

GATEWAYS TO TERROR

THREE EVENINGS OF NIGHTMARE

HANDOUTS

This supplement is best used with the *Call of Cthulhu* roleplaying game (7th Edition), available separately.

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CREDITS

Authors

Leigh Carr
Jon Hook
Todd Gardiner

Editing and Development

Lynne Hardy and Mike Mason

Art Direction

Lynne Hardy and Mike Mason

Cover Art

Mariusz Gandzel

Interior Art

Chris Huth

Cartography and Handouts

Matt Ryan

Proofreading

Tim Gray

Layout

Nicholas Nacario

Call of Cthulhu Line Editor

Mike Mason

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Clear Credit

"The Necropolis" written by Leigh Carr and originally edited by Shaun Hatley, later developed by Mike Mason and Lynne Hardy. "What's in the Cellar?" written by Jon Hook, with editing and development by Mike Mason and Lynne Hardy. "The Dead Boarder" written by Todd Gardiner with Mike Mason, with development and editing by Lynne Hardy with Mike Mason.

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Chaosium Inc.
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THE NECROPOLIS

Name:

Archaeologist, age 36

STR 60 CON 50 SIZ 50 DEX 50 INT 70
APP 60 POW 40 EDU 80 SAN 40 HP 10
DB: 0 Build: 0 Move: 8 MP: 8 Luck:

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Appraise 60% (30/12)
Archaeology 70% (35/14)
Climb 40% (20/8)
Credit Rating 40% (20/8)
Drive Auto 40% (20/8)
Firearms (Handgun) 20% (10/4)
First Aid 30% (15/6)
History 60% (30/12)
Jump 20% (10/4)
Language (Arabic) 50% (25/10)
Language (English) 80% (40/16)
Library Use 50% (25/10)
Listen 20% (10/4)
Mechanical Repair 40% (20/8)
Navigate 40% (20/8)
Persuade 50% (25/10)
Spot Hidden 50% (25/10)
Stealth 20% (10/4)
Throw 20% (10/4)

Backstory

Recently, you have had the good fortune of being privately funded to work in Egypt. After a long time with no notable findings, you have been granted only one more season of work, with an expectation that you produce results or else your funding will be pulled. The good news is that your current dig seems to be the answer to your prayers, as you have uncovered an ancient stone path leading into a cliff face. You and your companions could be on the verge of a big and career-making discovery!

- **Traits:** you have a passion and drive to succeed in your work, and you crave the fame that a big discovery would bring.
- **Ideology/Beliefs:** you're not sure you share the ancient Egyptians' belief in an afterlife.
- **Meaningful Location:** Egypt—where else? The scene of so many triumphs, but also so much disappointment.

Roleplaying books

If you don't find something this time, your career is pretty much over—so find something.

Possessions

A satchel containing a trowel, small brush, matches, and four candles.

Player Notes:



Name:

Professor of Languages, age 40

STR 50 **CON** 40 **SIZ** 50 **DEX** 45 **INT** 60
APP 70 **POW** 60 **EDU** 80 **SAN** 60 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Anthropology 50% (25/10)
Charm 30% (15/6)
Climb 20% (10/4)
Credit Rating 40% (20/8)
Firearms (Handgun) 20% (10/4)
First Aid 30% (15/6)
Jump 20% (10/4)
Language
(Egyptian Hieroglyphs) 70% (35/14)
Language (English) 80% (40/16)
Language (German) 60% (30/12)
Language (Latin) 50% (25/10)
Library Use 60% (30/12)
Listen 40% (20/8)
Mechanical Repair 10% (5/2)
Psychology 50% (25/10)
Occult 25% (12/5)
Stealth 20% (10/4)
Spot Hidden 45% (22/9)
Throw 20% (10/4)

Backstory

Years of studying Egyptian hieroglyphics at University College, London have surprisingly limited occupational opportunities despite the international renown of some of your former tutors. Consequently, you have spent most of your professional career translating Germanic documents (another language for which you have a natural flair). Now you have the chance to work on something really worthwhile. You have been summoned to Egypt to a new dig that promises to unearth some fabulous finds.

- **Traits:** eager to finally put your training to good use.
- **Ideology/Beliefs:** you believe in yourself—whatever life throws your way, you can handle it. Probably.
- **Treasured Possessions:** a signed copy of *Ancient Egyptian Legends* by your former tutor, Margaret Murray.

Roleplaying books

This dig is finally a chance to be part of a major discovery (which is always good for the career). Then, perhaps, people will employ you for your first love: hieroglyphics.

Possessions

Beef jerky, pen and pencils, writing pad, cigar and matches.

