

CALL OF CTHULHU

CATHULHU

Velvet Paws on Cthulhu's Trail



**Ingo Ahrens,
Adam Crossingham &
Daniel Harms**



“It is said that in Ulthar, which lies beyond the river Skai, no man may kill a cat; and this I can verily believe as I gaze upon him who sitteth purring before the fire. For the cat is cryptic, and close to strange things which men cannot see. He is the soul of antique Aegyptus, and bearer of tales from forgotten cities in Meroe and Ophir. He is the kin of the jungle’s lords, and heir to the secrets of hoary and sinister Africa. The Sphinx is his cousin, and he speaks her language; but he is more ancient than the Sphinx, and remembers that which she hath forgotten.”

—H.P. Lovecraft, *The Cats of Ulthar*, 1920

Welcome to *Cathulhu*, the *Call of Cthulhu* alternative setting where feline sleuths investigate the horrors of the Cthulhu Mythos.

Cats are mysterious, self-contained creatures. Both wild and domestic in nature, they are silent observers of all that goes on around them.

In *Cathulhu*, discover the secret life of the cat as a Dreamlands warrior and a Waking World sleuth. Cats are the secret allies of humanity in the fight against cosmic horror; confronting overlooked machinations orchestrated from the sewers, tracking down sorcerers and cultists in the Waking World, and taking the fight to Nyarlathotep’s minions in the Dreamlands with the Cat Armies.

Cathulhu contains full character generation information for creating feline characters, feline abilities, background information on the cult of Bast, a short bestiary of feline opponents and an introductory adventure, ‘The Black Cat’.

Cathulhu is fully compatible with *Call of Cthulhu* sixth edition rules.

“Watch a cat decide to move through a door, and see how patiently he waits for his opportunity, never losing sight of his purpose even when he finds it expedient to feign other interests in the interim. Watch him in the thick of the chase, and compare his calculating patience and quiet study of his terrain with the noisy floundering and pawing of his canine rival. It is not often that he returns empty-handed. He knows what he wants, and means to get it in the most effective way, even at the sacrifice of time—which he philosophically recognises as unimportant in the aimless cosmos. There is no turning him aside or distracting his attention—and we know that among humans this very quality of mental tenacity, this ability to carry a single thread through complex distractions, is considered a pretty good sign of intellectual vigour and maturity. Children, old crones, peasants, and dogs ramble; cats and philosophers stick to their point.”

—H.P. Lovecraft, *Cats and Dogs*, 1926



CALL of CTHULHU

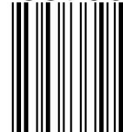
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Chaosium's *H. P. Lovecraft's Dreamlands* will also be of use.

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INTRODUCTION

"... for the cat I have entertained a particular respect and affection ever since the earliest days of my infancy. In its flawless grace and superior self-sufficiency I have seen a symbol of the perfect beauty and bland impersonality of the universe itself, objectively considered; and in its air of silent mystery there resides for me all the wonder and fascination of the unknown."

— *Cats and Dogs*, H.P. Lovecraft

Cats. Aren't they just a little bit uncanny sometimes, sitting there, staring intently at something that we can't see? What sort of invisible monsters do they perceive? And what *do* they do at night prowling the neighborhood streets?

Cats played a small but important role in H.P. Lovecraft's life. Lovecraft was a notable cat lover (even if he gave his own cat a name exceedingly uncongenial to contemporary sensibilities), and his story "The Cats of Ulthar" is fondly recalled by kindred spirits.

Welcome to *Cathulhu* (say cat-*thoo*-loo), an alternate setting which approaches *Call of Cthulhu* from a cat's-eye view! These additional rules connect the traditional *Call of Cthulhu* RPG with a feline milieu inspired by Akif Pirinçci's *Felidae* and other novels. I highly

recommend treating yourself to either the book or the movie adaptation before playing, as well as undertaking a mandatory reading or re-reading of "The Cats of Ulthar" and "The Dream-Quest of Unknown Kaddath."

Cats are not the soulless animals that we may take them for. They have their own point of view, social structure, and even culture! Some can read human books, understand speech, and occasionally even communicate with the "Can Openers." Occasionally they will help, protect, or warn their master or mistress when he or she is threatened by the invisible demons that cats sometimes see. They also have the important skill of being able to wander the Dreamlands at will in their sleep — one reason that cats sleep so often and enthusiastically, for they have fewer enemies in the Dreamlands than the waking world and are respected much more there (one thinks of their privileged status in Ulthar).

Playing feline characters instead of human characters demands special skill and sympathy on the parts of both players and keeper. Players who have owned cats and are more or less familiar with them will have the easiest time imagining themselves as cats, but everyone else should give it a try, because an exceptional *Call of Cthulhu* game can be the result.



"Kadath in the cold waste hath known Them, and Kadath is well known to the feline Investigator"

CHARACTER CREATION

"Cats are the runes of beauty, invincibility, wonder, pride, freedom, coldness, self-sufficiency, and dainty individuality—the qualities of sensitive, enlightened, mentally developed, pagan, cynical, poetic, philosophic, dispassionate, reserved, independent, Nietzschean, unbroken, civilized, master-class men. The dog is a peasant and the cat is a gentleman."

— *Cats and Dogs*, H.P. Lovecraft



Feline character creation follows these steps:

1. Roll attributes.
2. Choose breed.
3. Choose tricks.
4. Choose spells (optional)
5. Spend skill points.
6. Name the character.
7. Flesh out character.

1. Attributes

Cat characters possess the same Attributes as human characters, only rolled differently.

STR (Strength): 1D3

CON (Constitution): 2D6

SIZ (Size): 1

INT (Intelligence): 2D6+6

DEX (Dexterity): 2D6+14

EDU (Education): 3D6+3

APP (Appearance): 3D6

POW (Power): 2D6+6

Sentience: POW×5

Know: EDU×5

Idea: INT×5

Luck: POW×5

Movement rate: 12

Sanity is replaced by a different statistic: Sentience (**SEN**). SEN represents the degree to which the character is an intelligent being capable of purposeful actions comparable to a

human, rather than simply an animal ruled by instinct. A low SEN has the consequence that some actions (e.g., reading human writing) cannot be completed if a SEN roll fails. A character who experiences something horrible (a confrontation with monsters, the sight of their mistress dead, etc.) must make a SEN roll and lose a certain amount of Sentience Points—exactly like a human SAN roll.

The effects are somewhat different however. A cat character will not collapse into catatonia or the like. Given sufficient loss of SEN, the character will temporarily lapse into feral behaviors, incapable of carrying out any intelligent, intentional actions. He will chase mice instead of monsters, seek out a neighborhood cat in heat, or flee up a tree from the monster in a panic, remaining there until firemen come to get him down. See the section 'Cats and Insanity' for more details.

Yes, cats have high Intelligence. And yes, they also have Education. This "education" is of course not any sort of diploma or course of study; it generally has to do with "cat things," like knowledge about nature, other animals, humans and their behaviors, etc. A cat can, however, possess knowledge of a scientific field like biology, astronomy, physics, or the like—in any case at a lower level than a human character with an equal amount of the skill. At night, housecats have a lot of time to dig their way through the libraries of their masters instead of garbage cans...

Once the Attributes are rolled, they provide a general idea of the character. (The values may be changed at the Keeper's discretion, of course.) A low STR may indicate a young cat or a particularly spoiled housecat. A high EDU is typical for purebred cats that have access to a library, living in wealthy households or with scientists or professors. A lower value probably indicates a stray cat, though they are by no means necessarily less intelligent! A higher APP yields advantages in getting humans to do things for you, like sneaking food or the like; it can be a curse, however, if a beautiful queen wants to keep lascivious tomcats at bay.

2. Breeds

"It was a stupendous sight while the torches lasted, and Carter had never before seen so many cats. Black, grey, and white; yellow, tiger, and mixed; common, Persian, and Manx; Thibetan, Angora, and Egyptian; all were there in the fury of battle, and there hovered over them some trace of that profound and inviolate sanctity which made their goddess great in the temples of Bubastis."

**— *Dream-Quest of Unknown Kadath,*
H.P. Lovecraft**

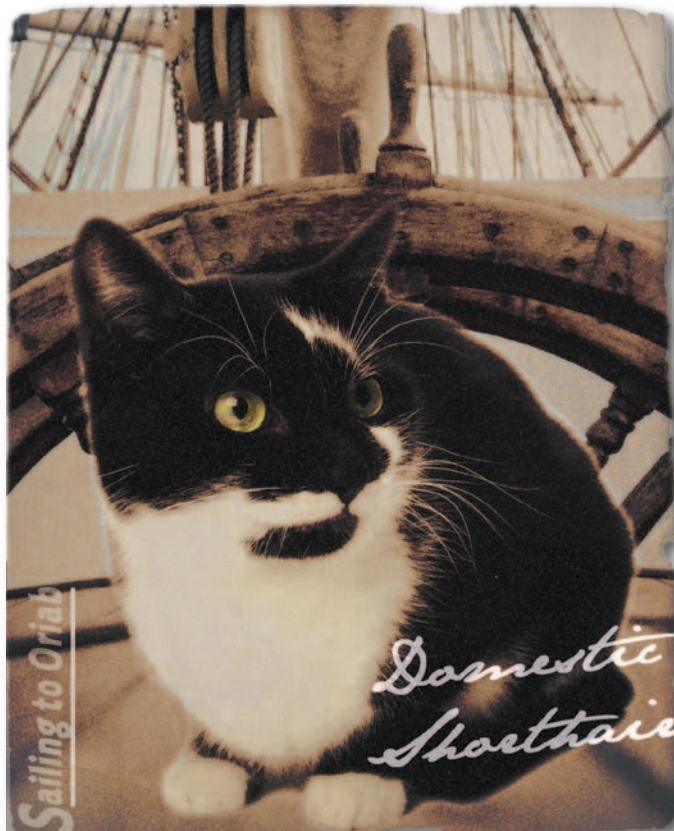
The cat's breed is an important factor in its creation, since the consequences of deliberate breeding create dramatic effects in purebred animals. Most cats, of course, are "Domestic Shorthairs," which is roughly equivalent to a "mutt," in dog terms. These mixed-breed animals are by far the most common cats. Any cat with a stray background will be a Domestic Shorthair, and virtually all NPC cats the characters will run across on the streets will be Domestic Shorthairs as well. Purebreds are generally only found in the rarefied air of houses with devoted Can Openers on staff.

Pick one breed from the following list. You only have one choice. Some breeds offer advantages and disadvantages, and some open easy access to Tricks later on.

Domestic Shorthair

The most frequently encountered "breed" or, actually, non-breed is the common alley cat or moggie. This includes most housecats, farm cats, and strays. They are mixed-breeds, and that mixture is reflected in their appearance and their manner. Practically speaking, any characteristic or combination is possible in theory. Wild crosses between housecats and purebreds can develop the most atypical characteristics in appearance, color, and character. Any coloring and build is possible. Body shape is generally medium-sized and powerful with average-length, muscular legs and a long tail.

The "domestic shorthair" is the typical mouse-catcher, house- or farm-cat, or whatever. They are everywhere, living wild or in the company of humans. As a rule, this makes them intelligent, self-confident, and independent. Their often wild or half-wild life (as strays) leads to a healthy constitution and well-developed instincts for the hunt and play. Except for loners living in the wild



or particularly shy specimens, they are well-disposed towards humans and occasionally also enjoy the lazy life.

This "breed" offers the most liberty in creation in Cathulhu. It does not receive any bonuses or penalties, since the character-creation process assumes a Domestic Shorthair.

Breed Bonuses: None.

Breed Drawbacks: None.

Breed Tricks: One trick of your choice.

Purebreds

These cats are usually the expensive, pampered pets of humans. As a result, they may have the easiest access to human resources, particularly books. On the other hand, as a consequence they are generally not very streetwise, since their humans generally do not let them out much. If a Keeper wishes, he can apply a bonus for Human Lore or Language and a penalty on fighting skills, Healing, Track, Sense of Direction, or similar skills to purebreds. The breeds are listed by period. Breeds from earlier periods are available in later periods. There are few purebreds in Cthulhu Dark Ages as these would have only been found in Ancient Egypt and Thailand; instead all feline investigators are domestic shorthairs in those dangerous times.

GASLIGHT BREEDS

Abyssinian (Somali)

Along with the Egyptian Mau, the Abyssinian is one of the oldest cat breeds of all, and like the Mau, approaches the ideal of the elegant, slim, ancient Egyptian cat goddess most closely. They were revered by the Egyptians in antiquity and probably descend directly from the Falb Cat, the ancestor of all cats. The first example was brought to Europe by a British military expedition to Ethiopia in 1868. Abyssinians are usually yellowish-brown in color, the nose leather brick-red and rimmed with black. Their fur is unusually thick, very short and fine, sometimes with black or dark brown tones, with a palette extending from copper-red through blue-gray and faun to silver. They are of medium size with a slim, but muscular build. Their heads are wedge-shaped, their ears large and wide-set. Their slightly almond-shaped eyes are equally wide-set, lending the Abyssinian an alert expression. Their eyes are green, honey-yellow, or hazelnut-colored, and surrounded by a black "lid line." With a slightly longer coat and a bushy tail, one has a Somali. Otherwise, both breeds share the same origin and characteristics.

Abyssinians enjoy the company of humans very much. They are very trusting and cuddly. They are said to be very brave, are not at all nervous, and only very rarely use their soft voices. In general, they are very clever and intelligent, love to climb, and many can open doors without assistance. Temperament-wise, they are gentle, lively, and cheerful. Left alone too long however, they frequently become depressed.

In role-playing an Abyssinian, their courage should be kept in mind—not least when it can easily slip over into mischief and carelessness, bringing the character into distress!

Breed Bonuses: +10% to Climb skill.

Breed Drawbacks: -10% to Yowl skill. Yowl skill can never be more than 50%.

Breed Tricks: Brave.

British Blue (British Shorthair)

The origin of the British Blue cannot be reconstructed with certainty. Any numbers of stories circulate around the breed (linking them with Carthusians, Vikings, Crusaders, etc.). In fact, it is related to the European Shorthair and is frequently confused with the Chartreux.

Its fur is thick and plush, originally blue in color and slightly woolly which makes it somewhat difficult to care for, all the more so since it sticks out slightly. It is very sturdy and muscular, but also heavy with a broad chest and wide head. Its eyes are either orange or yellow.

The British Blue is very devoted and likes the company of people, although once in a while they will decide to live an independent life. Nevertheless, they are frequently "real" housecats and lazybones who must be lifted up in order to vacuum under. They like their food too. They are very low-key, rarely aggressive, and do not have to be constantly caressed or carried around. In a word, they are homey.

In *Cathulhu*, they should be regarded likewise. Despite their power, they are better known for their feats of intelligence than their athletic feats. Their base value in the skill Sleep is 60%, so it will be no surprise if the "big guy" frequently takes a nap during play... waking up with a brilliant idea for solving the problem at hand!



Breed Bonuses: +10% to Sleep skill. Replace 'Fight' result with 'Flight' on Insanity Reactions table.

Breed Drawbacks: -1 to CON.

Breed Tricks: Sleep On It.

Chartreux

On the basis of their almost identical appearance, this cat is frequently confused with the British Shorthair. The breeds are nevertheless independent of each other. Tradition has it that the Chartreux were bred by Carthusian monks in medieval France. Nonetheless, Chartreux did not reach the USA until 1971.

Their fur is short, thick, and blue; it repels water. Their body is powerful and large to medium-large, compact and muscular. Their chest, back, and shoulders are broad, their legs medium-length, and their paws seem dainty. Relative to their body, their muzzle is rather short, which lends the Chartreux a smiling aspect. Their ears are medium-sized or smallish and sit close together. Their large eyes are either copper-colored or dark orange.

Chartreux seem quiet but powerful, with a certain majesty, and they radiate independence. Nevertheless, they are devoted and affectionate to people without being pushy. Their character traits stretch from noble dignity to a certain clownish friskiness. Their voice is quiet; they

never caterwaul. Loud noises scare them more than other breeds.

In Cathulhu, it is up to the Keeper's discretion how the character reacts to loud noises. A SEN-roll is conceivable, as is short-term stupefaction, a short panic (hanging from the ceiling), and the like. Chartreux with particularly merry dispositions may raise their Cuteness by 10% (but must then play this out appropriately).

Breed Bonuses: +1 to STR.

Breed Drawbacks: Yowl skill can never be above 60% and its effect is correspondingly limited.

Breed Tricks: Scaredy Cat.

Egyptian Mau

Like the Abyssinian, the Egyptian Mau is a very old cat breed, revered in Egypt then as now. Interestingly, it is forbidden to take such an animal out of Egypt! Which would not have kept a resourceful master in the 1920s from attempting it successfully... perhaps while returning from a successful archeological expedition in the Valley of the Kings? However the breed was not widespread in North America until the 1950s.

The medium-length coat of the Mau appears in three colors, silver, bronze, and smoke, all of which sport dark circular markings. The fur itself is very fine, silky, and thick. Their frame is graceful and muscular. They are medium-long,



as are their legs relative to their body. They have dainty, small, oval paws. Their heads are wedge-shaped with a slight rounding; their noses short; and their medium-sized slightly pointed ears are wide-spread. Their eyes are almond-shaped and of a pale green hue.

The Mau is very affectionate and playful. It learns tricks easily and is reputed to be able to cup its paws like hands and drink water out of them. Fundamentally cautious, they are nevertheless active, lively, and curious about everyone and everything. They are happy to sit on people's laps or shoulders, and they can even be taken for walks on a leash.

In *Cathulhu*, the breed's potentially dangerous curiosity should be noted, as well as its origin in Egypt and potential starting points for adventures stemming there from.

Breed Bonuses: +1 to DEX. +10% to Status skill. +2 to Speed.

Breed Drawbacks: Possesses the drawbacks of the Curious trick without the benefits.

Breed Tricks: Trickmeister.

Maine Coon

The classic cat of the American Northeast, and thereby a good candidate for a *Cathulhu* character! This breed is popularly said to have sprung from the mating of a cat and a raccoon ("coon" equals raccoon), which is, of course, nonsense. It is most likely the result of crossbreeding in 18th Century Maine of long-haired cats from Europe. The Maine Coon was very popular in the 19th Century until

about 1911, when the breed almost disappeared until the 1960s or 1970s. Consequently, it will be much more likely to find a Maine Coon in a Gaslight or Contemporary setting than in the 1920s, though of course, it should not be ruled out.

Their long, all-weather coat protects them in the coldest winter and suits them on rat and mouse-hunts on farms. Maine Coons are enormously heavy (toms weigh up to 20 pounds) and powerful and muscular all around. The long hairs on its large ears give their face a lynx- or bobcat-like impression. A wreath of hair rings the Coon's throat like a mane; their tails are also extremely bushy. In terms of colors, there are all possible variants.

The Maine Coon is a thoroughly friendly and intelligent cat, entertaining and self-confident. They have a lively interest in their environment and will follow their master from room to room, always wanting to be around them. Despite their size, they are gentle beasts, but they possess their humans—not the other way around!

Breed Bonuses: +1 to STR (which can exceed the maximum value of 3) & CON.

Breed Drawbacks: None.

Breed Tricks: Bruiser.

Manx

The Manx cat is known as the tailless cat, although in reality, they may have full tails, short tails, or a rise, as well no tail at all. The history of the breed dates back to the Isle of Man off the coast of England, in the days of the ship trade. It



is uncertain whether the tailless mutation began with the island cats or the ships' cats. The breed has been recognized in the U.S. since the 1920s. Manx may be either longhair or shorthair cats, both of which are double-coated. The shorthair will have glossy, somewhat hard textured guard-hairs, whilst the longhair will be silky and plush.

The long and muscular hind legs of the Manx contribute to its ability to jump and its speed. They frequently bond with one person or family. Some Manx have been known to retrieve and bury their toys.

Breed Bonuses: +10% to Jump skill. Move +1.

Breed Drawbacks: -1 to APP for their unusual mutation which other cats find disconcerting.

Breed Tricks: Leap.

Persian and Angora

An old breed that is well-known for its long fur which appears in up to 60 colors, and a short "pushed-in" nose. In the 1920s, they were not yet the product of breeding that they are today. Angora Cats had a "regular" face back then; narrow with some chest fur and a bushy tail, and a large, sturdy stature.

Persians love the quiet, comfortable life at home and enjoy the comfort of a warm parlor. They are very much inclined towards people. It is no wonder that the modern Persian relies on having its coat brushed and combed regularly (in the wild, a modern Persian would not survive very long). Angora Cats of earlier times were less sensitive, but they still found the comfort and coziness of their domicile very important.

Breed Bonuses: +1 to EDU for its couch-potato mentality.

Breed Drawbacks: -1 to DEX. Wash skill's chance of success is halved in particularly messy incidents!

Breed Tricks: Uh Oh Furball!

Russian Blue

An old breed which was a guest at the court of the Russian Czars and which, sometimes under the name "Archangel Cat," was imported to England, presumably by seafarers. The body of the Russian Blue is compact, its head round with orange eyes. Its thick, dense fur is naturally silver blue. Modern breeding has altered the breed's appearance somewhat since the 1940s and 1950s.

The Russian Blue appears very elegant and charming, but its essence is more reserved and shy. They require sensitive handling and remain forever loyal to their humans. They rarely befriend other breeds, only tolerating them or coming to an arrangement with them. Neutered tomcats are very needful of love, sometimes even markedly naïve. Otherwise, the Russian Blue is a good runner and climber. There are real qualities underneath the beautiful exterior, for they are among the most attractive breeds of all.

Breed Bonuses: +10% to Climb & Cuteness skills.

Breed Drawbacks: -10% to Status skill because of reduced influence and reputation in cat society.

Breed Tricks: Climbing.



Siamese

A very well-known and very old breed, said to originate in Siam (today's Thailand), which bears the reputation of being reserved and rather arrogant. This common stereotype is not always borne out.

The most well-known coloration of Siamese is a cream-colored coat with dark-brown ears, face, tail, and paws. Its fur is short, fine, and easy to care for. The ideal at the beginning of the twentieth century was powerfully built with a not-too-pronounced triangular head shape, and wide-set, large ears. Its eyes are medium-sized, almond-shaped, and typically blue.



Siamese are among the loudest types of cats, and are inclined to jealously. They want to be included in everything their humans do. They are very intelligent in a naive fashion, some can even fetch, and others can amuse themselves for hours with a simple toy. They are not happy when alone, and are never willingly left alone. They need to have at least one fellow Siamese in order to avoid catastrophe. A clever Keeper will certainly use that and lock a Siamese alone in an unfamiliar, tiny room...

Breed Bonuses: +1 to INT. +20% to Yowl skill.

Breed Drawbacks: Demanding of attention. Often fixate on one person.

Breed Tricks: Curious.

Siberian

The Siberian breed is at least 1,000 years old and has survived the harsh climate of Siberia to become the ubiquitous national cat of Russia (roughly equivalent there to the Domestic Shorthair in the U.S. and Europe). They were first mentioned in England in 1871, but were not imported into the U.S. until 1990. As a result, any Siberian in the U.S. in the 1920s would have been brought here by a European owner.

