

A large, empty rectangular box with a decorative border, intended for a drawing. The border consists of a double-line yellow frame with a scalloped, sunburst-like pattern along the outer edge. The interior of the box is white and contains no text or markings.

[illegible]

CLUES

Description	Location	Leads to

CONTACT DETAILS

Name	Location	Notes

WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes
Skirt, blouse, jacket and hat		
Purse		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Luisa Grünfeld

Age 39

Antique dealer and occultist

It is 1937, and you own a thriving antique shop in Berlin. Your specialty is the acquisition of ancient rites and customs. As a result, you have also acquired considerable occult knowledge, which you regularly share with like-minded people. At a recent séance, you had a terrible premonition that you and your family are threatened with great disaster in Germany. While your husband stays behind to take care of the business, you and your brother Jakob Goldstein (who lives in Frankfurt) are looking for an opportunity to travel to the USA to apply for residence permits for your family members and to find apartments.

Player Name:

Sanity ¹			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit Threshold ³			3

Stability			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Investigator Name: Manfred Hermann

Drive: Duty

Occupation:² Wehrmacht officer

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty 2	* Athletics 4
Archaeology	Bargain	* Conceal
Architecture	*Bureaucracy 1	Disguise ⁽¹⁾
Art History	Cop Talk	* Driving 1
Biology	Credit Rating 5	Electrical Repair ⁽¹⁾
Cthulhu Mythos ⁴	Flattery	Explosives ⁽¹⁾
Cryptography	Interrogation	Filch
Geology	*Intimidation	* Firearms ⁵ 6
History 2	Oral History	First Aid 5
Languages ⁶ 1	* Reassurance	Fleeing ⁷ 4
English	Streetwise	Health ⁹ 7
		Hypnosis ⁸
		Mechanical Repair ⁽¹⁾ 3
	Technical Abilities	Piloting
Law		Preparedness 5
Library Use	Art	Psychoanalysis
Medicine	Astronomy	* Riding
Occult	Chemistry	Sanity ⁹ 4
Physics	Craft	Stability ⁹ 4
Theology	Evidence Collection 3	* Scuffling 6
	Forensics	Sense Trouble 8
	Locksmith	Shadowing
	* Outdoorsman 2	* Stealth 2
	Pharmacy	* Weapons 5
	Photography	

¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.

² Occupational abilities are half price. Mark them with a * before assigning points.

³ Hit Threshold is 3, 4 if your Athletics is 8 or higher

⁽¹⁾ These General abilities double up as Investigative abilities

⁴ Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.

⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)

⁶ Assign one language per point, during play. Record them here.

⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.

⁸ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

⁹ You start with 4 free Sanity points, 1 Health and 1 Stability point.

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WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes
Wehrmacht uniform w/ peaked cap		
Gun holster		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Manfred Hermann

Age 48

Wehrmacht officer

It is 1937, and you are an officer in the Wehrmacht, the German military. You have experienced a lot in your life, including fighting for your Fatherland during the Great War. However, you are increasingly dissatisfied with the political changes in Germany that have become more and more clear to you each year. You see your military ideals of chivalry and virtue threatened by the Nazis and have therefore joined an underground military movement. After an assassination attempt of a Nazi leader failed yesterday and your involvement in it threatened to be exposed, you are looking for a way to flee Germany as quickly as possible. By lucky coincidence, in Frankfurt you ran into Jakob Goldstein, a childhood friend of yours with whom you used to play on the same soccer team and who has good connections to all kinds of local business people.

TRAIL OF CTHULHU

BY KENNETH HITE

Player Name:

Sanity¹

0	1	2	3
④	5	6	7
8	9	10	11
12	13	14	15
Hit Threshold ³		3	

Stability

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
④	5	6	7
8	9	10	11
12	13	14	15

Health

-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	⑦
8	9	10	11
12	13	14	15

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⁹ Only Alienists and Parapsychologists can buy Hypnosis, and only in a Pulp game

¹⁰ You start with 4 free Sanity points, 1 Health and 1 Stability point.

Investigator Name: **Werner Müller**

Drive: Curiosity

Occupation:² Engineer

Occupational benefits:

Description:

Build Points:

SOURCES OF STABILITY:

PILLARS OF SANITY

Academic Abilities

Interpersonal Abilities

General Abilities

Accounting

Anthropology

Archaeology

Architecture

Art History

Biology

Cthulhu Mythos⁴

Cryptography

Geology

History

Languages⁶ 1

English

Assess Honesty

Bargain

Bureaucracy

Cop Talk

Credit Rating 3

Flattery

Interrogation

Intimidation

Oral History

Reassurance 1

Streetwise

Athletics 2

Conceal

Disguise¹⁰

*Driving 2

*Electrical Repair¹⁰ 8

*Explosives¹⁰ 3

Filch

Firearms⁵ 2

First Aid 2

Fleeing⁷ 4

Health⁹ 7

Hypnosis⁸

*Mechanical Repair¹⁰ 6

Piloting

Preparedness 4

Psychoanalysis

Riding

Sanity⁹ 4

Stability⁹ 4

Scuffling 5

Sense Trouble 7

Shadowing

Stealth 2

Weapons 4

Technical Abilities

Law

*Library Use 3

Medicine

Occult

Physics

Theology

Art

Astronomy

Chemistry

Craft

*Evidence Collection 3

Forensics

*Locksmith 2

Outdoorsman 2

Pharmacy

Photography 2

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WEAPONS AND EXPLOSIVES

Description	Damage	Point Blank	Close	Near	Long	Notes

EQUIPMENT

Description	Cost	Notes
Suit with shirt, jacket and tie		
Tool case		

MYTHOS TOMES, SPELLS and ARTEFACTS

Name	Effects	Notes

MADNESS AND SHOCK

SPECIAL BENEFITS AND DEDICATED POOLS

Werner Müller

Age 46
Engineer

It is 1937, and you are an engineer and an expert in aircraft engines. You were recently assigned to Peenemünde on a secret project. As a staunch pacifist, you had only worked for civil aviation up to now. However, you quickly realized that your current work - the development of a liquid-fueled rocket - is a project that is intended for military use. You take the opportunity of a staff meeting in Berlin and, with documents relating to the rocket in your tool case, you go on the run from Germany. So it is perfect for you that your former fellow student Jakob Goldstein still lives in Frankfurt, and he would be happy to help you.