Cthulhu Dark Zero is a game based on fiction. Any resemblance to actual persons and creatures, living, dead or dreaming, is purely coincidental.

CONTENTS

THE RULES 8
THE RULES IN DETAIL 10
KEEPER’S SECTION 19
Cosmic horror 20
Mysteries and cosmic horror 20
The themes and the threat 20
The hook and the final horror 21
Setting and the power 21
Lovecraft 21
WRITING A MYSTERY 22
What is the mystery about? 22
When and where is it set? 22
Finding the horror 22
Themes 23
The threat 23
What is the final horror? 23
Keeping up the fight 24
Who are the Investigators? 24
How does it start? 24
Prologue 25
Locations 25
Six tips about locations 26
People 26
Broadening the horror 26
Creeping Horrors 27
Six tips on horror 28
Building the horror 28
Travel, sleep and food 29
The horror pushes back 30
Scenes of horror 30
REWRITING THE MYSTERY

The Keeper
The Technician
Some technical issues
The Fearmonger
The Railroad
The Descent
The Monster
The Tempter
The Guide
The Host
The Storyteller

PLAYING THE MYSTERY

Getting ready to play
Hosting the game
Three ways to handle constraints
Making Investigators
Explaining the rules
Starting play
Rolling Insight
Rolling to investigate
On a 1, 2, 3 or 4
On a 5
On a 6
Rolling for other things
Rolling the Failure-Die
Cooperative and competitive rolls
Asking for rolls
Themes
How to describe horror
Five tips to describe horror
Scenes

Use the players’ ideas
Adapt your mystery
Tailor the mystery to the group
Setting the tone
Take notes
Money and equipment
Practicalities
When an Investigator dies
How a mystery runs
Finding an ending
Epilogues

THREATS OF THE MYTHOS

Colour Out of Space
Cthulhu
Joseph Curwen
Deep Ones
Elder Things
Ghouls
The Great Race of Yith
The King In Yellow
Keziah Mason
Mi-Go
Nyarlatathotep
The Rats in the Walls
Reanimation Solution
Shining Trapezohedron
Asenath Waite
Yog-Sothoth
Erich Zann
# London 1851

## The Investigators
- Names 60
- Occupations 60

## A Guide to London
- The rookeries 68
- Entertainment 69
- Markets 70
- Westminster 70
- The squares 71
- Travel and light 71
- Communications 72
- Police, fire and health 72
- Money 72
- The river 73
- Some prices 73
- The docks 74
- The Great Exhibition 74
- The thieves of London 75

## Screams of the Children

## The Hook

## The Final Horror

## The Story

## The Investigators
- Mags 81
- Rose 81
- Flo 81
- Maeve 81
- Anne 82

## Rolling for Information

## On a 5, on a 6

## Creeping Horrors

## Themes

## Prologue

## The Lodging House

## Pimlico
- Passing 85
- The Duck and Feathers 86
- 24 Gloucester Street 86

## Grosvenor Square
- The Church of St John the Baptist 88
- The Book of Life 88
- Ebba Abendroth 89
- The Richard House 89
- Epilogue 90

## Endnotes
Do you ever feel that you’re losing control, even though you present a mask of calm to the world? That one push could make you snap, turning you into a screaming, desperate maniac?

Welcome to Cthulhu Dark.

This book begins with the Cthulhu Dark rules, which you can use to start playing immediately. You’ll then find more detail about how the rules work and how to use them to best effect. There is then a guide to writing horrific mysteries, then a guide to playing them.

Following that, you’ll find a guide on how to play Cthulhu Dark in London 1851 and a mystery, Screams of the Children, to play through.

Let’s start our journey into horror.