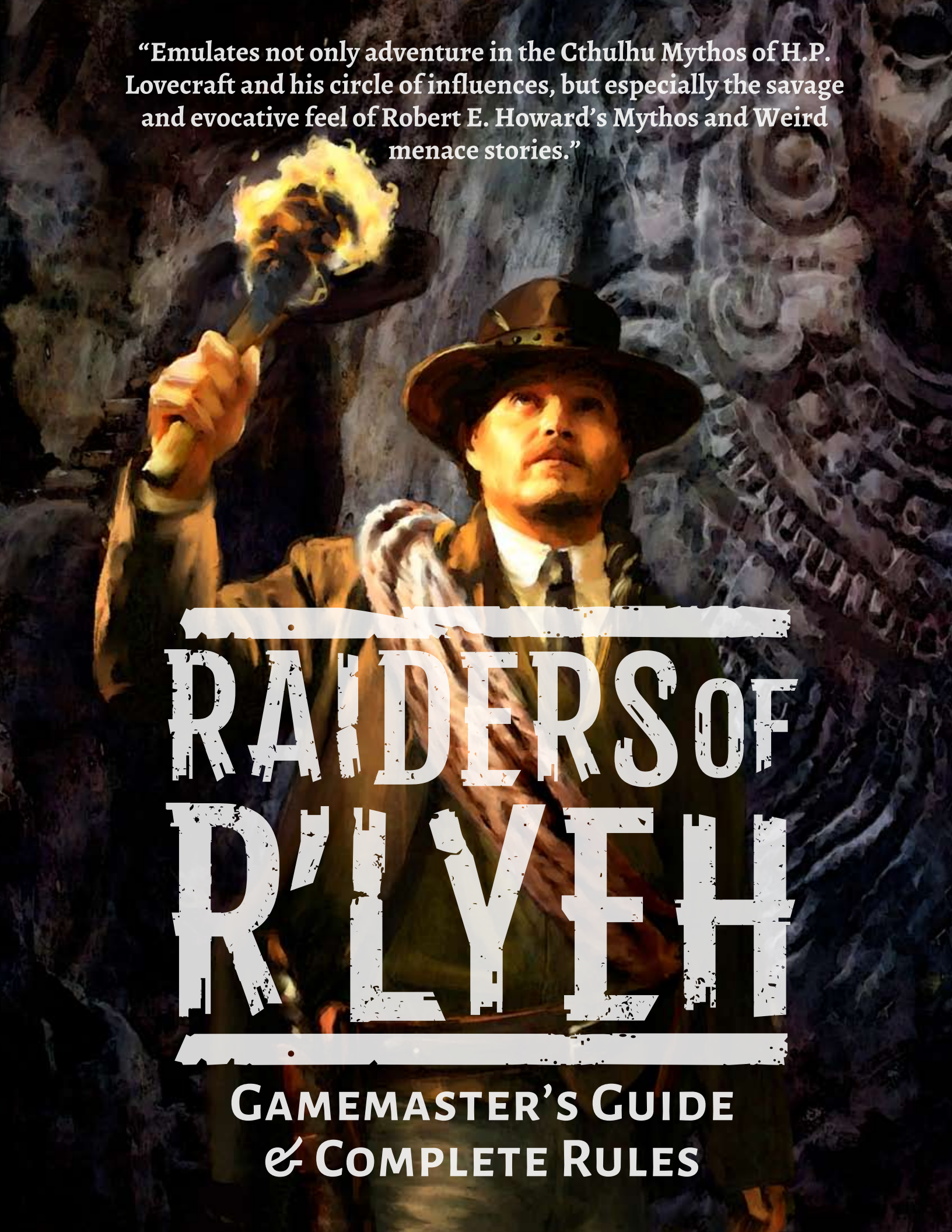
"Emulates not only adventure in the Cthulhu Mythos of H.P. Lovecraft and his circle of influences, but especially the savage and evocative feel of Robert E. Howard's Mythos and Weird menace stories."
RAIDERS OF R'LYEH
Gamemaster's Guide & Complete Rules

RAIDERS OF R'LYEH

Gamemaster's Guide & Complete Rules

Boston 1910

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This document contains the core rules of the game and the gamemaster's resources, and is produced with the financial backing of its generous Kickstarter supporters — whose investments of money, time and enduring patience have proven unbelievably charitable. Regarding copyright, specifics of the game's OGL are provided at the back of the document.

Dedicated to: Sonja, a mother whose loving support made this book possible during a very difficult period.

Raiders of R'lyeh Gamemaster's Guide & Complete Rules
Version: 1.1
Release Date: May 28, 2017

Created by: Quentin Bauer

Special Consultant: the RPGPundit
Illustration: Quentin Bauer (BW), Cliff Cramp (color)
Totem Sculptures: Cryptocurium
Special Thanks: Cliff Cramp, Kevin Ross, Chris Birch & Doug TenNapel

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Introduction

The year is 1910. It is an Imperial Age of crumbling empires, dangerous adventures, and rotting decadence. Rifles crack across the untamed Khyber pass, sorcerers stir from eldritch crypts, and dark things dream and lurk in secreted, fetid corners of the globe.

Raiders of R'lyeh is a stand-alone tabletop roleplaying game (or "RPG") in which mercenary rogues explore forbidden frontiers, unearth ancient artifacts, and outwit villainous scum. The game is crafted to emulate not only adventure in the Cthulhu mythos of H.P. Lovecraft and his circle of influences, but especially the savage and evocative feel of Robert E. Howard's mythos and weird menace stories. In a roleplaying game, each player assumes the role of a character (called a player character, or "PC," or more commonly, an adventurer) in a horror adventure setting. One of the players takes on a special role as a type of referee (the "gamemaster"). His or her job is to set up the adventures, create the environments, and assume the roles of characters in the setting that are not the heroes (those characters controlled by the gamemaster are called non-player characters, or "NPCs.") The gamemaster also arbitrates the rules in the game, using the various rules and options found in this book. Dice rolls and good role-playing determine whether certain choices and actions that characters make succeed or fail.

With the rules provided in this book, players get to play adventurers and investigators traveling the world and doing things like looking for ancient artifacts, fighting spies, discovering conspiracies, and escaping horrible secrets and monsters. Though roleplaying games share some commonalities with storytelling — such as motivated characters, dangerous antagonists, and exciting settings — they offer the advantage of living, open worlds to explore, as opposed to scripted narratives preordained by their authors. In *Raiders of R'lyeh*, the gamemaster seeds the setting with interesting plot hooks tailored to the players' adventurers — each suggesting potential timelines, enemies, artifacts, monsters and set pieces — and it is up to the players to determine which locations are worth exploring, which conspiratorial plots are worth investigating, and how they will react to events that unfold in response to their intervention or nonintervention. Unlike the author of a fiction, the gamemaster responding to the setting's unfolding events is not required to predict and account for every possible "plotline" that may occur. Instead, the gamemaster is in charge of reacting to player choices — as they forge their own paths through the evolving world — and to suspenseful rolls of the dice when their output is required.

By default *Raiders of R'lyeh* is set in the Edwardian era (also known as the Imperial Age), though it is not necessarily a foregone conclusion that its game timeline will play out exactly according to our known history. Weird fiction often employs time travel, alternate histories, and parallel timelines, and it is certainly possible for these elements to occur in the setting (especially considering that some of the monstrous forces possess spacetime-tampering abilities). If certain historical details seem atypical for the period or outright anachronistic, then perhaps adventurers are slipping out of our known history. Additionally, these core rules are designed to be as modular as possible within the scope of the genre. If players wish to use them to explore other eras or parallel worlds, then the gamemaster may adjust the Professional skills to better accommodate these alternate settings.

This document contains the core rules of the game as well as gamemaster resources. It is produced with the financial backing of its generous Kickstarter supporters — whose investments of money, time and enduring patience have proven unbelievably charitable.

Chapter One provides rules and options for the creation of player characters (also called adventurers), as well as for a wide variety of non-player characters found in the setting.

Chapter Two includes details about the simple core mechanic of the system — the "skill check" — and the various skills representing the characters and their proficiencies. Special attention is given to investigation and the generation of plot hooks through networking checks.

Chapter Three catalogs all of the setting information regarding wealth, period architecture, hirelings, automobiles, equipment and weapons (and more), as well as inventories of basic costs of the time period.

Chapter Four lists the various game mechanics, in alphabetical order for easy reference, covering everything from Acids and Aging, to Poisons, Diseases and Weather.

Chapter Five covers the rules and options for the effects of horror and shock on an adventurer.

Chapter Six includes all of the guidelines needed for combat, and is divided between quickplay and (optional) tactical rules. Additionally, the chapter discusses the design of unique Fighting Methods.

Chapter Seven provides the rules and options for occult and mythos magic. Additionally, the chapter discusses the design of unique occult tomes, Occult Paths, and more.

Chapter Eight includes toolkits for the generation of unique extraplanar entities inspired by various authors of the Weird. The chapter especially focuses on the use of the Evocation spell.

Chapter Nine provides write-ups and unreliable testimonies for commonly found mythos entities.

Chapter Ten provides tips and toolkits for developing a mythos-based adventure setting, incuding: location traits, historical notes, and important NPCs and beasts.

Chapter Eleven details creation rules for organizations, factions and cults, and includes tips for running them. Additionally, write-ups for mythos cults as well as historical detective agencies, occult groups and more are provided.

Chapter Twelve is devoted entirely to a conspiracy known as The Glove, with notes on its history, a few key members, and its powerful sorcerers — provided as a source of hooks or background notes for the gamemaster's own setting.

Chapter Thirteen details adventure and campaign creation in a mythos setting, with tips on generating plots, creating and running investigations, mapping clue webs, and more.

Additionally, the document includes an **appendix** with various play aids and historical details relevant to the time period.

The Mythos & the Imperial Age

The Cthulhu mythos involves a loose pantheon of ancient and powerful deities originating from the outer dark (or from the outer reaches of space), who once ruled our world but who have since succumbed to a deathlike sleep. Those attuned to their existence and horrible desires — cultists, madmen, drifters and dreamers — speak of their inevitable return — when "the stars are right" — followed by the utter destruction of our world. Underlying this informal mythos is Lovecraft's philosophy of cosmicism, a belief in humankind's insignificance in relation to the vastness and cold indifference of the universe's monstrous forces. Following this logic, man's rationalities and superstitions — in the end — are merely projections of his idolatries onto a vast and uncaring cosmos.

Though Lovecraft originated what was to later be coined the "Cthulhu mythos" (he himself jokingly referred to them as "Yog-Sothery"), others in his literary circle contributed their own ideas and styles to the shared universe. This "Lovecraft Circle" consisted of Clark Ashton Smith, Robert Bloch, Frank Bellknap Long, Henry Kuttner, Fritz Leiber, August Derleth, and Robert E. Howard, among others.

Worth specific mention are the multifaceted contributions of Robert E. Howard, who often combined the action and adventure found in Victorian and Edwardian writers such as H. Rider Haggard, Rudyard Kipling, Arthur Conan Doyle, Sax Rohmer, Talbot Mundy, and Harold Lamb, among others, with the mythos elements and nihilism of Lovecraft. These former stories involved colonial adventurers — often tough, roguish and honourbound — exploring exotic settings — such as those of Arabia, the Orient, the lost worlds of Haggard and Doyle, and all the far-flung locations of the empire. More than dealing with just academic concerns, these heroes conflicted with warlords, mercenaries, spies of enemy empires, hostile natives, smugglers, occultists and other supernatural threats, and various other undesirables placing their greed for coin above the well-being of their fellow men. Adventures could also take place in cities such as London, New York or Boston, though they would typically do so in their mythical underbellies, populated and fortified by foreign intruders, scheming anarchists or traitors to western civilization. Most commonly, heroes found themselves inhabiting two worlds — one being the rational, mannered and civilized, and the other being the wilderness with all of its freedoms, adventures and horrors. When combining these elements with the mythos, Howard produced the alchemical results of such works as "Skull-Face," "The Fire of Asshurbanipal," and "The Valley of the Lost" (among a long list of others).

When infusing his fantasies (as pulpy pseudo-historical fiction) with these sensibilities, he brought similarly inspired heroes such as Conan and Solomon Kane into collisions with various Cthulhoid horrors, delivering to us Sword and Sorcery in the process. The themes and style of these early stories would later inspire our cinematic serials, up to and including *Raiders of the Lost Ark* and especially the *Temple of Doom* (with its Sax Rohmer-ish villain, henchmen, lairs and hellish cults).

These early Imperial Age writers seeded the ideas that would later see fruition in the Cthulhu mythos. Lost worlds — found recurrently in Lovecraft — were earlier explored in H. Rider Haggard's *King Solomon's Mines* (1885), Rudyard Kipling's *The Man Who Would Be King* (1888), Arthur Conan Doyle's *The Lost World* (1912), Edgar Rice Burroughs' *The Land That Time Forgot* (1918), and A. Merritt's *The Moon Pool* (1918).

Other mythos themes, such as the double-edged nature of science, the Darwinian plasticity of life, time travel and alternate timelines, the unreliability of narrative, the horrors of the sea, the romantic longing for escape into undreamt ages, miscegenation and mysticism, were all first disturbed in the minds of H.G. Wells, Robert W. Chambers, William Hope Hodgson, Lord Dunsany and Arthur Machen.

Algernon Blackwood and M.R. James both dismantled the naive Victorian assumptions of a hypothetical spirit world, and reconstituted them into Edwardian nightmares of alien shape and inhuman malevolence — ideas which were also later mined by Lovecraft and his circle. Similarly, Bram Stoker mutated well worn Gothic archetypes — dealing with darkness, death, invasion, sexuality, spirituality, and the occult — into monsters to terrorize the Edwardian imagination (haunted by the failings of imperialism, colonialism, and nineteenth-century politics, though ameliorated by the hopes of progress and invention). The resultant imperial gothic stories such as *Dracula* (1897) and *The Jewel of Seven Stars* (1903), with their baroque admixtures of ancient world horrors and modern heroes, suggested a formula for the "cosmic gothic" of the later mythos.

For purposes of gaming, the Edwardian era — also the late Imperial Age — as defined in *Raiders of R'lyeh* is roughly divided into an early and a late period. The early Edwardian is demarcated as a time between the death of Queen Victoria (followed by the ascension and reign of King Edwardian VII of Britain) in 1901, and the assassination of Archduke Franz

Ferdinand (and consequent outbreak of the Great War) in 1914. The late period covers the beginning of the Great War in 1914 to the signing of the Treaty of Versailles in 1919.

The Edwardian also coincides with the French Belle Époque (occurring between 1871 to 1914), characterized as a golden age of affluence, art, innovation (both scientific and technological), and prosperity for the Parisian bourgeoisie. In Europe, this was the *fin de siècle*, the end of an era marked by social degeneration but also by hope for a better tomorrow. In Asia, this was the Meiji era of Japan (emerging out of its long isolationism as a sudden imperial challenger). In the Americas, it was the Progressive Era, defined by widespread social activism, political reform, and the rooting out of corporate corruption (or at least a public show of it). For the United States especially, the age marked the nation's ascension as a global power rivaling those of the other empires — and sharing with them their hunger for corporate riches (contained in the nation's newly won colonial possessions) and a hubris of civilizing the uncivilized.

Before the outbreak of the Great War, and the consequent collapse of the era of manners and aristocracies, many saw the age as one of optimism, with its various innovations (telephones, typewriters, sewing machines, motorcars, aeroplanes, wireless), breakthroughs (of Max Planck, Albert Einstein, Nikola Tesla, Ernest Rutherford, Marie Curie, Guglielmo Marconi and the Wright brothers, among others), and freedoms born of industry (with its relatively fast, cheap and open transport and porous borders). By the end of the era, Louis Blériot had crossed the English Channel by air, the largest ship in the world — RMS *Olympic* — had sailed on its maiden voyage, with her sister — RMS *Titanic* — soon to follow, automobiles were common, and the South Pole was reached for the first time. Muscular Christianity — whose tenets espoused a faithful life of brave and cheerful physical activity — inspired many American and European missionaries to spread across the globe to convert and care for peoples in Africa, Asia, and the Middle East. It was an era of travel and adventure — even for the middle class — and of exploration to the last uncharted corners of the planet.

In the arts, the period was characterized by its own unique architectural styles, fashions, and lifestyles. Art Nouveau, with its combined aesthetic of curvilinear architecture, graphic design and applied arts, was still influential (until about 1910). Architecture was impressively detailed and inspired, with much of it conforming to the aesthetics of the Edwardian Baroque (a revival of Christopher Wren-inspired designs of the late seventeenth and early eighteenth centuries) and several other revival styles — before the world's embrace of modernism after the Great War. Notable architects included Edwin Lutyens, Charles Rennie Mackintosh, Cass Gilbert, Daniel Burnham, and Giles Gilbert Scott.

Well-known authors of the era included J.M. Barrie, Arnold Bennett, G.K. Chesterton, Joseph Conrad, E.M. Forster, John Galsworthy, Kenneth Grahame, M.R. James, Rudyard Kipling, D.H. Lawrence, Edith Nesbit, Beatrix Potter, Saki, George Bernard Shaw, H.G. Wells, Edith Wharton, and P.G. Wodehouse — with the literary establishment making sharper divisions between so-called highbrow literature and popular fiction. Newspapers, owned and controlled by press tycoons such as William Randolph Hearst, Joseph Pullitzer and the Harmsworth brothers, became increasingly influential in affecting public and political opinions. Music was playable on new technologies such as wax cylinders (rotated on phonographs), though live performances were still more popular. Contemporaries included Henry Wood, Edward Elgar, Gustav Holst, Arnold Bax, George Butterworth, Ralph Vaughan Williams, and Thomas Beecham, along with military and brass bands performing at parks, boardwalks and amusement parks (especially during the summers).

Cinema and animation were still primitive, with Edison's film studio producing shorts such as *Alice's Adventures in Wonderland* and the first *Frankenstein* screen adaptation, Georges Méliès crafting early experiments such as *A Trip to the Moon*, *The Kingdom of the Fairies*, and *The Merry Frolics of Satan*, and with filmmakers Mitchell and Kenyon documenting public scenes such as sports, parades, factory exits, parks, city streets, and boating in Britain and elsewhere. Director D.W. Griffith traveled to the west coast with his acting troupe (consisting of Blanche Sweet, Lillian Gish, Mary Pickford, and Lionel Barrymore, among others), and within months was filming in a little village called Hollywood. Respected theater included works by George Bernard Shaw, Harley Granville Barker, Henrik Ibsen, Gerhardt Hauptmann and W. Somerset Maugham (the most successful playwright of the time).

The era was also a golden age of illustrators — including Arthur Rackham, Charles Dana Gibson, John Singer Sargent, Howard Pyle, and Maxfield Parrish, among dozens of others — and the nascence of commercial design and typography (with an explosion of beautifully crafted typefaces whose specimen books still influence us today). Popular illustrators were paid handsomely and treated as stars, with their works having an inordinate commercial influence on the public (as with the "Gibson Girl" influencing women's fashions around the world). Similarly, in-demand cartoonists were often stolen by competing newspapers (as was the case with animator and cartoonist Windsor McCay, creator of *Little Sammy Sneeze*, *Dream of the Rarebit Fiend*, and *Little Nemo in Slumberland*).

Sports were divided along class lines, with tennis and yachting popular among the affluent, and football (soccer) enjoyed by the working class. In the United States, baseball was already immensely popular. In New England, one was a fan of the Boston Red Sox (in 1910, playing home field at Huntington Avenue Fairgrounds) or the Boston Doves (playing home field at the South End Grounds, until 1914).

Beneath this golden glow and apparently endless summer was a tide of discontent, bringing with it inexorable social changes. The outward peace between nations was secured upon royal bloodlines (with their conspiratorial secrets reaching back to the Renaissance) and their precipitous imperial alliances. These were continually threatened by petty scrambles for colonial territories across Africa, Asia and the Pacific, as well as by the societal fragmentation, economic erosion, and secret rebellions within their own borders. Rather than possessing one great enemy they each suffered hundreds.

Individuals, factions, and factions within factions — open and secret, modest or violent — challenged every expression of the status quo, from religion and fashions to etiquette and colonialism. Workers' rights, women's rights, issues of equality — all were called to reform by both empowered individuals and their newly organized coalitions. In every empire, agitators, anarchists, nihilists, and socialists attracted the working classes and threatened the entrenched traditions of caste and privilege.

Just in New England alone, the major cities were ensconced by secret societies, corrupt politicians, scheming ruling families, and plotting anarchists (with one faction even successfully blowing up a Boston police station). Public riots were an intermittent threat (including those resulting from trolley worker or police strikes), foreign ghettos were criminal sovereignties (including Boston's Chinatown, which at one point had to be blockaded by police), and all of it was exacerbated by the shadow of influenza blamed often on foreign invaders.

By the end of the Great War, every philosophical and economic presupposition of the past centuries would be uprooted. Many writers, artists and composers of the era, such as Forster, Picasso, Shaw, Ibsen and Pinero contributed to the changing fashions and anxieties represented in this turmoil.

Additionally, many began to question God and Christianity in a resurgent wave of Darwinism, bolstered by assurances of colonial prosperity, progressive idealism, humanistic philosophies, and technological advances. Some were even convinced of man's nigh invincibility, or at least of an approaching age of utopianism devoid of superstition.

On the other hand, as with the Victorian era, the Edwardian was a time of secret societies (reaching every continent), occultism — fueled by naive encounters with newly unearthed mystical traditions and imported foreign religions — psychical research groups, and so-called occult detectives. In Cairo (1904), occultist Aleister Crowley purportedly received a visitation by an otherworldly entity — which revealed to him the impending Age of Horus, during which humankind would unshackle itself from the burdens of prior centuries and live free from its past moral and social constraints. Then, in January of 1910, a mysterious comet appeared — first observed from the diamond mines of South Africa — bringing with it a global panic and the first changes of the stars. Some of us, awakened already to the horrors to come, were long expecting its arrival.

A Tour of the Imperial Age

The following entries explore a few of the nations and events of the age, but are by no means encyclopedic. Inevitably, as is the case with such introductory material, a few areas have been sacrificed for space. The intent is to provide the gamer with a broad overview, enough at least for a workable foundation. Appended to the entries is an Edwardian timeline (also sketched in broad strokes). Also note that in some cases throughout these rules variations in place name spellings may occur (e.g., Belgian Congo versus Belgian Kongo). Such occurrences are not unintentional errors, but rather reflections of the regional variations of proper names, especially those found in the travel books and other geographic materials of the day.

Africa

Across Africa, forced labor, pillaging of natural resources, slave chains, torture, and murder — perpetrated by emperors of industry and enforced with paramilitary — contradicted the philanthropy publicized to the outside world. While multiple empires scrambled with mercenary operations to claim the vast untapped wealth of Africa — Britain with its East Africa Protectorate, France with its territories west and north of the Congo River, Portugal with its foothold in Angola, and Germany with its claim in Cameroon — Leopold II's especially barbarous enterprise in the Congo Free State would come to represent the abhorrent extreme of colonial exploitation.

When publicity of the Congo Free State's atrocities finally reached Europe, it exposed the brutality of much of colonial rule in Africa. By 1908, it was widely reported that Leopold's Force Publique army — composed of white mercenary officers and local natives, many of whom originated from cannibal tribes in the Upper Congo or from youth groups compelled into indentured military service — would indiscriminately and violently raid villages, kidnap families, force labor, and enact cruel punishment on those failing to deliver their rubber harvesting quota.

Punishments included putting a worker's family in chains (or killing them outright), subjecting a worker to the chicotte (a sharp-edged whip), and severing hands for trophies of retribution. More specific details of violence were absent from the sanitized press: women and children mutilated and their corpses hung; sexual organs, hands and heads ceremoniously displayed; and a multitude of other crimes of terror and torture. European commanders were not always the valiant and dashing expeditionaries earlier popularized in the press, but oftentimes the disaffected and sociopathic drifters finding purpose in savage pursuits.

In 1908, after decades of murder and mayhem of tens of millions of Congolese Africans, public moral outrage compelled Leopold II to relinquish the Congo Free State to Belgium. More significantly, the reported atrocities — many researched by intrepid journalists risking life and limb — inflamed European and American opinions regarding the concept of colonial rule. While not immediately curbing the appetites of industry, criticisms of imperial abuses would in time contribute to radical changes in Western culture.

A seemingly boundless sweep of territory, the Belgian Congo would encompass all of Belgium, along with France, Germany, Italy, Spain and Portugal combined. Expeditionaries seeking ancient secrets in its interior would be challenged with rainforest, savannah, volcanic ranges, high-altitude glaciers, and snow-capped mountains rivaling the Alps. They would likely encounter mercenaries with covert agendas, tribes hardened by decades of depravity, diseases unclassified by Western medicine, and long hidden terrors awakened — as if by blood ritual — by recent atrocities.

In South Africa — with its fresh wounds of war — an agreement was finally negotiated between British Parliament and the rebel Boers. The new Union of South Africa — composed of American, Dutch, German, British, and other Anglo descended Boers — granted stewardship of the territory to the colonists. Black Africans were severely limited by the agreement, which ceded to the Boers dominion over the Cape and Natal colonies, the Orange Free State, and the Transvaal — along with South Africa's coveted diamond mines.

In January of 1910, when a mysterious comet was sighted in the morning skies over the Transvaal — provoking wild theories across the globe — the incident became a popular subject of occult scholarship. More than one divination prophesied the astrological event as the birth of a new catastrophic age. Within months, more signs around the world would appear.

Arabia

Control of Arabia was one of Kaiser Wilhelm's primary objectives. With it, he hoped to bind Imperial Germany to the Ottoman Empire and bridge Berlin to Baghdad. Embodied in the Berlin-Baghdad Railway, this binding would connect remote Arabian oil supplies to Germany, and circumvent British controlled Egypt and the Suez. The Turks in turn would better manage the peninsula south of their empire, in 1910 a wilderness of Arab tribes in perpetual rebellion against Ottoman rule. Lieutenants under the Kaiser, inspired by ancient legend and with ties to Aryanist secret societies, would clandestinely pursue more nefarious objectives in the desert wilderness.

The alliance (and consequent railroad) was of major concern to the other European powers, and a direct threat to both British and Russian authority. Arab tribes, as well, defied the railroad and unification it symbolized. In time, smoldering resentments in the Middle East would unite these once warring groups against a common foe.

While industrialists, soldiers, spies and diplomats from competing empires each fought to gain or sabotage advances in the region, other opportunists would exploit the political disorder to achieve more esoteric aims. Under cloak of strife, occultists, smugglers and adventurers would travel deep into Arabia's Empty Quarter, seeking the fabled cities and eldritch vaults whispered in sorcerous legends.

Austro-Hungarian Empire

Ruled over by Franz Joseph I of Austria, the Austro-Hungarian Empire was a verdant and varied landscape — of mountains, lake, vineyards, and fishing villages, and with natural riches of iron, coal and oil — stretching from Swiss borders in the west to the Black Sea in the east, and from Russian and German borders in the north to the Balkan peninsula in the south. Much of its southern area was taken from the shrinking Ottoman Empire, as was Bosnia (in the Balkans) — to which Russian nationalists contentiously objected.

In 1914, the assassination of Franz Ferdinand — Archduke of Austria-Este and heir presumptive to the Empire's throne — would provide the catalyst for the Great War and its resultant carnage. Whether prophetically planned or just unfortunately catastrophic in effect, the assassination and other acts of terror — commissioned by various militant secret societies — in 1910 was promised in perpetual threats and rumors throughout the land.

The realms of the Empire — Bohemia, Styria, Carniola, Moravia, Galicia, Austrian Silesia, Bukowina, Hungary, Carinthia, Tyrol, Istria, Dalmatia, among others — formed a variegated jigsaw of natural features, ethnic makeups, linguistic tongues, and aristocratic fiefdoms. Italians, Germans, Czechs, Poles, Slavs, Hungarians, Romanians, Slovaks, Serbs, Croats, Bosnians, Slovenes and Turks, among a myriad of others, all divvied up their cultural demarcations within its borders.

Neolithic necropolises, mysterious monoliths, medieval fortifications, mountain catacombs, sorcerous cabals, and remote witch-towns, all populated the empire's darker corners. Travelers seeking esoteric knowledge, ancient treasures, or the black stones of Stregoicavar, would be challenged with a complex tapestry of superstitions, rumors, histories, alliances, betrayals and secret societies.

Balkans

At the turn of the century, the Balkans lay at the strategic crossroads of the three major empires — Ottoman, Russian and Austro-Hungarian — and several vital waterways. Consisting of various provinces or nations — including Greece, Serbia, Bulgaria, Macedonia and Bosnia, among others — its peninsula connected the Black Sea, the Mediterranean, the Adriatic and the Aegean, provided routes between East and West, and contained areas of important cultural and mercantile interests.

In the aftermath of Ottoman decline and retreat — and its loss of territories in the Balkans — provinces such as Greece, Serbia, Montenegro and Bulgaria gained independence, while concerned empires vied for footholds in the region. Russia, already with ports on the Black Sea, hoped to exploit the Balkans, control the Bosphorus, and access shipping routes to the Mediterranean. Britain hoped to halt Russian expansion in the region by keeping the Ottoman Empire entrenched against encroachment. Germany hoped to unite its interests with those of the Ottoman Empire, to connect their territories via rail, and eventually to acquire bankrupt territories in the Middle East as vassal states or colonies.

In 1912, a newly formed Balkan League — incited by Russia and aiming to repel the Ottomans from Eastern Europe — will win a decisive war against the former empire. Following this Balkan League victory, Bulgaria will overreach and attack its own allies for territorial gains in the region. This second conflict will quickly resolve itself in defeat for the Bulgarians by an alliance of Greeks, Serbians and Romanians, followed by several significant consequences. Bulgaria will be severely penalized, Serbia will gain Kosovo and parts of Macedonia and Albania, and the encircling empires will reorient themselves to accept a newly-empowered Serbia (now situated against Austro-Hungarian expansion).

Serbia's gains will result in far-reaching repercussions. Serbian nationalism — largely provoked by Austro-Hungarian annexations of Bosnia and Herzegovina in 1908, and fueled by Slavic interests — will incite movements to repel Austria-Hungary from the Balkans. Groups such as Narodna Odbrana ("People's Defense"), Crna Ruka ("Black Hand") and Mlada Bosna ("Young Bosnia"), encouraged by Russian agents and sympathizers in the Serbian government and military, will agitate for reform against Austria. Some will engage outright in acts of terror — resulting in the June 1914 assassination of Archduke Franz Ferdinand and his wife in Sarajevo, by the Black Hand member Gavrilo Princip. Serbian aggression against Austria-Hungary and especially the killing of Emperor Franz Josef's nephew and heir, combined with the German kaiser's promise to aid Austria-Hungary if it retaliated, will eventually motivate the Austrians and their allies to declare war against Serbia and its supporters.

British Empire

By the turn of the century, the British Empire was the greatest imperial and sea power in history, controlling nearly one fifth of the world's population and a quarter of its land mass — from the Falkland Islands to the British Raj, from Rhodesia and British East Africa to Hong Kong and Weihaiwei. Britain would later ally itself with an industrializing Japan, and help secure a Japanese imperial power in Asia against a common enemy in Russia.

Despite the Empire's dominance, the Edwardian foreshadowed its slow decline — just as it indicated an ascension for the United States and Germany. Conflicts at home and abroad — such as the rise of the Labour movement and the revealing failures of the Boer Wars — only increased awareness of this decline. By 1910 — and especially after the death of popular King Edward — social unrest was a common feature of the empire. It was felt in every strata of society, and manifested in a variety of forms. Suffragettes demanded the right to vote and challenged the patriarchal order. The working class leveraged trade unions to demand better working conditions, rights and privileges. Proponents of Irish autonomy advocated for home rule. Most tellingly, many questioned the relevance of a traditional monarchy in light of Britain's rapid modernization.

Despite these growing sentiments, social class was ever-present and commonly accepted. Britain was rigidly stratified, even amidst stirs of change. At the lowest tiers of society, the poor survived with starvation wages and malnourishment, while at the highest tiers, the rich enjoyed extravagant living conditions. Whether a citizen was of the lower classes — toiling away at back-breaking labor — of the working classes — often living five to ten to a room — or of the upper classes and landed gentry, respect for one's place was part of his upbringing and worldview. Even within the ranks of a given class, a rigid hierarchy was instilled and enforced by its own members.

In 1910, London was the most populous metropolis of the largest empire in history. With more than 7 million people crawling through its arteries, it was what Henry James called an "aggregation of human life — the most complete compendium of the world" — collecting within its districts lascar merchants from Yemen and Somaliland, immigrant scholars from Ghana, Nigeria, and India, and citizens of Scotland, Ireland, the Americas, and the Pacific territories, among a multitude of other teeming masses. As the heart of the world's economy, London was a lair of plots and the nexus of all goods and rumors traveling in and out of far ports. The All Red Line, a global web of telegraph cables, connected the capital to the world's far-flung holdings, territories and secrets.

The cosmopolitan and labyrinthine chaos of London would be home to more than a few global and interconnected conspiracies, and hide well its hundreds of clandestine organizations, secret societies and scheming sects.

British Raj (British India)

British India contained Nepal, Kashmir, Baluchistan, and Burma, and bordered the hardened and mountainous terrains of Afghanistan to the northwest and Tibet to the northeast. The territory fueled the engine of British power, supplying endless military reserves and an essential market for British exports. By the beginning of the twentieth century, it operated the world's fourth largest train system, connecting Calcutta via railway and telegraph wire to every dark corner of the Raj. Britain ruled the wildly diverse population — of nearly 300 million members — using provincial administrators, Indian princes (guided with British oversight), and British civil servants (of the Indian Civil Service), all overseeing Indian troops commanded by British officers. At the city level, police were understaffed with limited resources, making any investigation — of the frequent intercommunal riots and separatist attacks — difficult at best. In the overcrowded morass of India, a crime could easily disappear.

Writing of his birthplace, Rudyard Kipling described Bombay as a city "where the world's-end steamers wait." As a major port, Bombay was a bustling, teeming gateway to both the affluence and the depravities of India. With nearly one million residents — Hindus, Jains, Sikhs, Shaktis, Jews, Christians, and Muslims of numerous sects, Zoroastrian Parsis, Cutchi seafarers, British soldiers and Syrian traders, Chinese with Manchu queues and Japanese with Western suits, Persians, Afghans, Gujurathis, Sindis, Africans, Malays, Bukharans, scheming merchants, enigmatic gurus and hustling beggars — it was alive with a confluence of colors and motives. The new traveler was overwhelmed at once with its musk, spices, and sandal-wood incense, its corpses and funerary pyre-plumes, its Punjabi beats of dhol drums, phantom tenuity of sitars, and nauseous persistence of pungi flutes, its crumbling ruins of gods and god-monsters and its modern edifices of capital and progress. Three quarters of its native residents huddled in chawls — the tenement blocks — some dozen to a room, while its Anglo-Indian and mercantile elite secluded themselves in cliffside retreats and socialized in the gardens and seafront promenades of the Royal Bombay Yacht Club.

In the high or low of Indian society, an unwary adventurer could run afoul of the vicious Tcho-Tcho, migrated from the Burmese jungles, and forever serving their monstrous masters. In this world of gods and gurus, idols, amulets and hidden knowledge, cults (Western or Eastern) were everywhere. Mad suggestions of Shub-Niggurath, her multitudinous avatars, the God of a Thousand and One Forms, Cthulhu, and other alien obscenities, occupied its forgotten villages, its backalleys, its opium dens, its trinket shops, and even the palatial villas of its mercantile elite.

China

For years, a technologically backward China was invaded and exploited by foreign powers — resulting in its ceding of territory, economic leverage, and other rights and resources. These concessions, along with opium wars, internecine conflicts, rebellions, famines, floods, diseases and other unrelenting disasters, by 1911 caused the eventual dissolution of the already collapsing Qing dynasty.

Over time, numerous European (and Japanese) powers carved up the weakened empire into colonial territories. Economically important cities such as Hong Kong, Shanghai, Nanjing, and others, were soon controlled by Western powers. By the 1860s, parts of outer Manchuria belonged to the Russians, resulting in the establishment of Vladivostok and the expansion of a Trans-Siberian railroad to the Asian Pacific. The French took strategic control over areas of neighboring Indochina, while the British claimed Burma and staked a claim in Tibet. The Germans acquired territory with the Kiautschou Bay concession. The Japanese — with their own colonial doctrine — claimed Tawain and Korea. After the Russo-Japanese War, much of Manchuria would also be added to their possessions.

Between 1899 and 1901, the Militia United in Righteousness — or "Boxers" — perpetuated a violent rebellion against Western influences in their country. The Boxers, originating from the secret society known as the Righteous and Harmonious Fists, employed spirit possessions and invocations of their Taoist and Buddhist spirits — and consequently believed themselves to be invulnerable to foreign weapons. With Qing backing, the Boxers eventually converged on Peking, killing missionaries, foreign nationals, and Chinese Christians, among other perceived enemies of the country. In response, the Eight-Nation Alliance, a coalition of international forces consisting of Austria-Hungary, France, Germany, Italy, Japan, Russia, Great Britain, and the United States, worked together to defeat the uprising. Atrocities — committed against both belligerents and civilians — were tallied on both sides.

In 1910, China's immense landscape — much of it a veritable Wild West — would be traveled by exploitive industrialists, opportunistic soldiers of fortune, and ambitious adventurers from all corners of the world — some perhaps searching for the ancient pyramids rumored to exist in China's deep interior, or trekking into the Gobi Desert for clues pointing to the Plateau of Leng. Travelers pursuing dangerous secrets inside the empire would likely encounter ruthless Japanese agents, scheming European plunderers, merciless Honghuzi bandits, and hardened Cossack mercenaries, among other belligerents seeking glory or vengeance.

Egypt

"Cairo, from the point of view of a girl, was a dream of delight," wrote Agatha Christie about her seasonal vacations spent socializing at the Gezirah Palace Hotel (Christie was 20 in 1910). As was the voguish custom for young British socialites of the day, Christie spent much of her youth cavorting and exploring (and seeking marriage with eligible partners) amidst the many Society functions of the city (among them, galas, yachting, equestrian, polo, and adventuring). Cairo was also a destination for the psychic dilettantes of the day, chasing their fashionable Egyptomania. Aleister Crowley would pen *The Book of the Law* after he and fiancée Rose Edith Kelly spent considerable time in the city visiting museums, invoking ancient Egyptian deities, and studying Arabic lore (in 1904).

By 1910 — long after Britain first claimed Egypt and Anglo-Egyptian Sudan as condominiums — Cairo was a tourist capital of the well-to-do and bohemian. The British-controlled city catered to the pampered travelers seeking "mysteries of the near east" at the Sphinx, the pyramids or the local necropoli (most often accompanied by an entourage, and with all the luxuries of civilization in tow). At night, most retired to the opulence of their hotels (such as Shepheard's, the Heliopolis, or any number of other white marbled resorts of High Society), away from the city's more dilapidated and diseased districts.

The Heliopolis Palace was a landmark connected to Cairo's web of electric cables and the Cairo Electric Railway, with an internal private rail tunneling through the hotel basement's complex of offices, kitchens, pantries, refrigerators, and storerooms, and servicing its staff areas. Designed by Belgian architect Ernest Jaspar, the Palace boasted 400 rooms (with 55 private apartments and numerous reception rooms) outfitted with the most modern utilities and features. Its cool, vaulted and palatial chambers mixed elements of Persian, Moorish Revival, Islamic, and European Neoclassical architectural styles. The upper gallery's reading and card rooms were paneled in oak and furnished by Krieger of Paris. The dining rooms, entrance halls, and saloons were decorated in elegant Louis XIV and Louis XV styles, with mahogany furniture (ordered from Maple's of London) and Damascus-made "East Orient" lamps, lanterns, and chandeliers. Notable guests included a roster of royals and industrialists from the Middle East, Europe, Asia and the Americas, including King Albert I and Queen Elisabeth of Belgium, and Milton S. Hershey of the Hershey Chocolate Company.

Egypt — and Cairo especially — was a nexus of smugglers and spies, with many of them navigating the networks of its High Society. Its Council of Antiquities, connected to the Boulaq Museum and a network of local museums throughout Egypt (including a new and modern Cairo facility), was where one could acquire permission for the safe export of Egyptian artifacts — but only with the tacit approval of Gaston Maspero, the French director of the Cairo Museum and of the Egyptian Ministry's Department of Antiquities. Maspero — already

close to retirement by 1910 — would be one of the unwritten gatekeepers of such trafficking, controlling which antiquities left Egypt and which his agents intercepted and transported to his Cairo facilities or to his arranged private collectors. He would be of great help in connecting financiers with eligible adventurers (as was the case with his introduction of George Herbert, 5th Earl of Carnarvon, to a still relatively unknown Howard Carter). His rumored past of violent reprisals dissuaded many who thought of smuggling without his oversight. Maspero was known for capturing and torturing tomb raiders, and recovering their contraband in the interests of Egyptian culture (as was the case with the infamous Abd al-Russul brothers of the treasure-hunting village of Gorna). In 1910, he would be working as overseer at Karnak's reconstruction, after an earthquake revealed a secret shaft underneath its seventh pylon.

After the opening of the Suez Canal in 1869, and Britain's advisory role (and control) of the Sudan, Egypt became a center of enormous strategic importance. By 1910, it was a confluence of major powers across the globe, with its British governors, puppet rulers and merchants protecting their entrenched and vital interests, amidst factions of Egyptian and Sudanese rebels, and Ottoman, French, German, Russian (and eventually American) agents scheming for footholds in the lucrative territory. In 1910, Cairo would be teeming with advisors, missionaries, spies, and industrialist agents (among others).

France

By the twentieth century, France had amassed the world's second largest empire, from Indochina to French Guiana (to which notorious criminals and dissidents were exiled to suffer on Devil's Island), from strategically important French Algeria to geographically isolated French Polynesia. In 1910, France occupied territories on every continent of the globe — including even Antarctica.

In the 1860s, Paris was radically modernized — under the guidance of Napoleon III and Georges-Eugène Haussmann — with urban planning demolishing the old twisting medieval streets, and overlaying on their debris public works, geometric boulevards, uniform architecture, ornamental parks, and spacious avenues facilitating efficient troop movement. Parisians lamented the sacrifice of the old city to the idols of progress. Its history was eulogized by Charles Baudelaire, who wrote, "no human heart changes so fast as a city's face," but promised for the city's dreamers "memories weigh[ing] more than stone." His poetic sentiment would later inspire a silver etched epithet of the secret Society of Architects — as well as their parasitic gentrification of the Dreamlands. Despite the public outrage and spiritual detachment caused by the capital's renovation, new Paris would soon motivate similar progressive surgeries of Brussels, Rome, Vienna, Stockholm, Madrid, Barcelona, and Berlin — as well as of numerous cities across the United States.

After the fin de siécle of the 1890s, Paris was a capital divided by two passions: ennui for a lost yesterday and hope for a better tomorrow. The Eiffel Tower was the world's tallest structure, beaming radio signals to the far corners of the globe and declaring itself a planetary clock — by which all time was to be measured. The Lumiére and Pathé Brothers were advancing the applications of moving pictures. French innovators were leading the European automobile industry. Edmond Locard was progressing the study and use of forensics, furthering the pioneering work accomplished in Britain — and establishing France as a capital of criminal science. French Modernists — such as Cubists, Fauvists, and Post-Impressionists — were deconstructing Enlightment thinking, art, literature, architecture and philosophy — and catalyzing all of Western culture with their revelations. The French language was the lingua franca of diplomacy, French cooking was the standard of elegant taste, and French fashion was setting the trends by which all others were measured. In short time, France would be a hub of aerodynamics, aviation and daring pilots. Beneath all this sprawled an empire of crypts, sewers, catacombs and criminal fraternities, a necropolis as infernally fabulous as any of Egypt's — to which all detritus, mortal or spectral, flowed.

While London was an undisputed center of the material world, Paris was its whispered spiritual capital — with all its modern prophets and black market magicians promising their secrets of existence.

German Empire

The German Empire was unified in 1871 from dozens of kingdoms, duchies, grand duchies, principalities, free Hanseatic cities and imperial territories largely ruled by royal families. By 1910, the Reich was an industrial behemoth, leading most of the world in the manufacture and export of steel, chemicals, and electrical engineering. It was also an exemplar of science and scholarship, technological invention, military might, and relentless modernization. Though a boisterous, insecure and reckless Kaiser Wilhelm II increasingly alienated his Empire from potential allies, Germany could claim a network of colonial territories in Africa and the Pacific, as well as alliances with a powerful Austria-Hungary and a declining Ottoman Empire.

Kaiser Wilhelm II was characterized by more than just his temperamental offenses and saber-rattling, however. He was a fervent traveler, a lover of festivities (especially of paens to Prussian might), a backer of innovation, and a boaster of martial superiority (over whose heirarchy he fashioned himself a warrior king).

Wilhelm was also an amateur archaeologist with a driven interest in the acquisition of ancient archaeological treasures. From Achilleion, his summer estate on the Greek island of Corfu, and with the management of his advisor Reinhard Kekulé von Stradonitz, Wilhelm organized numerous

excavations, first at the temple of Artemis, and then… elsewhere. One eccentric spy theorized Wilhelm's obsession with the Berlin-Baghdad Railroad (and fraternization with Ottoman sultans) to be a front concealing a sweeping search — run from the Kaiser's base at Corfu — for Arabia's hidden archaeological and occult treasures.

By the twentieth century, Berlin was a model metropolis of the future and an artifact of Germany's industrial hubris. Conservative Germans — who did not feel a connection with the city's artificial opulence — characterized the capital as offensively modern. Others were more impressed by its encompassing web of railroads, its extensive network of trams, its ostentatious markets, and its overwhelming Prussian order. As a factory-city, it consumed more than half its constituents in industrial labor. As a city of tomorrow, it innovated turbines, generators, and other electrical engineering marvels. As a showcase of German glory, it embodied in its international styles and statuary Prussia's economic and military supremacy. From its underground, rumors promised all manner of escapades, debauchery and delirium.

In contrast to Berlin's daylight of palatial museums, scientific scholarship, and militarized precision, there existed in the capital a nightlife of sensual indulgences and cabalistic scheming — with shadowy powers vying for control over a rapidly changing world. In 1910, Berlin would be a city of secret motives and progressive dreams, housing aristocratic collectors, powerful industrialists, genius inventors, and bohemian drifters.

Japanese Empire

Considered a miracle of achievement by the great powers of the Edwardian era, Japan's rapid ascension from feudal state to dominating empire — in less than forty years — shocked world leaders out of their complacent assurance of Western dominance, and signaled a new epoch to those able to discern its meaning.

The rapid transformation, in which Japan adopted Western social, economic and industrial methods, also toppled long-standing power structures within the country. The old families — with their feudal authority — disintegrated under the bureaucratic reforms and modern militarization of the newly centralized Meiji state. As with many of their aristocratic counterparts in the West, the samurai found themselves exiled from history and forced to adapt to a radically modernized era. By the end of the nineteenth century, the symbols of samurai control — the top knot, the katana, the caste system, and the inherited land titles — were abolished for the greater good.

Once power was shifted from samurai to state — and with astounding urgency — Japan transformed every facet of its society, from architecture to etiquette, and opened its doors completely to the West. Japan also expanded aggressively, challenging various colonial holdings in Korea, in Russia, and across China. While the modernized bureaucracies pursued a bright tomorrow, built upon the paradigms of Western colonialism, the usurped rulers of old Japan entrenched themselves in a labrynthine network of old families, spies and criminals, disaffected soldiers, and secret societies, whose obfuscated legions spread across all of Asia and the Pacific. Some even gambled with dark forbidden powers, praying to one day reclaim their Empire of the Sun.

After the humiliating defeat of Russia in the Russo-Japanese War (with the aid of German military advisors), the world took notice of the burgeoning empire from the East. President Taft worked diligently to refuse Japanese interests in China and abroad, as well as to halt Japanese immigration and investments in the United States. President Roosevelt, on the other hand, equivocated in public while secretly promoting a Japanese favor. Mexico kept an open-door immigration policy with Japan. The British Empire allied with Japan and invested heavily in its modernization. The German Empire sent military advisors such as Karl Haushofer — rumored to have been researching Vril energy — to Tokyo to help in advancing their military technology.

The Iwakura Mission of 1871, in which Japanese diplomats traversed the globe, negotiated (unsuccessfully) for better treaties with Western powers and studied their modernized systems for application to Japanese advancement; a smaller contingent met clandestinely with a powerful benefactor "of the old native blood," who — for a horrible price — sold an auspicious future to the missionaries. By 1910, and as a consequence of these secret dealings, well-funded private factions within Japan — many of them sharing connections with the ruling oligarchy and powerful zaibatsu — would take an aggressive interest in archaeological locations scattered throughout the Pacific, from sunken sites off the shores of Japan and Ponape, to areas in and around Nan Madol and as far away as the Mexican territories. A zaibatsu would even attempt an acquisition of Baja California, only to be thwarted by American powers. The motive for the land acquisition, beyond that of colonial interest, was never substantiated — though mysterious rumors floated through the occult circles in Mexico.

Mexico

After decades of autocratic rule, workers in Mexico — under the leadership of such figures as Francisco Madero, Pancho Villa, and Emiliano Zapata — launched a myriad of rebellious actions against the ruling elite. Much of the resulting revolution would center around the conflicted seat of power, between dictatorial Porfirio Díaz and incumbent Francisco Madero.

Decades of rule under Díaz, initially promising reforms and progress, culminated in political corruption and worker oppression. Power was relegated to an oligarchy ruling from their vast country estates, and reinforced by investments from

the United States, the British Empire, the French Empire, Imperial Germany and other foreign interests. While Díaz modernized Mexico for the landed gentry, the remainder of the country endured brutish authority, feudal serfdom, exploitative conditions, and perpetual debt bondage. At first intermittently portrayed as an avenging hero in American papers, Pancho Villa would soon be vilified as a socialist (at best) and outlaw (at worst). His infamy and exploits were further mythologized by William Randolph Hearst — in the U.S. papers and nascent film industry — after Villa's guerilla forces raided Hearst's Chihuahua estate.

Amidst the backdrop of civil war, Mexican, Japanese, French, German and American spies, gunslingers, smugglers, occultists and adventurers would exploit the turmoil, raiding lost temples of Teotihuacán, pursuing fortunes earlier cached by Spanish explorers, and crossing paths with ancient horrors.

Ottoman Empire

By the turn of the nineteenth century, the once far-reaching Turkish Empire — through balkanization and secession, incessant war, and economic stagnation — had shattered into a fractured reflection of its former unity. Greece broke away in the 1820s, and other territories such as Serbia, Bulgaria, Bosnia, and Egypt (along with the Suez Canal), would eventually gain autonomy or accept foreign influence. The Ottoman authorities would eventually resort to draconian controls — including persecution and even genocide of its minority populations — as means of maintaining order or instigating social change.

While other world powers modernized, the Ottoman Empire languished — measured by its dearth of coal production, its failure of railroad expansion, and its inability to establish a healthy banking infrastructure. Foreign interests exploited these weaknesses by encroaching on Ottoman territory and subverting Turkish rule — while Germany saw in the weakened Turkish giant a geographically significant ally.

By 1910, the balkanized Ottoman territories would be a landscape of spies, revolutionaries, nationals, and loyalists, each vying for a share of the spoils. Amidst this chaos, scheming or well-connected adventurers would invariably gain access to ancient lost treasures and secrets of the Middle East.