Player Notes:

THE NECROPOLIS

Name:

Dilettante, age 44

STR 50 **CON** 40 **SIZ** 60 **DEX** 60 **INT** 50
APP 50 **POW** 70 **EDU** 80 **SAN** 70 **HP** 10
DB: none **Build:** 0 **Move:** 7 **MP:** 14 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Art/Craft (Painting) 30% (15/6)
Climb 30% (15/6)
Credit Rating 70% (35/14)
Fast Talk 25% (12/5)
Firearms (Handgun) 20% (10/4)
Firearms (Rifle/Shotgun) 50% (25/10)
First Aid 30% (15/6)
Intimidate 60% (30/12)
Jump 20% (10/4)
Law 25% (12/5)
Language (English) 80% (40/16)
Library Use 50% (25/10)
Listen 30% (15/6)
Locksmith 20% (10/4)
Mechanical Repair 10% (5/2)
Navigate 10 (5/2)
Occult 60% (30/12)
Persuade 30% (15/6)
Psychology 10% (5/2)
Ride 50% (25/10)
Spot Hidden 45% (22/9)
Stealth 40% (20/8)
Throw 20% (10/4)

Backstory

A noble of the British Empire, your great wealth means that you have been able to pursue your studies without the need to work. Spurred by your fascination with all things ancient, you funded an archaeological dig in Egypt, hoping to uncover priceless artifacts and hidden lore. You are excited, as your dig team believes they have found the entrance to a previously unknown necropolis.

- **Traits:** driven by a thirst for knowledge and wonderful things.
- **Ideology/beliefs:** there is more out there than man is currently aware of, both literally and metaphysically.
- **Treasured Possessions:** your cigarette case—a gift from a former, much missed lover.

Roleplaying hooks

Seek out of the secrets of ancient civilizations—what wonders could you learn?

Possessions

Water flask, pocketknife, ink pen, notebook, matchbook, cigarette case.

Player Notes:

GATEWAYS TO TERROR

Name:

Ex-Soldier, age 29

STR 80 CON 60 SIZ 70 DEX 65 INT 55

APP 40 POW 50 EDU 50 SAN 50 HP 13

DB: +1D4 Build: 1 Move: 8 MP: 10 Luck:

Luck: roll 3D6 and multiply result by five.

Combat

Fighting (Brawl) 70% (35/14), damage 1D3+1D4
or knife 1D8+1D4

.32 revolver 60% (30/12), damage 1D8

Dodge 50% (25/10)

Skills

Climb 40% (20/8)

Credit Rating 20% (10/4)

Firearms (Rifle/Shotgun) 45% (22/9)

First Aid 50% (25/10)

Intimidate 40% (20/8)

Jump 20% (10/4)

Language (English) 50% (25/10)

Listen 20% (10/4)

Mechanical Repair 40% (20/8)

Natural World 30% (15/6)

Navigate 30% (15/6)

Psychology 10% (5/2)

Spot Hidden 45% (22/9)

Survival (Desert) 50% (25/10)

Stealth 50% (25/10)

Throw 20% (10/4)

Track 30% (15/6)

Backstory

You fought in Egypt during the Great War. You were dishonorably discharged from the Army due to an incident with an officer that ended in fisticuffs. But fighting is all you know and now you've gained the only employment you can muster—landing you straight back in Egypt, providing support at archaeological digs in the Valley of Kings. Despite the heat and the flies, the pay is good.

Word has reached you that the Archaeologist has found a tomb and your latest employer, the Dilettante, has arrived on site for the grand unveiling. You'd better look sharp and go see what's happening.

- **Traits:** frustrated by the blemish on your military record and fed up with being stuck in the desert.
- **Ideology/beliefs:** in the end, the only person you can rely on is yourself.
- **Significant People:** your former Army mates, although you haven't seen them in such a long time.

Roleplaying hooks

You need to impress the boss to ensure they keep you on the payroll.

Possessions

.32 revolver loaded with 6 bullets, 4 spare bullets, fighting knife.

Player Notes:

THE NECROPOLIS

Handout: Necropolis 1

7th August 1916:

Word has reached us of fierce fighting north, close to the Suez Canal. Our men are scared enough as it is without the fear of being killed in any crossfire. Their superstitious beliefs have delayed the dig more than once and I do not care for any further stoppages. We dig tirelessly through the loose sand and rock. We are close.

3rd September 1916:

Today was glorious! We have found the entrance. Removing the doorway was difficult but we created a pulley system that allowed us entry. More work greets us inside. Limestone chips have clogged the entirety of the tunnel. I've halted the removal of the stones until I have surveyed the structure and documented what we have learned thus far. Sutton thinks my meticulous records are unnecessary and time-consuming.

1st December 1916:

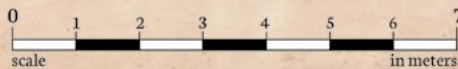
Finally, the tunnel is now almost clear. Some of the workers have taken a great interest in the damaged hieroglyphs in the passageway. Today we remove the last of the stone chips and explore. The stonework looks unstable. It may be too risky to use the explosives.

