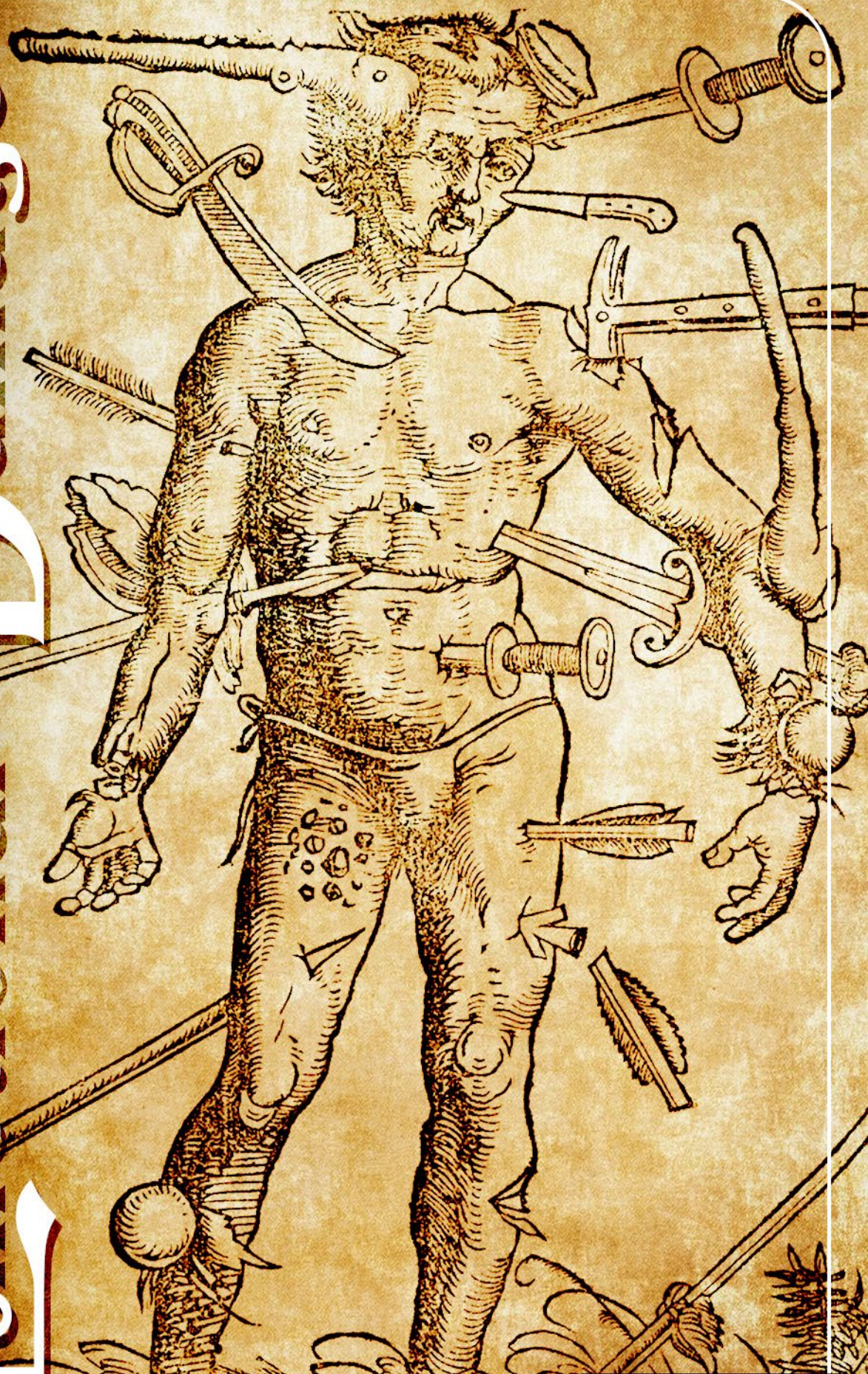


# Visceral & Emotional Damage

**Jon Hook**



CALL OF  
CTHULHU  
**M**iskatonic  
Repository **Y**



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# PREFACE

This supplement was inspired by a subject discussed in Episode 143 of the *Good Friends of Jackson Elias* podcast, [www.BlasphemousTomes.com](http://www.BlasphemousTomes.com); thank you Scott, Matt, and Paul for such an interesting, insightful, and inspiring conversation. Keepers can use this supplement to add sanity-testing gore to combat scenes and psychological tolls to investigators who injure other human beings. The ideas in this supplement assume the players and Keeper have set their *Call of Cthulhu* game in a more “realistic” and gritty world, as opposed to *Pulp Cthulhu* which by its very nature is a more “romantic” and adventurous world.

