

# Call of Cthulhu d20 conversion of Worlds of Cthulhu issue 1

Conversion by Ken Finlayson, based on material originally appearing in *Worlds of Cthulhu* issue 1.  
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**SOME WORDS ON THE CONVERSION**

The process of converting Basic Roleplaying (BRP) *Call of Cthulhu* material into *Call of Cthulhu d20* material is an idiosyncratic one. This author has been guided by the conversion system outlined in the *Call of Cthulhu* rulebook (and the slightly expanded conversion system in the *d20 Call of Cthulhu Gamemaster's Pack*), but he has freely departed from it where he felt it necessary. In particular, this author has made a decision regarding the conversion of the BRP skills Cthulhu Mythos and Navigate which is a little different from the standard method.

**THE CTHULHU MYTHOS SKILL**

In the original BRP *Call of Cthulhu* game, both the Cthulhu Mythos skill and Sanity points were in the range of 0–100. A character's maximum Sanity was 99 – Cthulhu Mythos. While this rule persists in the *Call of Cthulhu d20* game, the highest example DC for a skill check is 30. A character with 9 ranks in Cthulhu Mythos can succeed at a DC 20 task 50% of the time, and would have a maximum Sanity of 90. This level of effectiveness would correspond to a Cthulhu Mythos skill of 50% in the original *Call of Cthulhu* game; but such a score would result in a maximum Sanity of 49 in the original game. It can be seen that in *Call of Cthulhu d20*, Cthulhu Mythos is less damaging to a character's mental state.

Note too that ranks in Cthulhu Mythos gained from reading Mythos tomes are roughly one-fifth the amount gained in the original *Call of Cthulhu* game. This suggests that one rank in Cthulhu Mythos in the *d20* game is equivalent to 5 percentiles in the original game. A 5 percentile gain in the original game would result in a 5 point drop in maximum Sanity. In *Call of Cthulhu d20*, it seems that maximum Sanity ought to be 99 – 5 × ranks in Cthulhu Mythos.

And yet, since the Cthulhu Mythos skill has no maximum rank, since no example DCs are given in the rulebook, and since the printed rule for maximum Sanity has a one-for-one correspondence with ranks in Cthulhu Mythos, it could be that the DCs for Cthulhu Mythos checks are on a 1–100 scale, not the 1–30 scale used for other skills. This appears to be the approach taken in Chaosium's *d20 Call of Cthulhu Gamemaster's Pack*. In that product, Dr. Henry Armitage has 23 ranks in Cthulhu Mythos, which is exactly the number of percentiles Armitage has in the BRP game.

Which path to follow? This is something only the individual GM can decide. If you prefer a game in which staunch investigators stand fearlessly against the Mythos, use the rules as printed in *Call of Cthulhu d20*. Such a game will resemble Derleth or Lumley. Old-timers may scoff, but pay them no heed. It is your game.

Should you prefer to emulate the original game, it is suggested you stick to the standard *d20* System DC scale of 1–30, but establish the house rule that maximum Sanity is 99 – 5 × ranks in Cthulhu Mythos. However, you must take care when working with dual-stat products. Dr. Armitage, with 23 ranks in Cthulhu Mythos, knows nearly as much as some of the Great Old Ones, and ought to be insane by the house rule. This would

be a mistake. When working with dual-stat products, if a character's BRP Cthulhu Mythos percentiles are equal to their *d20* System Cthulhu Mythos ranks, you should instead treat them as having one-fifth as many ranks, to a minimum of 1 rank. Thus Dr. Armitage ought to have 4 ranks, not 23.

In this document, a character's skill in Cthulhu Mythos is one-fifth of their BRP equivalent, and Cthulhu Mythos check DCs are set on a 1–30 scale.

**NAVIGATE AND INTUIT DIRECTION**

In the *Call of Cthulhu d20* rulebook, it is suggested that the BRP skill Navigate be converted to the Intuit Direction skill. There is no Intuit Direction skill in the book (though there is an Intuit Direction special quality in Chapter 8); it appears in the errata that accompanies the *Gamemaster's Pack*. And yet Intuit Direction doesn't adequately represent what can be accomplished by the BRP skill. In the modern era, Navigate allows one to read maps, make maps, plot a course, and so on. Intuit Direction lets one find north.

For Dark Ages material, the Navigate skill has been converted to Wilderness Lore, as Wilderness Lore covers the rudiments of navigating by landmarks (the chief use of Navigate in the Dark Ages). In Jazz Age and modern day settings, the Navigate skill has been converted into ranks in Wilderness Lore or Knowledge (navigation) as appropriate.

# The Archaeologist

## RENOWNED ARCHAEOLOGISTS

### Sir Arthur Evans

Male 10th level Defense Option; CR 10; Medium-size human; HD 10d6; hp 37; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +5; Grap +5; Atk +5 melee (1d3 subdual, unarmed strike); SV Fort +3, Ref +7, Will +8; San 65; Str 10, Dex 10, Con 10, Int 15, Wis 13, Cha 12.

*Profession Template:* Archaeologist.

*Skills:* Cthulhu Mythos\* +1, Craft (photography)\* +3, Craft (restoration)\* +5, Diplomacy\* +5, Knowledge (anthropology)\* +3, Knowledge (archaeology) +18, Knowledge (history) +15, Knowledge (geology)\* +3, Knowledge (occult) +10, Research +11, Search +14, Sense Motive\* +3, Speak Other Language (Egyptian Demotic)\* +3, Speak Other Language (Egyptian Hieroglyphic)\* +3, Speak Other Language (German)\* +3, Speak Other Language (Greek) +18, Speak Other Language (Latin)\* +4, Speak Other Language (Linear A) +18, Speak Other Language (Linear B) +18, Speak Other Language (Turkish)\* +3, Spot +11. Skills marked with an asterisk (\*) are not core skills for Evans.

*Feats:* Skill Emphasis (Knowledge [archaeology]), Skill Emphasis (Speak Other Language [Greek]), Skill Emphasis (Speak Other Language [Linear A]), Skill Emphasis (Speak Other Language [Linear B]), Sharp-Eyed.

### Max Uhle

Male 10th level Defense Option; CR 10; Medium-size human; HD 10d6; hp 37; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); BAB +5; Grap +4; Atk +4 melee (1d3-1 subdual, unarmed strike); SV Fort +7, Ref +2, Will +7; San 50; Str 9, Dex 8, Con 10, Int 14, Wis 10, Cha 11.

*Profession Template:* Archaeologist.

*Skills:* Cthulhu Mythos\* +1, Diplomacy\* +6, Heal\* +6, Knowledge (anthropology) +10, Knowledge (archaeology) +15, Knowledge (astronomy)\* +3, Knowledge (geology)\* +4, Knowledge (history) +15, Knowledge (occult)\* +5, Research +7, Search +11, Sense Motive\* +6, Speak Other Language (Aymarã)\* +3, Speak Other Language (Chibcha)\* +4, Speak Other Language (Chinese) +7, Speak Other Language (English) +9, Speak Other Language (Portuguese) +3, Speak Other Language (Quechua)\* +5, Speak Other Language (Spanish) +9, Spot +8. Skills marked with an asterisk (\*) are not core skills for Uhle.

*Feats:* Skill Emphasis (Knowledge [archaeology]), Skill Emphasis (Knowledge [history]).

### Sylvanus Morley

Male 8th level Defense Option; CR 8; Medium-size human; HD 8d6+8; hp 42; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +4; Grap +4; Atk +4 melee (1d3 subdual, unarmed strike) or +0 melee (1d6/19-20, machete); SV Fort +7, Ref +3, Will +7; San 60; Str 11, Dex 13, Con 12, Int 16, Wis 12, Cha 13.

*Profession Template:* Archaeologist.

*Skills:* Bluff\* +7, Cthulhu Mythos\* +1, Craft (photography)\* +4, Diplomacy +10, Drive\* +2, Gather Information\* +5, Heal\* +2, Intimidate\* +3, Knowledge (anthropology) +9, Knowledge (archaeology) +16, Knowledge (astronomy)\* +4, Knowledge (history) +13, Knowledge (geology) +9, Knowledge (occult) +10, Research +9, Search +11, Sense Motive\* +6, Speak Other Language (Apache)\* +4, Speak Other Language (Hopi)\* +4, Speak Other Language (Mayan Hieroglyphs) +17, Speak Other Language (Navajo)\* +4, Speak Other Language (Spanish)\* +6, Spot +9. Synergy bonus to Diplomacy has been included. Skills marked with an asterisk (\*) are not core skills for Morley.

*Feats:* Persuasive, Skill Emphasis (Knowledge [archaeology]), Skill Emphasis (Speak Other Language [Mayan Hieroglyphics]), Trustworthy.

## ARCHAEOLOGISTS IN CALL OF CTHULHU D20

In addition to the skills set by the profession template, you may find any of the following to be useful: Craft (photography), Craft (writing), Diplomacy, Handle Animal, Knowledge (anthropology), Knowledge (geology), Ride (camel). It is suggested you handle the BRP skill Surveying as a check with any of the following: Knowledge (archaeology), Knowledge (engineering) or Knowledge (geography). (A character may use any of these to make the check.)

If you own *H. P. Lovecraft's Arkham*, then the Doctorate and Raider backgrounds may be of use to archaeologist characters.

The BRP profession templates should serve as inspiration when choosing the three skills of your choice for the Archaeologist profession. Suggestions follow, though for the digger, foreman and guard, it might be more plausible for Knowledge (archaeology) to be a non-core skill.

*Archaeological Investigator:* The standard package. Pick any three skills of your choice, as usual.

*Tomb Robber:* Bluff, Hide and Move Silently. Reflex should probably be a good save for you.

*Conservator:* Craft (restoration), Knowledge (biology), Knowledge (chemistry).

*Digger:* Use the Blue-Collar profession template with Knowledge (archaeology), Speak Other Language and one other skill of your choice (perhaps Knowledge [local]).

*Antiquity Services Representative:* Use the White-Collar Worker profession template (replace Computer Use with Knowledge [law]) with Gather Information, Knowledge (archaeology) and Speak Other Language.

*Foreman:* Use the Blue-Collar profession template with Knowledge (archaeology), Speak Other Language and Diplomacy.

*Guard:* Use the Soldier profession template (replace Swim with Ride) with Speak Other Language and two other skills of your choice.

*Specialist:* One skill representing your area of expertise (e.g. Craft [photography]), plus two other skills of your choice. You may wish to take the feat Skill Emphasis.

# Dark Ages: Averaigne

The BRP Averaigne material draws upon *Cthulhu Dark Ages*. A full conversion of *Cthulhu Dark Ages* to *Call of Cthulhu d20* is beyond the scope of this document. Some notes towards a conversion follow. With only a little work, you should be able to run a d20 Averaigne campaign.

## STATUS

In Averaigne, all characters have a Status modifier, reflecting their position in society. Investigators have an initial Status modifier of +0. The Social Standing feat can increase this.

When the GM feels that an investigator's social rank can be a factor in an encounter, the GM makes a Status check for the character involved. A Status check is 1d20 + the investigator's Status modifier + the GM character's Intelligence modifier. The check DC is 15 + the GM character's Status modifier. (It's harder to impress your betters with your social rank.) A character cannot take 10 on a Status check. Note that if the GM character has no way of recognizing the investigator's Status, the check automatically fails.

(Sometimes the GM will want to use a Knowledge modifier in place of the Intelligence modifier. For example, if the investigator is a wealthy local farmer, it would be better to apply the GM character's Knowledge [local] modifier, if the character has ranks in that skill.)

If the GM character succeeds at the Status check, then he or she is somewhat influenced by the investigator's social standing. The investigator gets a +4 bonus to Bluff, Diplomacy, Gather Information, and Intimidate checks involving the GM character.

Status checks should never be made when the GM character and the investigator are social equals.

Typical individual	Status mod.
Leper, outcast, social pariah	-2
Craftsman, freeman, well-off serf	+0
Respected member of the community, minor church official, somewhat successful merchant	+2
Wealthy farmer, priest of a small parish, moderately successful merchant	+4
Landed man, priest of a large parish, wealthy burgher	+6
Baron, canon officer	+8
Viscomte, bishop	+10
Comte, archbishop	+12
Duc, cardinal	+16
King, pope	+20

## PROFESSION TEMPLATES

A number of the profession templates in the rulebook can be used as is, or with very little change. Use the Priest profession template for priests and clerics. Use the Professor profession template for scholars and university students. (Replace the Research skill in the Professor template with Write Language.)

A number of the occupations in the original article have been combined into single profession templates. Use the Entertainer template for jugglers, minstrels and troubadours. Use the Guard template for watchmen and summoners. Use the Healer template for apothecaries, mountebanks and physicians. Use the Merchant template for moneylenders and pardoners. Use the Servant template for falcons and ladies-in-waiting. Use the Warrior template for ex-crusaders and knights of religious orders. Use the Worker template for executioners, gravediggers, miners, rat-catchers and taverners. If the GM allows harlot PCs, use a variant of the Maiden template (replace Craft with Hide).

### ALCHEMIST

- Bluff [Cha]
  - Concentration [Con]
  - Craft (alchemy) [Int]
  - Craft (potions) [Int]
  - Knowledge (nature) [Int]
  - Knowledge (occult) [Int]
  - Speak Other Language (any one) [Int]
  - Spot [Wis]
  - Write Language (any one) [Int]
- + three more of the player's choice

### ANCHORITE

- Concentration [Con]
  - Craft (any one) [Int]
  - Hide [Dex]
  - Knowledge (nature) [Int]
  - Knowledge (religion) [Int]
  - Listen [Wis]
  - Move Silently [Dex]
  - Spot [Wis]
  - Wilderness Lore [Wis]
- + three more of the player's choice

### ENTERTAINER

- Bluff [Cha]
  - Diplomacy [Cha]
  - Innuendo [Wis]
  - Knowledge (kingdoms) [Int]
  - Performance (any one) [Cha]
  - Performance (any one) [Cha]
  - Performance (any one) [Cha]
  - Sense Motive [Wis]
  - Spot [Wis]
- + three more of the player's choice

**GUARD**

Climb [Str]  
 Gather Information [Cha]  
 Hide [Dex]  
 Jump [Str]  
 Listen [Wis]  
 Knowledge (law) [Int]  
 Move Silently [Dex]  
 Sense Motive [Wis]  
 Spot [Wis]  
 + three more of the player's choice

**HEALER**

Craft (potions)  
 Diplomacy [Cha]  
 Heal [Wis]  
 Listen [Wis]  
 Knowledge (medicine) [Int]  
 Knowledge (nature) [Int]  
 Knowledge (any one) [Int]  
 Speak Other Language (any one) [Int]  
 Spot [Wis]  
 + three more of the player's choice

**INQUISITOR**

Bluff [Cha]  
 Diplomacy [Cha]  
 Gather Information [Cha]  
 Knowledge (occult) [Int]  
 Knowledge (religion) [Int]  
 Ride [Dex]  
 Sense Motive [Wis]  
 Speak Other Language (any one) [Int]  
 Write Language (any one) [Int]  
 + three more of the player's choice

**KABBALIST**

Concentration [Con]  
 Diplomacy [Cha]  
 Knowledge (accounting) [Int]  
 Knowledge (occult) [Int]  
 Knowledge (religion) [Int]  
 Sense Motive [Wis]  
 Speak Other Language (Hebrew) [Int]  
 Spot [Wis]  
 Write Language (Hebrew) [Int]  
 + three more of the player's choice

**MAIDEN**

Bluff [Cha]  
 Craft (any one) [Int]  
 Diplomacy [Cha]  
 Gather Information [Cha]  
 Listen [Wis]  
 Knowledge (any one) [Int]

Performance (any one) [Cha]  
 Sense Motive [Wis]  
 Spot [Wis]  
 + three more of the player's choice

**MERCHANT**

Appraise [Int]  
 Bluff [Cha]  
 Diplomacy [Cha]  
 Forgery [Int]  
 Knowledge (accounting) [Int]  
 Knowledge (any one) [Int]  
 Listen [Wis]  
 Sense Motive [Wis]  
 Spot [Wis]  
 + three more of the player's choice

**SERVANT**

Craft (any one) [Int]  
 Diplomacy [Cha]  
 Gather Information [Cha]  
 Innuendo [Wis]  
 Knowledge (local\*) [Int]  
 Knowledge (any one) [Int]  
 Listen [Wis]  
 Ride [Dex]  
 Sense Motive [Wis]  
 + three more of the player's choice  
 \* Choose any one city

**SORCERER'S APPRENTICE**

Bluff [Cha]  
 Concentration [Con]  
 Craft (alchemy) [Int]  
 Knowledge (occult) [Int]  
 Knowledge (any one) [Int]  
 Sense Motive [Wis]  
 Speak Other Language (any one) [Int]  
 Spellcraft [Int]  
 Write Language (any one) [Int]  
 + three more of the player's choice

**STONE MASON**

Craft (stoneworking) [Int]  
 Diplomacy [Cha]  
 Innuendo [Wis]  
 Knowledge (architecture) [Int]  
 Knowledge (occult) [Int]  
 Knowledge (religion) [Int]  
 Listen [Wis]  
 Sense Motive [Wis]  
 Spot [Wis]  
 + three more of the player's choice

**WARRIOR**

- Climb [Str]
- Jump [Str]
- Knowledge (kingdoms) [Int]
- Knowledge (religion) [Int]
- Listen [Wis]
- Ride [Dex]
- Speak Other Language (any one) [Int]
- Spot [Wis]
- Wilderness Lore [Wis]

+ three more of the player's choice

**WORKER**

- Climb [Str]
- Craft (any one) [Int]
- Gather Information [Cha]
- Heal [Wis]
- Knowledge (local\*) [Int]
- Knowledge (any one) [Int]
- Listen [Wis]
- Spot [Wis]
- Use Rope [Dex]

+ three more of the player's choice

\* Choose any one city

**SKILLS**

The following skills from *Call of Cthulhu d20* do not exist in *Averoigne*: Computer Use, Demolitions, Operate Heavy Machinery, Psychoanalysis, Repair, Research.