Russian Empire

On the morning of June 30th, 1908, recorded at 7:17 A.M. local time, in the area of the Stony Tunguska River — part of Siberia and approximately 1000 kilometers north of the town of Irkutsk and Lake Baikal — a colossal explosion ruptured the sky and obliterated over 35 kilometers of coniferous forest. The event would only later be connected — in hindsight — to other weird phenomena occurring simultaneously across the globe and in the evening sky.

In the twilight of the Edwardian era, Nicholas II attempted desperately to maintain his eroding Empire, while undermined by embittered revolutionaries, reformist Mensheviks and radicalized Bolsheviks. Fueled by the cultural aftereffects of industrialization and growing resentment against the Emperor, these progressive powers increased strength against the weakening old guard.

The demoralizing defeat by Japan in the Russo-Japanese War — fought between 1904 and 1905 — caused further instability and unrest for Russia, making collapse of the tsarist regime a likely eventuality.

After the 1905 Bloody Sunday fiasco, in which hundreds of petitioners were killed on the steps of the White Palace, Nicholas II answered the consequent revolution with the October Manifesto, reluctantly allowing a constitutional monarchy and granting legislative representation to the masses. Full outbreak was averted for the time being, though for how long was a matter of conjecture.

The Russian and British Empires were thinly aligned by marriage between Nicholas II and Alix of Hesse — afterwards known as Alexandra Feodorovna, Empress consort of Russia

— the granddaughter of Queen Victoria. The marriage, while perhaps enabling a tenuous alliance between two great competing empires, would also indirectly result in the ascension of a dangerous influence within Russia's inner court.

Alexandra's inherited hemophelia (known as "the royal disease" for being nearly ubiquitous among the progeny of Queen Victoria), genetically passed to her son Alexei, would propel Grigori Rasputin's rise in station and reach of influence within the court, as royal physician, psychic, occultist, mystic, faith-healer, and — most insidiously — secret advisor to the Empress. While considered a righteous "Man of God" by a select few, Rasputin's reputation among the festering proletariat and much of the Orthodox Church was one of debauchery and amoral ambition. This infamy further alienated the already maligned royals from their subjects. Rasputin's legendary influence over the beguiled Alexandra would in time allow the semi-literate peasant mystic a considerable — some say "total" — power over Russia's destiny. Whether in truth maliciously surgical or just ineptly well-intentioned, Rasputin would nonetheless — with his ill-fated political counsel and divinations — accelerate Russia's inevitable implosion. At best, history would paint him as a malignant cancer eating away at an already diseased empire. At worst, conspirators would prove him possessed of some bewitching and preternatural eidolon of chaos.

South America

Brazil — constituting almost fifty percent of the continent's total area — contained millions of square miles of (mostly) uncharted Amazon rainforest inhabited by thousands of tribal cultures. The explorer Percy Fawcett, enamored with Brazil's mysteries, would devote years to mapping its rivers and untamed interior, and documenting its natural dangers — including flesh-eating parasites, wasting diseases, horrifying insects, ferocious piranha, poisonous snakes and spiders, monstrous anacondas, predatory jungle cats, rumored cannibals, and other legendary perils.

While Hiram Bingham — a contempory of Fawcett's — would (in 1911) uncover Maccu Picchu in the Peruvian Andes, Fawcett's own obsessive quest for a lost Atlantean city in the continent's heart would eventually result in his tragic disappearance. Fawcett would leave behind a strange basalt idol, theories about a primeval continent-spanning civilization stretching to the shores of Chile, records pointing to an enigmatic group known as the Glove, and personal instructions dissuading investigation should he not return from the jungle. Of course, in 1910, the adventurer was yet to suffer his mysterious fate.

At the beginning of the century, Argentina was a fast-modernizing country and a major destination for European investors and travelers, with Buenos Aires situated as a "Paris of South America." The British flocked to the capital, establishing with the Argentinian elite a banking infrastructure rivaling any in Europe — and with it a nexus of international business, extravagant architecture and technologies, leading scholarship, enviable arts, sophisticated vices, and perilous secrets.

Those adventurers investigating rumors of a lost Atlantean civilization would invariably uncover signs of the Glove — obscured within a labyrinthine network of foreign spies, psychic societies, occult orders, and Masonic lodges — in the process drawing the attentions of powerful cabalistic families connected to darker powers in London.

Spain

Spain's defeat in the Spanish-American War (in 1898) signaled the end of its empire — already in decline since the early nineteenth century — with the loss of Cuba, and the ceding of Puerto Rico, Guam and the Philippines to the United States. In 1899, Spain withdrew the last of its garrison from the Philippines, ending its 300 year old rule over the archipelago — and sold its remaining Pacific possessions to Germany (retaining only a few territories such as Spanish Sahara, Spanish Guinea, and the Canary Islands).

The war had lasting societal effects for Spain. While the ceding of territories to the United States and Germany resulted in an economic boom as capital returned to its home country — contributing to rapid modernization and major investments in steel, chemical, financial, mechanical, textile, shipping and electrical industries — it also brought into question the role of the nation and its peoples in the new century, and greatly increased already stressed tensions between the classes. Anarchists, anti-capitalists and organizations — such as the Federation of Workers' Societies of the Spanish Region — incited strikes, rebellions and, in some cases, acts of terror.

Though the government attempted to suppress these groups, its harsh treatment of its opponents only served to strengthen their arguments for resistance. By 1909, the two forces would collide violently in the Tragic Week — a widespread uprising focused in Barcelona, sparked by opposition to the recruitment of an already overburdened and exploited workforce to fight in Morocco. The consequent social revolution resulted in the attacks and destruction of police stations, railroads, churches and monasteries, and ultimately in the death of six individuals, life imprisonment for twelve insurrectionists, and the execution of five others. The revolt also caused an aggressive suppression of unions, the closing of major newspapers and libertarian schools, and the enactment of martial law in Catalonia (the ramifications of which would still be felt in 1910). As with every other empire across the world, Spain was drifting out of its centuries of traditions and into a new age of uncertainties.

Amidst this background of revolution, Spain harbored a vast countryside of witch legends (from the days of the inquisition), ancient pagan divinities (leftover from the Galician peasants

and their pre-Christian cults), megalithic vaults, sacrificial dolmens, forgotten villages (with folklore about demons still residing in the seas and forests), and Moorish castles (many of them concealing their contraband of grimoires smuggled in the days of the Umayyads).

Tibet

Tibet was a Lamaist theocracy, with the majority of its citizenry living as serfs under a tyranny of regent monks — and nominally under the guidance of the thirteenth Dalai Lama. A British expeditionary would later recount in his journals the intolerable oppression of these rulers against their peasantry. While serfs suffered the curse of inherited debt and perpetual poverty, their insular masters cloistered comfortably in palatial fortresses. The Dalai Lama struggled for years to regain his central authority — under constant threat of usurpation from within and invasion from without — until finally fleeing a Chinese invasion in 1910.

As a geographically strategic intersection of greater empires, Tibet was a coveted treasure of competing interests — including those of Britain, France, Russia, Japan and China. While a British expedition to the country in 1904 resulted in the Massacre of Chumik Shenko — causing thousands of Tibetan casualties — a Chinese invasion in 1910 produced temporary Manchu rulership over the territory (consequently forcing the Dalai Lama to flee to British India).

In 1910, to a foreigner, Tibet would be a world of strange beauty and stranger gods. Travelers, diplomats, mystics, cartographers, archaeologists or spies — perhaps seeking Shambhala, chasing the fabled Mi-Go, mapping the Plateau of Leng, or pursuing esoteric wisdom from rumored deathless masters — would likely encounter plotting expeditionaries, duplicitous regent monks, wandering missionaries, and fortune-seeking adventurers, while exploring its treacherous and spectacular landscape.

United States

After the Spanish-American War, the Spanish Empire was drastically reduced, ending its colonial rule in the Americas. As a result, the United States became an imperial power, inheriting territories (with all their conflicts) in the western Pacific and in Latin America. Consequently, Americans were soon involved in a prolonged guerilla conflict in the Philippines, entangled in the protection of business interests in Latin America, and committed to numerous other military engagements across the globe. By the turn of the century, O.N.I. (Office of Naval Intelligence) agents and attachés were operating in every far-flung port, intercepting foreign threats in neighboring Latin America, in East Asia, and elsewhere abroad.

At the heart of America's capital growth, New York was a metropolitan marvel. The city trembled with life and crackled with electricity, the light of which competed with the cavernous shadows of its cyclopean towers. These were either brutish and oppressive tenements swarming with sounds, smells and foreign motives, or monuments of American triumph appropriating architectural motifs of old Europe. The cathedral-like Penn Station was modeled after the Roman Baths of Caracalla, the New York Public Library influenced by the École des Beaux-Arts of Paris. Multifarious mosaics, soaring ceilings, elegant pillars, carven pediments, and imposing pilasters everywhere evoked the Arabesque, the Parisian and the Byzantine. Within a few years, the city would erect the world's tallest structure — surpassing even the height of the Eiffel Tower, but not its beauty.

New York was also a renowned capital of immorality — from the prostitution, liquor-smuggling, gambling, thuggery, police payoffs, and petty offenses of its immigrant networks, to the enterprising oversight of its compromised leadership. Government was manipulated from the underworld, organized by Tammany Hall and its Democratic Party — brokering illegal payoffs, leveraged favors, electoral tampering, and suspicious accidents. Neighborhoods were taken as protectorates by gangs and ambitious crime families, each warring for a section of the city's profits. As for the city's nouveau riche aristocracy, muckraker Upton Sinclair characterized them as living in "Babylonian luxury." At the core of New York's corruption was an uncompromising love of money.

By 1913, New York would be the busiest port in the world. As it poured forth unrelenting waves of foreign-born — Germans, Irish, British, Poles, Italians, Russians, Austrians, Hungarians, Romanians, among others — the city choked in the smoke and offal of its runaway growth. Thousands of horse carcasses and foothills of excrement overflowed its streets, feeding the night soil that swamped its poorer neighborhoods. In short time, New York would implement aggressive policies to combat its pollution: reforming sanitation, legislating electric (over steam), and mandating cleaner transportation. Soon, the tram and automobile would obviate any remaining reliance on horse and carriage.

In Shoreham, Long Island, Nikola Tesla's Wardenclyffe Tower — designed to test his various enigmatic theories regarding Earth currents, wireless transmissions, death rays and facsimile images — would still exist in all its futuristic glory. However, by 1910 Tesla was drowning in debt, living off of the property mortgage financed by George C. Boldt, proprietor of the Waldorf-Astoria Hotel (where Tesla would retire when he wasn't haunting his workshop). Years after the project's abandonment, with Tesla ultimately demoralized by the failure, his safe at the hotel would be vandalized and its contents stolen (their whereabouts a mystery).

In stark contrast to New York's vertiginous empire, California was an expanse of endless horizons. Its major export was oil, producing almost half the country's supplies, with the United States itself providing two-thirds of the world's total petroleum. While San Francisco recovered from a devastating earthquake, Los Angeles established itself as the oil industry's capital, around which stretched a landscape of beauty, prosperity, and new roadways. By 1910, a nascent film industry — largely escaping Thomas Edison and a slew of restrictive motion picture patents — was establishing its foothold, as was a theosophist society with its moneyed, well-connected constituents. Numerous bohemian cults followed, each coveting California's freedoms, wealth and seclusion. One such new age movement — founded by actors and other creatives with rumored ties to D.W. Griffith — devoted itself to the glorious King in Yellow. Over time, its influence would lure the privileged California elite with lavish and debauched parties as enticements.

In addition to oil, eugenics (and sterilizations) was California's other major industry — facilitated through sanitariums and eventually, state universities. Such research would later provide the groundwork for eugenics movements in Germany and elsewhere.

Across the United States, Jim Crow laws denied the rights and ambitions of black Americans and other minorities; their effects of segregation were most acutely experienced in the Deep South. Against this background of oppressive suffering and violence, ancient blood reanimated and stirred in the swamps and abandoned estates of the old Confederacy — calling forth strange life from forgotten eons. Among dark waters, woods and hills, savage cults worshipped their hideous idols of black stone and the creeping, feeding things of nightmare.

Timeline and News Bites

1869 Opening of the Suez Canal (November 17th).

1870 Franco-Prussian War (July 19th, until May 10st, 1871).

1871 Unification of German states by Prussian chancellor, Otto von Bismarck.

1872 The *Mary Celeste* discovered abandoned and unmanned in the Atlantic, the crew vanished without a trace.

1875 Herzegovina Uprising, involving ethnic Serbians against Ottoman rule (July 9th 1875, until August 4th, 1877).

1876 Bulgarian (or "April") Uprising against Ottoman rule, resulting in the massacre of tens of thousands of Bulgarian civilians, women and children by Ottoman irregular forces (April 20th, until middle of May).

1877 Starry Wisdom Cult mysteriously disbanded in Providence, Rhode Island. Shocked by atrocities committed against Bulgaria, Russia declares war against Turkey (April 24th, until March 3rd, 1878).

1878 Captain Charles Weatherbee of the freighter *Eridanus* (bound from Wellington, New Zealand, to Valparaiso, Chile) recovers a mysterious mummy from an uncharted island (May 11th).

1889 Disappearances and rumors of strange rites occur across Oklahoma. Sensationalized Walker Davis "Snake Cult" case goes to trial (late December, until 1890).

1890 Louis Aimé Augustin Le Prince, later known as the "Father of Cinematography," vanishes from a train while visiting the United States (September 16th).

1892 Rumors of strange lights and flu outbreak outside of Arkham, sensationalized in local papers as being related to comet activity.

1893 Rash of disappearances in Rhode Island, including that of Edwin Lillbridge, reporter for the Providence Telegram. Notorious serial killer H.H. Holmes lures victims to his personally designed "murder hotel" during the World's Columbian Exposition in Chicago.

1894 Percival Lowell builds an observatory in Flagstaff, Arizona Territory, to study canals on Mars. *The Jungle Book* published. Serial killer H.H. Holmes captured (November 17th).

1895 *The King in Yellow* appears. Lenin exiled to Siberia. Motion pictures. First public screening of the Lumière brothers' films at the Salon Indien du Grand Café in Paris (December 28th). X rays.

1896 Legends of backwoods cannibalism — considered mere local rumors and legend by 1910 — attached to the areas in and around the "wild hills above Arkham." Henri Becquerel and Marie Curie discover and name radioactivity.

1897 Japan establishes the Sociedad Colonizadora Japón-México in Chiapas, Mexico, which later becomes the Sociedad Cooperativa Nichiboku Kyodo Gaisha. *War of the Worlds* serialized. Population of small, remote Japanese island disappears. World's first Fingerprint Bureau established in Calcutta, India.

1898 Mysterious sinking of the U.S. Battleship *Maine* blamed on Spain (February 15th). America's intervention in the Cuban War of Independence ultimately results in the Spanish-American War (April 25th to August 12th). Office of Naval Intelligence (O.N.I.) established as the United State's naval intelligence arm, ferreting out spies, saboteurs and other undesirable threats.

1899 United States engaged in the Moro Wars, a savage and drawn-out guerilla conflict in the Philippine, Mindanao and Sulu archipelagoes (until 1913). Boxer uprising in China (to 1901). Second Boer War (October 10th, until May 31st, 1902).

1900 *The Wizard of Oz* published (May 17th). Van Gogh commits suicide (July 29th). The Militia United in Righteousness ("Boxers") converge on Peking to exterminate all foreigners (June). Kodak introduces the Brownie camera (February). In the Flannan Isles of Scotland, three lighthouse keepers vanish from their duty stations, and are never seen again (December). Quantum Theory.

1901 Nova Persei discovered by Scottish clergyman Thomas David Anderson (February 21st). The Eight-Nation Alliance, consisting of Austria-Hungary, France, Germany, Italy, Japan, Russia, the United Kingdom, and the United States, unite to defeat the Boxer uprising (August 14th). President McKinley assassinated (September 6th). Queen Victoria dies, and is succeeded by King Edward (Janunary 22nd). Picasso's "Blue Period." Tesla begins work on Wardenclyffe Tower in Shoreham, New York, intending to demonstrate the potential of wireless power transmission. Fingerprint Bureau established in Scotland Yard. The Antikythera mechanism — an ancient analog clockwork computer designed to predict astronomical positions and eclipses — is recovered from a shipwreck off the coast of the Greek island of Antikythera.

1902 *Heart of Darkness* published. *The Hound of the Baskervilles* published. Georges Méliès directs the silent film *Le Voyage dans la Lune* ("A Trip to the Moon").

1903 British expedition to Tibet, as an attempt to counter a perceived Russian threat (December, until September, 1904). The silent film *The Great Train Robbery* debuts. Bolshevik revolutionary group organized. Wright Brothers flight near Kitty Hawk, North Carolina (December 17th). Konstantin Tsiolkovsky's *The Exploration of Cosmic Space by Means of Reaction Devices* — the first serious scientific work on space travel — is published.

1904 Russo-Japanese War explodes over territorial rights to Manchuria and Korea (February 8th, until September 5th, 1905). Japanese companies Kumamoto, Toyo and Tairiku Shokumin Kaisha establish mining and agricultural operations in Baja California. British expedition reaches Lhasa, with thousands of Tibetans killed in battle (August). *Peter Pan* first performed (December 27th).

1905 Russia weakened and demoralized after losing to Japan (September 5th). Mysterious outbreak (typhoid?) in Arkham, medical facilities at Miskatonic University noted in Gazette for "Modernized, Rapid Reponse and Upstanding, Heroic Fortitude." *Little Nemo in Slumberland* appears in the New York Herald (October 15th, until July 23rd, 1911). Funding for Wardenclyffe Tower ceases, and Tesla is forced to shut down the project (though George C. Boldt keeps Tesla, and a diminished Wardenclyffe, afloat for a few more years).

1906 Upton Sinclair's *The Jungle* published (February 26th). Mount Vesuvius erupts (April 4th). San Francisco earthquake kills hundreds (April 18th). Antiquities Act — an executive order protecting ruins and artifacts across the United States — passed by Theodore Roosevelt (June 8th). The Japanese merchant vessel *Kaga Maru* found drifting in the Devil's Sea, its crew missing (May 13th). Morse code SOS adopted.

1907 Inspector Legrasse and police investigate vile cult in the wooded swamps south of New Orleans (November 1st). Pablo Picasso and Georges Braque pioneer Cubism. Rasputin gains influence in the court of Nicholas II. An explosion in West Virginia's Monongah Mine — killing more than 500 adult and child miners — becomes America's worst industrial disaster (December 6th). Romanian peasants revolt in Moldavia over land rights and worker exploitation, leading to thousands of deaths at the hands of the Romanian army. Tungsten lightbulbs.

1908 Inspector Legrasse brings Cthulhu idol to the American Archaeological Society, arousing interest of Roosevelt's Bureau of Antiquities (and others in the academic community). Nathaniel Peaslee possessed by alien entity (May 14th to September 2nd 1913). Tunguska Event explosion (June 30th). Public pressure ends King Leopold II's rule in the Belgian Congo. Earthquake and tsunami kills over 120,000 in southern Italy, destroying (most of) the cities of Messina and Reggio di Calabria (December 28th). Largely in response to President McKinley's assassination, the United States Bureau of Investigation is officially sanctioned to investigate anarchist threats, "white slave trafficking," and other federal crimes, using Department of Justice funding (July 26th). Henry Ford begins production on the Model T. First newsreel. *The Wind in the Willows* published.

1909 Inspector Legrasse hired by Attorney General Bonaparte as an adjunct consultant for the Bureau of Investigation (January). Commander Peary reaches the North Pole (April 6th). Adana massacre, tens of thousands of Armenians killed (April 14th). F.T. Marinetti publishes his Futurist Manifesto. The SS *Waratah*, en route from Durban to Cape Town, disappears with no trace of its crew or 211 passengers (July). Lincoln head penny enters United States circulation. Spain's "Tragic Week" — a series of violent conflicts between the Spanish army and the working classes — occurs in Barcelona and other cities of Catalonia (July 25th, until August 2nd). First use of fingerprint evidence to solve a murder case. Earthquake in Tawain kills over 1200 people.

1910 Mysterious comet — initially erroneously cited as Halley's comet — unexpectedly appears over the Transvaal in South Africa (January 12th). Halley's comet appears (April 10th). Great Devil's Broom fire engulfs three million acres in American Northwest (August 20th to 21st). Cyclone of the Five Days in Cuba (October 12th). Harry Houdini's adventure in Egypt. *The Wizard of Oz* silent film released. W.D. Boyce incorporates Boy Scouts of America (February 8th). Rasputin travels to Constantinople, Patmos, Cyprus, Beirut and the Holy Land. Cure for syphilis. King Edward dies, and is succeeded by King George (May 6th). Philadelphia Athletics win the World Series (October 23rd). American socialite and writer Dorothy Harriet Camille Arnold disappears while walking on Fifth Avenue in New York City (December 12th). Numerous disappearances reported across New England during a total eclipse (November 16th). Henri Fabre flies the first successfully powered seaplane (March 28th). China invades Tibet.

1911 Tibet declares its independence from China. Triangle Shirtwaist Factory fire in New York City kills 146 workers (March 25th). Roald Amundsen reaches the South Pole (December). *Little Nemo in Slumberland* changes its name to *In the Land of Wonderful Dreams* and appears in William Randolph Hearst's *New York American* (July 18th, until July 26rd, 1914). Mona Lisa stolen, and Pablo Picasso later brought in for questioning (August 21st). Italo-Turkish War (September 29th, until October 18th, 1912).

1912 Captain Scott reaches the South Pole (January 17th). *Tarzan of the Apes* published. Arizona becomes the 48th state of the United States (February 14th). *Titanic* sinks on her maiden voyage (April 15th). Jeweled edition of the *Rubaiyat of Omar Khayyam* — known as "The Great Omar" — is lost during transport on the Titanic. Piltdown creature discovered in East Sussex, and later claimed to be a hoax.

1913 Niels Bohr publishes his Bohr model atomic theory. Ambrose Bierce disappears without a trace while traveling in Mexico with rebel forces.

1914 Nearly 1400 buildings lost in the Great Salem Fire (June 25th). Archduke Franz Ferdinand and his wife, Duchess of Hohenberg, killed in Sarajevo (June 28th). Great War (July 28th, until November 11th, 1918). First official transit of the Panama Canal by the SS *Ancon* (August 15th).

1872
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REAL ESTATE

Chapter 1: Character Creation

If you've played a roleplaying game before, then this should all look somewhat familiar. If not, have your gamemaster walk you through this process. Now, on to the creation process...

Adventurer Creation Summary

1. Roll your adventurer's attributes.
2. Determine your adventurer's social status.
3. Calculate your adventurer's Common skills.
4. Choose your adventurer's cultural background.
5. Discover your adventurer's family, connections & reputation.
6. Choose your adventurer's Professional skills and background.
7. Choose your adventurer's essential nature.
8. Roll your adventurer's age and assign your free skill points.
9. Pick your adventurer's drives and bonds, and add the final touches.

1. An Adventurer's Attributes

Attributes are raw scores that describe the overall physical, mental and social qualities of your adventurer. The primary attributes are: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma. Roll **3d6** for **Strength**, **Constitution**, **Dexterity** and **Charisma** — in order — and record each score on your character sheet. Then roll **2d6+6** for **Size**, **Intelligence**, and **Power**, in order, and record these scores as well. **Note:** in most cases, the upper limit of human ability — in each of these primary attributes — is a score of 18.

Genetics & Size (optional)

For more variations in Size, a simple genetics check — using 3d6 — may be rolled. After rolling, consult the first two die for the Size of each of your parents (a result of 1 means the parent is very small relative to the global average, and a result of 6 indicates the opposite; a result of 3 to 4 is average). Use the average of the two rolls (rounding down) as the modifier for your adventurer's Size roll (rather than the default +6) — *unless* the third die rolled is a 6. If this occurs, then roll 3d6 for a Size that defies your genetic heritage. Or, if the initial 3d6 equals 18, then use +8 for your Size modifier. Alternatively, the gamemaster may use different Size modifiers — to indicate cultural variations — with non-player characters. A similar genetics check could be made for other attributes, such as Power (a resultant modifier of +6, or more, could indicate some latent psychic sensitivity).

Strength (Str) represents raw muscle power, useful for lifting, climbing, pushing, brawling and breaking things. To find your Strength, roll 3d6 and write down the resultant sum on your character sheet.

Constitution (Con) measures vitality and resistance to pain, gunshots, physical trauma, poisoning, or exertion. Roll 3d6 to determine your Constitution.

Size (Siz) embodies the overall mass of your adventurer, combining height and weight into one score. It affects how your adventurer dishes out damage, suffers trauma, or intimidates enemies. Roll 2d6+6 to derive your Size.

Intelligence (Int) corresponds to the capacity for learning and analysis, helpful in detecting traps, intuiting clues and implementing science. Roll 2d6+6 to discover your Intelligence, then write down the score.

Power (Pow) characterizes the intangible essence of the adventurer, the spiritual component which influences inner fortitude, resistance to horror, and intuition of supernatural forces. Roll 2d6+6 for your Power.

Dexterity (Dex) quantifies coordination, reflexes and agility, good for quickdraws, dodges and athletics. Roll 3d6 for Dexterity.

Charisma (Cha) describes the Adventurer's appeal and force of personality, useful in influencing, tricking, manipulating and charming others. Roll 3d6 to determine its score.

Determining Secondary Attributes

Secondary attributes are derived from your adventurer's primary attributes, and affect how well he or she resolves certain actions and outcomes. The secondary attributes are: **Initiative**, **Action Points**, the **Damage Modifier**, **Might**, **Move**, **Essence**, **Hit Points**, **Rationality**, the **Wound** rating, the **Trauma** rating and **Mettle Points**.

Initiative rates how quickly in combat your adventurer strategizes, seizes opportunities, or moves to action. To find your Initiative, add together your Dexterity and Intelligence (Dex+Int) and divide the result by two, rounding up.

Action Points (sometimes abbreviated as **AP**) tally the number of times you can act in a round of combat. Add together your adventurer's Dex and Int, then consult the following chart to find your Action Points.

Dex+Int	Action Points
12 or less	1
13-24	2
25-36	3
Every additional +12	+1

The **Damage Modifier** (sometimes abbreviated as **dm**) affects how much damage your adventurer inflicts to opponents in hand-to-hand brawls, and is determined by adding together your Strength and Size (Str+Siz) and consulting the "Damage Modifier and Might" table. Calculate your Damage Modifier, then record the result in the box marked "Damage Modifier" on your character sheet.

Might rates your adventurer's force of strength against inanimate objects or opponents. The score is directly related to your Damage Modifier. Find your Might next to your Damage Modifier on the "Damage Modifier and Might" table.

Damage Modifier and Might

Str+Siz	Damage Modifier	Might
1–5	–1d8	1
6–10	–1d6	2
11–15	–1d4	3
16–20	–1d2	4
21–25	+0	5
26–30	+1d2	6
31–35	+1d4	7
36–40	+1d6	8
41–45	+1d8	9
46–50	+1d10	10
51–60	+1d12	11
61–70	+2d6	12
71–80	+2d8	13
81–90	+2d10	14
91–100	+2d12	15
101-120	+2d12+1d4	16
121-130	+2d12+1d8	17
131-140	+3d12	18
141-150	+3d12+1d4	19
151-170	+3d12+1d8	20
171-190	+3d12+2d6	21
191-200	+3d12+2d8	22
201-220	+3d12+2d10	23
221-240	+3d12+3d8	24
241-260	+3d12+3d10	25

Your **Move** score indicates your average rate of movement. In combat, this score is measured in yards. Your adventurer's default range is **10 yards**, so record "10" in the box marked "Move" on your character sheet.

Top Speed

Top speed calculations and rules may be found in the "Movement, Exploration & Encumbrance" section of the "Game Mechanics" chapter.

Your **Essence Points** (sometimes abbreviated as **EP**) measure your adventurer's inner well of spiritual strength and identity. They drain away while using and countering most forms of magic, or sometimes while resisting supernatural forces. Your pool of Essence Points is equal to your Pow score, but this may fluctuate dynamically throughout a campaign.

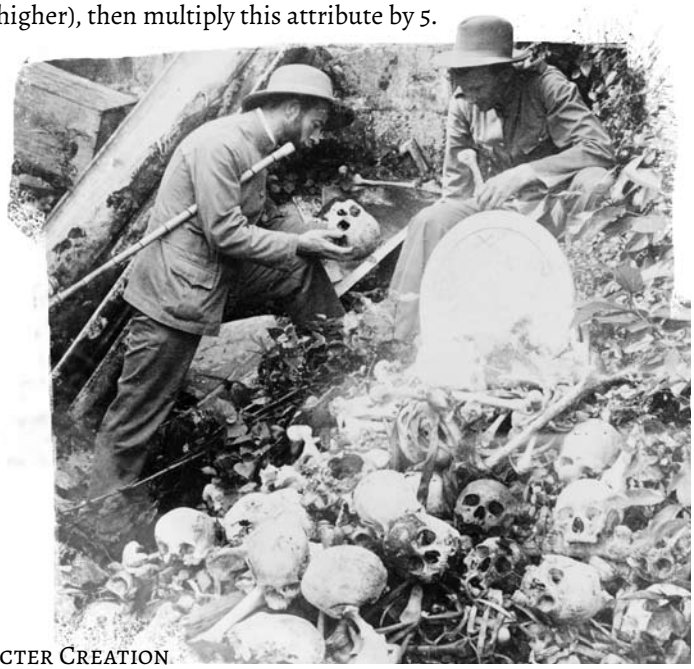
Your **Hit Points** (sometimes abbreviated as **HP**) measures the amount of pain and damage you sustain before succumbing to serious injury (or even to death). To calculate your Hit Points, add your Constitution and Size (Con+Siz), and then divide the result by 2 (rounding up).

Hit Locations (optional)

Some players prefer separating Hit Points into individual body part locations — such as head, arms, legs, chest and abdomen — to better approximate the specific kinds of damage found in combat. The following optional guidelines allow Hit Points to be translated into Hit Locations.

To determine Hit Points for each body part, first calculate your Wound score: Hit Points divided by two, then rounded up. Your abdomen's Hit Points are equal to your Wound score. Your head's Hit Points are equal to your Wound score –1. Your chest's Hit Points are equal to your Wound score +1. Each leg's Hit Points are equal to your Wound score –1. Each arm's Hit Points are equal to your Wound score –2. See the "Humanoid Hit Locations" table in the Damage rules.

Rationality reflects your adventurer's carefully constructed worldview, one in which the intuitions of darker truths are repressed by civilized assumptions, institutionalized education, hope, and — in the Enlightened mind — denial. Rationality measures the adventurer's ability to withstand challenges to his perception of reality, or to hold firm to an ideology. Use your adventurer's Pow or Int (whichever is higher), then multiply this attribute by 5.



Your **Wound** rating indicates the level of physical injury your adventurer may withstand — in one blow — before receiving a serious complication. Divide your Hit Points by two, then round up, to know your Wound score.

Your **Trauma** rating measures the amount of mental damage your adventurer may experience — in one shock — before suffering a psychological strain. Divide your POW by two, then round up, to find your Trauma score.

Lastly, your **Mettle Points** allow for the adventurer's last ditch heroic effort, or any sudden change of fate. During a dire situation — or as a matter of strategy — you may spend a Mettle Point to test the odds and hopefully move them in your favor. Most adventurers start the game with two Mettle Points.

2. Social Status

Social status affects your adventurer's access to wealth, to education, and to the right connections, among other resources. Your social status is defined by: your **Social Standing** category, your **Class & Credit** skill, and your attitude toward your status.

Your Social Standing

By default, players roll their Social Standing category. However, in some cases, the gamemaster may allow players to choose their own Social Standing categories — if this fits the concept of the setting. If this happens, the gamemaster may either ask that all players choose the same Social Standing, or he may just allow a mix of levels. In the former case, assigning players to the same social status expedites group cohesion. In the latter case, allowing a strong mix invites flexibility and interest. That said, gamemasters are encouraged to insist on rolling for Social Standing. Surprising dice rolls oftentimes forces players to be innovative in explaining their group relationships.

Forces of inequality and injustice may affect an adventurer's social status. Disadvantaged characters may lack equal access to auspicious professions, higher education, voting rights, property rights, health care, and credit, among other resources. While some gamemasters or players may wish to skirt the issues of prejudicial inequality and castes in his setting, others will desire this historical dimension as a renewable source of interest and conflict.

Consider those adventurers disadvantaged by a corrupt and decadent society — whether due to race, creed, caste or gender — as proving more than willing to forge their own destinies, free from tyrannical laws.

The player choosing a disadvantaged position for his character rolls on the "Disadvantaged Minority" side of the "Social Standing (Industrial Culture Background)" table, recognizing the likelihood of a less than favorable social status. The player choosing a less disadvantaged position rolls on the "Privileged" side of the "Social Standing" table. Note that the gamemaster has the choice to make either table the default for all players, depending on how the setting is developed.

Standard of Living

Note your adventurer's **standard of living** in the appropriate section of your character sheet. These descriptors (and default earnings) are further explained in the "Wealth and Equipment" chapter.

Social Standing for other cultural backgrounds (optional)

By default, adventurers originate from industrialized cultures. However, if a player or the gamemaster wishes to develop a character from an agrarian or tribal background, then he may use one of the alternate "Social Standing" tables specific to that culture. See "Cultural Background" for more information about these various heritages.

Noblesse Oblige

Any character in the ruling elite must add "Noblesse Oblige" as a bond, effectively sacrificing one of his three motivations for this noble obligation. The bond is to one's lessers — to the lower castes — as a form of duty that comes with elite privilege. Ideally, meeting the bond means acting with honor and nobility, and with a sense of responsibility for the welfare of those under one's rule or in one's charge. Fulfilling the bond means continually affirming the belief that nobility extends beyond mere entitlement, to involve a sacrificial care for others and an ethos of good rulership. While one may ignore the bond repeatedly, others in the ruling elite will eventually lose respect for the noncomformist individual. To conform to minimal standards of comportment, the Noblesse Oblige should include a value (to be kept no lower than 50%).

Social Standing (industrial cultural background)

Privileged		Disadvantaged Minority			
1d100	Social Standing	1d100	Social Standing	Example Social Roles	Standard of Living
1-2	Ruling Elite	—	—	Aristocrat, wealthy socialite, landed gentry	Ostentatious
3-8	Upper Class	1	Upper Class	Philanthropist, wealthy merchant, landholder	Luxurious
9-20	Upper Middle Class	2-3	Upper Middle Class	Professional, merchant, investor, politician	Comfortable
21-65	Lower Middle Class	4-8	Lower Middle Class	Skilled laborer, tradesman	Frugal
66-95	Servant Class	9-75	Servant Class	Servant, common worker	Subsistent
96-00	Poor	76-00	Poor	Beggar, vagabond	Wretched

Social Standing (agrarian cultural background)

1d100	Social Standing	Example Social Roles	Standard of Living
1-2	Ruling Elite	Powerful merchant, connected family member, landed gentry, ruling governor, voivode	Ostentatious
3-8	Upper Class	Wealthy merchant, landholder, bureaucratic advisor, brahman	Luxurious
9-20	Commoner	Farmer, artisan, governmental official, kshatriya	Frugal
21-95	Peasant	Indentured servant, freedman, sharecropper, serf, tenant, peon, vaishya, shudra	Subsistent
96-00	Outcast	Beggar, slave, criminal, pariah, burakumin, untouchable, dalit	Wretched

Social Standing (tribal cultural background)

1d100	Social Standing	Example Social Roles	Standard of Living
1-2	Ruling Elite	Chief, chieftan, headman, sheikh, asqaqal, khan, xan, bey, emir, elder, warlord	Luxurious
3-95	Tribesman	—	Subsistent
96-00	Outcast	Beggar, slave, criminal, pariah, untouchable, outsider	Wretched

Your Class & Credit Skill

Next, calculate your **Class & Credit** skill. Your Class & Credit skill reflects your character's access to cash, credit, and connections. Unlike other skills, Class & Credit stays rigidly fixed at its initial state, and — except in very rare circumstances — cannot be improved.

The dice roll for your Class & Credit score is determined by your Social Standing category. For example, if your adventurer is in the Servant Class, then you roll 1d6+2 to find your Class & Credit. If your adventurer is in the Upper Class, then you roll 1d6+12, and multiply the result by 4. To know how to calculate your Class & Credit score, consult the "Social Standing and Class & Credit" table. Calculate, then record your Class & Credit in the "Common Skills" section of your character sheet.

Your wealth is largely affected by your Social Standing as well as by your cultural and professional backgrounds — and eventually, by your experience and connections.

Social Standing and Class & Credit

Social Standing	Determining Class & Credit
Ruling Elite	Roll 1d6+16, then multiply the result by 5
Upper Class	Roll 1d6+12, then multiply the result by 4
Upper Middle Class	Roll 1d6+10, then multiply the result by 3
Lower Middle Class Commoner	Roll 1d6+6, then multiply the result by 2
Servant Class Tribesman Peasant	Roll 1d6+2
Poor Outcast	Roll 1d4

Your Adventurer's Attitude Toward Social Status

What is your character's attitude toward his social status? Does your adventurer defend the status quo, the rights of privilege, the authority of empire, or the wisdom of tradition? Or, does he join the ranks of progressives, revolutionaries, anarchists and malefactors, all rebelling against the tyranny of order? Or, perhaps your adventurer proves the rebellious opportunist, choosing lawless freedom over inherited station — regardless of the happenstance of social currency. Your choice at this stage will ultimately influence your character's motivations, choices and personality.

An Adventurer's Concept and Story

Some players at this stage — perhaps inspired by the gamemaster's introduction to the setting — have in mind a clear picture of their adventurers even before completing character generation. Other players prefer navigating the entire character generation process before deciding on a biography.

If your concept is prefigured, then use the following stages — choosing a cultural and professional background, rolling connections, choosing a personality, and so on — to fine-tune this concept to completion. If you have only a vague outline of your adventurer, then use the character generation process to inspire detail and direction. You also may consider the gamemaster's input of setting, or build off of other players' concepts.

Do not feel intimidated if your character biography fails to read as descriptively as that of another player's. It is okay, and even advantageous at this stage, to allow some mystery in your character's background. Opportunities for development will happen in-game, as your character struggles with conflicts and makes difficult choices. If you are unsure of a character direction at this point, then keep moving through the process.

If you already possess a general concept for your character, then you may want to discuss this concept with your group and gamemaster before moving forward to the adventurer's background experience.

3. Common Skills

Each adventurer possesses Common and Professional skills, derived from unique cultural and professional background experiences. Skills are talents acquired through a life of study and adventure. They are measured in percentages on your character sheet, and represent your adventurer's spectrum of talents and proficiencies.

As with other percentile systems, you can intuit very easily how accomplished you are in a particular skill by your percentage score. A 10% in a given skill — for example — represents a very weak aptitude, while a score of 95% indicates a nearly unrivaled expertise.

By default, each adventurer possesses a range of Common skills allowing him to perform a variety of actions with varying degrees of competence. Unlike Professional skills — which are unique to each character — Common skills represent abilities shared by all human characters in the setting. At this point in the character generation process, you will calculate the base value for each of these Common skills.

The base value of each Common skill is determined by the sum of two attributes or a multiple of a single attribute. This value represents the adventurer's innate competence in a given area, along with any training he has received as part of his formative years. For example, if you were calculating the base value for your Brawn skill, then you would add the score of your Strength attribute to the score of your Size attribute. Or, if you were calculating the base value for your Common Knowledge skill, then you would double your Intelligence attribute.

The "Common Skills" table shows how the basic value for each Common skill is calculated. This value represents the percentage chance of success when using a skill. For example, an Athletics score of 23 is expressed as "23%." Skill percentages, and each Common skill's full description, are covered in the "Skills" chapter.

At this point, calculate the base values for your Common skills and note them on the appropriate sections of your character sheet. Note that as you move through character generation, fleshing out your adventurer's history, you will be adding more points to the base values of many of these skills.

Common Skills

Common Skill	Base %
Athletics	Str+Dex
Brawn	Str+Siz
Class & Credit	—
Common Knowledge	Int×2
Conceal	Int+Pow
Deceit	Int+Cha
Detection	Int+Pow
Etiquette	Int+Cha
Evade	Dex×2
First Aid	Dex+Int

Common Skills

Common Skill	Base %
Fortitude	Con×2
Influence	Cha+Pow
Intuition	Int+Pow
Native Tongue	Int×2
Research	Int×2
Stealth	Dex+Pow
Streetwise	Pow+Cha
Swim	Str+Con
Unarmed	Str+Dex
Willpower	Pow×2

4. Cultural Background

Each adventurer starts the game with a unique cultural background. A cultural background influences a character's various beliefs and personality, and includes a place of origin, native languages, and knowledge common to a member of the culture.

There are two methods for developing a cultural background, one of which is the "Quick Cultural Background" method — for those who wish to expedite character creation — and the other of which is the "Deeper Cultural Background" method — useful for those wanting a more thorough history complete with roleplaying hooks.

Quick Cultural Background

1. **Place of origin**: Determine your character's place of origin. New England is a common choice for many characters in weird stories.
2. **Languages**: Determine which languages are native to your cultural background. For many players, "English" only will be the native language. Adventurers from bilingual backgrounds may start with two (and less commonly, three) languages: French and English, Spanish and English, Polish and English, German and English, and so on.
3. **Religion**: Your adventurer's religious upbringing may prove important, though this is left to you and the gamemaster to decide. Determine your character's religious upbringing and beliefs.
4. **Add 30 points each to Common Knowledge and Native Tongue**: You have already learned how to calculate the base values of your Common skills. Now add 30 points to the base values of both your Common Knowledge and your Native Tongue. For example, if the base value of your Common Knowledge skill was 26%, then after this process your new value is 56%.
5. **Think of a history**: Develop your own character history as you see fit and with the input of the gamemaster. Alternatively, some players enjoy learning about their character — and filling in historical details — as they play the game, which is a perfectly reasonable method.
6. **Distribute 100 points**: After character generation, distribute an additional 100 bonus points among your Common and Professional skills, with no skill receiving more than 15 points.
7. **You're done**: You can skip the rest of the cultural background section and go directly to your professional background. If you want more help with your character's history, then read the "Further Notes for a Cultural Background" section.

Deeper Cultural Background (optional)

One's society and upbringing plays a large part in how he or she sees the world, thinks about family, dreams about adventure, or becomes proficient in skills deemed important to the culture and its environment. In this section, you will choose such a cultural background for your character.

There are three basic societal types to choose from, such as the **industrial** (for most players, the default), the **agrarian**, or the **tribal**.

Each societal type includes a brief description and a list of Common and Professional skills appropriate to its members. As you pick from the list of skills, you should also be thinking about the background experiences (and connections) that exposed your character to these aptitudes and influenced your character's outlook on life.

The cultural types provided are merely rough guides. Gamemasters and players are free to substitute them if doing so proves practical for the needs of the setting. For example, although British Indian is suggested as an agrarian type, a gamemaster may decide that an industrial background is more suited to a colonial entrepeneur growing up in Calcutta, while a tribal type is more appropriate for a native living far from any civilization.

Adding Points to Your Common and Professional Skills

For more details about Professional skills — including skill specializations, Fighting Methods, and base value calculations — see the "Professional Background" section in the next step of character creation.

Choose your cultural background. You have already learned how to calculate the base values of your Common skills. Now add **30 points** to the base values of both your Common Knowledge and your Native Tongue. For example, if the base value of your Common Knowledge skill was 26%, then after this process your new value is 56%.

Select **three** Professional skills from the cultural background (see **note**). Make sure the choices are logical to your character (e.g, picking the Pilot Boat skill only if a character grew up in a maritime setting).

Calculate the base values for these Professional skills. (Note that all of the base value calculations for Professional skills are included in the "Professional Background" section).

Distribute **100 points** among the culture's **seven** Common skills and whichever **three** Professional skills you chose.

Increase each skill by 1% for every point spent. However, you may not spend more than 15 points on any one skill.

Note: Be sure to read any special abilities that may be included with your culture. Some cultural backgrounds award bonus points or extra skills to your adventurer. Even if your adventurer starts with more than seven Common and three Professional skills — because of a special ability — you still distribute 100 points among these in the same manner.

Industrial

"Good leadership consists of showing average people how to do the work of superior people." —John D. Rockefeller

"We must find new lands from which we can easily obtain raw materials and at the same time exploit the cheap slave labor that is available from the natives of the colonies. The colonies would also provide a dumping ground for the surplus goods produced in our factories." —Cecil Rhodes

Examples: British, French, Dutch, Belgian, American, Russian, Japanese, German, Italian, New Englander, (create your own)...

Industrial cultures are highly complex and stratified, with a diverse range of professional backgrounds. They are generally marked by bureaucracies, factories and rapidly advancing technologies, as well as by fierce competitiveness, numerous social constraints and complicated rules of propriety.

Common Skills
Deceit, Etiquette, Influence or Unarmed, Intuition, Native Tongue, Research or Streetwise, Willpower

Professional Skills (choose three)
Commerce, Create Art (any), Entertain (any), Fighting Method (Concealed Weapons or Street Fighting) or Tradeskill (any service-oriented), Seduction, Knowledge (any culturally relevant religion), Mechanisms

Agrarian

"Children observe daily and — in their behavior — often follow the example of their parents." —Spanish proverb

"Agriculture is the noblest of all alchemy; for it turns earth, and even manure, into gold, conferring upon its cultivator the additional reward of health." —Thomas Jefferson

"As the garden grows so does the gardener." —Hebrew proverb

Examples: Mexican, Peruvian, Bolivian, Boer, Acadian, Brazilian, Chinese, Ottoman, Spanish, British Indian, (create your own)...

In agrarian cultures, ownership of land defines status, power and achievement. Professional opportunities tend to be limited to one's inherited status. Social constraints are affected by folkways and mores. Family, community, and faith are generally more important than individualism.

Common Skills
Athletics, Brawn or Unarmed, Common Knowledge, Deceit, Etiquette, First Aid, Fortitude

Professional Skills (choose three)
Commerce or Survival, Drive (Horse-Drawn Carriage) or Ride (any relevant to region), Entertain (any instrument or talent relevant to region), Fighting Method (Hunting, Firearms, Mounted Firearms, or any relevant to region), Knowledge (any culturally relevant lore or religion), Mechanisms, Tradeskill (Brewing, Cooking, Metallurgy, Pottery, Weaving, Sewing, or any relevant to region)

Tribal

"I grew up knowing it's wrong to have more than you need. It means you're not taking care of your people." —Navajo proverb

"We do not inherit the land from our ancestors. We borrow it from our children." —Navajo proverb

"I against my brother, I and my brother against our cousin, I, my brother and our cousin against the neighbors, all of us against the foreigner." —Bedouin proverb

Examples: Korowai, Baruya, Pashtuns, Zulu, Apache, Comanche, Navajo, Cherokee, Cheyenne, Yaqui, Hopi, Bakhtiaris, Nandi, Masai, Tallensi, Baganda, Yoruba, Galla, Somali, Hausa, Nuer, Ibo, Inuit, Yupik, Polynesian, Bedouin, (create your own)...

In tribal cultures, kinship and bloodlines are fundamentally important. Whether the tribe is sedentary, semi-nomadic, or nomadic, the clan is highly ethnocentric, and one's social role is tightly integrated into the family.

Common Skills
Athletics or Swim, Brawn or Unarmed, Common Knowledge or Streetwise, Detection, First Aid, Fortitude, Stealth

Professional Skills (choose three)
Create Art (Carving, Poetry, Sculpting, or any relevant to culture) or Entertain (Singing, Dancing, Oratory, Storytelling, or any culturally specific instrument or talent), Fighting Method (Hunting, Firearms, Mounted Firearms, or any relevant to culture), Intimidate, Knowledge (culturally specific lore or religion), Pilot (culturally specific watercraft) or Ride (any relevant to region), Survival, Tracking or Tradeskill (Brewing, Cooking, Metallurgy, Pottery, Weaving, Sewing, or any culturally specific craft)

Further Notes for a Cultural Background

The following notes and tables are provided as aids in fleshing out a cultural background.

Place of Origin

Choose a nationality, territory, empire or colonial protectorate as your place of origin. Options are by default open-ended, though player choices may be reined in by a gamemaster desiring group cohesion or focus on a specified region. Consult the gamemaster for a parameter of choices.

If your entry point to the game world is through Lovecraft, Howard, and other weird fiction authors (or horror and adventure stories in general), then devising characters from countries of origin well-represented in the weird genre would be an advisable option. American and British characters are obvious first choices, of course.

Other possible places of origin include: Austria-Hungary, Spain, Belgium, France, Germany, Italy, Japan, or Russia. The Chinese and Ottoman Empires, the diverse range of African colonies, the Baltic territories, Central and South America, numerous reservations, protectorates and territories, and even the Polynesian islands all offer other interesting possibilities. Note that if the setting is based on an alternate timeline or historical (or mythical) epoch, then these places of origin may even be fantastic.

Cultural backgrounds may be grouped into very abstract categories of industrial, agrarian or tribal. While many of the characters in a weird setting by default originate from populated, civilized regions — such as Providence, New York, Chicago, or London — a few others may just as well originate in less populated border towns and backwaters. Tribal backgrounds, such as those of the Bedouin of the Empty Quarter, or of the Inuit of the Arctic north, are by default reserved for non-player characters, though this is certainly not a mandate for a setting focusing on a remote region.

Naming Your Cultural Background

Think about how you want to characterize your cultural background. Do you want to keep it general ("Austro-Hungarian") or do you want to be more specific ("Serbian national"). Creating a short descriptive phrase helps inspire roleplaying opportunities (for you and for the other players). So, if you wish, be inventive; however, keep in mind that your choice affects your adventurer's common knowledge, as well as the reactions of other characters in the setting. Here are a few examples of culture entries: "New England aristocrat"; "American southwest"; "Transvaal of British descent"; or "exiled Samurai Meiji Japan." Record your culture on your character sheet.

Cultural Variations for Social Standing

Is Social Standing more or less important in your cultural background, and how may this affect your adventurer's life choices? A character originating in a borderland territory or in an outright wilderness may be less limited in his life choices (though not necessarily). While the default Social Standing rules should suffice for most cultural backgrounds, a variation in a culture's social structure — and how this affects the character's choices — should be discussed with the gamemaster.

Religious Upbringing and Beliefs

Your adventurer's religious upbringing may also prove important, though this is left to you and the gamemaster to decide. If Christian, is the adventurer Protestant, Catholic or Eastern Orthodox (or a subset of one of these)? If Muslim, is the adventurer Sunni or Shiite? Your adventurer may adhere to a more mystic subset of a religion, such as Sufism or Hasidic Judaism, or loosely affiliate with a broad category such as Buddhism. Interest in Spiritualism — a belief centered on the spirit world and man's quest toward spiritual perfection — grew in popularity during the Edwardian, as did interest in occultism, Theosophy and other esoteric movements. Atheism would be another possible choice in the modern era. Your choice will invariably carry social consequences for your adventurer.

If religion is an essential aspect of your character, then this also should be characterized as a short descriptive tag. Again, keep in mind that your choice affects your adventurer's common knowledge, as well as the reactions of other characters in the setting. Here are a few examples: "agnostic seeker"; "Southern Baptist"; "identifies as Catholic"; "atheist"; "child of Christian missionaries"; "memorized scripture"; "Armenian Christian"; or "Theosophical convert." Record your descriptive tag on your character sheet. However, leaving this blank also communicates something about your adventurer.