3rd December 1916:

Sutton is dead. The local labor attacked us and broke his neck when he refused to be forced inside the tomb. Beware the Children of the Sphinx! I plan on waiting a couple of hours in the hope they will have gone. I'll gather some of the jewelry and then make my escape. This place will not be my tomb. I can hear noises. Something else is here with me.



The Necropolis

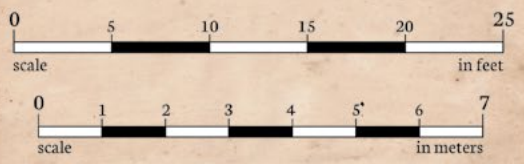


Player map for the Necropolis—1

THE NECROPOLIS



The Necropolis



Player map for the Necropolis—2



Name:

The Author,
age 33, relative of Arthur Blackwood

STR 40 **CON** 60 **SIZ** 70 **DEX** 45 **INT** 50
APP 75 **POW** 45 **EDU** 75 **SAN** 45 **HP** 13
DB: 0 **Build:** 0 **Move:** 7 **MP:** 9 **Luck:**

Luck: roll 3D6 and multiply result by five.

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

Skills

Anthropology 20% (10/4)
 Art/Craft (Writing) 35% (17/7)
 Charm 65% (32/13)
 Climb 20% (10/4)
 Credit Rating 25% (12/5)
 Firearms (Handgun) 35% (17/7)
 First Aid 30% (15/6)
 History 45% (22/9)
 Jump 25% (12/5)
 Language (English) 75% (37/15)
 Library Use 45% (22/9)
 Listen 40% (20/8)
 Mechanical Repair 10% (5/2)
 Occult 65% (32/13)
 Psychology 60% (30/12)
 Spot Hidden 55% (27/11)
 Stealth 20% (10/4)
 Throw 35% (17/7)

Backstory

You are an author, specializing in books about the occult, unexplained mysteries, and other strange phenomena. You are related to Arthur Blackwood through your maternal great-grandmother. Arthur has requested your assistance in proving his innocence; he said it was vital that you meet with his defense attorney, Joseph Klein, then go on to the family's cabin up near Whitehall once you'd heard what he had to say.

You were once close to Arthur, but you drifted apart some time ago, so this request is a little odd, even though it fascinates you immensely from both a personal and a professional standpoint. Still, if you can't look to your family in your hour of need, who can you turn to?

- **Traits:** curious by nature; intrigued by the mystery of who murdered Rose Blackwood.
- **Ideology/beliefs:** you don't believe Arthur could be capable of murdering Rose, no matter what anyone else says— he loved her far too much for that.
- **Significant People:** your grandmother, who used to tell you all sorts of fascinating stories when you were a child. It's probably down to her that you now do what you do.

Roleplaying books

You wish to clear Arthur Blackwood's name and work out who murdered Rose. If Arthur didn't do it, who did? And could there even be a book in it for you?

Possessions

Pocket flashlight, notepad, and pen.

Player Notes:

WHAT'S IN THE CELLAR?

Name:

The Private Detective, age 41

STR 70 **CON** 50 **SIZ** 65 **DEX** 80 **INT** 80
APP 35 **POW** 50 **EDU** 60 **SAN** 50 **HP** 11
DB: +1D4 **Build:** 1 **Move:** 8 **MP:** 10 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

Fighting (Brawl) 45% (22/9), damage 1D3+1D4
.38 Auto Pistol 60% (30/12), damage 1D10
Dodge 40% (20/8)

Skills

Art/Craft (Photography) 35% (17/7)
Climb 30% (15/6)
Credit Rating 20% (10/4)
Disguise 35% (17/7)
Drive Auto 20% (10/4)
Fast Talk 45% (22/9)
First Aid 40% (20/8)
History 25% (12/5)
Intimidate 25% (12/5)
Jump 30% (15/6)
Language (English) 60% (30/12)
Law 25% (12/5)
Listen 40% (20/8)
Locksmith 35% (17/7)
Persuade 30% (15/6)
Psychology 70% (35/14)
Spot Hidden 55% (27/11)
Stealth 40% (20/8)
Throw 30% (15/6)

Backstory

You are a private detective, hired by the law office of Blackwood and Klein to assist in proving the innocence of one of the firm's partners: Arthur Blackwood. You are recognized by the court as having the authority to collect evidence from the cabin where Mrs. Rose Blackwood was murdered, so it may be used in Arthur's defense. Not that you're expecting to find much—after all, the police and the prosecution team have been all over the scene of the crime, so it's unlikely they'll have missed anything important. Still, there's no harm in looking, especially as there's a nice pay packet in it for you regardless of what you find.

- **Traits:** meticulous and professional.
- **Ideology/beliefs:** you wish you could believe that justice is blind, but you've been doing this job for far too long to fall for that one.
- **Treasured possessions:** your trusty .38 automatic pistol—it's got you out of many a jam in the past.

Roleplaying hook

You intend to do a good and thorough job, just like you always do. If you can also find evidence to prove Arthur is innocent, then so much the better.

