

# NAZARENE'S LOT

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CALL of  
CTHULHU





# NAZARENE'S LOT

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CALL of  
CTHULHU

First Edition









## INTRODUCTION

**N**azarene's Lot, founded between 1690 and 1693 amidst the Salem witch trials, lies a hundred kilometers north of Boston. Originally a small settlement of lumberjacks, its true origins remain obscure. However, it is common knowledge that the town was the place of exile for Jacob Willard, one of the few survivors of the Salem witchcraft trials.

Between 1750 and 1763, Nazarene's Lot experienced a period of prosperity propelled by the Willard family's enterprises. Their success, attributed to arcane pacts forged by Jacob Willard with Shub-Niggurath, the Black Goat, brought prosperity to the town. **Henry Willard**, Jacob's mestizo grandson, followed in his grandfather's footsteps, honing his esoteric skills through the continual study of forbidden books. This enabled him to amass great wealth while protecting himself against his enemies.

For a time, Nazarene's Lot remained one of the most prosperous enclaves in Massachusetts. However, the town fell into darkness due to Henry Willard's engulfing paranoia. He erected protective magical barriers around the town designed to drive intruders to the brink of insanity. A series of deaths and disappearances then plagued Nazarene's Lot, culminating in the townspeople catching Willard in the act of carrying out a ritualistic sacrifice of a local.

In 1765, the enraged townsfolk lynched Willard, cutting off his head and casting his remains into a cave on the outskirts of the town.

A year later, to prevent people from secretly visiting the cave, the townspeople sealed the sorcerer's tomb beneath a church, shrouding his dark legacy in secrecy.



### The Sorcerer's Imprint

Before his demise, Henry Willard left behind a lingering psychic imprint, resonating with the feeling of powerlessness he felt during his last seconds of life. This psychic imprint has been present in Nazarene's Lot ever since. It is not his ghost, nor a conscious entity, it is an indelible echo of the fury and desperation felt by Willard in his final moments, unable to defend himself from his enemies. This imprint contains the essence of all the arcane knowledge of the Willards and fuels the protection circle of Nazarene's Lot, derived from the spell called **Deep Roots** (see next section.) Willard's remains also emit cryptic messages and visions, drawing vulnerable souls into the cult of Shub-Niggurath.

This tale unfolds in 1983, more than two centuries after the violent demise of Henry Willard. Nazarene's Lot, now a desolate ghost town, has faded into obscurity, absent from modern maps. Several months preceding the events of our story, a group of runaway children from an orphanage seek refuge on Finn's farm, located near Nazarene's Lot. From their first night, the children are plagued by unsettling dreams, visions revealing a cryptic secret buried beneath the church's timeworn floors.

Guided by these enigmatic dreams, the children unearth the sorcerer's remains from an underground crypt beneath the abandoned church. Initially unaware of its significance, one of the children, Charlotte Evergreen – who has been deeply affected by the visions – retrieves Willard's bones, sparking a heated confrontation with another of the orphans, Peter Faraday. Sensing danger and alarmed by Charlotte's menacing behavior, Peter urges her to dispose of the bones. Their altercation culminates in Peter impulsively hurling the bones into the nearby pigsty, unknowingly setting forth a chain of calamitous events.

A huge sow, previously adopted by the children, devours Willard's bones, becoming the unwitting vessel for the sorcerer's lingering psychic imprint. Endowed with a dark intelligence entwined with the legacy of the Willards of Salem, the pig now wields control over the formidable protective spell shielding Nazarene's Lot from intruders.

The children are awestruck by the astonishing change that has occurred in the sow and they succumb

completely to her influence, worshipping her as a divine entity. The Pig Goddess indoctrinates the children into the rites of the cult of Shub-Niggurath, showing them how to make ritual sacrifices and protect themselves from enemies. Fueled by devotion, the children embark on ritualistic hunts, sacrificing unsuspecting victims in honor of the Black Goat of the Woods and offering their flesh to the insatiable Pig Goddess. And they will continue to do so until someone stops them.

### Deep Roots

This protection spell remains latent in Nazarene's Lot; it is connected to the natural life and ecosystem of the town. It is one of the arcane secrets granted to Willard by Shub-Niggurath. The spell plunges anyone who enters the protected place without permission into a terrible nightmare, using the fertile nature that inhabits the area – animals, plants, insects – to attack and expel the stranger from the protection circle, or to kill them if necessary.

The spell grants the power to control animals and make them turn aggressive against a target. It can indu-





In each location of this scenario, possible ways to approach the effects of the Deep Roots spell are described. The Keeper should feel free to modify any detail to achieve better results with their players. We advise using them simply as reference. However, these scenes should not be deadly. As already mentioned, the intention is to challenge the players and reduce Sanity points.

In addition to the effects produced by the spell, Willard's psychic imprint causes strange visions for investigators who fail Sanity rolls in specific situations or places. Some of these visions are described in the headings of each location, and others, if necessary, are left to the discretion of the Keeper.

ce nightmare visions that last for a brief period (1D10 rounds) if the affected investigators fail their **Sanity** roll. Alternatively, it can manipulate meteorological phenomena to disorient and unsettle the target. The difficulty level of this game is at the Keeper's discretion, with the aim of presenting challenges to the investigators without making it impossible for them to progress. A suitable moment to employ this spell would be when the investigators believe they are on the verge of success, introducing a final challenge at the crucial moment.

### PREVIOUS NOTES

This scenario can serve as a prelude to the Shadowlands Ediciones campaign, *Scions of the Dark Goddess*, or as a standalone game to be completed in one or two sessions. It is suitable for both experienced players and those new to role-playing games and Lovecraftian settings. Therefore, the scenario follows a linear structure and includes plenty of guidance for scene development. Naturally, we don't expect the Keeper to adhere strictly to all the recommendations provided; the idea is for the Keeper to personalize the scenario and feel free to modify any content accordingly.

Children serve as the antagonists in this scenario. In this, the authors have drawn inspiration from novels such as *Children's Game* by Juan José Plans, *Lord of the Flies* by William Golding, and stories like "Children of the Corn" by Stephen King and "Pig Blood Blues"

by Clive Barker. The aim is to provide players with a dramatic and ethical premise that prompts interesting reflections. However, if you feel this approach may be problematic at your gaming table, don't hesitate to substitute this group of runaway children for adults. Perhaps they have escaped from a nearby mental hospital or prison.

### Using this Scenario as a Prelude to the *Scions of the Dark Goddess* Campaign

This scenario introduces pre-generated characters, including Arnold Flaherty, who becomes pivotal for the first chapter of the *Scions of the Dark Goddess*. Ideally, Flaherty should survive this scenario, so he can act as a non-player character in the future campaign. Introducing him here will enable players to generate empathy toward him, while helping the Keeper to develop a cohesive and recognizable world that connects both scenarios.