Language, Religion and Extraplanar Entities

Some extraplanar entities cloak themselves in the shapes and symbols specific to an observer's beliefs. When dealing with these entities, a character's religious heritage may have a direct impact on how the entity appears and how it interacts. Similarly, a character's native language or common knowledge may also affect these interactions. Though it is beyond the scope of this section to discuss in full, it is also important to mention that one's religion, beliefs, experiences, and language may all have an effect on a character's viewpoint of territories in the Dreamlands.

Religious Heritage

	Continent of Origin (pick or roll 1d100)					
Religion	**South America**	**North America**	**Europe**	**Africa**	**Asia**	**Oceania**
Christian	1-93	1-94	1-93	1-9	1-2	1-77
Muslim	—	—	94-95	10-41	3-18	78
Hindu	—	—	—	—	19-40	—
Agnostic	94	95	—	—	41	79
Buddhist	—	—	—	—	42-54	—
Chinese Folk	—	—	—	—	55-91	—
Ethnoreligionist‡						
Folk Religionist‡	95-96	96	—	42-98	92-95	80-98
Syncretic Mix‡						
Atheist	—	—	—	—	—	—
Sikh	—	—	—	—	—	—
Jew	—	97-98	96-97	—	—	—
Daoist	—	—	—	—	—	—
Bahá'i	—	—	—	—	—	—
Confusianist	—	—	—	—	—	—
Jain	—	—	—	—	96	—
Shintoist	—	—	—	—	97	—
Zoroastrian	—	—	—	—	—	—
Roll on "Other"	97-98	99-00	98-99	99	98	99
Roll adjacent column	99-00	—	00	00	99-00	00
Other						
Spiritualist*	1-30	1-30	1-30	1-10	1-10	1-10
Occultist*	31-60	31-60	31-60	11-40	11-40	11-40
Theosophist*	61-90	61-90	61-90	41-70	41-70	41-70
Other†	91-00	91-00	91-00	71-00	71-00	71-00

*After rolling, reroll for a religious background (e.g. Christian Occultist, Jewish Occultist, Agnostic Theosophist, and so on).

†Indicates an exotic belief, a cult movement, a self-directed religion, or an offshoot (e.g. Thelema, Adonai Shomo, Church of Starry Wisdom, and so on). Details are left to the player and gamemaster. After rolling, reroll for a religious background (e.g. Christian convert to Church of Starry Wisdom cult).

‡Ethnoreligions and folk religions are too broad to catalog here, as each is related to the ethnicities and unique local customs of the region where it originates. A syncretic mix combines local folk religion with another mainstream system (Voodoo, or Vodou, being an example of such a mix).

Note: A blank box indicates the religion being statistically small enough to not appear in a roll. However, the religion is still provided for the player who wishes to choose it, regardless of any roll of the die.

Native Languages and Common Knowledge

Determine which languages are native to your cultural background. For many players, "English" only will be the native language. Adventurers from bilingual backgrounds may start with two languages: French and English, Spanish and English, Cherokee and English, German and English, and so on. In some cases, characters may start with three languages, especially those characters originating in multiethnic empires. It is not unreasonable for a character to natively learn Portuguese, Spanish and English, or French, Italian and English, for example — if the adventurer's upbringing warrants this.

Likewise, it is also not unreasonable for a gamemaster to exploit this native language in the setting. For example, a gamemaster may exploit an adventurer's German accent as a disadvantage when the character negotiates a deal with Americans biased against German immigrants.

Ultimately, the gamemaster decides which language abilities seem reasonable in the setting, though a limit of one to three native languages is suggested. Record your native languages on your character sheet. For most players, this will be simply "English." Players who justify more choices may record more in the appropriate section.

Native Languages

	Area of Origin (pick based on cultural background, or roll 1d100)				
Languages	**South America**	**North America**	**Europe**	**Africa**	**Asia & Oceania**
English	1-2	1-80	1-8	1-4	1-2
French	3-4	81	9-16	5-10	3-4
Mandarin	—	—	—	—	5-36
Cantonese	—	—	—	—	37-40
Spanish	5-64	82-95	19-24	—	—
Portuguese	65-88	—	25-26	11	41
Creole	89-93	—	—	—	—
Russian	—	—	27-47	—	—
German	—	—	48-59	12-13	42
Turkish	—	—	60-68	14-24	—
Italian	—	—	69-76	25	—
Polish	—	—	77-82	—	—
Ukrainian	—	—	83-86	—	—
Arabic	—	—	—	26-55	—
Swahili	—	—	—	56-64	—
Kwa	—	—	—	65-68	—
Hausa	—	—	—	69-70	—
Hindustani	—	—	—	—	43-52
Bengali	—	—	—	—	53-60
Indonesian	—	—	—	—	61-66
Japanese	—	—	—	—	67-69
Punjabi	—	—	—	—	70-72
Other	94	96	87-90	71-80	73-79
Roll adjacent colum	95-96 (inc. Europe)	97	91-94	81-94	80-94 (inc. North America)
Two Languages*	97-99	98-99	95-98	95-98	95-98
Three Languages*	00	00	99-00	99-00	99-00

*Choose or roll again. Pick a combination of native languages that fit with the logic and history of the character.

Note: A blank box indicates the language being statistically small enough to not appear in a roll. However, the language is still provided for the player who wishes to choose it, regardless of any roll of the die. Languages not found on this list — such as Korean, Persian and Norwegian as just three random examples — are represented by the "other" category. The gamemaster is encouraged to modify this list, or add new languages as necessity dictates.

Creating Your Own Cultures and Subcultures

A gamemaster (or player) may venture even further with cultural backgrounds and develop his own subcultures. The societal types may be used as bases upon which to design more setting-specific cultural histories, or even more finely divided cultures from those societal types provided. A couple examples are provided here as models — including **New Englander** and **Bedouin**, though the gamemaster is encouraged to design his own or to modify the examples given here.

Each of the following examples include some or all of the following information: the societal type — industrial, agrarian, tribal, and so on — upon which the subculture is based; the specialized name for a member of the culture; a brief introductory statement about the culture; common native languages, with the most common listed first; religions appropriate to the background; around eight to fifteen interesting details that a native of the culture may know as part of his or her Common Knowledge skill, and which reveals unique facets of the culture including its folklore and any ties to the mythos; any relevant Fighting Methods (optional); any Special Abilities gifted to a native (optional); a list of possible personality traits, drives and backstories (optional); a list of common names and naming conventions for natives of the culture (optional); and, finally, any special notes. When developing a unique culture or subculture, use the following templates for guidance and inspiration.

New Englander

(based on the **industrial** cultural background)

A native of Massachusetts, Vermont, New Hampshire, Connecticut, Rhode Island or Maine, and most likely a descendant of early English colonists (or of more recent immigrants).

Language: English, and possibly a second language (for recent immigrants) such as French, German, Italian, Polish, or Russian, among others

Religion: Roman Catholic, Methodist Episcopalian, Baptist, Presbyterian, Disciple of Christ, Protestant Episcopalian, Wesleyan Methodist, Evangelist Missionary, Congregationalist, Lutheran, Jewish, Latter-Day Saint, Catholic Apostolic, Swedish Evangelical, Social Brethren, Adventist, Mennonite, Christian Scientist, African Methodist Episcopalian, Unitarian, Universalist, Welsh Calvinist, Plymouth Brethren, Moravian, Zion Union Apostolic, Colored Methodist Episcopalian, Theosophist, United Brethren, German Evangelist, Spiritualist, Conservative Dunkard, Primitive Baptist, Reformed Dutch Protestant, Chinese Buddhist, Japanese Buddhist, Shintoist, among others

Special Abilities

Puritan Education (except for street urchins)
At the end of character generation, use the "Intelligence Bonus or Penalty" rule (see "Free Skill Points") to modify your free skill points. Consider distributing the majority of these points among skills associated with your profession. If you are a scholar, scientist, physician, engineer, or academic, then skills associated with your profession may include Research, Engineering, Forensics, Language, Linguistics, Knowledge, Medicine, or Science. If you are a tradesman, entrepreneur, merchant, or artisan, then skills associated with your profession may include Commerce, Common Knowledge, Knowledge, Engineering, Mechanisms, Research, Science or Tradeskill. Check with the gamemaster to determine which skills logically qualify for this bonus.

School of Hard Knocks (street urchins only)
Add 10 free points to Streetwise and unlock a Professional skill related to your street survival or childhood labor for free, starting the skill at its base value. You can still choose this skill as one of your three Professional skills, adding 10 points to its base value when you do so.

Mentored on the Street (street urchins only)
Add an influential childhood mentor — suitable to your background — to your roster of connections.

Common Knowledge
If I'm from the city, I know the streets and secret places of my home's neighborhoods, wards and boroughs, and if I'm from the outskirts, I know all of the gossip and rumors of the various households. Each neighborhood claims a different ethnicity: the Italians, the Irish, the Poles, the Russians, the recent Germans, the French from Quebec (many of whom return home each year), and so on. I can recall all manner of trivia from my school days: the names, customs and historical landmarks of the various Iroquois tribes; the key locations of various historical events and the heroes and villains who participated in those events; that the Merrimack turns more spindles than any other river in existence; that New England possesses the largest mill building and cotton manufacturer in the world; that early colonial explorers, smugglers and criminals sailed up and down our coasts, and allegedly left secret stashes throughout New England and its islands; and so on. Even if I don't read the newspaper, I am aware of the latest local crimes, political rivalries, criminal legends, sporting heroes, holiday fashions, mysterious events, scientific and technical innovations, popular serials, and ridiculous scandals, all circulated as gossip in my community on a daily basis. I know where to find the best cod, mullet, turbot, mackerel, herring, lobster, crevise (crayfish) and mussel, and if I grew up near the coast I most likely possess at least a passing familiarity with ship and fishing jargon. Even though American schools teach us about egalitarianism, in New England we are very aware of our impenetrable upper classes (of the old money families) and their insular societies; some of us even spend our lives trying to be accepted into them. I know about the universities in New England — one of which is Harvard, the best university in the country, if not the world — and what one's university affiliation says about his or her family name, money, values and likely future. We have hundreds of church denominations; I can most assuredly say a bit about the apostasies and heresies of many of them. If I'm an immigrant, I know some of the recent news of my home culture (as my family likely keeps in touch with relatives from the old country). We are inundated with factories, and I understand, loosely, what industries (and ethnicities of workers) are associated with each of them. Our colonial folklore runs deep, and I can recall all manner of common legends, histories and rumors about vampires, ghosts, demons, murderers, cannibals, witch trials, colonial crimes, heathen sacrifices, blood magic, and more — and locate any extant landmarks associated with these stories.

Personality (develop your own or use this guide)
Create a composite portrait by rating a few personality traits as *Not*, *Rarely*, *Somewhat*, or *Absolutely*: industrious, intrepid, pious, prudish, meddlesome, covetous, ruthless, spiteful.

Male name: Aaron, Abe, Abraham, Adam, Adolph, Ahab, Ahaz, Albert, Alex, Alexander, Alfred, Allen, Alton, Alvin, Andrew, Angelo, Anthony, Archie, Arnold, Arthur, August, Azariah, Ben, Benjamin, Bennie, Bernard, Bert, Bill, Bruce, Calvin, Carl, Cecil, Charles, Charlie, Chauncey, Chester, Clarence, Claude, Clayton, Clifford, Clifton, Clinton, Clyde, Cornelius, Curtis, Cyrus, Dale, Dan, Daniel, David, Delbert, Derrik, Don, Donald, Douglas, Earl, Earnest, Ebenezer, Eddie, Edgar, Edmund, Edward, Edwin, Elbert, Eleaser, Elijah, Ellis, Elmer, Emil, Epaphroditus, Ernest, Ervin, Eugene, Everett, Felix, Floyd, Forrest, Francis, Frank, Franklin, Fred, Frederick, George, Gerald, Gilbert, Glenn, Gordon, Guy, Harold, Harry, Harvey, Henry, Herbert, Herman, Hiram, Homer, Horace, Howard, Hubert, Hugh, Ira, Irvin, Irving, Isaac, Ivan, Jack, Jacob, James, Jay, Jerome, Jerry, Jesse, Jim, Jimmie, Joe, John, Johnnie, Jose, Joseph, Julian, Julius, Karl, Kenneth, Lawrence, Lazarus, Lee, Leland, Leo, Leon, Leonard, Leroy, Leslie, Lester, Lewis, Lloyd, Lonnie, Louis, Luther, Lyle, Malachi, Manuel, Marion, Marshall, Martin, Marvin, Matthew, Maurice, Max, Melvin, Merle, Micajah, Michael, Mike, Milton, Morris, Nathan, Nathaniel, Nelson, Nicholas, Nick, Norman, Obediah, Oliver, Orville, Oscar, Otis, Otto, Patrick, Paul, Peter, Phillip, Ralph, Ray, Raymond, Richard, Robert, Roger, Roland, Ronald, Roy, Rudolph, Rufus, Russell, Salvatore, Sam, Samuel, Sidney, Stanley, Stephen, Steve, Sylvester, Thaddeus, Theodore, Theophilus, Thomas, Tom, Tony, Vernon, Victor, Vincent, Virgil, Wallace, Walter, Warren, Wayne, Wesley, Wilbert, Wilbur, Wiley, Wilfred, Willard, William, Willie, Willis, Wilson, Woodrow, Zachariah

Female name: Abigail, Ada, Addie, Adeline, Agnes, Alberta, Alice, Alma, Amelia, Anita, Ann, Anna, Annie, Antoinette, Arabella, Arlene, Asenath, Audrey, Azubah, Barbara, Beatrice, Bede, Bernice, Bertha, Bessie, Bethia, Betty, Beulah, Blanche, Bonnie, Caroline, Carolyn, Carrie, Catherine, Charlotte, Christine, Clara, Clementine, Cleo, Cleophas, Constance, Content, Cora, Cordelia, Daisy, Della, Dolores, Dora, Doris, Dorothea, Dorothy, Ealasaid, Edith, Edna, Effie, Eileen, Elaine, Eleanor, Elinamifia, Elizabeth, Ella, Ellen, Elmira, Eloise, Elsie, Emeline, Emily, Emma, Erma, Essie, Estelle, Esther, Ethel, Eula, Eunice, Eva, Evelyn, Fannie, Fern, Flora, Florence, Frances, Freda, Geneva, Genevieve, Georgia, Geraldine, Gertrude, Gerty, Gladys, Goldie, Grace, Harriet, Hattie, Hazel, Helen, Henrietta, Hepsibah, Hettie, Hilda, Ida, Inez, Irene, Irma, Isabelle, Jane, Janet, Jean, Jeannette, Jennie, Jessie, Joan, Josephine, Juanita, Jude, Julia, June, Katherine, Kathleen, Kathryn, Katie, Laura, Lavinia, Lela, Lena, Leona, Lillian, Lillie, Lois, Lola, Lorene, Loretta, Lorraine, Lottie, Louise, Lucille, Lucinda, Lucretia, Lucy, Lula, Lydia, Mabel, Madeline, Madge, Mae, Maggie, Maida, Mamie, Marcella, Margaret, Marguerite, Maria, Marian, Marie, Marion, Marjorie, Martha, Mary, Mattie, Maxine, May, Melvina, Mildred, Mina, Minnie, Miriam, Mitty, Mollie, Muriel, Myrtle, Nan, Naomi, Nellie, Nettie, Nina, Nora, Norma, Obedience, Olga, Olive, Ollie, Opal, Ophelia, Ora, Parthenia, Patricia, Pauline, Pearl, Penny, Phidelia, Philadelphia, Pleasant, Phyllis, Prudence, Rachel, Rebecca, Regina, Rita, Roberta, Rosa, Rose, Rosemary, Rosie, Ruby, Ruth, Sadie, Sally, Sarah, Shirley, Sophie, Stella, Sukey, Submit, Susie, Sylvia, Tabitha, Temperance, Tennessee, Thelma, Theodosia, Theresa, Velma, Vera, Verna, Veronica, Victoria, Viola, Violet, Virginia, Vivian, Wanda, Wilhelmina, Willie, Wilma, Winifred, Zoe

Surname: Abair, Aldrich, Allen, Andervil, Ball, Barnett, Beasie, Beaton, Berube, Bigelow, Bond, Bourgoin, Bourlet, Brainard, Brown, Bush, Bushey, Call, Carter, Cassidy, Chamberlain, Chellis, Clark, Collins, Connors, Cox, Cross, Demary, Dion, Dodge, Doucet, Douglas, Dow, Edmunds, Emerson, Ferrin, Fitch, Flanders, Folsom, Franklin, French, Gage, Gagne, Gibson, Gillispie, Goodwin, Goslin, Haggerty, Hart, Hawthorne, Heath, Helay, Hels, Howe, Hull, Hunt, Huse, Jackson, Jenks, Kimball, Knowles, Krauss, Lacasse, Langley, Latouche, Lewis, Lincoln, Loiselle, Marshall, McDonald, Melendy, Melville, Mitchell, Moodey, Mooers, Moran, Morse, Nelson, Noyes, Parker, Pateneaude, Patnode, Payette, Payson, Pendergast, Penhallow, Philbrick, Pierce, Poe, Remick, Remington, Robinson, Rockwood, Rouillier, Rountree, Sawyer, Scobia, Scoby, Shannon, Simonds, Smith, Smythe, Stephens, Stephines, Swain, Thibeault, Thompson, Thurston, Vadney, Vochon, Wadleigh, Waite, Waters, Wells, Whipple, Whitcher, Wilson, Woodman, Wright, Zeumer

Boston Brahmin Surname: Adams, Amory, Appleton, Bacon, Boylston, Bradlee, Cabot, Chaffee, Choate, Codman, Coffin, Coolidge, Cooper, Cushing, Crowninshield, Dall, Dana, Delano, Dudley, Dwight, Eliot, Emerson, Endicott, Forbes, Gardner, Healey, Holmes, Jackson, Lawrence, Lodge, Lowell, Lyman, Minot, Norcross, Otis, Parkman, Peabody, Perkins, Phillips, Putnam, Quincy, Rice, Saltonstall, Sargent, Sears, Tarbox, Thorndike, Tudor, Warren, Weld, Wigglesworth, Winthrop

Notes

The **Boston Brahmin** are the New England establishment, with surnames associated with the earliest English colonists who arrived on the Mayflower or the Arbella (and with traditional Anglo-American values, customs and fashions). However, just because a character possesses a Boston Brahmin surname does not necessarily mean he or she is an accepted part of upper New England society.

Bedouin, or "Bedu"

(based on the **TRIBAL** cultural background)

An Arab leading a nomadic herding life (raising camels, sheep, or goats) in one of the wild desert regions of the Middle East.

LANGUAGE: Arabic (a rich, poetic stylized dialect, akin to Shakespearian English, with numerous nuanced words for water, desert and various terrain features), less common secondary languages include Turkish, English and French

RELIGION: Muslim (a less strict variant with regional nuances), less commonly there are Christian and Jewish tribes that have largely settled into agrarian lifestyles under Ottoman rule

Special Abilities

WAYS OF THE BEDU

Bedu boys learn important desert skills, such as hunting, ropeweaving, camel herding, camel riding, camel milking, camel breeding, camel tracking, and the rituals of entertaining guests, while Bedu girls learn weaving, embroidery, cooking, cleaning, setting up and taking down camp, tent-making, and herding. Unlock a Professional skill related to this cultural background for free, starting the skill at its base value. You can still choose this skill as one of your three Professional skills, adding 10 points to its base value when you do so.

BLOOD KINSHIP

Add 30 free points to any drive or bond directly connected to your tribe. When fighting alongside or protecting your kinsmen, spend a Mettle Point to augment all of your combat rolls with this tribal bond or drive — for the duration of the combat.

COMMON KNOWLEDGE

Eid al-Adha (the "Feast of Sacrifice") is our most sacred holiday, when we offer a camel or sheep from the herd to commemorate Abraham's willingness to sacrifice his son. I use (and understand) the lunar calendar to chart Muslim holy days. Hospitality and *sharaf* (our code of honor) are paramount. A man who is not closely related to a woman is not allowed to touch her in any way. I know how to construct a *bait sharar* (a tent woven from goat hair). I can name the various clans and recall intimate details about them (including those concerning blood feuds or other grievances). Bedu women love wearing jewelry and tattoos, and I can discern their special symbolic meanings. Poetry, of which I can recall many verses, is a high art in our culture, as is the *rabab* (a one-stringed violin). I can recount many popular stories about courageous raiders, star-crossed lovers, and treacherous thieves of the desert. We are the descendants of Shem, son of Noah, whose ancestor was Adam, the first man. We live at the crossroads of other civilizations, with their trade and wars, and know all manner of rumors about them. The desert is mercilessly harsh to human life, with infrequent rain, precipitous temperatures, violent sandstorms, and scorching winds. I know the locations of the local water wells and the tribal laws that control each of them. I can make the most of our herded livestock, using their milk, meat, hair and skin for a variety of useful purposes. I know about amulets, charms, lucky numbers, the evil eye, desert ghouls, and evil spirits. Camels are the direct descendants of the spirits of the desert.

FIGHTING METHODS

Name	Prerequisites	Weapons	Bonus Abilities	Notes
Bedouin Nomad	—	Scimitar, khanjar	Mounted	—
Bedouin Skirmisher	Amateur	Scimitar, khanjar, rifle (such as a .577/450 Martini-Henry, Martini-Enfield .303, or Lee-Enfield .303)	Mounted	—
Bedouin Tactician	Professional	Scimitar, khanjar, rifle (such as a .577/450 Martini-Henry, Martini-Enfield .303, or Lee-Enfield .303), handgun (such as a .455 Webley)	Mounted, Marksman, Fortified	—
Bedouin Saboteur	Professional, plus Explosives skill	Any weapons from another Bedouin method, add explosives equipment	Add Demolitions	Another Bedouin Fighting Method can become a "Saboteur" method with a minimum of a professional skill level, the proper training (most likely from a qualified saboteur or soldier), and the expenditure of two Improvement Points
Bedouin Assassin	Professional	Any weapons from another Bedouin method	Add Assassin, Improvised Bleed, and Stalker	Another Bedouin Fighting Method can become an "Assassin" method with a minimum of a professional skill level, the proper training (most likely from a qualified assassin), and the expenditure of two Improvement Points

Personality (develop your own or use this guide)
Create a composite portrait by rating a few personality traits as *Not*, *Rarely*, *Somewhat*, or *Absolutely*: courageous, reverent, humorous, prideful, reckless, covetous, cruel, petty.

Male name: Abba, Abdullah, Akram, Altair, Alva, Aswad, Attayak, Bahir, Bakr, Bashshar, Boutros, Dabir, Fakhir, Faris, Fatin, Haddad, Hamal, Hammad, Haroun, Hashim, Hassan, Humayd, Husayn, Ibrahim, Jabir, Jakeem, Jameel, Jawhar, Jericho, Kadar, Kadin, Kamal, Kareef, Khalid, Khoury, Mahir, Mahmud, Malik, Matin, Mohammed, Mudawar, Musa, Musad, Nadim, Nadir, Nasim, Nasser, Omar, Qadir, Qaseem, Rabi, Rakin, Ramey, Rashid, Riyad, Sabir, Saleem, Sami, Saqr, Sayyid, Shareef, Tahir, Tawil, Usama, Yasir, Yusuf, Zafir, Zahir, Zuhayr

Female name: Alima, Amira, Asha, Atiya, Ayda, Bahira, Bashira, Bibi, Caliana, Dalia, Faridah, Farrah, Fatimah, Fatin, Hadya, Halah, Iman, Intisara, Jamille, Jasmyne, Jumanah, Kamila, Karida, Karima, Ketifa, Khalidah, Laila, Leyla, Manara, Mariam, Maysun, Medina, Muna, Muriel, Nawar, Nudara, Oma, Qitarah, Rabi, Radwa, Rana, Rasha, Sabiya, Sadira, Sahar, Sameh, Talihah, Talitha, Waqi, Yasmin, Zada, Zahra, Zayna, Zia, Zuleika

Surname: Abadi, Abboud, Ajam, Albaf, Alfarsi, Ali, Amirmoez, Assaf, Aswad, Awad, Baba, Bahar, Bishara, Darzi, El-Amin, El-Ghazzawy, El-Hashem, El-Mofty, Hadad, Hajjar, Halabi, Handal, Fakhoury, Kassab, Kattan, Isa, Maalouf, Mikhail, Mifsud, Moghadam, Mustafa, Nader, Nagi, Naser, Nazari, Qureshi, Safa, Samara, Saqqaf, Sarraf, Shadid, Shalhoub, Shamoon, Wasem, Zaman

Notes

Arabic names can be constructed in various ways, with a common combination consisting of the character's personal name plus the father's personal name plus the grandfather's personal name, such as Aswad (personal name) Hammad (father's name) Mohammed (grandfather's name). More formally, the father's and grandfather's name may be preceded by ibn or bin (meaning "son of") or bint (meaning "daughter of"): Aswad bin Hammad bin Mohammed, or Bahira bint Hammad bin Mohammed.

Sometimes ancestral surnames are used, which are often honored with an Al- or ibn preceding the name (but not exclusively): Aswad Al-Hammad or Aswad ibn Hammad. A surname may also be derived from a family's place of origin, using Al- or El- in combination with the place name: Al-Tikriti ("from Tikrit") or Al-Baghdadi ("from Baghdad"). Parental names may be given honorific titles of Abu (meaning "father of") or Umm (meaning "mother of") preceding the name of the eldest child: Abu Mohammed ("Father of Mohammed") or Umm Mohammed ("Mother of Mohammed"). Or, such an honorific title may be used in front of a special quality of the person: Abu al-Fadl ("Father of Merit").

Traditionally, Arab Muslim women do not change their names in marriage, but may adopt the husband's ancestral name. The titles Haram, Hurma, or Hurmat may be used to mean "wife of": Haram Aswad Hammad Mohammed ("Wife of Aswad Hammad Mohammed").

Christian Arabs may use similar naming structures, though they tend to avoid explicitly Muslim names (such as Mohammed). They may instead incorporate Christian saints' names, such as Boutros ("Peter"), or names of Greek, Armenian, Assyrian or European origin: George Abadi, or Mary Nazari. Other common Christian variants incorporate Christ into the name: Abd al-Yasu (masculine) or Amat al-Yasu (feminine), meaning "Slave of the Messiah."

All of these elements may be combined into rich variants, typically with an effort to honor one's lineage or to create a poetic meaning.

5. Family, Connections & Reputation

Your adventurer's family reputation may prove useful or disadvantageous, depending on circumstances. Connections may inspire useful story hooks, influence motivations, or supply backup characters when adventurers go missing.

Keep in mind that every family history contains secrets, even to its own members. In a weird setting, these mysteries could even prove fundamental to an adventurer's identity.

In other words, you are encouraged to leave these details deliberately vague. Doing so allows for considerable flexibility in developing interesting and intriguing plot twists. Part of the fun is introducing a family complication, an unresolved intrigue, a sudden inheritance, a long-buried mystery, or a well-connected relation at a strategic point in a campaign.

The following optional tables provide quick workable skeletons for a family history.

Family Ties

1d100	Parents	Siblings	Grandparents	Aunts and Uncles	Cousins
Under 2	Orphaned or born of sexual indiscretions	1d2–1	None	None	1d2–1
2-6	No living parents	1d3–1	1d2–1	1d2–1	1d3–1
7-28	One birth parent plus step-parent	1d3	1d3–1	1d3–1	1d3
29-43	Single parent, father	1d4	1d3	1d3	1d4
44-62	Single parent, mother	1d6	1d4–1	1d4	1d6
63-95	Both parents alive	1d8	1d3+1	1d6	1d8
96-00	Roll again (plus "Special Circumstances" on the "Relationship to Siblings" table)				
Over 00	Polygamous arrangement	1d12	1d4+1	1d8	1d10

Subtract –5 for industrial cultural background, and add +5 for for tribal cultural background or atypical circumstances (concubine, multiple wives, affairs, and so on).

Relationship to Siblings

1d100	Birth Order	1d6	Special Circumstances
1-25	Oldest (and heir apparent if male*)	1	+1d3–1 adopted siblings
26-49	Oldest middle child (and heir presumptive if male*)	2	+1d2–1 adopted siblings
50-73	Youngest middle child	3	1d3–1 sibling deaths
74-98	Youngest	4	1d2–1 sibling deaths
99	Twin (older)	5	+1d3–1 servants counted as family
00	Twin (younger)	6	Adopted but treated as blood-related

*In most aristocratic families, the eldest male (the heir apparent) is the inheritor of the family fortune and titles, with the next in line being the heir presumptive.

Family Connections

Social Standing	Contacts, Enemies, and Rivals	Notes
Ruling Elite	2 contacts, 2 rivals, 2 enemies	The family is well-connected, most likely at a multinational or multitribal level. Contacts, enemies and rivals may be entire organizations, or they may be powerful individuals.
Upper Class	2 contacts, 2 rivals, 1 enemy	The family is well-connected. Contacts, enemies and rivals may be entire organizations, or they may be powerful individuals.
Upper Middle Class	2 contacts, 2 rivals	The family is well-connected, most likely to other families with some local power. Contacts and rivals are most likely individuals (rather than entire organizations). One contact, enemy or rival may be an organization, or may be a powerful individual. The gamemaster may secretly switch one contact to a rival, or vice versa.
Lower Middle Class Commoner	2 contacts, 1 rival	The family has reasonable connections within the community. Contacts and rivals are most likely individuals.
Servant Class Tribesman Peasant	1 contact, 1 rival	The family has a few connections at a local level (any family contacts and rivals are individuals).
Poor Outcast	1 contact	The family may know one local contact.

Family Reputation

1d100	Family Reputation	Contacts, Enemies, and Rivals
1-20	Reputation of excellent standing	+1d3 allies or contacts
21-40	Good reputation	+1 ally or contact
41-60	Average reputation	—
61-80	Average reputation with a few skeletons in the closet	+1 enemy or rival
81-00	Poor reputation with a few skeletons in the closet	+1d3 enemies or rivals

Family Connections and Reputation

The "Family Connections"and "Family Reputations" tables determine how well the family is considered at local, regional or national levels, as well as the family's political influence (if any), allies and enemies.

Connection Types

Patron: A contact with some level of power, resources and influence, and willing to hire your talents. Patrons can become repeat employers or they can become bitter rivals, depending on how well you carry out your assigned tasks.

Ally: An individual that you know and have had friendly dealings with in the past. Allies will actively go out of their way to provide aid when asked for it.

Contact: An individual that you know and have had friendly dealings with in the past. They have useful skills or positions and may be willing to aid you.

Rival: A person who hates or opposes you and will attempt to interfere with your goals.

Enemy: Worse than a rival—a rival will normally work within the law but an enemy wants you dead, imprisoned, financially ruined or otherwise doomed.

Rumors of Family Secrets

If you rolled a "few skeletons in the closet" on the "Family Reputation" table, then check the "Rumors of Family Secrets" table for a family secret. The secret may involve a distant relative, or it may involve someone more immediate. Even though the secret may not be true, it should have some impact on your adventurer's life. Note that this list is not exhaustive. You are certainly free to develop your own ideas or expand on those provided here.

Note that the "Rumors of Family Secrets" table is based upon the prejudices and expectations of western culture in 1910. The gamemaster is free to modify this table to better suit cultures and taboos which differ from this default.

Charisma Bonus (optional rule)

Charisma plays a factor in the acquisition of contacts and allies (and sometimes of rivals and enemies). To account for this, use a Charisma modifier to increase your contacts and allies. For every 2 points above Cha 11 that your character possesses, add two contacts or one ally to your roster (leaving these slots blank for now, until needed in play). For every two individuals added, make a Luck roll. With a failure, you additionally acquire a rival. With a fumble, a mysterious enemy is created.

Rumors of Family Secrets (industrial or agrarian cultural background)

1d20	Rumor	Rumor Examples or Explanations
1	Financial hardship	Financial erosion, debt, bankruptcy
2	Financial scandal	Embezzlement, fraud
3	Political controversy	Support of Socialism, Marxism or an enemy nation
4	Political scandal or treason	Conspiring with revolutionaries or anarchists, selling secrets, spying, harboring fugitives from an enemy nation
5	Criminal activity	Burglary, assault, rape, petty theft, identity theft, prison term
6	Birth defect	Deformity, mental deficiency, epilepsy ("Falling Sickness")
7	Infidelity	Illicit affair within the same caste, illicit affair in a different caste
8	Illegitimacy	Children born from prostitution or from an affair
9	Military dishonor	Military incompetence, cowardice in battle, desertion
10	Religious controversy	Abandonment of the local church or conversion to an unaccepted religion
11	Extreme religious controversy	Involvement in Eastern mysticism, occultism, spiritualism
12	Sexual deviancy	Homosexuality, cross dressing, frequenting prostitutes
13	Incest	Sexual relations between family members, children of incest
14	Addiction	Addiction to alcohol, opium, or morphine ("Soldier's Disease")
15	Madness	See "Mental Disorders"
16	Venereal disease	"The Pox" (syphilis or gonorrhea)
17	Miscegenation	Interbreeding of different races, children from mixed breeding
18	Sinister mystery or family curse	Unsolved mystery, missing person, black magic, cannibalism
19	Eldritch taint	Freakish traits in the family or community, monstrous features
20	Secret (or roll twice)	Hidden or repressed secret (known only by the gamemaster)

Rumors of Family Secrets (tribal cultural background)

1d20	Rumor	Rumor Examples or Explanations
1	Lack of honor	Cowardice in defending tribe or honor, lack of generosity or hospitality, failure to demonstrate respect for ancestry
2	Sowing of discord	Poisonous gossip, lies or slander against the tribe
3	Debauchery	Perverse habits or addiction to intoxicants or alcohol
4	Selfish nature	Display of prideful, selfish individuality above the needs of the tribe
5	Offense to elders	Dishonoring one's elders, usurping tribal authority, or ignoring a final judgment
6	Criminal offense	Petty theft, unwarranted violence, stealing a woman's purity or reputation
7	Birth defect	Deformity, mental deficiency, epilepsy ("Falling Sickness")*
8	Improper marriage	Marrying without consent of authorities or against tribal laws
9	Dishonored oath	Breach of cease-fire, of blood money contract, or of peace negotiation
10	Betrayal of tribe	Betrayal of tribal tenets, or collaboration with rival tribe, invasive empire, or colonial oppressors
11	Breach of tribal taboo	Social taboos vary wildly from tribe to tribe (e.g., rules for women eating with men; fishing or hunting grounds relegated to specific seasons; pathways designated for privileged castes; restrictions based on menstrual cycles)
12	Religious taboo	Involvement in black magic or outlawed ritual, failure to follow mandated religious law
13	Sexual dishonor	Lack of proper dress, propriety or chastity (typically of a family's female member)
14	Unresolved vengeance	Blood feud or unresolved retribution for a death, injury or insult (against one's family, purity, women, wealth or land)
15	Weakness	Moral or physical weakness, inability to defend the tribe
16	Madness	See "Mental Disorders"*
17	Venereal disease	Actual physical disease — such as syphilis or gonorrhea — or a perceived mark of infidelity
18	Corrupted bloodline	Interbreeding with outsiders, children from mixed breeding
19	Sinister mystery	Unsolved mystery, missing person, black magic, generational curse, eldritch taint, spiritual possession, cannibalism, freakish traits in the family or community, monstrous features
20	Secret (or roll twice)	Hidden or repressed secret (known only by the gamemaster)

*With a successful Luck roll (with Hard difficulty), the madness or birth defect is perceived by the tribe as an asset or virtue.

Professional Reputation and Status

Your adventurer gains more allies, contacts, rivals or enemies as he progresses in his professional work. Once you complete your adventurer's professional background (see "Professional Background"), add a few more relationships based on your professional reputation.

As with your family history, you may leave the details of these relationships in outline, fleshing them out later out in-game. For example, you decide during play that one of your contacts is a colonial administrator who once served with you during the Boer War. The gamemaster may likewise detail one of your rival slots during play. For example, one of your open-ended rivals becomes a competitor Egyptologist working for the German Empire and harboring a dangerous grievance.

Signature Skills

When you are finishing assigning points to all of your skills (in the next stage), designate one skill as your "signature skill." A signature skill is the talent for which your character is most recognized — for better or worse. Typically, you would pick the skill with the highest percentage — though technically the signature skill may be any one that you believe best represents your character's concept.

A thief may be known for his Stealth skill, a scholar for his highest Knowledge skill, and a fighter for his highest rated Fighting Method. Note that the chosen skill also indicates something about the types of connections. Contacts connected with a Fighting Method skill are probably soldiers, mercenaries or other belligerents. Contacts connected with a Knowledge skill may be university professors or museum curators. Contacts connected with Commerce may be dealers on the black market. And so on.

Limiting Starting Connections (optional rule)

The gamemaster may choose to limit the number of connections for new characters. One option is to allow an adventurer either family reputation connections or professional reputation connections — but not both.

Social Networks

By the end of character creation, each player should choose one **circle of influence** to which his adventurer belongs. A circle of influence is an abstraction representing a character's social network and the various organizations with which he interacts (and in the socially-interconnected Edwardian era, he is most likely attached to several of these). See "Circles of Influence" at the end of the chapter for your choices.

Professional Reputation

Signature Skill	Professional Reputation	Contacts, Enemies, and Rivals
101+	Renowned	+1d3 allies or contacts, +1d3 enemies or rivals
76-100	Well known	+1 ally or contact, +1 enemy or rival
51-75	Known	+1 ally or contact, +1 rival
26-50	Unknown	+1 contact
01-25	—	+1 contact

6. Professional Background

Each adventurer starts the game with a professional background. Though this professional background has shaped your transition to adulthood and greatly influenced your skills, it may not necessarily be the career your character continues to follow as he begins his adventuring life. Each professional background assumes a history of your adventurer's proclivities, experience, connections and formal or informal education. The choice you make determines how this history has shaped the character's skill development over time.

The professions available are dependent on the adventurer's social standing and cultural background. Some characters may be limited by a lack of higher education, by societal barriers of entry, or by cultural expectations. In some situations, characters simply have no access to the training required for a particular career path.

Even adventurers of high society, with unlimited resources, may face rigid prejudice when choosing certain unacceptable pursuits. Some may take offense when members of their rank associate with certain professions. Of course, some adventurers will ignore convention, ultimately risking exclusion from their peers.

You should therefore examine the list of professional backgrounds available to your adventurer. Ultimately, the gamemaster determines which professional paths are suitable for each background. Professions are limited mostly by your social standing — which is determined randomly — and possibly by your cultural background — which is largely chosen by you but affected by your social standing.

The "Example Professions by Social Standing" table offers some guidance as to the common professional paths available to each social category — if your adventurer's cultural background is one with a rigid class structure. If your adventurer originates from a borderland territory or from an outright wilderness, and if social standing proves more fluid in this setting, then the "Example Professions by Cultural Background" tables offer some common professional paths divided by cultural background. These are merely suggested guidelines for the gamemaster to consider.

Each professional background is listed as a broad archetype, and includes several examples or specific variations of the professional type, a list of both Common and Professional skills associated with that background, and one or more special abilities. Any special abilities associated with a professional background are acquired automatically. Note that drives are covered at the end of the character creation chapter (in the "Drives & Bonds" section).

After choosing your background, you will add points to seven of your Common skills. Each profession lists which seven Common skills you may improve.

Example Professions by Social Standing

Ruling Elite	Artist, Detective, Dilettante, Explorer, Fighter, Hunter, Landlord, Magus, Merchant, Spy, Thief
Upper Class	Artist, Detective, Dilettante, Emissary, Engineer, Explorer, Fighter, Hunter, Landlord, Magus, Merchant, Miner, Physician, Scholar, Scientist, Scout, Solicitor, Spy, Thief
Upper Middle Class	Artist, Cleric, Detective, Dilettante, Emissary, Engineer, Entertainer, Explorer, Fighter, Hunter, Magus, Mariner, Merchant, Physician, Scholar, Scientist, Scout, Solicitor, Spy, Reporter, Thief
Lower Middle Class	Artist, Cleric, Detective, Drifter, Engineer, Entertainer, Explorer, Fighter, Herder, Hunter, Magus, Mariner, Merchant, Miner, Physician, Scholar, Scientist, Scout, Servant, Solicitor, Spy, Reporter, Thief, Tradesman
Servant Class	Artist, Cleric, Drifter, Entertainer, Fighter, Herder, Hunter, Magus, Mariner, Miner, Servant, Thief, Tradesman
Poor	Artist, Cleric, Drifter, Entertainer, Fighter, Herder, Hunter, Magus, Mariner, Miner, Servant, Thief, Tradesman

Example Professions by Cultural Background

Industrial	Artist, Cleric, Detective, Dilettante, Drifter, Emissary, Engineer, Entertainer, Explorer, Fighter, Hunter, Landlord, Magus, Mariner, Merchant, Miner, Physician, Scholar, Scientist, Servant, Solicitor, Spy, Reporter, Thief, Tradesman
Agrarian	Artist, Cleric, Drifter, Emissary, Entertainer, Explorer, Fighter, Herder, Hunter, Landlord, Magus, Mariner, Merchant, Miner, Scout, Servant, Thief, Tradesman
Tribal	Cleric, Drifter, Entertainer, Explorer, Fighter, Herder, Hunter, Magus, Mariner, Merchant, Miner, Scout, Servant, Thief, Tradesman

You also will choose three Professional skills to add to your character sheet, adding them to the section on your character sheet labeled "Professional Skills."

Professional Skills

Unlike Common skills — which represent abilities shared by all human characters in the setting — Professional skills represent abilities unique to each adventurer. The profession you choose lists the Professional skills available to you.

Some Professional skills — such as Science, Tradeskill, or Ride — require that you pick a specialization. Skills with specializations are indicated with parentheses. For example, if you pick Science (x) as one of your Professional skills, then you will need to designate which specific Science skill you are choosing. The Science (Mathematics) skill would be its own skill, separate from Science (Biology). Likewise, Ride (Horse) would be its own skill, separate from Ride (Camel). When a skill indicates "any" as its specialization, choose from the list of options provided in the Professional skills section.

In some unique cases, the Professional skill specialization may be unique to the setting or character. The gamemaster may indicate that a particular region or area of study is important to the setting, allowing such specializations as Knowledge (Egyptology) or Language (Swahili). Some specializations available to certain professions may be similarly open-ended. For example, the Dilettante's Tradeskill (any epicurean-related) invites a creative interpretation of the skill. In this case, a Tradeskill (Winemaking), a Tradeskill (Cooking), or any number of interpretations, could all fit such a category. Such customizations are left to the gamemaster's discretion and to the needs of the setting.

Each Fighting Method skill covers a range of weapons. Individual weapons typically are not designated as their own skills; rather, they are included in a broader fighting style. For example, a Fighting Method (Cavalry) skill would assume proficiency with rifles and firing from horseback, while a Fighting Method (Moro Rebel) skill would assume proficiency in knives and empty hands. It is even possible for a combat-oriented adventurer to possess multiple Fighting Method skills, each characterized by its own cultural style and weaponry. There is no set list of Fighting Method specializations provided, only suggestions appropriate to each profession. It is up to the gamemaster to designate specializations appropriate for the setting, and to allow suitable customizations to the listed Fighting Methods. See the "Fighting Methods" section in the "Combat" chapter for more information.

As with the Fighting Method skill, the Occult skill is a catch-all which covers a range of rituals and studies. There is no set list of Occult specializations provided. The adventurer that studies the Occult as an academic (rather than as a practitioner) may simply choose something like Occult (General Studies) or even Occult (Antiquary Interest) as a possible designation. If you choose Occult as one of your Professional skills, consult with the gamemaster when designating a descriptive specialization for your particular Occult skill.

Unique specializations, such as esoteric areas of study, Fighting Method skills, and Occult paths, are left flexible so the gamemaster may tailor these to his particular setting. Ideas for customization are provided in the "Skills" chapter.

Each Professional skill's base value is determined by the sum of two attributes or a multiple of a single attribute, just as with the base value of each Common skill. The "Professional Skills" table shows how the base value for each Professional skill is calculated. Skill percentages, and each Professional skill's full description, are covered in the "Skills" chapter.

Adding Points to Your Common and Professional Skills

Your adventurer's choice of profession affects his skills in the following way.

Choose your professional background. Select **three** Professional skills from the professional background (see **note**). Calculate the base values for these Professional skills (or add 10 points to a Professional skill already purchased).

Distribute **100 points** among the profession's **seven** Common skills and whichever **three** Professional skills you chose.

Increase each skill by 1% for every point spent. However, you may not spend more than 15 points on any one skill.

Note: Be sure to read the special abilities section of your profession. Some professional backgrounds award bonus points or extra skills to your adventurer. Even if your adventurer starts with more than seven Common and three Professional skills — because of a special ability — you still distribute 100 points among these in the same manner.

If a special ability unlocks for free an already purchased Professional skill, then you may instead add 10 points to the preexisting skill.

Professional Skills

Professional Skill	Base %
Command	Cha+Pow
Commerce	Int+Cha
Create Art (x)	Int+Pow
Disguise	Int+Cha
Drive (x)	Dex+Pow
Engineering	Int×2
Entertain (x)	Cha×2
Explosives	Int+Pow
Fighting Method (x)	Str+Dex
Forensics	Dex+Int
Forgery (x)	Pow+Int
Intimidate	Siz+Pow
Knowledge (x)	Int×2

Professional Skills

Professional Skill	Base %
Language (x)	Int×2
Linguistics (x)	Int×2
Mechanisms	Dex+Int
Medicine	Int+Pow
Occult (x)	Cha+Pow
Pilot (x)	Int+Pow
Ride (x)	Dex+Pow
Science (x)	Int×2
Seduction	Cha+Pow
Sleight of Hand	Dex+Cha
Survival	Pow+Con
Tracking	Int+Con
Tradeskill (x)	Dex+Int

Artist

Variations: Painter, Writer, Poet, Forger, (create your own)...

Common Skills
Common Knowledge, Deceit, Detection, Influence, Intuition, Streetwise, Willpower

Professional Skills (choose three)
Create Art (any), Disguise, Entertain (any), Forgery (any), Knowledge (Art History), Sleight of Hand, Tradeskill (any craft-oriented)

Special Abilities

Empathic Sensitivity
On failed Horror rolls, you gain insights or clues from the trauma — when applicable — that a normal person would not notice. These visions are typically symbolic and open to interpretation. Insights may also occur unwanted, as through dreams or powerful supernatural influence — sometimes penalizing you with a Horror check that others may not be required to roll.

Powers of Imagination
Spend a Mettle Point to cast a spell involving visualization, without making a Willpower roll. Note that you must already know the spell in order to use this ability, and that the task must be of Normal difficulty. If not, spend a Mettle Point to make the difficulty one degree easier.

Cleric

Variations: Missionary, Rabbi, Priest, Preacher with a Past, (create your own)...

Common Skills
Deceit or Intuition, Etiquette, First Aid, Fortitude or Willpower, Influence, Research, Streetwise

Professional Skills (choose three)
Knowledge (Anthropology), Knowledge (History), Knowledge (any religion), Language (one language), Linguistics (any), Science (Psychology), Survival

Special Abilities

Religious Authority
Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered church collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your religious background requires more elaborate plans (Disguise, Deceit and so on), and an appropriate difficulty modifier.

Sanctuary
Your affiliated order will provide a place to retreat in an emergency.

We're in This Together
Spend one of your own Mettle Points to allow a team member to reroll a Horror check. During combat, this costs you your Action Point.

I Know Human Nature
Spend a Mettle Point to succeed automatically with an Intuition roll of Normal difficulty — or to make the difficulty one degree easier.

Criminal

Variations: Convict, Crook, Outlaw, Thug, Gangster, Mobster, Hoodlum, Ruffian, Desperado, (create your own)...

Common and Professional Skills

At one point — either by choice or circumstances — you became a criminal in the eyes of society. You are now wanted by authorities (which may prove inconvenient at inopportune times). Choose another profession as your base career, using its Common and Professional skills.

Special Abilities

Include the special abilities from your base career, then add the following.

Friends in Low Places

Use Influence or other social skills (and good roleplaying) to gain privileged access to gang hideouts, underworld lairs, speakeasies, and criminal fraternities (intimidation or seduction may be required). This will be more difficult if you are outside your territory of influence or if your reputation suffers (with an appropriate modifier to your attempt). Inside your territory of influence (or working with an ally on the inside), you may even access criminal leaders.

Criminal's Tenacity

Spend a Mettle Point to reroll any skill check directly involving prosecutable criminal activity.

Criminal Reputation

Gain a Criminal Reputation, treating it like a skill and starting its base value at 20% of your signature skill (the skill for which you're known in criminal circles), augmented by your Class & Credit score. Each Criminal Reputation is designated with a specialization, based on the signature skill. For example, a criminal known for either his Accounting or his Commerce skill could have Criminal Reputation (Bookie). A criminal known for his Fighting Method could have Criminal Reputation (Thug). A thief known for her Stealth skill could have Criminal Reputation (Cat Burglar).

When using Class & Credit in polite society, the check is made more difficult: if your Criminal Reputation is 25% (or higher), 50% (or higher), or 75% (or higher), then your Class & Credit checks are one, two or three degrees more difficult, respectively. However, in a criminal underworld setting, you may use your Criminal Reputation in lieu of Class & Credit — which may prove more useful for: gaining access to criminal enterprises; securing financing from unlawful sources; establishing credentials with other criminals; checking one's credit worthiness with criminal investors; or accessing on credit alone black market equipment or illegal resources; and so on. In the criminal underworld, keeping one's reputation is eminently important above all else — as over time this has an inexorable effect on your ability to access information and aid. Just as with Class & Credit, Criminal Reputation is fixed and cannot be increased like other skills. Instead, it is increased only by impressing crime bosses and lieutenants (see "Working for a Criminal Patron" in the "Circles of Influence" section for more information).

Detective

Variations: Pinkerton Agent, Baldwin-Felts Agent, Police or Private Detective, Inquiry Agent, Occult Detective, Scotland Yard Consultant, (create your own)...

Common Skills
Deceit, Detection, Evade or Willpower, Intuition, Research, Stealth, Streetwise

Professional Skills (choose three)
Disguise, Fighting Method (Concealed Weapons), Intimidate, Knowledge (Law), Mechanisms, Sleight of Hand, Tracking

Special Abilities

Trusted Assets
Add two capable contacts — suitable to your background — to your roster of connections.

Police Connections
Use Influence or other social skills (and good roleplaying) to gain privileged access to case files, evidence rooms, prisoners, and morgues (bribes may still be required). This will be more difficult the farther you are from your territory of influence or jurisdiction (with an appropriate modifier to your attempt). Inside your territory of influence (or working with an ally on the inside), you may even access forensics resources — if these are available.

Powers of Observation
Use Detection to notice less than obvious criminal evidence that a layman would fail to notice (such as a probable method of murder based on a victim's defensive wounds). For more complex tasks involving trace evidence collection and lab work, the Forensics skill is required.

Detective's Instincts
Spend a Mettle Point to succeed automatically with a Normal Detection roll — or to make the difficulty one degree easier.

Dilettante

Variations: Bohemian, Edwardian Exile, Epicure, Gentleman, Spiritualist Fraud, Connoisseur, (create your own)...

