

Dead Man Stomp

Trail of Cthulhu Conversion notes

This introductory scenario is found in the Call of Cthulhu core rulebook, reappearing in different editions. This conversion uses the version found in the 5th edition rulebook.

The story takes place in a large American city of the 1920s, such as New York or Chicago. Jazz music is the theme and soundtrack of this scenario.

Special Considerations

Race is important in this adventure. Choice of race brings no penalty, but an investigator's race can determine the accessibility of information.

The Blue Heaven Ballroom

All characters can get in, players of blacks not in a band or hobo characters should give an explanation to why they are allowed to get in.

Starting The Action

- **1-point Assess Honesty:** Manusco is nervous.

An Incidental Incivility

- **1-point Art:** Turner's trumpet has four valves, not the usual three.

To notice Joey Larson sneaking up on Manusco demands a **Sense Trouble Test** against **Difficulty 6**. Note that even though a character notices Larson, nothing can prevent the murder from happening, as it is vital for the scenario.

The Guest Arrives

- **Evidence Collection (Core):** Spots dropped business card (from either Wester or Turner).
- **1-point Evidence Collection:** Gets a glimt of Larsons face - and vice versa.
- **1-point Athletics:** Fast runners pursuing Larson catch a glipse of the Packard's license plate.

Getting showered in brain and bone (i.e. sitting opposite Manusco) demands a **2-point Stability Test**. Only witnessing the drama calls for a **1-point Stability Test**.

Pursuing the Packard calls for an **Athletics Test** against **Difficulty 3** to avoid being hit by the bullets from the mobsters tommy gun. Individual failures from pursuing characters causes +1 in damage.

A Dead Man Stomps

To witness Manusco's resurrection calls for a **3-point Stability Test**.

Investigations That Night

- **Reassurance (Core):** Mitch Wester will be at Freddie Fayette's funeral tomorrow.
- **1-point Interrogation (red herring):** The drummer keeps a chicken foot inside his drum.

Summarizing The Evening

- **1-Art:** The resurrection occured while a new tune was played, "Dead-Man Stomp," played by Leroy Turner.

The Morning Papers

- **Cop Talk (Core):** The dead man is identified as Peter Manusco, self-employed accountant.

The Emanicipator & Union Leader

- **Library Use (Inconspicuous, Core):** Morgan & Dupuy Funeral Home advertisement, including the funeral announcement.
- **Evidence Collection (Retrospective, Core):** The character remembers finding the Morgan & Dupuy business card.
- **1-point Library Use:** Mr. Fayette died by an accidental gunshot wound two days before. He leaves a widow.

Pete Manusco

- **1-point Evidence Collection:** Turns up clues from Manusco's office.

A Rumor From The Police

- **1-point Cop Talk:** Manusco's headwound were immediately fatal.

The Fayette Funeral

- **0-point Outdoorsman:** Feeling of being watched.
- **1-point Outdoorsman:** Notices Turner, but doesn't stop the feeling of being watched.

Another Dead Man Stomps

Witnessing the coffin lid being smashed open by the late Fayette calls for a **3-point Stability Test**.

Holding Fayette in place calls for an **Athletics Test** against **Difficulty 4**.

The Watcher

- **1-point Outdoorsman:** Notices Manusco's murderer watching the episode.

Leroy Turner

- **Flattery (Core):** Gets a chat with Leroy Turner and knowledge of his horn.
- **Craft (Core):** Leroy's trumpet has strange symbols on the inside of the bell.
- **1-point Assess Honesty:** Leroy's story of the meeting with Mr. Armstrong has more to it.

Investigating Leroy Turner

- **Bargain (Core):** His deceased lover was Marnie Smeaton. She is buried in the local cemetery.
- **1-point Bargain:** Turner is irresponsible and not good at doing as agreed. His heart is broken.

Mr. Louis Armstrong

- **0-point Credit Rating:** Mr. Armstrong has heard of Leroy, but never heard him play and didn't give him a trumpet.

