	55	60	45	40	45	15	35
HP	11	12	11	8	13	12	10	10
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	9	9	9	9	9	8	8	9
MP	10	11	12	9	8	9	3	7

Luck: —

### Combat

**Attacks per round:** 1

**Blackjack:** due to their training, a successful hit with this weapon inflicts 1D4+1 damage and renders the target unconscious if a Hard CON roll is failed.

Brawl	55% (27/11), damage 1D3
Blackjack	55% (27/11), damage 1D4+1 + unconsciousness (if Hard CON roll failed)
Hatchet (thrown)	40% (20/8), damage 1D6+1, base range 8 yards
Dart (thrown)	40% (20/8), damage 1D3 + poison**
Dodge	45% (22/9)

\*\*Krait snake venom or Fragile Silver (see Madam Lin's Poisons box, nearby)

### Pulp Combat

**Attacks per round:** 1

Brawl	80% (40/16), damage 1D3
Blackjack	80% (40/16), damage 1D4+1 + unconsciousness (if Hard CON roll failed)
Hatchet	65% (32/13), damage 1D6+1, base range 8 yards
Dart (thrown)	55% (27/11), damage 1D3 + poison**
Dodge	70% (35/14)

### Skills

Climb 60%, Fast Talk 45%, Intimidate 70%, Jump 70%, Listen 65%, Psychology 40%, Spot Hidden 50%, Stealth 65%, Track 50%, Throw 40%.

### Languages

Chinese (Shanghainese) 55%, English 20%.





## MADAM LIN YENYU'S WHITE GORILLAS

*Tun-Tun, the larger gorilla*

STR 150 CON 75 SIZ 100 DEX 90 INT 35  
 APP — POW 40 EDU — SAN — HP 17  
 DB: +2D6 Build:3 Move: 8 MP: 8 Luck: —

*Ping, the smaller gorilla*

STR 125 CON 85 SIZ 90 DEX 80 INT 15  
 APP — POW 25 EDU — SAN — HP 17  
 DB: +2D6 Build:3 Move: 8 MP: 5 Luck: —

*Combat*

**Attacks per round:** 3 (punch, bite, grab)

**Grab and hold (mnvr):** if the same target is hit with both hands in the same round, target is held. Each round thereafter, target suffers 2D6 damage unless a successful opposed STR or DEX roll versus the gorilla's STR is made to break or struggle free. Target may also be bitten while held (1D4 damage), or another opponent may be bitten.


*Ping**Tun-Tun*

Fighting	45% (22/9)	65% (32/13), damage 1D6+2D6
Grab and hold (mnvr)	45% (22/9)	65% (32/13), automatic 2D6 damage per round once held
Bite	30% (15/6)	40% (20/8), damage 1D4
Dodge	50% (25/10)	60% (30/12)

*Skills*

Climb 65%, Jump 70%, Stealth 70%.

**Armor:** 2-point skin.





## MADAM LIN'S POISONS

**Krait snake venom:** (Mild poison) made from the venom of the krait snake. Extreme CON roll: if failed, the target suffers 1D10 damage and is extremely ill for several hours, increasing all skill rolls by one level of difficulty (or apply penalty die); if successful, illness is less severe and damage is halved.

**Fragile Silver:** (Mild poison) a sleep drug. Extreme CON roll: if failed, puts victim to sleep in one minute; if successful, it effectively halves DEX for 1D6 minutes and leaves them groggy.

**Note:** each henchman carries 10 darts, tipped either with poison or a sleeping drug. Guards at Lin's home always apply sleeping drug to their darts; hirelings elsewhere have poisoned darts if the investigators fail a Group **Luck** roll.





**Mu Hsien, 63, wise scholar**

STR 25 CON 30 SIZ 50 DEX 45 INT 90  
 APP 50 POW 75 EDU 90 SAN 60 HP 8  
 DB: -1 Build: -1 Move: 4 MP: 15 Luck: —

**Combat**

Attacks per round: 1

Brawl 25% (12/5), damage 1D3-1  
 Dodge 22% (11/4)

**Skills**

Art/Craft (Calligraphy) 85%, Cthulhu Mythos 15%, History (Chinese) 90%, Library Use 75%, Lore (Taoist Magic and Tradition) 80%, Lore (Theology: Confucianism) 75%, Natural World 35%, Occult 70%, Persuade 65%, Psychology 60%, Science (Astronomy) 25%, Science (Botany) 30%.