Common Skills
Athletics or Swim, Common Knowledge, Etiquette, Fortitude or Willpower, Influence, Native Tongue, Streetwise

Professional Skills (choose three)
Create Art (any), Entertain (any), Knowledge (any), Language (one language), Occult (name of path), Survival, Tradeskill (any epicurean-related)

Special Abilities

Hobbyist
Unlock two more of the dilettante's Professional skills for free, each starting at its base value.

Bohemian Life
Add two capable allies — suitable to your background — to your roster of connections.

Cadger
For you, the daily cost of living above your means, or above your Social Standing, is one tier less than the standard cost. In other words, a luxurious standard of living would cost you a comfortable price. If your debt accrues to a point where you may lose your standard of living, you have the option of gambling the relationship of a higher class ally or contact (checked with an Influence roll to see if the relationship is forfeited) to automatically succeed with a Class & Credit check (with the gamemaster's permission, and if the relationship is relevant to the situation). If a relationship is burned in such a way, then it should be adequately explained and dramatized in the setting. Additionally, you may augment your Class & Credit checks with the Class & Credit of a higher class ally, though doing so repeatedly may eventually wear out this ally's generosity.

Drifter

Variations: Street Urchin, Wanderer, Hobo, Tramp, Vagabond, (create your own)...

Common Skills
Athletics, Conceal, Fortitude, Stealth, Streetwise, Swim, Unarmed

Professional Skills (choose three)
Entertain (any), Fighting Method (Concealed Weapons or Street Fighting), Language (one language), Ride (any), Seduction, Sleight of Hand, Survival

Special Abilities

Life on the Street
Unlock two more of the drifter's Professional skills for free, each starting at its base value.

Fluency with Hobo Signs
Make a Streetwise roll to gather information from an area's hobo graffiti. Common information passed along in these scrawled ciphers include: local threats, medical help, wealth and charity, hostile authorities, available work, safe lodging, food and resources, missing drifters, unsolved crimes, and so on.

I Have My Ways
Spend a Mettle Point to gather rumors or to find resources — such as safe housing or food — without making a Streetwise roll. The task must be of Normal difficulty. If not, spend the Mettle Point to make the task one degree easier.

Emissary

Variations: Attaché, Diplomat, Envoy, Courtier, Agent General, Papal Legate, Negotiator, Bureaucrat, Consul, Foreign Service Officer, Colonial Office Man, (create your own)...

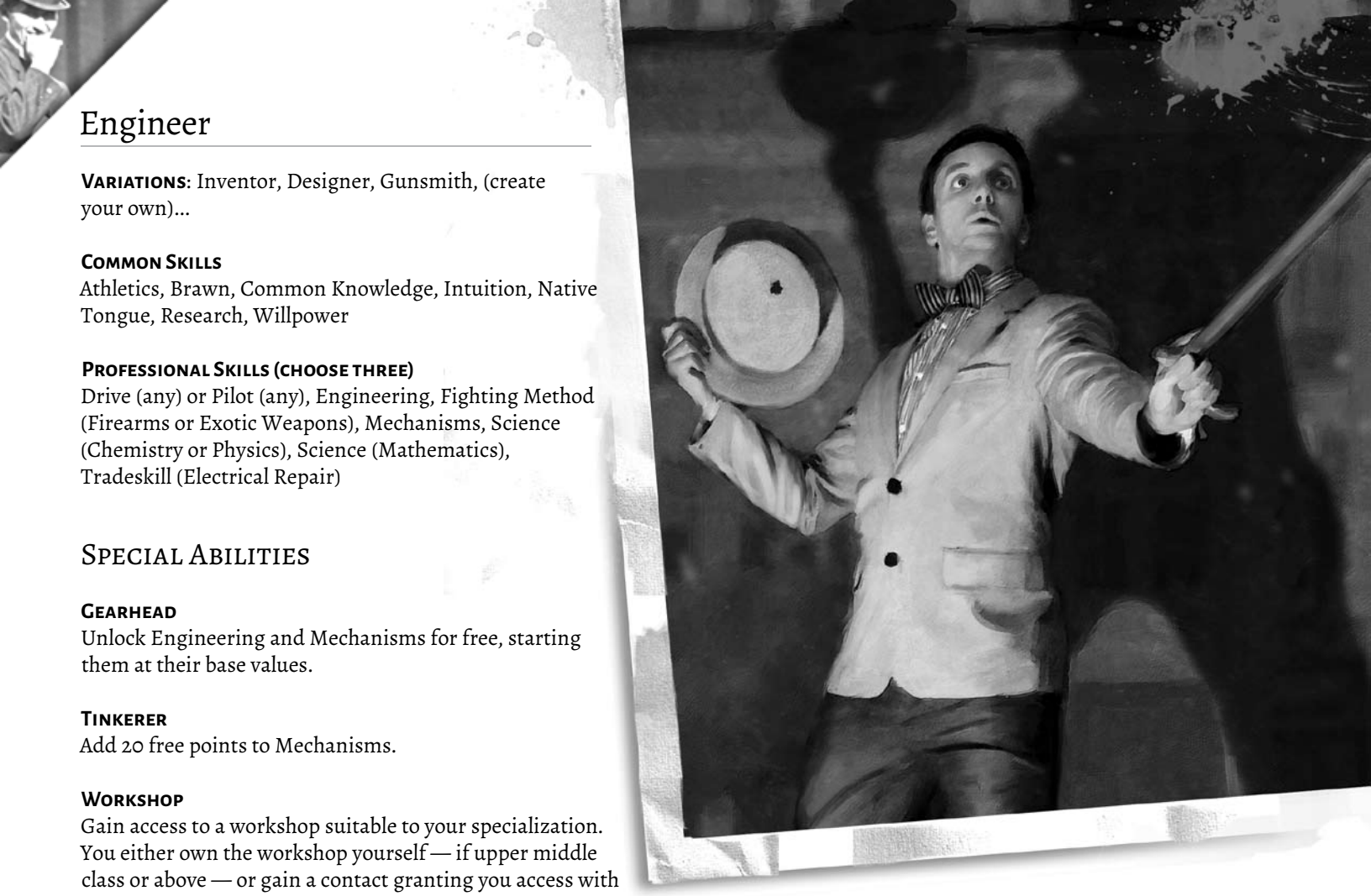
Common Skills
Common Knowledge, Deceit, Etiquette, Fortitude or Willpower, Influence, Intuition, Streetwise

Professional Skills (choose three)
Commerce, Drive (any), Intimidate, Knowledge (any region), Knowledge (Law), Knowledge (Politics), Ride (any)

Special Abilities

Connections in High Places
Add a diplomatic ally — suitable to your background — to your roster of connections. This person can pull political strings to get you out of a fix, if this is within his abilities.

Savoir Faire
Spend a Mettle Point to succeed automatically with an Influence or other social roll of Normal difficulty — or to make the task one degree easier. You may do this for yourself or for an ally. Note that Savoir Faire only works against characters willing on some level to be swayed with words.



Engineer

Variations: Inventor, Designer, Gunsmith, (create your own)...

Common Skills
Athletics, Brawn, Common Knowledge, Intuition, Native Tongue, Research, Willpower

Professional Skills (choose three)
Drive (any) or Pilot (any), Engineering, Fighting Method (Firearms or Exotic Weapons), Mechanisms, Science (Chemistry or Physics), Science (Mathematics), Tradeskill (Electrical Repair)

Special Abilities

Gearhead
Unlock Engineering and Mechanisms for free, starting them at their base values.

Tinkerer
Add 20 free points to Mechanisms.

Workshop
Gain access to a workshop suitable to your specialization. You either own the workshop yourself — if upper middle class or above — or gain a contact granting you access with stipulations attached.

Entertainer

Variations: Vaudeville Actor, Escapist, Stage Magician, Courtesan, Balladeer, Showman, Carny, Freak, Athlete, Musician, Illusionist, Fortune Teller, (create your own)...

Common Skills
Athletics or Brawn, Conceal, Deceit, Evade, Influence, Intuition, Research or Streetwise

Professional Skills (choose three)
Create Art (any), Disguise, Entertain (any), Fighting Method (any sports- or stage-related), Mechanisms, Seduction, Sleight of Hand

Special Abilities

Life on the Stage
Unlock two more of the entertainer's Professional skills for free, each starting at its base value.

Eccentric Friends
Add two eccentric contacts — suitable to your background — to your roster of connections.

Master of Escape (specialized escapists only)
Spend a Mettle point and roll Sleight of Hand to escape an otherwise impossible restraint. With a success, a key or lockpick is produced (even if the escapist is stripped naked) or a weakness in the restraint is otherwise exploited. Qualifying restraints include: handcuffs, chains, ropes, straitjackets, and prison shackles. Even jail cells, nailed packing crates, buried coffins, and sealed containers may be escaped with an extra degree of difficulty (and gamemaster allowance).

Master of Concealment (specialized stage magicians only)
Add 20 free points to Conceal and unlock Sleight of Hand for free, starting the skill at its base value.

Master of Disguise (actors only)
Unlock Disguise for free — starting the skill at its base value — and gain the spy's False Identity ability.

Amazing Derring-Do (acrobatic entertainers only)
Spend a Mettle point to make all Athletics checks for the duration of a noncombat action sequence one degree easier (succeeding automatically with one of the checks chosen by the entertainer, of any difficulty, as long as the feat is amazing and permitted by the gamemaster). Additionally, automatically add the Acrobatic bonus ability to any acquired Fighting Method.

Explorer

Variations: Celebrity Explorer, Academic Adventurer, Geographical Surveyor, Pundit, Spelunker, Pathfinder, (create your own)...

Common Skills
Athletics, Brawn, Common Knowledge, First Aid, Fortitude, Native Tongue, Swim

Professional Skills (choose three)
Drive (any) or Pilot (any), Knowledge (any academic focus) or Science (any academic focus), Knowledge (Cartography) or Knowledge (any region), Language (any), Ride (any), Survival, Tracking

Special Abilities

Adventuring Spirit
Unlock two more of the explorer's Professional skills for free, each starting at its base value.

Exotic Language
Unlock a Language (exotic) skill suitable to your adventuring background for free, starting the skill at its base value.

Dumb Luck
Spend a Mettle Point to succeed automatically with an Evade or Luck roll of Normal difficulty — or to make the difficulty one degree easier.

Fighter

Variations: Soldier, Tommy Atkins, Army Officer, Mercenary, Boer Commando, Gurkha, Guerilla, Hatchet Man, Sepoy, Revolutionary, Legionnaire, (create your own)...

Common Skills
Athletics, Brawn, Evade or Fortitude, First Aid, Stealth, Swim, Unarmed

Professional Skills (choose three)
Explosives, Fighting Method (Infantry, Cavalry, or other specified area), Command or Intimidate, Knowledge (Cartography or Tactics), Mechanisms, Ride (any), Survival

Special Abilities

Born Fighter
Add 20 free points to Unarmed and unlock a Fighting Method suitable to your combat background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your Professional skills, adding 10 points to its base value when you do so.

Military Authority (for soldiers only)
Use Influence or other social skills (and good roleplaying) to gain privileged access to military facilities and records (bribes may still be required), or to requisition equipment (within limits). Accessing facilities outside of your combat experience (such as an army base when your military history is with the navy) requires more clandestine methods (Disguise, Deceit and so on). You may even attempt access to top secret bases, but only with an elaborate plan and an appropriate difficulty modifier. Officer ranks may have prerequisites — based on social status or years of education.

Combat Ready
Spend a Mettle Point during combat to succeed automatically with an Evade or Unarmed roll of Normal difficulty — or to make the difficulty one degree easier.

Herder

Variations: Cowboy, Herdsman, Gaucho, Shepherd, Tribesman, Bedouin, (create your own)...

Common Skills
Athletics, Brawn, Common Knowledge, Evade or Fortitude, First Aid, Stealth, Unarmed

Professional Skills (choose three)
Drive (Horse-Drawn Carriage), Fighting Method (Firearms or Mounted Firearms), Intimidate, Knowledge (any region), Ride (any), Survival, Tracking

Special Abilities

Life Under the Stars
Unlock two more of the herder's Professional skills for free, each starting at its base value.

Loyal Mount
Gain a well-trained and loyal mount: a horse, a camel, an elephant, and so on. Unlock a related Ride skill for free, starting the skill at its base value. You can still choose this Ride skill as one of your Professional skills, adding 10 points to its base value when you do so.

Hunter

Variations: Trapper, Big Game Hunter, White Hunter, (create your own)...

Common Skills
Athletics, Brawn, Conceal, Fortitude or Willpower, Stealth, Swim, Unarmed

Professional Skills (choose three)
Fighting Method (Hunting, Firearms, Mounted Firearms, or other specified area), Intimidate, Knowledge (any region), Language (one language), Ride (any), Survival, Tracking

Special Abilities

Born Hunter
Unlock a Fighting Method suitable to your hunting background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your Professional skills, adding 10 points to its base value when you do so.

Lucky Shot
When firing your specialty weapon, spend a Mettle point to choose which way to read the d100 result. As an example, a roll of 92 could be read as 29.

Landlord

Variations: Lord of the Manor, Rancher, Southern Plantation Owner, Colonial Landholder, Proprietor, (create your own)...

Common Skills
Common Knowledge, Conceal, Etiquette, Influence, Intuition, Native Tongue, Willpower

Professional Skills (choose three)
Commerce, Drive (any), Fighting Method (any relevant to region), Intimidate, Knowledge (any region, Accounting, Architecture, Art History, Law or Politics), Language (one language), Ride (any)

Special Abilities

Base of Operations
You own property. Depending on your social status, this could mean owning one small estate, or it could mean managing several estates spread out across an empire. These estates grant you regional prestige and influence (especially over the local towns or villages), but they also require regular staff and annual upkeep.

Keeper of the Domain
Unlock two of your listed Knowledge skills (e.g., any region, Architecture) for free, starting them at their base values.

Magus

Variations: Occultist, Yogi, Spiritualist, Guru, Sceva, Shaman, Exorcist, Conjure Man, (create your own)...

Common Skills
Deceit, Etiquette, Influence, Intuition, Research, Streetwise, Willpower

Professional Skills (choose three)
Knowledge (any religion), Knowledge (Cryptography), Language (Arabic, Aramaic, Egyptian, Greek, Hebrew, or Latin) or Linguistics (any), Occult (name of path), Science (any) or Science (Alchemy), Seduction, Sleight of Hand

Special Abilities

Occult Path
Unlock Occult for free, starting the skill at its base value. You can still choose Occult as one of your three Professional skills, adding 10 points to its base value when you do so.

Occult Affiliations (if appropriate to background)
Use Influence or other social skills (and good roleplaying) to gain access to a magic lodge's resources, including its reading rooms and mentors (bribes may still be required). Obtaining this ability requires some form of affiliation with an order — or with a contact on the inside.

Meditation Training
Spend a Mettle Point to succeed automatically with a Willpower roll of Normal difficulty — or to make the difficulty one degree easier.

Mariner

Variations: Sailor, Merchant Vessel Captain, Naval Officer, Ship Pilot, Ship Navigator, Pirate, Shanghaied Sailor, Whaler, (create your own)...

Common Skills
Athletics, Brawn or Unarmed, Conceal, First Aid, Fortitude, Streetwise, Swim

Professional Skills (choose three)
Commerce, Intimidate, Knowledge (Cartography), Language (one language), Mechanisms, Pilot (Ship or Submarine), Survival

Special Abilities

Packet Rat
Unlock Pilot (Ship or Submarine) for free, starting the skill at its base value. You can still choose Pilot (Ship or Submarine) as one of your three Professional skills, adding 10 points to its base value when you do so.

Ocean's in the Blood
Add 20 free points to Swim.

Merchant Vessel
Gain access to a merchant vessel suitable to your specialization. You either own the vessel yourself — if upper class or above — or gain a contact granting you access with stipulations attached.

Animal Sidekick (optional)
Gain an animal companion, more a sidekick really, that has a mind of its own: a parrot, a monkey, a dog, a rat, a weasel, and so on.

Merchant

Variations: Colonial Entrepreneur, Smuggler, Rumrunner, Trafficker, Slaver, Bootlegger, Fence, (create your own)...

Common Skills
Conceal, Deceit, Etiquette, Influence, Intuition, Streetwise, Willpower

Professional Skills (choose three)
Commerce, Drive (any), Forgery (Official Documents), Intimidate, Knowledge (any relevant to one's business), Language (one language), Pilot (Ship)

Special Abilities

Money Savvy
Unlock Commerce for free, starting the skill at its base value. You can still choose Commerce as one of your three Professional skills, adding 10 points to its base value when you do so.

Border Contact
Add a resourceful contact specific to one region — and suitable to your background — to your roster of connections. This person can allow you clandestine border passage, if the price is right.

Vehicle (if appropriate to line of work)
Gain access to a vehicle — such as a private railroad car or a small merchant vessel — suitable to your specialization. You either own the vehicle yourself — if upper class or above — or gain a contact granting you access with stipulations attached.

Supply Channel
Use Commerce in lieu of Class & Credit to requisition hard-to-acquire, black market, or exotic equipment (or contraband) related to your business — but otherwise unavailable to your social class or circumstances. Additionally, you may acquire fences as contacts for half the normal Networking costs.

Miner

Variations: Prospector, Coal Worker, Coal Trapper, Geological Surveyor, Diamond Miner, (create your own)...

Common Skills
Athletics, Brawn or Swim, Common Knowledge, Detection, First Aid, Fortitude, Unarmed

Professional Skills (choose three)
Commerce, Explosives, Knowledge (any Region), Knowledge (Cartography), Mechanisms, Science (Geology), Survival

Special Abilities

Life in the Mines
Unlock two more of the miner's Professional skills for free, each starting at its base value.

Tunnel Rat
Any penalty suffered for perception in darkness, mobility in confined areas, encumbrance in crawl spaces, or navigation in labyrinthine systems, is made one degree easier.

Demolitions (if appropriate to background)
If the Explosives skill is acquired, then any charges set — in tunnels or in enclosed spaces — result in explosions that are twice as destructive or twice as precise. Additionally, any Luck rolls — checked for fuse timers — are made one degree easier.

Physician

Variations: Surgeon, Army Medic, Nurse, Coroner, Medical Examiner, Healer, (create your own)...

Common Skills
Athletics, Common Knowledge, Detection, Etiquette, First Aid, Intuition, Willpower

Professional Skills (choose three)
Forensics, Knowledge (any), Medicine, Science (Biology), Science (Botany), Science (Chemistry), Survival

Special Abilities

Medical Insight
Unlock Medicine for free, starting the skill at its base value. You can still choose Medicine as one of your three Professional skills, adding 10 points to its base value when you do so.

Field Experience
Add 20 free points to First Aid.

Medical Authority
Use Influence or other social skills (and good roleplaying) to gain privileged access to medical records, private wards, sanitariums and morgues (bribes will rarely be required). This will be more difficult the farther you are from your professional network (with an appropriate modifier to your attempt). Inside your professional network (or working with a contact on the inside), you may even access crime scenes and forensics resources — if these are available.

Reporter

Variations: Muckraker, Propagandist, Newspaper Editor, Yellow Journalist, Foreign Correspondent, (create your own)...

Common Skills
Common Knowledge, Deceit, Detection, Evade, Intuition, Research, Streetwise

Professional Skills (choose three)
Create Art (Drawing) or Create Art (Photography), Create Art (Writing), Disguise, Knowledge (any region) or Knowledge (Politics), Language (one language), Seduction, Sleight of Hand

Special Abilities

Inside Information
Add a resourceful contact — suitable to your background — to your roster of connections. This person can feed you information about one specific subject (within reason), if the price is right.

Journalistic Access
Use Influence or other social skills (and good roleplaying) to gain privileged access to newspaper morgues (bribes may still be required). Accessing facilities outside of your network requires more elaborate plans (Disguise, Deceit and so on), and an appropriate difficulty modifier.

Chutzpah
Spend a Mettle Point to gather rumors in an area without making a Streetwise roll, and in half the time normally required for such an endeavor. After doing so, make an immediate Luck roll to see whether or not you've drawn unwanted attention to yourself. This works only if the Streetwise roll is of Normal difficulty. If not, spend the Mettle Point to make the task one degree easier.

Scholar

Variations: Archaeologist, Historian, Professor, Librarian, Philosopher, Antiquarian, Museum Curator, (create your own)...

Common Skills
Common Knowledge, Detection, Etiquette, Intuition, Native Tongue, Research, Willpower

Professional Skills (choose three)
Create Art (Writing), Knowledge (any), Language (one language), Linguistics (any), Medicine, Occult (name of path), Science (any)

Special Abilities

Second Language
Unlock a Language for free, starting the skill at its base value. You can still choose the Language as one of your three Professional skills, adding 10 points to its base value when you do so.

Higher Learning
Add 20 free points to one of the scholar's Professional skills.

Academic Authority
Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on this inside), and an appropriate difficulty modifier.

Private Collection
Gain access to one private collection — such as a library of moldering tomes or a basement of rare artifacts — suitable to your specialization. You either own the collection yourself — if upper class or above — or gain a contact granting you access with stipulations attached. Note that the collection does not include any magical books or supernatural artifacts, but rather resources related to your specialization.

Scientist

Variations: Astronomer, Physicist, Geologist, Mathematician, Biologist, Chemist, Forensic Consultant, (create your own)...

Common Skills
Athletics, Common Knowledge, Detection, First Aid, Intuition, Research, Willpower

Professional Skills (choose three)
Forensics, Knowledge (any), Mechanisms, Medicine, Science (Mathematics), Science (Chemistry or Physics), Science (any additional specialization)

Special Abilities

Naturally Obsessed
Add 20 free points to one of the scientist's Professional skills.

Academic Authority
Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on this inside), and an appropriate difficulty modifier.

Laboratory (if appropriate to scientific focus)
Gain access to a laboratory suitable to your specialization. You either own the location yourself — if upper class or above — or gain a contact granting you access with stipulations attached.

Observatory (astronomers only)
Gain access to an observatory suitable to your specialization. You either own the location yourself — if upper class or above — or gain a contact granting you access with stipulations attached.

Scout

Variations: Ranger, Federal or State or Local Marshal, Bounty Hunter, Tracker, Man With No Name, (create your own)...

Common Skills
Athletics, Detection, Evade or Fortitude, First Aid, Stealth, Streetwise, Unarmed

Professional Skills (choose three)
Fighting Method (Firearms or Mounted Firearms), Knowledge (any region) or Knowledge (Tactics), Knowledge (Cartography or Law), Mechanisms, Ride (any), Survival, Tracking

Special Abilities

Weapon Proficient
Unlock a Fighting Method suitable to your combat background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your three Professional skills, adding 10 points to its base value when you do so.

Fast Draw
Spend a Mettle Point at the start of combat to gain initiative automatically — usable only with your designated specialty weapon. If more than one combatant uses this ability simultaneously, then they each spend a Mettle Point and roll initiative to see who draws first. Fast Draw does not work against surprise attacks.

Marshal's Experience
You may add any two of the following detective abilities: Trusted Assets, Police Connections, Powers of Observation or Detective's Instincts.

Servant

Variations: Valet, Governess, Chauffeur, Gentleman's Gentleman, Steward, Messman, Batman, Batwoman, Denshchik, Emir Eri, Equerry, Soldier-servant, Attendente, Sahayak, Ordonnance (create your own)...

Common Skills
Athletics or Brawn, Common Knowledge, Deceit or Influence, Etiquette, First Aid, Fortitude, Native Tongue

Professional Skills (choose three)
Drive (any), Knowledge (any region), Language (one language), Mechanisms, Riding (any), Tradeskill (any service-oriented), Tradeskill (Education)

Special Abilities

Jack of All Trades
Unlock two more of the servant's Professional skills for free, each starting at its base value. Or, as a second option — if applicable to the nature of service — unlock a relevant Fighting Method and one more of the servant's Professional skills for free, each starting at its base value.

Servant Privileges
When in the employ of a wealthy patron, gain access to one if his or her resources related to your field of service (within reason). Examples of resources include: a garage and vehicle for a chauffeur, a château and its library for a governess, adventuring equipment and weapons for a gentleman's gentleman, a war horse for an equerry, and so on. While acting in service to the patron, you also may use the patron's Class & Credit skill while doing so (with permission of course). Note that a patron may impose limitations or conditions on the use of these resources, especially if these privileges conflict with other daily responsibilities.

Solicitor

Variations: Attorney, Loan Officer, Estate Agent, Barrister, (create your own)...

Common Skills
Deceit, Intuition, Etiquette, Influence, Research, Streetwise, Willpower

Professional Skills (choose three)
Commerce, Forgery (Official Documents), Intimidate, Knowledge (Accounting), Knowledge (Law), Knowledge (Politics), Seduction

Special Abilities

Legal Insight
Unlock Knowledge (Law) for free, starting the skill at its base value. You can still choose Knowledge (Law) as one of your three Professional skills, adding 10 points to its base value when you do so.

Legal Authority
Use Influence or other social skills (and good roleplaying) to gain privileged access to criminal or civil court records, case files, and document archives. Accessing courts outside of your local network requires more elaborate plans (such as a reliable contact on the inside), and an appropriate difficulty modifier.

Spy

Variations: Agent, Operative, Asset, (create your own)...

Common and Professional Skills
At some point, you were recruited — either by choice or coercion, and because of your specific skill set or privileged knowledge — to serve a secret cause or to work for an enigmatic Handler. Choose another profession as your base career (and cover), using its Common and Professional skills.

Special Abilities

Include the special abilities from your base career, then add the following.

Handler
Add an enigmatic case officer, spymaster, or shadowy patron — trained as a specialist in the management of agents and agent networks, and provided by the gamemaster — to your roster of connections. This Handler may at times task you with a specific job, connect you with assets, equip you with gear, train you in new skills, or grant you new special abilities.

Tradecraft (granted by a handler only as needed)
You may eventually obtain a special Knowledge (Espionage) skill, unlocking it at its base value — if and when such training is deemed necessary by your Handler.

False Identity (granted by a handler only as needed)
Using Disguise or other deception skills (and good roleplaying), you may employ one established false identity and cover story, which includes a passport and other forged documents. You can even falsify your Class & Credit score when dealing with people of a higher social status or wangling resources far outside your actual means (using a level of difficulty affected by which social tier you are attempting).

Bolt Hole (granted by a handler only as needed)
You've secured a safe place of retreat in times of emergency. If you are upper class or above, you own the hideout (perhaps camouflaged as a business front). Otherwise, you have made arrangements with a contact who will provide shelter.

Asset (granted by a handler only as needed)
Gain a contact — in one specific region — capable of providing you with information, rumors and other resources.

Seasoned, Full-Time Intelligence Agent

Common Skills: Conceal, Influence, Deceit, Detection, Evade, Stealth, Streetwise. Professional Skills (choose three): Disguise, Explosives or Fighting Method (Concealed Weapons), Forgery (Official Documents), Knowledge (Cryptography), Language (one language), Mechanisms or Sleight of Hand, Seduction or Tradeskill (Torture). Special Abilities: all.

Thief

Variations: Cat Burglar, Gentleman Thief, Art Thief, Bank Robber, Highwayman, Confidence Man, Grave Robber, Grifter, Resurrection Man, Tomb Raider, (create your own)...

Common Skills
Athletics, Conceal, Deceit, Detection, Evade, Stealth, Streetwise

Professional Skills (choose three)
Commerce, Disguise, Explosives, Forgery (any), Knowledge (any related to a black market), Mechanisms, Sleight of Hand

Special Abilities

Fence
Gain a contact capable of moving stolen items on the black market and connecting you to suitable patrons.

Criminal Network
Spend a Mettle Point to gather rumors in an area without making a Streetwise roll — if the task is of Normal difficulty. If not, spend the Mettle Point to make the task one degree easier.

Trade Secrets
You may trade one of your special abilities for any one of the following spy abilities: a False Identity, a Bolt Hole, or an Asset. This must be chosen at character generation.

Tradesman

Variations: Mason, Jeweler, Locksmith, Repairman, Apothecary, Welder, Mechanic, Technician, Vintner, Tailor, Chef, Cook, Clockmaker, Brewer, Butcher, (create your own)...

Common Skills
Athletics, Common Knowledge, Brawn, Fortitude, Influence, Native Tongue, Streetwise

Professional Skills (choose three)
Commerce, Create Art (Sculpting), Engineering, Knowledge (any related to expertise), Mechanisms, Science (any related to expertise), Tradeskill (focus of one's expertise)

Special Ability

Specialized Training
Add 20 free points to one of the tradesman's Professional skills.

7. Essential Nature

How would you characterize your adventurer's essential nature, as an **outsider**, a **scoundrel**, a **sleuth**, a **specialist**, a **thrill-seeker**, a **socialite**, or a **tough**? You may also choose an **everyman** as your essential nature — if you are emulating the reluctant protagonist stumbling into a mystery — though this type is generally reserved for non-player characters. Your choice affects whether this essential nature contrasts with the adventurer's history — thereby broadening your spectrum of skills — or reinforces this background — consequently deepening these preexisting talents.

Choose your essential nature. Select **all** of the Common and **all** of the Professional skills from the essential nature category (unless noted otherwise).

Add any newly acquired Professional skills to your character sheet. If a skill is newly chosen, then calculate its base value and record it on your sheet. For each of the remaining essential nature skills, increase its value by **10 points**.

Additionally, choose or roll for a relevant drive (or simply create your own using the provided examples for inspiration).

Everyman

Who are you again? Everymen receive Improvement Points for doing things like: finding courage under fire, surviving against all odds, discovering latent talents, proving they're worthy, changing their destiny, accepting death...

Common Skills

Athletics or Common Knowledge, Brawn or Unarmed, Etiquette or Streetwise, Evade or Fortitude

Professional Skills

Pick one of your preexisting professional skills.

1d10	Everyman Drive (modify as desired or create your own)
1	**Sacrificial**. I have always been compelled to help others, even at great risk to myself.
2	**Antiquarian**. I am obsessed with ancient things.
3	**Erudite**. I am devoted to truth and scholarship.
4	**Doomed**. I was in the wrong place at the wrong time.
5	**Inquisitive**. Blind, innocent curiosity.
6	**Ancestral**. Something in the blood compels me.
7	**Loyal**. As a servant, I am to be obedient to those that are my masters according to the flesh, with fear and trembling, in singleness of heart.
8	**Tainted**. My life was forever changed by an eldritch encounter.
9	**Pious**. The Lord commands my service.
10	**Retributive**. If I don't right the wrong, who else will?

Outsider

You stand in shadows, speak in ciphers, and make everyone uncomfortable. Outsiders receive Improvement Points for doing things like: surviving weird encounters, accomplishing the impossible, clouding men's minds, facing the abyss, decrypting inhuman ciphers, defending humanity, embracing fate...

Common Skills

Conceal or Deceit, Intuition, Research, Stealth, Willpower

Professional Skills

Create Art (any), Knowledge (any esoteric subject) or Knowledge (any religion), Knowledge (Cryptography) or Language (Arabic, Aramaic, Egyptian, Greek, Hebrew, or Latin), Occult (name of path), Science (any)

1d10	Outsider Drive (modify as desired or create your own)
1	**Salvational**. I must save the world, even if it means losing everything in the process.
2	**Doomed**. I have no other choice.
3	**Gnostic**. I seek to understand the secrets man was never supposed to know, even if it means losing my humanity in the process.
4	**Thaumaturgic**. Magic is true life, knowledge and power.
5	**Inquisitive**. I cannot abate my curiosity, even at my own peril.
6	**Ancestral**. Something in the blood beckons like a siren call.
7	**Eschatological**. Then locusts came from the smoke of the pit and descended on the earth, and they were given power to sting like scorpions.
8	**Vengeful**. A horrid crime must be avenged, no matter the price.
9	**Antiquarian**. I am obsessively drawn to lost histories, ancient lore, and mysterious antiquities.
10	**Tainted**. I've looked into the abyss and I will never be the same.

Scoundrel

You steal, hide or transport things that belong to more important people. Scoundrels receive Improvement Points for doing things like: thieving, putting themselves first, joking under stress, finding impossible escape routes, smiling at death, charming enemies...

Common Skills
Conceal, Deceit, Evade, Stealth, Streetwise

Professional Skills
Commerce, Disguise or Seduction, Fighting Method (Concealed Weapons), Forgery (any) or Mechanisms, Sleight of Hand

1d10	Scoundrel Drive (modify as desired or create your own)
1	**Loyal**. I will fight to the death for my fraternity or family.
2	**Mercenary**. I want my own private island.
3	**Covetous**. If it's rare and precious, then I must have it.
4	**Occult**. There is wealth and power to be found in the occult, if one is brave enough to seek it.
5	**Anarchist**. I am my own master, I make my own rules, and I allow no one to govern my life.
6	**Hedonistic**. I live for adventure and worldly pleasures.
7	**Desperate**. I don't have much of a choice...
8	**Vengeful**. A wrong must be rectified.
9	**Antiquarian**. People like me will kill for ancient artifacts of priceless value.
10	**Existential**. I must create my own meaning out of a pointless existence.

Sleuth

You're good at finding information, solving mysteries and annoying people. Sleuths receive Improvement Points for doing things like: tailing dangerous suspects, uncovering secrets, proving conspiratorial connections, correlating trivial details, discovering major leads...

Common Skills
Detection, Evade or Willpower, Intuition, Research, Streetwise

Professional Skills
Disguise or Sleight of Hand, Fighting Method (Concealed Weapons), Knowledge (Law), Mechanisms, Tracking

1d10	Sleuth Drive (modify as desired or create your own)
1	**Protective**. Mysteries must be solved to save the innocent.
2	**Nietzchean**. I use my superior gifts to elevate myself above the common people (the incompetent and ignorant victims of the world).
3	**Inquisitive**. My passion for exploring any mystery, especially one involving the occult, often overrides my common sense.
4	**Ancestral**. Something in my blood — beyond my comprehension — compels me to search the darkness.
5	**Competitive**. I seek a challenge that can defy even my intellect.
6	**Restorative**. Only through the solving of other mysteries can I redeem the one crime I was incapable of stopping.
7	**Doomed**. I must figure out what it is and how to stop it.
8	**Retributive**. I cannot rest until the mystery is solved and injustice is rectified.
9	**Paranoid**. No one else can see the global conspiracy until I uncover its existence.
10	**Existential**. Solving puzzles is my only diversion in this otherwise banal and absurd world.

Socialite

You have contacts, resources, conspiracies, and no doubt shameful secrets. Socialites receive Improvement Points for doing things like: fast-talking, equivocating, politicizing, using diplomacy, seeking pleasure, finding critical contacts, embarrassing opponents...

Common Skills
Deceit, Etiquette, Influence, Intuition, Willpower

Professional Skills
Commerce, Create Art (any) or Entertain (any), Knowledge (Politics), Language (one language), Seduction

1d8	Socialite Drive (modify as desired or create your own)
1	**Pious**. For we wrestle not against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this world, against spiritual wickedness in high places.
2	**Mercenary**. Though I have a strong moral code, it is used ultimately in the pursuit of my own well-being, happiness and self-interests.
3	**Nietzchean**. I strive to elevate myself above the rabble (those willing and weak slaves of the world).
4	**Radical**. I believe in a better society and long to change the complacent and accepted beliefs of the world (sometimes with whatever means are necessary).
5	**Machiavellian**. Life is a game and I must win it, using exploitation, manipulation, and a cynical disregard for morality.
6	**Libertine**. I seek earthly pleasures and an escape from society's boorish and prudish contraints.
7	**Existential**. Anything to escape my ennui.
8	**Vengeful**. I want back what was taken from me.

Specialist

You're an expert in some area, which borders on the obsessive really. Specialists receive Improvement Points for doing things like: contemplating theories, showing ingenuity, knowing esoteric facts, inventing solutions, constructing gadgets, fixing problems at critical moments...

Common Skills
Common Knowledge, Etiquette or Streetwise, Intuition, First Aid, Fortitude or Willpower, Native Tongue, Research

Professional Skills
Pick three of the following, one of the following thrice, or one of your preexisting Professional skills thrice.

Engineering or Mechanisms, Explosives, Forensics, Knowledge (any), Language (any), Linguistics (any), Medicine, Occult (name of path), Science (any), Tradeskill (any)

1d10	Specialist Drive (modify as desired or create your own)
1	**Enlightened**. I use my gifts to bring truth and light to an ignorant and barbaric world.
2	**Competitive**. I must prove my talent and intellect.
3	**Gnostic**. I seek understanding of the true nature of things, even if the answers are alienating or uncomfortable.
4	**Haughty**. I will reach heights undreamt of by lesser peoples.
5	**Antiquarian**. I am fixated on old books, ancient histories, dusty libraries, and rare antiquities.
6	**Erudite**. I am devoted to truth and scholarship.
7	**Aesthetic**. I am forever seeking the numinous in my work.
8	**Mercenary**. My talents are worth every penny.
9	**Loyal**. My gifts are best used in faithful service to my employer.
10	**Pseudoscientific**. It's not just a theory, and someday I'll prove it.

Thrill-Seeker

Also called a drifter and a wastrel, but at least you're good at something. Thrill-seekers receive Improvement Points for doing things like: trekking through wilderness, pulling risky maneuvers, pursuing lost worlds, helping others survive, displaying stoicism, defying death...

Common Skills
Athletics, Brawn, First Aid, Fortitude, Swim

Professional Skills
Drive (any) or Pilot (any), Knowledge (Cartography) or Knowledge (any region), Language (any), Ride (any), Survival

1d10	Thrill-Seeker Drive (modify as desired or create your own)
1	**Sacrificial**. Saving others is an addictive obsession.
2	**Mercenary**. Fortune and glory, kid.
3	**Hedonistic**. I seek adventure, danger, seduction, and any earthly pleasures I can obtain.
4	**Vainglorious**. I must be the first to cross a frontier, to find a lost civilization, or to set a record for my country.
5	**Intrepid**. I live to discover the dark and forgotten corners of the world.
6	**Existential**. I possess a sublimated death wish.
7	**Rebellious**. I am only ever alive when I'm on an adventure.
8	**Imperialistic**. My exploits will bring fortune and glory to my country, and demonstrate the greatness of our empire.
9	**Anthropological**. I am eternally fascinated with alien cultures and their strange worlds.
10	**Pseudoscientific**. They'll all stop calling me a crackpot when I finally prove its existence!

Tough

Must you solve every problem with guns, knives, and fists? Toughs receive Improvement Points for doing things like: saving the day, taking wounds, shielding allies, using tactics, making impossible shots, jumping into frays, standing and fighting...

Common Skills
Athletics, Brawn, Evade or Fortitude, First Aid, Unarmed

Professional Skills
Drive (any) or Ride (any), Fighting Method (Firearms or Mounted Firearms), Intimidate, Knowledge (any region) or Fighting Method (a unique secondary specialty), Mechanisms or Survival

1d10	Tough Drive (modify as desired or create your own)
1	**Sacrificial**. I must honorably serve and protect my lord, my family and my country.
2	**Mercenary**. My talents are never free.
3	**Survivalist**. It is the strong who survive.
4	**Libertarian**. I am my own master, governed by my own laws, and no corrupt and decadent civilization will ever rule me.
5	**Retributive**. Injustice must not go unpunished.
6	**Imperialistic**. I fight for an empire (or race) capable of educating, advancing, governing, and protecting the rest of the earth against barbarism, poverty, violence and chaos.
7	**Vigilant**. I am sworn and duty-bound to protect my fellow man.
8	**Loyal**. I am devoted to my fraternity of fellow soldiers.
9	**Honorable**. I swore an oath, one that must be served no matter the cost.
10	**Hardboiled**. Despite my disregard for authority and my cynical outlook on life, I am ambitious about ridding the world of its predators and lowlifes.

8. Age and Free Skill Points

"With self-discipline most anything is possible."—Theodore Roosevelt

Either choose or roll for your character's age. Note the amount of free skill points available to the age category, the maximum amount allowed for increasing a skill, and any age penalty. The default starting age is "young adult" (with a range of 20 to 30 years), 100 free skill points (with the maximum amount allowed for increasing any one skill limited to 15 points), and no age penalty — though other age categories are certainly available. However, the one age category not available to players is "ancient," which is reserved for very unique non-player characters.

Age Penalty

Adventurers older than 39 years must roll to check for signs of aging for each additional decade — for 40, for 50, and so on. See "Aging" for more details.

Free Skill Points

Distribute the free skill points among your Common and Professional skills, increasing each skill by 1% for every point spent. However, you may not spend more than the amount indicated by the "maximum increase" of your age category.

For example, if your character is a young adult, aged 27, then you would distribute 100 points among your chosen skills, spending no more than 15 points on any one skill.

Remember that Class & Credit, unlike other skills, stays rigidly fixed at its initial state, and — except in very rare circumstances — cannot be improved.

You also have the option of purchasing one hobby skill with your available free skill points. Typically, a hobby skill is one of the skills available in your professional path that you opted not to pick initially. A generous gamemaster may allow you to pick a skill outside of this path, but skills that do not fit with the logic of your character may be discouraged.

The hobby skill costs **10 of your free skill points**, and starts at its base value.

Skill Caps (optional)

See the "Capping Skills" section of the "Skills" chapter for more.

Skills limited by...	Skill's maximum value is equal to...
Raw attributes*	Higher of the skill's two base value attributes × 5
Formal education*	Years of education × 5

*Brawn would be a skill limited by raw attributes, while Forensics would be a skill limited by formal education (with no cap for 16 or more years).

Intelligence Bonus or Penalty (optional)

Intelligence plays a factor in the acquisition of new skills. To account for this, use an Intelligence modifier to decrease or increase your available free skill points. For every 2 points below Int 10 that your character possesses, decrease your free skill points and "maximum increase" by one age tier. Similarly, for every 2 points above Int 11 that your character possesses, increase these amounts by one age tier. Thus, a character aged 29 and with Int 18, would use the free skill points amount from three tiers higher than the average Int character in a similar age bracket — earning 250 skill points instead of the usual 100 for a 29 year old.

Skill Points by Adventurer Level (optional)

There will be times when the gamemaster wishes to calibrate the free skill points for rare criminal masterminds, genius inventors, and other unique characters. Additionally, if a more action-based setting is desired, the gamemaster may award higher tiered free skill points — perhaps in the 250 to 300 point range — to starting adventurers. The following table provides a rough guideline for calibrating these free skill points.

Tier	Description	Free Skill Points	Maximum Increase
2	Lackey	50	+10
3	—	100	+15
4	Professional	150	+20
5	—	200	+25
6	Expert	250	+30
7	—	300	+35
8	Legend	350	+40
9	—	400	+45
10	Mastermind	450	+50

Age and Free Skill Points

Tier	Years	Age	Free Skill Points	Maximum Increase	Age Penalty
1	1d6+4 (5-10)	Child	—	—	Yes
2	2d6+8 (10-20)	Youth	50	+10	No
3	**2d6+18 (20-30)**	**Young Adult**	**100**	**+15**	**No**
4	2d6+28 (30-40)	Older Adult	150	+20	No
5	2d6+38 (40-50)	Middle-Aged	200	+25	Yes
6	2d6+48 (50-60)	Senior	250	+30	Yes
7	2d6+58 (60-70)	Elder	300	+35	Yes
8+	For every +10	Ancient	+50	Increase +5	Yes

9. Drives and Bonds

A **drive** represents an adventurer's worldview, belief or ideal. Several potential drives are included with each essential nature, though the gamemaster and players are encouraged to modify these or create new ones that fit the particulars of an adventurer.

In creating a drive, consider the adventurer's essential nature and professional background. These should inspire a general direction. A tough may be motivated to protect the innocent. A thrill-seeker may be motivated to explore unknown territories. A sleuth may be motivated to investigate a world-spanning mystery. An everyman may be motivated to escape a life of social constraints.

A strong drive should be a long-term psychological motivation sustainable over the life of a campaign, and not a concrete goal attainable in a single adventure. "I must find worthy challenges to my intellect" is an example of a long-term drive, while "I wish to catch the criminal that robbed the local bank" is an example of an adventure goal related to the larger drive.

A **bond** is a specially designated connection, one that is fundamentally important to your adventurer: a love interest, a protected loyalty, a familial tie, or any significant attachment (to a person, place or object) that shapes the character's identity. A bond can be defined as a Love, Hatred, Loyalty, or even Compulsion (among others). It is up to the gamemaster and players to define at least one important bond for the player's adventurer (typically using the adventurer's connection list, though it is possible for a character to be bonded to a place or object as well).

By default, an adventurer should possess no more than three motivators, with one being a drive and another a bond (and an optional third being an additional drive or bond). If more are created during the character generation process, then the most essential of the three should be picked and the rest discarded.

As an **optional rule**, each drive and bond may be assigned a percentage score (similar to those of skills). To determine the base value of a drive or bond, the following guidelines may be used. After determining the base value for each, distribute **50 points** (for two motivators) or **75 points** (for three) among these drives and bonds as you see fit.

Drives & Bonds

Motivator	Base %
Drive	Adventurer's CHA+INT
Bond (romantic)	Adventurer's CHA plus connection's CHA
Bond (loyalty)	Adventurer's POW plus connection's POW
Bond (place or object)	Adventurer's POW×2
Bond (organization)	Adventurer's CHA+INT (or adventurer's INT plus organization's leader's CHA)
Bond (rivalry)	Adventurer's CHA plus connection's CHA

Drives, Bonds & Mental Disorders

When an adventurer suffers a mental disorder — such as amnesia, paranoia, a phobia, and so on — the mental disorder may act as a kind of drive or bond for the duration of its effects (most often becoming the most important drive or bond in the adventurer's mind).

For example, an adventurer suffering amnesia may now be motivated to regain the pieces of his lost memory. A character suffering paranoia may now be motivated to uncover a grand conspiracy (that may or may not be real). A character suffering a phobia may now be motivated to destroy anything resembling the trauma that created the disorder. See the "Horror, Shock and Sanity" chapter for more.

Some players may even wish to adopt a mental disorder — as a drive or bond — for their adventurers at character creation! Although choosing such a challenge would handicap the adventurer, it may also provide intriguing roleplaying opportunities.

Drives, Bonds & the Mythos

Drives and bonds justify an adventurer's perpetual (and often unhealthy) pursuit of danger, even at the cost of life and sanity. Without a strong motivation, a character may just retire the life of adventure, once the darker revelations of his mission become more apparent. Players should ask why, fundamentally, their adventurer would continue on a path of such obvious peril (especially after he encounters the mythos).

Some motivations are selfish in nature; the adventurer wants fame, fortune, or other worldly pleasures, or is driven by a massive ego in need of accolades or achievements.

Other motivations, in contrast, are selfless, with the adventurer wanting above all else to defend an ideology, civilization, innocence, a cherished family, and so on.

Some adventurers actively pursue danger, violence, or adventure for inner fulfillment, while others are thrust into a situation reluctantly. The latter type may need to survive their deadly circumstances, or understand the strange compulsion driving them to seek answers.

While several example drives are provided with each essential nature, a gamemaster or player may wish to develop new ones for an original campaign or for a specific character concept. When doing so, the creator should keep in mind the adventurer's fundamental need for pursuing such dangers.

Secret Agendas (optional)

In some campaigns — and depending on the needs of the setting — the gamemaster may give one or more adventurers a secret agenda (one which only the relevant player and gamemaster knows). For example, an adventurer may have a secret alliance with the German aristocracy, an unhealthy fascination with an occult object, or a hidden vendetta against a patron.

Circles of Influence

Each character belongs to at least one circle of influence. A circle of influence is an abstraction representing your adventurer's social network and the various organizations with which he interacts (and in the socially-interconnected Edwardian era, you are most likely attached to several of these organizations). It is assumed that you have a history of interactions or memberships within your circle, and that you may turn to this network at times for aid (such as information, favors, and goods relevant to the circle's area of influence). Likewise, others from your circle (e.g., allies, contacts, friends of friends, associates "hearing your name on the wind") may at times approach you for your services — especially if your reputation is well established.

At character creation, you are restricted to one circle of influence. By choosing only one, you are narrowing your character concept. More circles may be added later, as your in-game choices and the organic growth of a campaign suggest their addition.

To choose a circle, work with your gamemaster to find a logical match. Your character's profession, essential nature, and especially signature skill should point to a circle that best fits your character concept. For example, an adventurer emphasizing a Knowledge or Science signature skill may pick the Academic network. A soldier may logically pick the Martial network. A scoundrel may pick Criminal, while a smuggler may choose Colonial. The academic character may later add Intelligence to his list of circles, as he progresses in his experience. The soldier may later add Colonial. And so on.

Sometimes, having all the characters in a group choose from the same one or two networks helps with its cohesion, but this is not always necessary.

Record your choice on your character sheet, in the section labeled "Circles of Influence & Organizations," For now, it is fine to add just one circle of influence, such as "Academic Network." However if you know at this point that your adventurer has a connection to a specific organization, such as Richmond College, Harvard University or the Tokyo Imperial Household Museum (as just a few examples), go ahead and list those as well. Just don't feel compelled now during character creation to figure out all of these specific connections. You'll be learning more about your adventurer and his connections as you make strategic and dramatic choices in-game.

Networking Points

Additionally, each of your circles has a **networking** pool of points equal to your adventurer's Cha score. Once the points for a circle are spent, they do not replenish — unless the gamemaster wishes to allow the purchase of networking points for the equivalent value of Improvement Points (see "Tapping Circles of Influence" in the "Skills" chapter to learn about how to spend networking points).

Circles of Influence

Network	Types in Circle
Academic	Academic societies, institutions and universities
Bohemian	Bohemian societies, sets and clubs
Colonial	Colonial cartels, companies and guilds
Criminal	Criminal gangs, syndicates and brotherhoods
High Society (special)	(restricted by Class & Credit)
Intelligence	Governmental agencies, branches and bureaus
Martial	Martial units, fleets and warbands
Occult	Secret societies, orders and lodges

Circles of Influence & Plot Hooks

These circles are meant to be fluid and abstract. Their inclusion in a setting should help generate plot hooks and offer leads to players (as they are needed). If the circles become overly restrictive to a player's choices and motivation, they are no longer serving their ultimate function, however. When players need to find information about a growing conspiracy, they may turn to their networks to gather rumors and aid. The gamemaster then has an easy way to provide new plot hooks to the players, using their own proactive petitioning. Similarly, the gamemaster may use these circles during downtime (or in-game) to extend requests for favors and information to the players from non-player characters, enticing them with fresh plot hooks and seeding the setting with new challenges. If adventurers are incapacitated, circles also provide a network of interested parties (or replacement characters) who may resume the original mission or investigate the incapacitation, death or disappearance of the failed adventurer. Note that some non-player characters who establish themselves in the setting may in time be recruited as actual player characters.

Academic Network

"I recognize the right and duty of this generation to develop and use the nature resources of our land; but I do not recognize the right to waste them, or to rob, by wasteful use, the generations that come after us." —Theodore Roosevelt (Bureau of Antiquities charter)

Examples of Associated Organizations: Tokyo Imperial Household Museum, Musée du Louvre, Meiji University, British Museum, Arkham Commission for Antiquities, Oxford University, Supreme Council of Antiquities, Harvard University, Fabian Society, American Antiquarian Society, National Geographic Society, Société de géographie ("Geographical Society"), Bureau of Antiquities, Miskatonic University, (create your own)...

Goals: preserving knowledge, collecting artifacts, teaching scholarship, investigating mysteries, controlling politics, performing research, protecting secrets and harboring conspiracies, amassing wealth, making powerful allegiances

The academic circle reaches out to a wide range of geographic societies, universities, museums, antiquarian groups, and research facilities, among others. Petitioning its network for help brings you into contact with its erudite contacts and any information associated with education, knowledge and science, as well as with the latest theories and resources offered in the halls of scholarship.

