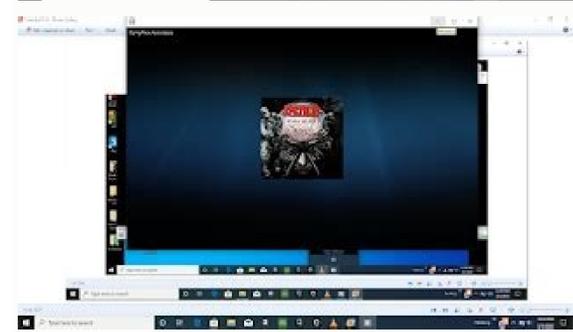
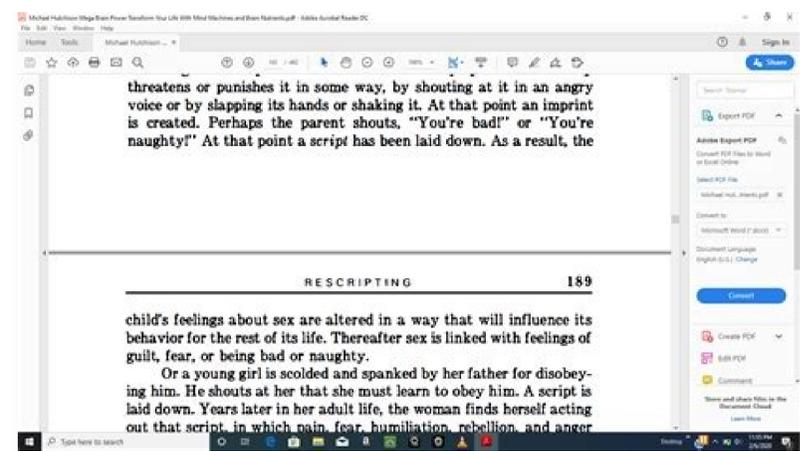


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"The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far..." — H. P. Lovecraft, The Call of Cthulhu

One of the most famous Tabletop Games of all time, Chaosium's Call of Cthulhu combines the adventurism and teamwork of Dungeons & Dragons with the Lovecraftian Fiction setting of the Cthulhu Mythos. Your adventurers, or rather investigators, are dropped into scenarios right out of a Lovecraft story, and must keep their wits about them; the goal of every C.O.C. campaign is not so much to defeat the Enemy, but to survive its horrendous onslaught while following the mystery out to its bitter — and usually grim — end.

Call of Cthulhu has a number of similarities to that other popular TRPG system —, but is lighter on rules and easier to play. There are no classes and except in very exceptional cases, every character is human. Each character has an array of D&D-style attributes (STRENGTH, DEXTERITY, CONSTITUTION, INTELLIGENCE, POWER, EDUCATION, APPEARANCE and SIZE) as percentile scores. There are also a dizzying number of skills that each investigator might have a percentile score in. To perform an action, players simply roll a d100 and try to get under their score to succeed; depending on the difficulty of the action, modifiers and bonus or penalty die may be applied, or a hard or critical success (rolling under half or one-fifth of the appropriate skill, respectively) may be called for. Character progression is organic and gradual as skill points are accumulated gradually for successful rolls - if you want to learn lockpicking in D&D, you'd need to take a level in rogue or have the lockpick proficiency, but here you simply get practicing, just like real life. Starting skills are determined by a vast number of occupations to choose from; from petty criminals to law enforcement (police and private detective), military types to academics, elected officials and blue-collar working men.

While Dungeons & Dragons is a game of monster-slaying and high adventure, Call of Cthulhu is a game of investigation, exploration and gathering clues to unravel a mystery. Combat is rare and very often a suicidal endeavour for the investigators. Your average Fighter character from D&D might have upwards of 40 HP and be able to take several hits from a 1D6 axe before being knocked unconscious; whereas your average Call of Cthulhu investigator will rarely ever have more than 15 HP, but a shot from a .303 Lee Enfield deals 2D6+4 damage and an M1911 pistol deals 1D10+2 damage per shot (and pistols can possibly fire three times in a round). That means if someone shoots you at close range, unless your character is wearing a Bulletproof Vest and gets quite lucky then statistically speaking they are probably going to be either instantly killed or at least in for a very lengthy recovery in hospital - while shotguns and dynamite can be quite effective against human cultists and other "low level" horrors, you are hopelessly outmatched by nearly everything