Throughout the scenario, we provide some tools to assist the Keeper in this task. However, if Flaherty were to die during the scenario, one could always introduce a relative to fulfill his role in the future campaign, although it wouldn't have the same impact. It's a risk we're willing to take because the benefit to the campaign if he survives is greater – and more probable – than any detriment if he doesn't.

In other words, whatever fate may be in store for our dear Flaherty, enjoy the game.

### Adapting the Scenario to Another Time or Place

If the Keeper's intention is to relocate this scenario to another time or place, or to incorporate it into their own campaign, that's perfectly acceptable. The investigative clues are suitable for the classic era – the 1920s – or for any other historical period. The town of Nazarene's Lot has a historical link to Salem, but this doesn't affect the plot and can be omitted.



## Nazarene's Lot

### THE SCENARIO

The story begins in 1983. Nazarene's Lot and its surroundings are slated for the construction of a reservoir. The area earmarked for the reservoir has been fenced off, and its roads closed to traffic for several months. According to the United States Bureau of Reclamation (USBR), the area is completely uninhabited.

The new Brooks Reservoir project has necessitated the assembly of a team of professionals from various fields to conduct a study of the land. The group is dispatched to the north of Boston, in the heart of Massachusetts county, with the task of gathering all historical, documentary, and topographical information about Nazarene's Lot to facilitate its destruction.

The players assume the roles of these professionals. Their objective is to ensure the smooth progress of the reservoir project and retrieve the most relevant historical documents from the local records, housed in the sacristy.

As for the children, their primary goal is to discern the investigators' identities and intentions. If they perceive them to be a threat to the town, they won't hesitate to inform the Pig Goddess to activate the Deep Roots spell. They may also sabotage the investigators' vehicles and even, as a last resort, endeavor to eliminate them altogether.

The children will keep the investigators under watch throughout the game until a confrontation becomes inevitable at Finn's farm. It would add dramatic tension if one of the investigators were to have prior contact with one of the children before they depart Nazarene's Lot for the sacristy.

If the investigators attempt to call for help using the car radio, assistance will be delayed until the conclusion of the game. However, the children may disable the radio in a way that allows transmission but not reception of signals, leaving the investigators uncertain if their message has been received. A climax involving police cars arriving at Nazarene's Lot with the Deep Roots spell still active could be particularly memorable.

Remember that the pre-generated investigators have different, and sometimes conflicting, objectives. The Keeper is encouraged to enjoy fostering conflicts among them.





### NAZARENE'S LOT

The road leading to the town is riddled with cracks and potholes, with expansive meadows and groves flanking both sides. The only sign of civilization is the "Road Closed" sign marking the area designated for the future Brooks Reservoir.

The action commences as the characters arrive in the desolate town of Nazarene's Lot in the late afternoon. The once-thriving community is now reduced to a main street lined with decrepit stone houses, consumed by encroaching nature. A putrid stench, seemingly emanating from the flora, fills the air. Swarms of mosquitoes punctuate the silence with their incessant buzzing. There are no telephone wires or electrical systems in sight. And, to add to the unease, the newcomers have the strange sensation of being watched at every moment.

At the heart of the town square looms a towering stone statue, depicting a massive tree stump with an axe embedded in its upper base. The axe blade bears a rusty hue, giving the stump an unsettling, almost bloody appearance.

### Information They Can Find in Nazarene's Lot

✂ A closer inspection of the statue reveals an inscription etched onto the handle of the axe:

"There is no world without Nazarene's Lot / But purgatory, torture, hell itself. 1696."

A successful **Art (Literature)** roll confirms that this phrase comes from William Shakespeare's play *Romeo and Juliet*. The complete stanza reads as follows:

"There is no world without Verona walls / But purgatory, torture, hell itself. / Hence 'banishèd' is banished from the world, / And world's exile is death. Then 'banishèd,' / Is death mistermed. Calling death 'banishment,' / Thou cutt'st my head off with a golden ax / And smilest upon the stroke that murders me."

A successful **History** roll will help the Investigators recall certain important events in the year mentioned (1696) which, considering the proximity of Nazarene's Lot to Salem, suggests a connection with the infamous witch trials in that town.

✂ The Keeper should ask those players who investigate the statue closely to make a **Sanity** roll 0/1D4. Investigators who fail the roll experience a disconcerting vision: blood oozing from the stump's gash, where the axe sinks into the wood, seeping into the ground, forming a crimson trail. This vision will last only a few seconds, enough time to create some unease.

### SACRISTY

Near the ruins of Nazarene's Lot stands the sacristy, originally a gathering place for the town's early settlers. Built of wood upon limestone foundations, and capped with clay tiles, the two-story building remains relatively intact.

Though the door and shutters are closed, several roof tiles are missing, allowing a family of crows to come and go as they please.

✂ A quick glance at the unlocked front door reveals recent scratches on the latch.

✂ A successful **Science (Architecture)** roll indicates the likelihood of a basement, a common feature in the region, often used for storage or as a cellar.

### Ground Floor

✂ **Meeting room:** This spacious area occupies most of the floor and is dominated by a large stone fireplace. Damp stains on the ceiling hint at leaks from the upper floor. A portrait of Henry Willard (1713-1765) hangs on one wall (**game aid 1**).

✂ Recent ashes and the smell of burnt paper linger in the fireplace. Making a successful **Spot Hidden** roll and searching among the ashes confirms that several books, likely church records, have recently been burned there.

✂ **Kitchen:** Colonial-style with a wooden table and built-in cabinets. At the base of one cabinet lies the trapdoor leading to the basement stairs. Dust and rusty cans on the access hatch suggest that no one has used it for several years.

✂ **Basement:** Wine bottles and jars of spoiled food line the damp earth walls. From wooden beams on the ceiling hang large roots and mushrooms emitting a nauseating swampy odor. Stacked boxes and porce-



lain tableware pieces wrapped in faded paper fill the shelves of rotten wood. Some of these papers include sheets from a child's sketchbook (**game aid 2**).

If the **Deep Roots** spell is active, thick roots hanging from the ceiling may ensnare unsuspecting investigators.

**ROOTS**

Thick, hardened roots dangling ominously from the ceiling.

**STR** 75    **CON** 75    **SIZ** 85    **DEX** 80    **INT** -  
**APP** -    **POW** 50    **EDU** -    **SAN** 1/1D6    **HP** 15

**Damage bonus:** +1D4

**Build:** 1

**Move:** -

**Attacks:** The Roots coil around the neck of their target. Victims must pass a DEX test to avoid ensnarement; otherwise, they're hanged until freed or strangled to death. Once captured, characters lose 1D4 HP per round. An opposed STR roll allows attempts to break free.

*Tentacle / 85% / 1D4+1*

**Damage Protection:** Fire inflicts double damage. A fire attack on the Roots carries a 50% collateral damage risk to ensnared investigators.