**Languages**

Chinese (Mandarin) 90%, Chinese (Shanghainese) 95%, English 65%, Tibetan 50%.

**Spells**

Command Ghost\* (see **Talking to the Dead** box, nearby), Create Barrier of Naach-Tith, Dust of Suleiman, Eye of Light and Darkness\*, Find Gate, Wrack.

\*See *Appendix B: Spells*.

**TALKING TO THE DEAD**

The version of the Command Ghost spell known by Mu Hsien is a variant: while it works best if the ashes or the deceased's grave are involved, the spell functions if a personal item belonging to the dearly departed is, instead, used as the spell's focus. As a result, if the spell is not cast over the grave or ashes, each question asked of the summoned ghost now costs two magic points, rather than one, and the ghost departs after 30 minutes, rather than one hour. See **Contacting Jackson Elias' Spirit**, page 213, England, for sample comments that the ghost of Jackson Elias might make if called forth by Mu Hsien.

**Choi Mei-Ling, 23, unfortunate flower girl**

STR 55 CON 65 SIZ 45 DEX 70 INT 70  
 APP 80 POW 80 EDU 60 SAN 60 HP 11  
 DB: 0 Build: 0 Move: 9 MP: 16 Luck: 40

**Combat**

Attacks per round: 1

Brawl 40% (20/8), damage 1D3  
 Dodge 60% (30/12)

**Skills**

Art/Craft (Dance) 45%, Art/Craft (Sing) 45%, Charm 65%, Occult 05%, Persuade 60%, Psychology 60%, Sleight of Hand 50%, Stealth 60%, Throw 60%.

**Languages**

Chinese (Shanghainese) 65%, English 60%.

**Jack "Brass" Brady, 41, last sane member of the Carlyle Expedition**

STR 85 CON 80 SIZ 85 DEX 90 INT 65  
 APP 40 POW 80 EDU 55 SAN 24 HP 16  
 DB: +1D6 Build: 2 Move: 7 MP: 16 Luck: 80

**Combat**

Attacks per round: 1

Brawl 70% (35/14), damage 1D3+1D6\*\*  
 or fighting knife 1D4+2+1D6  
 Nightstick 70% (35/14), damage 1D6+1D6  
 Thompson SMG 60% (30/12), damage 1D10+2  
 Dodge 65% (32/13)

\*\* If he has a moment to slip on his brass knuckles, Brady delivers 1D3+2+1D6 damage instead.

**Pulp Combat**

Brawl 90% (45/18), damage 1D3+1D6\*\*  
 or fighting knife 1D4+2+1D6  
 Nightstick 90% (45/18), damage 1D6+1D6  
 Thompson SMG 60% (30/12), damage 1D10+2  
 Dodge 95% (47/19)

**Pulp Talents**

**Lucky:** regains +1D10 Luck on recovery rolls.

**Tough Guy:** spend 10 Luck to shrug off up to 5 hit points damage in one round.



**Skills**

Charm 70%, Climb 70%, Cthulhu Mythos 28%, Demolitions 85%, Drive Auto 50%, Fast Talk 60%, First Aid 65%, Intimidate 70%, Jump 70%, Listen 75%, Mechanical Repair 65%, Operate Heavy Machinery 50%, Psychology 35%, Spot Hidden 85%, Stealth 75%, Swim 65%, Throw 75%, Track 50%.

**Languages**

Arabic 15%, Chinese (Cantonese) 35%, Chinese (Mandarin) 30%, Chinese (Shanghainese) 30%, English, 55%, Turkish 22%.

**Armor:** the brass plate given to Brady by his mother can deflect one impaling weapon attack per round if Brady makes a successful Luck roll; the attack must come from the front, not the rear. Any attack made against Brady's back is subject to normal combat and damage rules.