## HIT ‘EM WHERE IT HURTS!

Combat can be brutal and unpredictable, and this Hit Location Chart can help accentuate that brutality. It’s recommended that Keepers use the following list of suggestions in conjunction with this Hit Location Chart:

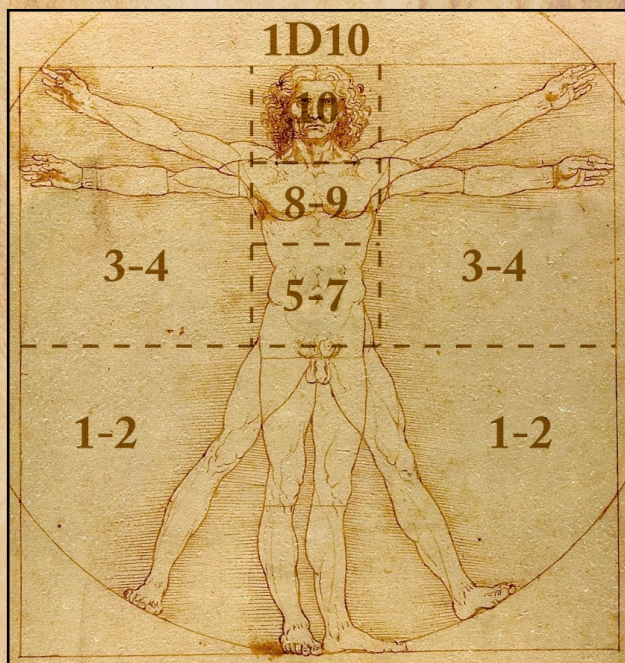
- Only randomize the victim’s hit location on ranged attacks that are outside “Point-Blank” range.
- If the attacker’s ranged attack is within point-blank range, or if the attacker is making a melee attack, then the attacker should be allowed to simply declare the hit location on the victim.
- Successful ranged attack rolls made with the “Aiming” Bonus Die also get to declare the hit location on the victim, even if the attacker is outside point-blank range.
- If the victim’s failed opposed combat roll was the “Fight Back” option, then the victim should still be allowed to intercede the attack with an arm or leg, thereby forcing the attacker to apply damage to that limb instead, even if the attacker had the benefit of choosing the hit location on the victim.
- “Automatic Fire” always results in randomized hit locations on the victim, regardless if the attacker’s successful attack roll included the “Aiming” Bonus Die. Additionally, the victim of automatic fire is not able to intercede the attack with an arm or leg. Chaos reigns when it’s raining bullets.

The Hit Location Chart is designed for use on human victims or humanoid monsters with similar physical make-up including skeletal, muscular and nervous systems, as well as an assortment of internal organs. This chart should not be applied to monsters with extra-terrene biology or a physical silhouette that is not humanoid.

Roll 1D10 and 1D6 simultaneously, and then consult the Hit Location Chart. The result of the D10 determines the area of the body that is injured. The result of the D6 determines which side of the body or which organ is injured, (if applicable), and for firearms if the bullet is still lodged in the victim.

D10: 1 – 2 Leg | 3 – 4 Arm | 5 – 7 Abdomen | 8 – 9 Chest | 10 Head

D6: Odd = Left | Even = Right | On a result of a 5 or 6 the bullet is still inside the hit location of the body.