**Sanity Loss:** 1/1D6 if seen in motion or attacked by Roots.

If the investigators defeat Roots, the Keeper must ask for an INT roll from each. Investigators who do not pass it will look again at the mushrooms next to the roots – as described in the basement setting above – noticing that they release strange, possibly hallucinogenic spores.

This discovery restores the investigators' confidence as they find a scientific explanation for what happened to any who failed the roll.

Investigators spending time here must make a **Sanity** roll 0/1D4.

Any investigator who does not successfully pass the roll will hear strange whispers coming from the wall closest to the church. This hallucination will only last a few seconds.

**Upper Floor**

✘ **Rooms:** Three bedrooms of varying sizes contain antique furniture and the scent of mothballs. In the closets, players may find clothing from decades past, including quilts and blankets in good condition. All rooms except one have a large iron stove. The only room without a stove has the chimney outlet; the children took the stove less than a month ago.

✘ **Study:** A large library with hundreds of books and files, swollen and rotten from moisture, surrounds the room. On the ceiling, a large mold stain reveals roof leaks. The large desk has open drawers, and scattered blank sheets litter the floor. Near the library shelves sits a chair with several encyclopedia volumes. A successful **Track** roll confirms recent rummaging, with small footprints found on the cover of the last volume stacked on the chair (likely where one of the children climbed up).

A **Library Use** roll reveals disorganized shelves. Gaps between the books would suggest that the earliest church records (1767-1768) are missing.

Scan reading (1 - 2 hours) the oldest records (late 18th century) uncovers notes about cases of demonic possession in the village, although they are not described in detail. Mention is made of the fact that the church of Nazarene's Lot was built over a natural cave. **It is important for the investigators to understand that the existence of an underground cave system could endanger the Brooks Reservoir project.**

A successful **Library Use** roll focused on the oldest records and on those relating to H. Willard reveals that the Willard family were settlers from Salem in 1692 during the witch trials.

Records cease in 1930 due to the town's abandonment during the Great Depression.

✘ **Attic:** Accessed through a folding ladder hidden behind a hatch in the library ceiling, the attic stores stacked furniture and boxes, along with a mounted deer head. A territorial family of crows inhabits the attic and may defend against intruders. Among the furniture lies a framed illustration of the old plans of the building and church – **game aid 3**.



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A successful **Spot Hidden** roll will reveal a small piece of carved ivory, with traces of gold thread, hidden among various shiny objects in the crow's nest. The ivory has been carved to resemble a human tooth. Any of the Investigators who successfully use **Science (Medicine)** or **EDU** to examine the object will realize that it is an old dental prosthesis. It belongs to Henry Willard's skull, found by the children in the church crypt.

If the **Deep Roots** spell is active, the crows will launch a frenzied attack against the investigators. There may be between fifteen and twenty crows.

### CROWS

If they attack in a mass, their SIZ increases to 90 and their damage would be 1D10. Each successful attack by an investigator on the crow group will reduce the group and their SIZ by five.

When there are fewer than ten crows left in the group, their damage is reduced to 1D8; when there are fewer than eight, their damage is 1D6; and with fewer than six, their damage is 1D4.

<b>STR</b> 35	<b>CON</b> 50	<b>SIZ</b> 30	<b>DEX</b> 110	<b>INT</b> -
<b>APP</b> -	<b>POW</b> 45	<b>EDU</b> -	<b>SAN</b> 0/1D6	<b>HP</b> 5

**Damage bonus:** -1/0

**Build:** -1/0

**Movement:** 8

**Attacks:** *Claws and beak 45% / 1D4*

*Dodge 50%*





## THE COVERED BRIDGE

An old wooden covered bridge spans the river on the way to the church. The strong current forms a cloud of foam around the structure, imparting an eerie sense of entering a realm beyond reality. Despite the passage of time, the bridge remains remarkably sturdy, a testament to the craftsmanship of Nazarene's Lot's former residents. It appears wide and robust enough to accommodate the weight of a car or a van.

Inside the bridge's tunnel, shadows cloak an abandoned vehicle – a rusty old van without wheels, positioned transversely.

If the **Deep Roots** spell is active as the investigators traverse the bridge, they'll unwittingly encounter a large beehive lurking among the shadows of the ceiling beams. The bees will launch a surprise attack, with Frank Gambetta's allergic reaction to their stings heightening the tension. To intensify the scene, the children may have rigged metal spikes on the bridge to puncture the investigators' vehicle's wheels, or they might attempt to disable the vehicle with well-aimed arrows. A prior mention by the Keeper of a malfunctioning car window can add a further layer of panic when recalled by players.

Crossing the bridge takes three rounds in a vehicle without requiring a **Drive Auto** roll. Alternatively, the risky choice of crossing in two rounds risks a collision with the abandoned van at the center of the bridge, potentially embedding the vehicle in one of the wooden walls.

### SWARM OF BEES

The swarm attacks for 2D6+1 rounds, leaving investigators vulnerable. Protection can only be achieved by isolating from them. If an investigator sustains more than two attacks, a **CON** roll determines whether they succumb to a shock to their immune system, rendering them inactive for 1D4 rounds until stabilized. Allergic investigators face a tougher **CON/5** roll or risk inactivity for 1D4 rounds until stabilized.

## CHURCH

Erected in 1766, in Renaissance Gothic style, the church was built with granite extracted from the Quincy quarries.

The church stands on a rocky promontory where not even moss has ventured to grow. Only a thin line of stones, misshapen by time, remains of the surrounding wall. Four worn steps lead up the large entrance arch. The ba-

ttlemented roof resembles that of a medieval castle, with a central rosette of four petals in its tower. Only remnants of the stained-glass windows remain, half-buried by time.

This is where investigators may encounter Brandon Payne. Brandon lives in a cabin not far from the church, on that side of the river. He has lost Laila, his guide dog, and is feeling a bit disoriented.

### Brandon Payne

With his sightless and cloudy eyes, bushy beard, and missing teeth, Brandon Payne looks to be in his eighties, although he is actually much younger. He lives mostly off the land and his animals, supplemented occasionally by provisions from the Forest Service.

Despite his solitary life, Brandon knows quite a bit about Nazarene's Lot, and he's willing to share his knowledge with those who approach him with respect. Inviting visitors into his humble abode, he takes pride in showcasing his collection of embroideries

#### Information he can share:

- ✘ Nazarene's Lot was a lumberjack settlement during the 17th century. A century later, it became one of the most prosperous areas in the region for a brief period until a disease claimed the lives of many of its citizens in 1765. Legend has it the disease was the result of a witch's curse.
- ✘ Subsequent years were unkind to Nazarene's Lot. The Great Depression of 1930 spelled the demise of the sawmill, driving inhabitants to seek better fortunes elsewhere, primarily in Boston.
- ✘ In 1931, the last priest closed the church and the sacristy and left, never to return.
- ✘ Hikers used to explore the area, but none have come for some time. A few weeks ago, he heard a group of children singing and making noise at Finn's old farm. He hasn't heard from them since, although sometimes he feels like someone is watching him. His dog Laila has noticed a presence as well.
- ✘ Brandon has a collection of embroideries that he made himself. They mostly depict landscapes and wildlife. Yet, amidst these images, a recurring motif emerges – a figure with a skull-like visage (**game aid 4**). When questioned about this unsettling addition, Brandon reveals a haunting truth: blinded in childhood, he can only reproduce the eerie figure that haunts his dreams.



