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# Table of Contents

<b>1</b>	<b>INTRODUCTION</b>	<b>3</b>
1.1	Data Handling	3
1.2	Campaign Flow And Lethality	3
1.3	Trail Of Cthulhu Purist Rules	3
<b>2</b>	<b>CAMPAIGN BACKGROUND</b>	<b>3</b>
2.1	The Armitage Inquiry Campaign Frame	3
2.2	Role Of The PC	4
2.3	MU Personnel	4
<b>3</b>	<b>CHARACTER CREATION GUIDELINES</b>	<b>5</b>
3.1	Character Creation Process	5
3.2	Buying Abilities	5
<b>4</b>	<b>APPENDIX #1 – ABBREVIATIONS / GLOSSARY</b>	<b>6</b>
<b>5</b>	<b>APPENDIX #2 – REVISION HISTORY</b>	<b>6</b>

# 1 Introduction

"The Cthulhu RPG revels in the destruction of characters who make terrible choices."  
- Quote From Kenneth Hite On *The Walking Eye Podcast*

A strange and mysterious set of documents have begun appearing around Miskatonic University (MU). As a member of the Armitage Inquiry Team (AIT) it is up to you to uncover the truth about these mysterious papers and the horrific fate that they portend.

The campaign will be based almost entirely on *The Armitage Files* by Robin Laws that was published by Pelgrane Press. I will likely grab ideas from other *Call Of Cthulhu (CoC)* and *Trial Of Cthulhu (ToC)* RPG products but this will be the primary source. Please do NOT buy a copy of the product as it will surely spoil your enjoyment of the campaign.

*Trail Of Cthulhu (ToC)* will be the rule system that will be used to run the campaign. I recommend picking up a copy of the *Trail Of Cthulhu Players Guide* if you want to read more about the system. Character creation guidelines will be provided later in this document.

The name of the campaign will be *Trail Of Cthulhu: The Armitage Files*. It will be abbreviated TAF.

## 1.1 Data Handling

For the most part we will use our regular sources to manage this campaign.

- **Campaign Files And Session Reports** – My blog, Kingbeast's Lair, will be used to control all of the electronic content. This includes all of the campaign material in downloadable electronic format (PDF). Session logs will be done as blog posts. A new category will be created for the campaign.
- **Player Handouts** – The player handouts for *The Armitage Files* are copyrighted but I want to make them available for the players. Thus I will be emailing these out to the players. If you have access to a color printer please print out a set and bring them to the session. I do not have access to a color printer.
- **Session Logistics** – We will use our Checkered Demon Yahoo Group to handle all of the session logistics. I will strive to keep the Yahoo Group Calendar updated so refer to that if you forgot when we will be playing next.

## 1.2 Campaign Flow And Lethality

TAF will be comprised of a set of episodic missions that each add some level of clarity to a longer campaign story arc. I would estimate that that there are roughly 10 to 15 sessions of material.

As Ken Hite alludes to above Cthulhu based RPG are by their very nature dangerous. I would be surprised if there is not at least one PC killed or driven horribly insane. In fact you should embrace these results when playing Cthulhu based RPGs.

## 1.3 Trail Of Cthulhu Purist Rules

The campaign will be using the *ToC* Purist rules. At this time there are no rule changes planned.

# 2 Campaign Background

## 2.1 The Armitage Inquiry Campaign Frame

The Armitage Inquiry campaign frame as defined in the *ToC* rulebook will be utilized. Here is some explanatory text from the section.

### The Armitage Inquiry

"My good fortune in securing the backing of Miskatonic University was great ... We were not too specific with the public about our objects, since the whole matter would have lent itself unpleasantly to sensational and jocose treatment by the cheaper newspapers."

Enough professors at Miskatonic University have stumbled onto the Mythos in the last several years to create a critical mass of dangerous knowledge. Under the direction of Dr Henry Armitage, they have decided to do something about it. He has formed an informal “Inquiry Group,” similar to the interdisciplinary collection of scholars who advised President Wilson at the Versailles talks in 1919.

### **Setting**

This campaign frame takes a “base and mission” structure, centered on Miskatonic University in Arkham, Massachusetts. It begins in the Fall 1935 semester (aka September 1935).

## **2.2 Role Of The PC**

The PC play members of the Armitage Inquiry Team (AIT). The AIT is comprised of people who have a connection to one of MU professors and have witnessed a mythos event. PC can be directly connected with MU or outsiders who have somehow gained attention from the staff. Some examples include MU graduate students, other MU professors, librarians, MU security, expedition guides, etc. The AIT will be collected and given a very special task at the start of the campaign.

In their back story PC MUST define how they are connected to one of the MU professors and what mythos event they have witnessed.

## **2.3 MU Personnel**

Several members of the MU staff are currently part of the AIT. Here is a brief summary of the major NPC that are involved with the AIT. Note that I MAY remove some of these NPC based on connections made by the various PC. For example, if no PC has a connection to Dr Rice I may remove him from the AIT.

### **Dr Henry Armitage (b 1855)**

Head librarian and specialist in medieval epigraphy, occultism, and linguistics. Took his D. Litt. at Cambridge, and may have Mythos contacts at that University.