The Siberian has a triple coat with a dense undercoat and long guard hairs that give the coat its weatherproof qualities. In winter, the cat appears to increase substantially in size due to its coat alone,

particularly the large ruff around the head. The triple coat sheds very little other than in spring when the winter coat tends to clump. The Siberian is very round in appearance, with round eyes, ears, and face. They are very muscular, large and heavy cats (males can weigh up to 20 pounds) with hind legs somewhat longer than the front legs. Siberians tend to be extremely agile and great jumpers. They are loyal, quiet, and social cats, who often follow their owners around the

house and are surprisingly patient with children, often being described as "dog-like" in temperament. (Unlike most cats, Siberians do not occasionally "decide" that they must be in the next room immediately and bolt.)

In the 1920s, their primary Human Language should be Russian, with additional points required to obtain a second, English skill. Players should be encouraged to speak with a Russian accent. Aim for Malkovich in Rounders, settle for Chekov on Star Trek.

Breed Bonuses: +1 to CON. +10% to Jump skill.

Breed Drawbacks: -10% to Yowl skill.

Breed Tricks: All-Weather.

TWENTIES BREEDS

Birman

Often called the “Sacred Birman,” the breed earned the name based on a legend placing their origin with the transmigration of the soul of a murdered Burmese temple priest into his beloved cat. There are no firm facts around the origin of the modern breed. What is known is that around the end of the First World War a pair of Birmans reached France, where they were bred and where the breed remains extremely popular today.

The Birman has a medium-heavy, long body, and relatively short, powerful legs with round paws. The silky coat is colored much like that of the Siamese cat with the face, ears, paws, and tail usually dark-brown or gray-blue, with the rest of the coat egg-shell colored. The Birman is unusual in that their paws are supposed to be colored an even white. According to legend, this coloring is due to the original cat placing his paws upon the priest. Their large eyes are almost round and of an intense blue.

In personality, Birmans are not particularly sedate, nor particularly hyperactive; they are lively and enjoy interaction. In general, they are strongly attached to one person, normally their owner, are very cuddly, and require a lot of attention. Birmans behave in an exceptionally civilized manner, getting along well with other animals and with children.

In *Cathulhu*, a Birman character’s player must work in its fixation on a particular person. The loss of that person could lead to especially serious mental problems, or the threat of such a loss could spur the animal to exceptional, incredible feats!

Breed Bonuses: None.

Breed Drawbacks: None.

Breed Tricks: Fixation.

MODERN BREEDS

Burmese

Chocolate-colored Siamese cats were found in England in the 19th Century, but the breed died out there before being started again in San Francisco in the early 1930s when Dr. Joseph Thompson brought an appealing walnut-brown female cat named Wong Mau back from Burma. With the help of a careful breeding plan, the Burmese was established as a breed distinct from the Siamese.

Burmese are muscular, surprisingly heavy cats and have been described as a “bulldog-type cat with a sweet, round face.” Their coats are short, with a rich sable brown color and satin texture, although today several lighter colors are also recognized as Burmese, including blue, lilac, red, and cream. Burmese have large, expressive golden eyes.

Burmese are playful, intelligent cats. They rule their homes—including the people and other pets—through their charming personalities. Burmese are extremely social, participating in everything that goes on at home and always want to know what is behind that closed door. They are true lap cats and insist on constant attention from their devoted families. However, since the Burmese’s idea of survival skills is hypnotizing humans with their irresistible eyes to attend to their every need, they have difficulty if left outdoors to catch food, fight off enemies, or avoid cars.



Although it is historically highly unlikely to encounter a Burmese cat in the United States in the 1920s, it is at the Keeper's discretion. Conceivably one could have been brought back like Wong Mau; if so, its first Human Language is likely Burmese with additional points required to obtain a second, English language skill.

Breed Bonuses: +10% to Cuteness skill. +1 to POW & INT.

Breed Drawbacks: -10% to Natural World, Navigate & Sense of Danger skills.

Breed Tricks: Hypnotize.

Cornish Rex

These small cats are similar in shape to ancient Egyptian depictions of cats, but originated in a barn in Cornwall, England, around 1950. Unique among cats, the Cornish Rex has a short, wavy, incredibly soft coat with the feel of cut velvet. They have large ears on a comparatively small head. Their bodies resemble greyhounds' with an arched back, barrel chest, and very long, thin legs. Despite its delicate appearance, the Cornish Rex is extremely muscular, capable of quick starts and stops, sharp turns and high jumps.

The Cornish Rex is extremely affectionate and enjoys the company of people. They are also playful and inventive cats. The Cornish Rex often plays games of fetch or catch, or even uses its paw to scoop up and toss small objects.

Breed Bonuses: +1 to DEX.

Breed Drawbacks: None.

Breed Tricks: Throw Things.

Korat

The Korat Cat is first depicted as one of the seventeen good luck cats in The Cat-Book Poems from the Ayutthaya Period of Thai history (1350-1767 A.D.). King Rama V of Thailand is said to have named the breed when he asked where the cat was from and was told "Korat." In Thailand today, Korats are also called Si-Sawat cats (*see-*

sah-waht) and are sometimes given as wedding gifts. The breed was first brought to the United States in 1959. As a result, any Korat in the U.S. in the 1920s would have been brought here by a Thai owner.

Korats are beautiful and distinctive in appearance. Their hair is blue with silver-tipped ends, giving the effect of a silver halo. Their eyes are a luminous green. Their heads are heart-shaped, and the cats are surprisingly heavy for their size.

Korats have very powerful senses of hearing and smell. They are easily startled by sudden or loud noises and do not like to be lifted into the air. A particularly loud noise or strong scent (whether unpleasant or tempting, such as a female in heat) requires a character to make a SEN roll not to react instinctively. Korats are affectionate and like



to participate in their owners' every activity. They are quite active and single-minded in their games.

In the 1920s, their primary Human Language should be Thai, with additional points required to obtain a second, English language skill.

Breed Bonuses: +10% to Listen & Scent skills.

Breed Drawbacks: SEN roll not to freeze or flee when confronted with distraction. Cannot take the All-Weather trick.

Breed Tricks: None.

Turkish Van

The Turkish Van cat (rhymes with “lawn” as in “vawn”) originated in eastern Turkey near Lake Van, which gives the breed its name. They arrived in England in 1955, but did not reach the United States until 1982. Vans are somewhat rare; much prized in Turkey, they can consequently be difficult to obtain for export. Any Turkish Van in the U.S. in the 1920s would have been brought here by a Turkish owner.

Turkish Vans are frequently confused with the Turkish Angora, which originated in eastern Turkey. The two breeds are quite different in appearance, with the Angora being more delicate, smaller, and with long silky fur and more pointed faces. The Van is a large, muscular cat with a more rounded face and medium length, water-resistant fur.

The Turkish Van has two unique features as a breed. First, their coloring is white, other than colored markings mainly on the head and tail. Secondly, they love water and are frequently called “the Swimming Cat.” They have been known to paddle in lakes and swimming pools, and indoor cats will play with faucets and toilets. They are quite mischievous and intelligent.

In the 1920s, their primary Human Language should be Ottoman Turkish (or Armenian, Kurdish, etc.), with additional points required to obtain a second, English skill.

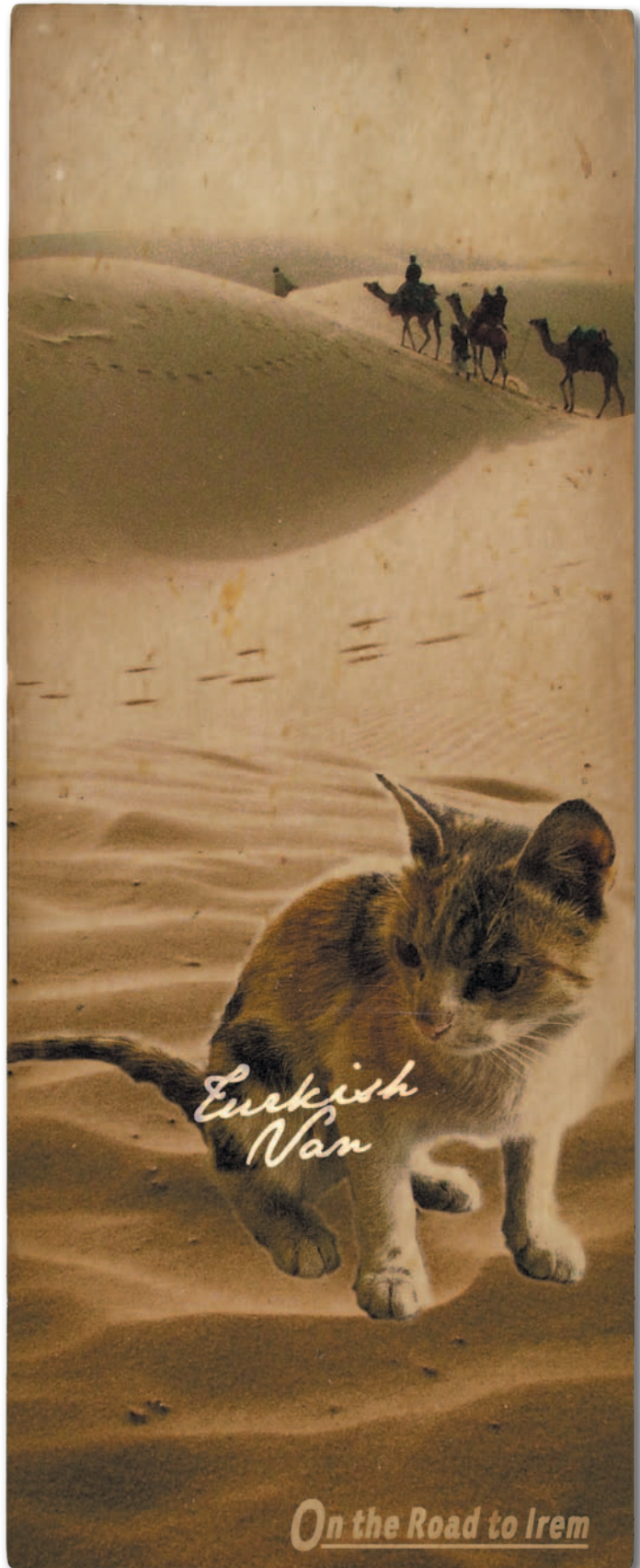
Breed Bonuses: +40% to Swim skill.

Breed Drawbacks: None.

Breed Tricks: Water Lover.



This is only a brief glimpse into the variety to be found in the world of cats, which should give a first impression for players and Keepers who are not very familiar—or familiar at all—with cats. Anyone who would like more information on cats in general or individual breeds in particular can fall back on a rich literature or look around on the Internet, where there are plenty of excellent sites. When deciding on modifications to game statistics, the Keeper should keep a healthy balance and not allow advantages or disadvantages to become too extreme.



3. Choose tricks

Each cat has two tricks—one trick specific to its breed, and one that the player is free to choose. (Domestic shorthairs may choose both of their tricks.) If one trick is required to take another, the player may select the breed-specific and chosen tricks in whatever order he wishes.

In addition, all cats have one instance of Nine Lives already, and all cats instinctively know Leap

To the Moon, whether or not they consciously know or not. Sometimes they just need to be shown in order to be able to do it.

Note: Tricks that improve the “success level” of a skill roll are bumping the result of the roll up by one degree of success. A fumble becomes a failure, a failure becomes a success. A success does not become a critical—these have to be rolled normally. In the event of tied opposed skill rolls a trick that improves a skill roll’s success level beats the opposing roll.

TRICK NAME	TRICK DESCRIPTION	LEARNING STAT
All-Weather	You do not mind the cold, the windy, the wet, or the warm. For any weather-related CON roll, this trick adds +2 to your effective score. Prerequisite: <i>Siberian</i> .	CON
Best of Show	You win cat shows. This trick improves the result of your Status roll by one success level. Prerequisite: <i>Show Cat</i>	APP
Bites Off More	You may not be that strong, but sometimes you are just too stubborn to know you cannot pull home that pheasant. This trick adds +2 to STR rolls on the resistance table.	STR
Brave	You are brave and face your enemies. This trick increases your starting SEN to equal POW×6. Prerequisite: <i>Abyssinian</i> . Cannot have the <i>Scaredy Cat</i> trick.	POW
Bravo	You have embraced the primeval roar that rages in your chest, and fight the enemies of the cats, seeking glory for Bast. Find the enemy! Defeat the enemy! Play with the enemy! Eat the enemy! This trick adds +10% to your Dodge and Scratch skills.	DEX
Bruiser	You are big, heavy-boned, and have large paws. This trick improves your damage bonus by one class, i.e. -1D6 becomes -1D4. Your SIZ remains the same.	STR
Cat Burglar	You are good at sneaking in and entering places and taking things of value. This trick adds +10% to your Climb and Sneak skills. Prerequisite: <i>Open Doors</i> .	INT
Catch Birds	You can catch birds without a Scratch roll in a non-stress situation. In a stress situation add an additional +10% to your Scratch skill. Prerequisite: <i>Catch Vermin</i> .	DEX
Catch Fish	You have the ability to hook fish out of water without a successful Scratch roll in a non-stress situation. Prerequisite: <i>Catch Vermin</i> .	DEX
Catch Rabbits	You can catch rabbits without a Scratch roll in a non-stress situation. Prerequisite: <i>Catch Vermin</i> .	DEX
Catch Vermin	You can catch mice, rats, or spiders without a Scratch roll in a non-stress situation. In a stress situation add an additional +20% to your Scratch skill.	DEX
Cling	You may cling in place to any appropriate surface (drapery, stuffed furniture, people’s sweaters) for several minutes. This trick works with a successful Climb roll, so long as you are undisturbed.	DEX
Curious	Anything out of the ordinary catches your attention. This trick improves your Listen, Scent, and Spot skill results by one success level. Your Keeper can give your character one curious impulse per session which he is forced to act upon.	INT
Doolittle	You can understand and sometimes converse with other species of animals. With this trick you can talk with one named non-human species. The Keeper decides if you can talk as well as understand. If you wish to understand other species you must have additional Doolittle tricks. This trick merely allows communication, other skills rolls may be needed for the animal to do what the cat wants. Subject to Keeper approval.	INT
Familiar	Your former mistress was a cultist. You start with 5% Cthulhu Mythos and +10% Occult, at a cost of 5 SEN. This trick also allows you to choose spells (see below).	POW
Farm Cat	You were born and grew up on a farm. This trick adds +2 to your CON. You also get a free Doolittle trick of your choice. Prerequisite: cannot be <i>Purebred</i> .	CON

TRICK NAME	TRICK DESCRIPTION	LEARNING STAT
Fence Runner	You are adept at using your neighborhood's property divisions as a fast route around town. This trick adds +2 to your DEX .	DEX
Feral	You have returned to ways of the wild. This trick allows you to reduce your SEN and spend the Sentience Points ×2 as skill points on combat and survival skills. Prerequisite: Cannot have the <i>House Cat</i> or <i>Show Cat</i> tricks.	POW
Fine Whiskers	You have exceptionally fine and long whiskers. Not only do you look good, but they help you intimidate other cats and animals and to travel in darkness. This trick adds +10% to your Hiss and Navigate skills.	APP or INT
Fish for Tea?	You can convince a NPC human to do what you want them to do, so long as it is not clearly dangerous. This trick works with a successful Insight roll. Prerequisite: <i>Rumblepuss</i> .	INT
Fixation	You are obsessed with one human (usually your owner). Should something happen to that person, and you try to find or rescue them, this trick allows you to perform any trick you do not already have on a successful Luck roll (roll no more than twice a session). Prerequisite: <i>Birman</i> .	POW
Ghost Sight	You are even more tuned into the invisible world than your fellow cats and can see things they cannot. A cat with this can see invisible monsters like ghosts and Star Vampires with a successful Sense Danger roll. Some spells, at the Keeper's option, can still fully or partially prevent detection. Also, the trick does not in any way protect against SEN loss...	POW
House Cat	Your Can Opener keeps you within their home. This trick adds +2 to your EDU . Prerequisite: Cannot have the <i>Feral</i> trick.	EDU
Hypnotize	You have the ability to cloud men's minds. You start with a +10% skill in Hypnosis , as per the Keeper's Toolkit (<i>Call of Cthulhu</i> , Sixth Edition rulebook p. 141). As you cannot speak with humans, all you can do is keep their gaze on you for a minute or two. This trick is also effective on animals; on a fellow cat, the hypnotizer can perform all of the functions listed in the rulebook. Prerequisite: <i>Burmese</i> .	INT
I Was Always Up Here	If the cat could conceivably reach a particular height, the player can simply declare that the cat is on top of it, with no Climb roll or time spent in climbing. This trick is only effective if no one, cat or human, is watching the character.	DEX
Land on Paws	You always land the right way up! This trick improves your Jump result by one success level to land safely or minimize damage taken from a fall to the minimum that can be rolled.	DEX
Leap	You can leap great distances. This trick doubles the distance jumped.	STR
Leap to the Moon	This trick allows you to travel in the Dreamlands. In the Dreamlands, cats possess the ability to jump through space to other worlds. The moon, for example, is a popular stomping ground by night, and can also be used as a waypoint on travels across the Dreamlands.	Auto
Legendary Mouser	You are a terror to mice and other small game and probably a descendant of a great family of mice-hunting cats. A cat with this trick is highly prized by humans, especially in rural areas. When you are hunting, this trick increases the success level by one in the following skills: Sneak , Scent , Hide , Jump or Track . The trick may be used once per skill per hunt. The player must announce the use of the trick before rolling the skill. Prerequisite: <i>Catch Vermin</i> .	DEX
Lion Heart	You can face Mythos terrors undaunted. With this trick you can choose your own response to a failed SEN roll and ignore the Insanity Reaction table. Prerequisite: cannot have the <i>Scaredy Cat</i> trick.	POW
Master Thief	You are an experienced cat burglar. This trick allows you to improve the success level of a Climb or Sneak result by one. Prerequisite: <i>Cat Burglar</i> .	DEX
Mirror Gazer	By staying very still and gazing deeply into your own reflection in a mirror for several minutes, you can sometimes briefly see what happens in some other locale. With this trick the cat can scry a familiar location that it has visited at least once for 1D4 minutes. Cats with a high POW may be able to use mirror-gazing to see into the Dreamlands at the Keeper's option. The base success for Mirror-gazing equals POW ×1. The multiplier can be raised by 1 for every two Magic Points used, up to a maximum of POW ×5. Prerequisite: <i>Familiar</i> .	POW



"Battles Between Scholars May Take Surprising Form"

TRICK NAME	TRICK DESCRIPTION	LEARNING STAT
Nine Lives	You are lucky and can cheat death. This trick allows you to choose a roll (yours, your companion's, or the Keeper's) which led to your potential demise to be re-rolled, once per session. If the re-roll goes in your favor the action proceeds again from that point. You can have this trick a maximum of eight times at any one time.	Highest stat
Open Doors	You have the ability to open closed, but not locked, doors and to use other levers such as toilet flushes. A cat who does not know this trick must make a DEX×1 roll to open a closed door or use a lever.	DEX
Rooftop Runner	You are expert at crossing town by jumping from rooftop to rooftop and know the fastest routes. This trick adds +20% to your Nimbleness skill. Prerequisite: <i>Fence Runner</i>	DEX or INT
Rumblepuss	You have a loud and rumbling purr you can turn on and off at will. This trick improves your Cuteness skill roll by one success level.	APP
Run Like the Wind	You move very quickly. This trick improves your Move rating by +2.	STR
Scaredy Cat	You react badly to danger. This trick allows you reduce your roll by 1 on the Insanity Reaction table. The round following this check, you will take your action before anyone who is not a <i>Scaredy Cat</i> . Prerequisite: <i>Chartreux</i> .	POW
Scholar	You can read one Human Language as well as understand it spoken. It is conceivable that a cat could communicate in writing, using a typewriter (or a word processor in a modern milieu) or by meticulously tearing out and arranging newsprint. A cat will only resort to such communication <i>in extremis</i> (or if he believes he can remain anonymous). Such an attempt will require both a successful Human Language roll and a DEX×3 roll, or similar test. Additional read Human Languages need additional <i>Scholar</i> tricks. Prerequisite: <i>House Cat</i> .	EDU
Shadow Walker	When no-one is witnessing, and only at night time (and perhaps during full solar eclipses) you can step into a shadow and out from another shadow up to POW×meters away. The other shadow need not be visible from the point of entry. The trick's success depends on a successful Sneak roll and costs 5 Magic Points to use. Failure results in an embarrassing 1D2 damage. Prerequisite: <i>Familiar</i> .	POW
Show Cat	You are a pedigree cat displayed at cat shows. This trick adds +2 to your APP. Prerequisite: must be <i>Purebred</i> and cannot have the <i>Feral</i> trick.	APP

TRICK NAME	TRICK DESCRIPTION	LEARNING STAT
Sleep On It	You have all your best ideas whilst asleep! Twice per session if you fail an Idea roll, you can make another if you take a quick nap (requires a successful Sleep roll). Prerequisite: <i>British Shorthair</i> .	INT
Sleuth	Some felines like the challenge that a murder mystery presents. And cats are curious animals. Sleuths make good intelligence operators due to their curiosity regarding events happening around them. Once per session, if a course of action is not immediately apparent, the player can ask the Keeper to provide an overlooked clue of the Keeper's choice.	INT
Stray	You have no home or owner. This trick adds +20% to your Streetwise skill.	INT
Throw Things	You know how to pick up and flick objects around. This trick allows you to start with a Throw skill of 10%. Prerequisite: <i>Cornish Rex</i> .	DEX
Top Cat	You are the master of the streets. You may be the leader of a cat pack. You know people. You know how to get stuff and info. And food. And a warm place to sleep. This trick improves your Streetwise skill roll by one success level. Prerequisite: <i>Stray</i> .	INT
Trickmeister	Once per session, make a Luck roll to imitate the trick of another breed. At the end of the adventure you can permanently learn a trick you successfully imitated on a successful POW ×1 roll. Prerequisite: <i>Egyptian Mau</i> .	POW
Uh Oh Furball!	With this trick you can cause all humans in a room to watch you in horror and disgust for 1D4 rounds, once per session. This does not apply in situations of danger.	CON
Under the Feet	With a successful Nimbleness roll you can cause a NPC human to trip and fall over you without landing on you. Cats who do not have this trick must make a Luck roll to avoid being landed on if the target human fails a DEX ×5 roll and falls over.	DEX
Unsettling Stare	You can make humans nervous with a stare. With this trick you can make a NPC human nervous and leave your vicinity as quickly as possible with a successful Insight roll.	INT
Wanderer	A wandering cat is one that has decided to put aside the benefits of the cat clan and forge his own way in the Dreamlands. Independent and proud wanderers are the most aloof of all cats, as they know they are better than any other cat or person. This trick adds +20% to your Dream Lore .	EDU
Water Lover	This trick allows you to reroll a failed Swim roll once per session. Prerequisite: <i>Turkish Van</i> .	DEX



CATHULHU TRICK TREE

LIFESTYLE

FARM CAT



DOOLITTLE

SHOW CAT



BEST OF SHOW

FERAL



HOUSE CAT

SCHOLAR

STRAY



TOP CAT

MOVEMENT

FENCE RUNNER



ROOFTOP RUNNER

HUNTING

CATCH BIRDS



CATCH VERMIN

CATCH RABBITS

CATCH FISH

LEGENDARY MOUSER

BRAVO



DEVOTED

BLESSED



EYE OF RA

THIEVING

OPEN DOORS



CAT BURGLAR



MASTER THIEF

PERSUASION

RUMBLEPUSS



FISH FOR TEA?

