

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%.

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: 1**

Brawl	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

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.



Animated Mummy, seeming bundle of rags

These wasted forms are the remains of the kharisiris' victims, animated by one of the god's larvae (see **Kharisiri Larva**, following). Unlike the kharisiri, they are mindless.

STR 80	CON 80	SIZ 40	DEX 35	INT —
APP —	POW 05	EDU —	SAN —	HP 12
DB: 0	Build: 0	Move: 6	MP: 1	Luck: —

Combat

Attacks per round: 1 (punch, tear, or the larva may attempt to move from the mummy to another victim)

Enter body (mnvr): a larva may enter a target's body via any orifice or wound, provided it spends at least one round crawling into position. As this is not a normal combat maneuver, the larva is not subject to the normal penalties for its small build. The slime exuded by the larva inflicts 1 hit point of damage per round if it comes into contact with bare skin.

Brawl	30% (15/6), damage 1D3
Dodge	<i>mummies do not dodge</i>

Pulp Combat

Brawl	45% (22/9), damage 1D4
Dodge	<i>mummies do not dodge</i>

Skills

Look Like Pile of Rags 90%, Stealth 40%.

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

Spells: none.

Sanity loss: 0/1D8 Sanity points to see an animated mummy.

Kharisiri Larva, seed of a god

Although these creatures appear to be living entities, each is actually a fragment of flesh discharged by the Father of Maggots. By entering a human body, a larva can merge with it, transforming its host into a kharisiri, ready to serve its progenitor.

Each larva is approximately the size of a human fist, made up of a shapeless mass of white protoplasm resembling congealed, rancid fat. This substance smells strongly of rotten meat and is slick and tacky to the touch. The fluids exuded by a larva are caustic to human skin, causing chemical burns and blistering (1 hit point of damage per round of exposure). The larvae leave the waxy residue of their secretions wherever they go.

Normally, a larva is implanted directly into a human host by one of the kharisiri. If a larva is encountered outside of a host—after being removed from a victim, for example—it immediately tries to find a new host. These little lumps of jelly are nimble, able to slide quickly across most surfaces and to climb walls, furniture, and other vertical surfaces. It is easiest for the larvae to enter a potential host via the mouth, but they are capable of using other orifices or wounds if this proves expedient. Once inside a human host, the larva's secretions stop inflicting damage, although the victim will experience intolerable levels of pain. A recently infected host must pass an Extreme CON roll to remain conscious, lucid, and capable of communicating in any way. Unless the larva is removed from the host they are doomed to become a kharisiri (see **Converting Humans into Kharisiri**, page 67).

STR 10	CON 45	SIZ 05	DEX 85	INT 10
APP —	POW 50	EDU —	SAN —	HP 5
DB: -2	Build: -2	Move: 9	MP: 10	Luck: —

Combat

Attacks per round: 1

Enter body (mnvr): may enter a target's body via any orifice or wound, provided the larva spends at least one round crawling into position. As this is not a normal combat maneuver, the larva is not subject to the normal penalties for its small build. The slime exuded by the larva inflicts 1 hit point of damage per round if it comes into contact with bare skin.

Fighting	25% (12/5), damage 1D3–2 (minimum 1)
Enter body (mnvr)	25% (12/5)
Dodge	75% (37/15)

Pulp Combat

Fighting	45% (22/9), damage 1D3–2 (minimum 1)
Dodge	95% (47/19)

Skills

Climb 70%, Squeeze into Small Places 90%, Stealth 60%.

Armor: none.

Spells: none.

Sanity loss: 0/1D3 Sanity points to see a larva.

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%.

KEEPER REFERENCE BOOKLET



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
STR	65	75	70	65	80	70
CON	75	65	70	60	70	65
SIZ	60	60	65	70	75	60
DEX	65	60	55	50	60	50
INT	55	50	60	55	60	65
APP	45	55	65	45	55	60
POW	55	50	65	40	45	40
EDU	55	60	50	65	55	60
SAN	55	50	65	40	45	40
HP	13	12	13	13	14	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1	1
Move	9	8	8	7	8	8
MP	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)

KEEPER REFERENCE BOOKLET



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%.

**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
STR	60	50	70	70	75	55	45	55
CON	75	65	60	85	55	60	70	90
SIZ	60	70	50	40	45	60	70	65
DEX	85	75	65	55	50	50	45	40
INT	65	40	70	50	50	75	50	55
APP	70	50	55	40	45	65	60	30
POW	50	50	55	75	60	55	65	45
EDU	30	60	55	40	60	50	25	45
SAN	00	00	00	00	00	00	00	00
HP	13	13	11	12	10	12	14	15
DB	0	0	0	0	0	0	0	0
Build	0	0	0	0	0	0	0	0
Move	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)

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).

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.

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 25% (12/5)
Dodge	

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%.

Eloise Gwendolak Eldreda Vane, 21, *heiress to the curse*

A separate profile for Eloise in ghoul form follows.

STR 35	CON 40	SIZ 60	DEX 45	INT 60
APP 70	POW 50	EDU 70	SAN 46	HP 10
DB: 0	Build: 0	Move: 7	MP: 10	Luck: 50

Combat

Attacks per round: 1

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

Skills

Art/Craft (Piano) 65%, Charm 40%, Climb 40%, Credit Rating 80%, Drive Auto 30%, First Aid 40%, Jump 35%, Library Use 40%, Listen 40%, Natural World 55%, Persuade 50%, Psychology 45%, Ride 60%, Spot Hidden 30%, Stealth 40%, Throw 30%.