As adversaries, the more powerful academic associates may demonstrate inordinate influence with authorities (especially those of their home countries), frustrating and derailing the work of their enemies with whatever legal means are most expedient. They also have the power to dramatically improve or diminish one's academic standing (and future opportunities within the network).

Associates of this circle profess all manner of ideals from their marbled towers; their proxies are ever ready — noses raised high — to disavow publicly any association with illicit activity, even while privately eager — with hawkish zeal — to accept its contraband. Actions that burn the reputation of an associate in the circle, fail to produce competent results, or cause dangerous reprisals, may ostracize you from academic access for some time; with each infraction, networking within the circle becomes one degree more difficult — or two degrees more difficult with a major infraction or conflict with a powerful patron (to be determined by the gamemaster).

Restoring one's embarrassed reputation (and removing any networking penalties within the circle) is a matter of accomplishing a task of notable "academic" achievement (e.g., smuggling a mummy out of Egypt, proving the existence of a lost temple, recovering a stolen treasure cache from a competing museum).

Bohemian Network

"Only Art is Eternal Wisdom; what is not Art soon perishes. Art is the unconscious love of all things. 'Learning' will cease and Reality will become known when it comes to pass that every human being is an Artist." —Austin Osman Spare

Examples of Associated Organizations and Movements: Bohemian Club, Architects (also known as Continental Trust Company or Emporium No. 88), Luminism, Deutscher Werkbund, Ten American Painters, Belle Époque, Beyoğlu, Exarcheia, Arts and Crafts, Hudson River School, Art Nouveau, Aestheticism, Decadence, Pablo Picasso, Modernism, Ashcan School, Berlin Secession, Bloomsbury Set, Photo-Secession, (create your own)...

Goals: changing perspectives, escaping reality, pursuing truth and beauty, shocking tastes, inciting rebellion, enjoying worldly pleasures, creating art, avoiding responsibility, finding meaning, indulging appetites

The bohemian circle reaches out to a wide range of theatrical sets, arts and crafts societies, illustration schools, underground clubs, and modern galleries, among others. The circle also includes a motley assortment of exiles and outsiders such as wanderers, dandies, poseurs, adventurers, dreamers, addicts, vagabonds, socialists, prostitutes, anarchists, bons vivants, sportsmen, smugglers, correspondents, writers, journalists, musicians, actors, private collectors and anti-establishment iconoclasts. Petitioning its network for help brings you into contact with its radical members and any information associated with art and theater, as well as with any illicit rumors and outrageous scandals whispered in its New York drug parlors, Parisian brasseries, Soho theaters, Berlin nightclubs, Chicago brothels, Viennese coffeeshops, or opiate dreamscapes.

As adversaries, the more powerful members may slander and libel (sometimes affecting the fickle opinions of those in High Society or in Masonic backrooms). Far more common are opportunities — for anyone regardless of gender, race, class or creed — for black market dealings in misappropriated paintings, liberated sculptures, secreted grimoires, smuggled contraband, located opiates (poisons and elixirs), trafficked courtesans, perfected forgeries, and various artifacts of unknown origins, with scoundrels from every social stratum and foreign corner of the globe.

Colonial Network

> "To think of these stars that you see overhead at night, these vast worlds which we can never reach. I would annexe the planets if I could; I often think of that. It makes me sad to see them so clear and yet so far." —Cecil Rhodes

Examples of Associated Organizations: William Randolph Hearst, Yagham Transport and Telegraph, Edison Manufacturing Company, De Beers, Sumitomo Gurūpu, J.P. Morgan, Édouard Alphonse James de Rothschild, Belgian Congo, John D. Rockefeller, Jr., United Fruit Company, (create your own)...

Goals: maximizing profits, controlling resources, aquiring colonial territories, preserving power, growing industries, monopolizing goods, selling services, dominating banking, swaying politics, amassing power, enforcing draconian rule, running smuggling operations

With immense wealth, private militias, and multiple bases of operation, the plutocracies, corporate states and international companies of this network are veritably immune to any mortal limitations. The circle also includes established merchant concerns such as industrialists, magnates, and financiers, and a retinue of colonial governors and entrenched bureaucrats controlling vast swaths of exotic territories (backed by imperial policies and mercenary muscle).

Their symbols of power are their fortresses, seaside estates, châteaus, and skyscrapers, with their machines of industry claiming fertile colonies across the globe. From their sovereign capitals to the far corners of their empires are amassed their infrastructures of capital, transporting steel, oil, and minerals, diversifying into entertainment, politics and philanthropy, and employing uncountable agents (moving their parts from the center to the ends). Petitioning its network for help brings you into contact with an assortment of well heeled capitalists, political intrigues, entrenched dynasties (with their moneyed bloodlines), and mazelike banking conspiracies.

Many in the network are willing to sponsor competent agents, as explorers or as mercenaries (or as legal accessories and attachés), tasked with mapping lost worlds, managing hostile natives, securing natural resources, investigating missing agents, or fulfilling any number of strange pet projects for some nouveau riche mogul. If ever the question is asked why such a powerful enterprise — with its unlimited resources — would need your paltry assistance, you are answered curtly that their former team disappeared, absconded or defrauded. Any deceit is answered with inexorable reprisal; the network as adversary dispatches a legion of well-armed and well-paid loyalists to the cause, tracking their targets to the deepest holes of the Earth (or simply ruining them legally with their imperial connections).

Criminal Network

Examples of Associated Organizations: Gen'yōsha ("Black Ocean Society"), Tiandihui ("Heaven and Earth Society"), Mafia, Triad, Spiders, Zwi Migdal, Black Hand, Wild Bunch, (create your own)...

Goals: plotting crimes, enforcing ideologies, organizing coup d'états, acquiring and controlling resources and territories, acquiring and preserving power, growing industries, monopolizing goods, selling illegal services, dominating illegal businesses, swaying politics, running smuggling operations

The criminal circle reaches out to a wide range of crime families, ethnic gangs, international syndicates, and illicit business cartels, among others. Its network works behind the fiction of history, trafficking contraband and plotting profits. It serves all clients, transmutes all currencies, and prejudices no ideologies, however vile or inhuman. Money and reputation are its only standards.

Contacts are made in seaport taverns, camouflaged vessels, refitted catacombs, and neutral zones of ill-repute, often amidst the smoke and din of society's scum. Associates in the circle just as often act the middlemen as they do the patrons, brokering contracts or selling leads. But what clientele these associates serve is no business of noncriminal interlopers. Suspicious questions or outrageous requisitions by those lacking credentials sour agreements faster than furtive looks, and bad negotiations end deals before they're started.

At best you may contact a lieutenant, but more often the henchmen promoted to proxies. While strength and honor is respected, weakness and incompetence is scouted fast and dealt with mercilessly. As an adversary, the network intercepts all future attempts for information and contraband, until payment due is rectified in blood or money (or in dangerous suicidal favors), and accounted by hardened hitmen, fast-talking proctors or puppet politicians. With the criminal network, fast wits and good luck pay dividends, while wrong moves draw guns. Earn a name among the circle, and open doors to secret chambers best left hidden.

Working for a Criminal Patron

In some circumstances, a member may approach an adventurer (criminal or otherwise) with an opportunity (and sometimes, perhaps, by using another circle as a front). Performing well for the patron may earn a special privilege with the group, an increase in status (among criminals), or even eventual access to a crime family. Criminal requests (as favors or as jobs) are considered minor, moderate or major, and it is up to the gamemaster to determine which level qualifies for any given request. A minor favor may include such things as keeping a condemning secret from the public, providing expert information or advice about an esoteric subject, or assisting the criminals in a significant heist. A moderate favor may include such things as keeping a dangerous secret from the public, providing expert service (such as medical aid or privileged access to a location), or lending essential help to an important heist. A major favor requires something of great risk to self and others, as well as a boon to the patron: accomplishing a crime of significant value — that could result in a life sentence or worse — would certainly qualify. Typically, a recruit is first scouted with a minor mission, then graduated to more important tasks as trust accrues. Acting incompetently, or otherwise making the patron look bad, would disqualify the employee from future opportunities (and most likely result in a violent reprisal or vendetta).

If an adventurer accepts a criminal opportunity and does not already possess a Criminal Reputation, then he may add one to his character sheet, starting its base value at 20% of the skill for which he is hired, augmented by his Class & Credit score; he may also deny this Criminal Reputation and instead accept in cash twice the going rate of an equivalent noncriminal task (as long as he is not caught; otherwise he may gain a Criminal Reputation whether he wants one or not). See the "Criminal" professional background for more information. Accomplishing a minor request for a Criminal patron increases the adventurer's Criminal Reputation by one point (when requested by a lieutenant) or by 1d3 points (when requested by a crime boss). Accomplishing a moderate request increases the adventurer's Criminal Reputation by 1d3 points (with a lieutenant) or by an amount equal to half of the adventurer's Cha (with a crime boss). With a major request, the adventurer's Criminal Reputation is increased by an amount equal to half of the adventurer's Cha (with a lieutenant) or by an amount equal to the total Cha (with a crime boss). Note that a crime boss may eventually get nervous around a character whose Criminal Reputation increases to a value approximating his own; in some cases, he may even attempt to eliminate his competition if he sees him as a threat to his power.

Within a criminal enterprise, gang or family, a crime boss (e.g., warlord, leader) must possess, at minimum, a Criminal Reputation of 75%. A lieutenant must possess, at minimum, a Criminal Reputation of 50%. Criminals with ratings between 25% and 49% are generally enforcers, administrators, liasons, or distributors, while those with ratings below 25% are considered minions, henchmen, initiates, or rabble, and so on.

High Society (restricted by Class & Credit)

"One not only drinks the wine, one smells it, observes it, tastes it, sips it and — one talks about it." —King Edward VII

"Every time society has distanced itself from the Gospel, which preached humility, fraternity, and peace, the people have been unhappy, because the pagan civilization of ancient Rome, which they wanted to replace it with, is based only on pride and the abuse of force." —King Albert I

Examples of Associated Members: Rasputin (representing Alexandra Feodorovna, Empress consort of Russia), Reinhard Kekulé von Stradonitz (representing Kaiser Wilhelm II, German Emperor and King of Prussia), King Edward VII (with an entourage of his Marlborough Set), Abbas II Hilmi Bey (Khedive of Egypt and Sudan), Yashiro Misao of the Archaeological Museum at Meiji University (representing Emperor Meiji of Japan), James Henry Breasted of the Haskell Oriental Museum (sponsored by magnate John D. Rockefeller, Jr.), Zhang Dazhu (Chinese diplomat and friend of Albert I, King of Belgium, representing his concerns in the Belgian Congo), (create your own)...

Goals: controlling public opinion, maintaining law and order (or exercising tyranny), acquiring and controlling resources and territories, acquiring and preserving power, growing industries, swaying politics, legitimizing land claims, finding new sources of wealth and prestige, practicing philanthropy, seeking existential truths, brokering agreements, traveling and adventuring

The Edwardian High Society is an elitist and insular circle traditionally open only to those with the proper pedigrees (revealed by one's Class & Credit rating). However, in recent history, and despite the reluctance of the established families, the nouveau riche have crept into the once privileged caste by means of extraordinary wealth and strategic marital arrangements. Notwithstanding this sea change, only those with a Class & Credit of 75% (or higher) may join this circle, without exception; even qualified nouveau riche, while technically accepted into the circle, receive the inevitable cold and backhanded gestures from members of the establishment (despite their inclusion). The gamemaster has free rein to toss from the gentlemen's clubs, exclusive parties, secret fraternities and yacht yards, any characters attempting entrances without the proper Class & Credit skills.

High Society Allies

The High Society circle is so exclusive that an adventurer must have a Class & Credit rating of at least 50% to even have an ally who himself is part of the High Society! An adventurer with such an ally may consider himself part of the Marlborough Set, or one of the privileged few allowed access to the circle by association (tread carefully).

Adventurers with lower Class & Credit scores are at best the hoi polloi, or simply, the "help." Though an adventurer may have a contact in High Society, this highbred associate will look unfavorably upon such a lesser person requesting any favors or otherwise acting as an equal (unless some strong bond is formed over time, such as one between brothers on the battlefield); you are simply beneath them and it is bad form to ask for such assistance. However, it is possible for them to approach you at some point — most often through a representative — which may open doors for you in the future (perhaps).

Petitioning the High Society for help brings you into contact with the world's most powerful families and their secrets. Their networks include autocrats, tyrants, kings, and hundreds if not thousands of royal members and their entourages. News and rumors about far-flung colonial struggles, backroom dealings for territories, and impending revolutions and wars, may also be discovered. Anyone in High Society receives invitations for its year-long social calendar of sporting activities, traveling events, regal parties and festive balls (and possibly for any hushed-up night activities and debaucheries). Associated with the High Society circle are high ranking old money families and priveleged industrial opportunists, many of whom require aid in securing land rights, exploring their territories (which may hide buried treasures and ancient tombs), spying on enemy families or their holdings, seeking out missing heirlooms or relics, or assisting in any of their dilettante hobbies and side quests. Additionally, this circle reveals the most information about worldwide conspiracies (especially ones involving cabalistic activities); for whatever reason, every old money family seems to have a few black sheep dabbling in these sorts of things.

High Society membership comes with the price of pedantic (and often hypocritical) social codes. Adventurers are allowed Etiquette checks prior to deciding on actions associated with the culture. Breaching an unwritten social code may result in some unintended faux pas. Love affairs (but only those publicized), illegal vices (but only those discussed with peers in an embarrassing manner), illicit enterprises (but only those not adequately legitimized with legal business fronts), or a number of seemingly lesser crimes (e.g., ignorance about a peer's proper title, lack of judgment regarding a requested favor) will quickly erode one's reputation. A character is first warned (for more trivial offenses), or outright ostracized (for forewarned offenders or major offenses). An ostracized character forever after makes his Class & Credit rolls two degrees more difficult. Redeeming one's position takes a near miracle, something on the order of greatly impressing the King of England, or saving the life of an important aristocrat or industrialist.

Working for a High Society Patron

In rare circumstances, a High Society member may approach a lower class adventurer with an opportunity (and sometimes, perhaps, by using another circle as a front). Performing well for the patron may earn a special privilege, an increase in station, or even eventual access to the circle.

High Society requests (as favors or as jobs) are considered minor, moderate or major, and it is up to the gamemaster to determine which level qualifies for any given request. A minor favor may include such things as keeping a condemning secret from the public, providing expert information or advice about an esoteric subject, or assisting a team in a significant mission. A moderate favor may include such things as keeping a dangerous secret from the public, providing an expert service (such as an autopsy or other scientific analysis), or leading an important mission as an authority on one's subject. A major favor requires something of great risk to self and others, as well as a boon to the patron: recovering an artifact of political significance — racing against the mercenary forces of an enemy empire — would certainly qualify. Typically, a recruit would be first scouted with a minor mission, then graduated to more important tasks as trust accrues. Acting incompetently, or otherwise making the patron look bad, would disqualify the employee from future opportunities.

Accomplishing a minor request increases the adventurer's Class & Credit by one point (when requested by an upper class patron) or by 1d3 points (when requested by the ruling elite). Accomplishing a moderate request increases the adventurer's Class & Credit by 1d3 points (with an upper class patron) or by an amount equal to half of the adventurer's Cha (with the ruling elite). With a major request, the adventurer's Class & Credit is increased by an amount equal to half of the adventurer's Cha (with an upper class patron) or by an amount equal to the total Cha (with the ruling elite).

Intelligence Network

"On reading a telegraphic newspaper report of a large or small robbery, with the aid of my vast records and great personal experience and familiarity with these matters, I can at once tell the character of the work, and then, knowing the names, history, habits, and quite frequently, the rendezvous of men doing that type of work, am able to determine, with almost unerring certainty, not only the very parties who committed the robberies, but also what disposition they are likely to make of their plunder, and at what points they may be hiding."—Allan Pinkerton

"Any action of an individual, and obviously, the violent actions of a crime, cannot occur without leaving a trace."—Edmond Locard

Examples of Associated Organizations: O.N.I. ("Office of Naval Intelligence"), Kokuryūkai ("Black Dragon Society"), Sûreté, Baldwin-Felts Detective Agency, Special Corps of Gendarmes and Ministry of Internal Affairs, Okhrana, Thuggee and Dacoity Department, Central Criminal Intelligence Department (of the British Raj), Scotland Yard, Pinkerton National Detective Agency, (create your own)...

Goals: gathering intelligence, protecting an ideology or motherland, hunting criminals, controlling threats to security, investigating mysteries, manipulating populations, plotting revolutions, developing spy networks, crushing anti-establishment dissent and labor union organization

The intelligence circle reaches out to a wide range of spy agencies, offices of operation, bureaus of investigation, international police and other law enforcement branches, among others. The circle also includes established private concerns such as detective agencies and brain trusts. Petitioning its network for help brings you into contact with its agents and any information associated with justice, subterfuge and intelligence gathering, as well as with its manpower and other resources.

The more powerful agents trade in intelligence about one's enemies, and even have the capability of manipulating the legal system. Far more prevalant are those agents able and willing to assist with information about missing persons, political scandals, unsolved crimes, or mysterious evidence. Actions that challenge jurisdictional authorities or blatantly disregard the law (at least publicly) may ostracize you from inside access for some time; with each infraction, networking within the circle becomes one degree more difficult — or two degrees more difficult with a major infraction or conflict with a powerful authority (to be determined by the gamemaster).

Restoring one's perceived offense (and removing any networking penalties within the circle) is a matter of accomplishing a task of notable legal enforcement or achievement (e.g., capturing a notorious outlaw, solving a highly publicized murder, rescuing a high status victim, undermining an anarchist plot, taking the fall for a powerful but corrupt family).

Martial Network

"Bear yourselves as Huns of Attila. For a thousand years, let the Chinese tremble at the approach of a German..."—Kaiser Wilhelm II

Examples of Associated Organizations: Force Publique, British Infantry, United States Marines, Guerilla Rebels, Boer Commandos, (create your own)...

Goals: completing military objectives, acquiring and defending territory, persecuting threats, neutralizing enemies

The martial network reports a wide range of information about military actions and policies, foreign revolutions, native rebellions, and various conflicts across the globe. The circle also includes foreign bureaus, war correspondents and field reporters, missionaries in war-torn regions, and military physicians and nurses. Petitioning its network for help brings you into contact with its territorial governors, feuding warlords, politicking rebels, foreign officers, enlisted men and fortune-seeking mercenaries, as well as with any information associated with secret wars and special operations.

The more powerful agents trade in intelligence about one's enemies, or in manpower and specialized equipment (for the right price). Far more prevalant are those agents able and willing to assist with safe escorts, danger zones, intertribal conflicts, missing shipments and supplies, or colonial (or native) atrocities. Actions that betray the network's code of honor may ostracize the adventurer; with each infraction, networking within the circle becomes one degree more difficult — or two degrees more difficult with a major infraction or conflict with a high-ranking authority (to be determined by the gamemaster).

Restoring one's perceived untrustworthiness (and removing any networking penalties within the circle) is a matter of accomplishing a mission of notable import (e.g., rescuing a captured infantryman, reclaiming a stolen shipment, investigating a missing merchant vessel, undermining a rebel plot, infiltrating an enemy stronghold, assisting a critically important special operation).

Occult Network

"War, class war, and you were the first to wage it under the cover of the powerful institutions you call order, in the darkness of your laws. There will have to be bloodshed; we will not dodge; there will have to be murder: we will kill, because it is necessary; there will have to be destruction; we will destroy to rid the world of your tyrannical institutions." —Luigi Galleani

"For millenia, Man has lived in proper awe of the Outside; yet now, he promises the light and machine — his idols of Science — as our saviors. He will never understand, in his exaltation of invention and luxury, his thoroughly blind affliction. We have seen the Apocalypse to come: men, women and children (all) slaughtered with weapons of industry, feeding rivers of blood running to every sea. The All-Mighty laugh at hubris, and Mankind with his toys and tantrums controls no authority over Their cosmic order. When They tire of watching Man killing Man, they will plunge through the heavens and teach us, the holy keepers of the faith, new ways to delight in — Righteous Judgment (torture) and — Glorious Renewal (destruction)—"
—Keepers of the Faith pamphlet

"Black magic is not a myth. It is a totally unscientific and emotional form of magic, but it does get results — of an extremely temporary nature. The recoil upon those who practice it is terrific." —Aleister Crowley

Examples of Associated Organizations: Hermetic Order of the Golden Dawn, Argentium Astrum, Ordo Templi Orientis, Diogenes Club, Hermetic Order of the Stellar Light, Carbonari, Signora della Sindone (also known as Knights of Otranto), Theosophical Society, Keepers of the Faith, Chesuncook Coven, Lamplighters, Glove, Esoteric Order of Dagon, Khlysts, Cthulhu Cult, Church of Starry Wisdom, Knights of the Golden Circle, Order of Kallipolis, Ossuary, Brothers of the Yellow Sign, I Ho Ch'uan ("Righteous Harmonious Fists"), (create your own)...

Clandestine Club Names: Diogenes, Odyssean, Athenean, Epicurean, Corinthian, Hypatian, Parmenides, Alpharabius, Antiquarian, Cavendish, Oriental, Savile, Cavalry, Caledonian, Albion, Egyptian, Georgian, (create your own)...

Goals: acquiring esoteric knowledge, pursuing occult power, summoning otherworldy forces, combating supernatural dangers, seeking ancient artifacts, promoting ideologies, mastering magic, gathering intelligence, recruiting followers, providing camaraderie, facilitating anarchy, harboring conspiracies, plotting revolutions, developing spy networks

This circle of esoteric secrets is a labyrinth of hearsay and partial truths, connecting outsider cults, established sects, sacred orders, ethnic brotherhoods, Masonic lodges, psychical groups, and Hermetic fraternities, among others. Petitioning its network for help brings you into contact with an assortment of eccentrics with their cryptic knowledge (associated with various occult theories, archived resources, and strange rumors). The network is especially willing (with a disturbing zeal) to offer seemingly far-fetched insights about any presented mythos evidence.

As adversaries, the more powerful associates slowly infilitrate legitimate positions of power, working insidiously or clandestinely from the inside (their esoteric motives varying from member to member). Some members possess the motives and means for murder, while others merely archive knowledge or organize secret bacchanals. Some are there for the night life festivities.

As the network represents a multitude of creeds and temperaments (with many members protecting double lives), it is difficult to harm one's reputation with any one offense. It is possible, however, for a fumbled inquiry to tickle the wrong ears. When such an event occurs, the inquiry brings with it some form of strange or dangerous attention (e.g., a magical effect, a threat to one's family, a zealous inquisitor, a cult snooping into one's private affairs, an offer of recruitment). Restoring the status quo generally requires an investigation into the matter, followed hopefully by the satisfaction or elimination of the source (though such problems are generally not so easily remedied).

Creating New Circles of Influence

The gamemaster is free to invent new circles of influence for his setting, depending on the needs of his campaign. Alternatively, the networks provided here may be further subdivided, especially if a campaign focuses on a narrower theme or location. For example, a campaign focusing on spy missions in the Ottoman Empire may subdivide the intelligence and martial networks into factions and possibly remove one or two broader networks inessential to the targeted genre.

Chapter 2: Skills

Skills represent a character's spectrum of talents and proficiencies. As with other percentile systems, one can quickly assess a character's aptitude in any given area by checking his relevant percentage score. A 19% in a given skill — for example — represents the level of a neophyte for that skill, while a score of 95% indicates a nearly unrivaled expertise. A score of 112%, by comparison, denotes mastery. The "Skill Profiencies" table below compares these various levels of ability.

Skill Level

A skill level is related to the number of points in the given skill. A skill with less than 25 points invested in it is considered at level one — and the character is consequently labeled a "neophyte," when it comes to using that aptitude. A skill with less than 50 points invested in it is considered level two — and the character is labeled an "amateur." And so on.

Rolling Dice and Skill Tests

In *Raiders of R'lyeh*, the actions that challenge an adventurer's skills with dice rolls or hard choices include things such as: foiling traps, infilitrating sacred spaces, escaping imminent death, getting in and getting out, disguising oneself, whipping a gun, calculating motives, surviving shock and awe, being tantalized, knowing stuff, navigating black markets, and outwitting occultic forces.

When the success or failure of a specific action must be tested, the gamemaster may ask an adventurer to make a skill check. Note that players are encouraged to proactively solicit skill checks — when situations call for them — even if the gamemaster is not requesting a roll. Perhaps an adventurer wishes to examine a room using Forensics, or jury-rig a makeshift bomb with Explosives. Players should learn the unique skillsets of their adventurers — both strengths and weaknesses — and be creative in their applications.

When the gamemaster (or a player) needs to test the success of an action, a skill check is made with a percentile roll. During a skill check, the adventurer attempts to roll equal to or under his appropriate skill. Rolling under the tested skill equates to success, while rolling over results in failure.

Percentile Rolls

A percentile roll — designated as "1d100" — is made with two ten-sided dice, with one die representing the "tens" digit and the other representing the "ones" digit. Rolled together, they produce a double digit score (used to represent a percentage). For example, if an adventurer rolls an 8 on his "tens" die and a 4 on his "ones" die, then the resultant percentile roll equals 84%.

Criticals and Fumbles

Rolling double (both die are the same) results in a unique effect. Rolling double — and under the tested skill — results in a critical success, while rolling double — and over the tested skill — results in a fumble. Typically, rolling a critical or fumble produces an additional or heightened effect, above and beyond an ordinary success or failure.

The type of success or failure is important to note, especially when compared to the type of success or failure of an opponent. These types of success, from best to worst, include:

Critical success (or just "critical")
Normal success (or just "success")
Failure
Fumble

Fumble Level

When a fumble is rolled, the number that is doubled is called the "Fumble level." In other words, the Fumble level for a roll of "99" is 9. For the purposes of determining the Fumble level, "00" always counts as zero. Rarely is the Fumble level used with a typical skill check, though it may be referenced for certain spell effects or other unique applications.

Rolling Double Zeroes: The Double Zero Rule

Rolling **two zeroes** results in a **fumble** for the skill check regardless of the proficiency of the adventurer (even if his skill is 100% or over). The only time that two zeroes results in a critical is **when the skill is 10% or lower**, in which case the double zero roll is the only possible way for a character with such a low score to succeed with a double. The "Double Zero Rule" represents the chance of terrible failure, even for those individuals intensely studied in a discipline.

Skill Levels

Level	Skill Points	Title	Explanation	Notes
1	Base value	Neophyte	Newly acquired skill	—
2	25-49%	Amateur	Some proficiency in the given skill	Automatic successes for general use
3	50-74%	Professional	Professional level of training	—
4	75-99%	Expert	Expertise in the given skill	—
5	100-124%	Master*	Mastery of the given skill	Ranks among the best in the world
+1	125+	—	—	—

*In some settings, the gamemaster may disallow a player from purchasing a master proficiency in a given skill.

Modifying Skills

Lastly, in some circumstances, a skill check may be made either harder or easier with the use of a difficulty modifier. An adventurer attempting to shoot a target while wading through murky swamp water may incur a penalty on his Fighting Method roll, while later gaining a bonus (lying in wait from high ground) for rolling the same skill. A skill check's difficulty is rated from "Very Easy" to "Improbable" (or by default as "Normal"), and is based on a variety of circumstances.

Note that the difficulty of a particular task may be "Automatic" — meaning that no roll is required — or "Impossible" — meaning that no roll is allowed.

Any number of variables may modify a skill check. It is up to the gamemaster to determine when a situation alters a roll and to what degree it does so.

In the event that two or more difficulty modifiers — from multiple situations — affect a check, then the most difficult modifier takes effect.

Skill checks may be made a "degree" — or a "step" — harder or easier. When skill checks are stated as such, this means that the difficulty moves up or down a tier on the "Skill Difficulty Modifiers" table. For example, a skill check of Normal difficulty — made one degree more difficult — becomes Hard. Similarly, a skill check of Hard difficulty — made two degrees easier — becomes Easy.

Skill Difficulty Modifiers

Difficulty	Skill Modifier	(Optional variation)
Automatic	Automatic success	Automatic success
Very Easy	+40%	Double skill value
Easy	+20%	Increase skill value by 50%
Normal	**None**	—
Hard	–20%	Reduce skill value by one third
Daunting	–40%	Reduce skill value by half
Improbable	–80%	Reduce skill value to one tenth
Impossible	—	—

List of Common Skills

Athletics (Str+Dex)

Athletics is tested for a broad range of activities, including climbing, jumping, and throwing. An Athletics roll may be modified by encumbrance (see the "Movement, Exploration and Encumbrance" section in the "Game Mechanics" chapter for more information).

Climbing

Under normal conditions, and with the right equipment and time, no Athletics roll is required. However, with steep or slippery conditions, and in times of stress, one or more Athletics rolls may be required to ascend a surface. Difficulty modifiers may apply as well, depending on the environmental conditions.

An adventurer's Move rating while climbing is one tenth his Athletics skill — though the gamemaster may adjust this according to the situation. A failed roll does not necessarily mean the adventurer falls, but rather that he loses his momentum and makes his next climb attempt one degree more difficult. With a fumble, however, the adventurer most likely tumbles from the surface and suffers any resultant injury.

Jumping

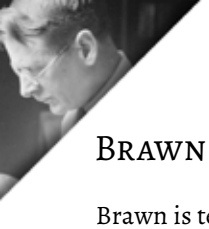
With a successful Athletics check, the adventurer can jump twice his own height horizontally (with a running start) and half his height vertically. For every 40% in Athletics, the adventure may add 10 feet to his horizontal jump and 2 feet to his vertical jump. These distances are halved when jumping from a standing position.

With a critical success, the adventurer adds 3 feet to his horizontal distance, and lands on his feet. With a fumble, he lands awkwardly, potentially suffering any relevant damage.

Throwing

As a general rule, an adventurer can throw an object a maximum range equal to 10 feet for every point the adventurer's Siz exceeds the thrown object's Siz. To determine accuracy: for every 10 points away from a successful Athletics roll, the thrower misses his target by a number of feet equal to 5% of the distance thrown. For example, an adventurer with an Athletics skill of 55% attempts to throw an object 30 feet. He rolls a 75. That's 5% for each 10 points he missed (or a 10% margin of error). The combatant misses by roughly 3 feet (10% of the 30 feet attempted).

In combat, the Athletics skill is used for thrown objects, though a Fighting Method that includes thrown weapons may also be used. To ease bookkeeping, the gamemaster may simply consult the base ranges for thrown weapons, using distance calculations for special circumstances where such scrutiny is required.



Brawn (Str+Siz)

Brawn is tested when lifting, dragging and breaking objects, struggling in contests of strength, and exerting physical force.

Lifting and Dragging

An adventurer can lift — without a Brawn roll — a Siz equal to his Str, plus one Siz point per 10% of his Brawn. The adventurer can lift a Siz twice his Str, plus one Siz point per 10% of his Brawn — with a Brawn roll.

Similarly, an adventurer can drag — without a Brawn roll — a Siz twice his Str, plus one Siz per 10% of his Brawn, and a Siz four times his Str, plus one Siz per 10% of his Brawn — with a Brawn roll.

Though there are exceptions, in general, 3 points of Enc convert to one point of Siz, and one point of Siz converts to 10 pounds. Thus, an adventurer can lift — without a Brawn roll — a number of pounds equal to his Str multiplied by 10, plus his Brawn skill. As an example, an adventurer with Str 15 and Brawn 50% can lift a maximum of 200 pounds without a Brawn check, or up to 350 pounds with a Brawn check.

Failing a lifting or dragging Brawn roll forces an immediate Fortitude roll. With a failed Fortitude roll, 1d3 points of damage is sustained, and with a fumble, this damage is doubled (with some form of injured muscle, tendon, and so on). Likewise, if the Brawn roll is fumbled, then double the damage is sustained — automatically.

Contests of Strength

When Brawn is tested against another Brawn skill — such as with a grapple — then the contestant with the lower Might suffers a penalty. For every point of difference between the lesser and greater Might score, the weaker contestant makes his Brawn check one degree more difficult. As an example, an adventurer with a Might of 6, attempting to break the grapple of an opponent with a Might of 8, would roll his Brawn skill with a Daunting difficulty.

Breaking Objects and Breaking Down Doors

When an adventurer focuses all of his energy on destroying an object, on breaking through a door, or on any other show of force, then he may use a Damage Modifier based on his Str plus his maximum lifting Siz (twice his Str, plus one point per 10% of his Brawn). Brawn is rolled just as it is with lifting or dragging an object, and with the same risks of failure.

Alternatively, a door or gate may be assigned a Might rating. Brawn is then tested with a modifier based on the Might of the individual versus the Might of the barrier. For every point of difference between the lesser and greater Might scores, the individual makes his Brawn check one degree more difficult (if his Might is lower) or one degree easier (if his Might is higher). If assistance is given, only the Might of the primary individual is used. See the "Doors & Gates (Might ratings)" table.

Class & Credit

Class & Credit measures the adventurer's inherited social status, access to wealth, and overall station in a rigidly-defined class system. It may be tested to:

- Gain access to an elite circle
- Obtain information from the upper echelons of society
- Secure financing from a bank
- Establish one's credentials with a peer
- Check one's perceived credit worthiness
- Purchase — on credit alone — expensive equipment, resources or land

It is important to note that for many members of the aristocracy, Class & Credit may be more important than actual wealth. Some of these elite may even survive on status and credit alone (while lacking actual funds). For those in the upper echelons of society, keeping one's reputation is eminently important above all else — as over time this has an inexorable effect on the Class & Credit rating.

Common Knowledge (Int×2)

The skill measures the adventurer's knowledge derived from his own home culture and upbringing. Common Knowledge is very broad, and may be checked to test the adventurer's recall, education, awareness and know-how (as this applies to the adventurer's background). A few possible applications of Common Knowledge include:

- Recalling an area's important political representatives
- Knowing the address of a local resident
- Identifying the common name of a local wild animal or plant
- Locating important public buildings in a community
- Recalling basic facts from education — historical dates, important historical figures, popular art, popular fiction, current events and inventions, and so on
- Generating a practical idea or theory, from a layman's perspective

With a critical success, the character possesses some insight that proves above and beyond the knowledge of his contemporaries. A fumble may communicate a misunderstanding, an embarrassing ignorance about a subject, or an error in education.

Doors & Gates (Might ratings*)

Average door	6	Reinforced iron door	14
Heavy wooden door	8	Reinforced bank vault	20
Reinforced wooden door	9	Castle gate	20

*A door's Might rating is calculated by first adding its armor and Hit Points and dividing the result by 3, then referencing the "Damage Modifier and Might" table to find the Damage Modifier whose total equals that number. The associated Might rating is used for the barrier.

Conceal (Int+Pow)

The Conceal skill allows for hiding contraband, artifacts, weapons, incriminating evidence, and other objects of import in a specific location. The skill is also useful when smuggling contraband — on one's person — over a border or under a sentry's notice. Conceal may be opposed by an opponent's Detection — or by another relevant investigative skill — and modified by any specific circumstances. The gamemaster should defer to logic when dictating these modifiers, as environmental variables may affect the success of the concealment. With an unopposed roll, a critical result indicates that any attempt at Detection will be one degree more difficult. With a fumble, the hiding space reveals itself in an embarrassing manner, and most likely at the most inopportune time.

Deceit (Int+Cha)

Deceit tests the adventurer's ability to lie, mask, bluff, mislead or equivocate. Any attempt at Deceit may be opposed by Intuition. With a critical success, the Deceit is so compelling that any further attempt at Intuition is made one degree more difficult. With a fumble, the attempt is transparent and damages the adventurer's reputation with the target.

Detection (Int+Pow)

With a Detection check, the adventurer uses his physical senses to notice clues or to search a location. In some situations, Detection is used to sense an ambush or other impending danger, or to notice something out of place in a setting (see "General Investigation" for more).

Etiquette (Int+Cha)

The Etiquette skill assess how well the adventurer is schooled in rules of proper society, whether appraised among the elite of a gentleman's club, applied to the greeting of an Ottoman prince, or exercised by the addressing of the non-aristocratic wife of a Polish count.

Failed Etiquette rolls will adversely affect future social dealings — such as financing good deals, opening doors of cooperation, or avoiding unecessary confrontations. Rules, titles and manners common to the upper classes of the adventurer's culture are tested with a basic roll.

Etiquette rolls involving cultures foreign to the adventurer must be learned (with formal training or through observation). Any Etiquette roll made without this training may be attempted with a Hard to Daunting difficulty modifier (depending on how foreign the culture appears to the adventurer's own experience). Gamemaster discretion dictates the time allowed for learning a culture's customs, though common sense suggests total immersion and proper training would accelerate this knowledge (most likely to a few days), followed by concentrated practice (most likely a few weeks). Consider, also, that specific subcultures outside of the aristocracy — even criminal subcultures — have their own forms of etiquette that may be imporant for an adventurer to understand.

Evade (Dex×2)

Evade measures the adventurer's ability to avoid an attack or injury. When dodging a trap, the Evade check may be opposed by the Mechanisms (or Engineering) skill of the trap's creator. If such an Evade roll is fumbled, then the adventurer sustains the full potental damage of the hazard. The Evade skill is more thoroughly covered in the "Combat" chapter.

First Aid (Dex+Int)

First Aid is applied to a specified location, and generally takes 1d3 minutes to administer. During this time, neither the healer nor the patient may make any other actions. Once an area receives successful treatment, it cannot benefit from another First Aid check for the same location (until the location is fully healed). First Aid requires a first aid or medical kit, or specific equipment — such as bandages, splints, salves, and so on. Though it is possible for an adventurer to perform First Aid on himself, the task may be made one degree more difficult — depending on circumstances. Some examples of treatment follow.

Impalement

A successful First Aid check removes the impaling item without causing further injury.

Unconsciousness

When a character loses consciousness from negative Hit Points, First Aid can only stabilize the patient. If the patient has positive Hit Points, then a successful First Aid check revives the individual from unconsciousness. Such a check may be affected by difficulty modifiers (for such things as toxins, intoxication, an especially brutal injury, and so on).

Injured Location

A successful First Aid check can restore 1d3 points to an injury (either for a Hit Location or for the overall Hit Points), as long as the wound is not major.

Major Injury

When a character suffers a major wound, First Aid can only stabilize the patient.

Other applications of First Aid — for damage caused by blood loss, fire, fatigue, and so on — may be found in the "Game Mechanics" chapter.

Fortitude (Con×2)

Fortitude measures the adventurer's resistance to physical stress. The skill is rolled when fighting unconsciousness, enduring harsh environmental conditions, resisting poisons and disease, and so on. When rolled in an opposed test versus the Potency of a poison or disease, a critical denotes a powerful resistance. Generally, a critically successful roll results in immunity from the affliction.

Influence (Cha+Pow)

With the Influence skill, the adventurer persuades another individual to his way of thinking. Bribing a sentry or outwitting a merchant are two basic examples. An Influence check is almost always modified by a difficulty modifier. Such a modifier is based on the personalities involved and on the specifics of the situation, and is best adjudicated by the gamemaster. With a critical success, the target is so impressed that a second Influence roll with the same individual will be one degree easier. With a fumble, some offense occurs and any second Influence roll with the same individual will be two degrees more difficult. Influence is typically opposed by Willpower, though other skills may apply. See "Tapping Circles of Influence" and the "Influencing Others" sidebar for more.

Influencing Others

A few broad skills cover a variety of social circumstances involving the influence of others; each unique circumstance is best arbitrated by the gamemaster, though players may think of other creative applications of these skills. A few suggested and optional guidelines follow.

Social skills such as Intimidate and Seduction are treated as separate skills, though either one may be integrated with Influence, Deceit, Intuition (and so on) in a dramatic skill sequence (such as an **interrogation**). (See "Dramatic Skill Sequences.")

Deceit is typically used for **fast talking** or **equivocating**.

A general **negotiation** typically involves either Commerce (for haggling over goods, services, or financial matters) or Influence.

Where **diplomacy** (i.e., managing international relations, typically abroad as a representative of one's country) or **savoir faire** (i.e., speaking appropriately in high society or in an equally mannered social situation) is involved, the speaker's Influence, Deceit, etc., percentage cannot exceed his Etiquette skill.

Where speaking the "language of the street" or of the criminal code is involved, the speaker's Influence, Deceit, etc., percentage cannot exceed his Streetwise skill.

Intuition (Int+Pow)

With the Intuition skill, the adventurer can recognize malice, distinguish deception, perceive contrary body language, detect fraudulent claims, read equivocation, notice posturing, and intuit unreliable narrative. A successful roll does not necessarily mean that the adventurer properly identifies the actual motive, but rather that he understands that there is deception afoot. In some cases, he may posit a few possible logical theories about motive. A critical success narrows this list of theories down to one or two possible conclusions.

Native Tongue (Int×2)

The Native Tongue percentage designates the adventurer's facility with his own language (or multiple languages in some circumstances). Rarely is it rolled directly, but rather referenced as a gauge of the character's fluency.

Depending on the gamemaster's discretion, adventurers from bilingual (or even trilingual) backgrounds may be allowed two or more native languages as part of their Native Tongue skill — if the adventurer's upbringing warrants this.

Language Fluency

Skill	Ability
Base value	Able to understand basic vocabulary and syntax
25+	Able to grasp common vocabulary and to converse in simple phrases
50+	Able to converse as a native speaker and to write simple sentences
75+	Able to converse with eloquence and to write fluently
100+	Academic or artistic mastery of the language

Research (Int×2)

The Research skill is used to collect and collate information from books, records, collections, newspapers, correspondences and such (and most useful in settings such as libraries, universities, and museums). A typical use of Research takes 1d4 hours. With a critical success, this time is halved. With a fumble, the adventurer either finds misinformation, or draws unwanted attention — depending on the circumstances involved. See "General Investigation" for more.

Stealth (Dex+Pow)

The Stealth skill tests the adventurer's ability to move without being noticed. Applications of the skill include: hiding in shadows, disappearing in crowds, evading sentries, spying unnoticed, sneaking up behind an enemy, or following unseen. Stealth may be opposed by Detection, and modified by environmental factors. With a critical success, any further attempt to find the character is made one degree more difficult. With a fumble, the adventurer inadvertently draws attention to himself.

Streetwise (Pow+Cha)

Whereas the Research skill is used to collect and collate information from books, records, collections, newspapers, correspondences and such (and proves most useful in settings such as libraries, universities, and museums), the Streetwise skill is used to collect and assess information from urban populations, shady merchants and criminal networks (and proves most useful in settings such as city neighborhoods, dens of iniquity, mercenary hangouts, places of commerce, and backwater taverns). Other possible applications of Streetwise include:

- Locating hirelings and other specialists
- Finding fences for stolen goods
- Navigating black markets
- Gathering rumors in a specified area
- Discovering leads or other forms of useful information

A typical use of Streetwise takes 1d4 hours — though the gamemaster may adjust this time based on the environment and circumstances. With a critical roll, this time is halved. With a fumble, the adventurer's attempt results in unwanted attention from an adversary or his minions — or any number of equivalent misfortunes: a false lead from someone promising adventurers what they seek, without delivering; a false lead from someone promising one thing and luring adventurers into a trap; random hazards of the street such as pickpockets, con men, muggers, and other undesirables; and so on. See "General Investigation" for more.

Swim (Str+Con)

A Swim check is made in extreme conditions (such as being caught in powerful ocean currents). The adventurer's Move rating while swimming is one tenth the value of his Swim skill. Failing a Swim check results in the adventurer not changing his current condition, or failing to move. Repeated failures may lead to fatigue (and to eventual drowning). With a fumble, the adventurer must make an immediate Fortitude roll or risk sinking. See "Drowning, Asphyxiation and Suffocation" for more information.

Note that a Swim roll may be modified by encumbrance (see the "Movement, Exploration and Encumbrance" section in the "Game Mechanics" chapter for more information).

Unarmed (Str+Dex)

The Unarmed skill measures how well the adventurer handles empty-handed combat (using bare-knuckled boxing, streetfighting, wrestling, and so on), exploits the environment to one's advantage (using bottles, chairs, and other makeshift weapons), or initiates or breaks a grapple. By default, empty-handed Unarmed attacks inflict 1d3 (plus the combatant's Damage Modifier) points of damage. For more information, see the "Combat" chapter.

Willpower (Pow×2)

Willpower measures the adventurer's resistance to mental stress. The skill is rolled when using or resisting magic, enduring shock, or staying resolute. When rolled in an opposed test, a critical denotes an unflinching will. Generally, a critically successful roll results in immunity from the source of trauma or magic, for the duration of the encounter.

List of Professional Skills

Command (Cha+Pow)

The Command skill is typically learned as a part of one's combat training. With it, a leader may coordinate and guide a team of combatants (or some other disciplined team under his command), raising their combat effectiveness and their morale for a round, or making each team member's effort related to a specific task and to the leader's expertise one degree easier.

Command works with trained personnel, mostly, though the gamemaster may show leniency with this rule.

At the beginning of a round, and only once per combat, a critically successful Command roll makes the fighting skill check of each member of a combat team one degree easier (for the duration of the round).

With a mere success, any morale check made during the combat is made one degree easier.

With a Command failure, the leader causes more distraction than coordination, and each member of the team suffers a degree of difficulty on any fighting skill or morale check (for the round), or on the subsequent skill check related to the ordered task.

With a fumble, not only does the leader cause more distraction than coordination, but he also loses the team's respect or faith in his ability to lead — resulting in any future Command check with the same team being made one degree more difficult (until a critical is rolled to restore faith and remove the penalty).

It is possible for a team leader to use both his Command and Knowledge (Tactics) together; however, no skill should benefit twice or be made more than one degree easier, regardless of how many critical successes are rolled.

Command as a General Leadership Skill

As an optional rule, and based on the needs of the setting, the Command skill may be modified to apply to other areas of expertise (such as business, law enforcement, or politics, among others) or to specific challenges other than combat (e.g., chases, surveillance). When used in such a way, Command may be applied only to areas of expertise logical to the character's background. A successful use of the skill may allow each member of a disciplined team (under the authority of the leader) a bonus — perhaps making a relevant skill check or an effort related to a specific task and to the leader's expertise one degree easier. For example, a police lieutenant's Command check may allow each of his detectives a bonus on a Detection roll, after the lieutenant provides his team with helpful forensic evidence and imparts to them the political importance of the investigation.

Commerce (Int+Cha)

With Commerce, the adventurer is able to (among other things):

- Assess the approximate real value of information, a service or an object
- Negotiate better terms on a deal
- Know the temperament of the market for a given commodity
- Lower (or raise) an asking price
- Convince others to trade objects or information for less than their value

With an unopposed check, a critical success allows the adventurer to purchase a commodity at half price (if buying), or to double the purchase cost (if selling). A fumble generally reverses this advantage to the other party, though some circumstances may warrant other effects. A volatile patron or participant may just as easily react with offense or even violence — especially after a wildly missed roll.

Commerce may be opposed with another Commerce roll, or with a series of back and forth rolls stimulating a heated negotiation.

Note that in 1910, haggling for prices is almost universal across the globe — except in Britain, or in the very large markets such as *Le Bon Marché* in Paris. In other locations (such as Italy) there are few fixed prices.

Create Art (x) (Int+Pow)

With this skill, the adventurer specializes in one creative area, such as painting, sculpting or writing (as just a few examples). With a successful check, the adventurer creates an artistic work worthy of respect. With a critical success, the work of art doubles its value. If such a critically successful work is used as part of an Influence check (or other social skill test), then the Influence check is made one degree easier. With a fumble, the work is embarrassingly flawed — perhaps even causing offense.

Disguise (Int+Cha)

Disguise allows the adventurer to temporarily masquerade as another individual. Difficulty modifiers affect the disguise. If specific clothing, an accent or major changes in appearance are required, then the Disguise check may be Hard or Daunting (or outright Impossible). Accents are influenced by the adventurer's relevant Language skill. It is up to the gamemaster to determine when and if such an accent becomes relevant to the disguise. Disguise may be opposed with an Intuition or Detection check. If the original Disguise roll was a critical success, then any attempt at Detection is made one degree more difficult. With a fumble, the disguise is embarrassingly transparent to anyone taking a closer look. In such a situation, any attempt at Detection is made two degrees easier.

Drive (x) (Dex+Pow)

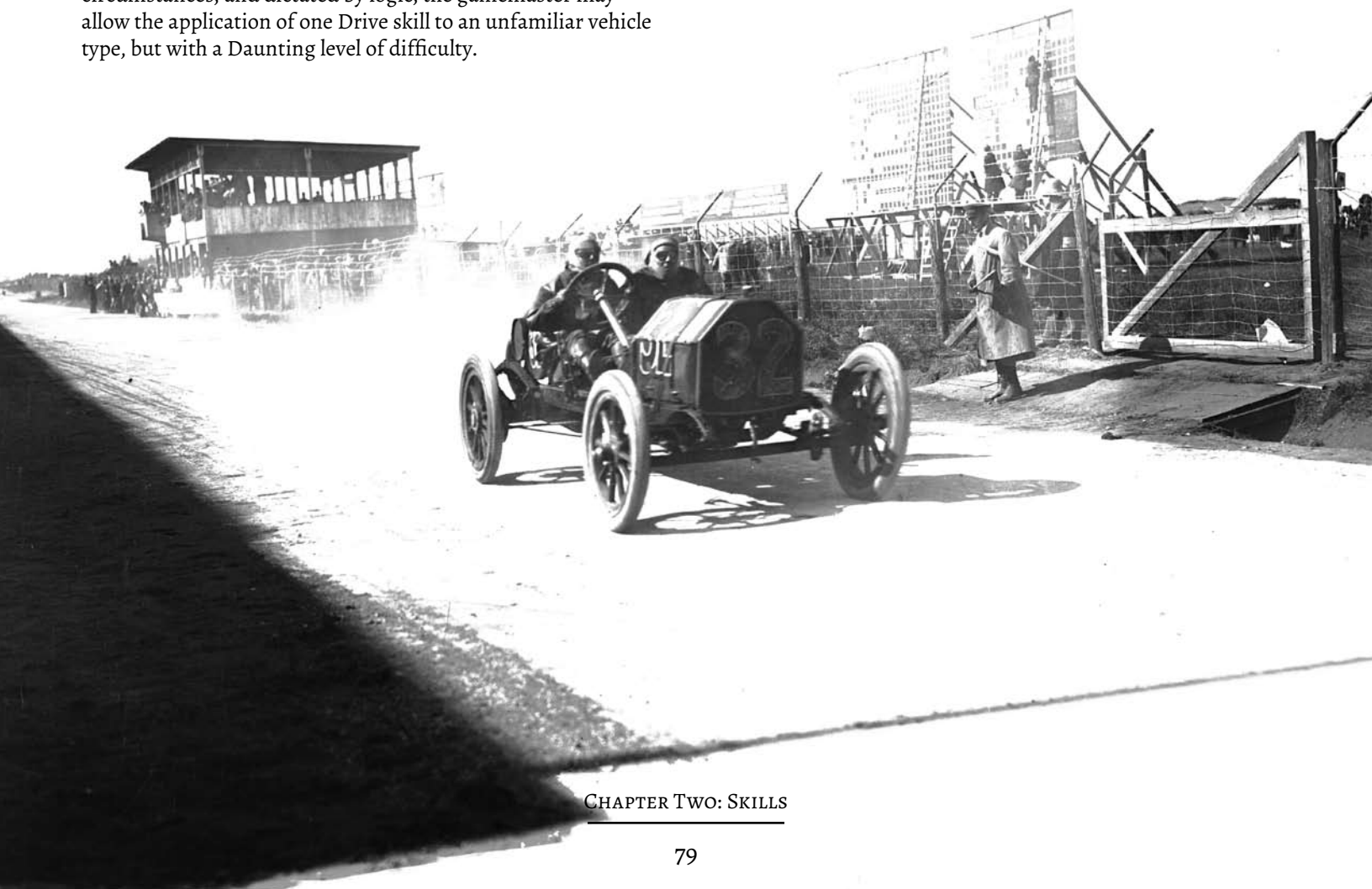
A Drive check is made to maneuver a vehicle under stressful conditions. Driving at moderate speed, under normal conditions, from one location to another, does not require a Drive check. Evading another rider or driver, careening along dangerous terrain, or racing at top speed around obstacles, are examples that do require Drive checks. Each type of vehicle — such as an automobile, a horse-drawn carriage, and so on — requires its own Drive specialization. Under rare circumstances, and dictated by logic, the gamemaster may allow the application of one Drive skill to an unfamiliar vehicle type, but with a Daunting level of difficulty.