**NEW CHINA: FIRM ACTION**

**Chu Min, 31, leader of the New China to Come**

STR 75 CON 90 SIZ 65 DEX 80 INT 65  
 APP 60 POW 40 EDU 80 SAN 40 HP 15  
 DB: +1D4 Build: 1 Move: 9 MP: 8 Luck: 20

**Combat**

**Attacks per round: 1**

Brawl 70% (35/14), damage 1D3+1D4  
 or medium knife 1D4+2+1D4  
 Nightstick 70% (35/14), damage 1D6+1D4  
 .45 C96 automatic pistol\* 70% (35/14), damage 1D10+2  
 Thompson SMG 75% (37/15), damage 1D10+2  
 Dodge 50% (25/10)

\*Chu's Mauser has a silencer (suppressor), which halves the base range; anyone over 30 feet (9 m) away must succeed at a Listen roll to hear the shot.

**Pulp Combat**

Brawl 90% (45/18), damage 1D3+1D4  
 or medium knife 1D4+2+1D4  
 Nightstick 90% (45/18), damage 1D6+1D4  
 .45 C96 automatic pistol\* 90% (45/18), damage 1D10+2  
 Thompson SMG 75% (37/15), damage 1D10+2  
 Dodge 60% (30/12)

**Pulp Talents**

**Nimble:** doesn't lose next action when "diving for cover" versus firearms.

**Tough Guy:** spend 10 Luck to shrug off up to 5 hit points in one combat round.

**Skills**

Climb 70%, Demolitions 30%, Fast Talk 40%, First Aid 55%, Intimidate 60%, Jump 65%, Listen 75%, Mechanical Repair 45%, Persuade 50%, Spot Hidden 65%, Stealth 75%, Swim 65%, Throw 55%.

**Languages**

Chinese (Shanghainese) 65%, English 10%.

**Firm Action Warehouse Guards**

Use this profile for all of the warehouse guards: a mix women and men, all committed to the cause.

STR 75 CON 55 SIZ 50 DEX 65 INT 70  
 APP 45 POW 45 EDU 35 SAN 45 HP 10  
 DB: +1D4 Build: 1 Move: 9 MP: 9 Luck: —

**Combat**

**Attacks per round: 1**

Brawl 55% (27/11), damage 1D3+1D4  
 or medium knife 1D4+2+1D4  
 Thompson SMG 50% (25/10), damage 1D10+2  
 Dodge 40% (20/8)

**Skills**

Climb 55%, Firm Action Doctrine and Drill 75%, History (Han Glories) 70%, Intimidate 55%, Jump 50%, Listen 70%, Psychology 35%, Spot Hidden 55%, Stealth 60%, Throw 60%.

**Languages**

Chinese (Shanghainese) 40%.



## FIGHTERS FOR THE NEW CHINA TO COME

	1	2	3	4	5	6	7	8
STR	70	65	75	70	75	60	65	70
CON	65	55	70	60	50	75	45	50
SIZ	60	65	65	55	60	75	70	65
DEX	65	65	65	65	60	60	60	60
INT	70	80	65	65	60	65	75	70
APP	45	50	55	60	55	40	25	50
POW	70	65	80	55	50	45	85	40
EDU	50	45	50	40	60	55	50	60
SAN	65	50	45	49	35	30	95	80
HP	12	12	13	11	11	15	11	11
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1	1	1
Move	9	8	8	9	8	7	7	8
MP	14	13	16	11	10	9	17	8

Luck: —

### Combat

Attacks per round: 1

Brawl	60% (30/12), damage 1D3+1D4 or medium knife 1D4+2+1D4
Nightstick	60% (30/12), damage 1D6+1D4
.45 automatic pistol	45% (22/9), damage 1D10+2
Thompson SMG	45% (22/9), damage 1D10+2
Dodge	35% (17/7)

### Skills

Climb 45%, Firm Action Doctrine and Drill 75%, History (Han Glories) 70%, Jump 50%, Listen 70%, Spot Hidden 55%, Stealth 65%, Throw 60%.

### Languages

Chinese (Shanghainese) 60%.

### Green Gang Member, 16+, criminal

Use this profile for average Green Gang members.

STR 65 CON 85 SIZ 75 DEX 45 INT 55  
 APP 60 POW 65 EDU 45 SAN 65 HP 16  
 DB: +1D4 Build: 1 Move: 7 MP: 13 Luck: —

### Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4 or medium knife 1D4+2+1D4
-------	-------------------------------------------------------

.38 automatic pistol	50% (25/10), damage 1D10
Dodge	45% (22/9)

### Skills

Drive Auto 40%, Fast Talk 55%, Intimidate 65%, Jump 50%, Law 25%, Psychology 45%, Spot Hidden 45%, Stealth 45%, Throw 45%.

