

NAMELESS HORRORS

SIX SCENARIOS AGAINST THE UNKNOWN

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This supplement is best used with the *Call of Cthulhu* roleplaying game and, optionally, with the *Pulp Cthulhu sourcebook*, available separately.

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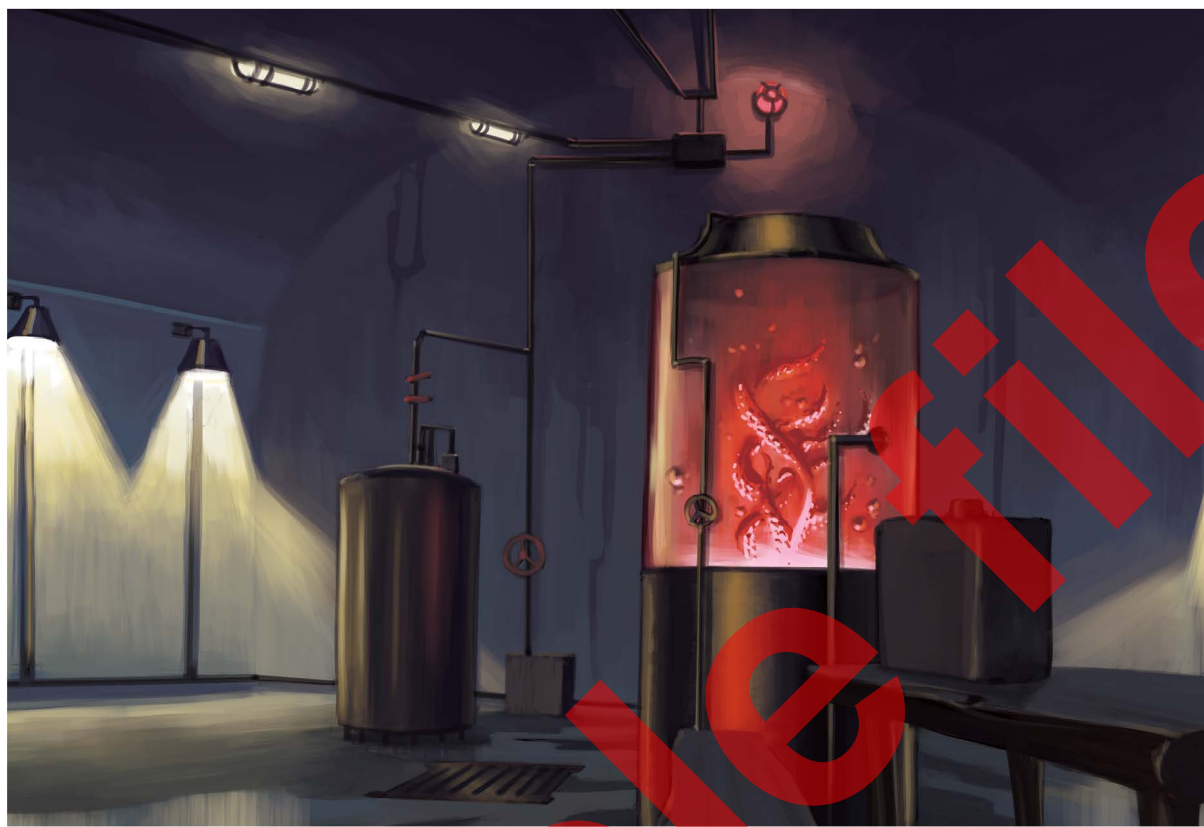
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PLAYER HANDOUTS AND MAPS

Maps, both Keeper and player versions, and player handouts for the scenarios in this book can be downloaded for free from Chaosium.com



MATURE CONTENT WARNING

The material in this supplement deals with mature themes—violence, gore, murder, abuse, drug abuse, assault, moral corruption, and sexual activity. In addition, **The Moonchild** scenario alludes to (off stage) abuse of a child (although that child is actually a Mythos entity), and the pre-generated investigators' backstories include one with accusations of sexual misconduct, one with self harm and drug abuse, while another has been diagnosed with cancer.

Keepers are advised to adjust their presentation of this subject matter—and the specifics thereof—in accordance with their own and their group's comfort levels. While some groups may want to explore certain themes and realize their game world as a full-on visceral and gritty diorama, others may desire a subtler approach and seek not to address certain matters. Adjusting or eliminating details to suit your group's tastes, and fading out from difficult material as needed, are all tools that can be used.

Ensure your group has the opportunity to discuss how they wish the game world to be presented and what level of detail they will enjoy. Remember, the game is designed to be a shared experience and everyone in the group should feel they can contribute to it in a safe and enjoyable manner. Taking time to discuss how, and if, such darker material should feature in your games is time well spent and ensures that no one is uncomfortable or distressed by the events and depictions that occur. This is, after all, a game—adjust the material so that everyone can have fun.

INTRODUCTION

The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown.

—H. P. Lovecraft, *Supernatural Horror in Literature*

It's a situation that every Keeper has encountered at least once. You're describing the abandoned mine shaft, the way the shadows flicker across the rock in the lamplight, the sound of dripping water echoing all around, and the disquieting smell of rot permeating the air. The investigators are tiptoeing through this sinister environment, frightened but determined. Suddenly there is a snarl from behind them. As the investigators spin around, you describe the lantern beam picking out a misshapen figure squatting behind a boulder. The figure hisses through an oddly canine snout...

"Oh, it's a ghoul," says one of the players, "does anyone have a melee weapon? Firearms aren't so good against them."

It doesn't take much to break the spell of unease, and familiarity will break it most effectively. The majority of Keepers have ways of mitigating this, including never mentioning creatures by name, using vague descriptions and creating variations of the monsters presented in the books. The problem is that many players have either read the rulebook cover-to-cover or played enough scenarios that they can identify common Mythos threats from the slightest of hints, no matter how obfuscated they may be.

Nameless Horrors aims to create games that will frighten the most experienced of Call of Cthulhu players, giving them reason to fear the unknown.

First and foremost, you won't find any ghouls, gugs, ghastrs, or other named Mythos entities here. As the title of the book suggests, the horrors found within have no names, but they are still very much of the Mythos. Your

players will not have encountered their like before, and no one will be on safe, comfortable ground.

There are no easy answers on offer. Each scenario presents the investigators with a problem and largely leaves the nature of the solution up to them. There is no expectation of a climactic fight, and some of the scenarios may end up with no combat at all. The Mythos presents far worse horrors than mere death.

The scenarios are all self-contained, with a selection of pre-generated investigators who are tied to the horrible situation. The stakes in each are personal. Moreover, because the scenarios are not part of an on-going campaign, there is no expectation that the investigators will survive. None of the scenarios are fatalistic enough to demand a total party kill, but such a thing is not unlikely either.

While each of the scenarios is a one-shot, some may take longer than a single session to complete. Again, depending on the actions of the investigators, some may provide several hours of play, while others will be wrapped up in a single evening.

Where appropriate, advice is provided for those Keepers wishing to use a scenario within their on-going campaign.

We hope that your players find the horrors presented unpredictable, dark, and discomfoting. Sometimes it's good to be reminded that the darkness holds terrors beyond our understanding.

New Edition

This updated edition corrects a handful of errors while also refreshing the art, maps, and handouts—now all presented in full color and hardback book format. All of the six sets of pre-generated investigators included in this book are available to download in writeable PDF format from Chaosium.com.