The Knowledge skills and Speak Other Language are somewhat altered in this setting; see below. Other skills may change in scope or effect; the GM has the final say. Some particular rules are provided for the use of Craft (alchemy) and Craft (potions).

**CRAFT (INT; TRAINED ONLY)**

As with *Call of Cthulhu d20*, a number of different Craft skills exist. Craft (alchemy) and Craft (potions) have some special rules. In addition, the GM should allow any character can make an untrained Craft check to perform simple repairs. The DC for a repair check is equal to the DC to create a similar item. For example, to repair an iron pot is a DC 10 check.

**CRAFT (ALCHEMY):** This skill allows an investigator to identify substances and to prepare certain alchemical concoctions. See the table nearby. The cost listed represents the purchase of raw materials necessary for the alchemical processes involved. (The GM has a free hand in determining the cost of preparing material components; a typical component requires a successful DC 15 check, costs 10–40 deniers, and takes 2 days.)

Alchemical Task	DC	Cost	Time
Identify a substance	25	5 deniers	1 hour
Identify a potion	25	5 deniers	1 hour
Make acid	15	14 deniers	1 day
Make glue	15	12 deniers	1 day

Make Greek fire	20	25 deniers	2 days
Make material components for a spell	varies	varies	varies

A character may take 10 on a Craft (alchemy) check. A character can take 20, but doing so costs ten times the printed cost, and takes three times the printed time. A check which fails by less than 5 represents a delay; the character can retry without having to pay the cost again. A character who fails by 5 or more has ruined half the raw materials necessary, and must pay half the listed cost in order to continue.

A character without access to lab equipment suffers a –4 penalty to Craft (alchemy) checks.

**CRAFT (POTIONS):** This skill allows an investigator to brew medicines, salves, poisons and so on. See the table nearby.

Potions rely on natural ingredients, so the first step in preparing a potion is to make an Intelligence check or a Knowledge (nature) check to find them. The check DC is listed in the table as 'Ingredients DC.' Searching for ingredients takes half a day (or 1 hour if an antidote is being made). If the Knowledge check is failed, the character could not find the necessary items. The character may try to find substitute ingredients with another Intelligence or Knowledge (nature) check at the listed DC. This takes another half a day (or another hour in the case of an antidote). A second failure indicates the ingredients cannot be found in this area. The GM decides how far the investigator must travel before being allowed to start over.

Substitute ingredients lower the saving throw DC of the potion. Apply a –5 penalty to the save DC, but reduce this penalty by one for every 2 points by which the ingredients check was made. For example, a Knowledge (nature) check of DC 19 to find substitute ingredients for a fury potion would apply a –3 penalty to the fury potion's save DC.

Once the ingredients have been gathered, the investigator must make a Craft (potions) check to produce the potion. A character may take 10 on a Craft (potions) check, but may not take 20. A check which fails by less than 5 represents a delay; the time was wasted but the character can retry without having to collect fresh ingredients. A character who fails by 5 or more has spoiled the potion and must start over.

A character may try to produce a more potent version of the potion. For every 2 points the Craft DC is raised, the save DC for that potion is increased by 1. No craft DC can be increased by more than +10.

Potion	Ingredients Type	Ingredients		Craft DC	Save Time	Save DC
		DC	DC			
Antidote	Ingested	10	15	15	1 hour	n/a
Fury potion	Ingested	15	18	18	1 day	15
Hallucinogen	Ingested	15	15	15	1 day	16
	Contact	17	20	20	1 day	18
Love potion	Ingested	13	18	18	1 day	15
Numbing ointment	Contact	15	20	20	1 day	10

**Poisons Table**

Poison	Ingredients Type	Ingredients		Craft DC	Save DC	Initial Damage	Secondary Damage
		DC	DC				
Asp	Injury	13	14	1 day	13	1d6 Con	1d6 Con
Belladonna	Ingested	16	12	2 days	18	1d6 Str	2d6 Str
	Injury	16	16	2 days	18	1d6 Dex	1d6 Str
Hemlock	Ingested	15	12	2 days	13	1d6 Dex	2d6 Con
Infectious agent	Ingested	15	15	1 day	varies	special	special

Potions have the following effects:

**Antidote:** An antidote is made to counter a specific poison. When drunk, it allows the poisoned individual to make a saving throw with a +4 bonus. If successful, the antidote takes effect. If drunk within the first minute of poisoning, it heals any initial ability damage and prevents the secondary damage from taking place. If drunk after the first minute, it heals any secondary ability damage. It cannot heal permanent ability drain. An antidote cannot remove paralysis or unconsciousness.

**Fury Potion:** When this potion is drunk, the subject must make a Will saving throw. (A willing imbiber may voluntarily forfeit their save and accept the effects of the potion.) A failed save means the potion takes effect.

A person under the influence of a fury potion receives a +2 bonus to Strength and Constitution, a +1 morale bonus to Will saves, and a -1 penalty to AC. While the potion has effect, the subject must attack the nearest individual, even if they are a friend. The effects of the potion last a number of rounds equal to 3 + the character's newly adjusted Constitution modifier (a minimum of 1 round). Once the potion has worn off, the character is fatigued.

**Hallucinogen:** When this compound is drunk (or applied, in the case of the hallucinogenic paste), the subject must make a Fortitude saving throw. (A willing subject may voluntarily forfeit their save and accept the effects of the compound.) A failed save means the hallucinogen begins to affect the character. Note that the onset time is 1 hour.

The GM determines the exact nature of the hallucinations. The subject may suffer a Sanity loss. The hallucinations last 1 hour.

**Love Potion:** When the love potion is drunk, the subject begins to feel desire towards a person in the immediate area (within 25 ft.). The imbiber must make a Will saving throw. The imbiber's save is modified by their normal (undrugged) feelings towards the person: -2 if considered highly favorable, +0 if considered somewhat favorable, +2 if considered unfavorable. A failed save means the love potion takes effect.

A character under the effect of a love potion acts as if they had a strong natural attraction to the person, though they will not go beyond their normal bounds of behavior. The love potion's effect lasts 1d3 hours. At the end of this period, a successful DC 15 Intelligence check means the drinker realizes the desire had been caused by a potion.

**Numbing Ointment:** When this ointment is applied, the patient must make a Fortitude saving throw. Failure indicates the patient falls unconscious for 1d3 hours. Success means the patient's massive damage threshold is increased by the ointment's save DC. This increase lasts 1 hour.

**Poison:** See the rulebook for the rules on poison. Note that the infectious agent is a disease rather than a poison. The GM can roll randomly on the disease table for the effects of the agent.

**KNOWLEDGE (INT; TRAINED ONLY)**

The standard fields of study are different in Averoigne. The following are suggested:

- Accounting (basic arithmetic, using an abacus)
- Architecture (buildings, construction methods)
- Astrology (stars and planets, fortune-telling)
- Kingdoms (lands, nobility, peoples, customs)
- Law (civil law, canon law)
- Local\* (legends, personalities, inhabitants, laws, traditions)
- \* Choose any one city.
- Medicine
- Nature (plants and animals, seasons and cycles, weather)
- Occult (omens, spirits, symbols, witchcraft)
- Quadrivium (advanced arithmetic, geometry, the theory of music)
- Religion (dogma, ceremony, theology)
- Trivium (grammar, rhetoric, logic, literature)

With the GM's consent, you may invent other specialties.

People in this era are quite insular. When making a Knowledge check to answer a question about a country (or religion) other than your own, the check DC increases by 10. (The specialties affected by this penalty are kingdoms, law, nature and religion.) The Learned feat reduces this penalty.

**SPEAK OTHER LANGUAGE (INT; TRAINED ONLY)**

Speak Other Language no longer includes the ability to write that language (though it does still allow a character to read). It otherwise functions as per the rulebook.

**WRITE LANGUAGE (INT; TRAINED ONLY)**

The Write Language skill is a group of related skills, much like Craft and Speak Other Language. Write Language measures your ability to write a given language. You buy ranks in each written language separately. Having even a single rank allows you to write that language, albeit crudely. Ranks after the first improve your writing. At the GM's discretion, a character with 5 ranks in Write Language receives a +2 synergy bonus to Craft (calligraphy) checks.

Not all languages have a written form. You cannot buy ranks in a written form of a language you do not also know how to speak (or read, in the case of certain ancient languages for which

the pronunciation has been lost). You do not automatically know how to write your native language.

### FEATS

The following feats from *Call of Cthulhu d20* do not exist in *Averoigne*: Cautious, Drive-By Attack, Gearhead, Multishot, Rolling Shot, Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (shotgun), Weapon Proficiency (submachine gun).

Five new feats are suggested for use with the *Averoigne* setting.

### HARDENED

You have seen a lot of death in your time, and in time, have become inured to it.

**Prerequisite:** GM approval. (This feat is especially suitable for ex-crusaders, executioners, gravediggers and torturers.)

**Benefit:** The Sanity loss you suffer for witnessing human violence and its results (such as corpses, body parts or blood) is reduced by 3, to a minimum of 0. This feat does not protect you from Sanity loss caused by violence inflicted by supernatural means or by creatures of the Mythos.

### LANGUAGE BONUS

Your profession brings you into contact with many different languages. You could not help but learn a little of each.

**Prerequisite:** The alchemist, healer, kabbalist, merchant, sorcerer's apprentice or scholar profession template.

**Benefit:** You receive bonus skill points equal to 8 + your Intelligence modifier to spend on Speak Other Language and Write Language skills. When allocating these bonus skill points, all Speak Other Language and all Write Language skills are treated as core skills for you.

**Special:** This feat can only be taken at 1st level.

### LEARNED

Through travel, education, or persistent inquiry, you have gained much knowledge of other lands and other creeds.

**Benefit:** Pick two of the following skills: Knowledge (kingdoms), Knowledge (law), Knowledge (nature), Knowledge (religion). The DCs for checks with those two skills are increased by 5 when you require information about a country (or religion) other than your own.

**Normal:** The DCs for Knowledge (kingdoms), Knowledge (law), Knowledge (nature) and Knowledge (religion) checks are increased by 10 when a character requires information about a country or religion other than his own.

**Special:** You may select this feat twice. The second time, you apply it to the two skills you didn't pick originally.

### PETTY MAGE

Through dark arts, mystic insight or divine favor, you have gained a little supernatural power.

**Prerequisite:** The anchorite, kabbalist or sorcerer's apprentice profession template.

**Benefit:** Pick two spells from the following list: *augury, bless blade, candle communication, cast out devil, control weather,*

*dismissal, dominate animal, evil eye, exaltation, healing touch, identify spirit, levitate, locate creature, locate object, message, unmask demon, wandering soul, warding the eye.* You know how to cast those two spells.

**Special:** This feat can only be taken at 1st level. The GM may veto this feat, or alter the list of available spells.

### SOCIAL STANDING

You stand above the common man, having achieved some place in society.

**Prerequisite:** Wealth.

**Benefit:** Your Status modifier increases by +2.

**Special:** You may select this feat up to three times. Its effects stack. Increases to your Status modifier may also be granted by the GM as in-game rewards (e.g., given a position in the church, awarded a title, etc.).

### SPELLS

#### Exaltation

[Mind-Affecting]

*Components:* V

*Cost:* 2 Wis damage

*Casting Time:* 5 rounds

*Range:* Touch

*Target:* One living creature

*Duration:* 24 hours

*Saving Throw:* Will negates (harmless)

You grant the target soundness of mind. The target gains 1d6 temporary Sanity points, +1 point for every level you have. This spell also ends temporary insanity. If the target is indefinitely insane, you can take 1 point of permanent Wisdom drain to end the indefinite insanity.

When a character gains temporary Sanity points, make a note of her current Sanity points. When this spell ends, the character's Sanity drops to that score. If the character's Sanity points are already below that score at the time, all the temporary Sanity points have already been lost and the character's Sanity score does not drop.

### CONVERTING BRP AVEROIGNE TO D20

The conversion of BRP skills to d20 skills is much the same as in the rulebook or *d20 Call of Cthulhu Gamemaster's Pack*. The *Averoigne* skill Shield does not correspond to a skill in the d20 System.

Convert Dark Ages/*Averoigne* skills to *Cthulhu d20* skills as follows:

Alchemy = Craft (alchemy)

Art = an appropriate Craft or Performance skill

Artes (Quadrivium) = Knowledge (quadrivium)

Artes (Trivium) = Knowledge (trivium)

Astrology = Knowledge (astrology)

Drive Horses, etc. = Handle Animal

Etiquette = Diplomacy

Insight = Sense Motive

Natural World = Knowledge (nature)

Navigate = Wilderness Lore **not** Intuit Direction (see discussion on p.2 for this author's reason)

Other Kingdoms = Knowledge (kingdoms)

Other Religion = Knowledge (religion)

Own Kingdom = Knowledge (kingdoms)

Own Religion = Knowledge (religion)

Perform = Performance

Potions = Craft (potions)

Repair/Devise = an appropriate Craft skill (for repair) or Wilderness Lore (to devise simple animal traps). It is a DC 15 Wilderness Lore check to set a snare.

Status = Social Standing feat

Write Language = Write Language

# Prohibition and Bootleggers

## PROFESSION TEMPLATES

### Keepers of the Law

*Prohibition Agents:* The following profession template is suggested for prohibition agents and their superiors (the special agents):

#### PROHIBITION AGENT

- Bluff [Cha]
- Gather Information [Cha]
- Hide [Dex]
- Listen [Wis]
- Knowledge (law) [Int]
- Move Silently [Dex]
- Search [Int]
- Sense Motive [Wis]
- Spot [Wis]

+ three more of the player's choice

*Bureau of Investigation Agents:* Use the Agent profession template from the rulebook. Replace the core skill Computer Use with Knowledge (law).

*Local Law Enforcement Officers:* Use the Detective profession template for police detectives, detective sergeants and detective lieutenants. The following is a suggested profession template for uniformed police:

#### UNIFORMED POLICE

- Diplomacy [Cha]
- Hide [Dex]
- Knowledge (law) [Int]
- Knowledge (local\*) [Int]
- Listen [Wis]
- Move Silently [Dex]
- Search [Int]
- Sense Motive [Wis]
- Spot [Wis]

+ three more of the player's choice

\* Choose any one city.

### Civilian Occupations

*Private Investigators:* Use the Detective profession template.

*Journalists:* Use the Writer/Reporter profession template.

*Attorneys:* Use the White-Collar Worker profession template. Replace the core skill Computer Use with Research.

### Gangsters

*Independent Criminal:* Use the Criminal template.

*Gangs:* The following template is suggested:

#### GANG MEMBER

- Bluff [Cha]
- Disguise [Dex]
- Drive [Dex]
- Escape Artist [Dex]
- Hide [Dex]
- Innuendo [Wis]
- Intimidate [Cha]
- Move Silently [Dex]
- Repair [Int]

+ three more of the player's choice

*Criminal Syndicate:* The following profession template is a suggested for (low-ranking) members of a criminal syndicate. Higher-ups, with a greater appearance of legitimacy, might be better characterized with the White-Collar Worker/Businessman template. Specialist members (mechanics, hitmen, etc.) will need different templates again.

#### MOBSTER

- Bluff [Cha]
- Hide [Dex]
- Intimidate [Cha]
- Knowledge (local\*) [Int]
- Listen [Wis]
- Move Silently [Dex]
- Search [Int]
- Sense Motive [Wis]
- Spot [Wis]

+ three more of the player's choice

\* Choose any one city.

## WARNING: SPOILERS AHEAD

The remainder of this document concerns scenarios and other material for the Keeper.

If you are a player, not a GM, please do not read any further.



### NEW SPELLS

The spell *create dark mirror* is learned from a teacher under the standard rules (see Chapter 7 of the rulebook). The other spells below are learned as insights gained through meditation in the presence of a dark mirror.

Once a month, a cultist makes a Charisma check for each spell she has not yet learned. The check DC to learn a spell is given in the table below:

Spell	DC
call of the dark mirror	22
contact Nyarlathotep (“Knowledge and conversation of the luminous void”)	20
gaze of the dark eye	20

With a successful check, that spell is acquired.

#### Call of the Dark Mirror

*Components:* F

*Cost:* 4 Int damage and 1d8 Sanity points

*Casting Time:* 1 night

*Range:* Unlimited

*Target:* One living creature seen in the dark mirror

*Duration:* Special (see text)

*Saving Throw:* Will negates

You cause a person to fall into a coma, waste away and die. Before you can begin to cast this spell, you must have first cast *gaze of the dark eye* to view the target. (If the mirror has shown you a false vision, you unwittingly target this spell on yourself.)