## SHOTGUNS AND THE VISCERAL DAMAGE TABLES

Shotguns are designed to inflict damage to more than just one area of the victim’s body. To reflect this, it is suggested that the Keeper roll once on the Hit Location Chart, and once on the applicable Visceral Damage Table, but when determining the Traumatic Wound Result the Keeper should also include results from both above and below the rolled result. The table results do not “loop” from top-to-bottom, so if this results in an attempted selection of a result above or below the highest and lowest values of the table, then that extra result is ignored.

The shotgun damage is then evenly divided among the two or three Traumatic Wound Results for that Visceral Damage Table, with any extra damage points applied to the central Traumatic Wound Result. The allocated damage for each Traumatic Wound Result is then used to determine the resulting injury to the victim.



# VISCERAL DAMAGE TABLES

Keepers who want to include the horror that results from traumatic injury to the human body may choose to use the following Visceral Damage Tables. Investigators who are accustomed to the horrors of traumatic injuries, as well as insane investigators, may be immune to the suggested Sanity Loss; that is up to the Keeper to determine. Otherwise, for each hit location roll on the accompanying Visceral Damage Table to randomly determine the traumatic wound result, and any Sanity Loss that may be incurred.

## LEG

1D10	Traumatic Wound Result
1	<b>Foot Wound</b> - If more than 4 points of damage has been inflicted, then 1D4 toes have been destroyed or severed. The victim's <i>Move</i> is permanently reduced by 1.
2-4	<p><b>Shin Wound</b> - If more than 3 points of damage has been inflicted, then the shin bone has been broken or shattered. The victim walks with a limp, and his <i>Move</i> is reduced by 1 for up to one month after medical treatment has healed the wound.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the bone has been broken and is piercing through the victim's flesh. A successful <i>CON</i> roll is required to stay conscious. The victim walks with a limp, and their <i>Move</i> is reduced by 1 for up to two months after medical treatment has healed the wound.</p>
5	<p><b>Knee Wound</b> - If more than 3 points of damage has been inflicted, then the knee has shattered! The victim cannot walk until <i>First Aid</i> has been rendered, and then the victim's <i>Move</i> is temporarily halved, rounded down, until medical treatment heals the wound. After the knee has been healed, the victim's <i>Move</i> is permanently reduced by 1 and the victim walks with a limp.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the leg has been severed at the knee! <i>Sanity</i> roll, (1/1D3 loss), for the victim to see his own leg severed in such a manner. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 1 point of damage in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive, his <i>Move</i> is permanently reduced by half.</p>
6-10	<p><b>Thigh Wound</b> - If more than 4 points of damage has been inflicted, then the femoral artery has been damaged, resulting in a ragged hole of ground meat and continued blood loss of 1 point of damage per round until the victim receives <i>First Aid</i>. A successful <i>CON</i> roll is required to stay conscious for each round of blood loss. The victim's <i>Move</i> is temporarily reduced by 1 and he walks with a limp for up to one month after medical treatment has healed the wound.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the femur bone has been broken and most of the flesh has been pulverized. The victim's leg dangles at an odd angle, and any extra damage to this hit location will sever the leg. <i>Sanity</i> roll, (1/1D3 loss), for the victim to see his own mangled leg. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 1 point of damage per round in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive, his <i>Move</i> is permanently reduced by half.</p>