MAGICAL

SHADOW WALKER



FAMILIAR



MIRROR GAZER

GHOST SIGHT

4. Choose spells (optional)

If the Keeper allows new characters to start with spells, these have to be chosen and learnt. A spell using cat also has to have the Adventurer or Familiar trick before purchasing spells. Each spell chosen costs POW×3 in skill points (see below) to choose. These points are spent regardless of the learning roll result. Use the lists in the *Call of Cthulhu, Sixth Edition* rulebook and *H.P. Lovecraft's Dreamlands* sourcebook bearing in mind physical restrictions on spell casting as outlined in the section 'Cats and Magic'. A chosen spell must be learnt (with a successful roll under INT×3%) to be usable. Spells that are not learnt are available to be taught via a source of the Keeper's choice. This must be done during play or study between scenarios.

5. Skills

As cats have no occupations, skill points are not divided into occupational and background points. The total number of skill points to be spent are computed by the formula (EDU+INT)×5, which is five times the sum of EDU and INT.

The values in parentheses are the base values of the skills. If the Keeper disagrees with them, he may modify them at will. "As usual" means the skill operates in a normal fashion, applied in the context of cats.

Bite (30%): A successful bite does 1D4 damage. Cats can also kill their prey with a second successful bite if they have also successfully Grappled.

Climb (50%): as usual.

Cthulhu Mythos (0%): as usual.

Cuteness (APP×3): Making an impression on humans and other animal in various ways: purring, head rubs, cuddly looks, chasing one's own tail, etc. Directs the target's attention onto the character, making the target feel kindly towards the cat. Note: small children are inclined to snatch cute kitties, take them home, and lock them up in their rooms! (See **Hiss/Bite/Scratch!**)

Dodge (DEX×4): as usual.

Dream Lore (10%): Knowledge of the Dreamlands and the things, places, and creatures in them. After surviving adventures in the Dreamlands or spending long stretches of time there, this can be increased at the Keeper's discretion, perhaps as a reward (1D10 or so).

Dreaming (25%): The ability to slip into the Dreamlands and "live" there while one sleeps. One's body remains back in the real world.

Grapple (25%): as usual.

Healing (10%): With a successful roll, heals 1 Hit Point of damage by licking the wound; a critical success heals 1D3 Hit Points. Cats' saliva contains certain substances which encourage healing. A particularly clever cat with a skill over 75% may even be in the position to cover a comrade's wound with a piece of cloth, or to press on the wound with paws to stop the bleeding.

Hide (25%): as usual.

Hiss (50%): Threatening display with arched back, ears back, etc. Anyone seeing it, man or beast, must make a **Luck** roll in order to stay composed and not flee, back off, etc. A successful roll allows a human NPC to say, "Ah, it's just an animal..." Use this skill to intimidate other cats, animals, and impressionable humans.

Human Language (INT×2%): A collective skill representing the ability of the character in all facets of human language—understanding and even speaking (the last only in real emergencies, and only in the Dreamlands!). In general, a cat will only know one language. If a cat knows two, he will need a second skill, e.g., **Human Language (French)** or **(Latin)**.

Human Lore (EDU×1%): Covers Anthropology, Archeology, Biology, Chemistry, Geology, History, Law, Medicine, Natural History, Pharmacy, Physics, Psychoanalysis, etc. These skills are grouped together for simplicity. No matter how high the skill in **Human Lore** is, a cat character will never know as much as a human with a similarly high value in one of these skills.

Hypnotize (10%): Only available to cats with the Hypnotize trick (see above).

Insight (01%): For use on cats as well as humans.

Jump (50%): as usual.

Listen (40%): as usual.

Natural World (EDU×2%): as usual, but with particular emphasis on a cat's point of view. Use the **Streetwise** skill when the cat is in 'town'.

Navigate (25%): Orientation using cat senses, smell, sun location, magnetic fields, and wind. This skill makes it possible for cats to find their way home from thousands of miles away or find their way in complete darkness.

Nimbleness (DEX×2%): Maneuvering especially quickly and gingerly, e.g., not knocking over objects while sneaking across a shelf with Mistress's best china...

Occult (05%): as usual.

Rip (80%): A cat's back legs can rip open and disembowel, or decapitate an opponent, doing 2D3+DB damage.

Scent (50%): "Sniffing" and recognizing things, people, etc. Cats mainly recognize each other via scent—hilarity can ensue if a group of cats is soaked!

Scratch (40%): A cat's slashing front paws do 1D3+DB damage.

Sense Danger (10%): A "sixth sense" that warns of imminent danger with a "hairs on the back of your neck standing up" feeling. It is to be used whenever the Keeper finds it appropriate, but only when it does not interfere with the drama of the plot!

Sleep (50%): Should actually be 100%, but there are cats and there are hyperactive cats. A sleeping cat can use the **Dreaming** skill to move into the Dreamlands while its body naturally remains behind.

Sneak (50%): as usual.

Spot (25%): As usual. Feline night vision means no penalties for darkness here!

Status (01%): Replaces Credit Rating. Represents the character's position in the cat society of a given area (neighborhood, city district, town, etc.).

Streetwise (01%): Intimate knowledge of the human built environment—the best dumpsters, the places to hide from Animal Control, and the whereabouts of attractive cats of other sexes. The masters of Streetwise actually have homes—

The Dog Says "Woof." The Cow Says "Moo." Cats and Language

Because of their exalted place in Lovecraft's cosmology, Cathulhu considers cats the sole quadruped capable of dealing with the horrors of the Mythos and occasionally saving humanity. Other species do not possess the same type of sentience and skills that cats have. However, if the Keeper wishes to create a more democratic animal kingdom, à la Dr. Doolittle or Walt Disney, interspecies communication can be written into the game.

We suggest the following optional rule if your imagination runs more towards a chatty animal world. For a cat character, each additional species' language is a separate Doolittle trick. The player may buy additional Doolittle tricks on **Other Language (Dog)**, **Other Language (Birds)**, **Other Language (Pig)**, **Other Language (Mouse)**, etc., as he wishes, if his cat's background makes it appropriate. (Farm cats are likely the polyglots in this world.) If residual realism is a concern, the Keeper may decide on a case-by-case basis whether or not the cat can actually speak the language as well as understand it, since a cat will have a hard time producing the necessary sounds e.g., bleat like a sheep.

several of them at once, often. Use the **Natural World** skill when the cat is in a more 'natural' environment.

Swim (10%): as usual. Most cats can swim though they do not like to admit it.

Throw (10%): [Only available to cats with the Throw Things trick.] You have the ability to flick and throw small objects.

Track (20%): as usual; when appropriate can be used in conjunction with **Scent**.

Wash (50%): Successfully washing oneself, thereby restoring one's appearance, e.g., after a mud bath (a muddy cat obviously receives penalties to its **Cuteness** skill).



“Meow. Miaou. Miao.” Humans and Feline Speech

In the 1890s and the 1920s only a few individuals had learnt to speak the Cat language, or had been entrusted with its secrets by the cat clans. Passionate cat lovers may have acquired a maximum of INT×1% in **Other Language (Cat)** by conversing with their pets, which to their surprise worked when they used the skill to talk to the cats in Dreamlands.

Today the existence of books on cat speech (as well as painting!), and the multiplicity of internet chat rooms and mailing lists where cat owners talk ‘in character’ suggest that the knowledge of cat speech has increased over the last 70 years or so. Cat owners today might be able to claim up to INT×2% in **Other Language (Cat)**, subject to the Keeper’s approval.

Yowl (50%): The character’s power of persuasion. Known to most humans as a miserably loud and pitiful howling performed at night from fences and walls opposite their bedroom windows, yowling can serve as identification, intimidation, warning, or mating call, etc. Use this skill when the cat is trying to impress or communicate with other cats, animals, and humans.

6. Names

What name should a player give his furry hero? ‘Mittens’ or ‘Boots’ sound a bit foolish when borne by one saving the world from lurking multifarious Cthuloid horrors, as we all know. It is however, a fact that cats listen best to names with two syllables that end in a long “e” sound (“Fluffy!” “Kitty!”). In the end, it is of course the owner who decides what to name a pet—however silly, but there is some evidence that among themselves, cats have

their own names having little to do with their “official” name. T.S. Eliot wrote that every cat has three names: “the name that the family use daily,” “a name that’s particular, / A name that’s peculiar and more dignified,” and “the name you will never guess; / The name that no human research can ever discover— / But THE CAT HIMSELF KNOWS, and will never confess.” I think that should be inspiration enough!

7. Flesh out character

The players should put together descriptions of their cat characters as well as their pasts. There are countless variations: strays, housecats, purebreds... tossed as a kitten with her siblings into a river in a sack, the others died, while she was able to free herself... playful... gluttonous... ‘fraidy... brave... fond of children... constant presence in his master’s study and familiar with his investigations... every night always gets something good to eat from a chef at the back door of a particular restaurant... in a constant battle for territory with the nasty neighboring tomcat... hates mice and rats... likes to fight other toms... lost an eye in an unfortunate encounter with a dog/cat/human/rat, etc.

The player should also think about the current circumstances of his new character’s life: who does he lives with? What is his Can Opener’s job? Where does he live? Who are his friends? And many more questions. A player might even care to create a character that is a precise recreation of her own cat. If a whole group did so, the game can even be set in the present with the players, as their own cats, encountering themselves as Can Openers.



“Piecing together the fragments of the disk led to unexpected results”

HOW TO PLAY A CAT

"Cats, as a class, have never completely got over the snootiness caused by the fact that in Ancient Egypt they were worshiped as gods. This makes them prone to set themselves up as critics and censors of the frail and erring human beings whose lot they share."

— P.G. Wodehouse



To come up with general truths about the nature and behavior of the domesticated cat is a tricky thing considering how much of a character a cat is. Even cats of the same breed often differ a lot, and then there are many other diversifying factors, like different habitats and kittenhoods. This individuality however allows for the necessary diversity in player characters needed for a dynamic and exciting *Cathulhu* group experience.

Here is a general outline to help you embody a cat in a convincing way. (Proud cat owners here have an obvious advantage: they can do live field studies and what more can you want?)

The Cat—Loner or Social Being?

People are used to see cats as loners, but the opposite has long known to be true: In fact, in larger cat communities, a rich and complex social life starts to unfold. This does not mean there will not be any fights or rivalries among individuals (we are talking cats here, after all!). Serious fights may sometimes even lead to the expulsion from the community. Cat communities like these are typically found on farms. In towns, you may find them only in certain places, like grave yards, harbor areas, or on industrial estates (that is if municipal animal control do not put a stop to it). Also within smaller subgroups (which are led by the females), hierarchies can be discovered. Loners do exist, but their preference to go their own way does not mean their total and irrevocable exclusion from the community. Male cats in particular are prone to leave their original youthful habitats, while females usually stay on

Thus in *Cathulhu*, a playing group can consist of animals from the same neighborhood, or a temporary community of loners—forged together by the adventure.

The different available archetypes offer various possibilities for play. There might be a stray tomcat, born in a musty cellar and grown up in back alleys; such a tom (or queen!) will be strong and rough-and-ready, not necessarily an image of intelligence or refinement. By contrast, the purebred cat in Professor Armitage's house, an attentive guest in his library for years, will rely somewhat less on instinct and physical skills, but will have developed a detective's perspicacity and accumulated a great store of knowledge. Then there is the young daredevil, only just moving in, bold as brass, needing to sow some wild oats—sometimes a painful experience which another tomcat of the "eating machine" ilk would try to get through by pigging out, with visible results...

It goes without saying that a balanced group should be composed of a number of different types. Presumably, they do not all have to know each other at the beginning either. The initial adventure can then bring all the quadrupeds together, letting them develop respect for each other and their varied skills.

Hunting in packs as lions do is not known among domestic cats (on Earth at least). The cat is a lone predator. Its method of "sneaking and attacking with a jump" has proved successful through the ages. Kittens are taught how to hunt by their mother, aided by natural a hunting instinct which makes a cat usually jump after anything that looks, sounds, or moves suspicious.

To add fun to the game, think up a favorite toy for your *Cathulhu* character, something "your" cat is infatuated with that they cannot help but chase and play with, i.e., a toy mouse or a ball of wool or paper.

Every cat character will finally have to construct his own ethics: whether he is well-disposed toward humans, particularly his master, whom he might constantly protect or consider a mere butler.

Cat Talk

If *Cathulhu* characters communicated like real cats, using body language, sounds, and scents, it would probably look a bit weird, so the cat characters in *Cathulhu* can talk of course. But to make the contrasts between human and feline characters stronger, players are encouraged to describe the way their cat actually communicates in a situation. Here are some examples:

If a cat wants to be inconspicuous, it will keep its tail still and upright and go straight for her aim without any distraction, maybe even sneaking and ducking.

A raised bushy tail, on the other hand, indicates aggressiveness and the will to intimidate and impress, while a flattening of the ears indicates embarrassment and fearfulness, which may explode in aggression if the cat is cornered.

For a fight, cats either try to make themselves bigger than they really are, stretching their legs, raising their fur and baring their teeth in a snarl; or as is the case with more timid, insecure animals, they crouch and make themselves smaller. When under attack they want to get the chance of lying on their back and fighting their opponent with the full force of all their talons and teeth.

Cats communicate a lot via scents, either directly or indirectly. The nose of a cat is very sensitive and easily registers the glandular scents of other cats. Rubbing their head against objects or human legs is used to transmit the scent.

These body signals are supplemented and supported by sounds, like meowing or purring. The latter usually signifies a state of bliss, but also has a reassuring and calming effect on ill animals or is intended to mollify others.

Meowing has loads of functions, though not every breed is talkative. Siamese cats are said to be incredibly noisy, something a player character should really make use of, and not necessarily always in the best interest of the group, i.e., when they sneak through a dark vault full of unpleasant things...

The cat nap is legendary and reason for much envy among humankind, but it is really just a nap—cats do not sleep all day long. Short phases of sleep, spread over the day, give a wrong impression. Neither is the nap usually very deep. The cat's senses can still register a lot in this state of light sleep. Noises can easily awaken them, so that a *Cathulhu* character is not so easily taken by surprise.

Cathulhu players should somehow try to take on these characteristics to make more of their characters than just a "furry human being" instead of a, well, 'an exceptionally brave, nosey, talking feline with a foible for the eerie'. Typical traits of cat behavior enhance the atmosphere of

Cathulhu enormously, for instance:

"Gnnnnrrr...I growl at the slimy tentacled thing coming towards us. It doesn't seem to be impressed? I stretch, raise my fur, hiss and quickly give it a 'swoosh' with my claws. It is still approaching? Oh bother..."

"I think we are in danger. I duck and lay my ears low and stare intensely at the door which is just opening with a screech..."

"I don't know what is so interesting about that old book. But the reading mark looks interesting, I paw at it and play with it and rip at it... [CRASH!]...Uh-oh, that wasn't me!"

Cats react according to their character. Like human beings, some are particularly brave, timid, cautious, obnoxious, playful, witty etc. It will probably take a while and some getting-used-to to integrate the idiosyncratic traits of "your" cat character, but believe me: it is not that much different from playing an orc or a goblin! That is to say if you have ever bothered to let them develop into more than just another ugly person with a green skin...

Playing a sentient animal places particular demands upon the imagination of a role-player. Cats, moreover, are the most secretive of pets, frequently opaque even to their owners of many years.

It should be clear to the players that there is an unwritten rule, a matter of course, that the activities and culture of cats is to be kept secret from the world of men—only in the most dire emergencies or if the person in question has justified it, may a human be taken into confidence. What usually happens in these cases is that the cat leads his Can Opener into the Dreamlands and speaks with him there.

As a cat however, there are many ways to influence the lives of humans, above all becoming active at night because of cats' excellent night vision. Every cat can project himself into the Dreamlands at will while sleeping. Using the **Dreaming** skill, they are even capable of taking the dream-self of a human with them! There—and only there—cats can converse with humans, if they choose. Cats can understand humans and read their written word in the walking world as well, according to their **Human Language** skill. (See above.)

Let yourself be inspired by this article. Be inspired by watching your cat (if you have one). Browse the numerous free articles and stories about cats on the web and give your *Cathulhu* character a convincing, unique look.

And always remember: Stay fluffy!

ADDITIONAL CATHULHU RULES

Catnip

Most cats love catnip. Really love it. A good dose of catnip or catmint will make a cat more frisky, playful, and agile for several minutes. Then the effects wear off and the cat will not experience the same effect for at least two hours.

Once brought into the presence of catnip, a cat must pit his POW against the source's POT (a number between 1 and 20 set by the Keeper). If the cat does not resist successfully, he must interact with the catnip source (play with the toy, lie in the catnip bed, etc.). The roll is repeated each round until the cat succeeds, after which no further rolls are needed until the cat encounters catnip again.

A cat under the influence of catnip increases his DEX by +2 for the catnip's POT×2 combat rounds, and his ability to **Climb**, **Jump** and pounce are increased by 10% as well. After this period the effects wear off and the cat cannot experience the same high for at least two in-game hours.

Purchasing Additional Tricks

Two methods of acquiring additional tricks are presented here, depending on the Keeper's preferred style of play. In the first, tricks are learnt through role-playing. In the second they are bought through play.

Option 1: Mentors—Learning Through Play

Additional tricks may be learnt from older wiser cats that are willing to teach them. In effect these older cats are acting as sages to the younger player character cats. These learning sessions should be presented as role-playing situations, and offer the Keeper wonderful opportunities for further adventure hooks. Only when the Keeper is happy that the situation has been played to its fullest potential should she ask the cat's player to make a Learning check. This should be a statistic based roll based on the most appropriate statistic to the trick. For instance Land on Paws is DEX-related; Scholar is EDU-related, and so on. The roll should be stat×3.

Option 2: Unused Skill Tick Purchase

This method of trick acquisition should only be used if the Keeper decides when skill ticks are recorded. If skill ticks are recorded automatically by the player whenever the skill is successfully or critically used, then this system will not work. Use option 1 instead.

If a player has a skill ticked for later potential improvement, and makes another successful skill roll that results in the Keeper allowing them another skill tick, the player may decide to store that second skill tick in a pool that can only be spent on tricks and not skill improvement. Ticks that are not recorded in the pool are otherwise lost. The pool ticks may be spent on acquiring new tricks. Each new Trick costs four ticks. The ticks are removed from the pool after a new trick is purchased.

The Deadly Cat Attack

"They would leap seven strong at the throat of an almost-human or the pink tentaced snout of a toad-thing and drag it down savagely to the fungous plain, where myriads of their fellows would surge over it and into it with the frenzied claws and teeth of a divine battle-fury."

**—Dream-Quest of Unknown Kadath,
H.P. Lovecraft**

Cats in the Dreamlands do not fight like cats in the Waking World. There, cats are mostly solitary, hunting alone and fighting territorial disputes alone. Only feral cat communities and large cat prides display pack-hunting techniques.

Pack hunting involves one or more hunters tracking down prey whilst other pride members cover flanks and escape routes. Cats in Dreamlands display similar techniques whilst hunting, but in combat use a terrifying method of attack that virtually any enemy will succumb to if there are enough cats.

Dreaming cats attack individual targets *en masse*. For human sized targets like men,

moonbeasts and Saturnian cats, at least seven cats attack at once. Each cat claws and bites the target's exposed and vulnerable areas like limbs, throats, and eyes. A cat is unlikely to mortally injure the target by itself, but its attack can occupy or divert the target's attention with a series of attacks that will fatally incapacitate the target.

The aim of the massed attack is to halt and knock the target to the ground. This immobilizes the target and allows more cats to attack. Whilst the target is attempting to defend itself from attacks to its eyes and throat, the other cats attack the target's vulnerable, and now exposed, stomach. A number of cats will rip the target's stomach open and then enter the target's body cavity, causing massive internal damage and a quick but messy death.

In game terms, the massed attacks will 'soak up' the target's limited number of parries so that the third or fourth attack onwards will be undefended. This allows the cats to grip with claws or teeth, which allows them to use the Rip attack in the next round. The target may also need to make a **Resistance** roll of SIZ vs. the combined SIZ of the attacking cats to avoid being forced to the ground. Once the cats have inflicted enough damage with their **Rip** attacks—a Keeper should decide upon a number of Hit Points to represent the stomach area of the target—the cat attacks start to do automatic impaling damage, as the target has no defense against an attack within its own body. During mass combat the Keeper may want to simply multiply the attacks and damage inflicted by the number of cats involved. Human witnesses to a massed cat attack in Dreamlands may need to make a **Sanity** roll (1/1D3 loss) if the victim was sentient.

A Cat's Nine Lives

The alleged "nine lives" of a cat are proverbial. This legend is ascribed in some tellings to the Prophet Muhammad whose cat was sleeping on his robe. When he was called to a council, the cat lay on his sleeve, and because he did not want to bother it, he tore his sleeve off and left. Muhammad's garments were holy like himself, and thereby Muhammad showed the cat the highest possible respect. Out of respect, he petted the cat on the head three times; three times three is nine, a magic number, and since then cats have "nine lives." In other tales it is ascribed to the Trinity of Trinities (3×3) originating in Ancient Egypt. Some knowledgeable philosophers have debated that the reason that cats have nine lives is that they have no soul, and this is the reason that they make



"Some Can-Openers can be quite helpful during an investigation into otherworldly affairs."

good familiars for sorcerers and witches, and the reason they act as the unofficial guardians of the Keeper of Dreams in Dreamlands.

In *Cathulhu*, players may purchase additional Nine Lives tricks in order to cheat death. These are simply checked off when the character's Hit Points reach zero, allowing the character to revisit the situation that may have caused their demise, and the Keeper and player come up with an unbelievable coincidence (we sometimes say "the helping hand of Bast" instead of "coincidence") which may save the furball from certain doom. Such rescues should be inserted in "dramatic" situations, but should never lead to a simpler solution to the adventure. Anyone maneuvering themselves into a deadly situation with the intention of relying on Bast's hand should be left alone with their hope to see what happens. Well, okay, maybe until the very last moment... However, given the expense of purchasing additional tricks, a kindly Keeper may want to keep an unofficial tally of near-death experiences in the background to pad out trick purchases.

The Nine Lives trick does not work in Dreamlands. Unlike human dreamers, when a cat dies in Dreamlands in the service of Bast, it is not barred from ever returning to Dreamlands. It can return, though it will bear the mark of the wound that dispatched it from Dreamlands. No cat knows if the number of times it can return to Dreamlands is in fact nine, as most cats learn from their mistakes and never let themselves die in the same manner twice. However, the feline ability to cheat Dreaming death in a limited form is a benefit to feline warriors serving with the Cat Armies—it means that at least once or twice warriors may be as fearless as they wish, as death is no longer a restraining consideration.

Cats and Insanity

"They were searching the house for some unknown source of disturbance which had thrown all the cats into a snarling panic and caused them to plunge precipitately down several flights of stairs and squat, yowling, before the closed door to the sub-cellar."

—The Rats in the Walls, H.P. Lovecraft

Cats are not immune to the horrors of the real world, and can go insane or feral. Their worship of Bast, an Elder Goddess, makes them part of the real universe rather than the shared delusions of humanity so they know the truth. Their hunting mentality also makes them more suited to survival as well.