### Languages

Chinese (Shanghainese) 45%, English 30%.



## ADVERSARIES

**Sun Ch'unhua, 24,**  
*Ho Fang's private secretary*

STR 60 CON 50 SIZ 45 DEX 50 INT 65  
 APP 65 POW 75 EDU 65 SAN 73 HP 9  
 DB: 0 Build: 0 Move: 9 MP: 15 Luck: —

**Combat****Attacks per round: 1**

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

**Skills**

Accounting 70%, Art/Craft (Shorthand) 80%, Charm 60%,  
 Library Use 50%, Listen 50%, Persuade 50%, Psychology 55%,  
 Spot Hidden 40%, Throw 30%.

**Languages**

Chinese (Mandarin) 60%, Chinese (Shanghainese) 65%,  
 English 55%.

**Ho Fang, 57, high priest**

STR 35 CON 65 SIZ 50 DEX 60 INT 95  
 APP 70 POW 105 EDU 60 SAN 00 HP 11  
 DB: 0 Build: 0 Move: 6 MP: 21 Luck: 60

**Combat****Attacks per round: 1**

Brawl 65% (32/13), damage 1D3  
 or knife 1D4+2  
 Cult sickle 65% (32/13), damage 1D4+3  
 Dodge 40% (20/8)

**Pulp Combat**

Brawl 85% (42/17), damage 1D3  
 or knife 1D4+2  
 Cult sickle 85% (42/17), damage 1D4+3  
 Dodge 55% (27/11)

**Pulp Talents**

**Arcane Insight:** halves time to learn spells, plus bonus die  
 on casting rolls.

**Sharp Witted:** bonus die for INT rolls.

**Skills**

Accounting 75%, Archaeology 25%, Charm 45%, Credit  
 Rating 95%, Cthulhu Mythos 45%, Fast Talk 60%, Intimidate  
 70%, Listen 65%, Natural World 60%, Persuade 80%,  
 Psychology 50%, Science (Pharmacy) 60%, Spot Hidden 70%,  
 Stealth 70%, Swim 35%, Throw 55%.

**Languages**

Chinese (Classical) 75%, Chinese (Mandarin) 95%, Chinese  
 (Shanghainese) 90%, Dutch 30%, English 60%, French 30%,  
 Japanese 50%.

**Spells:** Contact Deep Ones, Contact Nyarlathotep, Grasp of  
 Cthulhu\*, Hands of Colubra\*, Implant Fear, Power Drain,  
 Powder of Ibn Ghazi, Summon Byakhee, Summon/Bind  
 Hunting Horror, Wave of Oblivion.

\*See *Appendix B: Spells*.

**Ho Tzu-hsi, 13, insane daughter of Ho Fang**

STR 25 CON 35 SIZ 25 DEX 50 INT 50  
 APP 55 POW 20 EDU 35 SAN 00 HP 6  
 DB: -2 Build: -2 Move: 8 MP: 4 Luck: —

**Combat****Attacks per round: n/a**

Brawl n/a  
 Dodge n/a

**Skills**

Catch Crawling Food 55%.

**Languages**

Chinese (Shanghainese) 35%.

**Carl Stanford, appears 47,**  
*immortal sorcerer and fanatic*

STR 70 CON 80 SIZ 60 DEX 70 INT 90  
 APP 90 POW 200 EDU 99 SAN 00 HP 14  
 DB: +1D4 Build: 1 Move: 8 MP: 40 Luck: 90

**Combat****Attacks per round: 1**

Brawl 35% (17/7), damage 1D3+1D4  
 Sword cane\* 65% (32/13), damage 1D6+1D4  
 Dodge 50% (25/10)

**Pulp Combat**

Brawl 60% (30/12), damage 1D3+1D4  
 Sword cane\* 95% (47/19), damage 1D6+1D4  
 Dodge 65% (32/13)

\*Sword cane currently holds 60 magic points.