The subject becomes comatose and suffers 1d4 points of Constitution damage each month. At 0 Constitution the victim dies. While in this magical coma, the target is not allowed the benefit of natural healing. This spell can only be ended by breaking the caster’s dark mirror, or by touching the comatose victim with an elder sign.

*Focus Component:* A dark mirror.

#### Contact Nyarlathotep

Use the rulebook version of *contact Nyarlathotep* but note that Starry Wisdom cultists are taught to undertake a three-day fasting period before the casting of the spell. (They think it’s a necessary part of the ritual.) A chamber set aside for meditation with a dark mirror counts as a temple dedicated to Nyarlathotep, in his form as the Haunter of the Dark.

### Enchant Item

See the rulebook for the specifics of this spell.

*Create Dark Mirror.* Over the course of a month, the caster imbues an ordinary mirror with special properties. This requires the sacrifice of 2 points of Strength (permanently drained) and the loss of 1d8 Sanity points. The backing of the mirror becomes a light-absorbing substance, creating a “dark mirror,” used in certain cult rituals. If the dark mirror is ever exposed to sunlight, or ever touched by anyone other than the caster, it becomes useless. (Others may use it, but not touch it.)

### Gaze of the Dark Eye

*Components:* F

*Cost:* Wis damage (see text) and 1d3 Sanity points

*Casting Time:* 15 minutes

*Range:* 0 ft.

*Effect:* Dark mirror

*Duration:* 1 minute/level

*Saving Throw:* None

You bring forth a vision of a distant place, shown to you in your dark mirror. You must specify the location (or person) you wish to spy upon, but it need not be familiar to you.

You suffer temporary Wisdom damage when you cast this spell. The amount varies with the distance. Use the Strength drain table for the spell *create gate* to calculate the Wisdom damage for this spell. Once you have completed the 15 minutes’ meditation to cast this spell, the GM secretly makes a Charisma check (DC 10) on your behalf. A failure means the mirror shows you false visions.

The sight in the mirror appears as if the caster was viewing the area with the sight that is not sight (see below). For this reason, it is advisable to wait until the location (or person) to be spied upon is in darkness.

*Focus Component:* A dark mirror.

### NEW TOMES

*History of the Starry Wisdom.* In English. Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 20). Contains no spells. *Sanity Loss:* 1 initial and 1d3 upon completion. *Cthulhu Mythos:* +1 rank.

*The Pathway to the Darkness.* In Aklo (requires a DC 15 Speak Other Language [Aklo] check). Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 22). Contains 3 spells (as listed in the article). *Sanity Loss:* 1d4 initial and 2d4 upon completion. *Cthulhu Mythos:* +1 rank.

*Notes from the Book of Eibon.* In English. Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 21). Contains 2 spells (as listed in the article). *Sanity Loss:* 1d4 initial and 2d4 upon completion. *Cthulhu Mythos:* +1 rank.

*The Occult in New England.* In English. Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 20). No spells. *Sanity Loss:* None. *Cthulhu Mythos:* None.

*Description of Excavations at Tell-Basta.* In English. Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 20). No spells. *Sanity Loss:* None. *Cthulhu Mythos:* None.

*Sacrificial Cults in Ptolemaic Egypt.* In English. Refer to the article for bibliographic details. *Examination Period:* 1d4 weeks (DC 20). No spells. *Sanity Loss:* None. *Cthulhu Mythos:* None.

## PERSONALITIES

A number of the members of the Starry Wisdom cult develop the sight that is not sight. This special ability stays with them even after they leave the cult.

**Sight That is Not Sight (Ex):** Characters with this ability can see in the dark as if it were day, but see in the day as if it were dark. Lighting conditions are considered reversed for such characters: bright daylight is treated as near total darkness for a character with the sight that is not sight. Apply concealment miss chances as appropriate. (See Chapter 5 for concealment.) This is not darkvision, because darkvision is not spoiled by the presence of light. The sight that is not sight does not work in magical darkness.

In addition, the sight that is not sight provides the ability to view the location of any of Nyarlathotep's manifestations, as per the article.

### Starry Wisdom Initiate

Male or Female 1st level Offense Option; CR 1; Medium-size human; HD 1d6; hp 6; Init +0; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +1; Grap +1; Atk +1 melee (1d3 subdual, unarmed strike) or -2 ranged (3d6/2d6/1d6, 12 gauge shotgun); SA spells; SV Fort +2, Ref +1, Will +1; San 60; Str 11, Dex 13, Con 11, Int 16, Wis 13, Cha 15.

*Profession Template:* Cultist.

*Skills:* Bluff +5, Cthulhu Mythos\* +1, Gather Information +6, Hypnosis +8, Innuendo +5, Intimidate +5, Knowledge (history)\* +5, Knowledge (occult) +7, Knowledge (religion) +5, Listen +5, Move Silently +4, Search +7, Sense Motive +4, Spot +5. Skills marked with an asterisk (\*) are not core skills for cult initiates.

*Feats:* Skill Emphasis (Hypnosis), Weapon Proficiency (melee).

*Spells:* An initiate knows how to cast *gaze of the dark eye*.

### Starry Wisdom Teacher

Male or Female 5th level Offense Option; CR 5; Medium-size human; HD 5d6; hp 20; Init +0; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +4; Grap +3; Atk +3 melee (1d3-1 subdual, unarmed strike) or +5 ranged (1d10/'3, pistol); SA spells; SQ sight that is not sight; SV Fort +4, Ref +2, Will +2; San 30; Str 9, Dex 13, Con 11, Int 16, Wis 13, Cha 16.

*Profession Template:* Cultist.

*Skills:* Bluff +9, Concentration\* +2, Cthulhu Mythos\* +1, Gather Information +8, Hide\* +5, Hypnosis +9, Innuendo +9, Intimidate +9, Knowledge (history)\* +7, Knowledge (religion) +7, Listen +7, Move Silently +6, Search +9, Sense Motive +8, Spot +9. Synergy bonus to Intimidate has been included. Skills

marked with an asterisk (\*) are not core skills for cult teachers.

*Feats:* Skill Emphasis (Hypnosis), Weapon Proficiency (melee), Weapon Proficiency (pistol).

*Sight That is Not Sight (Ex):* Some cult teachers have the sight that is not sight. Those that do usually stay in darkened rooms during the day.

*Spells:* A teacher knows how to cast *call of the dark mirror*, *contact Nyarlathotep* ("Knowledge and conversation of the luminous void"), *create dark mirror* and *gaze of the dark eye*.

### Raleigh Minkin

Male 10th level Offense Option; CR 10; Medium-size human; HD 10d6+30; hp 72; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +8/+3; Grap +6; Atk +6 melee (1d3-2 subdual, unarmed strike); Full Atk +6/+1 melee (1d4-2, sharp object); SA spells; SQ sight that is not sight, creature of the darkness; SV Fort +12, Ref +3, Will +7; San 0; Str 7, Dex 11, Con 17, Int 17, Wis 19, Cha 21.

*Profession Template:* Priest.

*Skills:* Bluff +19, Cthulhu Mythos\* +3, Concentration +10, Diplomacy +25, Disguise\* +8, Drive\* +3, Gather Information\* +13, Hypnosis +12, Innuendo\* +9, Intimidate\* +9, Knowledge (history) +8, Knowledge (occult) +6, Knowledge (religion) +9, Listen +10, Move Silently\* +4, Performance (mimicry) +18, Sense Motive +17, Spot +9. Synergy bonuses to Diplomacy and Intimidate have been included. Skills marked with an asterisk (\*) are not core skills for Raleigh. **Note:** The only skill Raleigh uses in his current state is Performance (mimicry).

*Feats:* Endurance, Great Fortitude, Skill Emphasis (Bluff), Skill Emphasis (Diplomacy), Trustworthy.

*Sight That is Not Sight (Ex):* Raleigh Minkin has the sight that is not sight to an extreme degree. At the GM's discretion, it may even function in magical darkness.

*Creature of the Darkness (Ex):* Raleigh Minkin has been rewarded for his loyal service to the Haunter of the Dark. Ageing has not reduced his Constitution score, and he has lived an unnaturally long life. However, he suffers damage when exposed to sunlight. For each full round of exposure, Raleigh suffers 2d6 points of damage. His skin reddens, peels, and flakes off as if it was badly sunburned.

*Spells:* Raleigh has forgotten the fact he can cast spells. If he ever remembers, he knows how to cast *bind hunting horror*, *call of the dark mirror*, *contact Nyarlathotep* ("Knowledge and conversation of the luminous void"), *create dark mirror*, *gaze of the dark eye* and *summon hunting horror*.

### Donnie Lux

Male 7th level Defense Option; CR 7; Medium-size human; HD 7d6+14; hp 41; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); BAB +3; Grap +4; Atk +4 melee (1d3+1 subdual, unarmed strike); SA spells; SV Fort +4, Ref +8, Will +8; San 50; Str 12, Dex 17, Con 14, Int 18, Wis 16, Cha 19.

*Profession Template:* White-Collar Worker.

*Skills:* Bluff +16, Computer Use +11, Concentration\* +7, Cthulhu Mythos\* +1, Craft (architecture) +17, Craft (painting)\* +6, Craft (sculpture)\* +5, Diplomacy +18, Gather Information\*

+11, Intimidate +9, Knowledge (archaeology)\* +7, Knowledge (architecture) +14, Knowledge (high society) +8, Knowledge (occult) +7, Listen +6, Research\* +9, Sense Motive +10, Spellcraft\* +9, Spot +6. Synergy bonuses to Diplomacy and Intimidate have been included. Skills marked with an asterisk (\*) are not core skills for Donnie.

*Feats:* Persuasive, Trustworthy, Skill Emphasis (Craft [architecture]), Wealthy.

*Spells:* Donnie knows how to cast *call of the dark mirror*, *contact Nyarlathotep* ("Knowledge and conversation of the luminous void"), *create dark mirror* and *gaze of the dark eye*.

# Out of the Dark Realms

## Just Between

As is usual, Great Old Ones such as Cthylla and Ythogtha need no game statistics. They can accomplish whatever the story demands of them, and act in whatever way pleases the GM. Following the rulebook, however, statistics for use in *Dungeons & Dragons* are presented. Should the GM desire, they can also be used in *Call of Cthulhu d20*. See the appendix 'Lovecraftian D&D Campaigns' in the rulebook for details.

### CTHYLLA

#### Gargantuan Great Old One (Demigod) (Water)

**Domains:** Evil, Water

**Divine Rank:** 1

**Hit Dice:** 26d12+468 (780 hp)

**Initiative:** +4 (Improved Initiative)

**Speed:** 120 ft., swim 120 ft., fly 320 ft. (poor)

**Armor Class:** 33 (-4 size, +26 natural, +1 divine)

**Attacks:** 6 tentacle rakes +32 melee, bite +26

**Damage:** Tentacle rake 2d8+10 (Improved Critical), bite 4d6+5

**Face/Reach:** 20 ft. by 20 ft./20 ft.

**Special Attacks:** Improved grab, abominable constriction

**Special Qualities:** Divine qualities (see rulebook), damage reduction 36/+4, SR 31, water subtype, fire resistance 21, acid immunity, divine fast healing 21/round, jet, ink cloud, darkvision 60 ft.

**Saves:** Fort +34, Ref +16, Will +25

**Abilities:** Str 31, Dex 11, Con 46, Int 27, Wis 28, Cha 26

**Skills:** Concentration +38, Cthulhu Mythos +30, Hide -11, Intuit Direction +31, Knowledge (arcana) +30, Knowledge (history) +30, Knowledge (religion) +30, Listen +33, Move Silently +22, Search +30, Spot +33, Swim +32

**Feats:** Alertness, Cleave, Combat Reflexes, Power Attack, Improved Critical (tentacle rake), Improved Initiative, Weapon Focus (tentacle rake)

**Climate/Terrain:** Aquatic (specifically Lake Titicaca)

**Organization:** Unique

**Alignment:** Chaotic Evil

**Advancement:** None

**Sanity Loss:** 1d4/1d10

Cthylla's existence is a highly-prized secret; even the most well-versed scholar of the Mythos can offer only rumor and conjecture when it comes to the Mother in the Deep. Cthylla is daughter to Cthulhu. It is whispered that should Cthulhu be slain, he will be reborn in Cthylla's womb. It is not clear what could cause the death of Great Cthulhu, but it seems the risk is real. Cthylla has no human worshippers, though one researcher has made the doubtful claim she was worshipped in ancient Greece as Scylla.

### Combat

Cthylla hungers for souls, and welcomes combat as an opportunity to devour more. She rakes and bites her foes, draining the energy of anyone unfortunate enough to fall into her clutches.

**Improved Grab (Ex):** If Cthylla hits an opponent smaller than her with a tentacle, she deals normal damage and attempts to start a grapple as a free action (without provoking an attack of opportunity).

**Abominable Constriction (Ex):** Once she has hold of an opponent, each successful grapple check she makes during subsequent rounds automatically deals 2d8+5 damage. In addition, the constricting tentacle confers four negative levels on a creature that fails a Fort save (DC 31); otherwise the constriction only confers two negative levels. More than one tentacle may grip a victim.

A character who is slain by the negative levels conferred by Cthylla's abominable constriction does not rise as a wight; the character's essence is instead consumed by Cthylla. A character whose essence is consumed cannot be raised, resurrected or reincarnated.

**Jet (Ex):** Cthylla can jet backwards once per round as a double move action, at a speed of 480 ft.

**Ink Cloud (Ex):** Cthylla can emit a cloud of dark, caustic liquid 80 feet high by 80 feet wide by 120 feet long once per minute as a free action. The cloud provides total concealment, which Cthylla normally uses to escape a losing fight. Creatures within the cloud suffer the effects of total darkness. The cloud deals 4d6 acid damage to all within it.

**YTHOGTHA****Colossal Great Old One (Demigod) (Water)****Domains:** Death, Destruction, Evil, Madness**Divine Rank:** 1**Hit Dice:** 29d12+232 (580 hp)**Initiative:** +4 (Improved Initiative)**Speed:** 140 ft., swim 140 ft.**Armor Class:** 32 (-8 size, +29 natural, +1 divine)**Attacks:** Tentacle +27 melee, 2 slams +21 melee**Damage:** Tentacle 4d6+8, slam 2d8+4**Face/Reach:** 40 ft. by 40 ft./25 ft.**Special Attacks:** Improved grab, drain Wisdom, nightmares, capture soul, spells**Special Qualities:** Divine qualities (see rulebook), damage reduction 36/+4, SR 31, water subtype, fire resistance 21, divine fast healing 21/round, darkvision 60 ft.**Saves:** Fort +27, Ref +19, Will +24**Abilities:** Str 26, Dex 10, Con 27, Int 20, Wis 20, Cha 24**Skills:** Climb +18, Concentration +24, Cthulhu Mythos +30, Hide -15, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (geography) +17, Knowledge (religion) +18, Listen +21, Scry +21, Search +21, Spot +21, Swim +17**Feats:** Blind-Fight, Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (tentacle)**Climate/Terrain:** Aquatic (particularly the Pacific Ocean)**Organization:** Unique, or Ythogtha plus 9–16 yuggya**Alignment:** Chaotic Evil**Advancement:** None**Sanity Loss:** 1d8/1d20

*[The figurine] depicted a bipedal monstrosity whose hind legs resembled those of a batrachian, with forelimbs uplifted almost as if in menace, sucker-tipped, webbed hands extended towards the viewer. The head was a seething mass of pseudopods or tentacles, amid which a glaring eye could be discerned.*

— Lin Carter, “Perchance to Dream”

Ythogtha, the Abomination in the Abyss, has little to do with humans. The usual contact it has with people is through the terrible nightmares it sends certain unfortunates. It was once worshipped by the humans of Mu, but its cult waned even in those ancient times. It is likely no human cult now practices rites dedicated to Ythogtha.

**Combat**

Ythogtha disdains combat, preferring to drive its victims mad through terrible nightmares. When pressed into combat, however, Ythogtha is a mighty foe.

**Improved Grab (Ex):** If Ythogtha hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action (without provoking an attack of opportunity).

**Drain Wisdom (Ex):** Any time Ythogtha makes a successful grapple check against a foe it has previously grappled, it deals damage normally and drains 2 points of Wisdom. This Wisdom drain is permanent.

**Nightmares (Su):** Ythogtha can send blasphemous nightmares to any sleeping person who owns an idol depicting the Abomination in the Abyss. The nightmares prevent restful sleep, leaving the subject tired and unable to regain hit points and lost ability points, and unable to prepare arcane spells. The subject also loses 1d4 Sanity points for the hideous visions. Once the nightmares have caused the loss of a number of Sanity points equal to the subject’s Wisdom, the subject become susceptible to Ythogtha’s capture soul attack.

Placing an elder sign upon the idol will bring an end to the nightmares. This destroys both the idol and the elder sign.

**Capture Soul (Su):** Ythogtha may attempt to capture the soul of anyone who, as a result of its terrible dream sendings, has lost a number of Sanity points equal to their Wisdom. When the subject next falls asleep, they must make a Fortitude save (DC 31) or die instantly. The victim cannot be raised, resurrected or reincarnated.