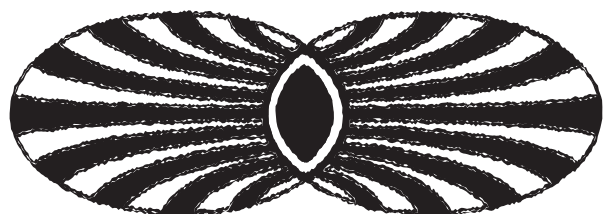
Cat reactions to insanity are slightly different to human insanity. If a cat character loses more than five points of SEN in an encounter, the Keeper should ask the player to roll on the Insanity Reactions table below:

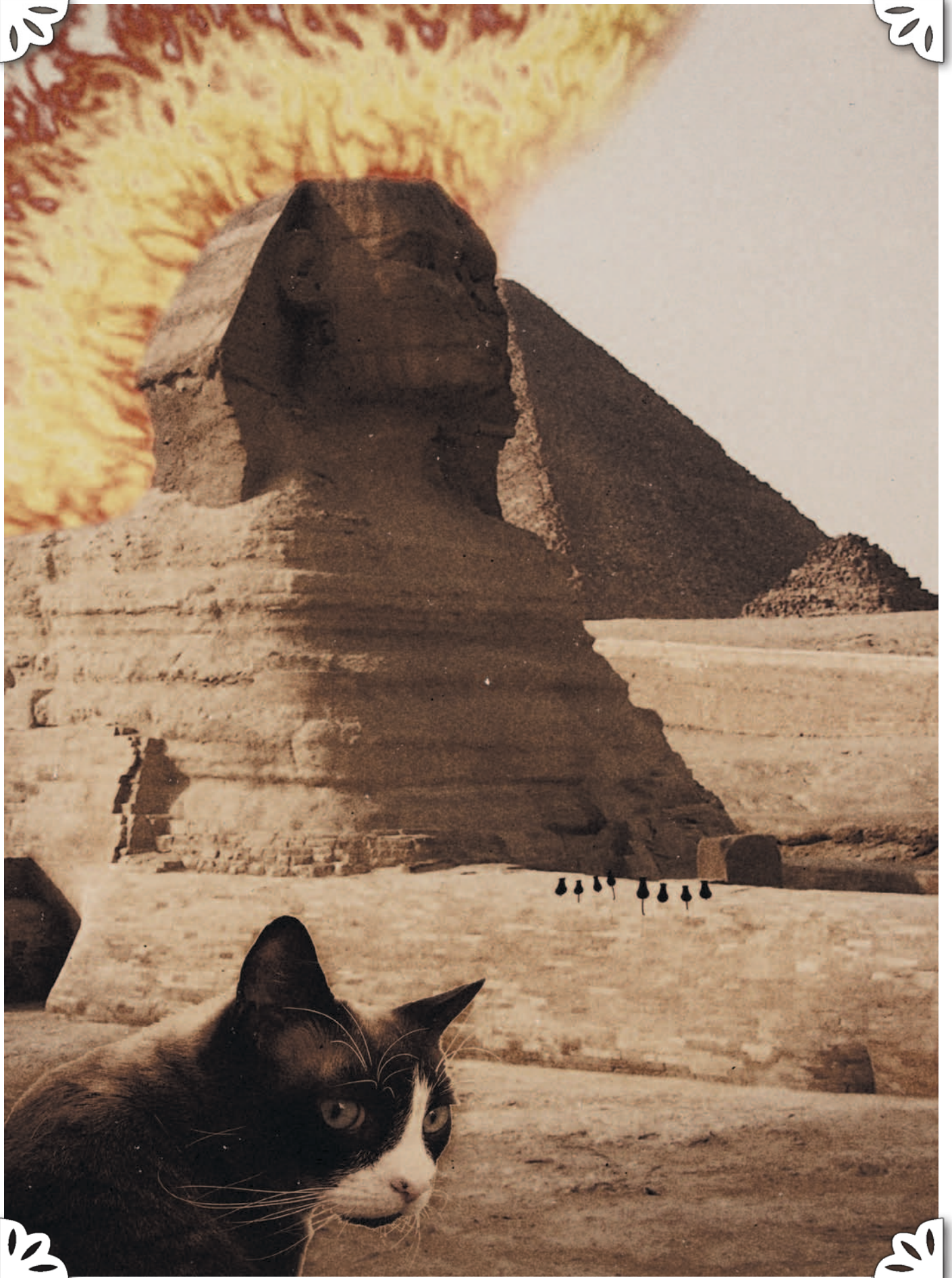
ROLL ID10	INSANITY REACTION	DURATION
1-4	Flight —you immediately withdraw from the threat if you can. If you cannot flee, you must Freeze .	Instant
5-6	Freeze —you crouch and lay still trying to make yourself as small as possible to avoid attention. Roll on Insanity table if the threat notices you.	As long as the encounter
7	Appeasement —you actively submit to whatever the attacker wants to do. Roll twice on the Insanity table if the threat notices you, and you survive the encounter.	As long as the encounter
8-0	Fight —you assume a defensive aggression position, but won't attack unless attacked. Roll on Insanity table if you have to fight.	As long as the encounter

If the cat character loses more than 20% of his SEN in a single game hour, the Keeper should ask the player to roll on the Insanity Stress Disorder table below. This gives an idea to the Keeper and player alike as to how the cat might deal with having encountered and survived meeting a Mythos entity.

ROLL ID10	INSANITY STRESS DISORDER
1	Litterbox problems
2	Excessive territorial behavior including spraying
3	Excessive grooming
4	Self-mutilation
5	Depression
6	Hiding from people and other animals
7	Aggression to people and other animals
8	Loss of appetite
9	Restlessness
0	Sucking/chewing/eating disorder

When a cat character's SEN reaches zero, the cat has gone feral, its consciousness blasted back to pure animal reaction by its experiences with the Mythos, and the character is removed from play. The character may become a NPC if the Keeper desires it. A cat that goes feral may also turn to the 'Dark Side', and willingly embrace the Cthulhu Mythos, especially if it has dabbled with arcane spells before going feral. Many insane cats become the legendary black cats of the witches' sabbats by taking up the worship of Tsathoggua, and gain sorcerous advantages though their devotion. These advantages are beyond the scope of this article, but basically Sabbath cats are larger than normal, immune to fire, and can talk—though it is a language unknown to mankind. These sabbat cats are particularly infamous in the Averogne region of France. (See the Bestiary section for more information on these cats.)






CATS AND BAST

"Thou art the Great Cat, the avenger of the Gods, and the judge of words, and the president of the sovereign chiefs and the governor of the holy Circle; thou art indeed ... the Great Cat."

— Inscription on the Royal Tombs at Thebes

 In Atlantis and later Ancient Egypt, Bast was the goddess and protector of cats, as well as the goddess of family life. She later became associated with the moon and its connotations of female fertility, as well being a goddess of music and joy. Cats were also associated with the utchat symbol—the all-seeing sacred eye that reputedly has magical powers, and Bast was an 'Eye of Ra' acting as a protector or avenger for the god. Bast's cult centre was at Bubastis in the Nile Delta where Herodotus described enthusiastic celebrations and archaeologists have found tomb-fields of mummified cats.

After time cats became demigods, divinely appointed by the Pharaoh to control vermin in his kingdom's grainhouses, as without wheat there would no bread. Bast gradually gained aspects of a family protectress, as a home needs to be vermin-free too. In the Egyptian temples, cats were depicted as slayers of the serpents attacking Ra, and may have controlled the asp population as well.

Later in Egyptian history, Bast's clergy was corrupted by a heresy, attempting to model themselves after Bast by creating animal-human hybrids. The heretic movement was quickly eliminated, but a small number of hybrids, priests, and their followers escaped to the West. The aberration was suppressed and erased from history, but Nyarlathotep undoubtedly was involved, hence the cats' hostility to Azathoth's Messenger. Worship of Bast continued in the Dreamlands as it gradually died out in the Waking World. The damned western city of Golthoth had a strong Egyptian influence and Bast was heavily worshipped there until the city's ruin. The Dark Wanderers, who carried Bast's memory from Golthoth throughout the Dreamlands, also revere her. See the Appendix for a complete cult history of Bast.

Knowing many things about the world and its Dreamlands, cats acknowledge many powerful

beings and gods, as it is only prudent to do so. The only deity that the cats of Dreamlands actually worship is the goddess Bast. They remember her patronage in the Waking World, and still honor her so that she may prosper in the Dreamlands. The cats continued presence in the ancient ruins of the Moon is significant, but what they are looking for is between them and their goddess. Cats are honored to occasionally act as Bast's Eye of Ra, but her intervention in Dreamlands is rare now as she spends time elsewhere. See page 184 of the *Call of Cthulhu, Sixth Edition* rulebook for Bast's game statistics.

Human investigators wishing to research Bast and her organized worship in Ancient Egypt and the Dreamlands are best advised to find a copy of the *Black Rites of Luveh-Keraph*. A priest of Bast during the Thirteenth Dynasty, Luveh-Keraph recorded liturgies, legends, and spells relating to Bast and her companions, the cats. See the box for further information on the *Black Rites*.

Feline devotees of Bast may want to consider these additional tricks. The following tricks are only allowed with Keeper permission:

TRICK NAME	TRICK DESCRIPTION
Devoted	You worship and serve Bast. You are probably a member of a cat clan army, such as Ulthar's. This trick allows you to double the damage you do with a successful Bite , Scratch , or Rip attack once per session. Prerequisite: <i>Bravo</i> .
Blessed	You are looked over by Bast herself. Should you take damage, this trick allows you to trade 1 or more Hit Points of damage for 1 or more Magic Points once per session. Prerequisite: <i>Devoted</i> .
Eye of Ra	You are an instrument of Bast's righteous rage. You wear her holy symbol, an utchat, suspended from a collar around your neck. This trick gifts you with the <i>Bites Off More</i> , <i>Brave</i> , <i>Bravo</i> , <i>Bruiser</i> , <i>Ghost Sight</i> and <i>Lion Heart</i> tricks whilst you still have Bast's favor (Keeper's decision). If you attempt a Deadly Cat Attack (see above) all successful attacks automatically critical. You may also use the <i>Devoted</i> and <i>Blessed</i> tricks twice per session. Prerequisite: <i>Devoted</i> , <i>Blessed</i> and one skill above 90%.

Cats and Magic

*'Was there ever
A cat so clever
As magical Mr. Mistoffeles'*

—**T.S. Eliot**

Cats have a latent magical ability whilst they are in Dreamlands, which is the ability to leap to the Moon from the Earth, and back again. Cats are able to decide where on the Earth they want to land, and by leaping to the Moon and back down again cats can travel thousands of leagues extremely quickly. A cat army can carry travelers with them, the traveler kept from falling to Earth by the massed felines. A traveler can make good progress to their destination if a cat army can be persuaded to take passengers, but recorded instances are rare.

Cats are able to use magic spells and items in the Dreamlands like human dreamers and other inhabitants of Dream. Magic corrupts cats as well as humans—cats suffer similar SEN losses from using magic as humans do from SAN loss, so the number of feline magicians is quite low, but adventurous cat sorcerers are not unknown.

Cats are limited to using magic that does not require components or equipment (like a wand) or need words to be spoken in a language other than Cat. Spells that use amulets could be used by a cat if worn on a collar. They cannot use spells that need specific gestures that cats are unable to make. For instance, the spell 'Deflection' can be used by cats because it only requires the movement of an arm (or foreleg and paw), but the spell 'Voorish Sign' cannot be cast because it needs the fingers of the hand to held in a specific way.

Cats are also subject to the spells 'The Petition of Menes' (see box), 'Eye of Ubasti' and 'Summon/Bind Cat' (see Appendix).

Cats and the Mythos

"The mysteries of those black outer gulfs whence surely the first terrestrial felines lithely sprang long ago when Mu and Hyperborea were young"

—**H.P. Lovecraft**

Cats are implacably opposed to Nyarlathotep and his machinations. Nyarlathotep is particularly active in the Dreamlands where his servants and agents are continually plotting to bring about a stronger influence of the Cthulhu Mythos on the development of the Dreamlands. Cats bear a grudge against Nyarlathotep for his ancient interference with Bast.

The cats are continually fighting the **Men of Leng**, who are the servants of the **Moonbeasts**. The Men of Leng are found throughout the Dreamlands, and with them are found conspiracy and horror. The moonbeasts are cruel masters, and take delight in increasing the pain and suffering they can inflict on the cats they capture. For cats, moonbeasts are classic representatives

of Nyarlathotep: easily frightened, pliable, utterly reprehensible with no moral backbone, and very few vertebrae. It is also a good thing that moonbeasts taste all right as well.

Cats training to be sorcerers or have gone insane sometimes take up the worship of **Tsathoggua**. The cats' traditional goddess and deity **Bast** is not happy with dissident cats that follow other gods. Tsathoggua is indifferent to Bast, but welcomes any individual looking for the Greater Truth.

The **Cats from Saturn** are the worst foe a cat can face. They come from Saturn's Dreamlands. They are large, ferocious, and difficult to stop. They are completely alien and this is an advantage against Earth's cats who are easily put-off by emanations from outer space. Only the brave or the foolhardy cat can hold against the Saturn cats, although larger numbers of fellow cats reduces the effects of stellar interference.

Other cats also exist in the Dreamlands cosmos. The heat-sensing **Cats from Uranus** are occasionally seen on the moon, and seem neutral in the battles between Earth and Saturn. Rumor has it that mysterious cats have been sighted on Mars, and legend tells of alien cats brought to earth with merchants from Sarrub.

The Petition of Menes

Costs 12 MP and 2D6 Sanity. Cast by a devotee of Bast, the spell is a variation of 'Summon/Call Cats', which will call together all felines within a ten-mile radius. The assembled cats will then attack those who have displeased Bast, devouring them down to the bone. If no one who has displeased Bast is within ten miles, the caster has obviously not done his research, and Bast will turn the cats upon the hapless wizard.

Cats cannot cast this spell themselves and find it very hard to resist, but it is thought that only the Dark Wanderers know the incantation.

Bast's Books

Scrolls of Bubastis (complete with *The Black Rites of Luveh-Kerapht*): Egyptian hieroglyphs; Sanity loss 1D6/2D6; **Natural History** and **Occult** skill checks; **Cthulhu Mythos** +9 percentiles; 16 weeks to study and comprehend/32 hours to skim. Spells: *Contact the Goddess of Cats (Bast)*[†], *Summon/Bind Cat*[†], *Eye of Ubasti*[†], *Favour of Bast*[†], *Bring Forth the Faceless Master of the Sands* (Contact Deity/Nyarlathotep as Faceless Sphinx), *Call the Black Pharaoh* (Contact Deity/Nyarlathotep), *Summon the Carrion-Feasters of the Desert* (Contact Ghoul), *Call Forth the Terrible Lord of the Riverbanks* (Contact Sebek), *Summon and Abjure the Children of the Riverbanks* (Summon/Bind Crocodile).

Scrolls of Bubastis (expurgated translations): English, French, German, Dutch, or Italian; Sanity loss 1D3/1D6; **Natural History** and **Occult** skill checks; **Cthulhu Mythos** +3 percentiles; 6 weeks to study and comprehend/12 hours to skim. Spells: *Contact the Goddess of Cats (Bast)*[†], *Summon/Bind Cat*[†], *Eye of Ubasti*[†], *Summon and Abjure the Children of the Riverbanks* (Summon/Bind Crocodile). Reading the footnotes in the expurgated scrolls provides a base skill of 5% in **Other Language (Hieroglyphics)**.

[†] see Appendix for these spells.

A SHORT BESTIARY OF FELINE FOES

Animal Control

Employed by the city to round up stray cats and dogs, being caught by Animal Control is a one-way trip to the Pound, neutering and worse.

Statistics as per normal humans.

Weapons: Net 50%, damage Special.

Skills: Hide 40%, Paperwork 50%, Sneak 50%, Track 60%, Veterinary Medicine 25%.

Habitat: City streets.

Birds

Crows, magpies or owls. Large enough to fight back, and canny enough to see things.

Characteristics		Average
STR	1D3	2
CON	2D4	5
SIZ	1D2	1-2
POW	2D6	7
DEX	3D6+18	28-29
Move	8	HP 4
Av. Damage Bonus: -1D6		

Weapons: Bite 25%, damage 1D4+db.

Claw 40%, damage 1D2+db.

Skills: Dodge 80%, Find Sparkly Thing 100%, Spot Hidden 95%.

Habitat: Trees, roofs, buildings, etc.

Sanity Loss: None normally.

Cats from Saturn

Inimical adversaries of the cats on the Moon.

See *H.P. Lovecraft's Dream-lands*, page 97.



Cats from Uranus

Another strange interloper into Earth's Dreamlands.

See *H. P. Lovecraft's Dream-lands*, page 97.

Dogs

Household pets or working mutts like guard dogs.

See the *Call of Cthulhu, Sixth Edition* rule book, page 204.

Dogs, Lap

Silly yapping barking things that interfere with feline plans.

Characteristics		Average
STR	2D4	7
CON	3D6	10-11
SIZ	1D3	2
POW	2D6	7
DEX	2D6+6	13
Move	8	HP 8-9
Av. Damage Bonus: -1D6.		

Weapons: Bite 30%, damage 1D4+db.

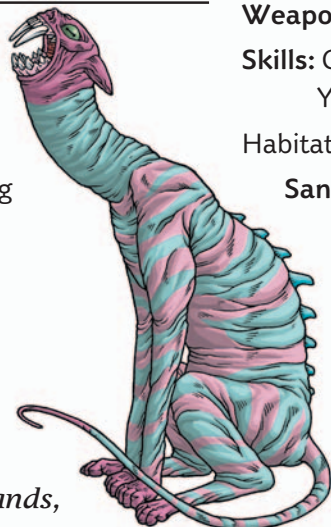
Skills: Get What It Wants 75%, Track 60%, Spot 60%, Yap Irritatingly 90%.

Habitat: Wherever humans live.

Sanity Loss: None normally.

Intelligent Sewer Lizards

Small, albino lizards; descendants of unfortunate reptiles flushed down the toilet in urban legends. Despite being urban legends, they do exist and are the real force behind global domination plans. Yes, really!



Characteristics		Average
STR	2D4	7
CON	3D6	10-11
SIZ	1D2	1-2
INT	3D6+3	13-14
POW	3D6	10-11
DEX	2D6+6	13
Move	12	HP 8-9
Av. Damage Bonus: -1D6.		

Weapons: Bite 25%, damage 1D4+db.

Skills: Build Ultra Tech from Junk 50%, Connections 75%, Hide 95%, Scheme 75%, Long Term Planning 90%.

Habitat: In the sewers, waiting.

Sanity Loss: 1/1D4 SEN to realise that an Albino Sewer Lizard is not your average sewer lizard, or indeed average non-sewer lizard.



Moonbeasts

Tough, hated adversaries. Pawns of the Men from Leng. But tasty.

See the *Call of Cthulhu, Sixth Edition* rule book, page 168.

Rat King

Rat Kings arise as portents of doom or plague. Joined together at the tail, they have powers over other rats, controlling them with their hive mind powers. They order rat packs to carry out their orders to bring about their terrible plans.

Characteristics		Average
STR	4D6	14
CON	4D6	14
SIZ	2D6	7
INT	4D6	14
POW	4D6	14
DEX	4D6+6	20
Move	2	HP 11
Av. Damage Bonus: None.		

Weapons: Bite 25%, damage 1D3. Can attack SIZ times a round. Bites may be infected.

Skills: Control Rat Pack 95%, Spread Disease 75%.

Habitat: Somewhere in the dark...

Sanity Loss: 1/1D4 SEN to realise that the Rat King may be cleverer than a cat! And you have just walked into their trap...

Rat Things

Corrupted followers of sorcerers like Brown Jenkin.

See the *Call of Cthulhu, Sixth Edition* rule book, page 169.



Rat Packs

Verminous followers of the Rat King and immortal prey of cats.

See the *Call of Cthulhu, Sixth Edition* rule book, page 207.



Sabbat Cats

Lesser Servitor Race

"...the huge black cats captured at those very singular Sabbats on the rocky hill behind Vyones—the cats which could not be burned, but which escaped unhurt from the flames..."

—**Letter to Smith, Lovecraft**

"...dozens of black feline figures gushed out of the tunnel, as nimble as bats. They rushed and sprang straight into the mass of men, claws, and fangs bared, moving so swiftly that [he] could make out little of them in the uncertain light and moving shadows. He glimpsed darting, shiny pelts and large eyes gleaming like moons."

—**"The Wedding of Sheila-na-Gog," Tierney**

In ages past, a variant form of the formless spawn (*Call of Cthulhu, Sixth Edition*, p. 159) evolved that was capable of living in symbiosis with an animal form. Once entering the creature's



system, the spawn quickly takes over its body and mind until it is fused completely with the animal. Most such spawn are tiny, meaning that most of Sadoqua's animals are small ones, such as these cats.

These cats are often found guarding the few remaining places holy to Sadoqua, deep in the woods of Averoine. They may also be present at the ceremonies held by Averoine's surviving Sadoqua-worshipers, or be sent on special missions for the god. At times, they interact with the fabled Dreamlands cats from Saturn, but these rarely appear on earth. Ordinary cats, as well as most animals, avoid the Cats of Sadoqua or Sabbat Cats.

In combat, a Tsathoggua-worshipping Sabbat Cat often exudes a whiplike pseudopod from its mouth, following up with two rakes of its claws. If both claws hit, the cat latches onto its victim, raking with its hind claws.

Characteristics		Average
STR	2D3	4
CON	3D6	10-11
SIZ	1D3	2
INT	2D6+6	13
POW	2D6+6	13
DEX	2D6+24	31
Move 10		HP 6-7
Av. Damage Bonus: -1D6		

Weapons: Tongue Whip 75%, damage 1D6
Claw 50%, damage 1D4+db
Rake 80%, damage 1D4+db

Armour: None, but takes no damage from physical weapons and fire. Magic, acid, and other forces harm them normally.

Languages: Dark Cat 75%, Feline 75%.

Skills: Dodge 62%, Hide 65%, Jump 40%, Sneak 85%, Track 80%.

Spells: Roll INT or less on D100. If successful, the cat knows 1D3 spells. Suggested spells: *Become Spectral*, *Fury*, *Pray to Sadoqua* (Tsathoggua).

Habitat: Ancient holy places in Averoine, France; companions of witches at sabbats.

Sanity Loss: None normally, but 1/1D4 SEN to see one attack or absorb damage beyond the ability of a normal cat.

Skinnerz

Mean sadistic humans who do not like cats. Maybe they are dog lovers, maybe they make coats from cat skins, and maybe they are cultists looking for feline sacrifices. Who knows?

Statistics as per normal humans.

Weapons: Knife 45%, damage 1D4+db

Skills: Hide 40%, Sneak 50%, Track 60%, Torture Cats 50%.

Habitat: City streets.

Sanity Loss: 1/1D4 SEN to see a real, live Skinner. A cat captured by a Skinner may suffer 1/1D6 to 1/1D10 SEN if tortured.

Were-Rabbit

Mythical deadly creatures that roam the night.

Characteristics		Average
STR	3D3	6
CON	2D6	7
SIZ	1D3	2
POW	2D6	7
DEX	2D6+18	25
Move	10	HP 8-9
Av. Damage Bonus: -1D6		

Weapons: Bite 30%, damage 1D4+db.

Rip Your Head Off 25%, damage Instant Death!

Armor: 1 point fur. Immunity to firearms.

Skills: Look Cute & Innocent 90%.

Habitat: Wherever rabbits live.

Sanity Loss: 1/1D4 SEN to witness that the Were-Rabbit is not a normal rabbit, but a ravenous creature of the night.

Zoogs

Scheming ancient foes of the Cats who can never, never be trusted.

See *H.P. Lovecraft's Dreamlands*, page 132.





WHAT DO CAT ADVENTURES LOOK LIKE?

