

# CALL of CTHULHU

Horror Roleplaying  
in the Worlds of H.P. Lovecraft

Sandy Petersen  
WITH MIKE MASON, PAUL FRICKER,  
WORTHINGTON, AND FRIENDS





# Call of Cthulhu

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## Dedications

To my father, who introduced me to Lovecraft and to science fiction in general. From one of his books I read my first Lovecraftian story, "Pickman's Model."

Thanks, Dad. —S.P.

For my boys, Felix and Ernest.

You're the best! —Mike Mason

To my friend, Phillip Sidebotham, for introducing me to both roleplaying games and the works of H.P. Lovecraft.

—Paul Fricker

To the fans and backers of *Call of Cthulhu* and Chaosium who helped to make this new edition a reality. To all those around the world who give their time and energy to spread the word, and are truly one of us. Our thanks to you all!

In Sanity—Chaosium

## Clear Credit

Paul Fricker revised and wrote the 7th edition rules with development and additional material from Mike Mason. Chapter 11 was written by Paul Fricker and Mike Mason. Chapters 5, 12, 13, 14, 15, 16 were revised with additional material by Mike Mason and Paul Fricker. Amidst the Ancient Trees was written by Matthew Sanderson with additional material by Mike Mason. Crimson Letters was written by Alan Bligh with additional material by Mike Mason, and play test notes from Christopher Smith Adair. The timelines were updated by John French and Mike Mason. Updated equipment costs were provided by Mike Mason and Dan Kramer. The 7th edition investigator sheets were designed by Dean Engelhardt. Joe Schillizzi also helped with the revised weapon tables. Tony Williams assisted with Cristoforo font typesetting.

This edition additionally draws from earlier editions of the *Call of Cthulhu* rules. The following authors' work has been used or revised in this current edition: Sandy Petersen, Lynn Willis, Keith Herber, Kevin Ross, Mark Morrison, William Hamblin, Scott David Aniolowski, Michael Tice, Shannon Appel, Eric Rowe, Bruce Ballon, William G. Dunn, Sam Johnson, Brian M. Sammons, Jan Engan, Bill Barton, Les Brooks, and friends.

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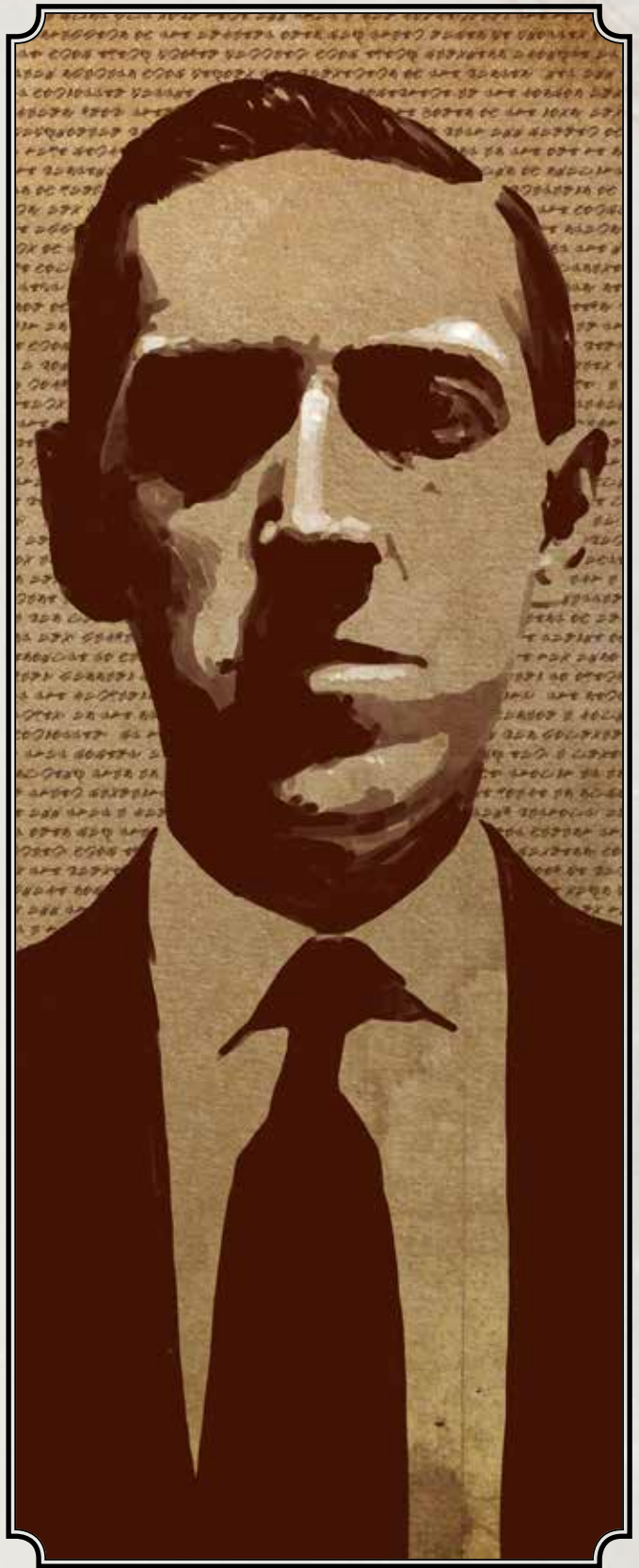
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**H.P. Lovecraft**  
**(1890-1937)**  
**Master of Horror**



CAPRICK

# Foreword

*What has risen may sink, and what is sunk may rise... Cthulhu still lives.*

—H. P. Lovecraft

My own introduction to H. P. Lovecraft was as a child, when I found a tattered book of stories, printed long before I was born. I read that book in bed that night, and became entranced forever. If you, too, love Lovecraft's stories, you can now experience the Cthulhu Mythos in a whole new way.

I've been a game designer more than 30 years, and a Lovecraft fan far longer. I've been an author, a college professor, and even executive producer on a movie. You've probably heard of some of the games I helped to create, and might even have played them. In the video game field, I'm probably best known for the strategy games I worked on. But I am most proud of how I helped create the horror roleplaying genre, as original author/developer of the *Call of Cthulhu* game way back in 1980.













My other ventures have, at times, been successful. Some of the computer games I helped to develop sold millions of copies. But when I am invited to a game convention as a guest, or when a fan offers to buy me a drink, or asks for an autograph, or any of the perks that my modest fame has accumulated, it is always for *Call of Cthulhu*, never one of my other games. *Call of Cthulhu* is beloved in a way nothing else has been—and this is of course due mostly to the power of Lovecraft's world, and Chaosium's dedication in bringing it forth to you, my friends.

Chaosium, through *Call of Cthulhu*, popularized the terrifying universe of H. P. Lovecraft in gaming and made Cthulhu a household word. Now, Chaosium has put together a team of experienced game professionals with decades of experience. In this 7th edition, Chaosium has managed once again a successful combination of roleplaying adventure with Lovecraftian horror, both of which are dear to my heart. They are, and were, the right team for this topic.

Hardcore fans will be thrilled to hear that the new edition has lost nothing in the transition, and teems with terror, horror, and ways to introduce you and your friends to the dread world that H. P. Lovecraft and his friends constructed.

Sandy Petersen  
2014

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# Chapter One

## Introduction

*The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a placid island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage far. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the light into the peace and safety of a new dark age...*

*—H.P. Lovecraft, "The Call of Cthulhu"*