The slain victim’s soul is captured by Ythogtha, who may then transfer the soul to another Great Old One to be devoured. The captured soul provides the entity who devours it with enough power to use five spell-like abilities per level of the slain victim. This permits a Great Old One to use its spell-like abilities more times per day than otherwise allowed. When the Great Old One has employed all the extra uses of its spell-like abilities, the soul has been completely devoured.

**Spells:** Ythogtha knows and may cast all *call*, *bind* and *summon* spells from the Magic chapter of the *Call of Cthulhu d20* rulebook. In addition, it knows and may cast all *summon monster* and *summon nature’s ally* spells from the *D&D Player’s Handbook*. It casts its spells at will, each once per day, as if using a spell-like ability (in addition to the spell-like abilities that all deities can access). These spells are cast as if by a 20th level sorcerer. Ythogtha never loses Sanity for casting (since it has no Sanity score).

# The Secret of Knossos

## NEW CHARACTER RULES

### Embers of the Ancestors

The villagers of Pasadaros are descended from an ancient magical bloodline. Their heritage has been represented by a number of special qualities. Those who have the ‘Embers of the Ancestors’ but weakly have only the ancestral heritage special quality. Those with a stronger bloodline will also have burning touch, fire in the blood, or both. These special qualities are not suitable for player characters.

**Ancestral Heritage (Ex):** Characters with this ability carry traces of an ancient magical bloodline. Such characters can amplify the mental power of those who carry strong traces of the bloodline. A character with magical heritage who has no spellcasting ability counts as a 1st level caster when participating in a ritual conducted by a caster with the fire in the blood special quality. (The character also counts as a caster for the purposes of distributing ability score damage and suffering the full Sanity cost of casting.) A character with ancestral heritage who has spellcasting ability uses their caster level as normal.

**Burning Touch (Sp):** Once per hour, the character can make a touch attack that deals 1d6 points of fire damage, +1 per two full character levels.

**Fire in the Blood (Ex):** Spells with the fire descriptor do an extra 1d6 points of damage when cast by characters with this ability.

### New Feat

A number of the villagers have the following feat. The feat is also suitable for player characters.

#### EDUCATED

You are particularly adept in certain areas of learning.

**Benefit:** Choose two Knowledge specializations, for example, Knowledge (history) and Knowledge (religion). You receive a +2 bonus to each.

**Special:** This feat may be taken multiple times. Each time you take this feat, select two new Knowledge specializations.

### New Profession Template

The villagers of Pasadaros use the following profession template. It is suitable for player characters.

#### VILLAGER

- Climb [Str]
- Gather Information [Cha]
- Jump [Str]
- Knowledge (local\*) [Int]
- Listen [Wis]
- Move Silently [Dex]
- Spot [Wis]
- Use Rope [Dex]
- Wilderness Lore [Wis]

+ three more of the player’s choice

\* Covers the village and surrounding area

### NEW TOME

*The Testament of Abû'l-Hurqah.* In Arabic, by Abû'l-Hurqah. Refer to the adventure for bibliographic details. *Examination Period:* 2 hours (DC 20). Contains no spells. *Sanity Loss:* 1 initial and 1d4 upon completion. *Cthulhu Mythos:* +1 rank.

**Note:** At the GM’s discretion, the *Testament* may contain the spell “Veneration of al-Khazûghâ” (contact *Cthugha*).

### NEW SPELLS

#### Boiling Blood

*Components:* V, S

*Cost:* 2 Str damage and 1d6 Sanity points

*Casting Time:* 1 action

*Range:* Close (25 ft. + 5 ft./2 levels)

*Target:* One living creature

*Duration:* Concentration

*Saving Throw:* Fort negates

You meet the gaze of a foe to set its blood boiling. The gaze attack automatically works against one subject within range that is looking at (attacking or interacting with) you. Subjects that avert their eyes have a 50% chance to avoid your gaze but in turn grant you one-half concealment (20% miss chance) relative to them. Subjects can close their eyes completely or turn away entirely; doing so prevents your gaze from affecting them but grants you total concealment (50% miss chance).

The effect of the gaze can be negated with a Fortitude save. If the target fails to resist, then their blood will boil for as long as you hold their gaze, doing 1d6 points of damage per round.

The victim cannot turn away once they have fallen under your gaze. The target can otherwise act normally in a round, but only by succeeding at a Concentration check (DC 20 + half the damage this spell last dealt them). The target must make this check each round they wish to act.

Owing to the pain of boiling blood, the victim takes a –2 penalty on attack rolls, melee weapon damage rolls, saving throws, skill checks, and ability checks. Even after the gaze is broken, the target continues to suffer the penalty until their blood cools. The penalty remains after the end of this spell for 1 round per three full levels of the caster.

**Special:** This spell can only be learned and cast by a character with the ancestral heritage special quality.

#### Self-Immolation

[Fire]

*Components:* V, S

*Cost:* 4 Str damage and 3d10 Sanity points

*Casting Time:* 1 action

*Range:* Personal

*Target:* You

*Duration:* Special (see text)

*Saving Throw:* None

Flames erupt from your body. In the round in which the spell is cast, all creatures within 15 ft. of you must make a Reflex saving throw or catch fire. The saving throw is DC 15 for crea-

tures within 5 ft. of you, and DC 10 for creatures further than 5 ft. away but within 15 ft. of you. See the rulebook for the effects of catching fire.

You suffer 3d6 points of fire damage per round. These flames cannot be extinguished. This fire continues to burn until you are dead (at -10 hit points or below).

Once alight, you may attempt to act normally provided your Strength score is not 0 and you have not been rendered insane. You must make a Concentration check (DC 15 + half the damage this spell last dealt you) at the start of each round. If you succeed, you may act normally this round. If you wish to cast a spell, you must make a second Concentration check. See 'Casting Spells' in Chapter 8 of *Call of Cthulhu d20*.

A creature who grapples with you suffers 2d6 points of fire damage and catches fire (no saving throw). A creature who touches (or is touched by) you suffers 1d6 points of fire damage; a successful Reflex saving throw (DC 15) halves this.

If you are immune to fire damage, you cannot cast this spell. (It just doesn't work for you.)

### ADVENTURE NOTES

The adventure is suitable for a party of 3rd or 4th level investigators. The final stage in the Labyrinth will be difficult or deadly, and the GM may wish to lighten the burden by reducing the damage dealt by the collapsing tunnel, and by perhaps not using the Minotaur's charge attack.

For a party of 1st or 2nd level investigators, make Sethos a 4th level opponent. In the Labyrinth, he is accompanied by three 2nd level characters (not five 3rd level characters). Erui and Pilos should likewise be 2nd level. Halve the damage dealt by the collapsing tunnel (1d6 instead of 3d6, 4d6 instead of 8d6). The Minotaur should definitely not use its charge attack, except on NPCs.

For a party of 5th level or higher, no changes need to be made (though characters of 10th level or higher might find the earlier parts of the adventure too easy).

**What the Educated Westerner Knows... (sidebar):** This information is available with a DC 10 Knowledge (history) check or a DC 15 Intelligence check.

**The Adventure Begins:** Dancing the Pentozali requires a DC 10 Jump check. Consider giving a +2 circumstance bonus to any investigator who has 5 ranks or more in Performance (dance).

Investigators within 50 ft. of Nikolas when the spell takes effect suffer 2d6 points of fire damage (DC 15 Reflex save for half damage). They must also make a second DC 15 Reflex save or catch alight. See the Combat chapter of *Call of Cthulhu d20* for the effects of catching fire. (The spell deals 2d6 points of damage because Nikolas has the fire in the blood special quality. The difference in the area of effect reflects the fact Nikolas was taught a variation of the standard casting.)

To discern the unusual nature of Nikolas's speech requires a DC 15 Wisdom check.

**The Day After:** A Sense Motive check (DC 20) will determine that Grigoriois is a broken man.

If the investigators do not take the opportunity to speak to Maria, they can learn the same information by speaking with villagers (a Gather Information check):

[Result of 10] Nikolas came from a village full of heathens on the southern coast.

[Result of 12] Nikolas came from the southern fishing village of Pasedaros, a place full of crazy folk who keep to themselves and who don't even have a church.

[Result of 15] As for a check result of 12, but in addition, recount the story Maria's grandmother told her.

**Pasedaros:** A Sense Motive (DC 20) check is needed to find out the fisherman is lying about the dangers of Pasedaros Cove. If an investigator contradicts him, he'll confess the truth.

Characters who rent a boat and sail it themselves must succeed at a DC 10 Pilot (boat) check. Note that the Pilot skill cannot be used untrained.

*Interviewing the Locals:* Communicating with the villagers requires a DC 12 Speak Other Language (Greek) check. Investigators who want to interview the villagers must make a DC 10 Gather Information check. A success means the investigators make their way to Tolos in the tavern. Tolos answers any questions he can.

To learn from the villagers where Sethos has gone is a DC 20 Gather Information check ("deft questioning of the degenerate inhabitants").

*Exploring the Village:* Investigators who look around the village can make a Spot check (DC 10) to notice the activity.

Investigators who spend a round examining the tapestry must make a Will saving throw of DC 15. Failure means the investigator suffers from the delusion of being on fire. This delusion lasts 2d4 rounds.

A Knowledge (archaeology) check of DC 15 can identify where the amphorae, etc. came from.

To find the secret niche requires a Spot check (DC 20) or Search check (DC 15) within 10 ft. of the niche.

To identify al-Khazûghâ requires a DC 10 Cthulhu Mythos check.

*The Village at Night:* Investigators who watch the twilight procession can, with a DC 15 Spot check, see the crowd includes one of the two guards.

If the investigators are met by villagers at night, a Sense Motive check (DC 20) will reveal the truth about Tolos's situation.

*Visiting the Hills:* Following the track during the day is easy (a DC 10 Search check will suffice). To follow the bearers is a Hide check opposed by the bearer's Spot check; see the Hide skill in Chapter 2 of the rulebook. The track ends in the middle of nowhere; to find the faint footpath that leads to the caverns requires the Track feat and a successful DC 18 Wilderness Lore check. Following the path leads to the area where the secret entrance lies. Once there, it is a DC 20 Search check to find the entrance to the Caverns.

Following the track at night is harder. Without a light source, following requires the Track feat and a successful DC 13 Wilderness Lore check. (With a light source, a DC 10 Search check will suffice.) The track ends in the middle of nowhere; to

find the faint footpath that leads to the caverns requires the Track feat and a successful Wilderness Lore check (DC 23 by moonlight, or DC 20 with a light source). Following the path leads to the area where the secret entrance lies. Once there, it is a DC 33 Search check to find the entrance to the Caverns (DC 30 with a light source).

**Fleeing:** Heading overland in the direction of Heraklion requires a Knowledge (navigation) or a Wilderness Lore check. The check is DC 12 in the day, or DC 15 at night. Failure should not ruin the investigators' escape, only slow them.

**The Gortys Caverns:** To climb the massif and reach the hole is a DC 15 Climb check.

It is a DC 15 Cthulhu Mythos check to identify the glyphs. Looking into the shaft entails a DC 20 Will save. A success means the character is overcome with a bad feeling. Failure means the character loses 1 Sanity point. A failure by 10 or more means the character is magically compelled to leap into the shaft in the next round. Investigators who are not so compelled may make a DC 10 Spot check to notice that one of their companions is about to jump. Those who fail the Spot check are surprised and can take no action. Those who succeed should roll for initiative, as do investigators under the compulsion. Characters who act before a compelled investigator may attempt to grapple, or otherwise restrain the victims. Those who act in the same round as a compelled investigator may attempt a Dexterity check (DC 20) to catch the leaper. Restraining or catching a compelled character ends the compulsion immediately.

A Knowledge (archaeology) check of DC 15 can identify the culture that produced the objects in the crates.

An Intelligence check (DC 10) results in the initial theory about the dome. A Knowledge (astronomy) check (DC 15) will confirm it.

Heading overland in the direction of Heraklion requires a Knowledge (navigation) or a Wilderness Lore check. The check is DC 12 in the day, or DC 15 at night. Failure only slows the escape, not spoils it.

**On the Lasithi Plateau:** The Lasithi farmers have a Heal skill of +3. With a successful DC 15 check, they can restore 1d4 hit points with household remedies. The number restored cannot exceed an investigator's normal total of hit points. This can only be done once per day for each injured character.

**The Mountain Monastery:** Operating the platform requires a DC 10 Intelligence check. (At the GM's discretion, the skills Disable Device or Repair could be used as well.) Note that a failure does not prevent the platform from working — see the adventure.

The abbot may tend to the investigators' wounds. The abbot has a Heal skill of +8. With a successful DC 15 check, he can restore 1d4 hit points. The number restored cannot exceed an investigator's normal total of hit points. This can only be done once per day for each injured character (so the characters cannot be healed by both the farmers and the abbot in the same day).

Locating Handout 1 requires a successful DC 15 Speak Other Language (Greek) check followed by a successful Research check (DC 15). If the Research check is failed, the Speak Other Language check does not need to be repeated to retry the research attempt.

**Back in Heraklion:** Locating Handout 2 requires a successful DC 15 Speak Other Language (Greek) check followed by a successful Research check (DC 10). If the Research check is failed, the Speak Other Language check does not need to be repeated to retry the research attempt.

**Knossos:** A DC 15 Knowledge (geology) check or a DC 15 Knowledge (history) check lets an investigator guess what the mural depicts.

**Interview the Workers:** The investigators won't learn anything from the workers they can't learn from Ariana. If the characters speak to the workers before (or instead of) speaking to Ariana, have the investigators make a Gather Information check. The higher the check result, the more the investigators will discover. For example, a check result of 15 uncovers the information for a result of 10, 12 and 15.

[Result of 10] Nikolas was a truck driver (and occasional mechanic) on site. He really knew his way around the new model trucks.

[Result of 12] Nikolas was a quiet worker, though he was upset the last time he was seen. It's thought he had some bad news.

[Result of 15] Nikolas did have some friends on site, five workers who came from the same area as Nikolas. They might have been relatives. They haven't shown up for work in several days.

[Result of 20] These friends were seen talking to an old shepherd about three days ago. He seemed to be interested in the excavations. He disappeared into the hills before the foremen could throw him offsite.

**Explore the Site:** An investigator exploring the site has a 50% chance of finding themselves in the priests' dwellings. A Spot check (DC 15) results in the investigator finding the runes. A DC 15 Knowledge (archaeology) check shows the runes are not Minoan. A character with ranks in Cthulhu Mythos can make a check with that skill:

[DC 10] The investigator confirms the runes as being related to the Mythos.

[DC 12] The signs form a variant of the Seal of Eibon, supposed to protect places from Nyarlathotep and his servants. (Lose 0/1 Sanity points for this realization.)

**Labyrinth of the Minotaur:** Persuading Sir Arthur to accompany the investigators into the Labyrinth requires a DC 30 Diplomacy check. The investigators suffer a -2 circumstance penalty if they make any mention of the occult or "the doings of inbred fire cultists".

Persuading Ariana to go with them requires a successful Diplomacy check (DC 22). Grant the investigators a +2 circumstance bonus to their check if they think to emphasize the archaeological discoveries to be made.

**The Final Events:** The journey takes two days. If the investigators have not thought to take sufficient food and water with them, they will begin to suffer the effects. See ‘Starvation and Thirst Dangers’ in Chapter 5 of the rulebook. Note that thirst will leave the investigators quite weak by the time confront the cultists. The GM may wish to make the journey shorter, and have the investigators take food and water from supplies the cultists have carried with them to the Disc Chamber.

**In Gloomy Passages:** When the trap is triggered, everyone within 30 ft. of the frontmost character suffers 3d6 points of damage (or no damage with a successful DC 15 Reflex save). Any character further than 30 ft. behind is caught in the heaviest part of the collapse. Such characters take 8d6 points of damage (or half that with a DC 15 Reflex save). In addition, the characters are pinned by the fallen stone and will be slowly crushed to death unless rescued.

Characters who are pinned under rock take 1d6 points of subdual damage each minute until freed or unconscious. If a buried character falls unconscious, they must make a DC 15 Constitution check. On a failure, the character takes 1d6 damage each minute thereafter until dead or rescued. On a success, the unconscious character takes no further damage. The number of minutes it takes to free a person is  $8 \times \text{distance in feet} \div \text{total Strength of the rescuers}$ . Here, the distance is how far into the heavily collapsed area the victim is. For example, a character who was 10 ft. into the collapse (40 ft. from the frontmost investigator) could be freed in 4 minutes by a combined rescuer Strength of 20. The Strength of a rescuer counts for double if they have a shovel or similar. A buried character cannot rescue himself.

In the unlikely event the investigators have been searching for traps as they travel, a DC 20 Search reveals the trap before it goes off. (To have checked every step of the way will have taken 53 minutes, compared with the mere 9 minutes it would take to travel the half a mile without checking.) The trap can be disarmed with a successful DC 20 Disable Device check. If the PCs have no appropriate tools with which to attempt the check, there is a –2 circumstance penalty. Remember, if the check fails by 5 or more, the trap is set off. (If the PCs do disable the trap, you will have to deal with the consequences of having a readily accessible place of unnatural construction. Perhaps when the Minotaur is freed, the underground complex begins to collapse, forcing the investigators to flee and destroying the evidence forever.)