"Beauty—coolness—aloofness—philosophic repose—self-sufficiency—untamed mastery—where else can we find these things incarnated with even half the perfection and completeness that mark their incarnation in the peerless and softly gliding cat, which performs its mysterious orbit with the relentless and unobtrusive certainty of a planet in infinity?"

—Cats and Dogs, H.P. Lovecraft



The creative demands on the Keeper are no less significant than those on the players. An adventure for cat characters will play out in many respects completely differently than one for a group of humans. How does one motivate cats to investigate uncanny phenomena, to take risks, and to face powerful opponents, both human and inhuman?

A starting point is, of course, a cat's attachment to a master. If a housecat's domesticity is endangered, a loyal animal will try to help and, if need be, to bring in friends from the neighborhood. For example...

- The master of a female cat disappears and must be found again—and a dark secret comes to light...
- In Ulthar the kittens of a venerated cat fighter are kidnapped by zoogs. A task force is formed to rescue them...
- A cat has gone through the books in an old house, reading some Mythos works. She summons a Hound of Tindalos to take care of a powerful rival or a neighbour's nasty dog, but the Hound slips out of control...
- How about an excursion into the ghoulish tunnels of a cemetery?
- What is the truth about the ghost cat that legends say can be seen in the ruins of an English monastery, fleeing from any human who approaches it?

Many of Lovecraft's stories offer good opportunities for adventures, like "The Rats in the Walls," "The Strange Case of Charles Dexter Ward," "The Whisperer in Darkness," and "Pickman's Model." Likewise many well-known, existing adventures lend themselves brilliantly, although they will require a certain amount of effort in converting them.

Cat senses are different to human senses and the wise Keeper should feed information to the players about the feline characters world accordingly. A cat's eyesight is seven times better in the dark than a human's. Conversely a cat's eyesight is actually worse than a human's in daylight, but this should not impinge play. The Keeper should overlook this for the sake of playability. A cat's field of view is wider than a human's as well. Cats can hear two octaves higher than humans and a half-octave higher than dogs. A cat's ears act as sound detectors and can pinpoint the source of sounds more accurately than humans—they can judge the source of a sound one yard away to within three inches. A cat's sense of smell is 14 times stronger than a human's. If a cat opens its mouth—called gaping—it can improve its sense of smell even further by allowing scent to waft over its 'vomeronasal' in the roof of its mouth. A cat's whiskers help with navigation and sensation. Whiskers detect minute air currents so a cat knows about obstructions even though it cannot see them. A cat really can walk with relative safety in total darkness. A *Cathulhu* Keeper should think about his game world from a cat's point of view, and shower his players with stimuli, much more than human characters. Solutions to scenarios can no longer rely on **Library Use** rolls and firepower; instead the cats will have to rely on their senses.

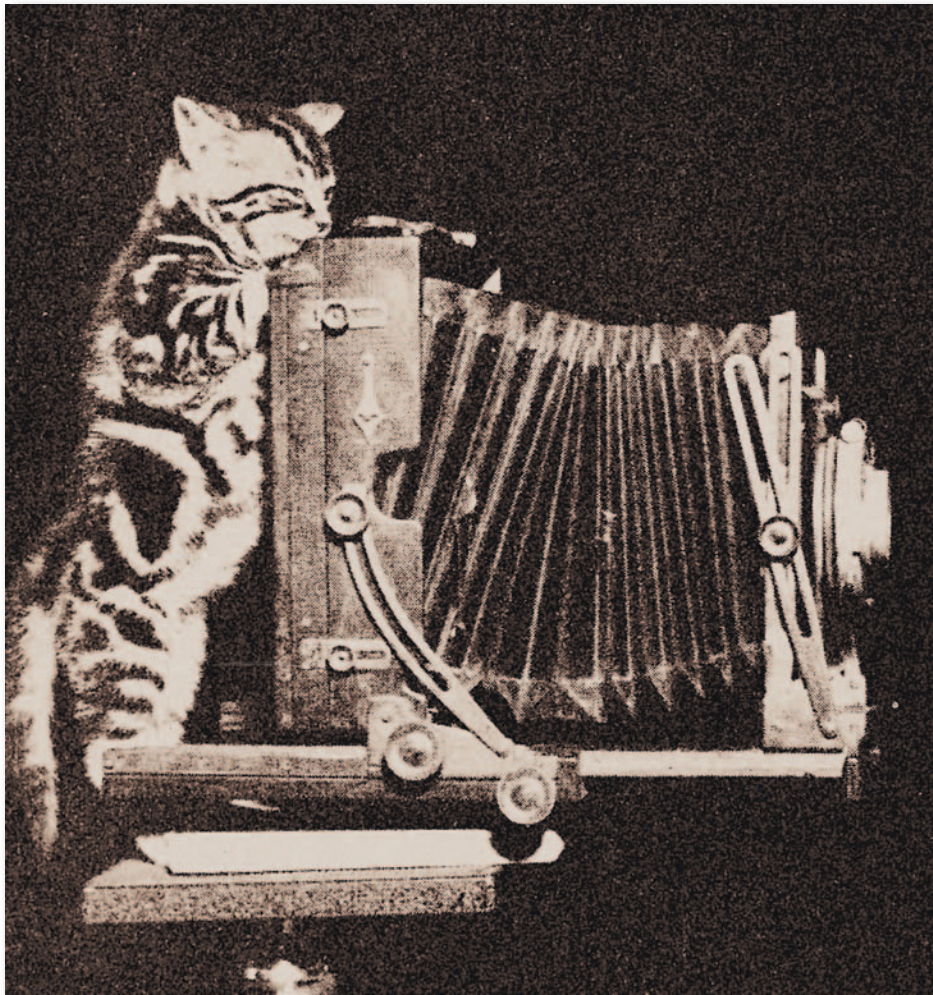
The players and the Keeper should absolutely be aware of the special strengths and weaknesses of cat characters. As a cat, it is no longer simple to open doors and windows, open locks, question people, or rummage through a library,

but one can use little hidey holes, dart into houses between people's legs, eavesdrop on conversations without being noticed, jump from relatively great heights, land unscathed on all fours, and much more! There are also stark new dangers like dogs, angry people, cars...

Four-legged characters should not be given obstacles that are too great to overcome. Long trips across America, Europe, and all the continents will be very hard to undertake, unless the cats' owner takes them. How would it be for an educated American cat to travel to Prague with his master and come across some secretive

natives in a mystical cat cult which sacrifices newborn kittens to a hideous ancient god? However if the Keeper has a good idea for a long journey plot it should not be discounted. Disney's *The Incredible Journey* is just one example.

The cat's ordinary environment should offer sufficient possibilities for adventure however, because things that are small problems for humans can possibly represent great adventures for cats! And even Lovecraft Country, even Arkham alone, is an enormous stage, in which things will never be boring...



"Some Cat Investigators like to keep a photographic record of cases"



THE BLACK CAT

A Cathulhu Adventure in Arkham

For 3–4 Detectives with Paws & Claws

By Ingo Ahrens

Translated from the German by Bill Walsh

*The ancient garden seems at night
A deeper gloom to bear,
As if some silent shadow's blight
Were hov'ring in the air.*

*With hidden griefs the grasses sway,
Unable quite to word them -
Remembering from yesterday
The little paws that stirred them.*

—Little Sam Perkins, H. P. Lovecraft

INTRODUCTION

The Black Cat is a *Call of Cthulhu* adventure designed for the *Cathulhu* rules found elsewhere in this book, which is to say it is conceived exclusively for cat-investigators. To play, the Keeper should thoroughly familiarise himself with the *Cathulhu* rules. Players can be introduced to the rules and generate their own investigators or presented with pre-rolled cats as a surprise.

This adventure is set in the Arkham of the 1920s, though it can be relocated to any locale that the Keeper desires. Relocating the adventure will require some planning on the Keeper's part to place the crime scene, etc., appropriately.

The Black Cat was conceived of as an introductory adventure for *Cathulhu* and consequently refrains completely from introducing significant complications, global intrigues, and powerful cults. It is difficult enough for the players (and the Keeper!) to role-play an animal as an investigator and to adjust the game milieu accordingly. So *The Black Cat* is an adventure that would be laughably simple for human characters, but which offers a group of young, curious, four-footed investigators an exciting first encounter with the Mythos!

This adventure also attempts to make clear that *Cathulhu* is not intended as pure comedy or parody, but is capable of creating serious, atmospheric adventures.

The Group

No more than three or four investigators should take part in this adventure. If you intend to make this the beginning of a campaign it is probably best to let the players design their own investigators. If it is a one-shot deal, or simply an introduction to *Cathulhu*, pre-rolled investigators are adequate as well.

This adventure assumes that the cat characters and their masters and mistresses reside in

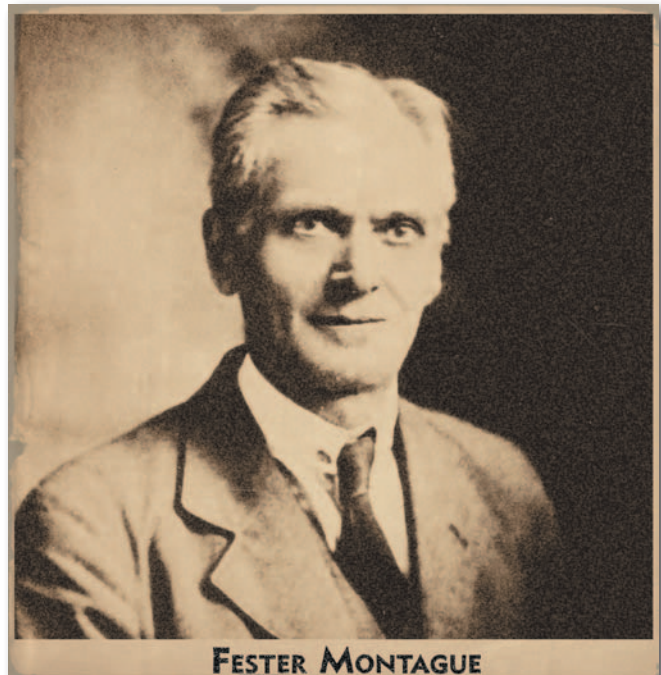
Arkham. If the scenario is moved to another area, simply make sure that all the investigators live there already.

Work out the backgrounds of the individual characters with the players—or in a one-shot scenario; simply assign them, their status within Arkham's cat society, and to what degree they know each other. Should they not know each other, the adventure offers ideal opportunities to bring them together as investigators.

OVERVIEW FOR THE KEEPER

Fester Montague, 53 years old, has lived since his childhood in a house at 560 South Powder Mill Street, Arkham. Despite his having inherited the house and some insignificant sums of money from his parents, the house has become quite dilapidated over the past few decades.

Fester developed an inclination towards the morbid early on. As a child he was caught repeatedly trying to dig up graves in the cemetery "for studying," as he asserted. The stern hand of his parents seemed to bring the incidents to a close, but Fester continued to conduct his obscure research in secret. Despite the respectability of his parents, Fester's reputation for oddness lingered and when his parents died—they were found decapitated next to the train tracks with a suicide note, but no heads—his alibi and displays of public mourning notwithstanding, it was rumoured that he had driven them to kill themselves... or worse.



FESTER MONTAGUE



MURDER !!

That was some thirty years ago. Since his parents' death, Fester has been rarely seen in public, instead spending most of his time in his house or on the few occasions that he leaves the house, visiting certain questionable bookshops or particular collections of the Miskatonic University library. When at home, he shuts himself away in a hidden cellar room under his house where he conducts—usually incorrectly—various rituals and incantations, mixing strange brews of repulsive ingredients which promise much, but seldom deliver. Not long ago he succeeded in concocting a drug that put him into a day-long hallucinatory sleep during which he actually succeed in entering the Dreamlands. He can barely remember anything about his visit, but it had a side-effect that has become impossible to ignore: the *Cat from Saturn* that has been living in his house ever since. This malevolent creature is, to its great frustration, dependent upon Fester and his being able to reach the Dreamlands again so that it can return. For now, it is trapped in the waking world and bound to this human and his commands—which Fester quickly found out.

In the meantime Fester has completely forgotten how to brew this drug. Not only is his recordkeeping is, as you might expect, non-existent, but the actual side effect of the drug's intoxication is that it induced a slight amnesia. So he does not exactly know where this monster cat came from. That he can order it around with astounding ease amuses him greatly and makes him want to “summon” more of these “demons.” In the relevant literature—almost entirely crude hodgepodes of witchcraft and Satanism with overwhelmingly useless recipes, spells, and

commands—he has run across an interesting-sounding ritual that might work. It requires certain ingredients and tools, one of which is the heart of a black cat.

He tried to catch the first two cats himself, but ended up bitten and scratched horribly. Fester realised he now had his demonic companion which he could send out to bring him the heart of a black cat...

Of course, because Fester is pathetically incompetent at mixing the witches' brew, and because the (useless) ritual keeps failing, he keeps sending out the Cat from Saturn to try again...

MURDER!

A shrill, horrified shriek like an animal in mortal terror terrifies the feline population of Arkham on the night of June 3, 192-. The investigators, wherever they may be, on a windowsill, in front of the hearth, or prowling the alleys and streets, perceive the noise as well with their acute senses, while most humans sleep on unaware.

If the investigators investigate the shriek in the middle of the night, go straight to the scene on Walnut Street. They can follow the tracks, and maybe locate Madame but will not be able to interview her or encounter Benjamin.

The following morning, the frightful news spreads among the neighbourhood cats: *Tomtom* died horribly that night!

Curious onlookers as well as friends of the poor tomcat rush to the scene, a dirty back

courtyard on Walnut Street on the Lower South Side. (Among them will surely be the investigative-inclined investigators. If you like, one or more of them could have had a friendly relationship with Tom-tom.)

Horrified, a small pack of comrades surround the body of their fellow cat, meowing mournfully. If they press to the front, the investigators can see that Tom-tom has been torn open. In the air hangs a sweet, but old scent of blood, and flies buzz around and crawl on the body.

Anyone who knew Tom-tom will recognise the dead cat unequivocally. He was a five-year-old tom whose completely black coat is now matted and tattered in death, encrusted with blood and dirt. He is lying on his right side, his stomach torn open and gaping exposed to the crowd. All four paws are stretched out, his neck is stretched out, and his mouth half-open in a horrible death grimace, his teeth bared. The sight of Tom-tom's body necessitates a **Sentience** roll (0/1D3 loss), more so if Tom-tom was a friend (1/1D4 loss).

Few of the other neighbourhood cats linger, their initial morbid fascination quickly passing, their wandering away with little concern. To them, Tom-tom is just one more tragic victim of a wild dog or a human, one or the other mumbles.

A closer examination of the remains and the surrounding area will reveal something strange, however. If they succeed at a **Spot Hidden** roll, the investigators will notice the cobblestones that surround Tom-tom's body are covered with blood where it has run. With a successful **Scent** roll, an investigator can determine that it all seems to be Tom-tom's blood and that the attack took place several hours ago. There is no sign of any other blood, so apparently the killer did not suffer any significant injuries.

An examination of the surrounding area combined with a successful **Track** roll will reveal some strange footprints in an overgrown flowerbed nearby. With another **Track** roll at -20%, some bloody paw prints on the cobblestones can be found some distance away, heading away from the area and soon disappearing. They seem to be from cat paws, only significantly larger and unusually shaped. Instead of the normal round foot-pad impressions, these seem pointy and angular, though each has a different, irregular number of corners. What sort of cat, what sort of animal at all has *those* kind of paws?!

If poor Tom-tom's body is examined more closely, it will quickly become clear that the heart

is missing from his tattered body. All the other organs are at least present, though not in their original place or intact due to the sheer force—and as a **Spot Hidden** roll reveals—vicious claws and teeth that have torn the body apart. Little bits of flesh that might belong to the perpetrator are stuck to Tom-tom's teeth; similar traces can be found on his claws. Otherwise, Tom-tom's body is covered with scratch wounds and bites.

With a **Know** roll, the investigators will remember that in recent days and weeks, other cats have been found killed in such a manner, though none known to them. They do not know any further details about these murders.

If they have not heard about these previous cases—which would not necessarily be unusual, since many cats die or disappear all the time, leaving or arriving in town, etc.—the investigators can make a **Listen** roll to hear an old, fat tomcat who has been watching them, sighing, shaking his massive head, and quietly muttering, “Poor Tom-tom. They took your heart too. How many is that now? You're the fourth? Poor, poor Tom-tom.”

This may make the investigators curious—does the venerable *Benjamin* (for that is his name) know more than they? If they try and engage him in conversation, the investigators will need to impress Benjamin with a **Status** roll before he will reveal the hot trail. If they succeed, he will mournfully report that Tom-tom is now probably the fourth victim of the mysterious “Cat Ripper,” as he calls him. He found the first one himself exactly nine days ago, and buried him quietly under leaves and earth. He would not have given it a second thought, but then he was told of a similar case two days later down by the docks. As to the previous one, the third victim, he saw it with his own eyes when some excited kittens told their parents of a gruesome discovery. That was three days ago. Persistent question will elicit some further details from Benjamin as well as his personal opinions.

Benjamin found the first cat so killed on South French Hill Street, roughly across from Bayfriar's Church. He buried the cat there as well. The second body, of which he heard from a tomcat whom he does not otherwise know, was discovered somewhere in Rivertown between the warehouses and the houses on the river. The third body was found by kittens playing on the ground floor of Keenan's Laundry, 152 East College Street, and was later placed in a garbage can by humans. With a successful **Know** roll, the investigators will remember having heard about

this dead cat. It has occurred to Benjamin as well that all three previous cats and Tom-tom have had their hearts removed. It has not occurred to him, on the other hand, that all three of them had pure black coats! The investigators can learn this by asking around the other three crime scenes (see below).

Benjamin assumes from the awful injuries that a vicious wild dog is abroad, though no one has seen it—at least no one has seen it and lived. Who knows how many victims remain undiscovered? He guesses that this dog will keep killing until it stops of its own accord someday—if it is a stray and not being trained as a killer by a human.

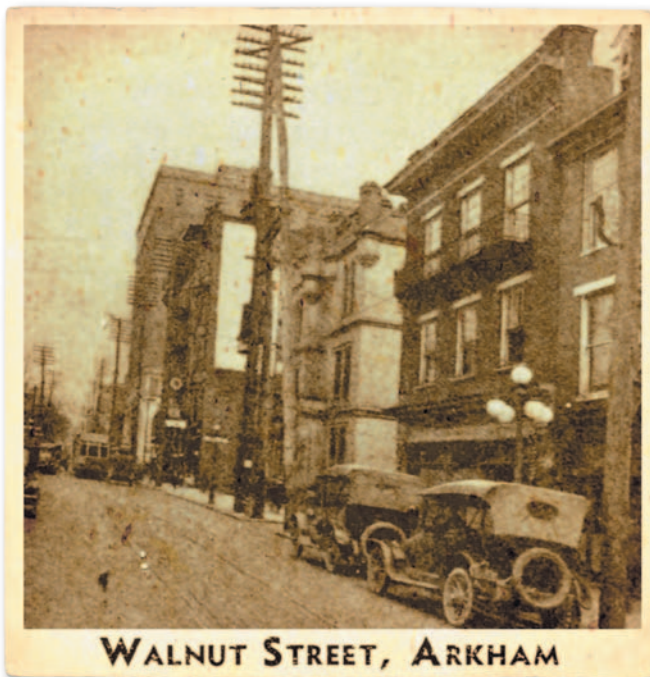
If the investigators need a spur to investigate the murders, Benjamin can finally sigh, “Oh, if only there were someone who would run this beast off before there is more bloodshed...” Shaking his head and meowing sadly, Benjamin trots away, leaving the investigators shuddering behind.

If they leave the scene as well, or try to dispose of Tom-tom’s remains, the Keeper can allow them a **Spot Hidden** roll to notice a thin white cat sitting in a window on the top story of one of the houses surrounding this courtyard, apparently looking at the scenery. More on this witness in the next chapter.

CRIME SCENES & SEARCHING FOR CLUES

This last push should convince even the most reticent investigators to take matters into hand and free their community from this foul monstrosity. They will only later notice that the affair has taken a turn in a somewhat different direction, leading towards ‘Something Worse’ than a bloodthirsty dog.

The investigators can continue in various fashions. An obvious course of action is visiting the scenes of the other, earlier murders and questioning the cats in the respective areas as to what they saw on the night in question, perhaps a dog, where it ran off to or came from, and so forth. Even general questions about any dogs known to be particularly nasty are logical. At the different scenes, and in general, the player cats will be able to collect many clues which will be gone into more closely below.



The Walnut Street Crime Scene

If during their first examination of this crime scene, a investigator successfully made a **Spot Hidden** roll and so noticed the white cat in the upper window of one of the surrounding houses, the investigators may decide to question her. The building in question is the Simpson Apartments, 648 Walnut Street. The white cat is *Madame*, the pet of an elderly blind lady who occupies one of the apartments on the top floor. She almost never leaves home, nor does her cat. She receives groceries and other supplies via delivery boys from various stores, dictating to them the lists of things she will need the next time.

One of these deliveries is almost the sole opportunity for the investigators to enter the apartment—and thus the only possibility for questioning Madame. They can sneak up behind the delivery boy and slip through the door or even hide themselves in a bag or carton with her provisions. The Keeper should not rule out any clever solution offered by his players!

Madame is an elegant, snow-white, rail-thin creature who will not refuse to give polite investigators the information they require. By contrast, if she is approached rudely or insolently, she will have nothing to do with such riffraff. She knows very little about what goes on “out there” in the world, because she never leaves or is visited by other cats. Of course, last night she was able to observe the murder in the courtyard below with her own eyes. With a slight tremor in her voice, she describes a formless bizarre shadow that suddenly fell upon Tom-tom—whom

she of course does not know by name—who was sitting in the moonlight. It was gray and similar to a cat, but with distorted, warped contours and proportions, and at least three times as large as a normal cat! It seemed to come directly out of the moonlight and tore that poor, pitifully screaming cat into pieces in seconds. Then finally, the monstrosity fled with something in its mouth, disappearing from view. It was definitely no dog; of that Madame is 100% sure. She sees enough dogs crossing the back courtyard. This was something else. Exactly what, she is in no position to guess.

The French Hill Crime Scene

Across from the gloomy Bayfriar's Church which crowns the hill here, old brick houses crowd against each other. On one of his customary constitutionals, Benjamin found *Sammy*, a middle-aged black tomcat, torn to pieces here on South French Hill Street, in front of a house of Irish immigrants. He dragged him laboriously with his teeth one street over to a small, overgrown vacant lot where he buried him. The investigators can locate the decomposed body there, but they will glean no new information from it.

If they prowl a while around the houses and make a **Luck** roll, the investigators will hear children playing and talking. It will require a **Human Language (English)** roll to understand what they are saying, which is that they have recently seen a "grey monster" sneaking through the streets at night. It screamed really horribly—in reality, this was *Sammy's* death shriek—which woke up a little red-haired boy who rushed to his

window, seeing it streak down the street to the south with something in its mouth. This little red-haired boy, the investigators can learn by simply following him home, lives the exact house in front of which Benjamin found *Sammy* dead.

Possibly the investigators will become interested in examining the genuinely uncanny Bayfriar's Church. This boarded-up building of dark brick dating from the 19th Century sits atop French hill and has been closed up for generations. No one knows why anymore. It is left up to the Keeper if any further clues can be taken away from here. Perhaps there is a room hidden in the church where the *Cat from Saturn* keeps the bodies of the dogs it kills?

