

## The Book-hounds

The Great Depression of 1929 brought wide spread unemployment and increased the price of books in London, especially the rare ones. You have taken advantage of this situation by searching for those books that bring a high price and selling them to collectors and “strange” people (is not your concern...). Your usual methods include frequenting auctions and estate sales, but “special” books often require theft, treating with smugglers, cheating and robbing graves... but, hey, mate! It’s a tough world and you need to survive... Your group isn’t made of nice people, but others are worst...

---

What’s your **name**? (*Smith, Jones, Williams, Taylor, Brown, Davies, Evans, Wilson, etc.*)

---

What’s your **drive**? (*knowledge, greed, bibliophilia, no other choice, etc.*)

---

Which was your **occupation** before this? (*antiquarian, writer, Anglican clergy, black sheep of aristocracy, psychiatrist, professor, artist, burglar, tramp, policeman, lawyer, etc.*)

Choose your **role** in your group of book-hounds:

☐ The **Librarian** knows about literature. (advantage on: *anthropology, author’s traits identification, art history, collections, cryptography, history, languages studies, librarianship, libraries, literature, occultism, quick reading, religion, theology, writing, etc.*)

☐ The **Binder** knows about book-craft. (advantage on: *antiquarianism, appraisal, boobytraps, bookbinding, book retouching and restoration, bookbinding traits identification, document forgery, engraving, fingertip finding, forgery identification, handwriting, ink and papermaking, leatherworking, locksmith, photography, printing, typewriters, etc.*)

☐ The **Agent** knows about people. (advantage on: *accounting, appraisal, auctions, black market, bookbinders, book sales, bribes, collections, contracts, etiquette, galleries, loans, lying, printers, publishers, rumours, social events, the law, writers, etc.*)

☐ The **Thief** knows about crime. (advantage on: *black market, boobytraps, brawling, bribes, driving, first-aid, guns, interrogation, lock-picking, London geography, lying, shadowing, shortcuts, stealing, stealth, the police, the streets, running, urban survival, etc.*)

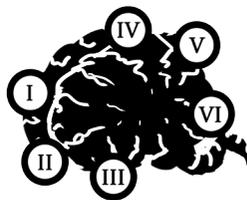
☐ Also, I’m The **Boss**. (you are in charge and you have the last word on debates and you own the **bookshop**)

# BOOK-HOUNDS

## DARK

(player’s section)

### Sanity and Madness



*Madness* starts in **1** (the minimum); if ever reaches **6**, you become *permanently insane*. You may choose if you *stay put* or *become violent*. The madness resets to **1** after a successful case investigation or done job (commonly after 12 hours of sessions).

#### When something threatens your sanity or you cast magic...

- Roll 1 *madness* die (other color).
- If this kind of situation, already happened, add 1 die.

Keep the lowest die.

- If it’s higher than your current *madness*, increase your *madness* in **1**. Describe that moment of insanity.
- If it’s not, you hold composure with no terrible consequences.

#### When you investigate or avoid danger...

- If is within human capabilities, roll 1 die.
- If you have a role advantage, add 1 die.
- If you are very well prepared, add 1 die.
- If you receive substantial help, add 1 die.
- If you fight *Mythos creatures*, you instantly die.

Keep the highest die.

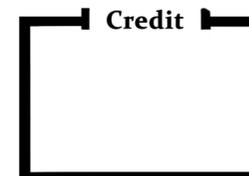
- If it’s **1, 2** or **3**, you barely do it.
- If it’s **4** or **5**, you do well completing the task.
- If it’s **6**, you complete the task exceptionally well.

#### When you compete against another book-hound of your group...

Both roll, the highest succeeds.

## The Bookshop

Your group starts with a *1-credit rank* secret **bookshop** that acts as a hideout (abandoned church, pub, old house). On each investigation, your group starts with *1-credit* per *credit rank* of your **bookshop**. The *credit rank* that can go from **1** (a gutter) to **5** (a renowned house).



Credit

Your group may spend 1 *credit* from your **bookshop** and describe how you do it to:

- Acquire a *common* book.
- Acquire a *special piece* of equipment.
- Gain a *favor* or *clue* from a contact.
- Make a new *contact*.

After completing an investigation (and getting paid) the *credit rank* of your **bookshop** goes up by **1** (unless the place is destroyed).

If a player is unable to attend the session, you may leave their character in charge of the **bookshop** (and right next to the telephone...).

## The Street Magic

In any moment, you may cast an old spell to provide an additional die to a roll. The magic must be eerie and strange (bite your arms to push harder, break a rat’s neck to read its bloodstains, burn an owl’s feather to follow the smoke, throw grave dust over a car to cause an accident, mark a lock with bone chalk to make it unopenable, etc.). As *Street Magic* only works in certain conditions, you cannot use the same spell twice on the same investigation.

## Contacts and Clues

- 
- 
- 
- 
- 

Book-Hounds DARK (v.1.1) is an adaptation of *Book-hounds of London* module (Kenneth Hite) to the *Cthulhu Dark* system (Graham Walmsley) made by Benjamin Anibal Reyna, editing by Thom Shartle. heavily inspired in *The Ninth Gate* (Roman Polanski). Please don’t sue me. October 2016.