A DC 15 Spot or Search check will reveal a length of hemp rope used in the trap. An Intelligence check (DC 10) results in the appropriate deduction. With a successful DC 10 Search check, investigators can find (and follow) the cultists’ footprints.

Without the footprints to follow, a DC 12 Wisdom check suffices to navigate through the early part of the maze in two hours. Failure by 5 or more means it takes three hours, failure by 10 or more means it takes four hours.

It is a DC 5 Cthulhu Mythos check to identify the shimmering symbol. An Intelligence check (DC 12) will suggest it keeps things in, not out.

At some point in the descent, have all characters make a Wisdom check. The character who has the highest check result is the first to realize the dreadful truth.

The steam vents do 1d6 points of fire damage per round a character is exposed to the steam (a DC 15 Reflex saving throw halves the damage).

A successful Knowledge (biology) check (DC 10), Knowledge (medicine) check (DC 10) or Intelligence check (DC 15) can analyze the furrows.

**Thumps in the Dark:** A DC 15 Spot check will let a character sight the scattered runes and symbols.

At the GM’s discretion, the chamber is an area of extreme heat, and requires characters to make a Fortitude save every 10 minutes. (See the rulebook for details.) This hazard is probably best reserved for a party of 5th level or higher. (Lower level investigators will find this section of the adventure challenging enough without it.)

With a successful DC 15 Balance check, a character can move half their speed across the lava-riddled surface. A character who wishes to move at their full speed suffers a –5 penalty to their check. A character who fails the check by 5 or more has stepped into a flow of lava, taking 1d6 points of fire damage. The character must also succeed at a Reflex save (DC 15) or catch fire. Refer to the rulebook for the effects of catching alight.

(Strictly speaking, the characters ought to make a Balance check for each round they move in this chamber. At the GM’s discretion, this can be overlooked out of combat. Note also that characters may take 10 on a Balance check, which might help speed play.)

Sneaking up on the cultists requires a Move Silently check opposed by the cultists’ Listen checks; note that the cultists are distracted and suffer a –5 penalty to their check.

**The Minotaur Awakes:** A Wisdom check (DC 10) can be used to prompt the PCs to collect the Disk.

**After the Fire:** To decipher the glyphs requires 1d4 days of study, a successful DC 15 Knowledge (astronomy) check and a successful DC 15 Knowledge (mathematics) check. (A DC 20 Intelligence check can be used in place of the Knowledge [mathematics] check.) If only one (or neither) of the checks is successful, the meaning of the glyphs eludes the investigator. Retries are possible; each time takes 1d4 days and requires the character to repeat both checks, regardless of past successes.

## EXPERIENCE AND STORY AWARDS

### Typical Story Goals:

- Discover the cultists are interested in Knossos.
- Discover the ritual cave in the Gortys Caverns.
- Find the tome.
- Escape from Pasaderos.
- Survive the cultists’ attack in the monastery.
- Stop the cultists from leaving with the Disk of Aiglos.
- Survive the attack by the Minotaur.

**Bonus Sanity Rewards:**

Sealing the shaft in the Gortys Caverns with an Elder Sign: 1d4 Sanity.

Preventing the cult from gaining the use of the Disk of Aiglos: 1d6 Sanity.

**NPCs****Ariana Mesotoplos**

Female 3rd level Defense Option; CR 3; Medium-size human; HD 3d6+6; hp 19; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +1; Grap +0; Atk +0 melee (1d3–1 subdual, unarmed strike); SV Fort +3, Ref +4, Will +5; San 60; Str 8, Dex 13, Con 15, Int 16, Wis 14, Cha 15.

*Profession Template:* Archaeologist.

*Skills:* Appraise +5, Bluff\* +4, Climb +4, Diplomacy\* +4, Gather Information\* +3, Heal\* +3, Knowledge (archaeology) +12, Knowledge (history) +9, Knowledge (religion) +4, Research +4, Search +5, Speak Other Language (Arabic)\* +6, Speak Other Language (English) +12, Speak Other Language (French) +9, Speak Other Language (German) +9, Speak Other Language (Spanish) +9, Spot +5, Swim\* +1. Skills marked with an asterisk (\*) are not core skills for Ariana.

*Feats:* Athletic, Skill Emphasis (Knowledge [archaeology]), Skill Emphasis (Speak Other Language [English]).

**Note:** Ariana has been given the skill Speak Other Language (Arabic) to help the investigators read the *Testament of Abū'l-Hurqah*. If an investigator can already read Arabic, or if the GM has no desire to be helpful at the expense of realism, reassign the skill points.

**Villager Guards**

Male 2nd level Offense Option; CR 2; Medium-size human; HD 2d6+4; hp 13; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +2; Grap +5; Atk +6 melee (1d6+3, staff), or +5 melee (1d3+3, dagger); SQ ancestral heritage; SV Fort +5, Ref +1, Will +1; San 30; Str 17, Dex 12, Con 15, Int 8, Wis 13, Cha 8.

*Profession Template:* Villager.

*Skills:* Climb +8, Handle Animal +4, Innuendo +3, Intimidate\* +2, Knowledge (local–Pasedaranos) +3, Listen +4, Move Silently +2, Performance (singing) +1, Spot +4, Use Rope +2, Wilderness Lore +6. Skills marked with an asterisk (\*) are not core skills for the guards.

*Feats:* Weapon Focus (staff), Weapon Proficiency (melee).

*Ancestral Heritage (Ex):* The guards contribute one caster level each when participating in rituals conducted by Sethos.

**Tolos**

Male 2nd level Defense Option; CR 2; Medium-size human; HD 2d6+4; hp 13; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +1; Grap +2; Atk +2 melee (1d3+1 subdual, unarmed strike) or +2 melee (1d6+1, musket butt) or –2 ranged (2d10/×3, musket); SV Fort +5, Ref +4, Will +1; San 50; Str 12, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Profession Template:* Businessman variant (Computer Use replaced by Knowledge [accounting]).

*Skills:* Bluff +3, Diplomacy +6, Gather Information +6, Hide\* +2, Knowledge (accounting) +5, Knowledge (local–Pasedaranos) +3, Listen +5, Performance (singing) +3, Sense Motive +3, Speak Other Language (English) +3, Spot +4, Wilderness Lore\* +2. Skills marked with an asterisk (\*) are not core skills for Tolos.

*Feats:* Trustworthy, Weapon Proficiency (melee).

**Note:** The musket holds a single shot. It has a range increment of 175 ft. It is side-loading.

**Degenerate Cultist Villagers**

Male 2nd level Offense Option; CR 2; Medium-size human; HD 2d6; hp 9; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +2; Grap +3; Atk +3 melee (1d6+1, club) or +3 melee (1d4+1, knife); SA burning touch, spells; SQ mad certainty, ancestral heritage; SV Fort +3, Ref +1, Will +1; San 20; Str 12, Dex 12, Con 10, Int 8, Wis 12, Cha 8.

*Profession Template:* Villager.

*Skills:* Bluff\* +1, Climb +6, Cthulhu Mythos\* +1, Gather Information +1, Innuendo\* +2, Jump +4, Knowledge (local–Pasedaranos) +4, Listen +4, Move Silently +3, Performance (singing) +1, Sense Motive +3, Spot +4, Use Rope +2 and +4 in one of Handle Animal, Knowledge (agriculture) or Wilderness Lore, according to the villager's occupation (shepherd, farmer, or fisherman). Skills marked with an asterisk (\*) are not core skills for the villagers.

*Feats:* Athletic, Weapon Proficiency (melee).

*Ancestral Heritage (Ex):* The villagers contribute one caster level each when participating in rituals conducted by Sethos.

*Burning Touch (Sp):* A few villagers have stronger traces of the “Embers of the Ancestors”. Once per hour, such villagers can make a touch attack that deals 1d6+1 points of fire damage.

*Mad Certainty (Ex):* Cultists do not succumb to temporary insanity. See the rulebook.

*Spells:* Some villagers can cast *self-immolation*.

**Erui**

Male 3rd level Offense Option; CR 3; Medium-size human; HD 3d6+6; hp 19; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +3; Grap +5; Atk +5 melee (1d4+2, knife); SQ mad certainty, ancestral heritage; SV Fort +5, Ref +2, Will +1; San 25; Str 14, Dex 13, Con 14, Int 10, Wis 11, Cha 8.

*Profession Template:* Villager.

*Skills:* Bluff +2, Climb +7, Craft (carpentry) +7, Cthulhu Mythos\* +3, Gather Information +1, Innuendo\* +2, Jump +4, Knowledge (local–Pasedaranos) +4, Knowledge (occult)\* +2, Knowledge (religion)\* +1, Listen +2, Move Silently +6, Performance (singing)\* +0, Sense Motive +3, Spot +3, Wilderness Lore +3. Skills marked with an asterisk (\*) are not core skills for Erui.

*Feats:* Power Attack, Skill Emphasis (Craft [carpentry]), Weapon Proficiency (melee).

*Ancestral Heritage (Ex):* Erui contributes one caster level when participating in rituals conducted by Sethos.

*Mad Certainty (Ex):* Cultists do not succumb to temporary insanity. See the rulebook.

**Pilos**

Male 3rd level Offense Option; CR 3; Medium-size human; HD 3d6; hp 13; Init +6; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); BAB +3; Grap +4; Atk +4 melee (1d6+1/18–20, scimitar); SQ mad certainty, ancestral heritage; SV Fort +1, Ref +5, Will +3; San 15; Str 12, Dex 14, Con 11, Int 12, Wis 15, Cha 10.

*Profession Template:* Villager.

*Skills:* Bluff +4, Climb +7, Cthulhu Mythos\* +3, Gather Information +5, Innuendo\* +4, Jump +4, Knowledge (history)\* +3, Knowledge (local–Pasaderos) +5, Knowledge (occult)\* +3, Knowledge (religion)\* +2, Listen +5, Move Silently +6, Sense Motive +5, Spot +4, Wilderness Lore +8. Skills marked with an asterisk (\*) are not core skills for Pilos.

*Feats:* Improved Initiative, Track, Weapon Proficiency (melee).

*Ancestral Heritage (Ex):* Pilos contributes one caster level when participating in rituals conducted by Sethos.

*Mad Certainty (Ex):* Cultists do not succumb to temporary insanity. See the rulebook.

**Educated Cultist Villagers (Sethos' assistants)**

Male 3rd level Offense Option; CR 3; Medium-size human; HD 3d6+3; hp 16; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +3; Grap +4; Atk +4 (1d3+1 subdual, unarmed strike); SA spells; SQ mad certainty, ancestral heritage; SV Fort +4, Ref +2, Will +1; San 15; Str 12, Dex 13, Con 12, Int 12, Wis 10, Cha 12.

*Profession Template:* Villager.

*Skills:* Bluff +3, Climb +7, Cthulhu Mythos\* +3, Gather Information +4, Innuendo +3, Jump +4, Knowledge (history)\* +5, Knowledge (local–Pasaderos) +5, Knowledge (occult)\* +4, Knowledge (religion)\* +5, Listen +2, Move Silently +7, Search\* +5, Sense Motive +6, Spot +3. Skills marked with an asterisk (\*) are not core skills for the cultists.

*Feats:* Educated, Sharp-Eyed, Weapon Proficiency (melee).

*Ancestral Heritage (Ex):* The cultists contribute one caster level each when participating in rituals conducted by Sethos.

*Mad Certainty (Ex):* Cultists do not succumb to temporary insanity. See the rulebook.

*Spells:* The cultists can cast *self-immolation*.

**Sethos**

Male 6th level Offense Option with cult sorcerer template; CR 7; Medium-size human; HD 6d6–6; hp 17; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +5; Grap +5; Atk +5 melee (1d4, ritual dagger); SA burning touch, spells; SQ adept spellcaster, fire in the blood, ancestral heritage; SV Fort +1, Ref +3, Will +7; San —; Str 10, Dex 12, Con 9, Int 14, Wis 10, Cha 20.

*Profession Template:* Villager.

*Skills:* Bluff +11, Climb +7, Cthulhu Mythos\* +6, Gather Information +12, Handle Animal\* +6, Innuendo +5, Intimidate\* +12, Jump +4, Knowledge (history)\* +6, Knowledge (local–Pasaderos) +9, Knowledge (occult)\* +6, Knowledge (religion)\* +6, Move Silently +5, Sense Motive +9, Speak Other Language (Arabic)\* +6. Skills marked with an asterisk (\*) are not core skills for Sethos.

*Feats:* Athletic, Iron Will, Persuasive, Skill Emphasis (Intimidate).

*Adept Spellcaster (Ex):* Sethos casts *contact Cthugha* and other spells associated with Cthugha as if he were an 8th level caster.

*Ancestral Heritage (Ex):* Sethos carries an ancient bloodline. (The bloodline's benefits are overshadowed by Sethos's spell-casting ability.)

*Burning Touch (Sp):* Once per hour, Sethos can make a touch attack that deals 1d6+3 points of fire damage.

*Fire in the Blood (Ex):* Spells with the fire descriptor do an extra 1d6 points of damage when cast by Sethos. (As written, the only spell Sethos knows that meets this condition is *self-immolation*.)

*Spells:* Sethos can cast the following spells: *boiling blood*, *contact Cthugha*, *self-immolation*, *Voorish sign*.

**Minotaur**

CR 7; Large Aberration (fire); HD 8d8+40; hp 76; Init +0; Spd 30 ft.; AC 14, touch 14, flat-footed 14 (+5 natural, –1 size); BAB +6/+1; Grap +20; Atk +15 melee (1d8+10, gore); Full Atk +15/+10 melee (1d8+10, gore); FS 5 ft. by 10 ft.; Reach 5 ft.; SA charge; SQ inner heat, scent, darkvision; SV Fort +9, Ref +2, Will +12; San —; Str 30, Dex 10, Con 20, Int 7, Wis 22, Cha 17.

*Skills:* Hide +4, Listen +10, Move Silently +4, Search +6, Spot +10.

*Feats:* Great Fortitude.

*Sanity Loss:* 1/1d8.

*Charge (Ex):* The Minotaur typically begins a combat by charging at one of its opponents. The Minotaur uses this charge to make a single, special gore attack that deals 4d6+15 points of damage. The normal benefits (and hazards) of a charge apply.

*Darkvision (Ex):* The Minotaur can see its surroundings without needing a light source, up to a distance of 60 ft. This vision is black and white only. It does not allow the Minotaur to see anything it could not see otherwise — invisible objects are still invisible, and illusions are still visible as what they seem to be. The presence of light does not spoil darkvision.

*Fire subtype:* The Minotaur is immune to fire damage. It takes double damage from cold unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure.

*Inner Heat (Ex):* Any creature within 15 ft. of the minotaur must make a Fortitude save (DC 15) or suffer 1d6 points of fire damage from the intense heat radiated by the Minotaur.

*Scent (Ex):* The Minotaur can detect approaching enemies, sniff out hidden foes, and track by sense of smell. See Chapter 8 of the rulebook.

## The Vampire of Schwarzbrunn

### NEW CHARACTER RULES

This adventure is set in the Dark Ages. A full conversion of *Cthulhu Dark Ages* to *Call of Cthulhu d20* is beyond the scope of this document. However, here are a few guidelines that should allow you to play this adventure. (Refer also to the Dark Ages Averaigne conversion in the Player's Section of this document.)

The investigators are agents of the Church; use the Priest profession template for priests and clerics, use the Soldier profession template for warriors, use the Professor profession template for scholars.

Certain skills and feats do not exist in the Dark Ages. Others change in scope or effect. Of particular note is Research: in the Dark Ages, it is a trained only skill.

Speak Other Language no longer includes the ability to write that language (though it does still allow a character to read). The new skill Write Language (Int; trained only) measures a character's ability to write in a given language. You buy ranks in each written language separately. Having even a single rank allows you to write that language. Not all languages have a written form. You cannot buy ranks in a written language you do not also know how to speak. A character does not automatically know how to write their native language.

### New Profession Template

#### MONK

- Concentration [Con]
- Craft (any one) [Int]
- Diplomacy [Cha]
- Knowledge (religion) [Int]
- Knowledge (any one) [Int]
- Listen [Wis]
- Speak Other Language (Latin) [Int]
- Speak Other Language (Sign Language) [Int]

Write Language (Latin) [Int]

+ three more of the player's choice

### NEW TOME

*R'lyeh Text*. In Greek, translator unknown. *Examination Period*: 1d6 weeks (DC 21). Contains one spell, "Call Forth One of the Great Old Ones" (*call Ghatanothoa*). *Sanity Loss*: 1 initial and 1d8 upon completion. *Cthulhu Mythos*: +1 rank.

### NEW SPELLS

#### Call Ghatanothoa

Use the spell *call deity* from the rulebook. Before the spell can be cast, the caster (or one of the casters, if more than one is involved) must sacrifice the blood of five people over five days. The blood of children is especially potent: For each child that is sacrificed to cast this spell, reduce the Wisdom damage by 1, to a minimum of 15 Wis damage. (For example, if two of the five sacrifices are children, the spell does 18 Wis damage.) If the spell is cast on a solstice, the chance that Ghatanothoa heeds

the call is 60%, +1% per level of the caster(s). Otherwise, the chance is as printed in the rulebook.