# ARM

1D10	Traumatic Wound Result
1	<p><b>Hand Wound</b> - If more than 4 points of damage has been inflicted, then 1D4 fingers have been destroyed or severed. The victim's <i>DEX</i> is permanently reduced by 10%. If this injury forces the victim to use their off-hand for hand-coordinated skills, then that skill is temporarily reduced by 15%, unless the victim is ambidextrous. If the victim attempts to use their injured hand for hand-coordinated skills, then that skill is temporarily reduced by 25%, until medical treatment has healed the hand. Each severed finger permanently reduces hand-coordinated skills with that hand by 5%.</p>
2-4	<p><b>Forearm Wound</b> - If more than 3 points of damage has been inflicted, then the radius and ulna bones have been broken or shattered. The victim's <i>DEX</i> is temporarily reduced by 10% until medical treatment heals the wound, and hand-coordinated skills with the injured arm are temporarily reduced by 10% for one month.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the broken bones are piercing through the victim's flesh. A successful <i>CON</i> roll is required to stay conscious. The victim's <i>DEX</i> is temporarily reduced by 10% until medical treatment heals the wound, and hand-coordinated skills with the injured arm are temporarily reduced by 10% for two months.</p>
5	<p><b>Elbow Wound</b> - If more than 3 points of damage has been inflicted, then the elbow has shattered! The victim's arm dangles uselessly at his side. The victim's <i>DEX</i> is temporarily reduced by 20% until medical treatment repairs the elbow, at which point the victim's <i>DEX</i> is permanently reduced by 10%. After the elbow has been repaired, hand-coordinated skills with the injured arm are permanently reduced by 10%.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the arm has been severed at the elbow! <i>Sanity</i> roll, (1/1D3 loss), for the victim to see his own arm severed in such a manner. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 1 point of damage per round in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive, his <i>DEX</i> is permanently reduced by 25% and all hand-coordinated skills are permanently reduced by 15%.</p>
6-10	<p><b>Bicep Wound</b> - If more than 4 points of damage has been inflicted, then the brachial artery has been damaged, resulting in a ragged hole of ground meat and continued blood loss of 1 point of damage per round until the victim receives <i>First Aid</i>. A successful <i>CON</i> roll is required to stay conscious for each round of blood loss. The victim's <i>DEX</i> is temporarily reduced by 20% until medical treatment repairs the bicep, at which point the victim's <i>DEX</i> is permanently reduced by 10%.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the humerus bone has been broken and most of the flesh has been pulverized. The victim's arm dangles at an odd angle, and any extra damage to this hit location will sever the arm. <i>Sanity</i> roll, (1/1D3 loss), for the victim to see his own mangled arm. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 1 point of damage per round in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive, his <i>DEX</i> is permanently reduced by 25%.</p>



# ABDOMEN

1D10	Traumatic Wound Result
1-4	<p><b>Bowel Wound</b> - If more than 2 points of damage has been inflicted, then the victim's belly has been perforated. The wound is incredibly painful and bleeds profusely. The victim's <i>Move</i> is temporarily reduced by 1 until he receives <i>First Aid</i>.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim's belly has been torn open and his entrails have begun to spill out. <i>Sanity</i> roll, (1/1D4 loss), for the victim to see and feel his own intestines spilling out. The victim's <i>Move</i> is reduced to 0, and a successful <i>CON</i> roll is required to stay conscious. The victim continues to lose 2 points of damage per round in blood loss until dead. The victim must receive <i>First Aid</i> with an Extreme Success in order to contain the intestines and stop the bleeding.</p>
5	<p><b>Stomach Wound</b> - If more than 2 points of damage has been inflicted, then the stomach has been perforated. The wound is incredibly painful as blood and stomach acid dribble out. A <i>CON</i> roll is required once each turn; with a failed roll the victim has a Penalty Die applied to all skill rolls for that turn. The successful application of <i>First Aid</i> stops the bleeding and cancels the need for additional <i>CON</i> rolls.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim's stomach is exposed through a ragged and steaming hole. Anything the victim has eaten within the last two hours spills out onto the floor. <i>Sanity</i> roll, (1/1D4 loss), for the victim to see and feel his stomach blown open. The wound is incredibly painful; the victim continues to lose 2 points of damage per round in blood loss until dead. The victim must receive <i>First Aid</i> with an Extreme Success in order to patch the hole and stop the bleeding.</p>
6-7	<p><b>Liver Wound</b> - If more than 3 points of damage has been inflicted, then the liver is in shock! The wound is incredibly painful and bleeds profusely. The victim's right arm and right leg are temporarily paralyzed for 1D3 combat rounds. A successful <i>First Aid</i> stops the bleeding and relieves the paralysis.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the liver has been destroyed! Blood and bile flow from a gory and ragged hole in the victim's side. <i>Sanity</i> roll, (1/1D4 loss), as the victim feels his life ebbing away. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 2 points of damage per round in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive the fight that inflicted this wound, he cannot survive without a functioning liver and will succumb to death in 2D3 days.</p>
8-9	<p><b>Spleen Wound</b> - If more than 2 points of damage has been inflicted, then the spleen has been injured. The wound bleeds profusely; the victim loses 1 point of damage per round in blood loss per round. <i>First Aid</i> stops the bleeding, but the wracking pain of the wound temporarily reduces the victim's <i>CON</i> by 20% for 2D3 weeks.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the spleen has been ruptured and gouts of blood pour from the vicious wound. <i>Sanity</i> roll, (1/1D4 loss), as the victim sees the wound and feels the warmth of life bleeding away. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 2 points of damage per round in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive the fight that inflicted this wound, he needs immediate medical treatment, or an infection of the blood kill him in 2D3 days.</p>
10	<p><b>Kidney Wound</b> - If more than 2 points of damage has been inflicted, then the kidney has been damaged. The wounds continues to bleed until the victim receives <i>First Aid</i>. The victim's <i>Move</i> is temporarily reduced by 1 and he walks with a limp for up to one month after medical treatment has healed the wound.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the kidney has been pulverized and cannot be repaired. The victim's hip bone is exposed through a large ragged hole. <i>Sanity</i> roll, (1/1D3 loss), for the victim to see his own mangled hip. A successful <i>CON</i> roll is required to stay conscious. Without immediate <i>First Aid</i>, the victim continues to lose 2 points of damage in blood loss until dead. A new <i>CON</i> roll is required for each round of blood loss. Should the victim survive, his <i>Move</i> is permanently reduced by half.</p>