The Crime Scene Down By the River

Not all that far from Bayfriar's Church, specifically at the northern foot of French Hill on the river, is the scene of the second murder, or so Benjamin heard from a nameless cat. As they will have no detailed information, the investigators will have to prowl around between the old warehouses, storage sheds, and piers, seeking to make contact with the local cats. Although almost all cats enjoy roaming around by the river to scrounge up one sort of delicious fish or another, there is an indigenous community of rough, solitary cats, all quite strong. They speak a rather raw slang, but are not fundamentally hostile to other cats. They pursue their own interests and regard most anyone who enters their territory with mistrust, especially since the murder—after all someone must be responsible for it.



FRENCH HILL

Asking around, the investigators will eventually be referred to *Ricardo*, who found the body, along with two cronies. They will find Ricardo sitting in rowboat tied up on the dock behind the shack bearing a sign reading *Arley's Boats* (Bert Arley rents small boats and canoes for a dollar a day, usually to fisherman; and sometimes to smugglers.) Ricardo is a large dark-gray tomcat with slightly unkempt, somewhat longish fur, and some scars which he bears proudly on his face. With him are both his pals, *Tick-Tock* and *Ahab*, similarly crusty guys who are under Ricardo's control and serve as his henchmen. With a successful **Status** roll, this little cat Mafioso proves to be quite chatty, or if they are unimpressed by the investigators, a **Persuade** roll will also get the trio to talk.

Ricardo will then recount in a deep voice the details of their recent collective patrol of their territory. "Wasn't far from here. There he was, that guy, literally torn to pieces on some rotting fishing nets that were covered in his blood. Black as pitch he was, poor devil, and his heart, they tore it right out of him and took it with them, looks like. Sad. Very sad thing. We dragged him down to the water and put him in the river. He didn't need to be out there for everyone to see."

Asked if he or one of his mates saw or heard anything unusual that night, Ricardo remembers having been woken up once that night when the fleas were biting. When he had rid himself of the pests, he fleetingly noticed a very strange smell, like rotten eggs or that strange yellow chemical, what do the humans call it, *sulfage*?



AHAB, RARELY CHEERFUL

False Leads

If the Keeper requires or desires to have the investigators follow some false leads—or to set up a future adventure—Ricardo could mention "an old thing" that Bert Arley was mixed up in. A few years ago, some college students rented a boat from Arley and made their way to the deserted island. This island is in the Miskatonic south of West Water Street between the North West Street Bridge and the North Garrison Street Bridge. (Keepers with Chaosium's *H.P. Lovecraft's Arkham* may refer to §401.) On the island they then sacrificed some cats and dogs that they had bought from a pet store to some devil or demon in a bizarre Satanic ritual. The whole affair came to light and the police investigated. Although it was a while ago and has nothing to do with the current events, a visit to the spooky island could be quite exciting. A moss-covered altar stands there amid a circle of old stones, and it is said that the witch *Keziah Mason* and her familiar *Brown Jenkin* lurk around there... What the investigators find there is left up to the Keeper's imagination. If the Keeper does not want to expand the adventure unnecessarily, he can easily omit this trail.

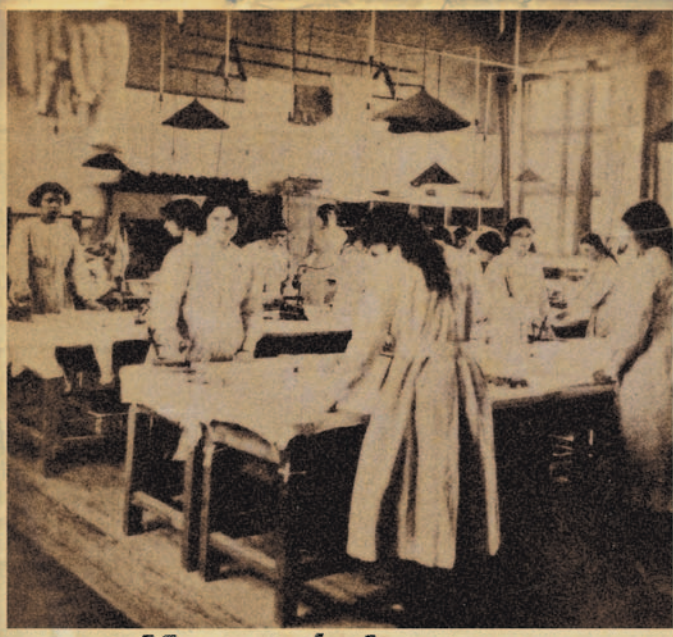
These guys have no more information to offer, but if it eventually comes down to a fight with the *Cat from Saturn*, the investigators could do worse than to have Ricardo & Co. at their side. The investigators should get in good with them!

The Laundry Crime Scene

At 152 East College Street stands *Keenan's Laundry*. It is almost always warm and humid here, due to the quantities of hot water, steam, and machines (steam presses), etc. In addition, there is an intense smell of detergent in the air, which dulls the senses after a while. It is utterly unlike rotten eggs or sulphur, however.

Here, almost any time of day, the investigators will meet the mother cat *Phyllis* and her boys (as of yet unnamed). Phyllis is still quite horrified by the discovery that her kittens made while playing, but she will discuss it enthusiastically. One morning while roaming around, her kittens found the horribly butchered corpse of a cat behind the laundry buildings. He was lying between stacks of wooden pallets in front of the delivery door and was already quite stiff. The kittens naturally ran completely terrified to their mother ("and they're still jittery today!") who finally went to look herself, still sceptical, along with Benjamin who happened to be visiting.

They were able to observe how an employee of the laundry picked up the cadaver with gloves and walked off in the direction of a garbage can. The little ones had not exaggerated. Phyllis and Benjamin saw clearly that the whole flank



KEENAN'S LAUNDRY

of the poor, black cat had been torn open. Was the heart missing? She cannot say, but given the appearance, anything is possible.

Phyllis and her kittens have nothing more to tell. The garbage can has long been emptied, and the body must have ended up at the dump. Benjamin can tell roughly the same story, but he actually dared to look into the can and is positive that the body was missing the heart.

GENERAL CLUES & TRAILS

Humans

Except for the people at the crime scenes themselves, the inhabitants of Arkham are not discussing anything that relates to the cat deaths. Anyone who eavesdrops on one or groups of humans—including can openers and their families—will hear them discussing one or another rumour about strange shapes in the night, or that terrible dog next door who recently bit the mailman, and the like. An investigator might hear one human or another complain about Fester Montague at some point, but since in Arkham there are weird people aplenty, there is no reason that the investigators will take any notice. He is just one of many oddballs whose neighbours do not care for him, but if the investigators have already come across his name in their inquiries, they will probably take such rumours as reason enough to investigate Fester more fully.

Eavesdropping investigators can make a collective **Luck** roll at the least-luckiest investigator's percentage and **Listen** or **Human Language** rolls when roaming the streets to see if they can hear people talking about strange individuals or bizarre events. If they do hear someone talking, they need another collective **Luck** roll for the observation to have anything to do with Fester Montague or the *Cat from Saturn*—the smell of sulphur, a giant stinking cow, or the like.

Dogs

If the investigators ask around a bit whether there are any particularly vicious dogs in the area, they will get more names than they expect. "Killer," Azrael," "Digger," and "Rocko" are all names of more or less feared Bull Terriers, German Shepherds, or other dogs of impressive size, strength, and of course, stupidity. There are many dog owners in Arkham and such breeds show up here and there. When asked, many cats will tell the investigators about a mean neighbourhood dog that once chased them up a tree "and almost bit my tail off!" and the like. One or two of these curs may even have caught and killed an incautious cat. When they look into such dogs, they will find that they are generally kept in cages in their owners' yards or in a kennel so it is evidently improbable that one of these dogs could be loose at night in the city.

Old Arthur

Strays are a bit different. Feral dogs of all breeds constantly wander into the city, poking around in search of food, and then disappearing again. Maybe the murderer is one such vagabond—one of a particularly malevolent disposition. Inquiries among fellow cats will yield the answer that unknown vicious strays have been seen now and again, but they seldom remain on the loose for long. If they do not disappear of their own volition, then they are locked up by the dogcatcher. If the investigators dig deeper into the topic, some cats, very young ones for the most part, will bring up the legend of "Old Arthur," which the investigators may have been told themselves in their younger years if they grew up in Arkham. The story of Old Arthur is one of those fairy tales—with a kernel of truth—that is told to children to scare them or keep them from doing stupid things ("otherwise Old Arthur will come and take you away...").

According to this legend, during the Civil War, a powerful black dog, a stray, supposedly came into the city, allegedly the dog of an Arkhamite who accompanied his master into battle and tore

out the throats of the Confederate soldiers they faced. His master fell on the battlefield, but this beast, now trained to kill, named “Old Arthur” after its master, returned to Arkham and in a few weeks its rage and thirst for blood claimed the lives over twenty cats and other dogs. Some brave cats supposedly managed to track him to the abandoned farm of his former master where he was hiding out and locked him in the cellar, where he was finally said to have eventually perished. According to the story, a few weeks later someone went looking for Old Arthur but did not find him, his body, or any trace of him... As there were no more kills, everything calmed down. Only the legend remained to give a shiver under the fur of naughty kittens...

The investigators may consider this an interesting lead. If this is the case, the Keeper should not discourage them. He should let them find the abandoned farm outside of town and make their way into the cellar, eventually finding the skeleton of a dog under some junk. Discovering this should be as scary as possible, with spider webs, dust, damp, eerie sounds from rats and other vermin, culminating in one of the investigators suddenly crashing through the junk to find himself directly in front of the horrific teeth of Old Arthur—of course, it is his bare skull... This episode has no significance for the plot proper and is simply a diversion and false lead. It can of course be completely omitted, should the Keeper prefer.

Unusual Observations

In addition to eavesdropping on humans, the investigators will probably also want to keep an ear to the ground among cats to hear if anyone has seen anything strange recently. Of course this has the advantage that unlike humans, cats can actually be directly questioned.

This type of “inquiry” should not be too simple, and all information ascertained should remain extremely vague. To begin with, it requires a combination of **Luck**, **Status**, and **Persuade** rolls for the interviewee to remember something comparable and to get them to talk about it. To what degree this information actually possesses any significance remains questionable as they really only likely to gather a series of rumours that only tangentially pertain to Montague and the *Cat from Saturn*.

- There were once a couple students who sacrificed cats and dogs in a horrible ceremony on the island in the river (see the box “False Leads” above)



PROWLING THROUGH ARKHAM

- The old hag *Nanny Bumfield* (222 South Peabody Avenue) is said to have something against cats. Anyone who comes near her feet gets kicked or hit with her walking stick. Or both. Or worse.
- *Archibald* recently disappeared for a couple days. His friends were worried until he reappeared and told them that little *Lea Anne Thompson* (333 South Sentinel Street) picked him up off the street, thought he was incredibly cute, dragged him home, and kept him locked in her room. It took a while for him to arrange his escape. Archibald doesn't like to talk about what Lea Ann did with him during that time. (Styled his fur, dressed him in doll clothes, adorned him with bows, etc.)
- A few nights ago, *Jimbo* was sitting on the roof of a house when saw a dog or a very (very!) large cat raced through South Powder Mill Street, disappearing between the houses. It was somewhere between house numbers 550 and 580 or so.
- *Sissy*, who lives on the corner of East Washington and South French Hill Streets

reports that the house across the way reeks terribly of rotten eggs. She has never investigated why. (Which is good, because the people across the way are quite slovenly and grubby and have simply left a bunch of rotten eggs on a compost pile. They have no dogs or cats, nor are they otherwise suspicious.)

- *Theodore* the tomcat reports that *Fester Montague* of 560 South Powder Mill Street has walled up the window to his cellar. Which is a pity, because there were always plenty of mice in the musty, dusty basement, before he started with all the locks, glass flasks, and old books...

FURTHER CRIMES

The likelihood is that the investigators' investigations will take some time, with one or more nights passing. If the investigators are out at night, independent of where they are, there is a certain chance that they will encounter the *Cat from Saturn*. The Cat's primary territory extends in a wide radius around the house of its master and in general, it will spend its time hunting this territory. If the investigators linger in this radius or around a murder site (perhaps lurking to see if the killer returns to the scene of the crime?), then there is a base chance of 5% per hour on the first night after Tom-tom's death that they will encounter the *Cat from Saturn*. On this first night, the *Cat from Saturn* only hunts between 10 p.m. and 4 a.m., on the first night there is a maximum chance of $6 \text{ hours} \times 5\% = 30\%$ that the investigators will run across it. The second night, the base chance doubles to 10% per hour; the third night it increases to 15%; and so on...

The Keeper should only make this roll whenever the investigators are in the right (?) place at the right time. If they are, it then depends upon who sees whom first, which depends upon a successful group **Luck** roll being made. If they succeed, the investigators can attempt a **Spot Hidden** roll. If that succeeds, they have spotted the *Cat from Saturn* before it can discover them.

If they are unlucky and fail the group **Luck** roll, then the Keeper should make a **Spot Hidden** roll on behalf of the *Cat from Saturn*. If it succeeds, then it has discovered the investigators. If the investigators have explicitly their intention to hide and successfully made a **Hide** roll, then the *Cat from Saturn's* chance drops to 30%.

Then, depending upon who has spotted whom first and how the investigators react—attack,

follow, stop a murder, ferret out the ambush, etc.—many different scenarios can play out which cannot be discussed here in detail. The Keeper should remember that the *Cat from Saturn* is indeed powerfully strong and dangerous, but if discovered, it will not start a fight with three or more cats simultaneously. It is not sly enough to divide up the group deftly and take on the investigators individually so when facing a larger group, it will therefore withdraw carefully, prudently avoiding being followed, and looking for another hunting ground. This reduces the investigators' chances of finding it again to the base chance for the entire rest of the night.

If it comes to a *mêlée*, the *Cat from Saturn* will employ all means at its disposal and will set upon the probably unprepared investigators ferociously. If possible, some of them will be wounded. The investigators should realise that their chances in a straight-up fight with this unknown opponent are quite bad. Plans for setting a trap have little chance for success, given that time is short and the area is quite large (and the *Cat from Saturn* has learned its way around very well). None of the investigators should be killed in the first encounter, but should they blunder too badly, the Keeper should have the *Cat from Saturn* disappear without a trace (!) at an opportune moment. It will not be as scrupulous if one of the investigators is a black cat—its victim for the night?

Presumably the investigators will attempt to circumspectly follow the *Cat from Saturn*. In such a case, **Sneak** and **Hide** rolls will be necessary in order for the investigator not to be spotted by their quarry, though the Keeper should also make **Listen** and **Spot Hidden** rolls for the *Cat from Saturn* for it to notice the pursuing investigators. Conceivably they could follow the beast back to Montague's house and see Montague let it back in through the back door—after it “knocks” by throwing its powerful body against the door a few times to let him know it is back.

It is up to the Keeper to decide if the *Cat from Saturn* has found a black cat as its prey that night, and if the investigators have the opportunity to try and prevent this murder. Whether or not the investigators discover or observe the *Cat from Saturn*, it has a 50% chance of finding a victim that night and perpetrating another killing. The circumstances and location in which the dead cat is found are left up to the Keeper with the sole restriction that the deed must have taken place within its territory around Fester Montague's house.

The players may come up with the—good—idea of forming a kind of “militia” of cats



THE CAT FROM SATURN

patrolling the street in pairs or packs, keeping their eyes open, reporting strange events to the investigators, and trying to intervene if observing further attacks. The investigators' chance at succeeding in this is primarily dependent upon their **Status**. The higher their **Status**, the greater the chance that they have the influence and leadership ability enough to mobilise sufficient cats for their enterprise, and up to a hundred "cat's-paws" can be recruited.

For every 1% of **Status**, one cat can be recruited (for example, 46% allows 46 cats to be recruited), but they must succeed in their **Status** roll first! Consult the table below:

ROLL	RESULT
01	Status × 1.2 cats join up!
Success	Number of cats equal to the roll joins up. They are motivated enough to stay the course.
Failure	Status × 0.2 cats join up. They are easily impressed but easily distracted, and will need motivation.
00	No cats will join.

Let the investigators organise their militia, create watch plans, and so forth.

A SUSPECT

The investigators can pick up the trail of Fester Montague and the *Cat from Saturn* in many different ways.

One might be by drawing inferences from the distribution of the crime scenes and assuming that the point of origin of all the evil lies at the centre. Of course, in order to deduce any of this, the investigators must find a map of the city. The Keeper should encourage his players to show a little creativity in finding such a map, unfolding it, and the like. Clever investigators might remember, a successful **Idea** roll, that in the town square and in front of the university library are signs with city maps on them. Not that a passer-by might find it strange if a pack of cats were sitting attentively in front of the signs, studying them intently and meowing back and forth as if conversing...

That said, if the investigators try connecting the murder locations with straight lines or the like, the results will not be definitive and will only point to a general area rather than a specific building or location. Eventually though, the number of dead cats to be found in and around this area will grow as the *Cat from Saturn* is quite comfortable in this area—the victim by the river was almost too far away from its master and was actually a half-hearted, if unsuccessful, attempt at escaping his spell. Another murder, southeast of Montague's house—will refine the pattern.

There are other ways of picking up Montague's trail. Nightly observations, persistent questioning the local cats about strange events, and so forth can eventually lead the investigators to 560 South Powder Mill Street.

The house is on a tiny, grassy lot among many similar houses. The lawn is neglected. Dead leaves, old branches, rusty garden equipment, and more litter the front and back yards. Almost hidden under the weeds, a paved path leads for a few yards from the sidewalk to the porch and front door. The porch and front door are reached by a few steps, because the ground floor is raised about eighteen inches, with a cellar below. There are small windows to the basement, but they have all been amateurishly walled up with bricks and mortar. The rear part of the house underneath the kitchen does not have a basement.

The windows of this brick house are constantly obscured by dirty, tattered curtains and are usually closed. To look inside, an investigator will need to climb the crooked tree that stands in front of the living-room window on the ground floor and walk out along a low hanging branch.

This requires a successful **Climb** roll followed by a **Luck** roll, the latter because the branch was half ripped off by a storm—which is why it hangs so low—and the weight of a cat could bring it down. Even if this succeeds, there is not much to see because of the already mentioned curtains. A **Spot Hidden** roll reveals only the silhouettes of furniture and occasionally a form moving in the room. The windows above it on this side of the house are completely covered inside with fabric and are completely opaque to curious gazes.

When the investigators first approach the house, the Keeper should permit them each a **Sense Danger** roll. If successful, their fur will stand on end because scary vibrations emanate from this house, almost as if it was a lair of evil...

Floorplans of Montague's house can be found on page 55.

IN THE WARLOCK'S HOUSE

It is likely that one or more investigators will attempt to search the house from inside, looking for clues. The following description of all the room and other spaces in the house emphasises possible problems that particularly affect cats (closed doors, etc.). On principle, Montague keeps all of the windows shut when he is not at home. Once in a while, he has to air the place out a little, but he is always home at the time.

All the windows have sashes that must be lifted. The front and back doors are of course always closed. The doors inside the house, on the other hand, are almost always left ajar, either half- or wide open. Exceptions will be mentioned explicitly. Doors that are only closed, but not locked, can of course be opened by jumping up and manipulating the doorknob, if a cat has that trick.

The house is completely wired for electric lights, but there are some candles and kerosene lamps here and there, mostly as decoration or in a storage room.



Ground Floor

Porch

On the porch sits an old rocking chair, obviously not used in a long time and falling apart. There are two windows looking into the living room and hall. The porch is surrounded by a railing from which a cat could look into the windows which have also obviously not been cleaned in a long time.

The porch is built of wood and is quite old. It is possible that a couple old boards might give way, dropping an incautious investigator into the crawlspace. Underneath the floorboards are a dead bird or mole or two, weeds, dirt, and a basement window that Fester apparently did not bother to brick up (on the map of the basement on page 55, it is the leftmost of the two windows). Fester did not bother walling it up because it cannot be seen from the outside, and from the inside there has been a cabinet in front of it for a long time—since his childhood. The back of the cabinet is heavily mildewed from damp, so shrewd and persistent investigators could use it as an opportunity to penetrate the basement. This will require some serious scratching, the noise of which has a chance of alerting Fester or the *Cat from Saturn*; and once in the cabinet, a cat will have to make a **Luck** roll to ensure that the last time Montague took his

overalls out he left the door slightly ajar and did not close it so that it latched.

The space between the cabinet and the window and wall is too small for even a slim cat to squeeze into, avoiding the interior of the wide cabinet altogether.

Front Hall

Inside the front door, there is a staircase leading up to the second floor directly to the right. Further doors lead to the kitchen, living room, and study. Next to the kitchen door is a door on the right under the staircase. It is always carefully kept closed and locked. Behind it, another staircase leads down into the cellar.

Living Room

Montague does not spend much time in the living room. In it is a worn old couch, a number of chairs, a large table, and some small side tables in the corners on one of which sits a wireless radio. On the walls hang pictures, some small, some large, including some family photographs, mostly faded. On cold days, the fireplace radiates cosy warmth. If there is no fire in the hearth, an investigator will land exactly here if he audaciously attempts to enter the house by means of the roof and the chimney. He will need to make a hard **Jump** roll in order to make it down uninjured. Next to the fireplace are a few logs.

Study

Montague spends most of his time here when he is not in the cellar. He pores over new books that he has acquired from one antiquarian or another. The most important books however, are all in the cellar. All of the others are on the shelves that cover almost every square foot of wall in this room. Almost all of them have to do with the occult in one form or another. They are almost entirely rubbish. In the centre of the room is a large desk with a lamp, covered with files and notes. Montague tries to collate supposed facts from various sources, making hair-raising connections between this and that, but only a little bit of his studies are of any real use. An observer will find the documents covered in uneducated handwriting and passably good drawings and sketches. The notes, which mostly revolve around rituals for lengthening one's life, summoning demons, and that sort of witchcraft, lack any kind of coherence, and with an **Insight** roll a cat will realise that their author is probably unhinged.

The bookcases offer the investigators opportunities to leap around and hide in, especially when Montague is sunk in his work again.

Kitchen & Bathroom

Even Fester Montague has to eat. The kitchen is furnished spartanly, with a wobbly kitchen table with four chairs; a sink; an oven fired with wood or coal; shelves on the wall with spices, bags of flour and sugar, coffee cans, etc.; a pantry cabinet (reasonably full); and an old-fashioned icebox. The bathroom is reached through the kitchen. It is relatively narrow, but has a cast-iron bathtub and a toilet. The kitchen sink serves for hand-washing. The bathroom window is of frosted glass, quite small, and always closed except after Montague bathes (which is quite infrequently).

The same is true for the back door through which one can enter the kitchen. The kitchen windows are also usually closed unless Montague has just cooked something. The outside of the back door is covered with many fresh scratches, obviously from someone with very large, very sharp claws.

Upstairs

Hallway

The hallway is at the top of the stairs. The balusters of the banisters are widespread enough that a cat can fit through. A leap from here to the ground floor should pose no problems. The hallway opens onto the rest of the rooms on this floor. A trapdoor in the ceiling leads to an attic which Montague never uses and which contains only dust and spider webs. Otherwise, there is a small storage room off the hall in which boxes of old clothes are stored. The door to this room is always closed, but not locked.