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### INTERIOR OF THE CHURCH

Bare beams expose much of the roof, serving as nesting grounds for bats. Remnants of battered furniture lie half-hidden under debris and guano. A quick glance inside the church reveals recent excavation near the altar. Someone has removed one of the heavy floor slabs, exposing an opening in the floor. If one of the investigators passes an **INT** roll to piece together the puzzle, they will find the inscription:

“Here lies Henry Willard (1713-1765).  
Curse of Nazarene’s Lot.”

Adjacent to the slab pieces lies an old hoe, dried corn cobs, and children’s footprints smeared with dung. From the open floor hole emanates the putrid stench of a sealed tomb and the barking of a dog.

### THE CRYPT

Using rope to descend into the cave presents no immediate problems, but climbing back out unassisted would prove nearly impossible, with a bad fall resulting in a loss of 1D4 HP.

The floor is littered with animal bones and primitive tools. The crypt is a natural cave, where the earliest residents of Nazarene’s Lot would dispose of the remains of dead animals and broken hunting tools. Now, dozens of iron crosses of different sizes hang from the cave walls.

Brandon Payne’s lost dog, Laila, is in there, as is Peter Faraday, one of the escaped children. He is huddled at the back, next to a heap of corn cob scraps and a bucket of water.





The lingering presence of Willard's malevolent psychic aura saturates the cavern where Peter languishes. Should investigators fail a **Sanity** roll (1D4/1D6), they'll witness grotesque visions – blood oozing from crosses, the ground trembling beneath their feet – though such horrors will only last a few rounds.

If the **Deep Roots** spell is active when the investigators descend into the cave, Payne's dog, Laila, will attack them. She might even attack her owner if given the chance. Her symptoms would seem to be reminiscent of rabies.

A colony of rats (2D6+8 individuals) dwells in the cave. They remain hidden under the animal bones and are practically invisible until they rush to the surface to attack the investigators.

## LAILA

*Labrador retriever*

**STR** 70    **CON** 95    **SIZ** 60    **DEX** 130    **INT** -  
**APP** -    **POW** 65    **EDU** -    **SAN** 0/1D4    **HP** 7

**Damage bonus:** 0

**Build:** 0

**Move:** 9

**Attacks:** *Claws and teeth 55%, 1D6 +1*  
*Dodge 40%*

## COLONY OF RATS

The rats attack in packs. Any successful attack by an investigator will result in the death of one or two rats. Fire keeps them at bay. They will flee if more than half of the colony is killed.

**STR** 30    **CON** 55    **SIZ** 35    **DEX** 135    **INT** -  
**APP** -    **POW** 60    **EDU** -    **SAN** 0/1D4    **HP** 9\*

**Damage bonus:** -1

**Build:** -1

**Move:** 8

**Attacks:** *Claws and teeth 45% / 1D3 (attacking individually) or 2D6 (attacking in mass)*  
*Dodge 55%*  
*\*(Attacking individually)*

## Peter Faraday

Fourteen years old. He is the only child who has not yet succumbed to Willard's influence, although his **Sanity** teeters on the edge. Engaging with Peter requires a deft touch; without a successful **Psychoanalysis** roll, he responds erratically, his speech disjointed and his thoughts scattered. He may even flounder into panic if confronted with aggression.

A member of the group of children who fled the orphanage to seek refuge on Finn's farm, it was Peter Faraday who persuaded the others to escape into the forest and take shelter in the abandoned farmhouse until the search for them abated. However, their respite was short-lived, for on their first night at the farm, a shared dream haunted their slumber – a spectral figure revealing the existence of hidden treasure beneath the ruins of the old church. The next morning, the children agreed to go to the church in search of the treasure.

Upon finding the bones under the church, Charlotte Evergreen and Peter argued about what to do with them. Faraday had always been the most charismatic of the group and rivaled Charlotte in his influence on the rest of the children. He feared the bones and ended the discussion by hurling them into the pigsty, infuriating Charlotte. But Willard's insidious influence had already affected Charlotte and she set a trap for Peter, sealing him inside crypt.

Peter's psyche is so fragile that returning him to Finn's farm risks him succumbing to the sway of the Pig Goddess, potentially leading to him betraying the investigators.



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## FINN'S FARM

Finn's farm is a dilapidated shell of its former self. The farmhouse is in ruins. Only the barn and the pigsty remain standing.

The children live in the barn, sleeping on makeshift mattresses under stinking animal skins stiff with dirt and dried blood. In one corner, there are piles of dry firewood and a stove like those in the sacristy rooms.

The room is filled with piles of garbage, and a repulsive smell hangs in the air. Animal bones dangle ominously from the rafters, making a skin-crawling rattling sound whenever the wind catches them.

Behind the barn is the pigsty. Built from wood and signs from an old gas station. It has a corrugated, rusty sheet metal roof, covered with yellowing leaves. There are no windows. The muddy floor is slippery, so any action inside requires a successful **Athletic** roll or the investigator will take a tumble. The heavy breathing of a huge animal comes from inside the pigsty.

In front of the door lies a wooden fence enclosing a muddy, dung-covered pigpen. A keen eye, rewarded by a successful **Spot Hidden** roll, may uncover several bones within. Further examination, requiring a **Medicine** roll, reveals their grim origin – human remains (**Sanity** 0/1D4), a chilling testament to the farm's sinister secrets. A count of these bones reveals a haunting truth: they belong to more than one body. Amidst the morbid findings lie some personal effects – a shattered pair of glasses, a bracelet engraved with an indecipherable name, and credit cards bearing the marks of bestial teeth.

Here resides the Pig Goddess – see description below.

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## OUTCOME

As the scenario reaches its climax at Finn's farm, the presence of the Pig Goddess looms large – an embodiment of Henry Willard's terror and rage, nourished by the bond forged with the children and the sacrifices made in its name. Within this cursed domain, Willard's influence pulses with newfound potency.

Throughout the game, the children eagerly await the chance to offer a fresh sacrifice to their deity, employing the Deep Roots spell to sow discord among the investigators. They may resort to indirect sabotage – tampering with vehicles, interfering with radios, or

planting false leads – to impede the investigators' progress. Should the investigators reach Finn's farm, the children's last gambit lies in luring them to the pigsty, where the Pig Goddess awaits, hungering for flesh. The children resort to cunning tactics, feigning injury or targeting the strongest investigator to ensure their grim objective. Should the investigators press for answers regarding Faraday's confession, the children vehemently deny his claims.