A Kidnapping

This is a Floating Core scene, happening between The Fayette Funeral and A Surprise For Joey!

To follow the car unnoticed demands a **Driving Test** against **Difficulty 5** (Larson is quite paranoid). Failure results in a **Chase**. If the players lose the Chase, the whereabouts of the parked Packard is handed to them as a **Streetwise Core clue**.

A Surprise For Joey

To witness the slaughter of Larson calls for a **2-point Stability Test**.

What Then?

- **Assess Honesty (Core):** It is very likely that Turner - in his insane state - will visit his deceased girlfriend to bring her back to life.

Leroy's Blues

- **1-Cthulhu Mythos:** Nyarlathotep howls with laughter, as the tunes reach to the center of the cosmos. This revelation costs **3 Stability** and **1 Sanity**.

Witnessing the highly supernatural effects of undead Turners tune calls for a **5-point Stability Mythos Shock Test**.

Conclusion

If Turner is stopped before he plays the final tune, award the investigators **1 Sanity point**.

Statistics

Leroy Turner, alcoholic sideman

Health 8, Scuffling 6

Hit Threshold: 3

Weapon: Fists (-2)

Joey Larson, gunsel

Health 5, Firearms 5, Weapons 6

Hit Threshold: 3

Weapons: .45 Long-Barreled Revolver (+1), Tommy Gun (+1) or Switchblade Knife (-1)

Pete Manusco, zombie accountant

Health 7, Scuffling 6

Hit Threshold: 3 (slow)

Alertness Modifier: -1

Stealth Modifiers: +0

Weapon: Fists (-2) or Bite (-1)

Armour: None but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.

Stability Loss: +0 unless the zombie was known to the whitens when alive.

Roger Daniels, G-man

Athletics 4, Driving 5, Firearms 5, Health 7, Preparedness 6, Scuffling 6

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifiers: +1

Weapon: .38 Revolver (+1)

Freddie Fayette, zombie moving man

Health 11, Scuffling 6

Hit Threshold: 3 (slow)

Alertness Modifier: -1

Stealth Modifiers: +0

Weapon: Fists (-2) or Bite (-1)

Armour: None but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.

Stability Loss: +0 unless the zombie was known to the whitens when alive.

Archie "The Boss" Bonato, mobster boss

Athletics 4, Firearms 5, Health 8, Preparedness 6, Scuffling 6

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifiers: +0

Weapons: .45 Snub-Nose Revolver (+1)

"Little" Jimmy Foster, get-away man

Athletics 4, Firearms 7, Health 9, Preparedness 6, Scuffling 6, Weapons 5

Hit Threshold: 3

Alertness Modifier: +1

Stealth Modifiers: -1

Weapons: Tommy Gun (+1), Brass Knuckles (-1) or Baseball Bat (+1)

Joey Larson, zombie creep

Health 7, Scuffling 6

Hit Threshold: 3 (slow)

Alertness Modifier: -1

Stealth Modifiers: +0

Weapon: Fists (-2) or Bite (-1)

Armour: None but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.

Stability Loss: +0 unless the zombie was known to the whitens when alive.

Leroy Turner, zombie trumpeter

Health 10, Scuffling 6

Hit Threshold: 3 (slow)

Alertness Modifier: -1

Stealth Modifiers: +0

Weapon: Fists (-2) or Bite (-1)

Armour: None but all weapons do half damage; firearms do only 1 point of damage even if point-blank; shotguns do 2 points of damage.

Stability Loss: +0 unless the zombie was known to the whitens when alive.

Typical Policeman

Athletics 4, Firearms 4, Health 7, Preparedness 5, Scuffling 6, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifiers: +1

Weapons: .38 Revolver (+1) or Billy Club (-1)

Typical Mobster

Athletics 4, Firearms 3, Health 7, Preparedness 5, Scuffling 6, Weapons 4

Hit Threshold: 3

Alertness Modifier: +0

Stealth Modifiers: +1

Weapons: .38 Revolver (+1) or Club (-1)

Typical Zombie

Use statistics from page 159.