Possessions

Good-quality flashlight and a .38 automatic pistol.

Player Notes:



Name:

The Psychologist, age 55

STR 30 **CON** 40 **SIZ** 55 **DEX** 40 **INT** 65
APP 60 **POW** 60 **EDU** 70 **SAN** 60 **HP** 9
DB: 0 **Build:** 0 **Move:** 5 **MP:** 12 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

Fighting (Brawl) 25% (12/5), damage 1D3
Dodge 20% (10/4)

Skills

Anthropology 30% (15/6)
Climb 20% (10/4)
Credit Rating 40% (20/8)
Firearms (Handgun) 20% (10/4)
First Aid 60% (30/12)
Jump 20% (10/4)
Language (English) 70% (35/14)
Language (Latin) 10% (5/2)
Library Use 45% (22/9)
Listen 45% (22/9)
Medicine 60% (30/12)
Natural World 25% (12/5)
Occult 10% (5/2)
Persuade 40% (20/8)
Psychoanalysis 65% (32/13)
Psychology 50% (25/10)
Spot Hidden 35% (17/7)
Stealth 20% (10/4)
Throw 20% (10/4)

Backstory

You are a psychologist, hired by the law office of Blackwood and Klein to assist in proving the innocence of Arthur Blackwood in the small matter of the murder of his wife, Rose. Your expertise is required to ascertain Arthur Blackwood's mental state at the time of the murder; thus, in visiting the murder scene, you hope to build a better picture of Arthur and determine whether or not he's fit to take the stand at his upcoming trial.

- **Traits:** questioning and broad-minded.
- **Ideology/beliefs:** never take anyone at face value; after all, everyone has their secrets.
- **Treasured Possessions:** your qualifications certificates—quite a few people didn't think you'd stick the course, but these are the proof that they were wrong.

Roleplaying books

Determine whether Arthur Blackwood is, indeed, delusional. There's something about the Blackwood name that rings a bell in your mind; you vaguely remember your grandmother mentioning the Blackwood family back in your youth. If only you could remember more—perhaps it's important?

Possessions

A lantern you found in the Blackwood cabin's kitchen.

Player Notes:

WHAT'S IN THE CELLAR?

Name:

The Architect,
age 34, friend of the Blackwood family

STR 35 CON 55 SIZ 60 DEX 50 INT 50
APP 65 POW 60 EDU 70 SAN 60 HP 11
DB: 0 Build: 0 Move: 7 MP: 12 Luck:

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Appraise 20% (10/4)
Art/Craft
(Technical Drawing) 60% (30/12)
Charm 35% (17/7)
Climb 25% (12/5)
Credit Rating 60% (30/12)
Firearms (Handgun) 20% (10/4)
First Aid 30% (15/6)
Jump 20% (10/4)
Language (English) 70% (35/14)
Law 40% (20/8)
Library Use 25% (12/5)
Psychology 10% (5/2)
Science (Mathematics) 40% (20/8)
Spot Hidden 40% (20/8)
Stealth 20% (10/4)
Throw 20% (10/4)

Backstory

You are an architect and also a close friend of Arthur Blackwood. And Rose, too, while she was still alive, God rest her poor soul. Arthur has requested that you assist the law office of his business partner, Joseph Klein, to help prove his innocence. You're not really sure what he expects you to do, but Arthur's always been good to you, so how could you refuse?

- **Traits:** friendly and helpful, but distinctly bemused by your current situation.
- **Ideology/beliefs:** architecture can be artistic as well as functional—just look at Frank Lloyd Wright's work.
- **Meaningful location:** the college where you did your architectural training. Ah, those were the days.

Roleplaying hooks

You are horrified by Arthur's plight and want to help clear his good name. You've also been itching to take a look at the famed Blackwood holiday cabin—you've heard the scenery is spectacular, even if the building's design is allegedly a little humdrum and folksy. Still, not everything can be cutting edge design, can it?

Equipment

A lantern you found in the cabin's kitchen.

Player Notes:

Handout: Cellar 1

HOME

Complete Wire Reports of the UNITED PRESS, The G

The Daily Tel

Increasing cloudiness tonight, probably becoming unsettled Thursday

VOLUME 39—NUMBER 363

TWO CENTS

WEDNESDAY, JULY 20

Grisly Whitehall Murder!

Prominent New York attorney, Arthur Blackwood, was arrested yesterday and charged with the murder of his wife, Rosemary. Mr. Blackwood was discovered wandering the countryside near his family vacation cabin, located in Whitehall, New York. It is reported that Mr. Blackwood was disorientated and covered in blood. On arrival, the local sheriff discovered evidence of the heinous murder of Mrs. Blackwood despite the disappearance of her body. When questioned about his wife's whereabouts, Mr. Blackwood was unable to respond.

Chamber to oppose CHS closing proposal

The Chamber of Commerce Board of Directors Tuesday urged its members and other concerned citizens to oppose the proposed closing of Central High School by writing to members of the Select Committee on Higher Education.