Engineering (Int×2)

The Engineering skill grants the adventurer a knowledge of physics as they apply to the design and manufacture of mechanical devices. Some possible applications of the skill include:

- Fashioning or disabling booby traps
- Constructing bridges or barricades
- Theorizing the function of specific machinery
- Repurposing found objects to new useful applications
- Inventing makeshift devices

In general, Engineering requires specific equipment and time. However, merely assessing the inner workings or nature of a mechanical device may be accomplished nearly instantaneously and without equipment. See the "Repairing, Upgrading and Inventing Equipment" section for more on using Engineering to invent and construct devices.



Entertain (x) (Cha×2)

With this skill, the adventurer specializes in one field of entertainment — such as acting, singing, dancing or stage magic — or possesses proficiency with a specified instrument — such as guitar, banjo, fiddle, dizi or sitar, among others. With a successful roll, the adventurer creates a performance worthy of respect. With a critical success, the performance is especially dazzling. If such a critically successful performance is used as part of an Influence check (or other social skill check), or a Disguise check, then the Influence test is made one degree easier. With a fumble, the performance is embarrassingly executed — perhaps even causing offense.

Explosives (Int+Pow)

With Explosives, the adventurer can make and defuse bombs, handle combustible materials, create exploding booby-traps, and trigger reactions with some degree of precision.

Some possible applications include:

- Moving unstable materials — such as nitroglycerin
- Applying explosive power to a specific task — such as breaching a vault without damaging its contents, or setting an explosive tripwire
- Fashioning explosive reactions from common elements
- Deducing information about a bomb and its creator from the trace evidence of an explosion

When defusing an explosive booby-trap, the Explosives skill is rolled as an opposed test versus the Explosives skill of the bomb's originator. The gamemaster may allow a Mechanisms roll when the adventurer defuses a less sophisticated trap.

Fighting Method (x) (Str+Dex)

Each Fighting Method is a separate skill, designating its own weapon proficiencies and pecularities. The skill is thoroughly covered in the "Fighting Methods" section of the "Combat" chapter.

Forensics (Dex+Int)

The Forensics skill allows the adventurer to derive useful information from the trace evidence of a crime scene or from a victim's body. Some possible applications of the skill include:

- Discerning from dust particles — collected from unsusual sources such as ears, eyebrows and nostrils — the occupation of an individual
- Collecting and analyzing trace evidence — such as tobacco, seeds, insects, and other detritus — from a crime scene
- Using powders or a process called iodine fuming to collect and photograph fingerprints
- Hypothesizing suspects by the comparison of handwriting samples
- Observing photography for proof of identification
- Examing a victim's body for wounds and trauma, and deducing a probable method of murder (including the type of weapon used)
- Inferring (by observation or by autopsy) a victim's approximate time of death or any anomalous toxins or substances found in the victim's system

Some applications of Forensics — such as the collection of fingerprints — require a forensics kit. More complex applications — such as autopsies or iodine fuming — require a forensics laboratory.

Forgery (x) (Pow+Int)

With Forgery, the adventurer can make and detect fake official documents, paintings, or sculpture. Each area is its own separate specialty, though the gamemaster may allow application (with a difficulty modifier) of one Forgery skill to a related Forgery discipline. To detect a fake, a check is made — using Forgery or a related skill such as Knowledge (Art History) — as an opposed test against the originator's Forgery skill.

Intimidate (Siz+Pow)

The adventurer uses a pretense of violence, an appearance of power, a posturing of authority, or a sheer presence and size, in order to cause suffering, to elicit cooperation or to control a target. Oftentimes, Intimidate is tested against an opponent's Willpower. Among other possibilities, Intimidate is used to:

- Obtain a difficult piece of information
- Gain access to a private location
- Convince another to break a rule
- Avert a dangerous confrontation
- Provoke a morale check

Knowledge (x) (Int×2)

Each Knowledge is a separate specialization with its own peculiarities. The most common specializations are listed here. The gamemaster is free to add new ones to the list, as needed.

Accounting

The Accounting skill allows the adventurer to read and create financial records. Some possible applications of the skill include:

- Deriving information (such as motives, history, and so on) about an individual or business based on financial or tax records
- Noticing criminal activity in a ledger, even if it is veiled by laundering
- Uncovering evidence of specific financial crimes, such as blackmail, embezzlement, fraud, and laundering operations
- Obfuscating financial records to conceal the activities of an organization
- Creating profitable schemes that involve financial loopholes
- Tracking payments and shipping, and deducing the probable sources of financing and their whereabouts

Any Accounting check attempting to see through a carefully obfuscated financial record is made as an opposed test against the Accounting skill of the bookkeeper that originated the record.

Anthropology

Anthropology grants the adventurer knowledge about human culture, societies and behaviors. Some possible applications of the skill include:

- Identifying — from evidence such as clothing, artifacts, cultural narratives, and so on — a specific culture and its practices
- Anticipating a culture's behaviors, etiquette, or motives based on comparisons with other cultures of a similar type
- Hypothesizing the function of a seemingly alien artifact
- Theorizing about the beliefs and mythology of a culture, based on evidence of worship (temple spaces, scriptural records, sacrifical tools, and so on)
- Finding patterns of belief, behavior, magical practices, and ritual, between cultural groups, and deriving theories about the larger implications of these connections
- Making inferences about a culture's magical practices

Archaeology

The Archaeology skill allows the adventurer to derive useful information from the excavation and study of artifacts, architecture, and other material remains of a historical or prehistorical culture. Some possible applications of the skill include:

- Identifying the date of construction of a cultural artifact
- Determining an originating culture and purpose of an architectual space
- Deducing the logic and layout of an ancient contruction
- Hypothesizing hidden chambers and secret doors in tombs based on a culture's theories of engineering and architecture
- Anticipating (within reason) certain booby traps or failsafes
- Recounting relevant customs and beliefs of a specific culture
- Finding well-concealed markers or portals

Architecture

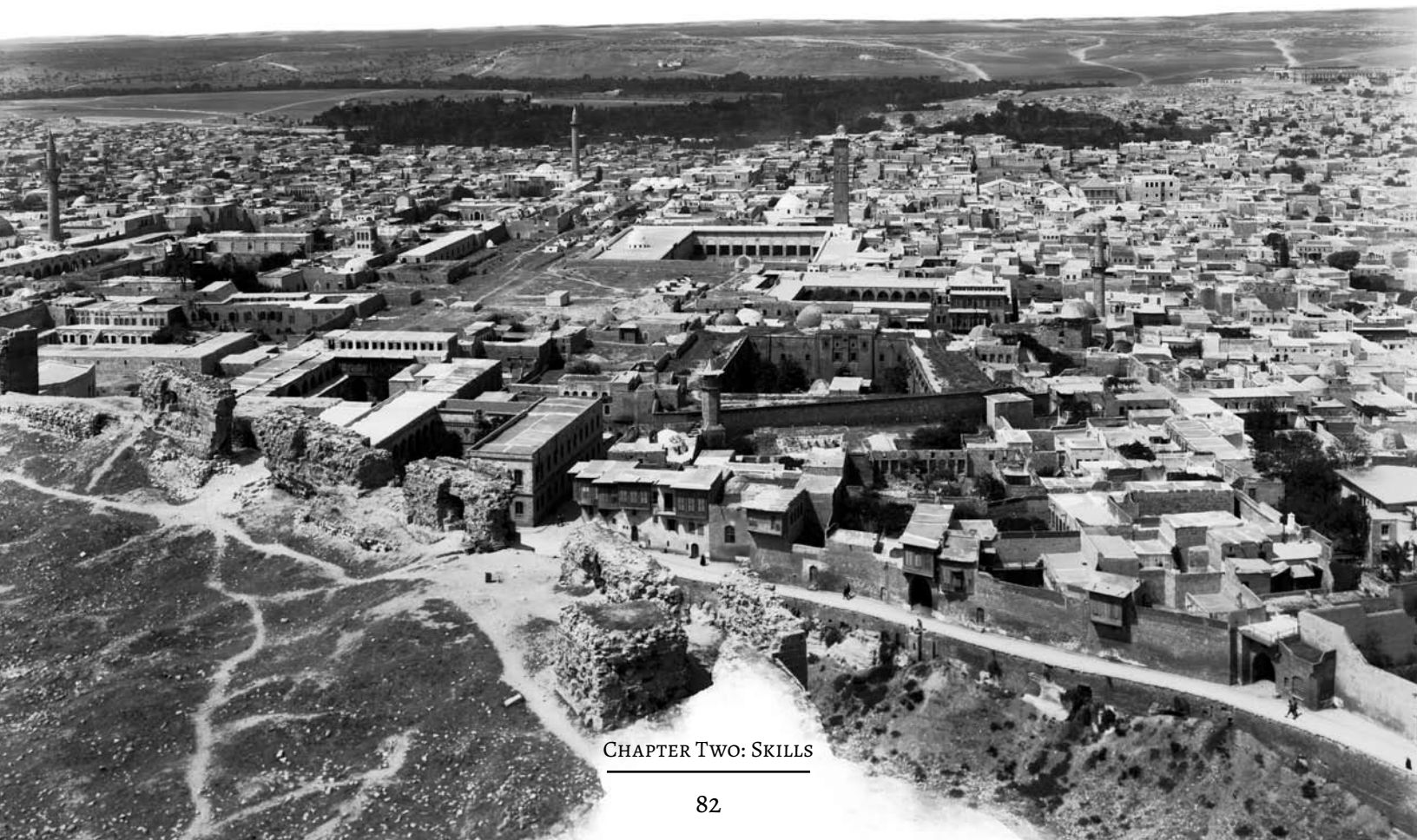
The Architecture skill allows the adventurer to derive useful information from the design, culture, ethos and construction of buildings. Some possible applications of the skill include:

- Assessing the layout and probable hiding spaces of a site
- Determining the original purpose of an architectual space
- Analyzing a site's construction materials and structural integrity
- Identifying a building's style, goals, history, culture, motifs, additions and any structural anomalies
- Designing, repairing, or reinforcing an architectural space
- Developing a theory about the customs and beliefs of a culture, based on their architecture

Art History

The Art History skill allows the adventurer to identify or value historical works of art (including two dimensional and three dimensional works), assess forgeries or alterations, estimate the originating era of a work, and derive historical details about a work's creator and place of origin. Some possible applications include:

- Extrapolating the zeitgeist of a work's era, indirectly deriving some possible clues about the work's purpose or the person who made it (this applies also to deriving modernist meanings from contemporary art)
- Hypothesizing identities and motives of artists, collectors and even art thieves within the art scene
- Knowing the sensational historical details surrounding an object — therefore indirectly deriving clues about the culture that originated it
- Recalling tales of lost treasure based on legends and other hearsay
- Anticipating any alleged supernatural properties of an object (whether the adventurer believes the stories to be true or not)



Cartography

The adventurer with the Cartography skill can read and create maps. More importantly, he may apply this skill to the following (among other applications):

- Anticipating an area's climate
- Estimating a region's resources and dangers
- Interpreting an environment's topographic features
- Recalling a territory's changing geography
- Hypothesizing secret areas like underwater reservoirs and cavern systems
- Interpreting ancient maps — given that the adventurer understands the originator's language
- Speculating about lost civilizations and probable places of interest

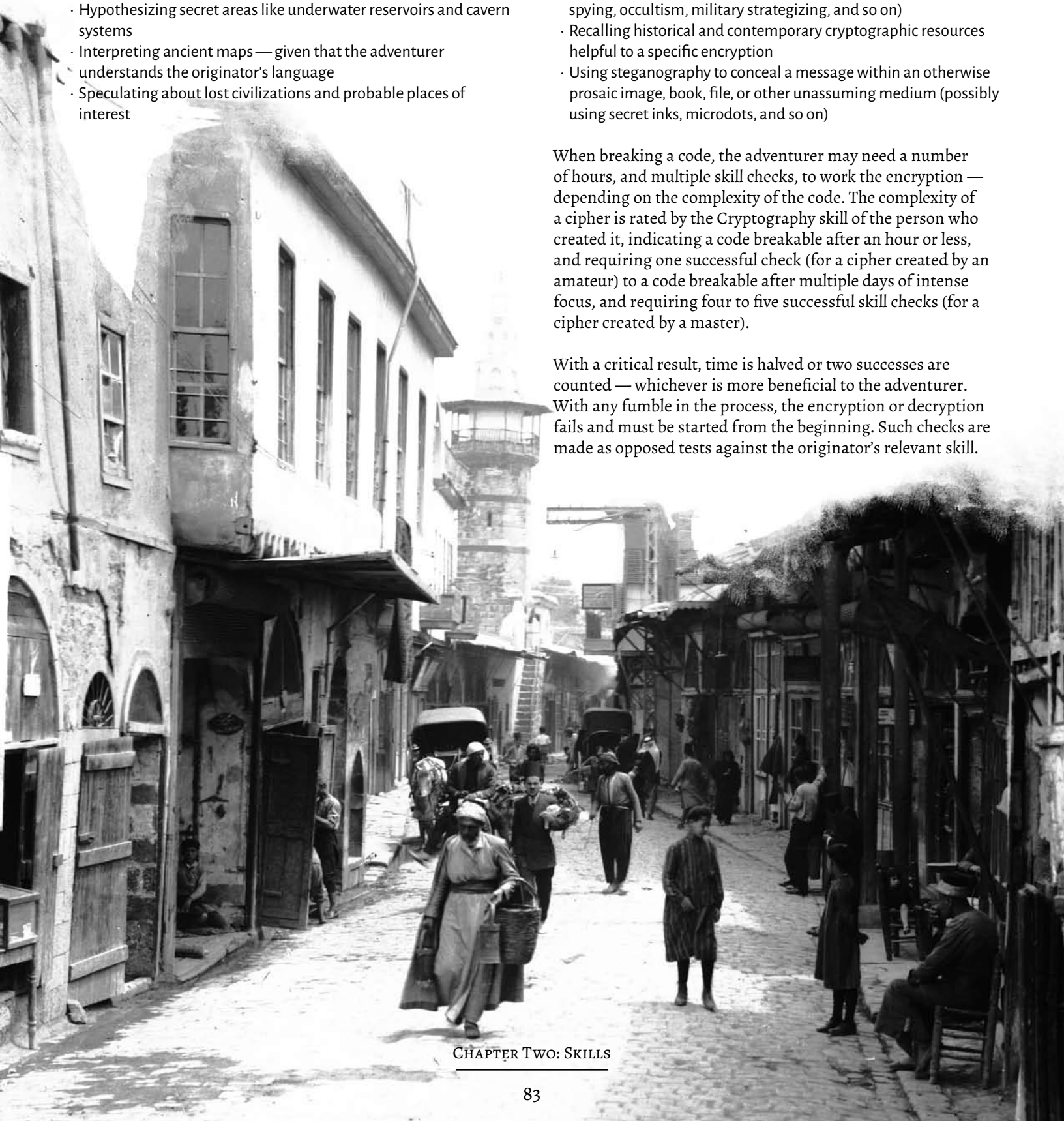
Cryptography

Cryptography grants the adventurer the abilities to encrypt and decipher codes, and to transmit or intercept secure communications between parties. The skill may be used to accomplish the following (among other applications):

- Analyzing the methodology of a cipher and its probable authors (or at the very least identifying a cipher)
- Hypothesizing the possible purpose of a cipher (diplomacy, spying, occultism, military strategizing, and so on)
- Recalling historical and contemporary cryptographic resources helpful to a specific encryption
- Using steganography to conceal a message within an otherwise prosaic image, book, file, or other unassuming medium (possibly using secret inks, microdots, and so on)

When breaking a code, the adventurer may need a number of hours, and multiple skill checks, to work the encryption — depending on the complexity of the code. The complexity of a cipher is rated by the Cryptography skill of the person who created it, indicating a code breakable after an hour or less, and requiring one successful check (for a cipher created by an amateur) to a code breakable after multiple days of intense focus, and requiring four to five successful skill checks (for a cipher created by a master).

With a critical result, time is halved or two successes are counted — whichever is more beneficial to the adventurer. With any fumble in the process, the encryption or decryption fails and must be started from the beginning. Such checks are made as opposed tests against the originator's relevant skill.



Espionage

With Espionage, an adventurer understands the clandestine art of gathering intelligence and the various methodologies of spycraft (known in modern parlance as **tradecraft**). Among other possibilities, the skill may be used to:

- Recall within reason the secret history of espionage (e.g., the Great Game), its various methodologies, and its numerous spies and legends
- Know how to recruit and deploy spies to carry out various tasks of espionage
- Determine the tradecraft required for a given objective (e.g., agent handling; clandestine infiltration; encryption; dead drop and other information exchanges; surveillance and countersurveillance; tailing and the detection of a tail; interrogation)
- Invent reliable covers for oneself or a team (as archaeologists, entertainers, scientists, students, military attachés, tourists, etc.)
- Analyze and plan opportunities for a successful surveillance or stakeout, assessing the optimal methods of infiltration or observation for a given objective
- Identify an enemy agent's probable nation of origin or professional background based on observable tradecraft or other methodologies
- Anticipate within logic and based on observation the probable agenda of a spy, even hypothesizing potential escape routes, local contacts, or safe house locations
- Secretly gather evidence about an organization and brainstorm possible connections between nodes of its operational network or hierarchical structure
- Observe and record information about an enemy's resources, personnel, or terrain without drawing attention to oneself
- Spot the use of tradecraft, based on telltale signs of the trade
- Interview and assess the toughness, truthfulness, malleability and usefulness of a prisoner, spy, or potential asset

As a Knowledge skill, Espionage may be used by itself to check for a general understanding of espionage or to identify the specific tradecraft needed for a task. In order to apply tradecraft to an actual act of espionage, an adventurer must typically roll a related support skill (possibly augmented by the Espionage score). See "Tradecraft Checks" for examples.

Tradecraft Checks

A non-exhaustive list of skills used for tradecraft checks (with a few examples of their applications) follows; the gamemaster and players are encouraged to build off of these ideas, using other support skills and applications where they may be relevant.

Accounting (seeing through the ledger of a spy ring's business front); **Accounting** or **Politics** (brainstorming the trail of money in an organization's hierarchical structure, or intuiting the possible connections between nodes in a chain of command); **Cartography** or **Region** (pinpointing ideal locations for safe houses and their escape routes in a specified area); **Class & Credit** and **Etiquette** (posing as nouveau riche or bluffing one's way into a High Society event); **Education** or **Command** (training an asset, organizing a small spy ring, or giving an order to its members and informants); **Conceal** (stashing equipment for a surveillance or secreting documents at a dead drop location); **Cryptography** (decrypting a hidden message, or creating or detecting a steganographic message hidden in plain sight or obscured in an otherwise prosaic medium, such as a letter); **Cryptography** and **Telegraphy** (sending an encoded telegraph); **Deceit** (obfuscating one's agenda with misinformation, or convincing an enemy that one is not a spy); **Detection** (finding a spy's stash or hidden documents, or noticing telltale signs of another's tradecraft); **Disguise** (using a cover identity or posing as a local); **Electrical Repair** or **Explosives** (destroying evidence or covering one's tracks with an electrocuting or explosive booby trap); **Influence** (coercing or convincing someone to switch sides or to work as an informant); **Influence, Intimidate, Intuition** and **Seduction** (successfully conducting an interrogation); **Intuition** (detecting a false motive, sensing a mole in an operation, or assessing the usefulness and toughness of a captured enemy); **Forgery** (forging official documents); **Language** (posing as a native speaker); **Mechanisms** (identifying signs of forced infiltration — and the tampering of locks — at various entry points of a building); **Research** (locating official or well-secured documents in a complex archive); **Sleight of Hand** (snatching a key or official document from a sentry, or conducting a brush pass); **Stealth** (conducting a stakeout or tailing a suspect); **Streetwise** (conducting countersurveillance by canvassing an area for a hidden enemy, or noticing when one is being tailed in a city); **Tactics** (identifying a hidden naval base or secret army installation, or the uniforms, equipment and weapons of an enemy)

Tradecraft Specializations (optional)

An adventurer may designate a number of specializations — equal to 20% of his Espionage score — as part of his tradecraft. A tradecraft check may be augmented by the Espionage score if the check is somehow connected to one of these specializations (based on the logic of the situation and the gamemaster's discretion).

Likewise, the gamemaster may create limitations for the use of Espionage based on a character's chosen specializations, training and background.

Any descriptive phrase, tradecraft jargon, or spy motif may be turned into a specialization. The powers and limitations of a specialization are left open-ended; players are encouraged to invent their own (with the gamemaster's input), and to creatively interpret their applicability in the context of an adventure.

Players may decide to leave some of these specialization slots open at character creation, to be filled as needed during an adventure. However, any specified tradecraft should fit the logic of the character, and be created with the cooperation of the gamemaster.

More tradecraft specializations may be acquired from a willing mentor in the espionage community (e.g., a spymaster, a case officer, a handler). In other words, a spy with an Espionage skill of 47%, may at character creation choose 2 specializations as part of his tradecraft, and later add new specializations to his pool (by training with a seasoned mentor).

Though the player is encouraged to invent his own tradecraft specializations, with the gamemaster's input, a few examples are provided here for emulation: **Analyst** (correlating information), **Babysitter** (bodyguarding individuals), **Bang and Burn** (demolition and sabotage), **Codebreaker** (decryption), **Disinformation** (spreading propaganda), **Drycleaning** (detecting tails and intelligence operations in a given area), **Escort** (arranging getaways, escape routes and safe houses), **Gentlemen Thief** (infiltrating High Society), **Ghoul** (appropriating fake identities from the deceased), **Infiltration** (breaking and entering), **Provocateur** (entrapping or embarrassing an individual or group), **Raven** or **Swallow** (male or female using seduction), **Safecracker** (breaching vaults), **Spymaster** (organizing and commanding assets), **Surveillance** (gathering intelligence without being detected).

History

The History skill allows the adventurer to derive useful information from a given geographic area, to recall specific dates and events, and to recall general anthropological facts about a culture. Some possible applications of the skill include:

- Identifying the probable date, culture and region of a weapon or article of clothing
- Determining an orginating author and culture from historical documents
- Deducing the originating culture and time period of an ancient script
- Hypothesizing the cultural details of an area based on anthropological clues and known history
- Anticipating within logic certain patterns of behavior and etiquette of a culture
- Recounting relevant historical figures and epochs
- Locating important historical settings

Law

The Law skill provides the adventurer with an intimate knowledge of the criminal and civil legal systems within his own jurisdiction, and with general knowledge of foreign systems. Some possible applications of the skill include:

- Speaking the specialized language used in law, courts and penal systems
- Understanding the legal consequences of an action, and any possible loopholes in its legal interpretation
- Outwitting agents of law and order with equivocation, legal precedent, powerful contacts, or clandestine dealings (using bribery, extortion, legal favors, or other forms of leverage)
- Interviewing — with an authoritative command of protocol — important suspects or enforcers
- Locating and interpreting protected court records or falsified documents

(Lore) (create one)
The adventurer specializes in a specific — and perhaps esoteric — area of knowledge.

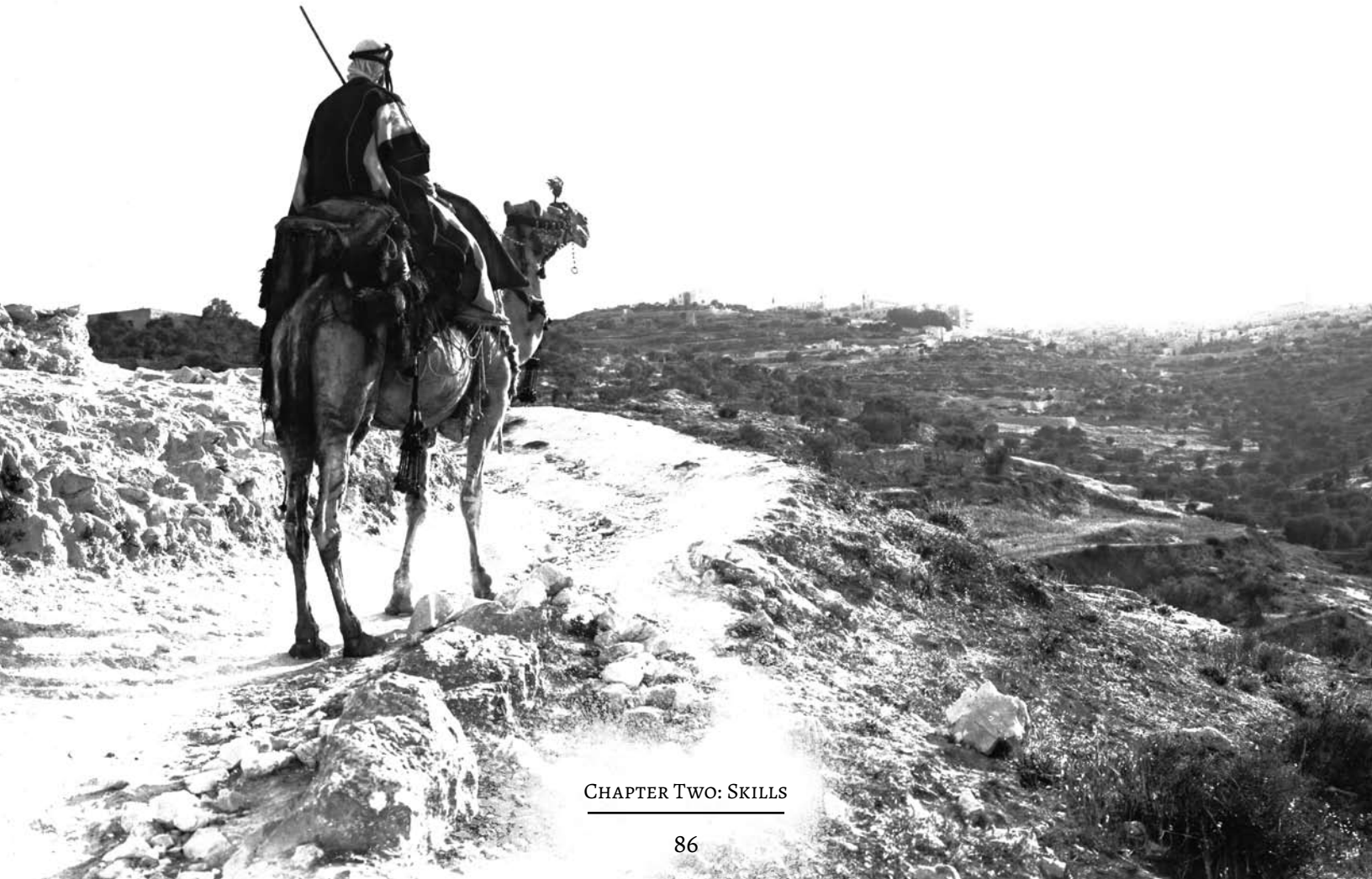
Politics
The Politics skill provides the adventurer with a thorough knowledge of the governing bodies and rules of power within his own homeland, and with an academic knowledge about those in foreign areas. Some possible applications of the skill include:

- Analyzing the actual chains of command in an urban setting, even those hidden — with payoffs, kickbacks, cover-ups or other forms of corruption — behind illicit subterfuge
- Identifying injustices and their agents within a system
- Locating persons of power — including those with more overt criminal connections — and determining any of their social or political weaknesses
- Deriving theories — sometimes conspiratorial in nature — about motives and activities of political or powerful figures, based on historical precedent, telltale behaviors and other evidence
- Discovering through contacts inside the political system any owed favors, illicit plans, secret alliances, and clandestine gatherings

(a Region) (pick one)
The adventurer specializes in a region and its customs. The skill functions similarly to Common Knowledge, but for the specified area. For example, an adventurer spending his formative years in London, and then later pursuing a professional obsession with the Arabian Desert and its peoples, may use Common Knowledge for his home culture, and Knowledge (Arabian Desert) for his adopted culture.

(a Religion) (pick one)
The adventurer specializes in a specific theology, its history, and its scriptures. While devoting study to the specified religion, the skill also allows for some comparative inferences (within reason) about other common and contemporary religions. Some possible applications of the skill include:

- Quoting proverbs or passages from the relevant texts
- Identifying pantheons, gods, or other significant figures from a religious tradition
- Knowing significant details about rituals, practices and beliefs, and identifying anomalies, heresies or even cult-like behaviors
- Finding affiliated religious contacts and petitioning them for support, information or protection
- Recalling relevant historical events related to scriptural narratives



Tactics
The adventurer studies the organization of martial forces and the engagements of enemies in battle. With this skill, the adventurer may analyze combat situations and terrain for tactical advantages. Among other possibilities, the skill may be used to:

- Understand the various methods of reconnaissance (e.g., how to stealthily or quickly navigate enemy territory; how to observe and record information about the activities and resources of the enemy and about the meteorologic, hydrographic, or geographic characteristics of a particular area; how to set up covert observation posts)
- Analyze and plan opportunities for a successful reconnaissance
- Know how to deploy martial forces on a small scale and to use small unit maneuvers (e.g., fire and movement, supporting fire, ambush response and other basic drills, marching fire, patrol, ambush, fortification and entrenchment, camouflage, deception and misdirection, mounted combat)
- Assess the optimal methods for securing a fortified structure or for maneuvering in a hostile terrain
- Identify martial advantages and "force multipliers" associated with: the environment (e.g., heights, rivers, swamps, passes, bottlenecks, natural cover or cover of night, prevailing weather); the proper concentration of a unit against an enemy's weak spot; the use of guerilla warfare (e.g., ambushes, skirmishes, sabotage, raids and trench maneuvers, hit-and-run, use of mobility against a less-mobile traditional military)
- Identify the probable culture and studied tactics of an enemy based on their uniforms, tactics, weapons used, or collateral damage caused
- Anticipate within logic and based on observation the probable tactics and other patterns of martial behavior of an enemy combatant
- Recall within reason the broad history of tactics (including tactics rendered obsolete by modern technology), even hypothesizing the identity of a culture (or its resemblance to a common historical culture) based on anthropological or forensic clues related to warfare

In some situations, a successful use of Tactics may allow each member of a disciplined team a bonus — perhaps making a relevant combat skill or a specific reconnaissance effort one degree easier. For example, a commander's skill check may allow one of his snipers a bonus on his Stealth check or on his Hide and Sneak action, after the commander deduces that a particular area of terrain provides extra cover. Based on gamemaster discretion, the scope of an adventurer's Tactics may be limited to the logic of his background, culture and training (or to the area of knowledge suggested by his Fighting Method).

Language (x) (Int×2)

A Language skill measures the adventurer's facility with a secondary language. Each Language — such as Spanish, French, Cherokee, and so on — is purchased as a separate skill. Fluency is measured similarly to Native Tongue, with 50% designating native-level fluency (see the "Native Tongue" skill). However, with the use of Language, an accent is still detectable. With a 75% proficiency, the speaker may attempt to hide this accent, allowing for an opposed test versus an opponent's relevant Language, Native Tongue or Detection (the opponent's choice).

Linguistics (Int×2)

The Linguistics skill — as a scientific study of languages — provides the adventurer an advantage when using or acquiring secondary Languages. The adventurer may add a number of common languages — equal to a tenth of his Linguistics skill — to a Linguistics pool. Each language in the Linguistics pool is treated similarly to a Language skill at base value (the adventurer understands its basic vocabulary and syntax). In other words, an adventurer with an Int of 13 and a Linguistics skill of 48%, may choose 5 languages as part of his Linguistics pool, and treat each mechanically as a 26% Language skill — 26% being the base value for his Linguistics.

If the adventurer later chooses to purchase a Language skill from his Linguistics pool, he may do so for merely one Improvement Point. However, the gamemaster determines whether an odd or ancient language represented by Linguistics is appropriate for an actual Language skill purchase. If the adventurer chooses a Linguistics specialty — such as Aleut, Aramaic, Classical Hebrew, Hittite, Nahuatl, Sanskrit, and so on — the specialty takes up one of his Linguistics skill slots.

Players may decide to leave some Linguistics slots open at character creation, to be filled as needed during an adventure. However, any Linguistics choices should fit the logic of the character, and be picked with the cooperation of the gamemaster. Languages related by family — such as English and German, or French, Spanish, Latin and Italian — or related to the Linguistics specialty — are appropriately counted as more common choices.

Polyglot (optional special ability)

With the Polyglot special ability, an adventurer possesses a natural aptitude for languages, treating his Native Tongue similarly to a Linguistics skill. The gamemaster should choose carefully whether or not such a versatile ability is allowed, and at what price the adventurer acquires such a talent. Most commonly, Polyglot is substituted for one of the adventurer's default special abilities.

Mechanisms (Dex+Int)

With the Mechanisms skill, the adventurer can assemble and disassemble simpler machines and devices, make repairs, pick locks, and even disable traps.

Making a simple repair requires only a single Mechanisms roll and a few minutes of time.

Picking a lock or disassembling a dangerous device may take a number of minutes or a number hours. The complexity of the procedure is rated by the Engineering or Mechanisms skill of the person who created it, indicating a device disassembled after only a few minutes, and requiring one successful check (for a device created by an amateur) to a device disassembled after multiple hours of intense focus, and requiring four to five successful skill checks (for a device created by a master). With a critical result, time is halved or two successes are counted — whichever is more beneficial to the adventurer. With any fumble in the process, the device is broken beyond the capability of the adventurer to fix. Such checks are made as opposed tests against the originator's relevant skill.

Using Mechanisms to make significant repairs or to jury-rig simple devices takes time. See the "Repairing, Upgrading and Inventing Equipment" section for more on using Mechanisms for such as task.

Medicine (Int+Pow)

With the Medicine skill, the adventurer can diagnose, treat and prevent disease, as well as restore health after injury. Some possible applications of the skill include:

- Diagnosing a patient's symptoms and theorizing a cause of affliction
- Prescribing drugs
- Anticipating common diseases in a territory and preparing proper safeguards
- Making inferences about a patient's lifestyle, social status and history based on the patient's observable symptoms and behavior
- Identifying common toxins
- Inferring (by observation) a person's health, as well as any abnormal medical conditions
- Understanding the specialized language used in medicine, forensics and biological sciences
- Treating an ailment (if a treatment is readily available)
- Suturing a cut or incision with thread and needle, setting a fracture with a splint, reducing the chances for infection, or other similar treatments of injury
- Performing a biopsy in order to discover the cause and extent of a disease (though deriving criminal evidence is the province of the Forensics skill)

With a proper medical kit, the adventurer may provide the following treatments.

Treating Diseases and Poison

With a successful Medicine roll, the patient is allowed a second opposed test of his Fortitude versus the Potency of the disease or poison — even if the patient has already succumbed to the effects of the malady. With a successful Medicine check, the patient's Fortitude roll is made one degree easier, and with a critical success, two degrees easier.

If the Medicine check is successfully made before the onset time of the disease or the poison, then the patient's Fortitude roll is made three degrees easier. If the Medicine check is fumbled before the onset time of the malady, however, then a complication occurs and the patient's Fortitude roll is made one degree more difficult.

Treating Major Wounds (with surgery)

Major and critically major wounds may be treated with surgery, though successful treatment is never guaranteed. Any patient spiraling from negative Hit Points or other similar conditions must be first stabilized with First Aid or Medicine. Once stabilized, a successful Medicine check may be made to perform restorative surgery on the patient or the specified injury. With a successful roll, the injury will begin the process of healing normally. With a critical success, the patient begins healing normally and immediately increases his Hit Points by one. With a fumble, however, the surgery suffers a serious complication, forcing the patient to make a successful Fortitude roll or perish.

With a failed roll, another Medicine check may be attempted, though the surgery's chance of success is diminished dramatically as the patient continues spiraling. Each further attempt at a failed Medicine check is made one degree more difficult.

Surgery cannot produce miracles. A horrific injury — such as a detached limb — cannot be fully restored. Surgery can re-attach a severed limb but cannot make the limb usable again. This same guideline applies to other injuries of disfigurement.

Occult (x) (Cha+Pow)

With the Occult skill, the adventurer acquires knowledge about the history and practices of magic, superstition, and occult folklore. Some other possible applications of the skill include:

- Recalling the magical principles of ancient and medieval traditions, or interpreting an astrological meaning
- Explaining the context, motives and methods of an occult ritual
- Hypothesizing the purpose of an occult spell
- Deciphering cryptic occult symbols, diagrams, and imagery
- Analyzing and translating occult metaphors
- Identifying occult tools, texts and practices
- Theorizing the nature of a spectral event, haunting or oppression
- Authenticating occult activity — such as séances, rituals, or sacrifices
- Posing — with persuasive polish — as an occult practitioner, spellcaster, psychic or seer

The Occult skill may be used to aquire spells, through the devoted study of an Occult path or text. See "Occult Paths" in the "Magic" chapter for more information.

Pilot (x) (Int+Pow)

A Pilot check is made when maneuvering a vehicle under stressful conditions. Piloting at moderate speed, under normal conditions, from one location to another, does not require a Pilot check. Evading another pilot, dodging dangerous terrain, or racing at top speed in turbulence, are examples that do require Pilot checks. Each type of vehicle — such as an aeroplane, an airship, a balloon, a ship, or a submarine — requires its own Pilot specialization. Under rare circumstances, and dictated by logic, the gamemaster may allow the application of one Pilot skill to an unfamiliar vehicle type, but with a Daunting level of difficulty.

Ride (x) (Dex+Pow)

A Ride check is made when maneuvering a mount under stressful conditions. Riding at moderate speed, under normal conditions, from one location to another, does not require a Ride check. Evading another rider or driver, leaping over a wall, racing at top speed along a treacherous mountain path or down a cliff face, or escaping through a horde of walking dead, are examples that do require Ride checks. The Ride skill is also tested for cavalry tactics, where controlling the mount under stress is critical to success. Rolling a critical results in some impressive feat of derring-do or in the tempory increase of the mount's Move rating (by one tenth). Fumbling a Ride roll results in lost control of the mount (with only one chance of an Athletics roll for recovery). While each type of mount — such as a camel, an elephant or a horse — requires its own Ride specialization, a rider may use his Ride skill for unfamiliar types, but with a Hard level of difficulty.

Science (x) (Int×2)

Each Science is a separate specialization with its own peculiarities. The most common specializations are listed here. The gamemaster is free to add new ones to the list, as needed.

Alchemy

Alchemy grants the adventurer knowledge about the transformation of matter, and the esoteric and Hermetic principles involved in these processes. As a precursor to modern chemistry, Alchemy may have some overlap with the Chemisty skill. However, Alchemy as a game skill is applied more often to magical processes, and to the identification of magical phenomena and rituals. Some other possible applications of the skill include:

- Recalling the alchemical principles of medieval scholars
- Identifying the motives and methods of a ritual
- Hypothesizing the purpose of an alchemical spell
- Deciphering cryptic alchemical symbols, diagrams, and imagery
- Analyzing and translating alchemical metaphors
- Using alchemical processes in a magical ritual

Astronomy

The Astronomy skill provides the adventurer with knowledge about celestial objects and phenomena — including stars, planets, galaxies and nebulae. Some possible applications of the skill include:

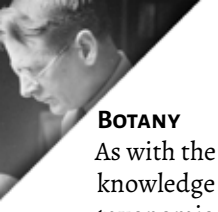
- Operating advanced telescopes
- Creating, reading and interpreting star charts
- Anticipating significant celestial events
- Measuring the distances and trajectories of celestial bodies
- Positing theories about strange astronomical phenomena
- Hypothesizing the functions of historical monuments and tools dedicated to astronomy

Biology

The Biology skill grants the adventurer knowledge of the chemistry, evolution, behaviors and taxonomies of living organisms. Some possible applications of the skill include:

- Theorizing the probable species or genus of a creature based on evidence left behind, or identifying atypical behaviors
- Knowing the weaknesses, habits and dangers of a lifeform
- Speculating antidotes or remedies for wounds caused by an organism
- Analyzing minute traces of an organism for clues

Though there is some crossover with Botany, the Biology skill is applied more to animals, while Botany is focused more specifically on plants, fungi and algae. Therefore, while both skills grant information about organisms, the Biology skill should award the adventurer more specific information about animal life, while the more narrowed Botany skill should award the adventurer more specific information about plant and fungal life.



Botany

As with the Biology skill, Botany grants the adventurer knowledge of the chemistry, evolution, behaviors and taxonomies of living organisms, but specifically applied to plants, fungi and algae. Possible applications of the skill include:

- Identifying the probable species or genus of an organism
- Knowing the lifecycle and dangers of a lifeform
- Extrapolating the originating plant or fungus and its probable geographical location based on biological detritus left behind at a crime scene
- Hypothesizing origins and possible remedies for toxins
- Utilizing beneficial survival applications of plants and fungi
- Deriving clues from a corpse based on plant and fungal invasion
- Dating the age and history of plants, algae or fungi

Though there is some crossover with Biology, the Botany skill should award the adventurer more specific information about plant, algae and fungal life.

Chemistry

The Chemistry skill grants the adventurer knowledge about the composition, properties and behavior of elemental matter, namely the nature of atoms, the interactions of electrons and energy, the qualities of molecular structures, and other chemical phenomena. Some possible applications of the skill include:

- Analyzing the chemical makeup of substances
- Fabricating simple but dangerous reactions (such as electrical bursts, magnetism, explosions or acids)
- Identifying "unknown" elements
- Theorizing an originating source of minute particles or residue
- Anticipating the danger or behavior of specific substances or reactive forces
- Speculating about strange physical phenomena (such as electricity, magnetism, radioactivity, thermodynamic effects or exotic matter)
- Recalling current popular or exotic theories from the scientitic community
- Extrapolating chemical information to derive clues

Certain applications of the Chemistry skill require specific equipment or setup time. For example, an adventurer attempting to analyze microscopic details needs a workspace and the proper tools. Likewise, the fashioning of explosives and other dangerous reactions requires preconditions, setup time, constituent ingredients, and the proper tools in order to succeed (see "Repairing, Upgrading and Inventing Equipment").

Geology

The Geology skill provides the adventurer with knowledge of the Earth's rocks and material substances, and the processes by which they change. With the Geology skill, the adventurer is able to (among other things):

- Describe the characteristics of rocks and crystals
- Identify and value rare minerals
- Speculate about the geological history and climate of an area based on rock data
- Analyze an area for telltale signs of significant resources, including fossil fuels or water
- Hypothesize — after careful observation of a region — the locations of cavern systems, fault lines, volcanic activity, sinkholes, and other natural features
- Evaluate soil for exotic elements

Mathematics

The Mathematics skill tests the adventurer's ability to perform mathematical calculations and to apply mathematics to practical uses. Some possible applications include:

- Measuring distances and spaces
- Estimating probabilities or solving difficult equations
- Making calculations under stress (such as counting cards, or bullets)
- Extrapolating (from geometric observation) concealed architectural spaces
- Interpreting mathematical formulae, even those of alien cultures

A Mathematics skill of 50% indicates a fluency with calculus, while a Mathematics skill of 75% indicates an aptitude for more esoteric forms of mathematics (such as non-Euclidean geometries, combinatorics and statistics theory, topology, mathematical logic, and so on).

Natural History

The Natural History skill allows the adventurer to derive useful information from the observation of plants and animals in their natural environments. Some possible applications of the skill include:

- Identifying fossils
- Extrapolating information about an environment's ecosystem
- Noticing any abnormalities in an environment or in a species
- Explaining relationships between plants or animals, either as they interact in their environment, or as they are categorized in a taxonomy
- Positing theories about an environment's history and distribution of plants and animals

Physics
The Physics skill provides the adventurer with a knowledge of energy, forces and matter, and of how these interact with one another. Some possible applications include:

- Understanding and solving physics equations
- Anticipating the forces involved in a physical interaction — such as those of electricity, balances and counterbalances, or momentum
- Theorizing the purposes of advanced technologies
- Identifying and explaining evidence of electromagnetism, thermodynamics, optics, radioactivity, and other natural forces
- Hypothesizing hyperspatial realities
- Recalling the latest and fashionable theories of modern physics

Psychology
The Psychology skill provides insight into human behavior, thoughts, feelings and mental abnormalities. Some possible applications include:

- Empathizing with an individual's experiences
- Identifying an individual's true motives — even if these motives are clouded by deception
- Theorizing about an individual's neuroses
- Deriving — from observable patterns of behavior — very general information about a person's past or experiences
- Assessing beliefs in people of a foreign culture, based solely on observations of behavior
- Recalling the latest psychological beliefs, philosophies, theories (of mind, memory, self and soul), and experimental and investigative methodologies

Parapsychology
Note that by 1910, the subjects of parapsychology, hypnotism, and psychism (at one time overlapping with the field of psychology) have been been largely banished from academia (and their students ostracized). However, parapsychology as an academic discipline still survives in a few locations (such as at the Imperial University, or at any school deemed appropriate by the gamemaster). Tomokichi Fukurai, at the Imperial University, currently publishes *Clairvoyance and Thoughtography*, for instance, though by 1913 his work will be shunned and deemed anti-intellectual.

As an optional rule, the gamemaster may allow an adventurer's Psychology skill to encompass parapsychology and its associated fringe theories and experimental methodologies (or may allow an adventurer to simply take Parapsychology as a skill appropriating all of the abilities of Psychology) — but with added the social penalty of ostracization by the academic community.

Seduction (Cha+Pow)

Seduction overcomes a target with flirtatious charm and sexual power. While the roll may be opposed by Willpower, a success indicates a target willing to be manipulated by the adventurer. A failure results in a rebuff. A fumble results in some form of offense. Once seduced, a target may be further manipulated through strong roleplaying or more social skill tests (or tasked with requests similar to those elicited with an Intimidate check). A seduced character suffers a degree of difficulty for social tests in opposition to the seducer, and two degrees of difficulty if the original Seduction roll was a critical. Logic dictates when Seduction is appropriate for a given character and his particular drives.

Sleight of Hand (Dex+Cha)

Sleight of Hand is a skill of thieves, cheats and stage magicians. It allows for pick pocketing, manual distractions, and the concealment of small objects. In some situations, it may also allow for fast drawing weapons. Any object smaller than the adventurer's hand may be manipulated (including an animal, but with an increased degree of difficulty). While Sleight of Hand may be opposed with Detection, a critical success results in the trick being so effective that the object remains undetectable — even with any second attempt at Detection. With a failure, the trick is detectable if any effort is made to spot it. With a fumble, the attempt is sloppily mishandled on an embarrassing level. Sleight of Hand cannot be used if the adventurer's hands are incapacitated.

Survival (Pow+Con)

The Survival skill is used for: creating shelter in hostile wilderness; fashioning makeshift tools and weapons; navigating dangerous terrain; locating civilization; finding food and water; and enduring harsh environmental conditions. In situations where an adventurer must survive without the comforts of civilization, he may test Survival once per day. With a success, he finds whatever he is lacking. With a critical success, the adventurer locates substantial shelter or supplies (or whatever is relevant to his search) that secures his safety for a period of days equal to a tenth of his Survival score. When Survival is tested to avert fatigue, failure results in an increased fatigue level until the next Survival check (or until conditions change for the better). A fumble results in calamity, such as the suffering of exposure, toxins or disease.

Note that Survival is not used in an urban setting. Rather, Streetwise would be tested — and treated similarly — in urban situations which threaten starvation or exposure to the elements.

Tracking (Int+Con)

Tracking allows allows an adventurer to find a quarry — animal or otherwise — by following footprints, refuse, disturbed vegetation, displaced earth, and any other signs of habitation and movement. Checks should be made periodically — perhaps every hour — depending on the skill of the quarry to evade capture. With a critical success, and if the quarry has not concealed its trail — the tracker anticipates the quarry's movements and forgoes any further checks. With a failure, the quarry stays one step ahead of the tracker (who must at this point succeed with a Tracking check just to backtrack and find the trail again, or else lose the trail for good). With a fumble, the tracker loses the quarry outright.

Tracking difficulty may be modified by terrain. Tracking in the rain may be Easy, while tracking across hardpan earth may be Hard. Additionally, the quarry may attempt to use Conceal to hide its movements — in which case any pursuit is checked as an opposed test of Tracking versus Conceal.

Tradeskill (x) (Dex+Int)

Each Tradeskill is a separate specialization with its own peculiarities. A few examples include: Cooking, Education, Electrical Repair, Masonry, Metallurgy, Sewing, Telegraphy, and Weaving. Though a few developed Tradeskills are included as examples to emulate, there are an endless variety of such skills (more than can be listed here).

Education

By specializing in Education, the adventurer knows the modern methodologies of teaching (including mentorship, encouragment and discipline). Some possible applications of the skill include:

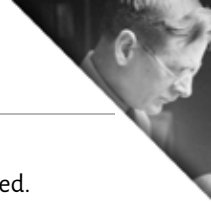
- Knowing and teaching the basics of education (e.g., reading, vocabulary, grammar, basic arithmetic, basic history, civics, ethics, morals)
- Breaking a complex subject (or skill area) into digestible lessons
- Encouraging and mentoring a student or a group of subservients
- Organizing a classroom to maximize instruction to a larger body of students
- Identifying the current educational trends, ethical expectations, and regulations for a given district (as well as any gossip circulating in the local school community)
- Sensing equivocation or incompetence in a subservient's claims, testimonies, or alleged knowledge
- Recalling Common Knowledge with acumen

The gamemaster may consider allowing Education to augment a Common Knowledge check, or to augment another skill in a few specific situations dealing with subservients (e.g., using Command with a group of younger subordinates, using Intuition with a student or underling). Additionally, the Education skill allows the adventurer to help another character learn a skill faster (for specifics, see "Character Improvement" in the "Game Mechanics" chapter).