Figure #1 – Dr Henry Armitage

### **Dr Ferdinand Ashley (b 1891)**

Associate professor of archaeology, specializing in Egyptology. Participated in the Western Australia Expedition. Like Morgan, young enough for field missions.

### **Dr William Dyer (b 1880)**

Professor of geology, survivor of the first Miskatonic Antarctic Expedition. Believes strongly in secrecy and preventing further expeditions.

### **Dr Tyler M Freeborn (b 1906)**

Assistant professor of anthropology, and a participant in the Western Australia Expedition. A self-proclaimed Communist and radical, he clings to his tenure track by his fingernails against a storm of inter-

departmental opposition. Devoted to field work, but his professional research sometimes takes precedence over Inquiry work.

**Dr Cyrus Llanfer (b 1871)**

Assistant director of the Orne Library, becomes head librarian in 1936. Has very little understanding of the Mythos, but is entirely loyal to Dr Armitage.

**Dr William Moore (b 1886)**

Professor of geology, specializing in paleontology. Co-head of the Starkweather-Moore Antarctic Expedition in 1932-1933. Its findings are officially minimized.

**Dr Francis Morgan (b 1891)**

Associate professor of archaeology, specializing in the American Southwest, but with experience in Egypt and Mesopotamia. Logical and scientific in orientation. Still young enough for field missions.

**Dr Nathaniel Peaslee (b 1900)**

Professor of psychology, specializing in abnormal psychology. A devotee of Jung, he is driven by revenge for the suffering of his father, Professor Emeritus Nathaniel Wingate Peaslee, who has been in a sanitarium since his return from Australia.

**Mrs. Agatha Warren Pickman (b 1849)**

The eccentric and domineering head of the Nathaniel Derby Pickman Foundation, which provides financial support for some Inquiry operations. Mrs. Pickman insists on propriety, decency, and to-the-penny accounting. She often calls Dr Armitage “young man.”

**Dr Warren Rice (b 1866)**

Professor of classical languages, specializing in Semitic and Near Eastern tongues. Pessimistic and pragmatic.

**Dr Ephraim Sprague (b 1886)**

Essex County medical examiner and private physician. Not associated with Miskatonic University, but obviously a key and useful ally.

**Dr Albert Wilmarth (b 1861)**

Professor of English, specialist in New England folklore. He becomes Chairman of the English Department in 1930. Between his departmental responsibilities and his delicate temperament (following the Vermont nightmare) he now sends graduate students and junior faculty to gather folklore first-hand.

## **3 Character Creation Guidelines**

### **3.1 Character Creation Process**

The process for creating a characters in *ToC* is pretty simple. Here is the process at a high-level.

1. Grab a character sheet and a pencil.
2. Choose an Occupation from page 9.
3. Choose your Drive from page 19.
4. Spend Investigative Build Points (see page 28) and General Ability Build Points (see page 40). A list of these is on the character sheet. See below for details on this process.
5. Define the Pillars of your Sanity from page 46 and Sources of Stability from page 48.
6. Decide on any equipment that your character might possess (see page 182).

### **3.2 Buying Abilities**

The straight *ToC* rules for Purist characters will be used for creating PC (aka Investigators). Here is a summary of the guidelines that will be in effect.

- Each Investigator will have 16 Investigative Build Points to create their character. It is important for the players to ensure that if possible the entire breadth of Investigative Abilities are covered by at least one PC.
- Each Investigator must purchase 1 point of Cthulhu Mythos knowledge to reflect the fact that they have seen something beyond the ken of mortal men. (Normally PC start with no Cthulhu Mythos knowledge.)
- Investigators get 65 General Ability Build Points to create their characters. There is a special rule regarding General Abilities. Your second highest Ability must be at least half that of your highest General Ability. For example, Steve wants his PC to have 20 points in Scuffling so he must have another General Ability of at least 10 points.
- Per the rules on page 25 Fleeing may be purchased at a reduced rate if it exceeds the Athletics score. In this case it costs 1 point for 2 points of Fleeing for the points that exceed that characters Athletics rating.
- Investigators start with 4 points of Sanity. The maximum Sanity for a character is 10 – Cthulhu Mythos (aka 9).
- Investigators start with 1 Health and 1 Stability. Health and Stability are capped at 12 points.
- Investigators start with the lower end of their Credit Rating band for free. It may be raised per the rules. Credit Rating may be turned in 1-for-1 for Investigative Build Points but this should be done carefully as Credit Rating is important in *ToC*.

#### 4 Appendix #1 – Abbreviations / Glossary

Abbrv	Expanded Term	Definition
AIT	Armitage Inquiry Team	Select group of mythos informed personnel who are working with Professor Armitage on a critical mission.
<i>CoC</i>	<i>Call Of Cthulhu</i>	The Chaosium RPG originally penned by Sandy Peterson.
MU	Miskatonic University	The major institute of learning in Arkham. MU will serve as a home base for the PC.
TAF	Trail Of Cthulhu: The Armitage Files	The name of this campaign.
<i>ToC</i>	<i>Trail Of Cthulhu</i>	Game system written by Ken Hite and published by Pelgrane Press. Will be used to conduct this campaign.

#### 5 Appendix #2 – Revision History

This section contains a revision history for this document.

Revision	Date	Description
0.1	3/10/2012	First revision.