According to Carlton Bennett, chamber president, closing CHS would affect the town financially. "Not only do we educate a lot of kids there," he said, "but it's become an important member of our business community and our industrial development.

The board passed a resolution opposing the closing. Bennett said the chamber will be asking other local entities to take similar action.

In other chamber news, the chamber welcomed 8 new businesses to its roll, including the Grand Theatre Command Performance, the County Republican Party, Hammerstone Life Insurance, The Jones Brick & Tile Palace, and Paradise Do-Nuts.

New DWI penalties reduce cases

The passage two years ago of a stiffer driving while intoxicated law appears to have reduced the numbers of that offense, according to the local county attorney and district attorney.

"I think it's brought it down some," District Attorney Howard Stills said, adding, "I hope it's because people aren't drinking and driving as much."

County Attorney Michael Hicks agrees: "We've seen a steady decline after implimenting the new law."

With the new law, a person arrested for DWI faces misdemeanor charges for the first conviction. A third conviction increases the charge to a felony. Stills said, "It's more work, because people have to keep the records straight, but that is good. The new punishments stop people from accumulating five misdemeanors."

Hicks commented that if a person is charged with a felony DWI, he or she is likely a problem drinker-driver. "There is one side that says it is a sickness and should be treated, but a louder, stronger side who says, 'No, this guy is putting my life in danger and he has to be stopped,'

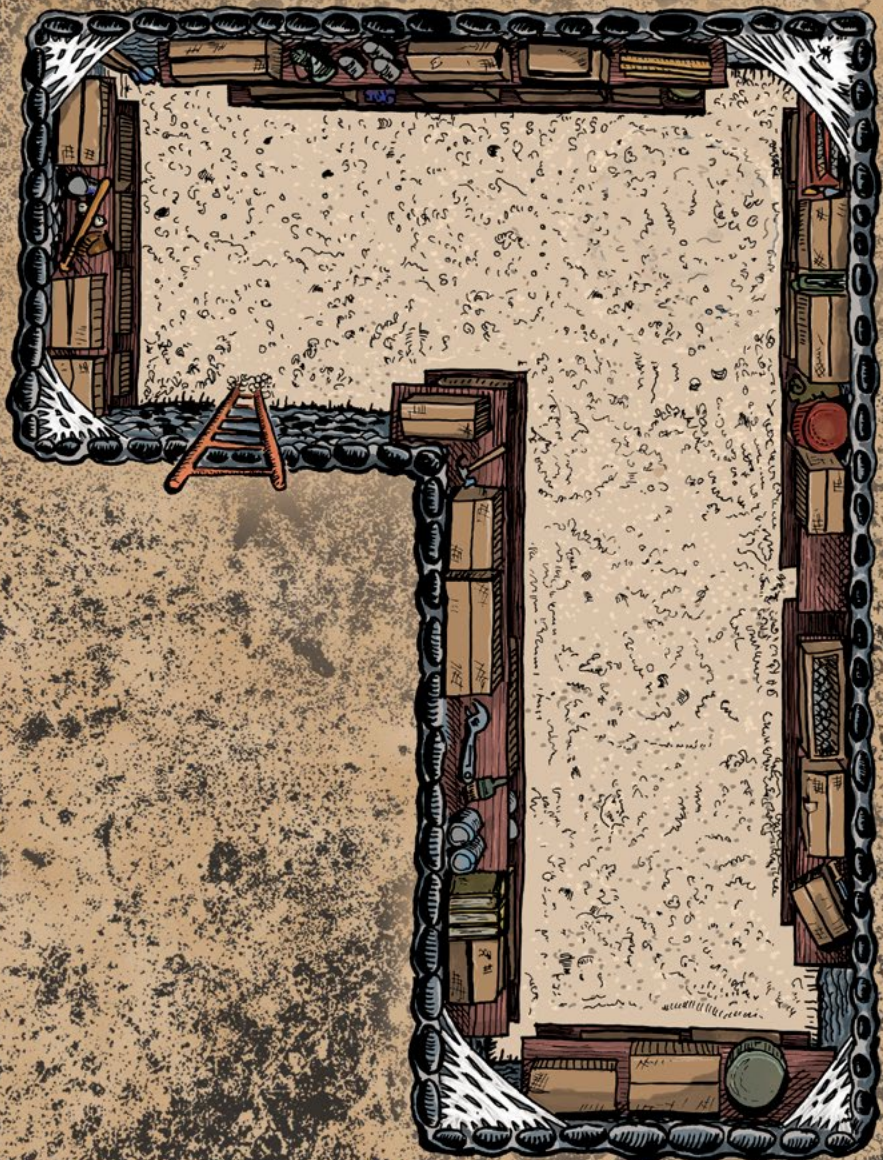
*Lo, the bond is set, the
accords sealed in blood.
Wealth and good fortune
shall forever flow
through the Blackwood
bloodline. The price is
Christian blood that has
been defiled through
Sabbat rites.*

Handout: Cellar 3

Unto the very ground I have bound the daemon to the Blackwood bloodline. As long as a true Blackwood kin wears the ring, the creature will remain trapped and its gift of good fortune will remain untainted. Let this ring never leave your finger. Let it pass from heir-to-heir on the deathbed. Never let the creature out, for its hate is unbounded and it desires to see the extinction of the Blackwood name.