Languages

English 70%, French 65%.

Eloise in Ghoul Form

STR 85	CON 80	SIZ 80	DEX 90	INT 60
APP —	POW 50	EDU —	SAN —	HP 16
DB: +1D6	Build: 2	Move: 10	MP: 8	Luck: 50

Combat

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

Bite and hold (mnvr): with success, Eloise's jaws bite and hold, worrying the target. Her fangs inflict 1D4 damage automatically per round thereafter, in addition to her other attacks. The held target may attempt an opposed STR roll to free themselves. Eloise has not been feeding on carrion (yet), so wounds do not become infected.

Fighting	40% (20/8), damage 1D6+1D6
Bite and hold (mnvr)	40% (20/8), damage 1D6+1D6, 1D4+1D6 thereafter
Dodge	60% (30/12)

Pulp Combat

Fighting	80% (40/16), damage 1D6+1D6
Bite and hold (mnvr)	80% (40/16), damage 1D6+1D6, 1D6*+1D6 thereafter
Dodge	70% (35/14)

*Increased from 1D4.

Pulp Talents

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

Heavy Hitter: may spend 10 Luck points to add +1D6 melee damage.

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

Skills

Climb 90%, Jump 80%, Listen 70%, Spot Hidden 60%, Stealth 90%.

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

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

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 rosy 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, antiquities 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-Dhababi, 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%.

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 revivified 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, With 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
 Tentacle Grab (mnvr)
 Munch

60% (30/12), damage 15D6
 40% (20/10), allows a 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.

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 STR or DEX 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 Burraglong, 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
 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 bounds*

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)

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.

	A1	A2	A3	A4	A5
STR	60	65	60	60	60
CON	70	55	50	50	60
SIZ	50	55	55	50	45
DEX	60	60	60	60	60
INT	65	45	55	50	45
APP	50	55	60	65	70
POW	70	45	20	45	50
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	11	10	10	10
DB	0	0	0	0	0
Build	0	0	0	0	0
MOV	9	9	9	9	9
MP	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.

**Cultist Squad B**

Use these profiles for cultists encountered in the City of the Great Race.

	B1	B2	B3	B4	B5
STR	55	65	55	65	60
CON	55	65	55	45	50
SIZ	75	65	85	75	70
DEX	55	55	55	55	55
INT	60	45	55	50	45
APP	50	55	60	65	70
POW	60	60	45	40	55
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	13	14	12	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1
MOV	7	8	7	7	7
MP	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
STR	75	85	75	90	65
CON	75	75	75	80	85
SIZ	55	55	55	55	40
DEX	50	50	50	50	50
INT	55	45	50	55	40
APP	50	55	60	65	70
POW	55	45	50	55	40
EDU	30	25	35	30	30
SAN	00	00	00	00	00
HP	13	13	13	13	12
DB	+1D4	+1D4	+1D4	+1D4	+1D4
Build	1	1	1	1	1
MOV	8	8	8	8	9
MP	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.

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%.

Zombified Miners

Use these profiles for both Alan and Thomas' zombie workforces.

	1	2	3	4	5
STR	60	75	70	70	85
CON	70	60	65	70	75
SIZ	60	50	55	60	65
DEX	35	35	35	35	35
INT	05	05	05	05	05
APP	50	55	60	65	70
POW	40	40	35	40	45
EDU	—	—	—	—	—
SAN	8	8	7	8	9
HP	13	11	12	13	14
DB	0	+1D4	+1D4	+1D4	+1D4
Build	0	1	1	1	1
MOV	8	8	8	8	8
MP	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 Polyps

	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. Polyps 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: polyps 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 polyps 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 polyps. This windstorm is local, losing 5 mph (8 kph) of force for every 200 yards (183 m) it travels. A group of polyps 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%.

Isoge 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 Yenu, 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.*

NEFAIRIOUS 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

Fighting 45% (22/9) Grab and hold (mnvr) 45% (22/9)
Tun-Tun 65% (32/13), damage 1D6+2D6
automatic 2D6 damage per round once held

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: —

Bite

30% (15/6) Dodge 50% (25/10) 40% (20/8), damage 1D4
60% (30/12)

Skills

Climb 65%, Jump 70%, Stealth 70%.

Combat

Attacks per round: 3 (punch, bite, grab)

Armor: 2-point skin.

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.

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							
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.

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
STR	80	85	90	75	85	80	50	80
CON	65	50	60	70	80	45	50	40
SIZ	55	45	40	65	50	50	90	60
DEX	85	80	75	65	65	45	55	50
INT	50	45	40	50	40	40	60	70
APP	15	15	20	30	25	35	20	35
POW	45	30	65	20	75	45	50	70
EDU	40	20	20	40	25	15	30	60
SAN	00	00	00	00	00	00	00	00
HP	12	9	10	13	13	9	14	10
DB	+1D4							
Build	1	1	1	1	1	1	1	1
Move	9	9	9	8	9	8	7	8
MP	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*

	<i>Average</i>	<i>Rolls</i>
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 yields 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							
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.