

# Crack'd and Crook'd Manse

## Trail of Cthulhu Conversion notes

### Introduction

“Crack'd and Crook'd Manse” is a Call of Cthulhu scenario written by Mark Morrison and published by Chaosium. It appeared in Chaosium's 1990 release Mansions of Madness. The scenario puts a twist on player expectations for a classic haunted house scenario.

MP# refers to “Manse Papers” and MM# refers to page numbers in the 1990 version of Mansions of Madness.

### The Spine

Arthur Cornthwaite has gone missing and the investigators are hired to find him (or his body). The investigation consists primarily of research done within the town of Gamwell and exploring the Fitzgerald Estate – Cornthwaite's residence – just outside of town. The Keeper should play up the creepy, creaky, old house aspects of the adventure for maximum impact.

### Core Clues

- Cornthwaite's ledger and accounting books
- Gamwell Gazette clippings
- Cornthwaite's use of the Town Library
- The nature of the threat in the Fitzgerald Manse
- Hidden note (MP5, MM67)
- Mirror message
- The thing's weakness (discoveries throughout the mansion)

### NPCs

#### The Creature, Main Body

Athletics 3, Scuffling 25 – engulf and suffocate, Health 45

**Hit Threshold:** 4

**Alertness Modifier:** +3

**Stealth Modifier:** +2 (in walls)

**Weapon:** Pseudopod (see below)

**Armour:** none

**Stability Loss:** +1

**Damage dealt to creature by salt:** -2 (pinch), -1 (shaker), +0 (handful), +1 (shotgun), +2 (shovel), +5 (bucket), lethal (truckload)

#### The Creature, Pseudopod

Athletics 8, Scuffling 18, Health 14 - damage to pseudopod also damages main body

**Hit Threshold:** 4

**Alertness Modifier:** +1

**Stealth Modifier:** none

**Weapon:** none

**Armour:** none

**Stability Loss:** +0

#### Will Whitford, County Sheriff

Sense Trouble 6, Preparedness 4, Law 3, Stealth 5, Evidence Collection 4, Scuffling 6, Firearms 5, Interrogation 1, Cop Talk 2, Credit Rating 3, Sanity 3,

**Hit Threshold:** 4

**Weapon:** .45 revolver

#### Joe Virelli, Reporter

Sense Trouble 5, Preparedness 5, Scuffling 1, Weapons 2, Bureaucracy 1, Reassurance 1, Oral History 1, Cop Talk 2, Shadowing 3, Credit Rating 2, Sanity 6, Stability 6, Health 7

**Hit Threshold:** 4

### The Town

#### The Boarding House

(MM57)

- **Reassurance, Oral History (1-point spends):** History of Fitzgerald Estate, information about Arthur Cornthwaite

#### Dodge Brothers' Office

(MM57)

- **Accounting (core):** glean information from Cornthwaite's ledger and books
- **Assess Honesty (1-point spend):** The Dodge Brothers' motives and fears
- **Bargain (2-point spend):** argue for a higher fee

#### Gamwell Gazette

(MM58)

- **Library Use (core):** find MP3 (MM58)

## Graveyard (MM58)

- **Oral History:** connect names on headstones to stories from the **Boarding House**

## Sheriff's Office (MM58)

- **Cop Talk (no spend), Reassurance (1-point spend):** get Sheriff Whitford to talk
- **Assess Honesty, Psychoanalysis (1-point spends):** evaluate his attitude towards the Fitzgerald Estate

## Town Hall (MM59)

- **Cop Talk, Law:** records about the Fitzgerald Estate's previous owners

## Town Library (MM59)

- **Mention Cornthwaite to librarian:** Cornthwaite checked out a book
- **Anthropology (1-point spend):** Information about the author
- **Library Use:** Decipher Cornthwaite's notes