The Cellar

A Plan of the Blackwood's Cabin Cellar



Player map for What's in the Cellar?

Name:

The Landlord or Landlady*, age 38

STR 50 **CON** 70 **SIZ** 80 **DEX** 50 **INT** 60
APP 40 **POW** 60 **EDU** 50 **SAN** 60 **HP** 15
DB: +1D4 **Build:** 1 **Move:** 7 **MP:** 12 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

Fighting (Brawl) 50% (25/10), damage 1D3+1D4
Dodge 25% (12/5)

Skills

Art/Craft (Cooking) 25% (12/5)
Art/Craft (Painting) 60% (30/12)
Art/Craft (Plumbing) 40% (20/8)
Charm 15% (7/3)
Climb 20% (10/4)
Credit Rating 50% (25/10)
Electrical Repair 30% (15/6)
Firearms (Handgun) 40% (20/8)
First Aid 30% (15/6)
Intimidate 70% (35/14)
Jump 20% (10/4)
Language (English) 50% (25/10)
Language (Portuguese) 50% (25/10)
Listen 20% (10/4)
Locksmith 40% (20/8)
Mechanical Repair 35% (17/7)
Persuade 10% (5/2)
Psychology 60% (30/12)
Sleight of Hand 10% (5/2)
Spot Hidden 45% (22/9)
Stealth 25% (12/5)
Throw 25% (12/5)

**Decide what gender your character is (or passes as). Whether their love for Gardiner is forbidden love due to your gender selection or simply unrequited love is up to you.*

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House, a three-story building, where you run things on behalf of Ma Shanks, the elderly owner of the property.

You are widowed and now it's just you and your 11-year-old son Tommy, who you love very much. Because you lost your own spouse, you sympathize with Mrs. Madeira, who lives across the hall from another of your tenants, Mr. Gardiner. (Her husband was killed in an industrial accident last March.) You know all of the other tenants in the building to different degrees: the Bookstore Owner, the Business Associate, and the Nosy Neighbor (all player characters), as well as the Skirgaila family (Lithuanian brothers and sisters who are, for the most part, hard workers, with jobs in the city).

You wish to find love again, and perhaps you have. James Gardiner—Mrs. Madeira's neighbor—has lived in the boarding house for around two years. He has utterly captured your heart. True, he's not acted to reciprocate your love, but deep down, you know that, somehow, he loves you too. You are the only one in the boarding house that he spends time with, the only one that he talks to, even if your talks are rare. Should anything happen to your adored tenant you would rain down vengeance on that person. No one would escape your wrath if he were slighted or injured. You would do anything within your power to seek that person out for special punishment.

Strangely, James has not been seen for two days, although that's not unusual. He prefers to work and makes his own meals in his room. But, despite your knocking, there's been no answer at his door. You are getting concerned and some of the other tenants appear to want to talk to James, too. So, you have agreed to unlock the door to his room, to check he's okay.

- **Traits:** highly protective of those you care for; lonely and in search of love.
- **Ideology/beliefs:** everyone deserves a second chance.
- **Significant people:** your son, Tommy. He means the absolute world to you.

Roleplaying books

You have a personal desire to make sure James Gardiner is okay. You are secretly in love with James Gardiner.

Possessions

Master key for the building.

THE DEAD BOARDER

Name:

The Bookstore Owner, age 29

STR 60 CON 50 SIZ 60 DEX 40 INT 70
APP 50 POW 50 EDU 80 SAN 45 HP 11
DB: 0 Build: 0 Move: 8 MP: 10 Luck:

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Accounting 20% (10/4)
Art/Craft (Pottery) 25% (12/5)
Anthropology 50% (25/10)
Appraise 40% (20/8)
Archaeology 50% (25/10)
Charm 30% (15/6)
Climb 20% (10/4)
Credit Rating 40% (20/8)
Cthulhu Mythos 5% (2/1)
Dream Interpretation 25% (12/5)
Firearms (Handgun) 20% (10/4)
First Aid 30% (15/6)
History 60% (30/12)
Intimidate 15% (7/3)
Jump 20% (10/4)
Language (Ancient Greek) 40% (20/8)
Language (English) 80% (40/16)
Library Use 60% (30/12)
Listen 40% (20/8)
Natural World 50% (25/10)
Occult 70% (35/14)
Persuade 10% (5/2)
Psychology 45% (22/9)
Sleight of Hand 10% (5/2)
Spot Hidden 45% (22/9)
Stealth 20% (10/4)
Throw 20% (10/4)

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. The Depression has hit your bookstore business very hard. You may have to give up your dream of selling rare books, all because the flow of orders has dropped to a trickle. Only one order from a collector has

come in this month, but it is a significant one—however, there is one small problem.