# CHEST

1D10	Traumatic Wound Result
1-5	<p><b>Rib Wound</b> - If more than 2 points of damage has been inflicted, then the victim's ribs have cracked. The victim's <i>CON</i> is temporarily reduced by 10% until he receives <i>First Aid</i>.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim's ribs are broken. Breathing becomes labored as each intake of breath feels like a stroke of lightning. The victim's <i>CON</i> is temporarily reduced by 25%, and his <i>Move</i> is reduced by 1. A successful <i>First Aid</i> repairs the damage to the victim's <i>Move</i> and reduces the <i>CON</i> penalty to a temporary reduction of 10%. Successful medical treatment repairs all of the victim's rib damage.</p>
6-8	<p><b>Lung Wound</b> - If more than 2 points of damage has been inflicted, then the victim's lung has been injured. The victim's breathing becomes painful and labored. A successful <i>CON</i> roll is required before any stressful physical action; with a failed roll, a Penalty Die is applied to the stressful physical skill roll. Successful <i>First Aid</i> relieves the need to make <i>CON</i> rolls before physical actions.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim's lung is flopping out through a ragged hole in his chest! <i>Sanity</i> roll, (1/1D4 loss), for the victim to see and feel his lung struggling to inflate outside of protective housing of his ribs. The victim continues to lose 1 point of damage in blood loss. The victim must receive <i>First Aid</i> with an Extreme Success in order to patch the hole, stop the bleeding, and reinsert the lung. The victim's <i>CON</i> is permanently reduced by 25% and all physical skill rolls have a Penalty Die applied.</p>
9	<p><b>Spine Wound</b> - If more than 3 points of damage has been inflicted, then the victim's back is in twisted. The wound temporarily reduces the victim's <i>Move</i> by 1. Successful <i>First Aid</i> repairs the victim's back pain.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the victim's back has been broken! The grievous wound has paralyzed the victim from the waist down. <i>Sanity</i> roll, (1/1D3 loss), as the victim suddenly loses the use of his legs. The victim's <i>Move</i> is permanently dropped to 0.</p>
10	<p><b>Heart Wound</b> - If more than 3 points of damage has been inflicted, then the victim's heart has been shocked. The victim must make a successful <i>CON</i> roll, or be knocked unconscious for 1D6 rounds. The victim has a Penalty Die applied to all skill rolls until successful <i>First Aid</i> has been applied.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the victim's heart is exposed through a gory hole in his chest. Gouts of blood is sprayed with each heart muscle squeeze; <i>Sanity</i> roll, (1/1D4 loss). The victim continues to lose 3 points of damage in blood loss until dead. The victim must receive <i>First Aid</i> with an Extreme Success in order to patch the hole and stop the bleeding. Should the victim survive, the victim has a permanent Penalty Die applied to all physical skill rolls.</p>