**Pulp Talents**

**Arcane Insight:** half time to learn spells, bonus die to casting rolls.

**Rapid Attack:** may spend 10 Luck points to gain one further  
 attack in a single combat round.



## KEEPER REFERENCE BOOKLET

### Skills

Archaeology 75%, Credit Rating 68%, Cthulhu Mythos 50%, Fast Talk 85%, History 55%, Intimidate 70%, Library Use 95%, Persuade 90%, Science (Astronomy) 20%, Stealth 90%, Throw 60%.

### Languages

Arabic 80%, Chinese (Mandarin) 80%, Classical Greek 95%, English 95%, various Mythos languages 40%.

**Special:** has a magical Gate Box, linked to its twin—the whereabouts of its twin should be determined by the Keeper. Stanford may use this to escape if events conspire against him (provided he can get to the box in time).

**Spells\*:** any spells as the Keeper wishes. Suggested spells: Breath of the Deep, Contact Cthulhu, Contact Deep One, Dread Curse of Azathoth, Gate, Mindblast, Shrivelling, Steal Life\*, Summon/Bind Byakhee, Wrack, Wither Limb.

\*See *Appendix B: Spells*.

### Jules Savoyard, 39, ship's captain

STR 40    CON 50    SIZ 75    DEX 45    INT 50  
APP 15    POW 60    EDU 50    SAN 00    HP 12  
DB: 0    Build: 0    Move: 7    MP: 12    Luck: —

### Combat

**Attacks per round:** 1

Brawl                            25% (12/5), damage 1D3 or club 1D6  
.38 automatic pistol        45% (22/9), damage 1D10  
Dodge                            22% (11/4)

### Skills

Cthulhu Mythos 15%, Drink Like a Sailor 90%, Intimidate 55%, Jump 35%, Law (Maritime) 20%, Navigate 65%, Pilot (Boat) 65%, Spot Hidden 50%, Stealth 40%, Throw 60%.

### Languages

Chinese (Shanghainese) 20%, English 35%, French 75%.

**Spells:** Wave of Oblivion.

### Sir Aubrey Penhew, appears 55, peer of the realm and callous sorcerer

STR 75    CON 90    SIZ 60    DEX 80    INT 96  
APP 90    POW 105    EDU 90    SAN 00    HP 15  
DB: +1D4    Build: 1    Move: 9    MP: 21    Luck: 90

### Combat

**Attacks per round:** 1

Brawl                            45% (22/9), damage 1D3+1D4  
Cult sickle                    45% (22/9), damage 1D4+3  
.38 revolver                    35% (17/7), damage 1D10  
Dodge                            40% (20/8)

### Pulp Talents

**Quick Healer:** natural healing increased to +3 hit points per day.

**Weird Science:** build and repair weird science gadgets.

### Skills

Anthropology 55%, Archaeology 75%, Credit Rating 92%, Cthulhu Mythos 36%, Electrical Repair 35%, History (Egyptian) 75%, Intimidate 60%, Mechanical Repair 45%, Occult 70%, Persuade 75%, Psychology 55%, Science (Astronomy) 25%, Science (Physics) 35%, Stealth 45%, Throw 45%.

### Languages

Arabic 40%, Chinese (Mandarin) 50%, Chinese (Shanghainese) 35%, Deep One Speech 35%, Egyptian Hieroglyphs 85%, English 90%, Read Yithian 50%.

**Spells:** Contact Deep One, Contact Nyarlathotep, Dread Curse of Azathoth, Fist of Yog-Sothoth, Mindblast, Power Drain, Raise Dead†, Shrivelling, Steal Life\*, Wave of Oblivion, Wrack, others as desired.

\*See *Appendix B: Spells*.

†Penhew's *Raise Dead* is a flawed version of the *Resurrection* spell (see *The Game Lodge*, page 413, Kenya).



## AVERAGE CULTIST OF THE BLOATED WOMAN (CHINA), ASSORTED THUGS

Use these profiles for Ho Fang's cultists.