### Close Gate

*Components*: V, M

*Cost*: Str damage (see text) and 1 Sanity point

*Casting Time*: 10 minutes

*Range*: 0 ft.

*Target*: One magical gate

*Duration*: 24 hours

*Saving Throw*: None

You can suppress the magical energy that sustains a gate. You can close the doorway made by the *create gate* spell, but you cannot destroy it.

Casting this spell does Strength damage equal to the permanent Strength drain it cost to create the gate. If the caster(s) try to close a gate as it is being used (at either end), an opposed Charisma check must be made. The caster with the highest Charisma makes a Charisma check, assisted by the other casters (if any). This is opposed by the traveling creature's Charisma check. If the caster(s) win, the gate is closed. The effect this has on the traveling creature is for the GM to decide (the creature may be trapped forever in another dimension, or perhaps merely deposited somewhere between the two gates). If the traveling creature wins, the gate remains open. The cost of casting the spell must still be paid, despite its failure.

*Material Components*: Five black candles, arranged in a circle about the gate, chalked sigils, and certain exotic herbs and obscure concoctions that are to be burned while the chant is recited.

### ADVENTURE NOTES

The adventure is suitable for a party of 1st to 4th level investigators. The challenges in this adventure are chiefly investigative, so little need be done to adapt the adventure to higher levels.

### Initial Inquiries

*The Condition of the Bodies*: With a DC 20 Sense Motive check, the investigators can realize they have spoken Benjamin's thought aloud.

*The Circumstances of the Murders*: A Gather Information check (DC 10) reveals the information detailed in this section.

*An Unhappy Homecoming*: The men are reluctant to talk about their discovery. They can be persuaded with a Diplomacy check (DC 15). Alternatively, an Intimidate check (DC 16) can be made, but this will start investigations on a bad note. (If the PCs take this course, remember it for the 'Uproar in Schwarzbrunn' section of the adventure.)

A character who wishes to examine the corpse must make a Search check:

[Result of 5] The corpse is very pale.

[Result of 10] The corpse is very pale. The body is marked by a number of bite wounds and other traces. The carotid artery has been opened. Some abrasions are visible around the wrists.

[Result of 15] As for a result of 10, but the investigator notices there are also abrasions around the ankles.

The investigator can interpret what has been discovered with successful Heal checks.

[DC 5] The corpse's pallor suggests it is completely without blood.

[DC 10] The bite wounds were inflicted by animals after death. The abrasions are a sign the victim was bound.

### Loci Eventorum

*The Monastery of Schwarzbrunn:* To notice the grooves requires a successful Search check (DC 20). To find the hidden brake mechanism requires a second Search check (DC 20). To remove the picture requires a DC 15 Intelligence check. A Search check (DC 15) reveals the flecks of wax.

To discover the camouflaged entrance to the fissure requires a successful DC 20 Search check. To squeeze through the crack requires an Escape Artist check (DC 20); remember that a character can take 20 on this check if circumstances allow.

### The Hunt for the Murderer

*Recovery:* The characters may well want to move the Bearded Giant, but this is not an easy task. Toppling the stone requires a successful Strength check (DC 48). A character can take 20 on this check (this represents spending all day on the task), and others can assist. This is unlikely to be accomplished by the PCs alone, and they may turn to the villagers for assistance. In the absence of evidence, it is a DC 30 Diplomacy check to persuade the necessary number of people to give up a day's searching (or other duties) to try to topple the rock.

Characters who aid a search party should make Search and Wilderness Lore checks.

### Conversations

*The Villagers:* A character who succeeds at a Knowledge (religion) check (DC 10) can cite the proper Egyptian plagues in the correct order.

A DC 15 Sense Motive check when dealing with the villagers reveals the simmering tensions.

A character who examined the body and observed the carotid artery had been opened can, with a DC 15 Heal check, rule out the possibility of a wolf having caused the injury.

*In the Monastery:* The investigators can find the occult works with a Research check (DC 10). If the characters look for information on werewolves, this takes 1d10 hours and requires a successful Research check (DC 10). Alternatively, the stories can be heard from villagers with a successful Gather Information check (DC 12).

*The Red Monk:* Have all investigators make a Listen check. The character with the highest check result is the one awakened.

*Scapegoats:* A DC 5 Sense Motive check reveals the obvious fact that the family's life is in danger.

### On the Trail of the Red Monk

*A Recent Vision:* To run along the boggy ground requires two DC 15 Balance checks. If either is failed by 5 or more, the investigator slips and falls.

Following the tracks up to the edge of the woods is easy (a DC 8 Search check). Following the trail in the wood is harder

(requires the Track feat and a successful DC 23 Wilderness Lore check). A character with the Track feat who succeeds at a Wilderness Lore check (DC 15) will notice the tracks are already old.

*Further Investigations:* You can represent the creeping drowsiness by a series of Constitution checks (DC 15, +3 per hour after the first check). If instead the sleep is caused by Ghatanothoa's influence, a series of Will saves (with the same DCs) would be more appropriate.

*An Investigation of the Church:* With a DC 10 Intelligence check, the investigators can think to post a guard. (This is a last resort. The players should be able to think of this themselves. If they do not, you can either call for the Int check, or go with the scenario's suggested method of recognizing the Red Monk.)

The Red Monk is fated to die; you may prefer him to live (to conduct the ritual) if you want a more upbeat conclusion to the adventure.

### EXPERIENCE AND STORY AWARDS

#### Typical Story Goals:

- Discover Waldemar's secret.
- Discover the secret chamber in the church.
- Discover the subterranean fissure.
- Save the traveling family of Jews.
- Discover the secret of the monastery's founding.

#### Bonus Sanity Rewards:

Saving Maria: 1d6 Sanity Points.

Saving the villagers of Schwarzbrunn: 1d6 Sanity points.

### NPCs

#### Benjamin

Male 3rd level Defense Option; CR 3; Medium-size human; HD 3d6; hp 13; Init -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); BAB +1; Grap +0; Atk +0 (1d3-1 subdual, unarmed strike); SV Fort +1, Ref +2, Will +3; San 75; Str 8, Dex 8, Con 11, Int 14, Wis 11, Cha 10.

*Profession Template:* Monk.

*Skills:* Concentration +4, Craft (cabinetry) +4, Diplomacy +5, Gather Information\* +2, Handle Animal\* +2, Heal +9, Knowledge (local-Schwarzbrunn) +4, Knowledge (religion) +4, Knowledge (medicine) +4, Listen +2, Sense Motive +2, Speak Other Language (Latin) +8, Speak Other Language (Sign Language) +8, Spot +3, Wilderness Lore\* +3, Write Language (Latin) +8. Skills marked with an asterisk (\*) are not core skills for Benjamin.

*Feats:* Endurance, Skill Emphasis (Heal), Trustworthy.

#### Winfried

Male 6th level Defense Option; CR 6; Medium-size human; HD 6d6-6; hp 17; Int -1; Spd 30 ft.; AC 9, touch 9, flat-footed 9 (-1 Dex); BAB +3; Grap +2; Atk +2 melee (1d3-1 subdual, unarmed strike); SV Fort +1, Ref +4, Will +7; San 80; Str 8, Dex 8, Con 9, Int 13, Wis 14, Cha 14.

*Profession Template:* Monk.

*Skills:* Concentration +3, Craft (any one) +6, Diplomacy +7, Knowledge (law) +7, Knowledge (local-Schwarzbrunn) +6,

Knowledge (religion) +13, Listen +6, Research +13, Ride\* +2, Search\* +3, Sense Motive +8, Speak Other Language (Latin) +10, Speak Other Language (Sign Language) +10, Write Language (Latin) +10. Skills marked with an asterisk (\*) are not core skills for Winfried.

*Feats:* Skill Emphasis (Knowledge [law]), Skill Emphasis (Knowledge [religion]), Skill Emphasis (Research), Sharp-Eyed.

### Waldemar

Male 3rd level Defense Option; CR 3; Medium-size human; HD 3d6+3; hp 16; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +1; Grap +3; Atk +3 melee (1d4+2, knife); SA spells; SQ Ghatanothoa's blessing, mad certainty; SV Fort +6, Ref +3, Will +3; San 35; Str 14, Dex 10, Con 13, Int 15, Wis 15, Cha 16.

*Profession Template:* Monk.

*Skills:* Bluff +9, Concentration +7, Cthulhu Mythos\* +3, Craft (any one) +5, Diplomacy +6, Hide\* +3, Knowledge (occult) +8, Knowledge (religion) +4, Listen +4, Move Silently\* +5, Sense Motive\* +5, Speak Other Language (Greek) +4, Speak Other Language (Latin) +6, Speak Other Language (Sign Language) +6, Spot\* +3, Write Language (Greek) +4, Write Language (Latin) +6. Skills marked with an asterisk (\*) are not core skills for Waldemar.

*Feats:* Great Fortitude, Stealthy, Weapon Proficiency (melee).

*Ghatanothoa's Blessing (Ex):* On the nights when Waldemar is to commit a ritual murder, he counts as a 6th level caster. In addition, he can affect the Bearded Giant as if it were the subject of the *levitate* spell (despite its great weight). This is because the monk has direct contact with Ghatanothoa on those nights.

*Mad Certainty (Ex):* Cultists do not succumb to temporary insanity. See the rulebook.

*Spells:* Waldemar can cast the following spells: *call Ghatanothoa*, *levitate*.

### Fabian

Male 3rd level Defense Option; CR 3; Medium-size human; HD 3d6; hp 13; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +1; Grap +1; Atk +1 melee (1d3 subdual, unarmed strike); SA spells; SV Fort +1, Ref +4, Will +4; San 50; Str 11, Dex 12, Con 11, Int 12, Wis 12, Cha 14.

*Profession Template:* Monk.

*Skills:* Concentration +7, Cthulhu Mythos\* +2, Craft (calligraphy) +10, Diplomacy +4, Hide\* +3, Knowledge (occult) +3, Knowledge (religion) +5, Listen +4, Sense Motive +2, Speak Other Language (Greek) +7, Speak Other Language (Latin) +7, Speak Other Language (Sign Language) +7, Spot\* +3, Write Language (Greek) +7, Write Language (Latin) +7.

*Feats:* Alertness, Skill Emphasis (Concentration), Skill Emphasis (Craft [calligraphy]).

*Spells:* Fabian can cast *close gate*.

### Hagen

Male 2nd level Defense Option; CR 2; Medium-size human; HD 2d6+4; hp 13; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10 (+1 Dex); BAB +1; Grap +3; Atk +3 melee (1d3+2 subdual, unarmed strike); SV Fort +5, Ref +4, Will +0; San 65; Str 15, Dex 12, Con 14, Int 10, Wis 11, Cha 13.

*Profession Template:* Worker.

*Skills:* Climb +3, Craft (farming) +8, Gather Information +6, Handle Animal +4, Intimidate +4, Knowledge (local-Schwarzbrunn) +5, Knowledge (nature) +4, Listen +2, Performance (flute) +6, Spot +4, Use Rope +4.

*Feats:* Endurance, Skill Emphasis (Craft [farming]).

### Annegret

Female 2nd level Defense Option; CR 2; Medium-size human; HD 2d6+4; hp 14; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; BAB +1; Grap +2; Atk +2 melee (1d3+1 subdual, unarmed strike); SV Fort +5, Ref +0, Will +4; San 50; Str 12, Dex 11, Con 15, Int 11, Wis 12, Cha 16.

*Profession Template:* Worker.

*Skills:* Animal Empathy +6, Concentration +7, Cthulhu Mythos\* +1, Craft (farming) +4, Gather Information +7, Heal +6, Knowledge (local-Schwarzbrunn) +5, Knowledge (nature) +5, Listen +5, Psychic Focus +2, Spot +5. Skills marked with an asterisk (\*) are not core skills for Annegret.

*Feats:* Toughness.

*Psychic Feats:* Sensitive.

## Project Pi

### ADVENTURE NOTES

The adventure is suitable for a party of 11th level investigators. Seven pregenerated 11th level characters are provided below. Alternative characters can be generated. The purpose of the adventure is to provide a setting where high level characters can be challenged, so it is not recommended that characters be lower than 10th level. Given the characters' military training, the Weapon Proficiency feat is handled differently in this scenario. See the section 'Pre-Rolled Characters' below.

### The Virus

A character exposed to the Project Pi Virus (through either injection or contact with infected sputum) must succeed at a Fortitude saving throw (DC 30) or become infected. After an incubation period of 2d4 hours, the infected character suffers 1d3 temporary ability damage to all abilities. Each hour afterwards the character must make a Fortitude save (DC 12, +2 for each previous save). Success means the virus inflicts a further 1d3 temporary ability damage to all abilities. Failure means the character collapses and begins to die, suffering 1 point of permanent Con drain each minute until death occurs at 0 Constitution.

If the character survives for five hours after the onset of the virus (succeeds at five saving throws), he or she has survived the metamorphosis and becomes a monster.

Just so you know: As things stand it is likely that Caple, Hancock, Varney and Vasquez will have died by the end of the third hour. If this is going to wipe out a large proportion of the party, keep the DCs fixed at 12. This will extend their life-span by an hour.

The symptoms of the disease are described in the adventure.

### The Roger Revelle

*The Bridge:* With a successful Intelligence check (DC 15), a character knows that the electricity can only be turned on from the engine room. (Lt Hancock should receive a +2 synergy bonus to this check because of his expertise.)

Once the computers are online, characters can make Computer Use checks to retrieve information:

[DC 10] Bring up a crew listing.

[DC 10] View the captain's log.

[DC 15] Learn that a central computer sends and receives the ship's e-mail. A second DC 15 Computer Use check is needed to bring up the e-mail logs on the central computer. It is a DC 12 Intelligence check to identify 'njones.'

*The Engine Room:* Use the rulebook stats for apes to represent the panicked gorillas.

*The Laboratories:* The labs contain a number of protective suits. See the nearby box for the benefits conferred by a protective suit.

A protective suit grants the wearer a +10 bonus to Fortitude saves made to resist infection. (This bonus does not apply to an already infected character who is making Fort saves to resist a disease's effects.) If the wearer suffers 4 or more points of damage from firearms, slashing or piercing weapons, or certain other sources (e.g., fire, acid, etc.) then the suit's integrity is compromised to such a degree that it no longer grants the bonus to Fort saves. The suit is cumbersome, applying a -4 armor check penalty to its wearer.

*The Laboratory:* A Search check (DC 10) turns up only one thing of interest, a complete list of all crew members and their corresponding computer log-in names. (See the "Spenser's Study" section in the adventure.)

*The Cold Room:* If the investigators are stuck on the keypad code, a successful DC 15 Intelligence check will solve the problem.

*Spenser's Study:* To bypass the log-in security on Spenser's computer is a DC 30 Computer Use check. If the investigators do not know what to look for on the computer, call for a Computer Use check. The higher the check result, the more they recover from the computer:

[Result of 5] There are quite obviously files in the Recycle Bin, which the investigators restore and read.

[Result of 7] In addition, the investigators locate the Project Pi directory and may read the files it contains.

[Result of 12] In addition, the investigators recover some old sent e-mails. (Handout 3)

*The Bow Room:* It is a DC 10 Computer Use check to detect the signal from the mini-sub. To remove the receiver and connect it to a laptop requires a Repair check (DC 15) and a Craft (electronics) check (DC 15). The skill Knowledge (electronics) can be used in place of Craft (electronics).

With a DC 10 Search check, the investigators will find the inventory list. See below for weapons details.

### Contact!

If the investigators don't have the use of the portable tracking device, they can use Spenser's work papers to plot the location of the Deep One colony with a DC 10 Pilot (ship) check.

*John Powers:* Powers receives half cover from the pillar (+4 to AC, +2 to Reflex saves). For details of smoke and flash grenades, see below.

*The Inhabitants:* Be aware that, as written, the investigators will be unable to defeat a star-spawn of Cthulhu. Unless the PCs are equipped with a lot of heavy firepower, it might be best to replace the star-spawn with a Huge Deep One (statistics are provided). Alternatively, the star-spawn could withdraw for inscrutable reasons, or you could make the star-spawn weaker than usual (removing its damage reduction would help the investigators a lot).

*Option 1:* To enliven the characters' flight from R'lyeh, call for Balance checks (when the floor cracks open) and Reflex saves (when chunks of the ceiling fall in). Ramming Cthulhu requires a DC 25 Pilot (ship) check. There is a 50% chance the Shkval rockets will function correctly.

**Option 2:** A character with the Track feat who succeeds at a DC 10 Wilderness Lore check can follow Spenser's trail. (A successful DC 10 Search check will also suffice.) An Intelligence check (DC 10) will alert the characters to the reason behind the attacks.

To persuade the Russians requires a Diplomacy check to adjust their attitude. Use Table 10–1 in the rulebook. Consider the Russians to be unfriendly as far as the injections are concerned (they are otherwise considered helpful). The investigators should probably work together to convince the Russians. To be successful, the Russians need to be shifted from unfriendly to friendly.

A Knowledge (pharmacy) check (DC 10) can determine the number of doses in the ampule. Further doses can probably be produced in the *Roger Revelle's* lab, but this will take time the characters may not have.