Bedroom

A large double-bed with a worn-out mattress that once belonged to his parents is where Montague sleeps at night. Next to a closet full of clothes is another cabinet, an old-fashioned commode with a mirror, basin, and water jug for washing. In the drawer of his nightstand, Montague keeps a loaded, but ill-maintained Iver Johnson Safety Automatic .32 revolver with five bullets, which he does not know how to shoot very well. See *Investigator Weapons, volume 1* by Sixtystone Press, page 47 for further information.

Out of one window is the roof of the small back porch and bathroom addition. At night,

Montague keeps both windows closed, but during the day they are usually half open.

Under the bed sits an old, unused chamber pot that still stinks of urine; otherwise, there is only dust, lint, dead bugs, and lost socks.

Storage

Montague has moved a bunch of old furniture from other rooms into here, covered them with once-white, now very gray sheets. Some of the sheets cover paintings that once adorned the walls, rolled up-carpets, and boxes of clothing belonging to Fester's parents. Montague almost never goes in here, and the door is normally closed, but not locked. Under all the junk and the sheets is a good hideout! However, an investigator in a hurry can easily overlook a vase covered by a sheet on a table and knock it over, which might attract Montague's attention.

Room

This was once Montague's parents' bedroom, before he pushed their bed into his room and put all the other furniture and effects, along with his old bed, in the storage room on this floor. The door is always closed, but unlocked. The windows are covered with thick black fabric which has been carefully nailed around the frames. In case of emergency, should sharp claws make short work of the fabric, the windows behind them are always shut.

The room is almost completely unfurnished except for an old lectern that could function as a bookstand (though it does not at the moment). This lectern stands facing a pentagram drawn with white chalk on the bare hardwood floors. Montague copied it out of a book and drew further symbols around it in order to give it more "magical power." Here is where he attempts to conduct his occult rituals and here is also where he took the potion that knocked him out for days into the Dreamlands, whence he returned with the *Cat from Saturn*. Around the pentagram are a bunch of candlesticks with partially burnt black candles in them, each a different length. These candlesticks are tin and copper and they clatter very well if anyone knocks them over. This is also true for the black-painted bowl sitting between two candlesticks on the floor on the opposite side of the pentagram from the lectern. Easy to miss, it is used for burning incense, the scent of which sensitive cat noses can smell still hanging around this room.

Basement

The basement stairs end in a small area divided from the rest of the basement by a dark gray, improvised curtain. In this room there is, as described above, a cabinet in front of the one basement window that has not been bricked up. A switch on the wall at the end of the steps turns on the light in *Room 2*. Otherwise, there is almost no light from the outside, except from the window behind the cabinet—for cats' eyes however, it is probably sufficient!

Room 1

This was once the laundry room, which is why it still contains a vat, washboard, and a number of wicker baskets, as well as a completely dusty pile of bed linens. Montague keeps the *Cat from Saturn* locked up in here because he is afraid of it and is unsure how much power he really has over it. The sturdy wood door is locked tight, and Montague carries the key with him at all times (along with all the others). Only at night, when he lets the *Cat from Saturn* out to hunt victims, is the door to this room open.

The *Cat from Saturn* sometimes takes out its fury on the furniture, which looks correspondingly damaged. It has built itself a bed out of the old sheets, on which it rests. On the floor lie the remains of food—bones and gristle from scraps of meat that Montague brings it. In addition, it stinks horribly of sulphur or rotten eggs—stronger than anywhere else! This easily comes to the fore of all the strong, bad smells in the room.

Room 2

In this part of the basement, Montague has set up a little alchemist's laboratory and filled it with tables, cabinets, free-standing shelves, and shelves mounted on the walls. The room also contains dozens of preserves jars filled with all sorts of obscure ingredients—each carefully labelled, glass flasks in various shapes, distilling apparatuses, little basins, a Bunsen burner, rubber tubing, and so on and so forth. It is the typical laboratory of a mad scientist, if you will—only Montague is more a bumbler than a scientist. In a closet with the door ajar, there are, among other things, two large sealed glass containers filled with a preserving agent—and the heads of Montague's parents! The sight of their heads calls for a **Sentience** roll (0/1D3 loss).

In amongst all the clutter are more handwritten notes, and in one of the glass vessels the investigators will find a preserved organ that looks like a heart, maybe from a cat?



take care with their paws and sensitive noses! Their noses are already taxed enough, as it stinks of all sorts of unpleasant things down here.

TAKING THE INITIATIVE

At this point, it is relatively open how the investigators take on the now-identified threat. As there is no way in which every conceivable option can be covered, the Keeper is consequently presented with only a few of the possible routes to a resolution here. If the players are exceptionally creative and come up with a very unusual approach, the Keeper will probably have to

The notes here, if successfully read, will indicate that Montague requires a black cat's heart for a brew that will supposedly help him reach the Dreamlands. The investigators have found the main motive behind the murders. Further notes are concerned with the *Cat from Saturn* which at first terrified Montague, who then became elated when he realised that it is apparently at his service. If he could only summon more of these "cat demons!"

Montague can frequently be found down here working on one experiment or another. He is on the wrong track with the cats' hearts, but believes that, because he has identified the demon as a "Cat from Saturn" based on an ancient grimoire titled *Petersen's Field Guide to the Creatures of the Dreamlands*, a cat's heart seems like a logical ingredient.

There are a lot of places to hide here, but also a lot of things to knock over, either making a huge racket or setting off a chain reaction! An orgy of destruction in Montague's absence would set his work back appreciably. Should he find out that cats were responsible; in his fury he will set the *Cat from Saturn* loose on the cats of the city indiscriminately...

Many of the substances in the laboratory are poisonous or otherwise dangerous if touched (like acids). All-too-curious investigators should

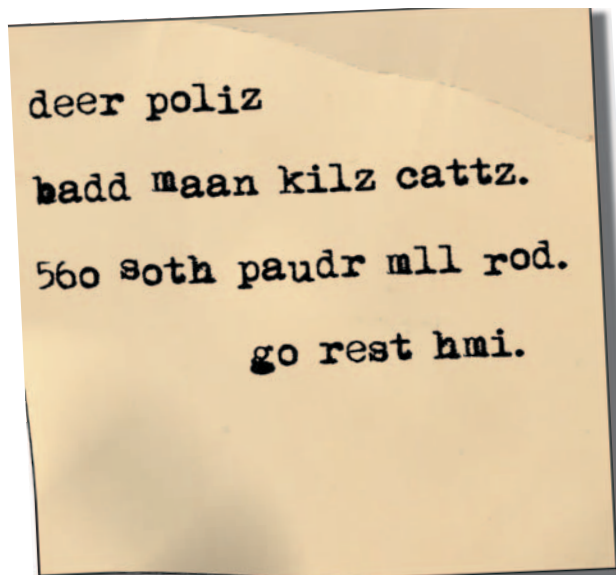
improvise. With the information at hand, even this eventuality should not pose the Keeper too great a problem.

Warn the Humans

The so-called "Lassie Method"—aka "The Flipper Syndrome." Anyone who is afraid or cannot figure out what to do can call in the Can Openers. The difficulty here is how a cat goes about telling a Can Opener. Meowing, scratching, and hoping that your master says, "Hmm, Mittens, are you trying to tell me something? Or show me? Has Timmy fallen down an abandoned mineshaft and a rotten timber pinned his leg? Is that what you're telling me with 'meow, mrrrow, grrr?' Well then, I'm on my way!"

That only works on TV or in books, but maybe an investigator might succeed by stealing something valuable from a human right in front of him, in order to lure him down the street and maybe right into Montague's cellar? It is surely a difficult method, but maybe others will occur to the group. In any case, the equipment in the basement and certainly the sight of the *Cat from Saturn* will make a master more than suspicious and evoke a response from him such as calling the police or the like. If this succeeds and leads to the elimination of Montague and the *Cat from Saturn*, the investigators each receive 1D8 points of **Sentience** back.

Another possibility is trying to alert the authorities themselves directly. Cats with a decent **Human Lore** will know that the police are the party responsible for keeping order among the Can Openers. If they can find access to a typewriter—preferably with the paper already loaded—or some news print to tear up, perhaps they can compose an anonymous note to the cops. How the police will react to a note reading as follows is up to the Keeper to decide...



An Attack in the House

Attacking Montague and killing him would allow the *Cat from Saturn* to disappear from the waking world. Of course, it is extremely unusual for a group of cats to be able to kill a person. Even if their brutal plan succeeds, this solution will each cost the investigators 0/1D4 **Sentience**. If the investigators attempt what is in the Keeper's opinion, a particularly gruesome or bloody solution, it will each cost them 1/1D6 **Sentience**. The elimination of the *Cat from Saturn* will bring 1D4 of those points back.

If Montague's body is found and it is clear that he was killed by cats, it will bring down the police down on the city's cats to find the vicious animals that apparently killed a poor old man. Also not entirely advantageous. Perhaps the investigators could succeed in making it look like an accident? Of course, he does not have to die. Perhaps it would suffice to threaten him in such a way that he understands that he cannot continue and should instead try to free the *Cat from Saturn*.

Since Montague keeps the *Cat from Saturn* locked in the laundry room unless it is out on the hunt, it will not be able to come to his aid, if the investigators' attack takes place on another floor and Montague is unable to open the laundry-room

door. The *Cat from Saturn* would be happy to be rid of him, but is forced to be loyal to him by a magical bond, and will have to assist him if he is attacked.

Attacking the *Cat from Saturn* itself in the basement offers it the same potential opportunity to flee that it has in an encounter on the street. Of course, in this situation, with its back to the wall, it will fight especially aggressively and mercilessly, which the Keeper should take into account. Under no circumstances will it show fear. The more attackers, the more wildly it will fight. If the investigators succeed in killing the *Cat from Saturn* in a fight, they receive 1D8 **Sentience** for this impressive success. One hopes they will not suffer too many losses, making their victory hollow.

Attack Outside the House

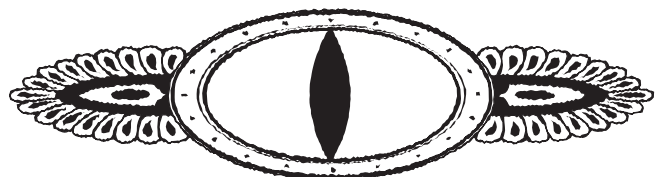
An attack on the *Cat from Saturn* would transpire as described above in the chapter "Further Crimes."

An attempt to take Fester Montague by surprise, for example, on one of his walks to an antiquarian bookshop or while shopping could attract the notice of passers-by or residents. It will likely be very unwelcome if a pack of cats' attacking—much less killing—a human will draw retaliation against the cats of the city. Hordes of cats following him threateningly everywhere he goes and other creepy gestures can scare Montague and unnerve him.

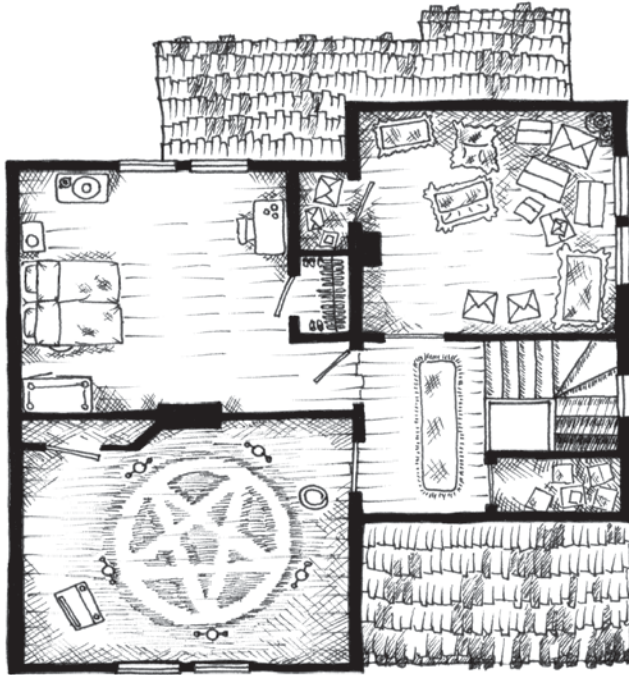
The more insightful the investigators are here, the more effective their intimidation attempt and thus the greater likelihood that they will succeed. A solution without corpses and carnage should be rewarded with 1D8 points of **Sentience**. If Montague dies without the investigators' directly causing it (a heart attack, being killed by the *Cat from Saturn* after taking the drug and returning to the Dreamlands), they still receive 1D6 points.

Can't We All Get Along?

The *Cat from Saturn* is not here of its own free will, but it is absolutely hostile to other cats and is in no way "ready to negotiate." Such approaches will be answered with furious assaults.

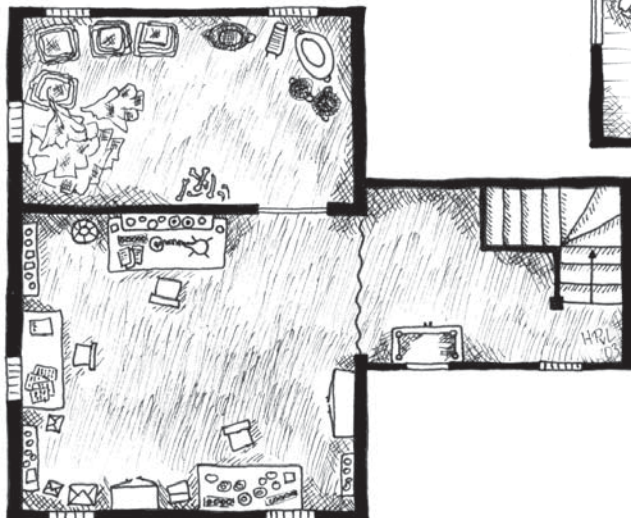
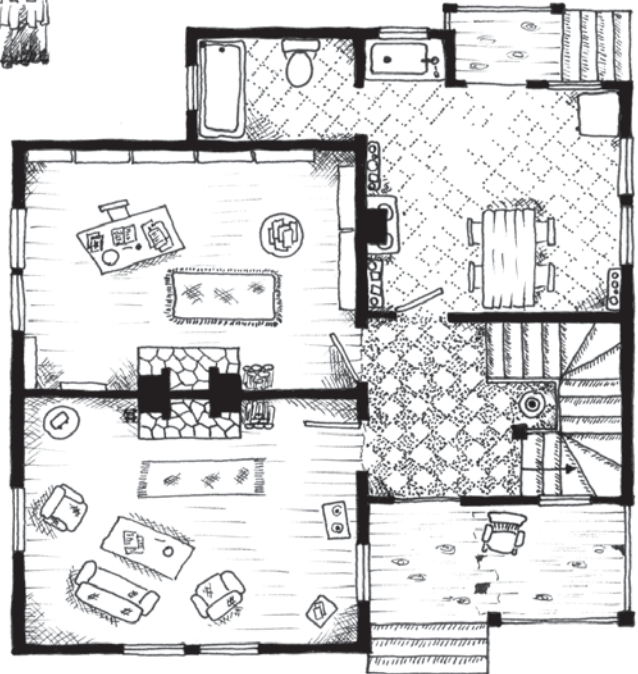


MONTAGUE'S HOUSE



UPSTAIRS

GROUND FLOOR



BASEMENT

NON-PLAYER CHARACTERS

The Cat from Saturn

Unhappy about its existence having to carry out Montague's wishes in the waking world, the *Cat from Saturn* is just waiting for him to concoct and imbibe another drug that will transport him to the Dreamlands (Montague is incapable of reaching the Dreamlands on his own). When that happens, the Cat will be free from the spell and will tear Montague's sleeping body to pieces before returning to the Dreamlands to kill Montague's dream-self. If Montague dies, either as result of an accident or the investigators' actions, it immediately disappears back into the Dreamlands, to the dark side of the Moon. This *Cat from Saturn* is not particularly large (only SIZ 3); usually, they are significantly larger. It seems to be a young one that Montague's dream-self—in the Dreamlands, he's a "real" warlock and sorcerer—duped and made the cat his servant with a spell that unfortunately brought it with him to the waking world when he woke.

CAT FROM SATURN, Incandescently Angry

STR	14	CON	10	SIZ	3	INT	7	POW	15
DEX	18	Move	9					HP	7

Damage Bonus: none.

Weapons: Bite 45%, damage 1D6+db

1D4 Paws/Scratch 60%, damage 1D4+db

Armour: None. Blunt weapons only inflict minimal damage.

Skills: Dream Lore 20%, Hide 60%, Jump 90%, Sneak 80%, Spot Hidden 70%.

Spells: None.

Sentence cost: 0/1D4 to witness the Cat from Saturn.

Fester Montague, "master" of the occult

Montague has been described sufficiently in the introduction. It should be re-emphasised that Fester is anything, but a master of the occult. He considers himself one, however, and is convinced that his "researches" will ultimately provide him with wealth and power over other men.

FESTER MONTAGUE, mad occultist, age 53

STR	9	CON	12	SIZ	12	INT	14	POW	11
DEX	10	APP	9	EDU	11	SAN	23	HP	12

Damage Bonus: none.

Weapons: Knife 35%, damage 1D4+db

Kick 30%, damage 1D6+db

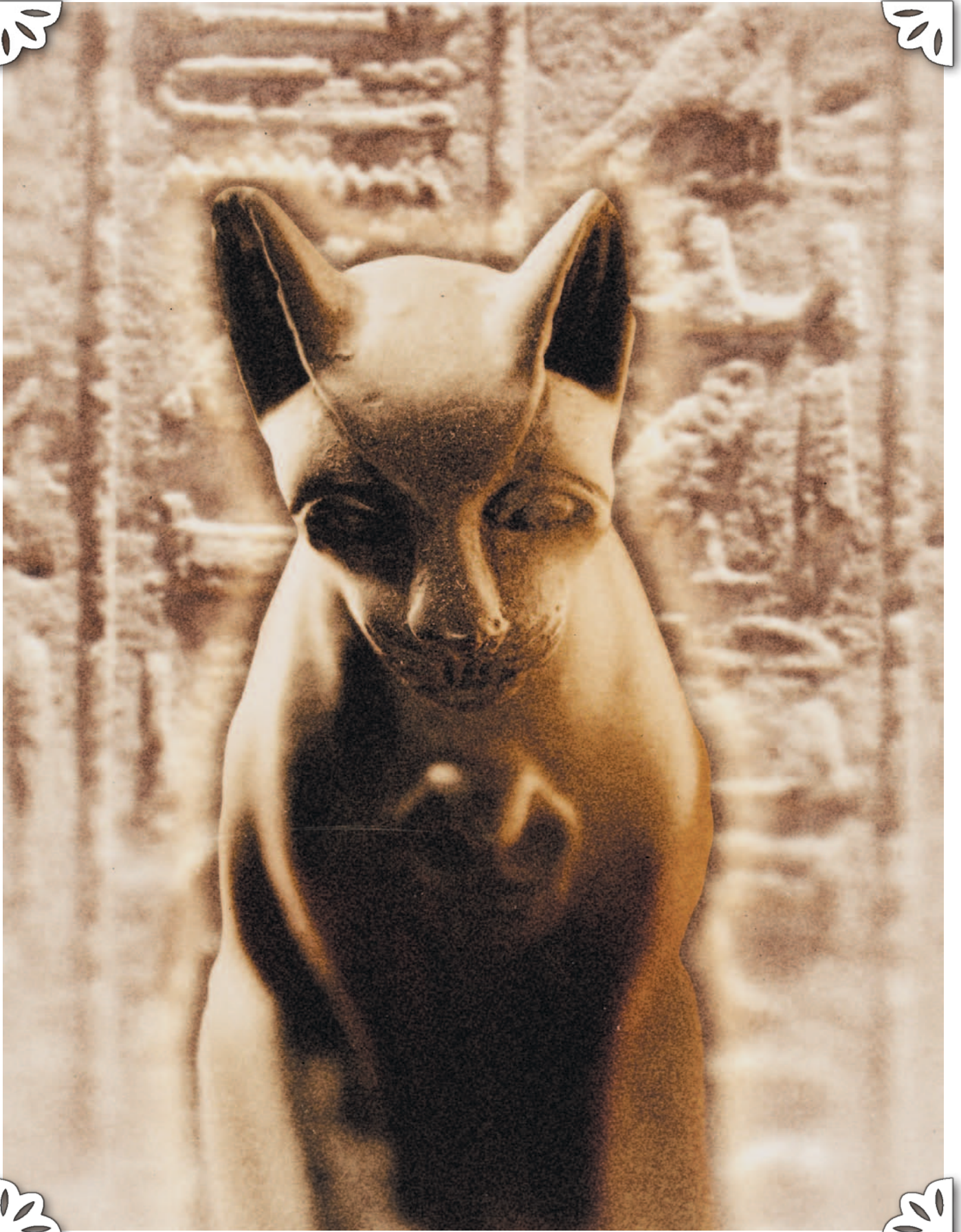
Fist/Punch 50%, damage 1D3+db

.32 Iver Johnson revolver 20%, damage 1D6+1

Languages: English (Own) 55%, Latin 10%.

Skills: Chemistry 20%, Cthulhu Mythos 05%, History 20%, Library Use 55%, Listen 40%, Occult 50%.





"The two-legs of Ancient Egypt raised cats to their proper station . . . as objects of worship"

APPENDIX: HISTORY OF THE BUBASTIS CULT

The cult of Ubasti first appeared during the first dynasties of Egypt. Some say that her worship came to the land of the Nile through refugees from Atlantis, though this is difficult to prove. No matter her origins, this early goddess was quite different from the Bast known today. Bearing the head of a lion, she was the goddess of the desert and the beasts within it. She was more feared than worshiped though, with offerings being made to appease her anger and keep her lions and wild cats away from human habitation. Even these small offerings required a priesthood to organize, and a small group dedicated to Pasht appeared.

After some time, an ambitious priest of Bast, Mery-Bast, seized control of the sect. Not content with his goddess' reputation, he sought to expand it and thereby rival the greater cults of the land of the Nile. Toward this end, he sought magical means through which his cult could forge a deeper link with its god. The first experiment, the infusion of a bloodline with the taint of lycanthropy, created a physical manifestation of the god's favour through were-cats. This was merely the beginning for Mery-Bast; he sought to create a living body for the goddess to inhabit on earth. The plan seemed impossible at first, but a shift in politics would lead to its fruition.

Near the end of the Third Dynasty, Nephren-Ka rose to power. He revived the worship of a forgotten deity called the Black Pharaoh, also known as Nyarlathotep. As was common in Egyptian history, the temples of Egypt's great faiths—the temples of Horus, Isis, and Ra, and others—were staffed with the relatives of the pharaoh. Thus, one of Nephren-Ka's first acts as ruler was to strike down these priesthoods with his magic, sending a black wind that brought plague and madness through their temples and palaces. Instead of rebuilding these faiths, Nephren-Ka looked to the smaller, local cults of various local patrons and animal-revering sects, so that he might build his own power base on the back of priests who owed their ascension to him.

Thus, one day Nephren-Ka called Mery-Bast to his audience chamber. The pharaoh knew the priest's desires and made him an offer. The priesthood of Bast could resist the Black Pharaoh and be destroyed, or it could aid him and see Mery-Bast's fondest dreams realized. Mery-Bast agreed, joining the priesthoods of Anubis and Sebek under

the pharaoh's service. A few priests objected and fled, but most yielded to political expediency.

While Egypt's people suffered horribly under Nephren-Ka's rule, great honour befell the priesthoods who knelt before him. In chambers in the valley of Hadoth, they came before the Shining Trapezohedron and the Haunter of the Dark, rendering him obeisance and sporting with ghouls and less mentionable monsters. The cults gathered tribute from the people, distributing some of the spoils among themselves before passing the rest along to their feared master. New legends were told of the gods. Now Bast was the destroyer who once threatened to devour all of humanity until the other gods made her drunk with red alcohol she thought was blood. She commanded seven evil spirits called the '*shesuru*' who struck those who opposed the Black Pharaoh—or whoever it amused them to destroy.