	1	2	3	4	5	6	7	8
<b>STR</b>	80	85	90	75	85	80	50	80
<b>CON</b>	65	50	60	70	80	45	50	40
<b>SIZ</b>	55	45	40	65	50	50	90	60
<b>DEX</b>	85	80	75	65	65	45	55	50
<b>INT</b>	50	45	40	50	40	40	60	70
<b>APP</b>	15	15	20	30	25	35	20	35
<b>POW</b>	45	30	65	20	75	45	50	70
<b>EDU</b>	40	20	20	40	25	15	30	60
<b>SAN</b>	00	00	00	00	00	00	00	00
<b>HP</b>	12	9	10	13	13	9	14	10
<b>DB</b>	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
<b>Build</b>	1	1	1	1	1	1	1	1
<b>Move</b>	9	9	9	8	9	8	7	8
<b>MP</b>	9	6	13	4	15	9	10	14

**Luck:** —

### Combat

**Attacks per round:** 1

Brawl	45% (22/9), damage 1D3+1D4
Jo (wooden) staff	45% (22/9), damage 1D6+1D4
Cult sickle	45% (22/9), damage 1D4+3+1D4
Dodge	55% (27/11)

### Skills

Art/Craft (Singing) 25%, Climb 50%, Cthulhu Mythos 08%, Fast Talk 25%, Jump 55%, Listen 50%, Persuade 20%, Pilot (Boat) 30%, Spot Hidden 35%, Stealth 55%, Swim 65%, Throw 50%.

### Languages

Chinese (Cantonese, Hakka, Mandarin, Shanghainese, etc.) 60%, English 10%.



## MONSTERS

### Sand Crab Swarm, *mutated monsters*

	Average	Rolls
STR	45	(1D6+6) ×5
CON	65	(2D6+6) ×5
SIZ	55	(2D6+4) ×5
POW	35	2D6 ×5
DEX	45	(2D6+2) ×5

HP: 12

Average Damage Bonus: 0

Average Build: 0

Move: 7

Luck: —

#### Combat

**Attacks per round:** 2 (slashing, stabbing pincers)

**Swarm (mnvr):** like rats, a group of sand crabs can overwhelm a much larger individual. Such a swarm gains a bonus die on their attack roll due to outnumbering their target, and collectively deals 2D6 damage.

Fighting	45% (22/9), damage 1D3
Swarm (mnvr)	45% (22/9), damage 2D6
Dodge	n/a

**Armor:** 3-point shell.

**Sanity loss:** none, unless the witness has kabourophobia—a fear of crabs and crustaceans (then 0/1D3 loss).

### Shoggoth-Twsha, *deep one shoggoth controller*

STR 120	CON 90	SIZ 120	DEX 90	INT 90
APP —	POW 120	EDU —	SAN —	HP 21
DB: +2D6	Build: 3	Move: 8/10*MP: 24	Luck: —	

\*Swimming.

#### Combat

**Attacks per round:** 1 (uses the shoggoth it controls as a weapon, but may attack if necessary)

Fighting	25% (12/5), damage 1D6+2D6
Dodge	45% (22/9)

#### Skills

Climb 10%, Cthulhu Mythos 22%, Deep One Speech 70%, Listen 40%, Spot Hidden 40%, Stealth 10%, Swim 90%.

**Armor:** 1-point skin and scales.

**Spells:** Contact Father Dagon, Contact Mother Hydra, Contact Star-spawn of Cthulhu, Grasp of Cthulhu, Summon Deep Ones, Wave of Oblivion.

**Sanity loss:** 1/1D6 Sanity points to see a shoggoth-twsha.

### Twsha-Controlled Slave, *unfortunate humans*

Use this profile for all controlled slaves.

STR 55	CON 40	SIZ 65	DEX 50	INT 00
APP 50	POW 30	EDU 50	SAN 00	HP 10
DB: 0	Build: 0	Move: 7	MP: 6	Luck: —

#### Combat

**Attacks per round:** 1

Brawl	35% (17/7), damage 1D3
Dodge	30% (15/6)

### The Bloated Woman, *avatar of Nyarlathotep*

Resembles a 600-pound (270 kg), 7 foot (2 m) tall monstrous yet human woman, with tentacles in place of arms, and more tentacles sprouting from rolls of sickly yellow-gray flesh. Below her eyes waves another tentacle, and below and beside that are four lumpy chins, each sporting a mouth; each a perfect rosy bow made hideous by clusters of fangs. Multiple smaller tentacles sprout from the rest of her body.