**EXPERIENCE AND STORY AWARDS**

If you are playing the adventure as a one-off, then story goals and Sanity rewards can be waived. Survival is reward enough.

The following experience and story awards have been provided if you have adapted the adventure to fit in an ongoing campaign, or in case you wish to use it as the starting point for a campaign.

**Typical Story Goals:**

- Discover the true nature of Project Pi.
- Discover Spenser's secret.
- Form an alliance with the Russians.
- Discover the missing mini-sub.
- Stop Spenser opening the door to the crypt.
- Survive R'lyeh.

**Bonus Sanity Rewards:** Stopping Spenser opening the door: 1d10 Sanity Points.

**NEW WEAPONS**

You can use the rulebook statistics for the Heckler & Koch MP5 to represent the H&K MP5N. Likewise, use the rulebook statistics for the Colt M-16A1 to represent the M16A2.

<i>Tiny Melee Weapons</i>	<i>Damage</i>	<i>Critical</i>	<i>Increment</i>	<i>Weight</i>	<i>Type</i>			
Shock generator*	special	×2	—	1 lb.	Electricity			

  

<i>Pistols</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
SIG-Sauer P226	9×19mm	1d10	×3	semi/D	15	mag	20	Multifire
Yarygin PYa	9×19mm	1d10	×3	semi/D	17	mag	20	Multifire

  

<i>Rifles</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
SR-25 Sniper	7.62×51mm	2d10	×3	semi	20	mag	200	Multifire

  

<i>Automatic Rifles</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
M4A1	5.56×45mm	2d6	×3	select	30	mag	200	Autofire

  

<i>Submachine Guns</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
AKSU-74	5.45×40mm	2d6	×3	select	30	mag	30	Autofire
Micro Uzi	.45 ACP	2d8	×3	select	20 (.45)	mag	20	Autofire
	or 9×19mm	1d10	×3		20, 25, or 32 (9mm)	mag		

  

<i>Light Machine Guns</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
FN Minimi	5.56×45mm	2d6	×3	automatic	30	mag	200	Autofire
					100	belt		

  

<i>Shotguns</i>	<i>Caliber</i>	<i>Damage</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
Remington M870 Mk1	12g	See Table 6–8	pump	7	side	50	Standard

  

<i>Other Ranged Weapons</i>	<i>Caliber</i>	<i>Damage</i>	<i>Crit</i>	<i>Action</i>	<i>Cap</i>	<i>Loading</i>	<i>Range</i>	<i>Rate</i>
M72A7 LAW*	66mm HEAT	10d6	—	n/a	1	special	200	n/a
Speargun*	metal spear	2d6	×2	n/a	1	special	30	n/a
	or tranq. round	special	—					

\* See the description of this weapon for special rules.

**Melee Weapons**

*Shock generator:* With a successful touch attack, the shock generator deals 1d3 points of electricity damage, and the target must make a DC 15 Fortitude save or be paralyzed for 1d6 rounds.

**Other Ranged Weapons**

*M72A7 Light Anti-Tank Weapon (LAW):* This rocket launcher is a disposable one-shot weapon. Before the LAW can be fired, it must be readied and armed; this is a move action. The rocket detonates upon impact, dealing 10d6 points of damage to all objects within a 10 ft. blast radius. (Creatures in the blast radius other than the target can halve the damage with a successful DC 18 Reflex save.)

The warhead uses a shaped charge; if it strikes a solid object (vehicle, wall, etc.) it ignores the first 10 points of the object's hardness. (It only ignores the hardness of the object struck, not that of objects in its blast radius.)

If the LAW is fired at a target closer than 30 ft., the rocket will fail to arm (and so it will not explode).

Firing a M27A7 LAW requires the Weapon Proficiency (rocket launchers) feat; otherwise, the character has a -4 penalty to the attack roll.

*Speargun:* A target who is injured by a spear fired by a speargun will have the spear stuck in their body if they fail a Reflex save (DC 10 + half the damage dealt). A creature that has been so impaled can only move at half their speed and cannot run or charge while the spear remains embedded. A speared creature who tries to cast a spell must succeed at a DC 15 Concentration check, or the spell fails. The creature can pull the spear from their body; this deals a further 2d6 points of damage to the creature and is a full-round action.

A target injured by a tranquilizer round must make a DC 20 Fortitude save or fall unconscious for 1d3 hours.

Loading a speargun is a full-round action.

**Explosives**

Each of the following grenades, when thrown, has a range increment of 10 ft.

*Flash Grenade:* When this grenade goes off it creates a blinding flash of light lasting only hundredths of a second. Anyone caught in the 15 ft. blast radius must make a Reflex save (DC 25) or be blinded for 2d6 rounds.

*Smoke Grenade:* This grenade does not explode but instead emits a non-toxic smoke. In the first round, the smoke fills a 5 ft. radius. This grows to a 10 ft. radius on the second round, and to a 15 ft. radius on the third round. The smoke obscures all sight, including darkvision and nightvision goggles. All within the cloud have total concealment (attacks suffer a 50% miss chance and the attacker can't use sight to locate the target). This smoke dissipates after 10 rounds. A presence of wind can disperse the smoke more rapidly: A moderate wind (11+ mph) clears the smoke in 4 rounds, a strong wind (21+ mph) clears it in 1 round.

*Stun Grenade:* When this grenade detonates, its contents explode in a random succession of bangs and flashes. There is no fragmentation damage, but anyone caught in the blast radius (15 ft.) must make a Fortitude save (DC 25) or be stunned for 1d6 rounds.

**PRE-ROLLED CHARACTERS**

In keeping with the action-movie feel of the adventure, the player characters have been created using the Defense bonus variant rule. If you prefer more typical PCs, and decide to remove the Defense bonus, remember to remove one feat from the Offense Option player characters.

**The Weapon Proficiency Feat**

To represent a SEAL's exceptional training, the Weapon Proficiency feat is handled a little differently for SEAL characters. Weapon Proficiency (personal firearms) allows a character to use pistols, rifles, submachine guns and light machine guns without suffering a -4 penalty to attack rolls. (A regular character would require four Weapon Proficiency feats to achieve this.) A GM who would prefer to have the SEALs done 'by the book' should give the characters the feats listed below. Know that by doing so, the SEALs lose a lot of their character.

*Cpt Whitaker:* Point Blank Shot, Rapid Shot, Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Vasquez:* Point Blank Shot, Precise Shot, Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Caple:* Gearhead, Point Blank Shot, Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Pereira:* Cautious, Point Blank Shot, Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Potter:* Point Blank Shot, Weapon Proficiency (machine gun), Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Hancock:* Gearhead, Point Blank Shot, Weapon Proficiency (melee), Weapon Proficiency (pistol), Weapon Proficiency (rifle), Weapon Proficiency (submachine gun).

*Lt Jackson:* Dodge, Expertise, Martial Artist, Power Attack, Weapon Proficiency (melee), Weapon Proficiency (pistol).

**New Feat**

Lt Hancock has the following feat. It's best suited to cinematic or pulp games.

**VEHICLE EXPERT**

You have a natural talent for controlling vehicles.

**Benefit:** You receive a +2 bonus to all Drive checks and Pilot checks.

**Cpt Joe Whitaker**

Male 11th level Offense Option; HD 11d6+33; hp 89; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12 (+3 Dex, +2 Def); BAB +9/+4; Grap +12; Atk +12 melee (1d4+3/19–20, combat knife) or +12 melee (1d3+3 subdual, unarmed strike) or +12 ranged (1d10/×3, H&K MP5N submachine gun) or +12 ranged (2d6/×3, M4A1 assault rifle) +12 ranged (1d10/×3, SIG-Sauer P226); Full Atk +12/+7 ranged (1d10/×3, H&K MP5N submachine gun) or +12/+7 ranged (2d6/×3, M4A1 assault rifle) or +12/+7 ranged (1d10/×3, SIG-Sauer P226) or +12/+7 melee (1d4+3/19–20, combat knife) or +6/+6/+6/+1 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +6/+6/+6/+1 ranged (2d6/×3, M4A1 assault rifle with autofire) or +8/+8/+3 ranged (1d10/×3, SIG-Sauer P226 with multifire) or +4/+4/+4/+4/-1 ranged (1d10/×3, H&K MP5N submachine gun with autofire and Rapid Shot feat) or +4/+4/+4/+4/-1 ranged (2d6/×3, M4A1 assault rifle with autofire and Rapid Shot feat) or +6/+6/+6/+1 ranged (1d10/×3, SIG-Sauer P226 with multifire and Rapid Shot feat); SV Fort +10, Ref +6, Will +2; San 40; Str 16, Dex 16, Con 17, Int 12, Wis 8, Cha 9.

*Profession Template:* Soldier variant (Use Rope replaced by Pilot [boat]).

*Skills:* Balance\* +6, Climb +14, Computer Use\* +3, Diplomacy\* +0, Disable Device\* +2, Heal\* +3, Hide +8, Jump +10, Knowledge (chemistry)\* +2, Knowledge (electronics)\* +2, Knowledge (medicine)\* +2, Knowledge (pharmacy)\* +2, Knowledge (physics)\* +2, Listen +6, Move Silently +10, Open Lock +15, Pilot (boat) +10, Pilot (ship) +4, Psychoanalysis\* +0, Repair\* +2, Search\* +5, Spot +10, Swim +10, Tumble +9, Wilderness Lore +6. Synergy bonuses to Balance and Jump have been included. Skills marked with an asterisk (\*) are not core skills for Whitaker.

*Feats:* Point Blank Shot, Rapid Shot, Track, Weapon Proficiency (melee), Weapon Proficiency (personal firearms), Weapon Proficiency (rocket launcher).

**Lt Amy Vasquez**

Female 11th level Offense Option; HD 11d6+33; hp 79; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+4 Dex, +2 Def); BAB +9/+4; Grap +12; Atk +14 ranged (2d10/19–20/×3, SR-25 sniper rifle) or +13 ranged (1d10/×3, H&K MP5N submachine gun) or +13 ranged (1d10/×3, SIG-Sauer P226) or +8 melee (1d4+2/19–20, combat knife) or +8 melee (1d3+2 subdual, unarmed strike); Full Atk +14/+9 ranged (2d10/19–20/×3, SR-25 sniper rifle) or +13/+8 ranged (1d10/×3, H&K MP5N submachine gun) or +13/+8 ranged (1d10/×3, SIG-Sauer P226) or +10/+10/+5 ranged (2d10/19–20/×3, SR-25 sniper rifle with multifire) or +7/+7/+7/+2 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +9/+9/+4 ranged (1d10/×3, SIG-Sauer P226 with multifire) or +8/+3 melee (1d4+2/19–20, combat knife); SV Fort +6, Ref +11, Will +7; San 90; Str 16, Dex 18, Con 16, Int 15, Wis 18, Cha 12.

*Profession Template:* Soldier variant (Use Rope replaced by Pilot [boat]).

*Skills:* Balance\* +6, Bluff\* +5, Climb +17, Computer Use\* +3, Disable Device\* +3, Heal\* +5, Hide +12, Jump +12, Knowledge (electronics)\* +3, Knowledge (physics)\* +4, Listen +10,

Move Silently +18, Open Lock +18, Pilot (boat) +10, Pilot (ship) +5, Repair\* +3, Search\* +4, Sense Motive\* +9, Speak Other Language (Spanish)\* +4, Spot +13, Swim +12, Tumble +13, Wilderness Lore +7. Synergy bonuses to Balance and Jump have been included. Skills marked with an asterisk (\*) are not core skills for Vasquez.

*Feats:* Far Shot, Improved Critical (SR-25 sniper rifle), Point Blank Shot, Precise Shot, Weapon Focus (SR-25 sniper rifle), Weapon Proficiency (personal firearms).

**Lt Mollie Caple**

Female 11th level Offense Option; HD 11d6+33; hp 70; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12 (+3 Dex, +2 Def); BAB +9/+4; Grap +11; Atk +12 ranged (1d10/×3, H&K MP5N submachine gun) or +12 ranged (2d6/×3, M4A1 assault rifle) or +12 ranged (1d10/×3, SIG-Sauer P226) or +11 melee (1d4+2/19–20, combat knife) or +11 melee (1d3+2 subdual, unarmed strike); Full Atk +12/+7 ranged (1d10/×3, H&K MP5N submachine gun) or +12/+7 ranged (2d6/×3, M4A1 assault rifle) or +12/+7 ranged (1d10/×3, SIG-Sauer P226) or +11/+6 melee (1d4+2/19–20, combat knife) or +6/+6/+6/+1 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +6/+6/+6/+1 ranged (2d6/×3, M4A1 assault rifle with autofire) or +8/+8/+3 ranged (1d10/×3, SIG-Sauer P226 with multifire); SV Fort +6, Ref +6, Will +11; San 70; Str 15, Dex 16, Con 16, Int 18, Wis 18, Cha 15.

*Profession Template:* Soldier variant (Use Rope replaced by Pilot [boat]).

*Skills:* Balance\* +5, Climb +15, Computer Use +23, Disable Device\* +9, Gather Information\* +5, Heal\* +5, Hide +8, Jump +10, Knowledge (chemistry)\* +8, Knowledge (electronics) +18, Knowledge (medicine)\* +5, Knowledge (pharmacy)\* +6, Knowledge (physics)\* +6, Listen +6, Move Silently +10, Open Lock +17, Pilot (boat) +6, Pilot (ship)\* +4, Repair\* +10, Search\* +10, Spot +13, Swim +10, Tumble\* +10, Wilderness Lore\* +5. Synergy bonuses to Balance and Jump have been included. Skills marked with an asterisk (\*) are not core skills for Caple.

*Feats:* Gearhead, Point Blank Shot, Skill Emphasis (Computer Use), Track, Weapon Proficiency (melee), Weapon Proficiency (personal firearms).

**Lt Felipe Pereira**

Male 11th level Offense Option; HD 11d6+33; hp 84; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+4 Dex, +2 Def); BAB +9/+4; Grap +12; Atk +13 ranged (1d10/×3, H&K MP5N submachine gun) or +13 ranged (2d6/×3, M4A1 assault rifle) or +13 ranged (1d10/×3, SIG-Sauer P226) or +12 melee (1d4+3/19–20, combat knife) or +12 melee (1d3+3 subdual, unarmed strike); Full Atk +13/+8 ranged (1d10/×3, H&K MP5N submachine gun) or +13/+8 ranged (2d6/×3, M4A1 assault rifle) or +13/+8 ranged (1d10/×3, SIG-Sauer P226) or +12/+7 melee (1d4+3/19–20, combat knife) or +7/+7/+7/+2 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +7/+7/+7/+2 ranged (2d6/×3, M4A1 assault rifle with autofire) or +9/+9/+4 ranged (1d10/×3, SIG-Sauer P226 with multifire); SV Fort +10, Ref +7, Will +7; San 40; Str 16, Dex 18, Con 17, Int 15, Wis 18, Cha 18.

*Profession Template:* Soldier variant (Use Rope replaced by Pilot [boat]).

**Skills:** Climb +14, Computer Use\* +3, Demolitions +21, Disable Device\* +5, Hide +8, Jump +8, Knowledge (chemistry) +12, Knowledge (electronics)\* +6, Knowledge (medicine)\* +5, Knowledge (pharmacy)\* +5, Knowledge (physics)\* +5, Listen +5, Move Silently +10, Open Lock +16, Pilot (boat) +9, Pilot (ship)\* +5, Repair\* +3, Search\* +4, Sense Motive\* +8, Speak Other Language (Spanish)\* +5, Spot +7, Swim +9, Tumble\* +8, Wilderness Lore +7. Skills marked with an asterisk (\*) are not core skills for Pereira.

**Feats:** Cautious, Point Blank Shot, Skill Emphasis (Demolitions), Track, Weapon Proficiency (melee), Weapon Proficiency (personal firearms).

**Lt Edward Potter**

Male 11th level Offense Option; HD 11d6+44; hp 100; Init +3; Spd 30 ft.; AC 15, touch 15, flat-footed 12 (+3 Dex, +2 Def); BAB +9/+4; Grap +13; Atk +13 ranged (2d6/×3, FN Minimi machine gun) or +12 ranged (1d10/×3, H&K MP5N submachine gun) or +12 ranged (1d10/×3, SIG-Sauer P226) or +13 melee (1d4+4/19–20, combat knife) or +13 melee (1d3+4 subdual, unarmed strike); Full Atk +13/+8 ranged (2d6/×3, FN Minimi machine gun) or +12/+7 ranged (1d10/×3, H&K MP5N submachine gun) or +12/+7 ranged (1d10/×3, SIG-Sauer P226) or +13/+8 melee (1d4+4/19–20, combat knife) or +9/+9/+9/+4 ranged (2d6/×3, FN Minimi machine gun with autofire and Multishot feat) or +7/+7/+7/+7/+2 ranged (2d6/×3, FN Minimi machine gun with autofire and Multishot, Rapid Shot feats) or +8/+8/+8/+3 ranged (1d10/×3, H&K MP5N submachine gun with autofire and Multishot feat) or +6/+6/+6/+6/+1 ranged (1d10/×3, H&K MP5N submachine gun with autofire and Multishot, Rapid Shot feats) or +10/+10/+5 ranged (1d10/×3, SIG-Sauer P226 with multifire and Multishot feat) or +8/+8/+8/+3 ranged (1d10/×3, SIG-Sauer P226 with multifire and Multishot, Rapid Shot feats); SV Fort +11, Ref +6, Will +4; San 40; Str 18, Dex 16, Con 18, Int 9, Wis 12, Cha 14.