# HEAD

1D10	Traumatic Wound Result
1-3	<p><b>Neck Wound</b> - If more than 2 points of damage has been inflicted, then the victim's neck has been grazed. The victim continues to lose 1 point of blood loss damage until he receives <i>First Aid</i>.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim's jugular vein has been slashed open. Blood sprays with every thump of the victim's heart. <i>Sanity</i> roll, (1/1D4 loss), as the victim feels their own lifeblood slipping through their fingers. The victim continues to lose 2 points of damage in blood loss, until the victim receives <i>First Aid</i> with at least a Hard Success.</p>
4-9	<p><b>Face Wound</b> - If more than 2 points of damage has been inflicted, the victim has taken a shot to the face! One of the victim's facial senses, (sight, smell, taste, or hearing, determined by the Keeper), has been damaged. Any skill roll that utilizes the damaged sense has a Penalty Die applied. A successful <i>First Aid</i> roll relieves the penalty. The victim's <i>APP</i> is permanently reduced by 20%.</p> <p>Or...</p> <p>If more than 5 points of damage has been inflicted, then the victim has taken catastrophic damage to his face! <i>Sanity</i> roll, (1/1D4 loss), as the victim realizes the extent of the damage inflicted. Two of the victim's facial senses, (sight, smell, taste, or hearing, determined by the Keeper), have been destroyed. All skill rolls that utilize the destroyed senses have a permanent Penalty Die applied. The victim's <i>APP</i> is permanently reduced by 35%.</p>
10	<p><b>Brain Wound</b> - If more than 3 points of damage has been inflicted, then the victim's brain is punctured. A successful <i>CON</i> roll is required, or the victim loses consciousness for 1D6 rounds. One of the victim's developed skill values, (determined by the Keeper), is permanently reduced by half because that section of the brain has been destroyed. The victim's <i>INT</i> and <i>EDU</i> are also permanently reduced by 10%.</p> <p>Or...</p> <p>If more than 6 points of damage has been inflicted, then the victim's skull has been blown open exposing grey matter! The catastrophic wound requires a <i>Sanity</i> roll, (1D3/1D6 loss). Two of the victim's developed skill values, (determined by the Keeper), are permanently reduced to 0% and must be relearned. The victim's <i>INT</i> and <i>EDU</i> are also permanently reduced by 30%.</p>

## DESCRIBING THE GORE

The Keeper is encouraged to use colorful descriptive language when describing a wound to a player, especially if that player's character is the recipient of that wound. The brief descriptions in each Traumatic Wound Result are just the tip of the iceberg. Keepers may find the following list of one-hundred adjectives helpful:

Aberrant | Abominable | Agonizing | Annihilated | Asymmetrical | Battered | Blackened | Blasted | Bleeding | Blistered | Bloody | Blue | Boiling | Broken | Bruised | Buckled | Burning | Butchered | Carnage | Chafed | Clotted | Compressed | Concussed | Cracked | Crooked | Cruel | Defiled | Deformed | Diabolic | Diseased | Discolored | Distorted | Engorged | Excruciating | Frail | Gangrenous | Green | Grievous | Gross | Heavy | Heinous | Hemorrhaging | Hideous | Impaired | Infected | Inflamed | Irritated | Itchy | Knotted | Lacerated | Lanced | Light | Limp | Liquefied | Malformed | Malignant | Miserable | Misshapen | Mutilated | Oozing | Painful | Protruding | Punctured | Purple | Raging | Raw | Repulsive | Revolting | Saturated | Scraped | Scuffed | Seeping | Severe | Slashed | Slobbering | Split | Stabbing | Steaming | Stiff | Stinging | Stinking | Superficial | Swollen | Tender | Throbbing | Tight | Tormented | Torturous | Twisted | Unendurable | Unnatural | Unsanitary | Vile | Violent | Visceral | Warped | Wasted | Weakened | Wicked | Yellowed



# A TOLL ON YOUR SOUL

*"How is't with me, when every noise appals me? What hands are here! Ha, they pluck out mine eyes. Will all great Neptune's ocean wash this blood clean from my hand? No, this my hand will rather the multitudinous seas incarnadine, making the green one red."* - Macbeth, Act II, Scene II

**Psy\*cho\*path:** (noun) a person suffering from chronic mental disorder with abnormal or violent social behavior.

**So\*ci\*o\*path:** (noun) a person with a psychopathic personality whose behavior is antisocial, often criminal, and who lacks a sense of moral responsibility or social conscience.