Electrical Repair

With the Electrical Repair skill, the adventurer specializes in the installation, maintenance and repair of electrical wiring, machinery, and equipment. Some possible applications of the skill include:

- Understanding the basic principles of electricity (e.g., voltage, resistance, current) and the jargon of electricians
- Identifying the common, commercial, electrical codes and regulations for a given area
- Installing, troubleshooting and repairing modern electrical wiring or machinery
- Properly using specialized equipment of the trade (e.g., wire strippers, insulators and insulating equipment, wiring, voltage indicators)
- Hypothesizing the possible uses and dangers of an unknown electrical device (or identifying an unknown device as electrical based on telltale signs)
- Detecting electrical hazards and avoiding electrocution, or saving someone else from electrocution
- Sensing a subtle electric field in an area
- Sabotaging wiring to potentially cause a fire or electrocution, or identifying wiring that has been sabotaged
- Locating the electrical wiring in a structure, as well as any associated devices (such as power sources, switches, meters, light housings, insulators, conductors, and so on)



Telegraphy
With the Telegraphy skill, the adventurer knows the common forms of Morse code and specializes in the operation of telegraph equipment (see "Telegraph Notes"). Some possible applications of the skill include:

- Identifying from observation telegraph equipment or its associated infrastructure (e.g., operator booths, electric lines, undersea cables, radio circuits)
- Knowing and using the most common telegraph codes (Morse, in the United States, which will later become "American Morse"; and Continental, in Europe, which will later become "International Code"; adventurers in the military may know a naval code, though operators are generally versed in only one code and possibly familiar with a second)
- Understanding telegraph communications protocol and common abbreviations (and possibly intuiting specialized, jargonistic abbreviations which aren't encryptions, such as those used by police, newspapers or businesses)
- Recalling esoteric lore related to telegraphy (e.g., ghost stories involving phantom messages; mysteries of missing telegraph operators; unidentified communications involving criminals or unsolved criminal activity; theories about the "odd buzzing" or nonsensical messages heard over wire in remote areas; evocative or embarrassing gossip of the community; legends about wartime or espionage encryptions; rumors of conspiratorial chatter being accidentally intercepted; the history of Samuel F.B. Morse demonstrating to Congress the practicality of the telegraph by sending a message from Washington to Baltimore: "What hath God wrought?")
- Posing as an operator or faking an operator's license
- Though it's illegal to do so, eavesdropping from within listening distance on the tapping of a telegraph device and translating the message by ear (or detecting when an observer may be doing the same)
- Recognizing the unique signature or transmission style of another operator (known as the operator's "fist")
- Operating a telegraphic device (e.g., tapping out or translating a message) at a competent speed — with 25 to 30 words per minute being an average, and 35 to 40 words demonstrating record speed

Telegraph Notes

In 1836, American inventor Samuel F.B. Morse (with Joseph Henry and Alfred Vail) developed the telegraph — a device and system which sent pulses of electric current along wires (which in turn controlled an electromagnet and paper ticker located at the receiving end of the telegraph system).

Morse code was developed to encode or to translate these transmitted pulses into natural language. As Morse code, text information could be communicated vast distances as a series of on-off tones, lights, or clicks directly understood by a skilled listener (or by an observer without special equipment). By the early twentieth century, most high-speed international communication is sent as some form of Morse code via telegraph lines, submarine cables or radio circuits.

Knowledge, Science or Tradeskill?

Before the modern era, these domains were more unified. However, in the default setting for *Raiders of R'lyeh*, the Knowledge, Science and Tradeskill categories are treated as separate domains, with slight differences between each area.

Knowledge skills are those acquired through experience, education, or disciplined study, with each skill encapsulating a classical, theoretical or practical understanding of a subject. A social science, which studies people and societies (e.g., Anthropology, Psychology), may be categorized as either a Knowledge or a Science skill, depending on how it is used and whether it fits the sometimes arbitrary and academic definition of a true science (e.g., use of the scientific method, reliance on empirical observations). In *Raiders of R'lyeh*, Anthropology is made a Knowledge skill and Psychology a Science (reflecting the trends of the setting's academic circles), though in actuality there is considerable overlap between these categories.

Science skills are most often associated with the modern era, and with any systematic approach (i.e., scientific method) to creating and organizing knowledge as testable explanations and predictions about the universe. Modern science is typically subdivided into the natural sciences which study the material world (e.g., Chemistry, Physics) and the formal sciences (e.g., Mathematics). In *Raiders of R'lyeh*, applied sciences, such as Engineering, Forensics or Medicine, are often given their own skill designations, or sometimes treated as Tradeskills.

Tradeskills — also known collectively as the "skilled trades" — are those used by tradesman or skilled manual workers in a particular vocation, trade or craft requiring specialized training (and sometimes requisite journeyman training, or approved accreditation by an academy, guild or union). Tradeskills are often associated with inventing, crafting or repairing things (e.g., Masonry, Sewing, Weaving), but they may also be associated with highly specialized fields (e.g., Education, Electrical Repair, Telegraphy). Tradesmen are typically differentiated from unskilled laborers and professionals in the "learned" professions, as well as from entertainers (whose skills are often represented by the Entertain skill). Though there may be some overlap between a Tradeskill craft and an art represented by the Create Art skill — such as the case with Create Art (Writing) or Create Art (Photography) — in *Raiders of R'lyeh* these subtle differences reflect the ambiguities that exist between the arts and crafts in modern society.

When creating a new skill, the gamemaster should consult the preexisting Knowledge, Science and Tradeskill categories, consider the example skills listed in each one, and choose which area best matches the focus of the new skill. Though there may be some overlap between categories, in general: Knowledge is the default category encapsulating any disciplined study not strictly considered a Science or a Tradeskill; Science is the category for a skill associated with the scientic method and with a modern understanding of science; and Tradeskill is the category for a skill associated with a specialized vocation, trade or craft.

Additional Skill Rules

Assistance from Other Characters

In some situations, multiple individuals working together may pool their scores together into one skill check — perhaps by combining everyone's Brawn skill to lift a heavy object, or combining everyone's Common Knowledge to recall an important fact. To group skills in such a way, one skill is used as the primary, and each participant adds 20% of his own skill to the primary. In some situations, the amount of participants allowed may be limited. For example, if a group attempts to break down a door, the small area of the door limits the number of participants capable of working together. The gamemaster determines how many participants are allowed in any given check. When applying assistance to magic casting, see "Coordinated Casting" in the "Occult Magic" chapter.

Augmenting a Skill

In some situations, an adventurer's aptitude with one skill may increase another one of his skill's test. As a few examples: a Common Knowledge of a local area may help a driver with his Drive check; a Science (Chemistry) skill may help an adventurer with his Explosives roll; or, a Knowledge (Art History) skill may help an adventurer negotiate a higher price with his Commerce skill.

If the gamemaster allows the augmenting of skills, then a few guidelines apply. Only one secondary skill may be used to augment a skill check. When the gamemaster determines that a secondary skill's application is relevant, then 20% of the secondary skill's score is added to the primary skill as a bonus. In other words, if an adventurer has 54% in Knowledge (Art History) and wishes to augment a Commerce check, then he may increase the check by 11 points.

Counting the Level of Success

With some opposed skill tests, such as those used in combat, the steps between a victor's success and an opponent's failure are counted. For example, a Fighting Method check resulting in a critical versus an Evade check resulting in a failure, produces two steps of success for the winner. When the level of success is counted, this usually produces extra benefits or special effects for the victor. See the "Level of Success" section in the "Combat" chapter.

Curbing a Skill

In some circumstances, a skill may be curbed, meaning it may not exceed the value of one of the adventurer's other relevant skills. As a few examples: during diplomacy, a social skill that cannot exceed the adventurer's Etiquette or second Language; while swimming, a fighting skill that cannot exceed the adventurer's Swim score; and so on.

Defaulting from a Professional Skill

At the gamemaster's discretion, a character untrained in a Professional skill may default to a related Common skill. Examples include using Athletics to pick a lock, using Unarmed or Athletics (whichever is higher) to shoot a rifle, or using Research to skim an occult tome. The default roll is made with a Hard, Daunting or Improbable modifier — depending on the circumstances. Some tasks, however, may be deemed impossible for the untrained.

Dramatic Skill Sequences

In some unique circumstances that warrant a "zoomed in" dramatic tug of war between opposing forces over a length of time, a series of tallied skill checks may be required — with each success or failure either increasing or decreasing a score. For example, adventurers fleeing from a pursuing predator will have a lead which they will attempt to increase (to a point at which they escape their pursuer) and the pursuer will attempt to decrease (to a point at which it intercepts or captures the adventurers).

> The **LEAD** is an abstract measurement of proximity between two opposed forces; by using it, the gamemaster may easily track the back-and-forth progress of a chase or other dramatic tug of war.

When determining the length of the dramatic sequence, the gamemaster sets an initial lead, indicating how far the fleeing target is from the pursuer at the start of the sequence, and a goal, indicating the amount to which the lead must be increased to end the chase sequence in an escape; decreasing the lead to zero ends the chase sequence in a capture.

For example, with a chase, the target may have a starting lead of 2 and a goal of 6, meaning that the fleeing runner needs to increase that lead from 2 to 6 to escape, and the pursuer needs to decrease that lead to zero to capture.

The chase is then narrated as a back and forth series of opposed skill checks between the runner and pursuer, with each success (using a skill such as Athletics, Drive, Pilot, Ride, and so on) on the runner's part increasing the lead by one (or by two with a critical) and each failure decreasing the lead by one (or by two with a fumble).

In such chases, the environment dictates the goal number for the lead. A labyrinthine and cluttered street in New York may require a lead of 6 for escape, while a vast and open field outside of Kansas City may require a lead of 12 (or higher) — to be determined by the gamemaster at the outset of the chase.

A lead may be used in other dramatic skill sequences as well, such as with conflicts involving seduction, negotiation, or even interrogation.

With seduction, a heightened situation may warrant a "zoomed in" dramatic tug of war between the seducer and the target. The lead then represents the target's resistance to the seducer's advancement. Typically the goal number is set at 4, and the starting lead at 2 (or at a number best representing the initial relationship of the two individuals, stacked in one or the other's favor) with each decrease of the lead representing the seducer "capturing" the mind of the target, and each increase representing the target "escaping" the seducer's attempts. If the lead is reduced to zero, then the seduction overcomes the target with flirtatious charm and sexual power; if instead the goal number is reached, then a total rejection occurs. **Note** that with seduction and some other dramatic skill sequences, the tug of war may occur over a series of days (with the current lead sustaining itself for the length of the struggle).

A dramatic negotiation can happen in a number of situations, such as between two parties haggling over an important object of desire. Just as with seduction, a starting lead of 2 is set with a goal number of 4 — with each decrease of the lead moving the advantage to the seller attempting to "capture" the best price, and each increase moving the advantage to the buyer. If the lead is reduced to zero, then the seller wins (increasing the purchasing price of the commodity by 50%); if instead the goal number is reached, then the buyer wins (decreasing the cost by 50%).

The number of situations that may be turned into dramatic skill sequences are limited only by the creativity of the gamemaster. For example, he may use such a sequence for an interrogation, with the lead representing the interrogator's pursuit of the truth (through intimidation and persuasion) — versus the target's evasion of the truth (through force of will and subterfuge). Or, the gamemaster may use a dramatic skill sequence for an important negotiation between an occultist and an extraplanar entity.

In most situations, the skills needed for these opposed checks will naturally suggest themselves, but the gamemaster should use his best judgment and creativity in determining which are most relevant.

Group Tests

A group test allows the gamemaster to apply one skill check to an entire group, rather than tediously rolling separately for dozens of individuals. There are several ways to roll a group test — as a team test, as a sorting test, or as a ratio test.

Team Tests

With a team test, one individual's skill is rolled for the entire group's success. Depending on the circumstances, either the individual with the highest skill or individual with the lowest skill is used.

For example, if a group of police is canvassing an area for evidence to a crime, then one Detection roll — based on the officer with the highest Detection skill — is made for the group. In such a situation, the team benefits from the high skill of just one member.

However, if a group of soldiers is sneaking up on a hideout and attempting to avoid detection, then one Stealth roll — based on the soldier with the lowest Stealth skill — is made for the group. In such a situation, the team suffers for the clumsiness of just one member.

Sorting Tests

With a sorting test, one roll is made and then compared to the skill of each individual in the group. For example, a shooter sprays automatic fire across a room, and the gamemaster allows everyone to dive for cover. He makes one Evade roll of 52%. Every member with an Evade skill equal to or over 52% succeeds with the check, while every other member fails.

Ratio Tests

With a ratio test, one skill is taken as the percentage of successes in a task. For example, roughly 100 soldiers are running for their lives from a rampaging monstrosity, and the gamemaster must determine how many succeed in escaping one of its sweeping appendages. He determines that the group as a whole possesses an Athletics score of 60%, so 60% of the group — or 60 soldiers — escape, while 40 of them succumb horribly to the attack.

Opposed Skill Checks

An adventurer will eventually test one of his skills against an opponent's skill, initiating what is called an "opposed skill test." An opposed skill test occurs when one skill is actively resisted by another. Infiltrating a hostile citadel and remaining unseen may at one point necessitate a test of the adventurer's Disguise or Stealth against a soldier's Detection. Or later, a daring escape may test the player's Ride versus a pursuer's Drive on a treacherous mountainside. Or — more insidiously dire — escaping the tendrils of an underwater creature may demand a test of Brawn versus Brawn.

When circumstances call for an opposed test, both participants roll their respective skills. The winner of the test is the one who gains the higher success — such as a critical over a normal success, a normal success over a failure, and so on. If both participants earn the same success level, then the winner is the one with the higher dice roll within his skill range. A failed roll for both parties indicates that conditions existing before the roll remain unchanged.

Opposed skill tests are useful in a variety of situations. Some examples follow, though the creative applications of such tests outnumber the space allowed here.

- An adventurer haggles with a black market dealer, testing his Influence or Commerce versus the opponent's Commerce.
- An adventurer infilitrates a guarded compound and tests his Stealth versus the Detection of the sentries.
- The adventurer attempts to break free from a grapple, testing his Athletics or Brawn versus the Athletics or Brawn of the captor.
- The adventurer rushes away from a mob of angry villagers, testing his Athletics versus an overall Athletics for the group.
- The adventurer endures torture, testing his Willpower or Fortitude versus the Tradeskill (Torture) of the opponent.
- The adventurer cheats at cards, testing his Sleight of Hand versus the Detection of the other players.

Opposed Skills Over 100%

When an opposed test occurs in which one participant possesses over 100 points in the relevant skill, then the lesser opponent (or opponents) suffer a penalty. The opponent with the highest mastered skill penalizes each of the other participants with a number of points equaling his skill percentage minus 100, and then uses 100% for his own roll. The determination of who has the highest mastered skill is made after any difficulty modifiers are applied.

For example, an adventurer with 138% in Stealth is infiltrating a backwater prison. Three sentries each possess a Detection of 62%, 73% and 103%, respectively. When making any test opposing his Stealth versus the Detection of a guard, the adventurer rolls as if his Stealth is 100%, and each guard rolls as if his Detection is 24%, 35% or 65% — to account for the penalty for opposing a master of his skill.

Optionally, to ease math during play, the gamemaster may instead penalize each lesser participant's skill check with one degree of difficulty per 25% (over 100) possessed by the master. In the scenario above, using this optional roll, each of the guards would simply make his Detection skill two degrees more difficult.

Partial Success

Some unique situations allow a skill percentage to denote how much an adventurer knows; the adventurer's relevant skill percentage is used as a guide to overall accuracy. For example, the gamemaster may allow an adventurer with a Language skill of 76% to automatically (but with 76% accuracy) read a text — misinterpreting or leaving out 24% of the text of the details. With such a percentage, he may automatically grasp most of the general concepts correctly, yet mix up or leave out significant details. As another example, an adventurer with a Knowledge (Archaeology) of 63% may automatically intuit information about a found object from a well-studied era — but with only 63% accuracy. A successful skill check may flesh out the remaining 37%, while a failure may leave the adventurer with only the impartial information.

Second Tries and Continued Effort

The gamemaster should use his best judgment when allowing second skill check attempts. While such attempts may prove practical for certain situations, there should be a limit or consequence when this is allowed. As a general guideline, and in special circumstances, the gamemaster may allow a second skill check — but made one degree more difficult — as a last ditch effort (see "Investigation and Skill Checks" for an exception to this rule). The gamemaster may even raise the dramatic stakes for a second attempt — with a suspenseful forewarning to the players. However, some circumstances warrant the repeated use of a skill check (without penalty or raised stakes), such as when an adventurer breaks down a door with a repeated Brawn roll, or is otherwise involved in a dramatic skill sequence. In the former situation, each attempt moves time forward (perhaps counted in Combat Rounds), with logical consequences suffered for failures and fumbles (e.g., personal injury, evidential damage to the door frame, announcing one's intrusion to enemies or otherwise inviting trouble, remaining trapped behind a barricade).

Secret Tests

With a secret test, the skill's outcome is not immediately apparent to the adventurer. Instead, the gamemaster rolls the skill check — on the adventurer's behalf — without divulging the result. Consequently, the adventurer may not know how well a disguise works (as just one example) until the adventurer inflitrates a guarded area and puts the disguise to the test. Or, a mechanic may make a check to fix a broken axle on an automobile, only to find out later — during a chase — that a mistake was made in the repair. Secret tests should be used judiciously, and with players who find such secrets fun and suspenseful (rather than unfair).

Skills Best Practices

Professionals and Skill Points

The gamemaster should require players to stock up an appropriate amount of points in the skills related to their archetypes. In other words, a fighter with few points in a relevant Fighting Method (and zero points in other skills related to his profession) is not a true fighter, even if that is what he labels himself. The gamemaster should rethink awarding any automatic successes on skill tests for characters barely meeting the standards of their professed archetypes.

Failed Skill Tests

When appropriate, the gamemaster should use a failed skill check to dramatize and to complicate a situation, rather than to just declare the failure. For example, a failed Drive roll may result in damage taken to the automobile, followed by a choice presented to the player: either steer into the oncoming riders, or veer off the cliffside attempting to navigate the incline to safety. This dire choice is far more satisfying than simply declaring that the automobile crashes and explodes. Using common sense, the gamemaster may communicate the effects of incrementally more difficult failures, rather than allowing one failure to cause one absolute result.

The gamemaster should allow automatic successes for investigative skill tests that are considered routine or obvious to the particular character type using the skill. For example, a professional archaeologist should know that a piece of pottery is generally Polynesian in origin without testing his Knowledge (Archaeology) skill, since this would be obvious to someone in his line of work. In similar fashion, a professional soldier should be able to identify a commonly used firearm without having to test his military expertise with a dice roll.

Using Skill Levels

In some situations, the gamemaster may think about presenting evidence in tiers of difficulty — with a tier measuring how obvious a given clue is to an amateur, a professional, an expert, and so on (after any difficulty modifiers have been considered). This way, some general information may be delivered — without skill rolls — to adventurers possessing the relevant skill proficiency (and who are role-playing in an intelligent manner). More elaboration (or hidden information) may be rewarded for successful rolls of the dice.

As an example, the adventurers encounter a well-worn handwritten copy of the occult *Clavicula Solomonis*, containing a number of seal inscriptions. The text itself appears to be in a cipher. If an adventurer possesses an Occult skill, and wishes to analyze the text for clues, then the following may be found.

> Any adventurer with at least an amateur level in Occult (and asking to analyze the text) will automatically know that the work is a medieval grimoire — of dark reputation — falsely attributed to King Solomon, and that it is purportedly used to "conjure demons."
>
> Any adventurer with at least a professional level in Occult (and asking to analyze the text) will automatically know the above information, plus the following: the seals in the text each pertain to a different demon. Theoretically, to summon a demon the magician would need to put a hand-drawn copy of the seal within a magical triangle, causing the demon to appear therein.
>
> Only with a successful roll of Occult can an adventurer know — in addition to the above information — the following: each demon in the text corresponds to a particular astrological decan (a calendar period), during which time it is allegedly easier to summon the demon in question. A particular handwritten note — in cipher — makes mention of the demon, Agares.

Shorthand for noting skill levels & automatic clues

Occult Level	Clue (automatic)
●●	It's a medieval grimoire (attributed to King Solomon)
●●●	Each seal belongs to a different demon (seals involved)
1d100	Astrological decans (and mention of Agares)

Social Skill Tests

As with investigative rolls, the gamemaster should allow automatic successes for social skill tests that are considered routine or obvious to the particular character type using the skill. For example, a character of aristocratic birth should know proper procedure in a lord's castle without testing his Etiquette skill, since this would be routine to someone of his background. See the "Influence" skill and its "Influencing Others" sidebar for more.

Combat and Physical Tests

The gamemaster should not award automatic successes when it comes to combat or to other perilous situations. Such challenges involve true vagaries of chance outside the control of even a professional. Even the most seasoned mercenary must subject himself to rolls of the dice when it comes to bare-knuckle brawls and firefights. Any tests subject to the variability of human failings or of external conditions — such as foraging, survival, climbing, throwing, testing luck, and so on — should require rolls of the dice.

Investigation and Skill Checks

The handling of investigative skill checks requires special attention. As with the misuse of other skill tests — in which failed skill rolls overshadow common sense and good role-playing — the pedantic misuse of investigative skill checks adds further frustration by road-blocking an adventure behind the luck of a dice roll.

Because new avenues of exploration are often "locked" behind clues in a horror adventure, investigation becomes very important in unlocking these new avenues. If a gamemaster desires that all movement forward in an adventure must be determined by a successful investigative dice roll, or if the scenario writer has inadvertently — or worse, purposely — locked a winning solution behind such a dice roll, then the adventure may become undermined by limited choices for the player.

First of all, good role-playing should trump random roles. Where appropriate, information available to anyone making a sound, creative, or specifically accurate decision should find said information, regardless of a poor skill roll. A player asking to search a desk thoroughly, feel under its top, and turn over its drawers, will most likely find the diary concealed under some paperwork, regardless of the results of his Detection check.

Secondly, the gamemaster may consider offering logical hints as rewards for creative and intelligent investigating. If the player searches a desk thoroughly for a secret compartment — "locked" behind a successful Detection roll— the gamemaster could reward the player's vigilance by communicating some detail about the desk that does not seem right.

And lastly, even when nothing is to be found at a given location, the gamemaster should be prepared to logically move time forward, and to provide interesting consequences for overworking a room or a witness. Players should be rewarded for creative and intelligent investigation, but not for brutish and tedious fumbling through every suspected corner of a scenario.

Even with the best efforts by the gamemaster, a scenario with limited choices can hamper efforts to enrich investigative efforts. Scenarios with limited clues, or clues so specific as to create choke points of failure, should be avoided — or at least fixed — so players are not frustrated with guessing the scenario writer's intention. A general guideline is to provide multiple clues — some of which are readily available — for any point in the adventure that could be considered an essential objective for players to reach. Instead of a failed investigative roll resulting in a no-win condition, a failure can result in other options, none of which prove as optimal as the better-won clue. Perhaps information is found with missing notes, resulting in an incomplete Banishing ritual. Perhaps a botched search accidentally tips off an enemy, resulting in an unwanted third party entering the fray. Perhaps an important non-player character is lost due to a careless error. Ultimately, players will find an adventure far more rewarding with a collection of clues at their disposal — some of which lead to more dangerous avenues than others — than with a single clue on which the forward momentum of the adventure depends.

Rather than presenting any one investigative point with an absolute success versus failure metric, the gamemaster should prepare a collection of secondary, suboptimal choices — offered for missed opportunities, less-than-optimal tactics, and failed dice rolls — and a select few specific and special clues — rewarded for strong role-playing or for lucky rolls (see "Using Skill Levels").

The gamemaster wishing to avoid these choke points of failures should also be careful about just moving a preordained story along — regardless of player action. While failure should not be allowed to shut down the game — due to some inherent roadblock in the structure of the adventure — it also should not be meaningless. Rather, the gamemaster should prepare multiple avenues of investigation. If one clue is missed — or an important roll botched — there should still exist interesting repercussions as well as other obvious avenues of exploration. Failed investigative rolls should produce logical and dramatic consequences in the setting of the adventure — even when such consequences are not necessarily anticipated by the scenario writer. A failed roll should rarely produce "nothing," even if the consequences of the failure are not immediately apparent to the players.

Use of Common Sense

Skill checks, while useful for determining the success of difficult challenges, can in some cases replace the common sense of creative role-playing and problem solving. Under certain circumstances, the gamemaster should allow the player to succeed automatically when common sense overrides this unnecessary use of dice. If a skill test becomes a futile and pedantic exercise not necessary to the given situation, then the gamemaster should not require it. For instance, if a player wishes to measure the dimensions of a chamber, without penalty of consequence, and the only limiting factor is time, it would be a futile and pedantic exercise to require the player to roll over and over to get the correct measurements. Under such circumstances, using his best judgment, the gamemaster should move the clock forward and declare the chamber measured.

General Investigation

Several skills lend themselves to general investigation. The goal of general investigation is to find the information (as opposed to gleaning important clues from what is found). General investigation is conducted primarily with: Detection, Research and Streetwise. Though the basic uses of these skills are covered in their respective sections, the following guidelines may be considered for more elaborate applications.

Also consider that every campaign or adventure presupposes a living world outside of the players' movements, with motivated antagonists who fulfill their own ambitions — according to their independent plots and timelines — and who react to any opponents who directly interfere with these schemes. At the very least, a failed investigative roll moves time forward a number of minutes, hours, or even days — allowing any villains or threats to further their agendas, to fulfill their schemes, or to grow in strength, independently of the players' actions. At the very worst, a failed investigative roll allows these villains to investigate the adventurers in turn, to catch them unaware, to implement a catastrophic power, or to retaliate with stealth or force. When developing or modifying a scenario, the gamemaster should consider these interesting consequences of failure and the antagonists' timeline of schemes and reactions.

Investigative Searching with Detection

Detection has two functions. The first is to notice — with one's physical senses — impending danger (or an ambush) or anything out of place in a setting. This first function is both passive (oftentimes solicited by the gamemaster) and immediate (most often taking no time to use).

The second function of Detection is to search a person or area with the deliberate intent of finding someone or something "out of the ordinary," or of finding evidence of another party's investigation. This second function is both active (oftentimes requested by the players) and time consuming.

When someone actively attempts to hide himself or to hide an object from investigation, the Detection check may be opposed by the opponent's Stealth or Conceal roll, respectively (hiding an object on the person's body is made with the Sleight of Hand skill). Similarly, the adventurer himself may attempt to Conceal evidence of one's investigation or an incriminating or valuable object — from authorities or other pursuers — in which case the gamemaster may test the opponent's Detection versus the player's original Conceal roll.

A typical use of Detection takes 1d4 hours — though the gamemaster may adjust this time based on the environment and circumstances (see the "Search Times" table for some suggested guidelines). With a critical roll, this time is halved. With a fumble, the adventurer's attempt results in unwanted attention from an adversary or his minions (possibly being caught in the act), in evidence left at the scene of the investigation (such as dropped equipment, broken furniture, footprints, fingerprints, or an eye witness account of the investigation), or in some other mishap dictated by the specifics of the adventure.

Search Times*

Area Searched	Time Taken (base time)
A person's body	One minute
Confined space (i.e., large room)	One hour
Small building (around 1000 square feet)	1d4 hours
Moderate building (around 3000 square feet)	1d6 hours
Large building or one city block	2d6 hours
Castle (and demesne) or 4 city blocks	4d6 hours

Circumstance Modifiers

Circumstance	Effects
Rushed investigation	½ time taken; Detection is two degrees more difficult
Cluttered or labyrinthine area	×2 time taken
Alien or non-Euclidean architecture	×5 to ×10 time taken
Secret areas	×4 to ×5 time taken (or perhaps the necessity of a relevant contact)
Investigation party splits up	Divide "time taken" by number of search party units (minimum ¼ base time and make a team test using the lowest Detection skill in the group, with no augmented skill allowed)
Previously failed attempt	Detection is one degree more difficult (and possibly the threat level is now greater)

*A general investigative search is made with Detection.

Investigative Researching

A typical use of Research takes 1d4 hours — though the gamemaster may adjust this time based on the circumstances (see the "Research Times" table for some suggested guidelines). With a critical success, this time is halved. With a fumble, the adventurer either finds misinformation, draws unwanted attention, leaves evidence of the research, or causes some other unfortunate mishap dictated by the specifics of the adventure.

Research Times*

Source Researched	Time Taken (base time)
Personal library (e.g., private stack, private bookshelves)	One hour
Small library (e.g., town library, town newspaper archives)	1d4 hours
Medium library (e.g., city library, city newspaper archives)	1d6 hours
Large library (e.g., national library, major newspaper archives)	2d6 hours
Labyrinthine archives (e.g., major warehouse, records rooms)	4d6 hours

Circumstance Modifiers

Circumstance	Effects
Rushed research	½ time taken; Research is two degrees more difficult
Cluttered and disorganized	×2 to ×4 time taken
Sensationalized or highly publicized information	¼ time taken
General information	Normal time taken
Esoteric information or challenging jargon	×2 time taken
Quashed, hidden, targeted, top secret or sensitive records	×4 to ×5 time taken (or perhaps the necessity of a relevant contact)
Research team divides tasks	Divide "time taken" by number of research team units (minimum ¼ base time and make a team test using the lowest Research skill in the group, with no augmented skill allowed)
Previously failed attempt	Research is one degree more difficult

*A general investigative research is made with Research.

Investigative Canvassing with Streetwise

A typical use of Streetwise takes 1d4 hours — though the gamemaster may adjust this time based on the environment and circumstances (see the "Canvassing Times" table for some suggested guidelines). With a critical roll, this time is halved. With a fumble, the adventurer's attempt results in: unwanted attention from an adversary or his minions (or being followed or confronted); a false lead from someone promising adventurers what they seek, without delivering; a false lead from someone promising one thing and luring adventurers into a trap; random hazards and encounters of the area (such as pickpockets, con men, muggers, and other undesirables); or some other mishap dictated by the specifics of the adventure.

Optionally, the gamemaster may require the expenditure of bribery money with a Streetwise roll (to account for the various personalities requiring such a cost for information). The actual amount is best left to the gamemaster to decide, though some suggested values are provided. With a critical roll, any money required is halved (or voided altogether). With a failure, the cost is zero. And with a fumble, the full amount is spent (even if no useful information is discovered).

When someone actively attempts to hide his canvassing from another's notice — perhaps by bribing assets to throw someone off the trail — he uses his original Streetwise roll to cover his tracks, which may be opposed by the opponent's Streetwise result.

Canvassing Times*

Area Canvassed	Time Taken (base time)	Bribery
One building	One hour	$1d10 dollars
One city block	1d4 hours	$1d10 dollars
4 city blocks	1d6 hours	$2d10 dollars
8 city blocks	2d6 hours	$1d100 dollars
Borough (16 blocks)	4d6 hours	$2d100 dollars

Circumstance Modifiers

Circumstance	Effects	Bribery Modifier
Hurried canvassing	½ time taken; Streetwise is two degrees more difficult	×2 amount
Labyrinthine area	×2 to ×4 time taken	×2 amount
Sensationalized information	¼ time taken	½ amount
General information	Normal time taken	—
Esoteric information	×5 time taken	×5 amount
Dangerous information	×2 time taken; Streetwise is one degree more difficult	×5 amount
Unique information (i.e., known by one individual)	×10 time taken	×10 amount
Investigators split up	Divide "time taken" by number of canvassing group units (minimum ¼ base time and make a team test using the lowest Streetwise skill in the group, with no augmented skill allowed)	—
Previously failed attempt	Streetwise is one degree more difficult	×2 previous amount

*General investigative canvassing is made with Streetwise.

Augmenting Investigation Checks (optional)

As an optional rule, the gamemaster may consider allowing a general investigation check — made with Detection, Research or Streetwise — to be augmented with a relevant secondary skill (to account for the deliberate focus of attention and the time required for the search, research or canvassing). The allowance of such a bonus is left to the gamemaster's discretion (as a consequence of a player's thoughtful planning or creative roleplaying). Some (not exhaustive) examples include:

Augmenting Detection with Conceal when looking for an opponent's hiding space or stashed contraband, with Sleight of Hand when frisking a suspect, with Common Knowledge when searching an area well known to the investigator, with Intuition when searching an area for anything that "doesn't feel right," with Forensics when seeking observable forensic evidence at the location of a crime, with Tradeskill (Electrical Repair) when looking for an area's hidden power source, with Engineering when exploring a building and attempting to notice any weaknesses made in its support structure, with Explosives when focusing on signs of explosive booby traps, and so on.

Augmenting Research with Occult when looking for any occult connections in an assortment of newspaper clippings, with Common Knowledge when using the library of one's home town or university, with a specified Knowledge or Science skill relevant to the subject being researched, and so on.

Augmenting Streetwise with Common Knowledge when canvassing one's hometown, with Commerce when finding members of a black market, with Influence when using one's natural charisma during the search, with proper Etiquette when navigating the streets of a foreign culture, and so on (augmenting with Intimidate, Seduction and other social skills may aid in the outcome, or may backfire depending on the nature of the population being canvassed).

Investigation Mishaps

Investigation mishaps vary greatly and are dependent on the circumstances of the scenario or campaign. Generally, such outcomes are based on the logic of the adventure, the actions of the adventurers, the motives and reactions of the adversaries, and the creativity of the gamemaster.

Optionally, the gamemaster may wish to use a simple threat level mechanic to gauge the severity of any investigative mishaps that occur in a given location.

When determining the severity of a failed or fumbled investigative roll, the gamemaster may use the location's current **threat level** — rated as 0 (**none**), 1 to 5 (**minor**), 6 to 7 (**moderate**), 8 to 9 (**major**), or 10 (**imminent**) — and may increase this as a scenario's timeline advances, as a certain condition is met (such as a day passing into twilight), or as the adventurers fail their investigation checks repeatedly (in the process making themselves more evident to the antagonists).

Depending on the directives of the scenario, a fumble made at a specific level may: raise the overall threat level one or two points; trigger a specific event, cultist scheme, or dangerous reaction; alert detectives or hired guns of the adventurers' criminal activity; make a random mishap or encounter occur; cause any future failed rolls to be counted as fumbles; embolden a group of cultists to close in on the adventurers; increase the prevalence of nightmares or nightly visitations of some otherworldly force; and so on.

Certain player actions and events may raise this threat level, though the rules about what causes this escalation are best left to the gamemaster's creativity and to the needs of the setting. Some examples are listed in the "Threat Level Escalation" table merely as inspiration (to be mined for ideas). Note that some gamemasters may wish to forgo this simple threat level mechanic and instead respond creatively to player actions.

Threat Level Escalation*

Example Event	Threat level increases by...
Each failed investigative skill roll	+1 point
Each fumbled investigative skill roll	+2 points, and roll for a random event (table not included)
First failed or fumbled Streetwise roll, make a Luck check; if it fails, a spy overhears a suspicious question by the outsiders or notices them wandering around and "getting into our business"	Pass a Luck check, or +2 points and roll for a random event (table not included)
Each full day that passes	+1 point
Interviewing the town drunk (and gossip) in public; pass a Luck check or a spy observes the interaction	Pass a Luck check, or +3 points
Encountering the local cult's leader for the first time; with a passed Influence check, the outsiders leave a lasting impression	Fail an Influence check, or +2 points
Being an obvious threat in public (e.g., starting an argument, causing a ruckus, flashing weapons, intimidating locals)	+2 to +3 points (gamemaster discretion)
The local cult's leader or sheriff witnesses the outsiders being an obvious threat	+5 points, or escalation to major threat level (whichever is more logical, given the circumstances)

*Merely an example table. Each scenario would suggests its own threats.

Tapping Circles of Influence

Networking with Influence

Influence has two functions. The first is to persuade another individual to the adventurer's way of thinking. This first function is both specific (reflecting the adventurer's impact on one individual in the adventurer's presence) and immediate (most often taking little time to use).

The second function of Influence is to tap one of the adventurer's networks for help, using a specific inquiry and a relevant circle of influence. With this use of the skill, the check represents the adventurer's general impact — over time — on his circles of influence, and how capable he is in drawing from one of them useful information or resources. This second function is both abstract (reflecting the adventurer's overall impact on his networks) and time consuming (most often taking days or even months to accomplish).

A networking check is made with an Influence roll, a specific inquiry, and one chosen circle of influence. The roll and time required are affected by any modifiers for the attempted geographic reach of the inquiry, the current reputation of the inquiring character, and the nature of the petition. It is up to the gamemaster to determine the relevance of one's circle of influence to any specific inquiry. Putting the word out — to an academic network — that one needs hired muscle for a job, would most likely result in an automatic failure. Likewise, asking a criminal network for forensics analysis on a corpse would most likely prove just as futile (though someone in the network may offer a lead, for a handsome price, about similar victims found in the immigrant quarter of the city).

The attempted geographic reach of an inquiry should affect its quality of information. An inquiry using the martial network — in and around Arkham — for information about skirmishes in the Khyber Pass — should receive less accurate news about the subject than one at intercontinental range.

The gamemaster should also reward specific (over vague) petitioning, as well as the intelligent use of discovered leads in the inquiry. For example, a character using discovered leads in his specific inquiry may ask his academic network, "I've got two clues I'm trying to piece together: the name 'Kolodzie' and the location of a sarcophagus that apparently washed up on the Nile on the 26th; I'd like to know if someone in academia, a curator, a professor, whatever, has put in a requisition for anything resembling this contraband, and if Kolodzie comes up on any academic rosters." By contrast, a character making a vague inquiry may ask, "Who is looking for a mummy right now?"

When tapping a circle of influence, the requested information or favor may be **minor**, **moderate**, or **major**. Determining the level is left to the gamemaster's discretion, as it is largely dependent on the nature of the setting and the specified network.

> More often than not, information requests should be minor (unless it is important enough that someone would kill for it), while most supply requests (especially for things found on the black market) should be at least moderate, if not major.
>
> Obviously, requests for dangerous or hidden information (e.g., military intelligence, the location of a criminal's bolt hole), for introductions to an evasive or important non-player character (e.g., a wanted criminal, a member of the ruling family), or for rare or expensive equipment (e.g., a weapon prototype, a cache of in demand supplies), should all be considered more than just minor favors.

Despite the nature of the request, and even with a successful networking check, the brokering associate will most likely ask for some form of compensation — either in trade for goods or services (on top of any other favors rolled) or in hard cash. Again, the gamemaster should make the determination of the value of the favor, based on the logic of the situation. As a general rule, consider a minor favor costing an amount equivalent to its market value (or free if an equivalent return favor is agreed upon), a moderate favor costing two to three times as much (or soliciting an equivalent return favor), and a major favor costing five to ten times as much (or even more).

Note that with any favors, common sense dictates what is logically possible to obtain in a network; clues and leads should be provided, but not winning solutions. In other words, in typical situations no one will know (or at least reveal) the location of a buried treasure or the identity of a serial murderer.

An adventurer may tap a network for any number of things — information, introductions, loans, supplies, jobs, helpful non-player characters, and so on — as long as these are logically connected to the associated resources of the network. A network may even be tapped to see who else is making inquiries and what they're seeking. However, each time a circle is checked, the adventurer runs the risk of accruing debts (in the form of favors) from its various participating members, as the request makes its way through the network. At some later time in a campaign, the gamemaster may present the inquiring agent with one of these quid pro quos from the past. Turning down such a request carries with it various consequences, depending on the nature of the particular network. Some of these people may prove frustrating or even dangerous if double-crossed or ignored.

Quid Pro Quo

1d10/12/20*	Size of Quid Pro Quo	1d20	Solicitor	1d10/12/20*	Nature of Request
1-7	None	1-4	Ally or contact	1-4	Information
8-9	Minor	5-12	Friend of a friend	5-8	Introduction or access
10-11	Moderate	13	Rival or enemy	9+	Job, service or expertise
12+	Major	14-20	Stranger		

*Based on the level of the original inquiry: 1d10 for minor, 1d12 for moderate, and 1d20 for major

Quid Pro Quos

To check for a quid pro quo, roll an additional 1d10, 1d12, or 1d20 (for a minor, moderate, or major request, respectively) with the networking roll. Rolling 8 (or higher), 10 (or higher), or 12 (or higher) produces a minor, moderate, or major requested return favor, to be paid at some point in the future. Reference the "Quid Pro Quo" table for favor details, or just create a favor based on the logic of the situation.

When someone actively attempts to hide his networking from another's notice, the Influence check may be opposed by the opponent's Deceit. Similarly, the adventurer himself may attempt to conceal evidence of one's networking — from authorities or other pursuers within the same circle of influence — in which case the gamemaster may test the opponent's Influence versus the player's original Deceit roll. When networking, a Deceit roll is subject to the same modifiers as its Influence equivalent. When a Deceit roll succeeds, normally or critically, the network becomes filled with a number of conspiracies, rumors and red herrings.

A typical networking check using Influence takes an amount of time based on the geographic reach of the inquiry — though the gamemaster may adjust this time based on the circumstances and various modifiers, including those caused by tarnished reputations within the network (see the individual circles of influence and the "Networking Times" table for some suggested guidelines). With a critical result, this time is halved and the information is more precise or in some way advantageous (e.g., an important name, a relevant address, a meeting with a contact).

With a success, the inquiry produces one or more leads intermixed with a rumor or two. With a failure, a rumor or two is still produced. With a fumble, the inquiry results in one or more possibly misleading rumors, and most likely the attention of an enemy or his minions. Note that even a failed or fumbled networking check should produce at minimum a dangerous rumor or two (potentially leading players to a new adventure, location or important non-player character). The gamemaster is free to adjust these results to meet the needs of the campaign.

Networking checks may be made in-game, as a means for generating new leads, or during downtime, for requesting focused plot hooks — relevant to player interests — from the gamemaster. Thus, the gamemaster should be generous with their output (using the networking checks to help develop the setting organically around the players' proactive requests for information). However, returning to the same network, frequently, runs the risk of exposing one's personal or incriminating business to the wrong parties. Adventurers should be careful about overusing their circles, or turning to them without due diligence. If a character is waiting on an answer from an already tapped network, returning to the same network before the first inquiry is resolved makes the networking check one degree more difficult (or eventually impossible as associates become overburdened with the adventurer's tenacity).

Note that networking requires logical access to one's social circles — via telegraph, telephone, mail, transportation, and so on.

Networking Times*

Geographic Reach of Networking	Time Required (base time)	Difficulty
Citywide	1d6+1 days	Normal
Statewide or regional	1d4 weeks	Hard
Continental	1d6+3 weeks	Daunting
Intercontinental	1d6 months	Improbable

Circumstance Modifiers

Circumstance	Effects
Pressured (hurried) request	½ time required, check is two degrees harder
Minor request	½ time required, check is one degree easier
Moderate request	—
Major request	×2 time requred, check is one degree harder
Information is conspiratorial in nature	×2 to ×4 time requred, check is one degree harder
Solicitor is renowned or otherwise highly respected within the network (e.g., a member of the ruling elite in High Society, a warlord in a criminal network)	Check is three degrees easier
Solicitor is well known or otherwise somewhat respected within the network (e.g., an ally of the ruling elite in High Society, a lieutenant in a criminal network)	Check is two degrees easier
Solicitor is known (and not unfavorably) in the network	Check is one degree easier
Solicitor has an ally with a renowned reputation or an otherwise highly respected status within the network	Check is one degree easier
Network is already currently tapped by the solicitor	Check is one degree harder
Solicitor has previously caused an unresolved offense with an important person in the network	Check is (at least) one degree harder

*Once a request is sent, the networking occurs in the background (and not necessarily with the adventurer's direct involvement).

Spending Network Points to Acquire Useful Connections
Each adventurer acquires allies and contacts through his family connections and professional experiences. Rather than tapping a circle of influence, the adventurer may use an undefined slot from this list of connections to create a new useful contact or ally within that circle. Each of his circles of influence has a **networking** pool of points equal to the adventurer's Cha score.

During play, and if the adventurer has any undefined connections and networking points remaining, he may reveal the existence of a particularly useful contact or ally from the relevant circle. To do so, he spends a number of points from the circle's networking pool. The cost of a contact depends on the individual's particular usefulness, ability or influence within the network, generally: 2 points for a lackey, 4 points for a professional, 6 points for an expert, 8 points for a legend, and 10 points for a master or nonpareil. An ally costs double this amount. The cost may increase by one or two points if the connection knows a particularly relevant or guarded secret. Once the points for a circle are spent, they do not replenish (unless the gamemaster allows the purchase of networking points for an equivalent value of Improvement Points).

Lackeys are individuals with amateur-level signature skills (in the 25 to 49% range) and little influence, such as: undergraduates (Academic), minions (Criminal, Occult), groupies (Bohemian), recruits (Military), or assets (Intelligence), and so on. Professionals, experts, and legends are individuals with professional-level (50 to 74%), expert-level (75 to 99%), and master-level (100% and over) signature skills and commensurate influence, respectively. Nonpareils are individuals with unparalleled ability or influence, such as: Nikola Tesla-level scientists (Academic), criminal masterminds (Criminal), members of royalty (High Society), gurus in possession of the darkest secrets of the universe (Occult), smugglers able to procure exotic equipment or high-grade weapon prototypes (Military, Criminal), master spies with global connections (Intelligence), industrialists with vast holdings (Colonial), internationally-renowned master thieves (Bohemian, Criminal), judges or diplomats capable of pulling political strings (Intelligence), wealthy benefactors with nigh-unlimited funds (Colonial, High Society), vaudeville and film stars (Bohemian), and so on.

Capping Skills (optional)

By capping a skill, the gamemaster disallows a character from increasing a skill's value beyond a specific threshold. The gamemaster may decide that the maximum values for some skills should be limited by a character's raw attributes or by one's formal education. The Class & Credit skill, for example, is one such skill that is by default capped at a fixed value (determined by social status).

While capping certain skills may fit with a darker play style, doing so may also overcomplicate character creation unnecessarily for some players, or simply not fit into a *pulpier* Howardian setting. Alternatively, skill capping could be used for non-player characters, but left unchecked for players. Ultimately, the gamemaster determines if skill caps are relevant to the setting.

Capping Skills by Raw Attributes

Not all skills need to be limited by a character's raw attributes, but certain skills lend themselves to such ceilings. **Brawn** is one skill with which such a limitation makes logical sense. Other possibilities include **Athletics**, **Evade**, **Intuition**, **Fortitude** and **Willpower**.

> To determine the maximum threshold for a character's skill capped by his attributes, multiply the higher of the skill's two base value attributes by 5.

For example, the gamemaster determines that the Brawn skill should be logically capped in his setting; therefore, a character of STR 11 and SIZ 10 could potentially increase his Brawn to no more than 55% (as the higher of the two base value attributes for his Brawn skill is 11, and 11 multiplied by 5 equals 55).

Capping Skills by Formal Education

Some academic skills may be limited by a character's formal education. Most **Knowledge** and **Science** skills — as well as **Engineering**, **Forensics**, **Linguistics**, **Medicine**, and maybe some relevant **Tradeskills** — may be categorized as academic. Other possibilities include **Command**, **Language**, **Occult**, and **Research**.

To determine the maximum threshold for a character's academic skills, first determine his **years of education** (either pick a number suitable to the logic of the character, with gamemaster approval, between 6 and 21 years, or use the following calculation).

Note that an adventurer's years of education cannot exceed the adventurer's age minus 5, nor should they exceed 21.

Calculating Years of Education

> Roll 3d6 for base years
> For upper class or upper middle class, add 4 years (or 6 years if the character is over 39 years of age)
> For commoner or servant class, do not exceed 12 years
> For poor or peasant, do not exceed 8 years
> For outcast, limit years to 1d4–1
> For INT 15 (or over), add 1d8 more years (regardless of Social Standing limits)
> Maximum is 21 years (regardless of calculation)

Determining the Maximum Skill Value

> Maximum for specified academic skills = years of education × 5
> (No skill cap applies if the years of education exceed 16)

A few examples follow. The first character (age 35) is lower middle class with an INT 14, and rolls 9 for his base years; as no other modifiers apply, he finishes 8 years of grammar school and one year of high school education before dropping out of school. His skill cap for specified academic skills is 45%.

The second character (age 31) is upper middle class with an INT 12, and also rolls 9 for his base years; after adding 4 years for being in the upper middle class, he discovers he finished high school and attended one year of university (for a total of 13 years of formal education). His academic skill cap is 65%.

The third character (age 24) is servant class with an INT 15, and rolls 11; though the servant class base years cannot exceed 12, the character gets a bonus for his INT, and rolls another 6 years (on 1d8). Despite being born to the servant class, extenuating circumstances allow him 17 years of formal education (finishing high school plus 5 years at university, and possibly with doctorate work). With over 16 years of formal education, he has no academic skill cap.

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Chapter 3: Wealth & Equipment

Foreign Exchange

For a rough conversion of dollars to British pounds (or "sovereigns") divide the dollar amount by 5. To convert dollars to francs, lire or drachmas — as France, Belgium, Switzerland, Italy and Greece are part of the Latin Monetary fund and consequently use equivalent currency — multiply the dollar amount by 5. To convert dollars to Japanese yen, multiply the dollar amount by 2.

Simple Exchange Rate
1000 dollars = 200 pounds ("sovereigns") = 5000 francs = 5000 lire = 5000 drachmas = 2000 yen

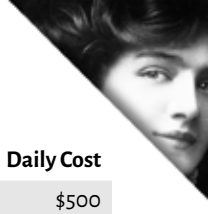
These quick conversions, while not accurate to the penny, work well enough for the needs of an adventure setting. For more precise exchange rates and for other currencies, consult the "Foreign Exchange" table below.

Foreign Exchange (as of 1909)

Argentina	1 peso = $ .965	Finland	1 mark = $ .193	Portugal	1 milreis = $ 1.08
Australasia	1 pound = $ 4.86	France	1 franc = $ .193	Romania	1 leu = $ .193
Austria-Hungary	1 crown = $ .203	Germany	1 mark = $ .238	Russia	1 ruble = $ .515
Belgium	1 franc = $ .193	Greece	1 drachma = $ .193	Serbia	1 dinar = $ .193
Bolivia	1 boliviano = $ .499	Guiana (British)	1 pound = $ 4.86	Siam	1 ticals = $ .37
Brazil	1 milreis = $ .546	Guiana (Dutch)	1 florin = $ .402	South Africa	1 pound = $ 4.86
Bulgaria	1 leva = $ .194	Guiana (French)	1 franc = $ .193	Spain	1 peseta = $ .193
Canada	1 dollar = $ 1	Haiti	1 gourde = $ .965	Straits Settlements†	1 dollar = $ .57
Central Am. States*	1 peso = $ .499	India	1 pound = $ 4.86	Sweden	1 crown = $ .268
Chile	1 peso = $ .365	Italy	1 lira = $ .193	Switzerland	1 franc = $ .193
China	1 taei = $ .792	Japan	1 yen = $ .498	Turkey	1 piaster = $ .044
Colombia	1 dollar = $ 1	Mexico	1 peso = $ .498	United Kingdom	1 pound = $ 4.86
Cuba	1 peseta = $ .910	Netherlands	1 florin = $ .402	United States	1 dollar = $ 1
Denmark	1 crown = $ .268	Norway	1 crown = $ .268	Uruguay	1 peso = $ 1.034
Ecuador	1 sucre = $ .487	Paraguay	1 peso = $ .965	Venezuela	1 bolivar = $ .193
Egypt	1 piaster = $ .049	Peru	1 sol = $ .49		
*Except British Honduras and Costa Rica			†Includes the Malay states, Ceylon and Johore		

British Pound

Pound (or "Sovereign")	Half Sovereign	Shilling	Pence	
1 pound =	2 half sovereigns	20 shillings	240 pence	**1 shilling** = 12 pence



Standard of Living

Social Standing	Standard of Living	Avg. Class & Credit	Starting Savings	Default Earnings	Daily Cost
Ruling Elite	Ostentatious	85 to 110	1d10–1d10 million*	Unlimited	$500
Upper Class	Luxurious	52 to 72	Default earnings+1d50–1d50 thousand	$25,000 yearly	$50
Upper Middle Class	Comfortable	33 to 48	Default earnings+1d10–1d10 thousand	$5000 yearly	$10
Lower Middle Class/Commoner	Frugal	14 to 24	Default earnings+1d3–1d3 thousand	$1000 yearly	$2
Servant Class/Tribesman/Peasant	Subsistent	3 to 8	Default earnings+1d6–1d6 hundred	$500 yearly	$1
Poor/Outcast	Wretched	1 to 4	Default earnings+1d3–1d3 hundred	$100 yearly	.20

*If the die roll results in a double, then roll again (and continue doing so as long as any double is rolled).