STR 155	CON 220	SIZ 170	DEX 95	INT 430
APP —	POW 500	EDU —	SAN —	HP 39
DB: +3D6	Build: 4	Move: 8	MP: 100	Luck: —

#### Combat

**Attacks per round:** 2 (main tentacles) + 1D6 smaller tentacles

**Fighting Attacks:** can attack with both arm tentacles each round, dealing 3D6 points of damage. Alternatively, the target may be held, gripped by the tentacle and, on the following round, mouthed by one of the slobbering maws. This mouthing, the “Kiss” of the Bloated Woman, destroys the victim’s INT at a rate of 3D10 points per round. As long as the victim has INT remaining, they can try to escape by an opposed STR or DEX roll versus the Bloated Woman’s SIZ. When a victim’s INT is reduced to 0, their skull bursts open under the Woman’s slobbering lips and the entity slurps down their living brains (the “gray lilies” of the poem).

The Bloated Woman has a thicket of smaller tentacles with which she may also attack. Each round, roll 1D6 for the number of smaller tentacles which attack; each wields a small, sharp sickle, and inflicts 1D4 damage plus damage bonus.


Fighting	85% (42/17), damage 3D6
Tentacle Grasp (mnvr)	85% (42/17), damage held for Kiss on following round
Kiss	automatic when grasped, damage destroys 3D10 points of INT per round
Sickle	50% (25/10), damage 1D4+3D6



**Armor:** none. If reduced to zero hit points, becomes a mass of reflexively writhing tentacles that bore into the earth and disintegrate. The Bloated Woman rises again from this tentacular ruin in 1D6+2 months (this apparent death and eventual rebirth has no bearing on Nyarlathotep or his other avatars). Alternatively, at Nyarlathotep's whim, her body splits open and an indescribably monstrous, mind-wrenching form squeezes its way out of the human shell before departing (refer to the Bloody Tongue aspect, page 447, Africa).

**Spells:** the Bloated Woman knows all Mythos spells. She can summon monsters at the rate of 1 magic point per 5 POW of the monster. She may summon shantaks, hunting horrors, or servitors of the Outer Gods at the cost of 1 magic point per 10 POW of the monster.

**Sanity loss:** 1D8/1D20 Sanity points to see the Bloated Woman; no loss if beguiled by the beautiful young woman behind the Black Fan.



## MUTANT CRAB-CLAWED DEEP ONE, WARPED ABOMINATION

Use this profile for all mutated deep ones.

**STR** 90    **CON** 60    **SIZ** 105    **DEX** 40    **INT** 60  
**APP** —    **POW** 40    **EDU** —    **SAN** —    **HP** 16  
**DB:** +1D6    **Build:** 2    **Move:** 8/10\***MP:** 8    **Luck:** —

\*Swimming.

### Combat

**Attacks per round:** 1 (smash, pinch, bash)

**Fighting**                    70% (35/14), damage 1D8+1D6  
**Dodge**                        30% (15/6)


### Skills

Jump 30%, Listen 40%, Spot Hidden 45%, Stealth 35%, Swim 80%, Throw 25%.

**Armor:** 1-point cracked, leathery skin.

**Spells:** none.

**Sanity loss:** 1/1D6 Sanity points to see a mutant crab-clawed deep one.




## THE SHOGGOTH, REASSEMBLED HORROR

**STR** 300    **CON** 210    **SIZ** 400    **DEX** 15    **INT** 30  
**APP** —    **POW** 50    **EDU** —    **SAN** —    **HP** 61  
**DB:** +7D6    **Build:** 8    **Move:** 7/10 **MP:** 10    **Luck:** —

\*Swimming.

### Combat

**Attacks per round:** 2 (whack, crush, squeeze, engulf)

**Fighting attacks:** in combat, a shoggoth covers an area 5 yards (4.6 m) square and is able to produce tentacles, claws, or any manner of appendages at will with which to perform attacks. An attack may either inflict damage or engulf the target.

**Engulf:** each person engulfed within the shoggoth is attacked separately and each must make a successful opposed STR roll or be sucked apart (per round while engulfed). If the shoggoth attacks more than one target, it must divide its STR among all targets. Those held within the shoggoth's black bulk can strike back only on rounds in which they successfully make a STR roll. Each round a victim is held within a shoggoth, they lose hit points equal to the shoggoth's damage bonus; the damage describable as rupturing, crushing, and being sucked into pieces. A shoggoth can engulf any number of enemies; however they may not exceed a total SIZ greater than its own SIZ.