The tale may conclude with a chilling tableau – the investigators confronting the colossal beast as it stands on hind legs, surrounded by the children reverently nursing from its udders, while echoes of Willard's call beckon from the depths of the Pig Goddess's throat, enticing them to join her cult.

Alternatively, a climactic battle may unfold amidst a cacophony of darkening skies, avian swarms and clouds of insects, nightmare visions tormenting the investigators until their Sanity teeters on the brink of collapse.

Or, finally, salvation may come in the form of the "cavalry" – police patrols arriving just in time to gun down the monstrous deity, bringing an end to the nightmare. The children, reclaimed from their descent into madness, are taken back to the orphanage or to specialized facilities for treatment.

In crafting this scenario, we aim to evoke a descent into madness reminiscent of classic horror, replete with enthralling moments and no shortage of dread. Welcome to Nazarene's Lot – may you revel in the terror that awaits.



## LOST CHILDREN

A band of runaway children, fleeing the confines of an orphanage to find refuge on Finn's farm. Clad in ragged attire, barefoot, and adorned with tribal paint, they wield makeshift weapons and conceal their faces behind animal masks reminiscent of Japanese tradition.

Haunted by visions infused by Willard's malevolent psychic imprint, they have lost much of their humanity and sanity. They are wild children, mirroring primitive civilizations in their beliefs and social hierarchy. Under the sway of their leader, Charlotte Evergreen, they worship the Pig Goddess, executing her will with unwavering devotion.

### CHARLOTTE EVERGREEN

Aged fourteen, Charlotte stands as the group's manipulative and domineering leader, her authority unchallenged. She is the one most influenced by Willard and she wears a rabbit mask.

**STR** 50    **CON** 100    **SIZ** 50    **DEX** 90    **INT** -  
**APP** -    **POW** 85    **EDU** -    **SAN** -    **HP** 11

**Damage bonus:** 0

**Build:** 0

**Move:** 8

**Attacks:** Bow 65%, 2D6

*Combat (Fighting) 36%, 1D3*

*Dodge 45%*

**Skills:** Credit Rating 40%, Fast Talk 35%, Listen 30%,  
 Persuade 48%, Spot Hidden 40%, Stealth 65%, Track 25%

### RUDOLPH

At twelve years old, Rudolph is adept at blending into his surroundings using branches and leaves. He often wears a bear mask. His loyalty lies with Evergreen, harboring disdain for Faraday while dutifully obeying the Pig Goddess.

**STR** 60    **CON** 80    **SIZ** 50    **DEX** 65    **INT** 40  
**APP** -    **POW** 85    **EDU** -    **SAN** -    **HP** 13

**Damage bonus:** 0

**Build:** 0

**Move:** 9

**Attacks:** Spear 60%, 1D8

*Combat (Fighting) 45%, 1D3*

*Dodge 32%*

**Skills:** Climb 40%, Credit Rating 10%, Fast Talk 15%, Jump  
 40%, Listen 20%, Spot Hidden 30%, Stealth 75%, Track 45%

### RACHEL

Ten-year-old Rachel possesses a unique talent for mimicking animal sounds, concealing her identity behind a fox mask. She is the youngest and most impressionable of the children. She shows compassion towards Faraday and is afraid of the Pig Goddess.

**STR** 40    **CON** 50    **SIZ** 40    **DEX** 50    **INT** 45  
**APP** -    **POW** 50    **EDU** -    **SAN** -    **HP** 9

**Damage bonus:** -1

**Build:** -1

**Move:** 8

**Attacks:** *Combat (Fighting) 20%, 1D3 + Damage Bonus*

*Dodge 25%*

*Sling 40%, 1D4*

**Skills:** Climb 30%, Jump 30%, Listen 40%, Spot Hidden 20%,  
 Stealth 40%, Track 15%

### DANNY

Thirteen years old. Danny adorns himself with small animal skulls and a ram mask. He is quite impressionable. His allegiance lies solely with the Pig Goddess and Charlotte Evergreen.

**STR** 65    **CON** 70    **SIZ** 55    **DEX** 50    **INT** 40  
**APP** -    **POW** 50    **EDU** -    **SAN** -    **HP** 13

**Damage bonus:** 0

**Build:** 0

**Move:** 8

**Attacks:** *Combat (Fighting) 25%, 1D3*

*Dodge 25%*

*Spear 50%, 1D8*

**Skills:** Climb 30%, Jump 30%, Listen 40%, Spot Hidden 20%,  
 Stealth 35%, Track 55%

### PIG GODDESS

An entity of immense strength and dark magic, the Pig Goddess embodies terror and malevolence, wielding power over the children who worship her. Her influence is pervasive, her command absolute.

**STR** 105    **CON** 95    **SIZ** 90    **DEX** 65    **INT** 60  
**APP** -    **POW** 80    **EDU** -    **SAN** 2/1D8+1    **HP** 19

**Damage bonus:** +1D6

**Build:** 2

**Move:** 8

**Attacks:** *Combat (Fighting, natural weapons) 45%, 2D6 +*

*Damage Bonus*

*Dodge 32%*

**Armor:** 1 point

**Spells:** *Deep Roots*



## GAME AIDS

### 1. PORTRAIT OF HENRY WILLARD:

Among the papers he holds are symbols related to arcane magic.





## 2. CHILDREN'S DRAWINGS:

A figure with a skull head (missing a tooth). There is also a scene where a headless body is burning, and a church with roots sinking into the ground. **Sanity** 1/1D6.





### 3. PLANS OF THE SACRISTY AND THE CHURCH:

On the plan of the sacristy, the entrance to a basement is marked. On the plan of the church, some folds are missing, and there is a note in Latin: "Ibi cubavit venefici" marking the place where the witch's den lies.





#### 4. EMBROIDERIES:

Landscapes of nature and animals. There is always a figure with a skull face (missing a tooth) and bones next to the church, as in the children's drawings. **Sanity 1/1D4.**







**PREGENERATED  
INVESTIGATORS**



# CALL OF CTHULHU

## MODERN ERA

Name Arnold Flaherty Player .....  
 Gender Male Age 39 Occupation Anthropologist/priest  
 Residence ..... Birthplace .....  
 Description History and folklore specialist.