**More games:** mundosinfinitos.webs.com/english-section  
**Trail of Cthulhu:** site.pelgranepress.com  
**Cthulhu Dark:** www.thievesoftime.com

# BOOK-HOUNDS

## DARK

(game master's section)

### Investigation hooks (roll 1 die)

1. Unknown buyer seeks for a specific book.
2. Auction for a book.
3. A known collector/buyer becomes insane or dies horribly. (*a cursed book? a book-hound murderer? a flesh-eating monster?*)
4. A place is assaulted by someone or something seeking for a book. (*a book is stolen? a tome is destroyed?*)
5. A new rare book is recently acquired. (*holds a prophecy? It's part of an incomplete series? It's part of a puzzle? It's a "map"?*)
6. An event, character or item evokes something that appears in a book. (scripts on a corpse, a prophecy, the looks of a buyer, etc.)

### The sought book (roll 1 die)

1. **Ancient science** (alchemy, astrology, geomancy, herbalism, numerology, encyclopedia, manual, etc.)
2. **Black magic** (demonology, satanism, witchcraft, mesmerism, necromancy, etc.)
3. **Elder lore** (anthropology, cults, divination, dreamlore, kabbalism, theosophy, ceremonies instructions, etc.)
4. **Personal records** (diary, logbook, *Aleister Crowley's* association copy, etc.)
5. **Art masterpiece** (novella, poetry book, theatre play, musical, pornography, etc.)
6. **The Mythos** ("*The King in yellow*", "*The Necronomicon*", "*The Pnakotic manuscripts*", etc.)

### Secret about the sought book (roll 1 die)

1. Contains the way to weaken, drive out or kill a Mythos creature (unveil invisible creatures, weapon craft, reveal it's true name, itself is a talisman against evil, etc.)
2. Contains infinite knowledge about the universe.
3. Contains a mind exchanging spell.
4. Contains a portal-opening spell to other world (like *Carcosa* or *The Dreamlands*).
5. It's the entrance gate for an elder god (contains an interdimensional portal to *Hastur's* homeworld *Carcosa*, contains a ritual for the summoning of *Y'Golonac*, the essence of *Quachil Utaul* is sealed inside the book, etc.)
6. Contains a powerful life and death spell (resurrection, invincibility, immortality, etc.)

Books features (roll 2 dice)	1.	2.	3.	4.	5.	6.
1.	Forgery.	Anthropodermic Bibliophegy.	Short. (minutes to read)	Cannot be destroyed.	Hunted by original owner.	Has a bookmark.
2.	Signed by the author.	Locked shut.	Terrible state. (worms)	Has <i>The Yellow Sign</i> .	Unicum. (unique copy)	Alien language.
3.	Under a false title.	Has a contagious disease.	Missing pages. (must be found)	Foreign language.	Has a family tree.	Underlined.
4.	Used on a ritual (dark energies)	Poisonous pages. (lethal)	Encrypted message.	Cursed. (haunted)	Previous owner's notes.	Invisible writing.
5.	Sintient and evil.	Poisonous pages. (hallucinogen)	Blackened portions.	Animated illustrations.	Has a key, cameo or coin.	Pasted pages.
6.	Really big.	Cursed. (hypnotical)	Terrible state. (water blurred)	Bad translation.	Cursed. (visions)	Great riches. (+1 credit)

### Possible buyers and collectors (roll 1 die)

1. Naive amateur collector.
2. Catalogue agent.
3. Experienced wise collector.
4. Cult leader.
5. Police inspector.
6. Aristocratic perv.

### Possible challenges (roll 1 die)

1. **The Crime** (rival book-hound gang, grave-robbers, etc.)
2. **The Cult** (*Brotherhood of the yellow sign*, *Cult of Cthulhu*, sorcerers, witch-cult, *Yithian* agents, etc.)
3. **The Law** (the police, the military, etc.)
4. **The Nature** (hard rain, hazy fog, wolves, etc.)
5. **The Victims** (*Einhort's* infested victims, madmen, psychiatric patients, etc.)
6. **The Mythos** (rat-things, dwellers of the depths, fire vampires, *Hastur's* minions, etc.)

### Possible contacts (roll 1 die)

1. **Legal advisor** (attorney, solicitor, etc.)
2. **Local gossip** (cleaner, clerk, clubman, lounge, gambler, prostitute, pub keeper, grave tender, political radical, etc.)
3. **Economical advisor** (broker, gambler, auctioneer, etc.)
4. **Neck saver** (inspector, medical resident, policeman, boffin, etc.)
5. **Friendly book-hound** (illustrator, scribbler, stall-keeper, etc.)
6. **Snooper** (beggar, cleaner, flusher, prostitute, servant, young boy, etc.)

### When the book-hounds roll dice for clues...

- If it's **1, 2** or **3**, they barely succeed, just enough information to advance - clues are cryptic.
- If it's **4** or **5**, information needed to advance as well as something additional.
- If it's **6**, more than one simple clue and plenty of information but never enough to jump to the final conclusion.

### When the book-hounds find a clue... (pick one hint)

- A new location of interest. (abandoned church, old castle, etc.)
- A new person of interest (a source of information, a buyer, a contact, a seller, an antagonist, a creature, etc.)
- A previously unknown trait from a character comes to light (a weakness, an advantage, a distinctive trait, etc.)
- A solution to a problem (a way to counter a ritual, a way to kill a creature, a way to trick your enemies, etc.)

Book-Hounds DARK (v.1.1) is an adaptation of *Book-hounds of London* module (Kenneth Hite) to the *Cthulhu Dark* system (Graham Walmsley) made by Benjamin Anibal Reyna, editing by Thom Shartle. heavily inspired in *The Ninth Gate* (Roman Polanski). Please don't sue me. October 2016.



**More games:** mundosinfinitos.webs.com/english-section  
**Trail of Cthulhu:** site.pelgranepress.com  
**Cthulhu Dark:** www.thievesoftime.com