

# The Haunting

## Trail of Cthulhu Conversion notes

### Keeper Information

The Haunting is one of the iconic adventures for Call of Cthulhu – it probably introduced more players to Lovecraftian horror than any other published scenario. The most current version of the adventure is published in Call of Cthulhu corebook (5<sup>th</sup> and 6<sup>th</sup>), although it appeared in many previous editions of the game. It is also available as free download from Chaosium’s website (as a part of Call of Cthulhu quickstart rules). Page numbers are given for Call of Cthulhu 5.6 rulebook.

The adventure itself is inspired by HPL’s story “The Shunned House” (which is turn was inspired by legends surrounding a real house in Providence).

The primary spine of the adventure consists of researching Corbitt’s last will, which will lead Investigators to his burial place.

- The Boston Globe has general history of tragic happenings surrounding Corbitt’s house.
- Research at the main library locates an obituary that mentions Corbitt’s will. A points spend here will open a shortcut, locating an article that discusses peculiarities of Corbitt’s will.
- Researching the will, Investigators learn the name of the executor and about Chapel of Contemplation.
- Further research leads them to a story about the raid on Chapel of Contemplation.
- Visiting location of the Chapel, Investigators fall into a basement, where they locate cult papers, among them a Mythos tome and Corbitt’s will, revealing his burial location.
- Going to the house, they confront Corbitt, who first tries to throw them off the track, than kill them.
- Another shortcut is possible with a point spend in the basement of the house, leading to discovery of a secret room.

### Preliminary Investigation

#### The Macario Family

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- Vittorio is still quite mad and not exactly communicable. However, **Psychoanalysis test against Difficulty 6** can get him to babble about dreaming about a man with burning eyes.

- His wife Gabriela is more approachable, but getting her to speak still requires **Reassurance**.
- **Reassurance** will also work with their children, should the Investigators choose to visit them.

### Newspaper Accounts

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- Getting into the Boston Globe newspaper morgue requires use of Interpersonal ability, such as **Reassurance** (to convince the staff) **Bureaucracy** (to procure a letter of recommendation) **Credit Rating** or **Flattery** (a call from “above”).
- **Library Use** is needed to locate the clippings concerning the French immigrant family.
- **Credit Rating** or **Flattery** will get the librarian to suggest other places where information about Corbitt house can be found.

### The Main Library

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- **Library Use** is needed to locate the first two pieces of information. The 1886 obituary mentions the will, but does not mention the lawsuit concerning the burial place.
- Locating the article that describes the lawsuit in detail (and mentioning that the subject of the dispute was Corbitt’s wish to be buried in his basement) requires **2-point Library Use spend**.

### Hall of Records

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- **Library Use** is needed to locate information about Corbitt’s will and about Chapel of Contemplation.
- **Law** will suggest that serious cases are handled by higher courts. If **Flattered**, the clerk will provide the same information.

### Higher Courts, Central Police Station

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- **Law, Credit Rating or Cop Talk** is required to learn about the raid.
- **Forensics 1-point Spend** indicates that there’s something wrong with autopsy reports.

### The Neighbourhood

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- **Oral History** will help finding the location of Chapel of Contemplation.

## Chapel of Contemplation

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- Walking past the sign causes **1-point Stability** test.
- **Athletics test against Difficulty 4** is required to avoid falling into the basement for 1d6 Damage.
- **Evidence collection** locates skeletons, while Forensics allows surmise cause of death (smoke suffocation).
- **Library Use** or **Accounting** is required to locate Corbitt's will.
- **Liber Ivonis** is described on page 106 of *Trail of Cthulhu*. Extent of damages to the book is left to individual Keeper.

## The Old Corbitt Place

### House and Grounds

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- Investigators with **Occult** or **Cthulhu Mythos** get uneasy just looking at the house.

### Ground Floor Interior

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#### Room 1

- Corbitt's dairies provide +1 point in Cthulhu Mythos and 1 dedicated point in Occult.
- How to **Summon/Bind Dimensional Shambler** is described on page 118 of *Trail of Cthulhu*.

### Upper Floor

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#### Room 3

- Some of the effects created by Corbitt can cause 1 or 2-point Stability test. **Maximum Stability loss** for this scene is 3.
- Dodging the bed required winning **Athletics roll vs. Corbitt's Magic roll**. If failed, the slam does 1d6 Damage.
- Falling out of the window causes 2d6 Damage.

### Basement

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#### Room 1

- To avoid falling down the stair, Investigators must make **Athletics test against Difficulty 2**. Falling down the stair causes 1d6 Damage.
- **Spending 2 points of Architecture** will show that the room is smaller than foundation of the

house, and there should be other room behind the wall.

- Corbitt can attack Investigators using his Magic ability instead of Weapons to wield the ritual knife. The knife does d6-1 Damage. Being attacked in such manner causes **3-point Stability test**.
- Grabbing the knife is an **Extended contest between Investigator's Scuffling or Athletics and Corbitt's Magic**. If Corbitt wins the contest, he does d6-1 Damage to losing Investigator.

## W. Corbitt, Esq.

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**Abilities:** Health 9, Magic 10, Weapons 5.

**Hit Threshold:** 4

**Alertness Modifier:** +5 (knows everything that's going on in the house)

**Weapon:** d6-1 (Claws)

**Stability Loss:** 0

- Note that Corbitt uses Magic instead of Stability.
- Being hit by Corbitt's claws can cause serious disease. In 24 hours after being infected the victim becomes Hurt, and remains in this state for a **20 minus Health rating** days. At the end of this period, he or she must make a **Health test against Difficulty 6**. Failing the test means that Investigator loses 1 rating of Health and the cycle repeats. Succeeding the test means that Investigator fought off the disease.

## Corbitt's Spells:

### Dominate

(originally appears in Rough Magicks, partially reproduced with permission)

This spell bends the will of the target to that of the caster. Corbitt's variant of the spell affects anyone within the house, but only one target can be affected at a time.

The spell forces the target to obey explicit commands, except the obviously suicidal ones.

**Stability Test Difficulty:** 4

**Cost:** 2 Stability or Magic

**Time:** 1 round; control lasts 3 minutes. Re-casting the spell is instantaneous, if it succeeds.

## Flesh Ward

This spell allows caster to use Magic or Stability to absorb damage. After casting this spell, the caster sets aside a certain amount of Magic and/or Stability points (those points are considered spent for all purposes but absorbing damage), and whenever he or she takes damage, the damage is first subtracted from those points. Only one instance of this spell can be active at a time – casting this spell again means that all protection points from previous casting are lost.

**Stability Test Difficulty:** 4

**Cost:** 1 Stability or Magic

**Time:** 5 rounds; protection lasts 24 hours, or until all protection points are used up.

## Summon/Bind Dimensional Shambler

(see page 118 of Trail of Cthulhu).