Your business affords you the opportunity to read through all sorts of arcane books, typically of an occult bent. While most of your business is conducted with clients around the world, you have a special place in your heart for the local customers. A year ago, Mr. Gardiner, who actually lives in the same boarding house as you, approached you to help make contact with an estate sale of books. The small fee you earned was appreciated and you were able to pick up a few old tomes as well. Apparently, Mr. Gardiner got what he wanted and for a very reasonable price; although he never talked about what book he might have purchased.

Mr. Gardiner seemed obsessed with dreams. You both have talked on the subject at length in your store. You wouldn't really call him a friend but certainly a colleague. When he asked to borrow a few books from your store, you were happy to make a short-term loan. Unfortunately, one of the books you loaned him is the one the collector wishes to purchase. All you need to do is get the book back from Mr. Gardiner.

Compounding the problem is the fact that you've seen neither hide nor hair of Mr. Gardiner for a week. You've asked if the other tenants in your boarding house have seen Gardiner but none of them have, so you've asked the landlord to check up on him—giving you the chance to enter his room and find the book. After all, if this sale goes through, your shop will be able to stay open for at least another six months.

You have loaned James Gardiner the following books:

- *The Dreamer's Dictionary*, a rare 1815 first edition—this is the book the collector wants to buy.
- *Myths and Legends of Ancient Greece and Rome*, by E.M. Berens.
- *The Interpretation of Dreams*, by Sigmund Freud.
- *A Primer in Greek Vocabulary*.
- **Traits:** afraid you are about to lose the business you've worked so hard to build, but determined to save it, come what may.
- **Ideology/beliefs:** from everything you've read over the years, you're pretty certain there's more to life than mankind is currently aware of.
- **Meaningful locations:** your beloved bookstore.

Roleplaying books

Get *The Dreamer's Dictionary* back from Gardiner. Check that Gardiner is okay and not sick or something.

Possessions

Notebook, engraved fountain pen.



Name:

The Business Associate, age 34

STR 50 **CON** 40 **SI**Z 50 **DEX** 50 **INT** 80
APP 60 **POW** 60 **EDU** 70 **SAN** 60 **HP** 9
DB: 0 **Build:** 0 **Move:** 8 **MP:** 12 **Luck:**

Luck: roll 3D6 and multiply result by five.

Combat

Fighting (Brawl) 45% (22/9), damage 1D3
 .25 Derringer (1B) 60% (30/12), damage 1D6
 Dodge 30% (15/6)

Skills

Accounting 40% (20/8)
 Appraise 50% (25/10)
 Art/Craft (Business) 55% (27/11)
 Art/Craft (Cooking) 50% (25/10)
 Charm 50% (25/10)
 Climb 20% (10/4)
 Credit Rating 50% (25/10)
 Drive Auto 40% (20/8)
 Fast Talk 35% (17/7)
 First Aid 50% (25/10)
 Intimidate 30% (15/6)
 Jump 20% (10/4)
 Language (English) 70% (35/14)
 Law 40% (20/8)
 Listen 20% (10/4)
 Mechanical Repair 20% (10/4)
 Persuade 30% (15/6)
 Psychology 40% (20/8)
 Sleight of Hand 30% (15/6)
 Spot Hidden 25% (12/5)
 Stealth 60% (30/12)
 Throw 30% (15/6)

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House.

We all make decisions for the best of reasons. Sometimes, those decisions have long-lasting and dangerous consequences. Moving grain and other supplies into the

city for making bootleg spirits has been a very lucrative business. You don't worry about being busted, as you aren't actually handling illegal hooch. All you have to do is get the materials required to the basements around the city where the production work is done.

Recently, a small mishap in another business venture left you temporarily short on funds. You had to juggle a little money from the Mob's expenses to temporarily cover your other debts. Simple. But complications followed, and you found yourself having to skim more money just to keep afloat.

You've always been able to acquire things for people (antiques, rare goods, and less than legal items). Sometimes, this little sideline has proved profitable. About a year ago, James Gardiner, who lives in the same boarding house as you, asked you to make use of your talents to acquire a pair of obsidian knives. "No questions asked," has always been your motto. In exchange, you asked Gardiner to "fix" your accounting ledger by creating a false ledger—something to show the Mob if "Double Barrel" Angelo comes calling to ask awkward questions about the missing money.

Problem is, no one has seen Gardiner in days. He's not answering knocks at the door. You need your receipts and the two ledgers. Only last night you heard that Angelo has been asking questions and mentioning your name. You've pestered the boarding house's landlord to open Gardiner's door under the pretense of checking he is okay—giving you a chance to follow inside and hopefully get your ledgers.