Despite how rampant and commonplace murder appears to have become, the act of deliberately inflicting harm on another human being is something most people find incredibly difficult, if not impossible, to commit. It is ingrained into people at an early age that harming another person is prohibited in polite society. The evolution of mankind included the development of a conscience and guilt for when a person breaks the rules of society and succeeds at harming another person.

During the course of a Call of Cthulhu mystery, it is possible that the investigators may become involved in acts of violence, and some of that violence may be directed against other human beings. Certainly, as in life, some acts of violence are actually desperate acts of self-defense. And, in such cases, the Keeper should consider foregoing applying *Sanity* damage against that investigator. But, if the Keeper adjudicates that the investigator inflicted a wanton act of violence against another human being, (or someone the investigator has no reason to believe isn't human), then the Keeper may consider using the Guilty Conscience Table below to apply *Sanity* damage to that investigator as an expression of guilt and conscience.

Damage Inflicted	Sanity Loss
Minimal	0/1 Loss - The victim will most likely survive and heal without a scar.
	Or...  1/1D2 Loss - If the victim died from this injury. With such little damage, the victim was likely near death before receiving this wound. If the deceased was less than fifteen years old, then the <i>Sanity</i> loss is doubled.
Average	0/1D2 Loss - The victim will most likely be scarred for life because of this injury.
	Or...  1/1D4 Loss - If the victim died from this injury. There is no doubt that victim's death was due to the inflicted wound. If the deceased was less than fifteen years old, then the <i>Sanity</i> loss is doubled.
Maximum	0/1D3 Loss - The victim will be scarred for life, and may have lost some essential independent life skills.
	Or...  1/1D6 Loss - If the victim died from this injury. The victim's graphic death is forever etched into the investigator's mind. If the deceased was less than fifteen years old, then the <i>Sanity</i> loss is doubled.

Investigators who intentionally commit "cold blooded" murder should lose the **1D6+1 *Sanity***. Any investigator who loses *Sanity* because they caused the death of another human being should be plagued by delusions of that victim. Essentially, the ghost of the victim will haunt the investigator. The Keeper can use the guilt-spawned ghost to provide insane insight to the investigator to further the narrative of the mystery, or maybe the ghost whispers lies to the investigator in order to lead the investigator to self-harm as a subconscious attempt at penance.

In a gritty "realistic" game of Call of Cthulhu, the Keeper should convey to the players the weight of guilt on an investigator's conscience when violence is inflicted against other human beings. If the investigator continues to execute human beings, and justifies the killings as a "means to an end," then the Keeper may want to consider labeling that investigator as a sociopath. Sociopathic investigators should lose **1D6 *Sanity*** with each anti-social act until they have lost all of their *Sanity* and graduate into becoming a Non-Player Character. Such characters can become excellent foes in future mysteries.



WE'LL TEACH YOU THINGS  
YOU CAN'T UNLEARN



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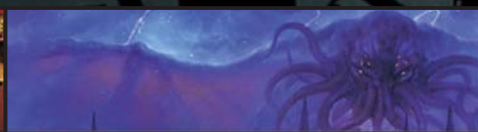
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**Episode 145:**  
*The Two-Headed Serpent*



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**Episode 85:**  
*Making Combat More Interesting*



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**Episode 140:**  
*Mythos Deities: Nyarlathotep*

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produced by

Scott Dorward, Paul Fricker and Matthew Sanderson,

all of whom have written for

## Call of Cthulhu



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**Episode 138:**  
*The Joy of Failure*



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**Episode 142:**  
*The Thing*



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**Episode 133:**  
*Masks of Nyarlathotep (Part 1)*