### CHARACTERISTICS

STR 45 <sup>22</sup>/<sub>9</sub> CON 60 <sup>30</sup>/<sub>12</sub> SIZ 70 <sup>35</sup>/<sub>14</sub> DEX 50 <sup>25</sup>/<sub>10</sub> Move 8 <sup>+1</sup>/<sub>-1</sub>  
 APP 75 <sup>37</sup>/<sub>15</sub> INT 90 <sup>45</sup>/<sub>18</sub> POW 50 <sup>25</sup>/<sub>10</sub> EDU 75 <sup>37</sup>/<sub>15</sub> Know

### HIT POINTS

Max HP 13  
 Current HP   
 Major Wound   
 Unconscious   
 Dying

### SANITY

Start Sanity 50  
 Current Sanity   
 Temp. Insane   
 Indef. Insane

### MAGIC POINTS

Max MP 10  
 Current MP   
**LUCK**  
 Start Luck 55  
 Current Luck

### SKILLS

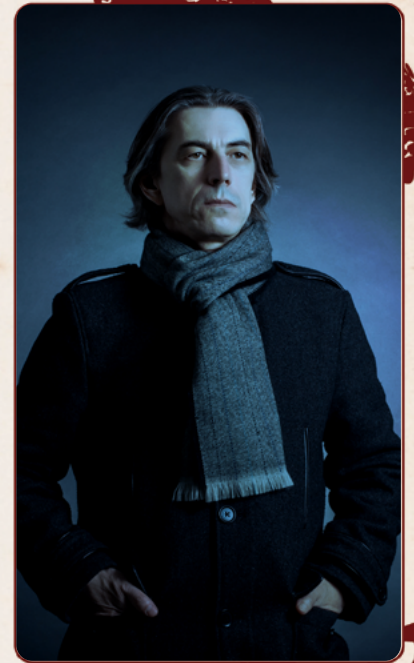
SKILLS	%	1/2	1/5		%	1/2	1/5		%	1/2	1/5
<input type="checkbox"/> Accounting (05%)	40	20	8	<input type="checkbox"/> Firearms				<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	45	22	9	<input type="checkbox"/> Handgun (20%)	45	22	9	<input type="checkbox"/> Persuade (10%)	55	27	11
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Rifle/Shotgun (25%)	25	12	5	<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Art/Craft				<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychology (10%)	35	17	7
<input type="checkbox"/> Literature.....	30	15	6	<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)	30	15	6
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Charm (15%)	15	7	3	Language (Own) (EDU)				<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> English.....	75	37	15	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Computer Use (05%)	5	2	1	Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	60	30	12	<input type="checkbox"/> Latin.....	60	30	12	<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> ..... .....				Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Library Use (20%)	55	27	11	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Listen (25%)	20	10	4	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Electronics (01%)	1	0	0	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Horse riding.....	5	2	1
Fighting				<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Brawl (5%)	25	12	5	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Navigate (05%)	10	5	2	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Occult (05%)	30	15	6	<input type="checkbox"/> ..... .....			

### WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed	25%	12%	5%	1D3+DB	-	1	-	-
.....	.....	.....	.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....	.....	.....	.....

### COMBAT

Damage Bonus 0  
 Build 0  
 Dodge 25 <sup>12</sup>/<sub>5</sub>







## BACKSTORY

Personal Description .....

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Ideology / Beliefs .....

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Significant People .....

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Meaningful Locations .....

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Treasured Possessions .....

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Traits *39 year old male. Dark brown hair. Brown eyes.*

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Injuries & Scars .....

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Phobias & Manias .....

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Arcane Tomes, Spells & Artifacts .....

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Encounters with Strange Entities .....

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## GEAR AND POSSESSIONS

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## CASH AND ASSETS

Spending Level .....

Cash .....

Assets .....

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## NOTES

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## FELLOW INVESTIGATORS

Character.....

Player .....

Character.....

Player .....

Character.....

Player .....

Character.....

Player .....

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

Levels of Success:

Fumble ..... 100/96+

Fail ..... > Skill

Regular ..... ≤ Skill

Difficult ..... 1/2 Skill

Extreme ..... 1/5 Skill

Critical ..... 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

First Aid heals 1 HP ..... Medicine heals +1D3 HP

Major Wound = loss of > 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; require Medicine

**Natural Heal Rate** (non Major Wound): recover 1 HP per day

**Natural Heal Rate** (Major Wound): weekly healing roll





# CALL OF CTHULHU

## MODERN ERA

Name *Gloria Méndez* Player .....  
 Gender *Female* Age *26* Occupation *Architect*  
 Residence ..... Birthplace .....  
 Description .....

### CHARACTERISTICS

STR **45** <sup>22</sup>/<sub>9</sub>    CON **50** <sup>25</sup>/<sub>10</sub>    SIZ **75** <sup>37</sup>/<sub>15</sub>    DEX **45** <sup>22</sup>/<sub>9</sub>    Move **8** <sup>+1</sup>/<sub>-1</sub>  
 APP **80** <sup>40</sup>/<sub>16</sub>    INT **70** <sup>35</sup>/<sub>4</sub>    POW **50** <sup>25</sup>/<sub>10</sub>    EDU **80** <sup>40</sup>/<sub>16</sub>    Know

### HIT POINTS

Max HP **10**  
 Current HP   
 Major Wound   
 Unconscious   
 Dying

### SANITY

Start Sanity **50**  
 Current Sanity   
 Temp. Insane   
 Indef. Insane

### MAGIC POINTS

Max MP **14**  
 Current MP   
**LUCK**  
 Start Luck **55**  
 Current Luck

### SKILLS

SKILLS	%	1/2	1/5		%	1/2	1/5		%	1/2	1/5	
<input type="checkbox"/> Accounting (05%)	60	30	12	<input type="checkbox"/> Firearms					<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Handgun (20%)	20	10	4		<input type="checkbox"/> Persuade (10%)	20	10	4
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Rifle/Shotgun (25%)	25	12	5		<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> ..... .....					<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Art/Craft				<input type="checkbox"/> First Aid (30%)	50	25	10		<input type="checkbox"/> Psychology (10%)	25	12	5
<input type="checkbox"/> <i>Painting</i> .....	45	22	9	<input type="checkbox"/> History (05%)	60	30	12		<input type="checkbox"/> Psychoanalysis (01%)			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Intimidate (15%)	15	7	3		<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Jump (20%)	20	10	4		<input type="checkbox"/> <i>Geology</i> .....	70	35	14
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Language (Own) (EDU)					<input type="checkbox"/> <i>Architecture</i> .....	80	40	16
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> <i>English</i> .....	80	40	16		<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> Language (Other) (01%)					<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Credit Rating (00%)	20	10	4	<input type="checkbox"/> <i>Spanish</i> .....	60	30	12		<input type="checkbox"/> Spot Hidden (25%)	45	22	9
<input type="checkbox"/> Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> <i>Latin</i> .....	15	7	3		<input type="checkbox"/> Stealth (20%)	20	10	4
<input type="checkbox"/> Disguise (05%)	5	2	1	<input type="checkbox"/> ..... .....					<input type="checkbox"/> Survival (10%)	1	0	0
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	5	2	1		<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Library Use (20%)	70	35	14		<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Listen (25%)	30	15	6		<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Electronics (01%)	1	0	0	<input type="checkbox"/> Locksmith (01%)	1	0	0		<input type="checkbox"/> Track (10%)	10	5	2
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2		<input type="checkbox"/> <i>Horse riding</i> .....	5	2	1
<input type="checkbox"/> Fighting				<input type="checkbox"/> Medicine (01%)	1	0	0		<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Brawl (5%)	25	12	5	<input type="checkbox"/> Natural World (10%)	10	5	2		<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Navigate (05%)	10	5	2		<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Occult (05%)	30	15	6		<input type="checkbox"/> ..... .....			

### WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed	25%	12%	5%	1D3+DB	-	1	-	-
.....	.....	.....	.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....	.....	.....	.....
.....	.....	.....	.....	.....	.....	.....	.....	.....

### COMBAT

Damage Bonus **0**  
 Build **0**  
 Dodge **25** <sup>12</sup>/<sub>5</sub>







## BACKSTORY

**Personal Description** *Specialises in colonial architecture. She knows every discovery can help her stand out in her profession. She is always on the lookout for a good opportunity.*

**Ideology / Beliefs**

**Significant People**

**Meaningful Locations**

**Treasured Possessions**

**Traits** *26 year old female. Blonde hair. Light eyes.*

**Injuries & Scars**

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## GEAR AND POSSESSIONS

## CASH AND ASSETS

**Spending Level**

**Cash**

**Assets**

## NOTES

## FELLOW INVESTIGATORS

Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

**Levels of Success:**

Fumble.....	100/96+
Fail.....	> Skill
Regular.....	≤ Skill
Difficult.....	1/2 Skill
Extreme.....	1/5 Skill
Critical.....	01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

**First Aid** heals 1 HP..... **Medicine** heals +1D3 HP

**Major Wound** = loss of > 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; require Medicine

**Natural Heal Rate** (non Major Wound): recover 1 HP per day

**Natural Heal Rate** (Major Wound): weekly healing roll





# CALL OF CTHULHU

## MODERN ERA

Name *Sharpay Wong* Player .....  
 Gender *Female* Age *32* Occupation *USBR agent*  
 Residence ..... Birthplace .....  
 Description .....

### CHARACTERISTICS

STR **60** <sup>30</sup>/<sub>12</sub> CON **65** <sup>32</sup>/<sub>13</sub> SIZ **75** <sup>37</sup>/<sub>15</sub> DEX **60** <sup>30</sup>/<sub>12</sub> Move **8** <sup>+1</sup>/<sub>-1</sub>  
 APP **60** <sup>30</sup>/<sub>12</sub> INT **65** <sup>32</sup>/<sub>13</sub> POW **45** <sup>22</sup>/<sub>9</sub> EDU **60** <sup>30</sup>/<sub>12</sub> Know

### HIT POINTS

Max HP **13**  
 Current HP   
 Major Wound   
 Unconscious   
 Dying

### SANITY

Start Sanity **45**  
 Current Sanity   
 Temp. Insane   
 Indef. Insane

### MAGIC POINTS

Max MP **13**  
 Current MP   
**LUCK**  
 Start Luck **55**  
 Current Luck

### SKILLS

SKILLS	%	1/2	1/5		%	1/2	1/5		%	1/2	1/5
<input type="checkbox"/> Accounting (05%)	30	15	6	<input type="checkbox"/> Firearms				<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Handgun (20%)	40	20	8	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Rifle/Shotgun (25%)	45	22	9	<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Art/Craft				<input type="checkbox"/> First Aid (30%)	65	32	13	<input type="checkbox"/> Psychology (10%)	45	22	9
<input type="checkbox"/> ..... .....				<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Intimidate (15%)	15	7	3	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Jump (20%)	52	26	10	<input type="checkbox"/> Biology.....	50	25	10
<input type="checkbox"/> Charm (15%)	15	7	3	<input type="checkbox"/> Language (Own) (EDU)				<input type="checkbox"/> Geography.....	40	20	8
<input type="checkbox"/> Climb (20%)	52	26	10	<input type="checkbox"/> English.....	55	27	11	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Computer Use (05%)	5	2	1	<input type="checkbox"/> Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
<input type="checkbox"/> Credit Rating (00%)	46	23	9	<input type="checkbox"/> Cantonese/Chinese.....	30	15	6	<input type="checkbox"/> Spot Hidden (25%)	45	22	6
<input type="checkbox"/> Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> Stealth (20%)	45	22	9
<input type="checkbox"/> Disguise (05%)	30	15	6	<input type="checkbox"/> ..... .....				<input type="checkbox"/> Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	40	20	8	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Drive Auto (20%)	45	22	9	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Listen (25%)	20	10	4	<input type="checkbox"/> Throw (20%)	52	26	0
<input type="checkbox"/> Electronics (01%)	1	0	0	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Track (10%)	30	15	6
<input type="checkbox"/> Fast Talk (05%)	5	2	1	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Horse riding.....	5	2	1
<input type="checkbox"/> Fighting				<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Brawl (5%)	60	30	12	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Navigate (05%)	45	22	9	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> ..... .....			

### WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed	60%	30%	12%	1D3+DB	-	1	-	-
Survival knife	60%	30%	12%	1D4+2+DB				
.....								
.....								

### COMBAT

Damage Bonus **+1D4**  
 Build **1**  
 Dodge **40** <sup>25</sup>/<sub>10</sub>







## BACKSTORY

**Personal Description** ..... *Knowledgeable in medicine. She is aware that several cases of missing persons near the reservoir area remain unsolved. She has been tasked with finding clues related to these cases and keeping the investigation under wraps until she finds any clues related to them.*

**Ideology / Beliefs** .....

**Significant People** .....

**Meaningful Locations** .....

**Treasured Possessions** .....

**Traits** ..... *32 year old female. Black hair. Black eyes.*

**Injuries & Scars** .....

**Phobias & Manias** .....

**Arcane Tomes, Spells & Artifacts** .....

**Encounters with Strange Entities** .....

## GEAR AND POSSESSIONS

*Key to the sacristy*

## CASH AND ASSETS

**Spending Level** .....

**Cash** .....

**Assets** .....

## NOTES

## FELLOW INVESTIGATORS

Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

**Levels of Success:**

- Fumble ..... 100/96+
- Fail ..... > Skill
- Regular ..... ≤ Skill
- Difficult ..... 1/2 Skill
- Extreme ..... 1/5 Skill
- Critical ..... 01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

### WOUNDS & HEALING

*First Aid* heals 1 HP ..... *Medicine* heals +1D3 HP

**Major Wound** = loss of > 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

**Dying:** First Aid = temp. stabilised; require Medicine

**Natural Heal Rate** (non Major Wound): recover 1 HP per day

**Natural Heal Rate** (Major Wound): weekly healing roll





# CALL OF CTHULHU

## MODERN ERA

Name *Frank Gambetta* Player .....  
 Gender *Male* Age *46* Occupation *Constructor*  
 Residence ..... Birthplace .....  
 Description .....