## The Fitzgerald Estate

### Neighboring Estates (MM59)

- **Biology:** identify the bones
- **Oral History (Floating):** missing horse

### The Gate (MM59)

- **Locksmith** test against difficulty 4 or **Mechanical Repair** test against difficulty 6: open the lock
- **Athletics** test against difficulty 6: break the lock
- **Athletics** test against difficulty 4: climb the fence

### The Ornamental Garden (MM59)

- **Cthulhu Mythos (Red Herring):** leap to conclusions about the overgrowth of the garden
- **Athletics** test against difficulty 4: avoid obstacles

## The Sinister Shed (MM60)

- **Evidence collection:** notice missing axe
- 1-point **Stability** test if "attacked" by falling tools

## Outside the House (MM60)

- **Architecture:** structural integrity of the house

## Inside the Fitzgerald Manse

(MM60)

### Floating Clues

- **Architecture, Evidence Collection (Core):** Water damage
- **Architecture, Sense Trouble (Core):** Patterns and sources of creaks and cracks
- **Conceal, Evidence Collection (Core):** missing items from the kitchen, trails of white crystals
- **Cthulhu Mythos:** similarity of The Creature to other Mythos monsters

### Feeling Right at Home (MM60)

- Antagonist reaction depending on where investigators spend the night

### Things That Go Crack (MM60)

- **Architecture, Sense Trouble (floating):** Creaking noises

### House Calls (MM62)

- **Evidence Collection:** Lack of footprints
- 1-point **Stability** test for above discovery
- **Cop Talk, Reassurance (1-point spends):** deal with Sheriff Whitford
- **Sense Trouble** test at difficulty 4: surprise from Joe Virelli

### The Thing that Goes Creak (MM62)

- **Cthulhu Mythos:** similarity to other mythos creatures
- **Biology (Core):** similarity to slime mold or fungus

- 1-point **Stability** test: recognizing the cause of the moisture spots and water damage

## The House

(MM64)

A note for Keepers: The rooms listed below represent locations in which many of the floating clues are listed in the original version. Additional clues are listed in the rooms in which they are found.

### Downstairs

(MM66)

#### Store Room

(MM66)

- **Athletics or Sense Trouble** test against difficulty 4: avoid a fall. Fall damage -1.

#### Study

(MM66)

- **Anthropology, Archaeology, or History:** Interpret the book. (MP4, p. MM66)

#### Library

(MM66)

- **Library Use:** Missing subject matter
- **Evidence Collection, Architecture, Conceal:** find the knothole
- **Psychoanalysis:** Mental state of the note's author

#### Guest Bedroom

(MM66)

- **Architecture, Conceal:** Back wall of fireplace

#### Monkhole

(MM66)

- 1-point **Stability** test: find the remains
- 1-point **Stability** test: get trapped

#### Trophy Room

(MM67)

- **Archaeology, Anthropology:** identify origins of items

### Bathroom

(MM67)

- **Chemistry:** Writing on the mirror

### Den

(MM67)

- **Evidence Collection:** discover MP5 (MM67)

### Attic

(MM67)

- **Evidence Collection:** unusual condition of items in the trunk
- **Athletics, Conceal,** (or 1-point spend **Sense Trouble**): avoid trap door. Fall damage -1
- 1-point **Stability** test: fall into the remains

### The Climax

(MM68)

- **Athletics** or **Fleeing** contest vs. Creature: against difficulty 5 for Investigators, difficulty 4 for The Creature
- **Law, Cop Talk, Assess Honesty** test against difficulty 4: explain or lie about what happened
- 4-point **Stability** test: seeing the creature close up
- 1-point **Sanity** test: if **Cthulhu Mythos** reveals The Creature's similarity to other Mythos entities
- **Athletics** test against difficulty 4: reduce fall damage to -2. Failure: fall damage is -1

## Victory Conditions

Victory in this investigation comes in many flavors from triumphant to pyrrhic. Conditions that may count as a "win" include: surviving The Creature's attacks, finding and defeating the creature, avoiding prosecution for destruction of property, providing a plausible explanation for Corthwaite's fate.