- **Traits:** once full of self-confidence, now you feel as if you're always looking over your shoulder.
- **Ideology/beliefs:** the Law is an ass, and it's every man for himself.
- **Significant people:** "Double Barrel" Angelo—he gave you your start in this business and you kind of feel bad about skimming from him. Plus, you fear what he'll do to you if he ever finds out.

Roleplaying books

Get into Gardiner's room and get your receipts and the two ledgers.

Possessions

.25 Derringer pistol, four spare bullets.

THE DEAD BOARDER

Name:

The Nosy Neighbor, age 58

STR 70 CON 50 SIZ 60 DEX 80 INT 60
APP 50 POW 50 EDU 40 SAN 50 HP 11
DB: +1D4 Build: 1 Move: 7 MP: 10 Luck:

Luck: roll 3D6 and multiply result by five.

Combat

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

Skills

Accounting 50% (25/10)
Art/Craft (Woodworking) 40% (20/8)
Charm 15% (7/3)
Climb 25% (12/5)
Credit Rating 20% (10/4)
Fast Talk 30% (15/6)
Firearms (Handgun) 20% (10/4)
Firearms (Rifle/Shotgun) 50% (25/10)
First Aid 50% (25/10)
Intimidate 15% (7/3)
Jump 20% (10/4)
Language (English) 40% (20/8)
Language (German) 60% (30/12)
Listen 20% (10/4)
Mechanical Repair 20% (10/4)
Natural World 60% (30/12)
Persuade 10% (5/2)
Psychology 15% (7/3)
Ride 40% (20/8)
Sleight of Hand 30% (15/6)
Spot Hidden 45% (22/9)
Stealth 40% (20/8)
Survival 70% (35/14)
Throw 25% (12/5)
Track 60% (30/12)

Backstory

You live in Providence, Rhode Island, in Ma Shanks' Boarding House. Your family is all grown up and moved away; your spouse died in the influenza epidemic twelve years ago. You know everyone in the house and make it your business to also know their business.

But James Gardiner, who lives on the third floor, is a mystery to you. Who is this man who thinks he can hide from you? Why is he so suspicious? Does he engage in illegal dealings? Is he up to no good in that room of his? He's lived here for nearly two years, but never once has he said more than a passing hello to you.

What you do know about Gardiner is that he hides in his room all of the time. Late at night, you've heard him reciting some odd-sounding poetry before going to bed. The poetry isn't in English and has had you wondering about what he's been doing in there.

But today, everyone seems to be talking about him. Apparently, no one has seen him for a few days and some are getting worried. Well, this sounds right up your street—time to put your detective hat on. The landlord is going to unlock his room to check on him; perhaps you can follow in and get a good look to see just what Gardiner has been up to.

What you know about the other tenants:

- The Landlord/Landlady (player character) and their 11-year-old son, Tommy: about the only person Gardiner seemed to bother with, apart from the Business Associate (although their friendship is a relatively recent thing).
- The Bookstore Owner (player character): owns a local bookstore of weird and old books.
- The Business Associate (player character): seems a shady one and never discusses exactly what line of work they're in.
- Ma Shanks: the frail and elderly building owner.
- Mrs. Madeira: lives across the hall from James Gardiner. Her husband died in an accident last March. She doesn't seem to like you.
- The Skirgaila family: Lithuanian brothers and sisters. Anikke, Dovana, and Konstantinas are hard workers, with jobs in the city. Petras, the other brother, just seems to hang around the room they share all day. Except today.
- **Traits:** some call you a nosy gossip, but you don't see it that way.
- **Ideology/beliefs:** a house is a community, so it's important to know everyone well.
- **Treasured Possessions:** your wedding ring and your spouse's cigarette lighter—it's about the only thing you have left of them (lately you've had to pawn the rest to help keep your head above water).

Roleplaying hooks

Find out what Gardiner has been up to in his room. See what gossip you can pick up on the other tenants. Things have been tough since you lost your job, so try to find a way to make your rent payments this month or convince the Landlord/Landlady to defer them.

Possessions

Cigarettes, lighter (your late spouse's).



Handout: Boarder 1

Καλώ Γιογκ-Sothoth να ακούσει το αίτημά μου.
Η Πύλη και το Κλειδί.
Αυτό το σκάφος έχει ετοιμαστεί.
Αδειάστε αυτό το σώμα.
Μεταφέρετε τη θέλησή μου.
Προετοιμάσει το έδαφος για τα όνειρα.
Ia! Γιογκ-Sothoth!
Ανοίξτε την πύλη.

THE DEAD BOARDER

Handout: Boarder 2

I call upon Yog-Sothoth to hear my request.
The Gate and the Key.
This vessel has been prepared.
Empty this body.
Transport my will.
Prepare the way to dreams.
Ia! Yog-Sothoth!
Open the Gate.



THE DEAD BOARDER



Player map for *The Dead Boarder*