**Profession Template:** Soldier variant (Use Rope replaced by Pilot [boat]).

**Skills:** Balance\* +5, Bluff\* +3, Climb +15, Computer Use\* +0, Heal\* +2, Hide +8, Intimidate +12, Jump +10, Listen +6, Move Silently +10, Pilot (boat) +10, Pilot (ship) +4, Search\* +2, Sense Motive\* +4, Spot +8, Swim +10, Tumble +10, Wilderness Lore +10. Synergy bonuses to Balance and Jump have been included. Skills marked with an asterisk (\*) are not core skills for Potter.

**Feats:** Multishot, Point Blank Shot, Rapid Shot, Weapon Focus (FN Minimi), Weapon Proficiency (melee), Weapon Proficiency (personal firearms).

**Lt Charlie Hancock**

Male 11th level Offense Option; HD 11d6+33; hp 80; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+4 Dex, +2 Def); BAB +9/+4; Grap +12; Atk +13 ranged (1d10/×3, H&K MP5N submachine gun) or +13 ranged (2d6/×3, M4A1 assault rifle) or +13 ranged (1d10/×3, SIG-Sauer P226) or +12 melee (1d4+1/19–20, combat knife) or +12 melee (1d3+1 subdual, unarmed strike); Full Atk +13/+8 ranged (1d10/×3, H&K MP5N submachine gun) or +13/+8 ranged (2d6/×3, M4A1 assault rifle) or +13/+8

(1d10/×3, SIG-Sauer P226) or +12/+7 melee (1d4+1/19–20, combat knife) or +7/+7/+7/+2 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +7/+7/+7/+2 ranged (2d6/×3, M4A1 assault rifle with autofire) or +9/+9/+4 ranged (1d10/×3, SIG-Sauer P226 with multifire); SV Fort +6, Ref +11, Will +7; San 45; Str 16, Dex 18, Con 17, Int 16, Wis 18, Cha 16.

**Profession Template:** Soldier variant (Hide, Listen, Use Rope and Wilderness Lore replaced by Knowledge [electronics], Pilot [boat], Open Lock and Repair).

**Skills:** Climb +15, Computer Use\* +7, Disable Device\* +4, Drive +16, Heal\* +4, Jump +10, Knowledge (electronics) +10, Knowledge (physics)\* +6, Listen\* +5, Move Silently +10, Open Lock +16, Pilot (aircraft)\* +13, Pilot (boat) +16, Pilot (helicopter)+16, Pilot (hoverboat)\* +13, Pilot (ship) +16, Pilot (tracked vehicle)\* +13, Repair +11, Spot +8, Swim +7. Skills marked with an asterisk (\*) are not core skills for Hancock.

**Feats:** Drive-By Attack, Gearhead, Point Blank Shot, Vehicle Expert, Weapon Proficiency (melee), Weapon Proficiency (personal firearms).

**Mike Varney**

Male 11th level Defense Option; HD 11d6+22; hp 63; Init +1; Spd 30 ft.; AC 15, touch 15, flat-footed 14 (+1 Dex, +4 Def); BAB +5; Grap +6; Atk +6 melee (1d3+1 subdual, unarmed strike); SV Fort +5, Ref +8, Will +11; San 40; Str 12, Dex 12, Con 15, Int 18, Wis 18, Cha 12.

**Profession Template:** Professor.

**Skills:** Bluff\* +5, Computer Use\* +10, Concentration +12, Craft (writing)\* +10, Diplomacy +13, Disable Device\* +6, Gather Information +10, Heal\* +6, Knowledge (biology) +21, Knowledge (chemistry) +15, Knowledge (electronics) +11, Knowledge (medicine) +11, Knowledge (pharmacy) +13, Knowledge (physics) +20, Repair\* +6, Research +21, Search\* +6, Sense Motive\* +10, Speak Other Language (Russian) +7, Speak Other Language (Spanish)\* +5, Spot +8, Swim\* +6. Synergy bonus to Heal has been included. Skills marked with an asterisk (\*) are not core skills for Varney.

**Feats:** Sharp-Eyed, Skill Emphasis (Knowledge [biology]), Skill Emphasis (Knowledge [physics]), Skill Emphasis (Research), Trustworthy.

**NPCs**

**Lt Wayne Jackson**

Male 11th level Offense Option; HD 11d6+44; hp 85; Init +4; Spd 30 ft.; AC 16, touch 16, flat-footed 12 (+4 Dex, +2 Def); BAB +9/+4; Grap +13; Atk +13 melee (1d4+4, unarmed strike) or +13 ranged (1d10/×3, H&K MP5N submachine gun) or +13 ranged (2d6/×3, M4A1 assault rifle) or +13 ranged (1d10/×3, SIG-Sauer P226); Full Atk +13/+8 melee (1d4+4, unarmed strike) or +13/+8 ranged (1d10/×3 H&K MP5N submachine gun) or +13/+8 ranged (2d6/×3, M4A1 assault rifle) or +13/+8 ranged (1d10/×3, SIG-Sauer P226) or +7/+7/+7/+2 ranged (1d10/×3, H&K MP5N submachine gun with autofire) or +7/+7/+7/+2 ranged (2d6/×3, M4A1 assault rifle with autofire) or +9/+9/+4 ranged (1d10/×3, SIG-Sauer P226 with multifire); SV Fort +11, Ref +11, Will +7; San 90; Str 18, Dex 18, Con 18, Int 12, Wis 18, Cha 14.

**Profession Template:** Soldier variant (Use Rope replaced by Pilot [boat]).

**Skills:** Balance\* +11, Climb +15, Escape Artist\* +11, Hide +15, Intimidate +9, Jump +15, Listen +15, Move Silently +15, Performance (macho posturing) +9, Pilot (boat) +10, Pilot (ship) +14, Spot +6, Swim +7, Tumble\* +7, Wilderness Lore +6. Skills marked with an asterisk (\*) are not core skills for Jackson.

**Feats:** Dodge, Expertise, Martial Artist, Power Attack, Weapon Proficiency (melee), Weapon Proficiency (personal firearms).

**Note:** As this character can serve as an additional pregenerated PC, a Defense bonus to AC and an extra Weapon Proficiency feat have been included. Remove the bonus and one feat if Lt Jackson is used in an NPC-only form.

### Admiral Ochmorov

Male 7th level Offense Option; HD 7d6+28; hp 64; Init +4; Spd 30 ft.; AC 14, touch 14, flat-footed 10 (+4 Dex); BAB +6/+1; Grap +10; Atk +10 ranged (1d10/×3, Yarygin PYa pistol); Full Atk +10/+5 ranged (1d10/×3, Yarygin PYa pistol); SV Fort +6, Ref +6, Will +9; San 90; Str 18, Dex 18, Con 18, Int 16, Wis 18, Cha 17.

**Profession Template:** Captain (Computer Use, Concentration, Diplomacy, Intimidate, Knowledge [navigation], Listen, Pilot [ship], Sense Motive, Spot).

**Skills:** Bluff\* +8, Computer Use +12, Concentration +13, Diplomacy +20, Intimidate +14, Knowledge (navigation) +13, Listen +14, Pilot (ship) +14, Sense Motive +13, Speak Other Language (English) +8, Spot +14, Swim +13. Synergy bonuses to Diplomacy and Intimidate have been included. Skills marked with an asterisk (\*) are not core skills for Ochmorov.

**Feats:** Skill Emphasis (Diplomacy), Trustworthy, Weapon Proficiency (pistol), Weapon Proficiency (submachine gun).

### Elite Russian

Male 9th level Offense Option; HD 9d6+27; hp 61; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10 (+3 Dex); BAB +7/+2; Grap +10; Atk +10 ranged (2d6/×3, AKSU-74) or +10 melee (1d4+3/19–20, combat knife); Full Atk +4/+4/+4/-1 ranged (2d6/×3, AKSU-74 with autofire) or +2/+2/+2/+2/-3 ranged (2d6/×3, AKSU-74 with autofire and Rapid Shot feat); SV Fort +6, Ref +9, Will +6; San 80; Str 16, Dex 16, Con 16, Int 13, Wis 16, Cha 12.

**Profession Template:** Soldier variant (Use Rope replaced by Pilot [boat]).

**Skills:** Balance +5, Climb +14, Disable Device\* +3, Escape Artist +5, Hide +15, Jump +14, Listen +17, Move Silently +15, Pilot (boat) +8, Speak Other Language (English)\* +3, Spot +15, Swim +14, Tumble +5, Wilderness Lore +13. Skills marked with an asterisk (\*) are not core skills for the Russians.

**Feats:** Alertness, Point Blank Shot, Rapid Shot, Weapon Proficiency (melee), Weapon Proficiency (submachine gun).

### John Powers

Male 5th level Defense Option; HD 5d6+15; hp 35; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); BAB +2; Grap +4; Atk +4 ranged (1d10/×3, Micro-Uzi); Full Atk -2/-2/-2 ranged (1d10/×3, Micro-Uzi with autofire); SQ mad certainty; SV Fort +7, Ref +6, Will +1; San 35; Str 15, Dex 15, Con 16, Int 12, Wis 10, Cha 10.

**Profession Template:** Cultist.

**Skills:** Climb\* +4, Computer Use\* +3, Cthulhu Mythos\* +5, Diplomacy\* +2, Hide\* +7, Jump\* +4, Knowledge (biology) +9, Knowledge (history) +5, Knowledge (occult) +5, Knowledge (religion) +5, Listen +6, Move Silently +10, Research\* +4, Search +6, Sense Motive +5, Spot +6. Synergy bonus to Diplomacy has been included. Skills marked with an asterisk (\*) are not core skills for Powers.

**Feats:** Point Blank Shot, Stealthy, Weapon Proficiency (submachine gun).

**Mad Certainty (Ex):** Cultists do not succumb to temporary insanity. See the rulebook.

### Paul Taylor

CR 5; Medium-size Aberration; HD 5d8+20; hp 50; Init +8 (Improved Initiative); Spd 20 ft., swim 40 ft.; AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural); BAB +2; Grap +6; Atk +6 melee (1d4+4, 2 claws); Full Atk +6 melee (1d4+4, 2 claws), +1 melee (1d4+2+virus, bite); SA spread virus; SQ low-light vision; SV Fort +5, Ref +8, Will +2; San —; Str 18, Dex 18, Con 18, Int 6, Wis 6, Cha 7.

**Profession Template:** Cultist.

**Skills:** Climb\* +8, Hide\* +8, Listen +6, Move Silently +12, Spot +6, Swim\* +8. Skills marked with an asterisk (\*) are not core skills for Taylor.

**Feats:** Cleave, Improved Initiative, Power Attack.

**Spread Virus (Ex):** With a successful bite attack, Taylor infects his foe with the Project Pi virus unless they succeed at a Fortitude saving throw (DC 30).

**Low-Light Vision (Ex):** As a result of his metamorphosis, Taylor can see as twice as far as an uninfected human can in poor lighting conditions. He can distinguish colors even in dim lighting.

### Dr Spenser

Male 7th level Defense Option; HD 7d6+14; hp 41; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); BAB +3; Grap +3; Atk +1 ranged (1d10/×3, Micro-Uzi) or +3 melee (1+virus, bite); Full Atk -5/-5/-5 ranged (1d10/×3, Micro-Uzi with autofire); SA spread virus; SQ mad certainty; SV Fort +7, Ref +4, Will +8; San 10; Str 10, Dex 14, Con 14, Int 18, Wis 16, Cha 17.

**Profession Template:** Professor.

**Skills:** Bluff\* +7, Computer Use +6, Concentration +12, Cthulhu Mythos\* +7, Demolitions\* +6, Diplomacy +15, Gather Information +10, Innuendo +10, Knowledge (biology) +17, Knowledge (history)\* +5, Knowledge (medicine) +11, Knowledge (pharmacy) +14, Knowledge (religion)\* +5, Knowledge (occult)\* +5, Research +17, Sense Motive +13, Speak Other Language (German)\* +9, Speak Other Language (Latin) +9, Spot

+10. Synergy bonus to Diplomacy has been included. Skills marked with an asterisk (\*) are not core skills for Spenser.

**Feats:** Skill Emphasis (Knowledge [biology]), Skill Emphasis (Knowledge [medicine]), Skill Emphasis (Research), Weapon Proficiency (melee).

**Spread Virus (Ex):** With a successful bite attack, Spenser infects his foe with the Project Pi virus unless they succeed at a Fortitude saving throw (DC 30).

**Mad Certainty (Ex):** Cultists do not succumb to temporary insanity. See the rulebook.

### Advanced Deep One

CR 10; Huge Aberration; HD 14d8+84; hp 147; Init +0; Spd 30 ft., swim 60 ft.; AC 12, touch 10, flat-footed 12 (+4 natural, -2 size); BAB +10; Grap +30; Atk +20 melee (1d8+12, 2 claws); Full Atk +20 melee (1d8+12, 2 claws), +20 melee (2d8+12, rake [underwater only]), +15 melee (2d8+6, bite); FS 10 ft. by 5 ft.; Reach 15 ft.; SQ low-light vision; SV Fort +10, Ref +4, Will +9; San —; Str 35, Dex 11, Con 22, Int 11, Wis 10, Cha 6.

**Skills:** Climb +15, Hide +6, Listen +12, Move Silently +12, Spot +11.

While underwater, deep ones receive a +4 racial bonus on Hide, Listen and Spot checks.

**Feats:** Alertness, Cleave, Power Attack, Stealthy.

**Sanity Loss:** 0/1d6

**Low-Light Vision (Ex):** Deep Ones can see as twice as far as a human can in poor lighting conditions. They can distinguish colors even in dim lighting.

### STAR-SPAWN OF CTHULHU

**Gargantuan Outsider (Water) (Greater Servitor Race)**

**Hit Dice:** 16d8+112 (184 hp)

**Initiative:** +0

**Speed:** 40 ft., swim 40 ft., fly 120 ft. (poor)

**Armor Class:** 16 (-4 size, +10 natural)

**Attacks:** 4 tentacles +25 melee, 2 claws +19

**Damage:** Tentacle 2d8+12, claw 2d6+6

**Face/Reach:** 20 ft. by 20 ft./20 ft.

**Special Attacks:** Improved grab, constriction, spells

**Special Qualities:** Damage reduction 20/+2, regeneration 5, water subtype, darkvision 60 ft.

**Saves:** Fort +17, Ref +10, Will +13

**Abilities:** Str 35, Dex 11, Con 24, Int 21, Wis 17, Cha 19

**Skills:** Climb +30, Concentration +26, Cthulhu Mythos +18, Hide -12, Jump +29, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (religion) +21, Listen +22, Search +24, Spellcraft +24, Spot +22, Swim +29

**Feats:** Cleave, Great Cleave, Power Attack, Weapon Focus (tentacle)

**CR:** 18

**Climate/Terrain:** Aquatic (especially the Pacific Ocean)

**Advancement:** 17–32 HD (Gargantuan)

**Sanity Loss:** 1d6/1d20

[A] race of land beings shaped like octopi and probably corresponding to the fabulous pre-human spawn of Cthulhu [...]

— H. P. Lovecraft,

“At the Mountains of Madness”

The star-spawn of Cthulhu are a race of enormous beings from remote gulfs of cosmic space. They closely resemble their master, Great Cthulhu. Some scholars hold that like Cthulhu, the star-spawn lie dead in the corpse-city of R'lyeh, waiting for the stars to come right. Others think that some of the spawn are still active. At least one account suggests that the star-spawn, being composed of extra-terrene matter, can reform and reshape themselves at will. Only Great Cthulhu has shown to be capable of this, though there are those who claim the creature Johansen disturbed was not Cthulhu but one of his star-spawn servants.

**Note:** Diligent GMs will observe that the spawn are too large to fit in the corridors as mapped. But this is true of the star-spawn even if the adventure is run using “Classic” (BRP) Cthulhu, and suggests the map’s scale is too small. Either change the scale (R'lyeh is a Cyclopean city, home to Great Cthulhu, its corridors should reflect that) or make the star-spawn a Huge creature (you should reverse the advancement procedure given in Chapter 8 of the rulebook).

### Combat

In combat, a star-spawn’s great strength, multiple attacks and magical ability result in certain death for most of its enemies.

**Improved Grab (Ex):** If a star-spawn of Cthulhu hits an opponent smaller than it with a tentacle, it deals normal damage and attempts to start a grapple as a free action (without provoking an attack of opportunity).

**Constrict (Ex):** Any time a star-spawn makes a successful grapple check against a foe it has previously grappled, it deals damage normally. More than one tentacle may grapple an opponent.

**Regeneration (Ex):** A star-spawn regenerates 5 points of damage each round. If a spawn loses a limb or body part, the lost portion regrows in 2d6 minutes. The spawn can reattach the severed member instantly by holding it to the stump.

**Spells:** All star-spawn know 3d6 spells from the Magic chapter of the rulebook. A star-spawn never loses Sanity for casting (since it has no Sanity score).

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