To the cult of Bast went a special prize. Nephren-Ka taught its members a secret by which flesh consumed from a creature would impart the characteristics of the devoured being to the eater's offspring. Further, he introduced them to the ghouls, and hinted that their nature might add hardiness to their breeding stock. While Bast's priests were horrified at first, they soon realized its benefits and used the rite to replicate the best traits of humans and animals in a series of offspring. The halls beneath Bubastis and Elephantine, the cult's main centres, were filled with all manner of blasphemous combinations, in hope of eventually creating the vessel which could be invested with the goddess's essence, thus creating a living Bast.

This state of affairs could not last forever. Snefru rose to prominence and struck against Nephren-Ka, destroying his power over the kingdom. Mobs attacked Bubastis and Elephantine, levelling both cities to the ground. A corrupt official within Snefru's army had leaked news of the danger to Nephren-Ka and the cults of his supporters. The priests of Bast, their most trusted disciples, and the products of their breeding program crept away in the night, sailing up the Nile. They crossed the Mediterranean, sailed up the coasts of modern Spain, Portugal, and France, and eventually arrived at a spot in Cornwall where the pharaoh had told them to await his coming.

He never arrived.

In Egypt, Snefru took the throne as the founder of the Fourth Dynasty. When the time came, he rewarded those who had aided him in his conquest. Among these were a small group of Bast's shapeshifting priests who had left the cult when it turned to Nephren-Ka. Snefru granted them the cult centre of Bubastis in exchange for repudiating Mery-Bast's doctrines and becoming protectors of the throne. The priests agreed, and the cult of Bast emerged again.

Left without their ruler, the worshipers in Cornwall withdrew into caverns by the sea to continue their breeding experiments. For hundreds of years the process continued, with each generation of priests keeping detailed records as to the heredity of each crossbreed. Eventually they created what they sought, the being known as the Chewer of Corpses (see box). However, in their strict attention to the breeding program, they had forgotten very the rituals—if indeed they had ever been known—that would invest the creature with Bast's spirit. The creature proved to be untameable, and it eventually slew the pitiful remnants of the cult.

In the meantime, the small Egyptian cult flourished. One of the spells provided by Snefru's mysterious patrons was the "*Opening of the Mouth*" ritual, a ceremony used to infuse a statue with part of a deity's essence. This provided Bast's cult with a more direct link to their goddess and made them more aware of her whims—at least, they had no reason to believe otherwise.

The priesthood of Bubastis made several changes in its doctrines over the centuries. First, with the Pharaoh's blessing, Bast became one of the protectors of the sun-god Ra, associated with the symbol of the Eye of Ra, and the instrument of his vengeance. The older myth of the goddess as the devourer of mankind was foisted off on another goddess, the lion-headed Sekhmet. As time went on, Bast became associated with music, the protection of women and children, and fertility. Finally, around the first millennium B.C., the goddess' associations came to rest not so much with the lions and wild felines of the desert, but with the beloved pet cats that ate the rats and snakes of both home and farm.

By the Thirteenth Dynasty, the need to assemble the cult's doctrines into a single document became apparent. A new high priest, Luveh-Kerapht, named after a fabled priest of Bast on Atlantis, compiled the *Scrolls of Bubastis* to record the cult's liturgy, high holy days, and appropriate offerings to the goddess. His

The Chewer of Corpses

Deep in a series of sea-caves on Cornwall's coast lies the last bastion of Nephren-Ka's Bast cult. All of the members died thousands of years ago, and the mummified bodies of the priests and their monstrous creations line the twisting crypts. Only one living resident remains: the Chewer of Corpses, the immortal culmination of the priesthood's breeding program.

Over the centuries, the Chewer has grown tired of devouring the mouldering remains of the other sect members. Driving out the ghouls from their tunnels, it raids Cornwall's graveyards from below, travelling through miles of burrow and abandoned mine to reach its quarry. It has survived for centuries, and barring accident or hostility, it will live many more.

The Chewer might appear regal under other circumstances, with its proud leonine head atop a human body of magnificent proportions. However, the feral look in its eyes, its matted fur, and its cruel, hook-like claws are enough to warn away any who see it. Few do so, and none have escaped.

Chewer of Corpses

STR 24	CON 16	SIZ 24	INT 5	POW 18
DEX 18	MOV 8		HP 20	

Damage Bonus: +2D6

Weapons: Claw 75%, damage 1D6+db.

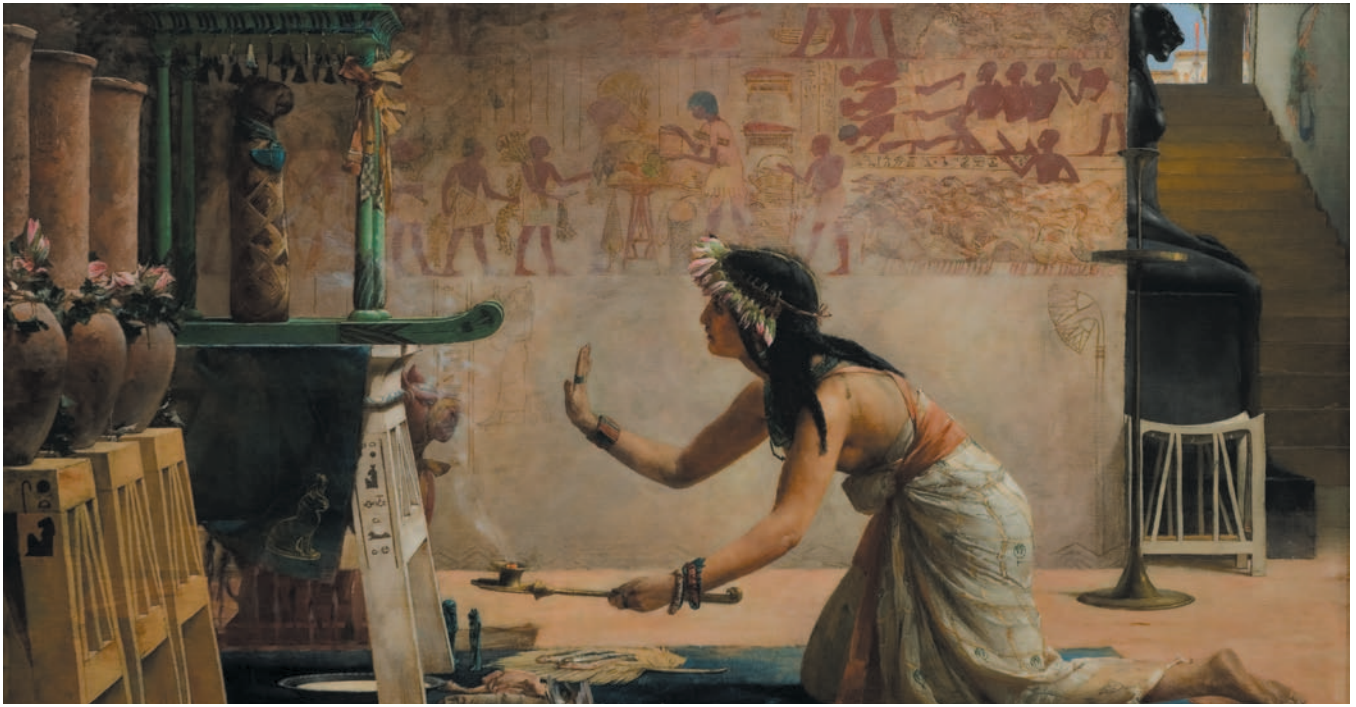
Armour: 3 points of thick hide

Skills: Hide 85%, Scent Prey 80%, Sneak 95%, Track 90%.

Sanity Loss: 1/1D8 SAN to witness the Chewer of Corpses.

exploration of cult archives turned up material on the practices of the Black Pharaoh, the crocodile god Sebek, and the terrors that lurked beneath the Great Sphinx. Though earlier priests had expurgated any notion of the cult's involvement in these blasphemies, Luveh-Kerapht thought them dangerous enough to preserve in a special section of the Scrolls, known as the *Black Rites*, where only the most pure and holy of the cult might read them.

The Twenty-Second Dynasty saw the height of Bast's popularity in Egypt, with the rise of a Libyan dynasty that held the goddess in especial regard. During the Fifth Century B.C., the historian Herodotus described the main festivals at Bubastis, when 700,000 people gathered for music, lewd dancing, and offerings to the goddess. The Persians destroyed the city of Bubastis in 350 B.C., annihilating much of the cult's knowledge, but this was hardly the end of this popular deity. When Alexander and then his general Ptolemy took control of the country a few decades later, Bast was identified with the Greek goddess Artemis and with the Egyptian goddess Isis, and these ties kept her alive until the rise



of monotheism. The goddess of pleasure's cult moved northward into the Roman Empire and its far-flung colonies. Indeed, it was with some effort that the Empire suppressed her worship later, and her cult continued until the 10th century in Ypres (Dark Ages Keepers take note).

In 390 A.D., when the Christian rulers of Egypt destroyed the last images of the gods, the priests of Bast went underground. They carefully hid her small shrines, and their keepers took care to emphasize their god as a simple local spirit or djinn, supplicated only when a beloved pet was injured or ill. This was a vast blow to their pride, but nonetheless it kept the worshipers of Bast, including the shapeshifter bloodline, alive through the centuries.

The cult remained a secret until 1798, when Napoleon's soldiers arrived in Egypt. The monuments and treasures of the ancient land were remembered, excavated, and looted once again. Among these seekers was a young surveyor of mystical bent named Francois de Marigny, a talented sketch artist who contributed to the ten-volume *Description de l'Egypte* written while Napoleon's army was stranded in the land of the Nile. During one of his forays through Cairo, he stumbled upon one of the most important shrines to Bast. Realizing the importance of his discovery, he made contact with the keepers of the shrine. Soon, De Marigny departed for his hometown of Paris with a new wife of the sacred bloodline, a complete—though untranslated—copy of the *Scrolls of Bubastis*, and a burning desire to return the worship of Bast to the

modern world. Of course, the surveyor and his wife knew little of the deity's ancient worship, and as the key to the sacred hieroglyphs had been forgotten, their worship was based on Bast as presented in Classical times—a patroness of cats, pleased with the arts and licentiousness.

The Egyptian Cult of Bast

A small, loosely organized priesthood of the goddess Bast still exists in Egypt, hiding in the shadows of the country's larger religions. A major centre of the cult is in Zagazig, near Tell-Basta, the former site of Bubastis. Few worshipers exist, but the cult is often approached when a cat is sick, or when a person is particularly cruel to cats.

Most cultists in Egypt have other occupations to cover their other work. To create a priest, the Keeper should first determine his ordinary profession and assign skills accordingly, and then add the **Occult** and **Cthulhu Mythos** skills. Typical spells include *Contact Bast*, *Eyes of the Cat*, *Implant Fear*, and *Summon/Bind Cat*.

A priest of Bast in Egypt may possess a pure enough bloodline to be a shapeshifter. If so, the Keeper should roll the statistics for a lion or panther from the rulebook twice, taking the best number for each characteristic to reflect an exceptional member of the species. The exception is Constitution—the shapeshifter line passes down a hereditary tendency toward respiratory ailments. In feline form **Hide**, **Sneak**, and **Track** should be set at 99%, and **Listen** and **Scent Prey** should be 95%.

New Spells

Contact Deity/The Goddess of Cats (Bast)

This spell opens communication with Bast. The rite requires a statue of the goddess on which an elaborate and costly ritual, the *Opening of the Mouth*, has been performed. For each attempt, the caster must sacrifice 1 POW and 1D6 Sanity points. The chance of success equals half of POW×5 (round up). On second and later tries, the same amount needs to be sacrificed and the Luck roll threshold decreased to reflect the reduction in the caster's POW. The Luck roll is only halved only on the first cast. Bast responds in a vision to the caster. The cult only discovered this spell after Nephren-Ka's reign.

Eye of Ubasti

A cat must be within the caster's direct line of sight for this spell to be cast. The caster can now see through the cat's eyes, and obtains a limited control over it, causing it to move wherever desired. Costs 3 Magic Points, 1D3 Sanity points, and takes one round to cast. For each additional minute after the first, the caster must spend an additional 3 Magic Points. If any action is taken that might put the cat in direct danger, the spell ends. Cult members often take cats with them in woven baskets so they can use this spell.

Favour of Bast

The caster must also make an offering before a cat he has mummified himself. (This must have been a cat that the caster owned for over a year and that died a natural death—otherwise, Bast will be most displeased.) Costs 3 Magic Points, no Sanity points, and requires an hour of chanting at dawn to cast. Until the next sunrise, the caster has a +30% bonus (maximum of 99%) to one of the following skills: **Climb**, **Hide**, **Listen**, **Spot Hidden**, or **Sneak**. Only one such spell may be in effect for a caster at once.

Summon/Bind Cat

Brings forth 1D10 regular cats, or one big cat. The Magic Point cost varies; for each Magic Point sacrificed, the chance of successfully casting the summoning increases by +10%; a roll of 96-00 is always a failure. The spell also costs 1D3 Sanity points to cast. The caster must be in an appropriate habitat, one that is home to either regular domestic cats or big cats, or the spell will not work. This spell may be cast at any time, so long as the caster has a piece of food to entice the creature. If a cat is asked to do something against its nature, the caster must succeed in a **Persuade** roll or have the binding fail for that command.





Player _____
 Referee _____
 Campaign _____

Daily Name _____
 Particular Name _____
 Secret Name _____
 Breed _____
 Sex _____ Age _____
 Birthplace _____ Turf _____
 Stress Disorders _____

CHARACTERISTICS & ROLLS

STR _____ DEX _____ INT _____ Idea _____
 CON _____ APP _____ POW _____ Luck _____
 SIZ _____ SAN _____ EDU _____ Know _____
 99-Cthulhu Mythos _____ Damage Bonus _____

SENTIENCE POINTS

Feral 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14
 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31
 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48
 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65
 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82
 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

MAGIC POINTS

Unconscious 0 1 2 3 4
 5 6 7 8 9 10 11 12 13
 14 15 16 17 18 19 20 21 22
 23 24 25 26 27 28 29 30 31

HIT POINTS

Dead -2 -1 0 1 2 3 4
 5 6 7 8 9 10 11 12 13
 14 15 16 17 18 19 20 21 22
 23 24 25 26 27 28 29 30 31

SKILL TICKS

Unspent _____ Spent _____

*Velvet Paws
 against the
 Mythos*



INVESTIGATOR SKILLS

- | | |
|----------------------------------------------------------|---------------------------------------------------|
| <input type="checkbox"/> Climb (50%) _____ | <input type="checkbox"/> Sense Danger (10%) _____ |
| <input type="checkbox"/> Cthulhu Mythos (0%) _____ | <input type="checkbox"/> Sleep (50%) _____ |
| <input type="checkbox"/> Cuteness (APP x 3%) _____ | <input type="checkbox"/> Sneak (50%) _____ |
| <input type="checkbox"/> Dodge (DEX x 4%) _____ | <input type="checkbox"/> Spot (25%) _____ |
| <input type="checkbox"/> Dream Lore (10%) _____ | <input type="checkbox"/> Status (01%) _____ |
| <input type="checkbox"/> Dreaming (25%) _____ | <input type="checkbox"/> Streetwise (01%) _____ |
| <input type="checkbox"/> Healing (10%) _____ | <input type="checkbox"/> Swim (10%) _____ |
| <input type="checkbox"/> Hide (25%) _____ | <input type="checkbox"/> Throw (10%) _____ |
| <input type="checkbox"/> Hiss (50%) _____ | <input type="checkbox"/> Track (20%) _____ |
| <input type="checkbox"/> Human Language (INT x 2%) _____ | <input type="checkbox"/> Wash (50%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> Yowl (50%) _____ |
| <input type="checkbox"/> _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Human Lore (EDU x 1%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Hypnotize (10%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Insight (01%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Jump (50%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Listen (40%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Natural World (EDU x 2%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Navigate (25%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Nimbleness (DEX x 2%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Occult (05%) _____ | <input type="checkbox"/> _____ |
| <input type="checkbox"/> Scent (50%) _____ | <input type="checkbox"/> _____ |

TRICKS

Name	Description
Leap to the Moon	Travel in the Dreamlands
Nine Lives	Reroll one result with fatal consequences
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

ATTACKS

Melee	%Attk	Damage	Rng	#Att	HPs
<input type="checkbox"/> Bite (30%)	_____	1d4+db	touch	1	n/a
<input type="checkbox"/> Grapple (25%)	_____	special	touch	1	n/a
<input type="checkbox"/> Rip (80%)	_____	2d3+db	touch	1	n/a
<input type="checkbox"/> Scratch (40%)	_____	1d3+db	touch	1	n/a
<input type="checkbox"/> _____	_____	_____	_____	_____	_____
<input type="checkbox"/> _____	_____	_____	_____	_____	_____





CAT ATTRIBUTES



Current Abode _____

Episodes of Insanity _____

Personal Description _____

Wounds & Injuries _____

Marks & Scars _____

HISTORY OF NOBLE FELINE ENDEAVOURS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

RESOURCES & FAVORS

Main Can-Opener _____

Personal Territory _____

Favors Owed _____

Favors Promised _____

ADVENTURING GEAR

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MYTHOS TOMES CONSULTED

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FELINE FOES & ALLIES

Foes _____ Allies _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

MAGICAL ARTIFACTS & SPELLS

Artifacts _____ Spells _____

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CAN-OPENERS TOLERATED



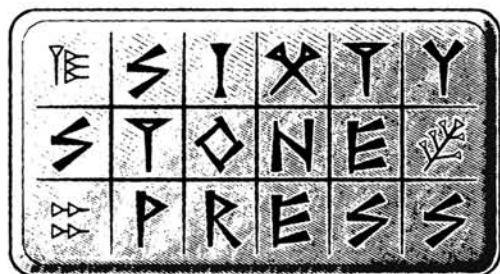
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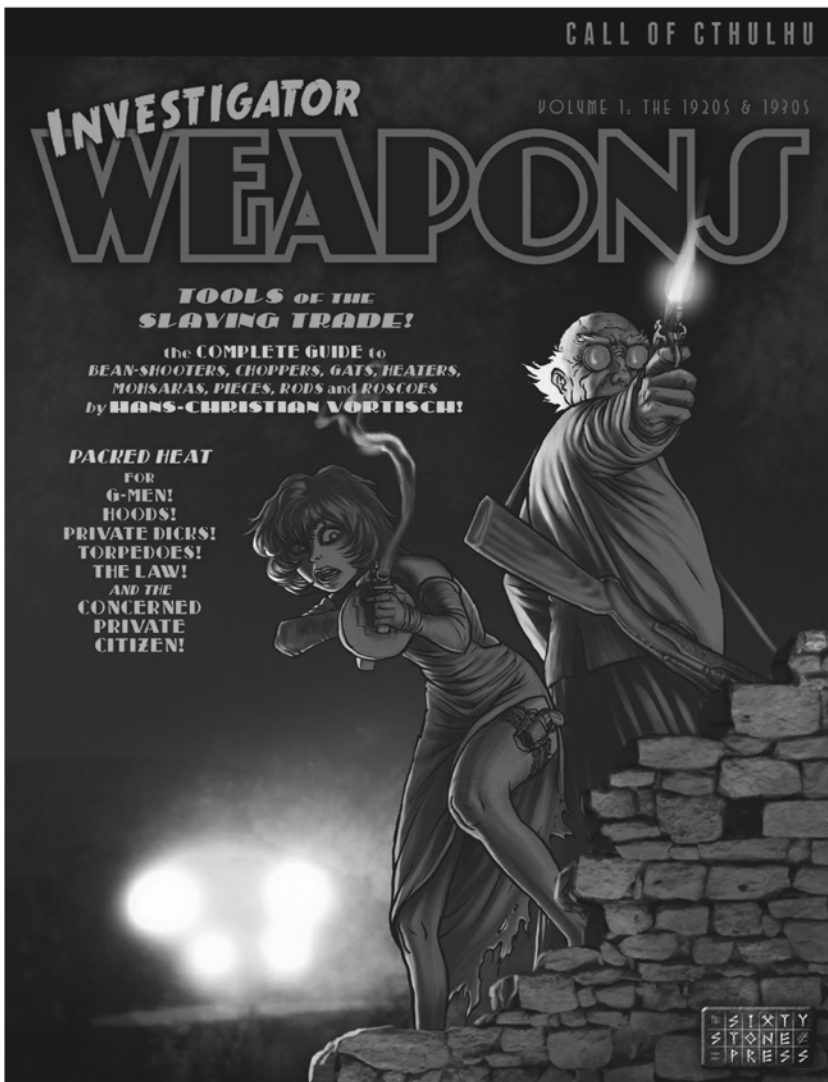
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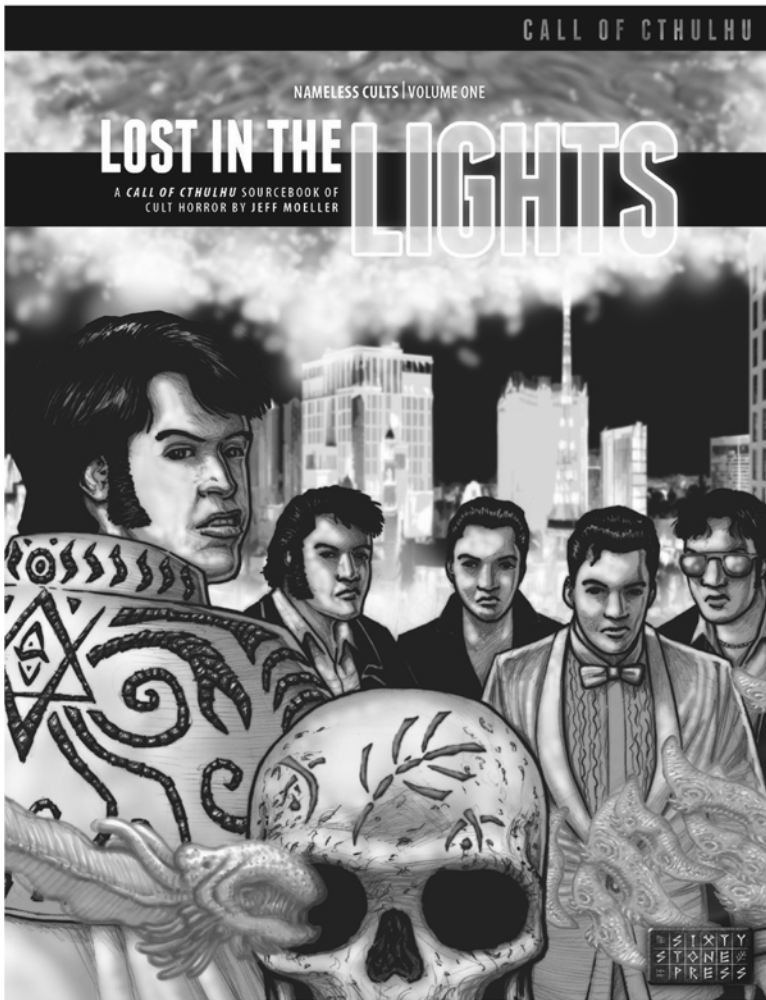
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