### CHARACTERISTICS

STR **50** <sup>25</sup>/<sub>10</sub> CON **80** <sup>40</sup>/<sub>16</sub> SIZ **80** <sup>40</sup>/<sub>16</sub> DEX **50** <sup>25</sup>/<sub>10</sub> Move **8** <sup>+1</sup>/<sub>-1</sub>  
 APP **50** <sup>25</sup>/<sub>10</sub> INT **60** <sup>30</sup>/<sub>12</sub> Idea POW **45** <sup>22</sup>/<sub>9</sub> EDU **45** <sup>22</sup>/<sub>9</sub> Know

### HIT POINTS

Max HP **16**  
 Current HP   
 Major Wound   
 Unconscious   
 Dying

### SANITY

Start Sanity **45**  
 Current Sanity   
 Temp. Insane   
 Indef. Insane

### MAGIC POINTS

Max MP **9**  
 Current MP   
**LUCK**  
 Start Luck **55**  
 Current Luck

### SKILLS

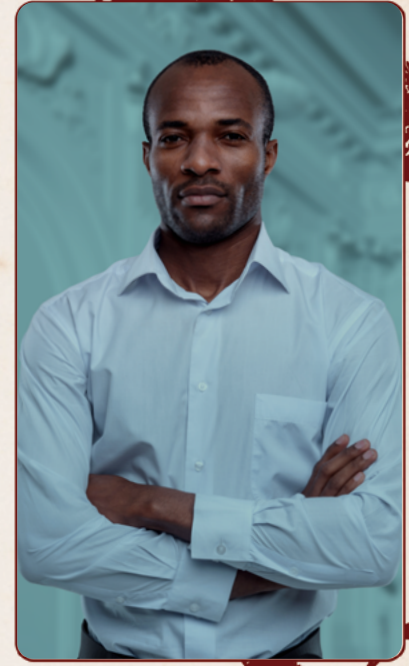
SKILLS	%	1/2	1/5		%	1/2	1/5		%	1/2	1/5
<input type="checkbox"/> Accounting (05%)	20	10	4	<input type="checkbox"/> Firearms				<input type="checkbox"/> Op. Hv. Machine (01%)	1	0	0
<input type="checkbox"/> Anthropology (01%)	1	0	0	<input type="checkbox"/> Handgun (20%)	65	32	13	<input type="checkbox"/> Persuade (10%)	10	5	2
<input type="checkbox"/> Appraise (05%)	5	2	1	<input type="checkbox"/> Rifle/Shotgun (25%)	25	12	5	<input type="checkbox"/> Pilot (01%)			
<input type="checkbox"/> Archaeology (01%)	1	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Art/Craft				<input type="checkbox"/> First Aid (30%)	30	15	6	<input type="checkbox"/> Psychology (10%)	25	12	5
<input type="checkbox"/> Acting.....	30	15	6	<input type="checkbox"/> History (05%)	60	30	12	<input type="checkbox"/> Psychoanalysis (01%)	1	0	0
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Intimidate (15%)	50	25	10	<input type="checkbox"/> Science (01%)			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Jump (20%)	20	10	4	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Charm (15%)	15	7	3	Language (Own) (EDU)				<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Climb (20%)	20	10	4	<input type="checkbox"/> Italian.....	60	30	12	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Computer Use (05%)	5	2	1	Language (Other) (01%)				<input type="checkbox"/> Sleight of Hand (10%)	10	5	2
Credit Rating (00%)	20	10	4	<input type="checkbox"/> English.....	40	20	8	<input type="checkbox"/> Spot Hidden (25%)	35	17	7
<input type="checkbox"/> Cthulhu Mythos (00%)	0	0	0	<input type="checkbox"/> ..... .....				<input type="checkbox"/> Stealth (20%)	45	22	9
<input type="checkbox"/> Disguise (05%)	40	20	8	<input type="checkbox"/> ..... .....				Survival (10%)			
<input type="checkbox"/> Dodge (half DEX)	25	12	5	<input type="checkbox"/> Law (05%)	5	2	1	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Drive Auto (20%)	20	10	4	<input type="checkbox"/> Library Use (20%)	20	10	4	<input type="checkbox"/> Swim (20%)	20	10	4
<input type="checkbox"/> Elec Repair (10%)	10	5	2	<input type="checkbox"/> Listen (25%)	45	22	9	<input type="checkbox"/> Throw (20%)	20	10	4
<input type="checkbox"/> Electronics (01%)	1	0	0	<input type="checkbox"/> Locksmith (01%)	1	0	0	<input type="checkbox"/> Track (10%)	25	12	5
<input type="checkbox"/> Fast Talk (05%)	50	25	10	<input type="checkbox"/> Mech. Repair (10%)	10	5	2	<input type="checkbox"/> Horse riding.....	5	2	1
Fighting				<input type="checkbox"/> Medicine (01%)	1	0	0	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> Brawl (5%)	25	12	5	<input type="checkbox"/> Natural World (10%)	10	5	2	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Navigate (05%)	10	5	2	<input type="checkbox"/> ..... .....			
<input type="checkbox"/> ..... .....				<input type="checkbox"/> Occult (05%)	5	2	1	<input type="checkbox"/> ..... .....			

### WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	AMMO	MALF.
Unarmed	25%	12%	5%	1D3+DB	-	1	-	-
.45 Revolver	65%	32%	13%	1D10+2				
Pocketknife	25%	12%	5%	1D4+DB				
.....								
.....								

### COMBAT

Damage Bonus **0**  
 Build **0**  
 Dodge **25** <sup>12</sup>/<sub>5</sub>







## BACKSTORY

**Personal Description** *The USBR (United States Bureau of Reclamation) has hired him to conceal and sabotage any obstruction that would paralyse the dam project. His construction company stands to make a handsome profit if the project moves forward.*

**Ideology / Beliefs**

**Significant People**

**Meaningful Locations**

**Treasured Possessions**

**Traits** *46 year old male. Black hair. Black eyes.*

**Injuries & Scars** *Bee venom allergy*

**Phobias & Manias**

**Arcane Tomes, Spells & Artifacts**

**Encounters with Strange Entities**

## GEAR AND POSSESSIONS

## CASH AND ASSETS

**Spending Level**

**Cash**

**Assets**

## NOTES

## FELLOW INVESTIGATORS

Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....
Character.....	Character.....
Player.....	Player.....

## QUICK REFERENCE RULES

### SKILL & CHARACTERISTIC ROLLS

**Levels of Success:**

- Fumble ..... 100/96+
- Fail ..... > Skill
- Regular ..... ≤ Skill
- Difficult ..... 1/2 Skill
- Extreme ..... 1/5 Skill
- Critical ..... 01

**Pushing Rolls:** Must justify reroll; Cannot Push Combat or Sanity Rolls

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