**Fighting**                    80% (40/16), damage 9D6 or it  
                                       can choose to engulf the target  
                                       (see note)  
**Dodge**                        8% (4/1)


### Skills

Track 50%.

**Armor:** none, but (1) fire and electrical attacks deal only half damage; (2) physical weapons, such as firearms and knives, deal only 1 point of damage per hit; (3) a shoggoth regenerates 2 hit points per round.

**Spells:** none.

**Sanity loss:** 1D6/1D20 Sanity points to see a shoggoth.





## CRAZED CREW OF THE DARK MISTRESS

These hybrids eventually degenerate into deep ones. They attack intruders upon sight and fight ferociously; they are all thoroughly insane. On board ship, there is not much for them to do, and they imitate their inebriated captain in endless bouts of drinking and sleeping. They are not much more alert at sea than at anchor.

	1	2	3	4	5	6
STR	50	55	45	45	55	65
CON	45	40	50	35	75	60
SIZ	60	65	50	45	55	45
DEX	65	60	60	50	45	45
INT	45	45	40	40	40	40
APP	20	20	25	15	15	15
POW	25	20	65	40	35	50
EDU	30	25	40	40	35	45
SAN	00	00	00	00	00	00
HP	10	10	10	8	13	10
DB	0	0	0	0	0	0
Build	0	0	0	0	0	0
Move	8	7	8	8	8	8
MP	5	4	13	8	7	10

Luck: —

### Combat

Attacks per round: 1

Fighting	65% (32/13), damage 1D3
Cult sickle	65% (32/13), damage 1D4+3
Club	65% (32/13), damage 1D6
Dodge	45% (22/9)

### Skills

Fishing 65%, Listen 45%, Pilot (Boat) 40%, Spot Hidden 40%, Swim 90%, Throw 40%.

### Languages

Chinese (Shanghainese) 25%, Deep One Speech 25%.

Armor: none.

Spells: none.

Sanity loss: 0/1D4 Sanity points to see a deep one hybrid.



## VILLAGER HYBRIDS ON GRAY DRAGON ISLAND

	1	2	3	4	5	6	7	8
STR	55	50	40	40	55	70	60	55
CON	45	40	50	35	75	60	50	45
SIZ	60	60	50	45	55	45	60	65
DEX	65	60	60	50	45	45	45	40
INT	45	45	40	40	40	40	45	45
APP	20	20	25	15	15	15	30	40
POW	25	20	65	40	35	50	55	30
EDU	30	15	20	35	30	40	30	35
SAN	00	00	00	00	00	00	00	00
HP	10	10	10	8	13	10	11	11
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	8	8	8	8	8	8	8	7
MP	5	4	13	8	7	10	11	6

Luck: —

**Combat****Attacks per round: 1**

Fighting	45% (22/9), damage 1D3
Cult sickle	45% (22/9), damage 1D4+3
Club	45% (22/9), damage 1D6
Dodge	30% (15/6)

**Skills**

Art/Craft (Fishing) 65%, Listen 45%, Pilot (Boat) 40%, Spot Hidden 45%, Stealth 55%, Swim 90%, Throw 35%.

**Languages**

Chinese (Shanghainese) 60%, Deep One Speech 25%.



## DIRE DEEP ONES OF GRAY DRAGON ISLAND

	1	2	3	4	5	6	7	8
STR	50	65	55	60	65	80	100	80
CON	30	85	70	35	55	80	75	55
SIZ	95	75	105	80	95	60	50	75
DEX	80	75	75	70	60	50	40	25
INT	65	65	45	80	55	55	80	75
POW	30	70	50	40	45	65	55	45
HP	12	16	17	11	15	14	12	13
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1	1	1
HP	7/10	8/10	7/10	7/10	7/10	8/10	8/10	8/10
MP	6	14	10	8	9	13	11	9

\*Land/Water

Luck: —

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

Fighting	45% (22/9), damage 1D4+1D4
Trident	45% (22/9), damage 1D6+1+1D4
Dodge	45% (22/9)

**Skills**

Jump 40%, Listen 40%, Spot Hidden 45%, Stealth 35%, Swim 95%, Throw 25%.

**Armor:** none.**Spells:** Deep One #2 knows Shrivelling.**Sanity loss:** 0/1D6 Sanity points to see a deep one.