to do as much research as possible to find out the deity or monster's hidden weakness (such as a specific spell or action) and try to use it against them. Firmly averted by the variant Pulp Cthulhu rules in 7th edition, which place greater emphasis on combat and survivability in order to make adventures feel more like a pulp adventure flick than a slow revelation of horror. Can still lose your mind, though, and greater survivability only goes so far. Weakened by the Light: Fog-Spawn, Hunting Horrors, Vampires, Nyarlathotep in his "Haunter of the Dark" form, Servants of Glaaki, Dreamland shades and others. When the Clock Strikes Twelve 3rd Edition Main rules, adventure "The Madman". The Mir-Go have been performing midnight ceremonies in an attempt to summon the Great Old One Ithaqua. Fragments of Fear adventure "The Underground Menace". If the PC Investigators flee from the Dark Young of Shub-Niggurath, a week later it will summon a Hunting Horror of Nyarlathotep that will attack the PCs at midnight. Shadows of Yog-Sothoth Adventure "The Worm That Walks". While the PC investigator is in the hospital, the title monster will attempt to establish a psychic link to him (by putting its hand over the PC's face) each night at midnight. When it succeeds it will immediately take its true form and attempt to rend the PC to bits with its huge claws. Adventure "The Watchers of Easter Island". The Crawling One (a The Worm That Walks) performs a human sacrifice once every three days at midnight to power the moai (statues) so they can call the Messenger of the Old Ones. The Fungi From Yuggoth. The Big Bad opponent of the PCs is Edward Chandler, head of the New World Incorporated Mega-Corp. He was born at midnight on Candlemas, thus fulfilling an ancient prophecy that he would bring about the Day of the Beast and allow the forces of the Cthulhu Mythos to take over the Earth. The Asylum and Other Tales adventure "The Madman". Every four days at midnight, Adam the Bad will go out to the concrete slabs and perform a ceremony to consecrate one of them so they can be used to cast the Call Hastur spell. Supplement Dreamlands, booklet "Dream Journeys" Adventure "Season of the Witch". Ghouls are used to dig up three graves in the Aylesbury Hill Graveyard at midnight and steal the bodies for nefarious necromantic purposes. Adventure "The Land of Lost Dreams". If the Investigators fail to stop the Spirit of Xura, at midnight on February 14th it will rip open Neil Bruford's body and enter our universe. This will bring despair and madness to the entire city. Masks of Nyarlathotep chapter 2 "London". "The Derbyshire Monster". The werewolf Eloise Vane changes to monster form at midnight on nights with a full moon. "Slaughter in Soho". Yalesha, a dancer at the Blue Pyramid club, will tell any investigators she encounters to meet her at midnight down the street. She tells them that once a month a truck appears around midnight and takes some Cthulhu Mythos cultists to an unknown location (in fact, they participate in an evil cult ceremony at midnight). Terror from the Stars adventure "The Temple of the Moon". If the Tablet of the Moon is fitted together and placed on top of the light shaft in the Chamber of Worship at midnight under a full moon, the quartz lenses in the Tablet will bend the light to form a pattern of dots on the map below. The water in the pool will then refract the light dots into a single dot on the map: the location of the Temple of Shub-Niggurath. Different Worlds magazine #38 adventure "The Eye of Sitar". Azathoth cultists are planning to perform a Human Sacrifice ritual at midnight on the fall equinox. If they succeed it will result in the dead rising from the grave all over the world and consuming the flesh of the living. The Unspeakable Oath magazine Issue #5 article "A Tale of Terror". In one scenario, the Cthulhu Mythos deity Nyarlathotep proposes marriage to captive women. If they refuse, at midnight on each night of the full moon thereafter he proposes again. If any of them accepts his offer, she is taken to the daemonic court of Azathoth until Nyarlathotep becomes bored with her. Issue #19 adventure "Suited and Booted". At midnight on August 14th, the artist Patrice LeFevre will surrender himself to the Cthulhu Mythos deity Nyarlathotep. The Create Wraith spell must be cast at midnight for it to work. Issue #20 adventure "She Just Couldn't Stay Away (No No)". Dorothy Stotz performs a Human Sacrifice of herself at midnight in a ritual to bring her dead cat Penny back to life. White Dwarf magazine #63 adventure "Draw the Blinds on Yesterday". The Cthulhu Mythos cultists who live on Southwell Farm perform Human Sacrifices each month. At midnight, they kill the victims by stabbing them to death. With Great Power Comes Great Insanity: For those who mess with magic. Dragon Magazine once said that Call of Cthulhu is the only RPG where no one wants the magic item loot. The Worm That Walks: The name first appeared in the Shadows of Yog-Sothoth adventure "The Worm That Walks" as the name of a monster that was not made out of worms. An example called "the Crawling One" appeared in the Shadows of Yog-Sothoth adventure "The Watchers of Easter Island". Wretched Hive: Dylath-Len in the Dreamlands supplement. You Cannot Grasp the True Form: In their vanishingly rare moments of kindness, Outer Gods may manifest in forms not conducive to Sanity-blasting shock. Or, in the case of Nyarlathotep, it's just another way for them to mess with human minds. Yowies and Bunyips and Drop Bears, Oh My: Terror Australis has statistics for quite a few mythological Australian monsters, including the yowie and bunyip. Zombie Apocalypse: Different Worlds magazine #38 adventure "The Eye of Sitar". Azathoth cultists are planning to perform a Human Sacrifice ritual at midnight on the fall equinox. If they succeed it will result in the dead rising from the grave all over the world and consuming the flesh of the living. Keepers can very easily adapt the Call of Cthulhu system to run zombie survival horror campaigns completely removed from the Cthulhu Mythos. It's quite effective because Call of Cthulhu combat is naturally quick, bloody and risky with an acute chance of somebody being wounded.Are you done reading this entry? Okay, now roll SAN.

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