Wages and Standards of Living

As a simple (and **optional**) rule for calculating wealth, a player may determine the adventurer's standard of living based on the Social Standing score (see the "Standard of Living" table). At character creation, find the annual default earnings and roll the relevant starting savings (or debt) modifier — adding the positive die and subtracting the negative die.

For example, an adventurer in the upper class — by default — possesses a luxurious standard of living and a $25,000 annual income. If the player rolls +25 and –43, then the character's total savings equals the default earnings (or $25,000) minus $18,000 (+25 and –43 equals –18, in thousands of dollars), which results in $7000 in savings. It is entirely possible for an adventurer to begin in debt, in which case the gamemaster and player should determine a suitable reason — such as gambling, recklessness, hard luck, criminal activity, and so on — to explain the result. Such a roll provides a potential opportunity for conflict and motivation.

This simple earning rule, while reduced to a generalization, works well enough for the needs of an adventure setting. For more precise earnings, consult the "Example Earnings" table.

A character keeps his default standard of living — without incurring the daily cost — simply by maintaining his source of income and by living within the limits of his resources. The adventurer may purchase goods and services that fall within his standard of living without the pedantic recordkeeping of tracking every expense.

However, the gamemaster may at any time audit an adventurer for excessive spending, or invoke consequences for any neglect of everyday duties. An adventurer perpetually wandering the world and skirting his civilian responsibilities may discover his lifestyle and income abruptly eliminated. If an adventurer's source of income disappears, then the player suffers the daily cost of his standard of living until a new source of dependable income is discovered.

An adventurer may live above his means — or above his Social Standing — but he must pay the relevant expenses to keep such a lifestyle. For example, an adventurer with an upper class Social Standing who decides to live as an ostentatious aristocrat, would need to spend at minimum $500 a day to maintain this nouveau riche existence. A character may go into debt to maintain this expenditure. However, once debt reaches an amount equal to the character's default earnings, he must succeed with a Class & Credit check (with any relevant difficulty penalties) each month, or abruptly lose his lifestyle. Difficulty penalties accrue as time advances and as the character wears out his luck, according to gamemaster discretion.

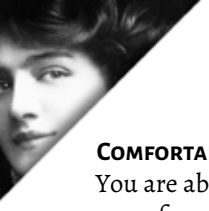
A general description of each standard of living rating follows.

Ostentatious

You live in opulent luxury, able to afford palatial estates and summer châteaux — with a bevy servants at your beck and call. You are rarely susceptible to disease — though you are still mortal, after all. You are less vulnerable to petty crime, but most susceptible to political intrigue, corruption and treachery. Not only can you afford excellent legal protection, but you may even make or control the local laws (or at the very least keep on retainer the best lawyers money can buy). You wear custom clothing — even retaining your own tailor — and can afford the most expensive and modern fashions, as well as equipment, weapons and vehicles that may not be available on the market. You own a combination of titles, land, livestock, and companies, depending on your family history and business interests. At this level, reputation and connections are often more important than money; transactions may happen in credit and favors rather than in hard currency.

Luxurious

You are better off than the majority of the population, able to afford a large property (or possibly multiple properties) or large plush apartment — most likely with numerous servants or attendants in your employ. You are less susceptible to disease than the average worker communing in society, and rarely vulnerable to petty crime (though more susceptible to becoming a pawn of political intrigue). You can afford excellent legal protection, should you need it. You can afford custom clothing and the most expensive and modern fashions, as well as the best equipment, weapons, vehicles or livestock money can buy. You eat excellent food almost all of the time, with access to — or even control over — fresh water. Though the default earnings for this category are $25,000 per year, these figures can fluctuate substantially.



Comfortable
You are able to afford a small house or modest apartment away from the worst part of town, or have possibly invested in a small farmstead, merchant vessel or business. You may be able to afford an employee or two. You possess your own equipment, weapons, vehicle or livestock (but consider these expensive investments). You typically eat well, and have access to fresh water. You are as susceptible to disease as the average individual communing in society, but for the most part are less vulnerable to crime. You can afford adequate legal protection, should you need it. From time to time you may even afford excellent food from an upscale establishment. Though the default earnings for this category are $5000 per year, these figures can fluctuate somewhat.

Frugal
You may be the head of a household of shared accomodations, or the renter of a farmstead, small apartment or flophouse. You possess your own equipment, and possibly your own weapons or livestock (but consider these substantial investments). You are somewhat vulnerable to crime and disease, especially if you live in close proximity to other tenants. You eat an acceptable diet and have access to fresh water. From time to time you may even afford good food. Though the default earnings for this category are $1000 per year, these figures can fluctuate somewhat.

Subsistent
You likely live in squalid conditions in the worst part of town or in shared accommodations (though for the most part are protected from the elements). Sharecroppers and estate tenants sleep in confined spaces with many other individuals, as do workers in established servant quarters. You possess a few keepsakes and maybe your own equipment or weapons (of less than optimal quality). You are more vulnerable to exploitation (with few if any legal powers), violence, theft and disease (especially if you share a cramped living space with other tenants). You typically eat an acceptable diet and have access to clean water (though water may be compromised or polluted in poorer conditions). Though the default earnings for this category are $500 per year, these figures can fluctuate somewhat.

Wretched
You possess the living standard of a beggar, surviving off the land or on the street. Your clothing is threadbare and weathered. Any equipment you own is scavenged. You typically eat the worst food and drink the most compromised or polluted water. Your sleep is likely difficult, causing a fatigue check at the beginning of each day. While living on the street, or in inhospitable wilderness, you are vulnerable to violence (especially from other individuals in similar circumstances), theft and disease (with possible random checks during downtime). The default earnings for this category are $100 per year.

Example Earnings

Average income (U.S.)	$400 to $600 yearly
Housemaid	$100 to $150 yearly
Scullery maid	$50 to $75 yearly
Butler	$300 to $350 yearly
Lady's maid or valet	$100 to $160 yearly
Governess	$100 to $150 yearly
Footman	$150 to $200 yearly
Coachman	$90 to $100 yearly
Chef	$150 to $1500 yearly
Skilled engineer	$1200 to $2500 yearly
Accountant	$1000 to $2000 yearly
Lawyer*	$1000 to $10,000 yearly
Investigator	$500 to $2500 yearly
Chauffeur and mechanic	$500 to $1500 yearly
City clerk	$500 to $2000 yearly
Factory worker	$1.10 to $2.50 daily
Police officer (patrolman)	$800 to $1200 yearly
Police sergeant (detective)	$1200 to $2100 yearly
Police lieutenant	$2000 to $3000 yearly
Fireman	$500 to $1500 yearly
Soldier, infantry†	.50 to $2 daily
Soldier, cavalry†	.50 to $2 daily
Soldier, officer†	$2.50 to $6 daily
Soldier, Cavalry of the Line†	$2.50 to $7 daily
Plumber	$1300 to $1600 yearly
Judge	$5000 to $6000 yearly
Nurse	$200 to $400 yearly
Doctor*	$1000 to $3600 yearly
Resident physician	$1500 to $2000 yearly
Office worker	$1.50 to $3 daily
Superintendent	$5 to $6 daily
School teacher	$500 to $1000 yearly
Professor	$1500 to $3000 yearly
Tradesman, building	.50 to .60 hourly
Average bureaucrat	$700 yearly

*Lawyers and doctors working on retainer for powerful clients may make up to $50,000 salaries, though this is not the norm. Other specialists with unique skillsets, such as investigators, may request five to six times the standard income while in the employ of such an employer.

†Pay is based on rank, with armament and supplies provided.

Example Salaries of Sovereigns and Presidents

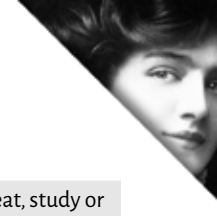
United States	$75,000 yearly
Brazil	$40,000 yearly
Uruguay	$36,000 yearly
Mexico	$25,000 yearly
Great Britain	$2,350,000 yearly
Annuities to royal family (U.K.)	$530,000 yearly
Prussia	$3,772,631 yearly
France	$120,000 yearly
Belgium	$710,000 yearly
Russia	$8,497,000 yearly
Turkey	$4,500,000 yearly
Austria-Hungary	$4,250,000 yearly

Housing and Accommodations

Type	Standard of Living	Cost per room	Average Cost
Bed in a convent	Subsistent	—	.00 to .50 daily
Section of a mud hut or tent	Subsistent	—	.25 to .50 daily
Straw mattress in a flea-infested caravanserai	Subsistent	—	.25 to .50 daily
Room in a village house	Frugal	—	.50 to $1 daily
Village inn	Comfortable	—	.50 to $1.50 daily
Average hotel	Comfortable	—	.50 to $1.50 daily
Luxury hotel	Comfortable	—	$3 to $5 daily
Luxury hotel suite	Luxurious	—	$5 to $20 daily
Average apartment, small	Subsistent	—	$75 to $100 yearly
Average apartment, midsize	Frugal	—	$240 to $300 yearly
Average house (to buy)	Comfortable	$550 to $1250	$2200 to $5000
Small Dutch Colonial house (to buy)	Luxurious	$1000 to $2000	$5000 to $10,000
Luxury apartment (to buy)	Luxurious	$750 to $2500	$7500 to $25,000
Modest Georgian house (to buy)	Luxurious	$675 to $1750	$1 0,000 to $25,000
Historic Colonial mansion (to buy)	Ostentatious	$2500 to $10,000	$50,000 to $200,000
Palatial estate (to buy)	Ostentatious	$6750 to $135,000	$500,000 to $10 million+
Château (to buy)	Ostentatious	$10,000 to $100,000	$1 million to $10 million+

Rooms & Areas in a Home

Small Dutch Colonial (historical or revival)	Office	Cesspit
Attic	Rotunda	Chapel
Bathroom	Service room	Dovecote
Bedroom (or nursery)	Smoking room (or parlor)	Dungeon
Cellar	**Palatial Estate**	Escape tunnel
Dining room	**(includes rooms from "Historic Colonial")**	Garderobe (or wardrobe)
Foyer	Boudoir	Gatehouse
Kitchen	Cupola	Great hall
Study	Elevator	Guardroom
Modest Georgian	Elevator, service	Hamlet, thorp or village (surrounding)
(includes rooms from "Small Dutch Colonial")	Flower room	Icehouse
Driveway	Light well	Larder
Gallery	Lobby	Lord's or lady's apartment
Library	Morning room (or drawing room)	Mezzanine
Vestibule	Stable	Minstrel's gallery
Wine cellar	**Château**	Moat
Historic Colonial	**(includes rooms from "Palatial Estate")**	Oubliette
(includes rooms from "Modest Georgian")	Bailey	Oratory
Automobile room or garage	Barracks	Sewer network
Billiard room	Bottlery	Solar room
Conservatory, garden or orchard	Buttery	Strongroom or vault
Reception room (or drawing room)	Cabinet	Throne room
Sculpture hall	Casemate	Tower keep
Music room	Cemetery	Undercroft or catacombs



Locations expected in a "House of Society"

Area	Standard of Living	Notes
Boudoir	Luxurious	A lady's private quarters, typically adjacent to the bedchamber, used as a private room, retreat, study or personal office (and as a symbol of status), and furnished with books and works of art
Cabinet	Luxurious	A gentleman's private quarters, typically adjacent to the bedchamber, used as a private room, retreat, study or personal office (and as a symbol of status), and furnished with books and works of art
Parlor and drawing room	Comfortable	Essential to any house of society, used for receiving guests (with men retiring to the parlor to talk politics or to broker deals, and women withdrawing to the drawing room to engage in their own intrigues); relevant social skill checks may be affected negatively without these essential additions
Servant quarters	Luxurious	Essential for the proper management of any large estate (with a butler in charge of the pantry, wine cellar, and dining room, as well as of the household staff; the cook in charge of the kitchen and its staff; and the housekeeper in charge of the house and its appearance, as well as of the female servants)
Shooting lodge	Luxurious	A secondary building or residence used for entertaining guests during hunting or shooting season (and for discussing politics and arranging deals)
Wine cellar	Comfortable	An impressive wine may make a relevant skill check (e.g., Influence) one degree easier

Plumbing, Lighting & Telephones (in a home or other building)

Technology	Notes
Plumbing	Where civilized sewage infrastructure supports it, modern plumbing is a luxury (though most common in industrialized areas); less frequently, older buildings may employ makeshift or outdated systems (with the potential for methane buildup and even explosions), while remote locations may still use centuries-old traditions (e.g., hip baths, chamber pots, and privy closets) — older estates may even have their own antiquated (medieval) sewage tunnels
Lighting	
Candles and sconces	—
Natural gas	Secured with a central gas-governor, regulating gas through pipelines to glass-covered burners throughout the property, its sulfurous vapor rapidly tarnishing silver, injuring plants, leather, and gilding, and drying and heating the air; if leaking occurs, the gas may cause poisoning or explosions
Incandescent burners	Secured in glass bulbs lit by alternate oxidation and reduction of two parts carbon and three parts oxygen (regulated by a central meter), each equal in brightness to 40 candles and lasting 1000 to 3000 hours (after which dust clogs the pores of the mantle and causes bits of silica to fuse on the fabric); explosions may occur if gas escapes left-open taps
Acetylene gas	Secured in special burners producing greater heat and brighter light (than other gas solutions), as well as residues of slaked lime; though more efficient and cost-effective, and suitable to country homes especially, the gas is more explosive than its competitors (though less poisonous if leakage occurs)
Paraffin or petroleum oil	Secured in lamps with tapers (regulated with simple levers or knobs), their telltale rich odors tend to thicken the air; with a shattered burning lamp, or with any heating above the flash point (typically 73° Fahrenheit), an explosion and conflagration are likely (and only aggravated by splashed water)
Electric light	Powered through networked wiring (and available to properties in proximity to electric mains), and regulated by a central fuse box; electrocution and conflagration are possible if the fuse box fails to properly regulate sudden surges in the current, or if there is a breach in the wiring
Telephones	Allows calls routed through a local switchboard (however, long distance calls must be made, by appointment, at special soundproofed long distance booths furnished with the latest technology); if no local telephone exchange is available (unlikely in a civilized area), a telephone may still be hardwired to a single other private telephone (such as one owned by another individual or business, or located in another room of the property)

Estate Servants

Servant	Average Cost	Servant	Average Cost
Upper Staff		Laundry maid	$50 to $75 yearly
Butler	$300 to $350 yearly	Lamp boy	$50 to $75 yearly
Housekeeper	$225 to $250 yearly	Page or teaboy	$50 to $100 yearly
Chef or head cook	$150 to $1500 yearly	Head groom or stable master	$175 to $325 yearly
Lady's maid or valet	$100 to $160 yearly	Groom	$75 to $100 yearly
Lower Staff		Stableboy	$50 to $75 yearly
First footman	$150 to $200 yearly	Head gardener	$300 to $650 yearly
Footman, second and others	$100 to $150 yearly	Gamekeeper	$150 to $300 yearly
Head nurse	$100 to $125 yearly	Groundskeeper	$50 to $75 yearly
Coachman	$90 to $100 yearly	**Other Staff**	
Chambermaid	$100 to $125 yearly	Governess	$100 to $150 yearly
Parlor maid	$100 to $125 yearly	Estate lawyer	$3000 to variable yearly
Housemaid	$100 to $150 yearly	Estate physician	$3000 to variable yearly
Between maid	$75 to $100 yearly	Estate detective or security man	$500 to variable yearly
Nurse	$75 to $100 yearly	Chauffeur (and mechanic)	$500 to $1500 yearly
Undercook	$75 to $100 yearly	Gatekeeper	$50 to $75 yearly
Kitchen maid	$75 to $100 yearly	Land steward*	$500 to $1500 yearly
Scullery maid	$50 to $75 yearly	House steward	$250 to $500 yearly

*Typically housed in his own detached private estate on the premises

Note that most servants are provided accommodations with their annual pay.

Common New England Architectural Styles

Architectural Style	Notes
First Period	Built mostly between 1600 to 1700. Associated with European influences and colonial vernacular styles. Most prevalent in Connecticut, coastal Massachusetts and the Hudson River regions. Characteristics include: steeply pitched roof, slightly asymmetrical plan, central chimney or paired chimneys, exposed frame, leaded diamond-paned casement windows, L-shaped staircase winding around the central chimney (**examples**: Jonathan Corwin House in Salem, Fairbanks House in Dedham, Old Witch House in Arkham, Judge's Farmhouse in Danvers).
Georgian	Built mostly between 1700 to 1780. Influenced by Sir Christopher Wren, Sir John Vanbrugh, Thomas Archer, William Talman, and Nicholas Hawksmoor, and associated with various early colonial architects (e.g., James Gibbs, Colen Campbell, Richard Boyle, William Kent, Isaac Ware, Henry Flitcroft, Giacomo Leoni, James Paine, Robert Taylor, John Wood). Most prevalent along the eastern coast and especially in towns economically depressed in the nineteenth century (e.g., Portsmouth, Newport, Innsmouth). Characteristics include: central hall floor plan, paneled front door topped with rectangular windows (in door or as a transom) and capped with an elaborate crown (entablature), decorative pilasters, cornices embellished with decorative moldings, dentil-work, (gabled or gambrel or hipped) roof with paired chimneys, small six-paned sash or dormer windows (in the upper floors), larger nine- or twelve-paned windows (on the main floor), high ceilings, elaborate mantlepieces and paneling (**examples**: Massachusetts Hall at Harvard University, Gilman House in Innsmouth).
Federal	Built mostly between 1780 to 1820. Associated with architects Charles Bulfinch and Robert Adam, and with Major Pierre Charles L'Enfant and his L'Enfant Plan for the city of Washington (for George Washington). Most prevalent in (historically) affluent areas of New England and the South, and especially in port towns (e.g., Boston, Salem, Arkham, Innsmouth, Newburyport, Marblehead, Newport, Providence, Warren, Bristol, Portland, Wiscasset, Portsmouth, Philadelphia, New York, Baltimore, Washington, D.C.), in the Chestnut Street District in Salem, in the Smuggler's Wharves of east Arkham, and in various inland rural areas of northern New England that were still sparsely settled during the historical period. Characteristics include: ancient Roman influences and motifs (e.g., bald eagle), attenuated detail (usually isolated in panels, tablets, and friezes), flushboard siding, Palladian windows, flat or keystone lintels, iron railings and balconies, hipped roof (often three stories) (**examples**: Julia Row in New Orleans, Massachusetts State House, Old Town Hall in Salem, Smuggler's Row in east Arkham, Masonic Hall in Innsmouth).

Common New England Architectural Styles (continued)

Architectural Style	Notes
Greek Revival	Built mostly between 1825 to 1860. Associated with first generation of American-born architects (e.g., Benjamin Latrobe, Robert Mills, William Strickland, Thomas U. Walter, Ithiel Town). Most prevalent in cities that industrialized during this historical period (e.g., New Haven, Hartford, Cambridge, New Bedford). Characteristics include: ancient Greek influences and motifs (e.g., full-width colonnaded porch approximating appearance of Greek temples), heavy entablature and cornices, generally symmetrical facade, elaborate front door sidelights and rectangular transom, lack of prominent chimneys, gable or hipped roof of low pitch, Roman or Greek (Doric, Ionic or Corinthian) columns, porches supported by prominent squares or rounded columns (**examples**: Second Bank of the United States in Philadelphia, facade of the British Museum, Athenaeum in Providence, Parmenides at Miskatonic University).
Gothic Revival	Built mostly between 1840 to 1880. Influenced by medieval Gothic architecture and associated with architects Alexander Jackson Davis and Andrew Jackson Downing. Most prevalent in northeastern states (mostly in rural areas). Characteristics include: medieval Gothic influences and motifs (e.g., medieval workmanship, intricate ornamentation, castle-style towers, turrets, and parapeted gables), prominent central cross-gable and asymmetrical L-shaped floor plan, steeply pitched roof, open cornices and exposed rafters, windows commonly extended into gables, doors (often batten) with pointed arches or gothic motifs and decorative crowns, tall and slim chimneys (often medieval in character), drip moldings, fan-vaulting (**examples**: Henry C. Bowen House in Connecticut, St. Michael's Episcopal Church in Kingsport).
Italianate	Built mostly between 1840 to 1885. Influenced by the informal Italian villas of northern Italy and sixteenth century Italian Renaissance architecture, and associated with architects John Nash, Sir Charles Barry and Andrew Jackson Downing. Most prevalent in expanding towns and cities of the historical period (e.g., Midwest), as well as in the older but still growing cities of the northeastern seaboard. Characteristics include: low-pitched or flat roof (frequently hipped), balustrade concealing the roof-scape, cupola, quoins, loggia, balconies with wrought-iron railings or Renaissance balustrading, projecting eaves supported by corbels, imposing cornice structures, pedimented windows and doors, arch-headed, pedimented or Serlian windows (with pronounced architraves and archivolts), angled bay windows, attic with a row of awning windows, glazed doors (**examples**: Royal Southern Yacht Club in Southampton, Yancey Clagham Estate in Arkham, Stephen Head Farnam House in Oneida).
Second Empire	Built mostly between 1855 to 1885. Influenced by the latest French building styles and the reign of Napoleon III, and associated with architects Francois Mansart, Alfred B. Mullett and H.H. Richardson. Most prevalent in northeastern and midwestern states (and widely used in the design of municipal and corporate buildings). Characteristics include: symmetrical (with a tower or tower-like element in the center) or asymmetrical (with a tower or tower-like element to one side) floor plan, mansard roof (providing a full upper story of usable attic living space) with dormer windows on steep, central tower (often, in municipal buildings, incorporating a clock), full porches, tall first-story windows with elaborate surrounds (e.g., arched, hooded, pedimented, dentiled), typically stone but also brick or wood frame (with clapboard siding) (**examples**: War and Navy Building in Washington D.C., Benjamin W. Crowninshield in Boston, William Dorsheimer House in Buffalo, Old City Hall in Boston).
Stick	Built mostly between 1860 to 1890. Associated with architects Richard Morris Hunt and Charles Eastlake. Most prevalent in northeastern states (and frequently used in the design of train stations and life-saving stations). Characteristics include: relatively plain layout (often accented with trusses on the gables or decorative shingles), plain trim boards, aprons (and other decorative features), complex gable roof (usually steeply pitched with cross gables and overhanging eaves, and radiating spindle details at the gable peaks), interpenetrating roof planes with paneled brick and corbeled chimneys, wooden wall cladding (either with clapboards or with board-and-batten siding) interrupted by patterns of (horizontal, vertical, or diagonal) boards raised from the wall surface for emphasis and representing the underlying framework (often resembling the half-timbering of medieval Tudor homes), extensive porches and verandas, spindle detailing (note that highly stylized and decorative versions of the Stick style are often referred to as Eastlake) (**examples**: Chatham Train Station in Chatham, John N. A. Griswold House in Newport, Arkham Train Station in east Arkham).
Queen Anne	Built mostly between 1880 to 1910. Encompassing multiple stylistic traditions (some influenced by the ideals promoted by artists such as John Ruskin and William Morris) and associated with various architects (e.g., Richard Norman Shaw, Henry Hobson Richardson). Most prevalent in an any number of New England locations (and particularly west of the Appalachians). Characteristics include: irregular floor plan, projecting upper floor (with bay windows cut away from the upper story), tower or turret, integrated details (e.g., brackets, roof cresting, ornamental chimneys), eclectic borrowing from various architectural styles (including reinterpreted classical forms), textured wall patterns (including decorative shingles), lacy ornamentation around porch entries and at gable ends, rich and bold paint color schemes, typically wood framing (though sometimes brick or stone masonry with second floor wood framing) (**example**: Signal Hill rowhouses in south Arkham).

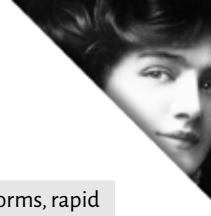
Common New England Architectural Styles (continued)

Architectural Style	Notes
Shingle	Built mostly between 1880 to 1900. Influenced by the writings of John Ruskin and William Morris and associated with architectural firms McKim, Mead and White, and Peabody and Stearns. Most prevalent in well-to-do areas of the northeast (e.g., Newport, Cape Cod, eastern Long Island, coastal Maine), and in the design of summer destinations and seaside cottages. Characteristics include: two- or three-storied asymmetrical floor plan, greater emphasis on horizontality, irregular (hipped, gable, or gambrel) roof line emulating plain and shingled surfaces of colonial structures (with weathering to impress the passage of time), intersecting cross gables and multi-level eaves, rounded turrets or towers (or half-towers integrated into the main volume of the building), prominent corbeled chimneys, eyebrow dormers (**examples**: Kragsyde in Manchester-by-the-Sea, William G. Low House in Bristol).
Colonial Revival	Built mostly between 1880 to present. Influenced by colonial (e.g., Georgian and Federal) precedents. Found throughout the country. Characteristics include: asymmetrical and open floor plan (compared to historical examples), one story wings, (gable, hipped, or gambrel) roof (commonly embellished with a balustrade), accentuated front door with decorative pediment (supported by pilasters or by slender columns to form an entry porch), dormers (often with exaggerated, eclectic pediments), detailing from two or more types of Colonial styles (often combined into an eclectic form) (**example**: Arkham Commission for Antiquities).
Arts and Crafts	A current architectural style. Influenced by the writings of John Ruskin and William Morris and associated with architects Julia Morgan and Bernard Maybeck, with various architects in Chicago (e.g., Frank Lloyd Wright, George Washington Maher), with the Country Day School movement, and with architectural firms Greene and Greene (among others). Found in the Midwest, the Pacific, and scattered throughout the country (as a progressively new style). Charecteristics include: medieval influences and motifs (e.g., bold and simple forms, strong colors, rustic and robust effects, expressions of the beauty of woodcraft — with some elements deliberately left slightly unfinished to show the qualities of the materials used), bungalow or irregular floor plan, integration with or consideration of local materials and environment, use of patterns inspired by British flora and fauna and forms inspired by the vernacular traditions of the British countryside, implementation of old medieval techniques (e.g., engraved flourishes, ornamental brickwork) (**examples**: Patten Gymnasium at Northwestern University, Frank Lloyd Wright's house and studio in Chicago).

When was the property constructed?

Constructed	Original Owner	Unique Feature of the Propery	Hidden Cache
Early 18th Century to early 19th Century	Merchant, governor, councilman	Older secondary structure (e.g., foundation and ruins, unfinished construction, First Period or native domecile), dolmen, 1d8 menhirs, secluded graveyard with eroded stones, ancient curse of the native peoples	Colonial journal (containing: war profiteering accounts, spy logs, Masonic activities, quotes from the King James Bible, occult lore, property's cartography, witch recipes, record of a crime committed against local folk or servants, record of a crime committed against the house lord by local folk or servants), encrypted document (e.g., ancient glyphs, native symbols, Bible codes), stash of native relics
Early 18th Century to mid 19th Century	Sea captain, smuggler, privateer	Family chapel, family crypt or catacombs, hidden vault, legend of buried treasure, rumors of mysterious suicide, smuggler's tunnles and secret passageways*	Seafaring diary (containing: uncharted island or reef coordinates, secret pact to protect or control the Commonwealth or the Crown, area's tunnel maps, accounting of gold bars or doubloons, record of an artifact traded for a nefarious price, testimony of a ship invasion at sea, sketches of a lost world and its inhabitants), encrypted document (e.g., Elizabethan code, contemporary encryption), chest of doubloons
Mid 19th Century to current era	Industrialist, philanthropist, dilettante	Statuary and fountains, experimental technologies (e.g., mining cars, elevators and lifts, steam-powered motors), underground architecture (e.g., secluded study or library, billiards room, private quarters), hedge maze, fortification or panic room, private zoo or hunting grounds, acquired foreign treasures or museum, foreign or exotic architectural details, lordless servants still living on the property	Corporate logbook (containing: musings about the inner workings of the populace and environs, records of local politics and economies, accounting of colonial holdings, occult dabbling, dilettante sketches, criminal confession, record of conspiratorial meeting, blackmail evidence, pact with ancient power to save or control the world), hobbyist paintings and materials, encrypted document (e.g., painfully obvious cipher, incredibly complex cipher), private bank vault

*Developed in an earlier age of privateering and smuggling, and typically found in colonial estates near piers and wharves, in criminal locales, or in capitals of political intrigue (e.g., old Salem, east Arkham, Washington D.C.); buildings with smuggler's tunnels — especially those designed by Charles Bulfinch — have exterior chimneys connecting to tunnels (leading to a network of other homes or businesses) through their watertight fireplace arches (their flues providing not only dry entrances to the buildings but also draw systems up through the chimneys for the tunnels)



Environmental Feature

Property Location	Unique Feature of the Propery
Coastal	Perpetual fog and dampness, property slowly collapsing into ocean, sea tunnels or crumbling caverns, unrelenting storms, rapid degradation of property (e.g., peeling paint, dirtied windows), neighboring uninhabited island
Countryside (open)	Horrible chill winds, howling animals (in the night), neighboring unfinished construction or abandoned property, earth tremors, endless fen with quicksand, collapsed roofing, neighboring reservation or village
Countryside (forested)	Termites and collapsing structures or flooring, vermin infestation or habitation, aggressive overgrowth, neighboring historical site or abandoned ancient village, neighboring cemetery lost to time and the elements
Hills or mountaints	Elaborate grotto or local cave network, desertification and perpetual dust clouds, distant drums and smells of fire (in the night), strange figures (in the night), property built on older ruins, volcanic activity, strange lights, neighboring hill or mountain people
Swamp or river	Encroaching swamp, underground river or aquifer, sinkhole damage, festering mildew, stink of rot and refuse, alien vegetation or fungus, strange decomposition, neighboring swamp people
Urban	Fire damage, furniture ransacked, abandoned neighborhood, local gang hideout, feeling of being watched (in the night), neighboring squatters

Furnishings

1d10	Furniture	Wall Decoration
1	Iconoclastic (e.g., minimalism, use of glass and metal)	Iconoclastic artwork (e.g., Pablo Picasso, Austin Osman Spare, works from a dealer in Paris)
2	Modern (e.g., Craftsman, Art Nouveau) and possibly commissioned especially for the property	Wall design matches the total aesthetic of the furniture (e.g., ornamental sconces, embellished panels)
3	Exotic (e.g., Egyptian, Doric, Oriental, Egyptian)	Exotic (foreign) sculptures or relics (possibly replicas)
4	Matches the architectural ethos (e.g., Federal, Italianate, Queen Anne)	Paintings and tapestries matching the time period of the architecture (e.g., ancestral portraits, china and silver, old garments and laces of great richness)
5	Victorian (e.g., excessive ornamentation, cluttered books and trinkets, numerous plants, heavy and oppressive curtains)	Intricate and busy wallpapers of varying colors and floral ornament, stacked galleries of paintings (of eclectic styles) presented in mismatched, gilded and frilly framing
6	Local vernacular or native folk (e.g., Appalachian, Wampanoag)	Vernacular (local) sculptures, relics or instruments
7	Stock pieces from a catalog system (e.g., Sears)	Family portraits and trinkets, catalog wallpaper (in a stratum of past papering)
8	Used and mixed (secondhand or inherited from a dealer)	Mixed and matched paintings (and some empty spaces)
9	Eclectic (or partially unfurnished)	Disrepair or damage (possibly covered with secondhand carpets or cheap paintings)
10	Empty	Punched-out walls, bared flooring (possibly exposed wiring or gas lines)

Has the property been repurposed?

1d12	Repurposed Conversion
1	Small museum (or remote wing of a major local museum)
2	Small police headquarters and jail (or precinct of a major local police force)
3	Coroner's office or mortuary (or adjunct to a major local hospital, university or police force)
4	Hotel (rundown or gentrified)
5	Small private school or university (or department or fraternity of a major local university)
6	Sanitarium (hospital or asylum, or remote wing of a major local sanitarium)
7	Headquarters or lodge of a secret order, antiquary group or Masonic fraternity
8	Headquarters or department of a psychic research group (private or university)
9	Purchased by absentee owners (or condemned and boarded)
10	Criminal enterprise (rundown or gentrified) (e.g., brothel, speakeasy, casino, opium den, bolt hole)
11	Orphanage (religious and private or progressive and public, rundown or gentrified)
12	Subdivided between various interests (e.g., apartments, studios, governmental bureaus, galleries, businesses, offices)

Proper Decoration

(Excerpt from *The Book of the Home: An Encyclopaedia of All Matters Relating to the House and Household Management* by H.C. Davidson, 1905)

Drawing-room colour scheme: By far the most important room from a decorative point of view is the drawing-room. Assuming it to be of fair size, and dealing with the walls chiefly, as the largest area to be considered, it is necessary to determine, firstly, whether they are to be painted or papered, or both combined; secondly, whether they are to be decorated in one prevailing colour of different tones, or in various colours in harmony; and thirdly, what particular colour or colours are to be adopted.

The first two points are entirely matter of opinion; to some the onecolour scheme would be monotonous. As regards the third point, the yellower grays or greens are suitable, especially yellow if the room is not well lighted. The carpet should be either a low-toned red or green; and the floorspace between carpet and skirting might be painted a darker tone of the dado, if the carpet is to be green, but greenish-gray as in the frieze, if the carpet is red. All other furnishings of the room should repeat the colourings used in the wall. Should the room be low in ceiling, the moulding might be dispensed with, the wall being the same colour throughout. If the room is very high, a simply-panelled ceiling of some suitable paper is advisable. All horizontal lines suggest width, and a reference to the dining-room scheme will show that the upright lines of panelling suggest height.

Dining-room colour scheme: A warm scheme of colour is chosen for the dining-room. Wooden panelling is used for the dado, or this may be dispensed with. Instead of painted walls, a low-toned red paper may be used, and instead of a dado, a projecting moulding is advisable to keep the furniture clear of the wall. Parquetry is suitable for the borders round the carpet, or the flooring may be stained. For the carpet itself, a low-toned olive-green is suitable.

Library colour scheme: In the library the walls are painted in oil or distemper, and kept rather low-toned in order to suggest the repose necessary for quiet study. A little brightness, however, is introduced in the wooden moulding at the base of the frieze and in the cornice. Instead of distempering, a Japanese or other paper may be used, though, of course, it is more expensive.

Hall and staircase colour scheme: The walls in the hall and on the staircases should not be dark in colour, especially if the entrance is narrow. Terra-cotta, slightly darker than the dado in the drawing room scheme, looks well in either distemper or paper; or, the ground colour of the frieze in the dining-room scheme may be adopted. Simple wooden panelling carried up a few feet, and stained or painted to suit the colour of the wall, can be recommended. The ceiling should be creamy-white.

Bedroom colour scheme: The following three schemes are all suitable for bedrooms...

1. Large design of purple irises for the paper, ivory-white paint for the wood-work, picked out with gold; pale golden-brown carpet, and curtains striped gold and white. Colouring: gold, purple, white.

2. Best room. For the paper, a large design of two shades of yellow poppies, dark and light, on white ground. Ivory paint; gray-green carpet; green and white chintz curtains. Colouring: yellow, green, white.

3. Walls panelled, oak furniture, yellow silk brocade curtains for bed and windows, brown and yellow carpet. Colouring: brown and yellow.

Nursery colour scheme: The day nursery should have brightness, warmth of tones, and light. Too much red is to be avoided, as it is trying to the eyes. There are many very pretty light nursery papers illustrating nursery rhymes. These, if chosen in light tones, could then be varnished over, which would keep the paper clean, and it could be carefully wiped with a damp cloth when dirty. Instead of nursery rhymes some coloured prints in the illustrated papers are excellent. If they are carefully pasted on the wall, with panels of a buff or straw-coloured paper 3 feet wide between the pictures, and then varnished all over, they give the nursery a cheerful appearance. The wood-work might be dark olive-green or pitch pine, which would be clean and fresh looking. A warm carpet in the centre of the room, in reddish tones, the boards all round being polished, would give a general fresh appearance.

On the walls of the night nursery there should be a paper of a white ground, with sprays of pink rosebuds trailing all over it, and green leaves. The curtains to the windows should either be white dimity or chintz, the design rosebuds on white ground. Ivory-white paint, and a floor of polished wood, with large warm rugs in tones of pink and green at each side of the cots, and a very large hearth-rug in tones of pink and green in front, will combine well with the rest. The valances to the cots should be of the dimity or chintz. On each little bed should be laid an eider-down quilt of pink silk in centre, with border of apple-green. The furniture should be ivory-white.

General advice on colouring: Light papers do not show dust so much as the darker kinds. In selecting papers, it is well to remember that they are to serve as backgrounds, and should not in themselves attract much attention.

Hirelings

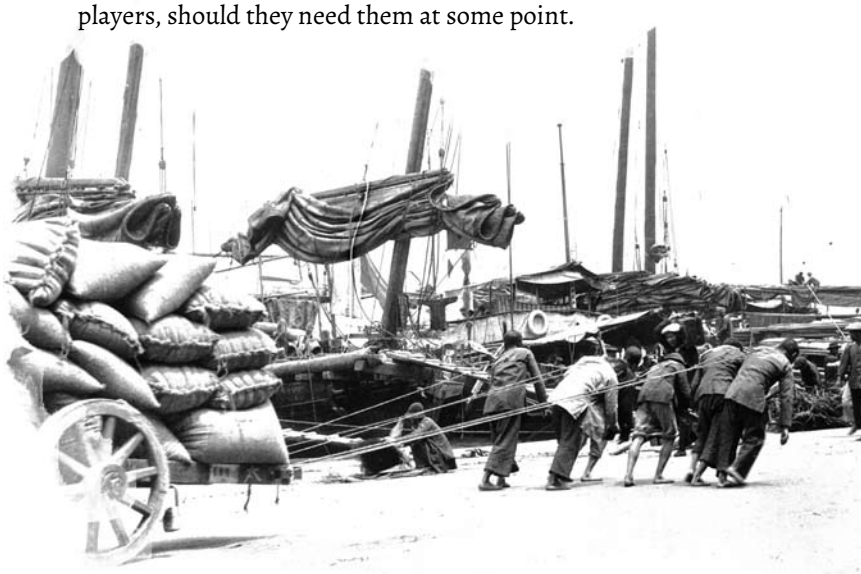
Hirelings — or retainers — are employees paid for their specialized skills, oftentimes in the context of dangerous adventure. A hireling may be a servant — such as a valet or chauffeur doubling as a bodyguard or companion — or a specialist — such as a mercenary, an occultist, or a scholar. Specialists also include translators and guides knowledgable about foreign territories and about ancient legends. One cannot reliably know a hireling's true mettle or intentions when first hiring him or her. It is only through trial under fire that the true worth of a hireling can be determined. The drunken, profane cook may prove a valiant fighter, and the handsome, boastful infantryman a complete coward, once trouble starts. In the interview process, when determining pay, the adventurer may venture a guess and an Intuition roll to assess honesty in the interviewee, but there will remain a margin of error with any new retainer.

The cost for a hireling ranges greatly depending on the circumstances and on the Social Standing of the employee. Those hirelings on the lowest rung of the social ladder, and living in the most adverse conditions, may be hired for an amount in dollars equal to a tenth to a third of their specialty skill. Those hirelings with more unique skills, and living in borderland territories or in civilization, may command an amount equal to a third, a half or the total of their specialty skill. Hirelings with rare skill sets, and working in borderland or wilderness territories with little or no competition, may almost certainly demand an amount equal to the total of their specialty skill, or even up to double or triple the amount. As the adventurer won't know the hireling's skill, negotiation of wages may involve exaggeration or outright lying about one's expertise.

Note that in rare circumstances, the ostentatious employer may keep on retainer an employee with unique and invaluable skill sets. Payment for such an arrangement can be anywhere from 4 times the employee's skill level up to 50 times the amount — though this is an opportunity reserved for privileged specialists such as court advisors, royal occultists, personal physicians, family lawyers, loyal bodyguards, and so on.

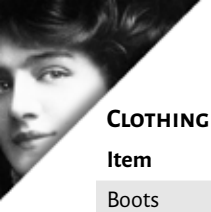
Typically, the duration of the agreement is for a month, or for the entirety of an assignment — whichever is less. If an assignment runs longer than a month, then the cost negotiated is per month. The hireling may negotiate for supplies included (an added expense), for barter, or for some atypical exchange (hopefully full of potential story hooks). While the asking cost provides a bargaining range of values that the hireling will find amenable, the employer may discover absolute loyalty from a generously compensated hireling. Morale checks will invariably be augmented or penalized based on payment and on general treatment over the course of an adventure. Of course, a dishonest or sociopathic employee will most likely take advantage — at any chance of opportunity — of a gullible and overcompensating employer.

Finally, note that reliable hirelings surviving the stress of adventure may prove worthy as replacement characters for players, should they need them at some point.



Hireling Cost Examples

Hireling	Region	Specialty Skill	Actual Skill %	Claims skill is...	Bargaining Range
Local guide	Wilderness	Common Knowledge	47%	Expert (77%)	$7 to $15 monthly
Alcoholic surgeon	Borderland	Medicine	102%	Master (100%)	$150 to $200 monthly
Beautiful occultist	Civilization	Occult	0%	Master (100%)	$200 to $300 monthly
Rude mercenary	Borderland	Fighting Method	58%	Professional (58%)	$58 to $60 monthly
Askari escort	Wilderness	Fighting Method	52%	Professional (52%)	$5 to $6 monthly
Native escort	Wilderness	Fighting Method	21%	Professional (54%)	$5 to $6 monthly
Friendly dragoman	Civilization	Native Tongue	61%	Expert (78%)	$8 to $38 monthly
Native porter	Wilderness	Brawn	19%	"I can carry anything!"	$1 to $2 monthly
Charming governess	Borderland	Tradeskill (Education)	51%	Expert (75%)	$7 to $8 monthly



Clothing

Item	Average Cost
Boots	$3 to $6
Gloves, driving	$2 to $3.50
Gloves, long dress	$2.50 to $8.25
Gloves, working	.50 to $2
Goggles, driving	$2 to $7
Hat, bowler	$1 to $3
Hat, flat	$1 to $3
Hat, Homburg	$1.25 to $4
Hat, Stetson	$1.25 to $4
Hat, top	$2.50 to $10
Men's underwear	.50 to .60
Men's coat, duster	$6 to $12
Men's coat, frock	$10 to $60
Men's coat, Norfolk	$5 to $50
Men's shirt	$1 to $1.50
Men's shoes	$2 to $20
Men's suit, custom three-piece	$50 to $100
Men's suit, three-piece	$10 to $25
Men's tie	.25 to $1
Men's trousers	$2 to $2.50
Men's waistcoat	$5 to $50
Raincoat	$5 to $10
Scarf	.80 to $2.75
Spectacles	.75 to 2$2.50
Women's corset	$1 to $5
Women's dress	$10 to $60
Women's emroidered hat	$3.25 to $10
Women's evening gown	$40 to $205
Women's headband	.50 to $1
Women's shoes	$2 to $20
Women's silk waists	$1.50 to $3
Women's stockings	.25 to .50
Women's suit	$20 to $30
Women's tunic	$2 to $70

Tools

Item	Enc	Average Cost
Bandolier (holds up to 25 to 50 rounds)	1	$3 to $3.50
Bedroll	1	$2.50 to $3
Binoculars or telescope (×10 to ×30 magn.)	1 to 3	$10 to $60
Box of .45 cartidges (1000)	1	$18 to $27
Box of shotgun cartridges (1000)	1	$20 to $26
Camera and tripod	4	$15 to $40
Compass	—	$2 to $2.25
Cookware (for travel)	2	$1 to $2

Tools (continued)

Item	Enc	Average Cost
Crowbar	1	.50 to .75
Dynamite (25 sticks)	3	$50 to $55
Electric pentacle (8 hours with generator)	5	Special
First aid kit (10 applications of First Aid)	1	$1 to $1.10
Flare (30 minutes)	1	.10 to .15
Flashlight (8 hours)	1	$1 to $2.75
Food rations (6 meals)	1	.10 to .30
Forensics kit, mobile	3	$9 to $12
Fuse, dynamite (100 feet)	2	$5 to $6
Generator, gasoline (10 gallon capacity)	20	$40 to $100
Gasoline	2	.05 to .10 gallon
Gas mask	1	$2.75 to $4.15
Gun cleaning kit	2	.75 to $1
Hatchet	2	$1.25 to $1.50
Haversack (holds up to 20 Enc)	2	$3 to $10
Holster, handgun	1	$4 to $5
Knife, survival	1	$1 to $3.50
Lantern, gas (8 hours)	2	$1 to $2
Lantern, incandescent (1000 hours with generator)	2	$2 to $3
Lantern oil (120 hours worth of light)	2	.05 to .10 gallon
Lock picks	—	$1.50 to $2
Medical kit, basic (10 applications of Medicine)	2	$9 to $10
Medical kit, surgical (10 applications of Medicine)	4	$12 to $25
Pistol or revolver web lanyard	—	.50 to .75
Rope (40 feet)	2	$1 to $1.25
Saddle and tack, cavalry	4	$6 to $35
Saddle and tack, riding	3	$5 to $32
Saddle bags (holds up to 2 x 20 Enc)	2	$2.50 to $3.50
Shaving kit (for travel)	—	$1 to $1.25
Shovel	2	$1.50 to $1.75
Step ladder	5	$1 to $2
Tent, shelter (2 people)	3	$2 to $2.25
Toolset, basic (Mechanisms application)	3	$4 to $8
Toolset, entrenching (Survival application)	4	$7 to $8
Toolset, excavation (Archaeology application)	3	$5 to $8
Toolset, machining (Engineering application)	5	$25 to $50
Toolset, mechanic (Mechanisms application)	5	$20 to $25
Trench periscope	2	Engineering
Trunk, travel (holds up to 30 to 50 Enc)	4 to 5	$3.25 to $20
Web cartridge belt (holds up to 4 magazines and 4 Enc)	1	$1.50 to $3
Wire cutters	1	$1.50 to $1.75
Wire, electric (40 feet)	2	$2 to $3

Miscellaneous

Item	Average Cost
Beans, baked (1 can)	.13 to .15
Beer (1 bottle)	.20 to .40
Bread	.03 to .05
Candy (1 pound)	.10 to .20
Cigarettes (box of 25)	.02 to .06
Coffee (3 pounds)	.25 to .30
Coffee, Turkish (1 cup)	.01 to .02
Eggs (1 dozen)	.20 to .30
Graphophone "talking machine"	$8 to $18
Newspaper	.01 to .02
Perfume or cologne	.30 to $1.50
Piano, player	$40 to $90
Pocket watch	$5 to $10
Quinine (bottle of 100 pills)	.18 to .30
Sewing machine	$12 to $18
Shoe shine	.05 to .07
Soap	.21 to .30
Steak	.20 to .28
Stereoscope slides (package of 50 views)	.35 to .60
Telegraph	.04 to .05 per 500 miles
Telegraph (urgent)	.12 to .15 per 500 miles
Telegraph (urgent from Port Sa'id to New York)	$1.32 to $1.65
Theater ticket	.25 to $1.50
Tobacco (3 pounds)	.30 to .50
Wine (1 bottle)	.20 to $1

Environment and General Armor

Object	Armor	Hit Points
Hardened leather	2	—
Laminated wood, rattan, woven fiber	3	—
Chainmail	5	—
Metal plate	7	—
Wood (10 inches)	5	—
Stone (15 inches)	8	—
Iron (30 inches)	10	—
Boulder, granite	10	40
Boulder, limestone	5	30
Sandbag barrier (5 feet)	8	10
Barrel, wood	4	12
Barrel, steel oil drum	6	20
Castle gate	8	120
Fortress wall	10	250
Chain and shackle	8	5
Wooden door (heavy)	5	10
Wooden door (reinforced)	5	20
Iron door (2 inches)	8	50
Masonry wall (one foot)	8	90
Hewn stone (3 feet thick)	8	540
Wooden fence	1	5
Mudhut or plastered wall	2	15
Automobile (shielded behind it)	its armor ×2	20
Armored vehicle (shielded behind it)	its armor ×2	36
Reinforced steel vault door	10	120

Armor Examples

Item	Notes	Armor	Enc	Average Cost
Brigandine jacket, leather and small plates	Sometimes equipped in trench warfare	6 (torso)	5	Special
Chainmail, Moro	Used by insurgents in the Philippines	5 (torso)	4	Antique
Cuirass, metal plate and wool lining	Antiquated armor appropriated for modern use	7 (torso)	6	Antique
Cuirass, trench warfare	—	8 (torso and upper legs)	7	Special
Cuirass, samurai leather and iron scales	Antiquated armor appropriated for modern use	4 (torso)	3	Antique
Cuirass, samurai solid iron plate	—	4 (torso)	2	Antique
Face mask, chainmail	Face gear for protection against shrapnel	4 (face only)	3	Special
Helmet, brass	—	5 (head)	1	Antique
Helmet, iron or steel	—	7 (head)	1	Antique
Helmet, laminated	—	3 (head)	2	Antique
Shield, laminated hardwood*	In various colonial territories (e.g., Philippines)	3 (special)	3	Antique
Shield, rattan*	In various colonial territories (e.g., Philippines)	3 (special)	2	Antique
Vest, Moro rattan and woven fiber	Used by insurgents in the Philippines	3 (torso)	2	Special
Vest, improvised light ballistics	Experimental or improvised flak jacket (rare)	3 (torso)	2	Engineering

*Shields may also be used as melee weapons, dealing 1d4 points of damage and a potential **bash** special maneuver. Generally, the user declares what body part — such as head, chest or abdomen — is being shielded in a given round. Additionally, the shield arm is defended by default. Large shields may be capable of defending two areas at once. Huge shields, such as improvised riot shields, may protect three areas.

Travel Costs

Type	First Class	Second Class	Third Class
Stagecoach or carriage	.09 to .10 per mile	.07 to .09 per mile	.05 to .07 per mile
Steamer	.03 to .07 per nautical mile	.02 to .03 per nautical mile	.01 to .02 per nautical mile
Train	.04 to .05 per mile	.03 to .04 per mile	.02 to .03 per mile
Trolley or electric streetcar	—	.005 to .01 per mile	—

Mounts and Livestock

Type	Special Abilities	Move (and Top Speed)	Carrying Capacity	Average Cost
Camel	Desert Immunity	Move 12 (and 35 mph)	500 lbs. (or 84 Enc)	$40 to $400
Carrion horror	—	Flight 16 (and 55 mph)	—	—
Dog, sled	Arctic Immunity	Move 8 (10 mph)	—	$8 to $60
Elephant	Beast of Burden, Indomitable Charge	Move 8 (and 40 mph)	1,148 lbs. (or 176 Enc)	$2.50 to $20
Horse, cavalry	—	Move 12 (and 35 mph)	500 lbs. (or 84 Enc)	$12 to $80
Horse, draft	—	Move 12 (and 35 mph)	520 lbs. (or 88 Enc)	$8 to $40
Horse, racing	—	Move 12 (and 40 mph)	480 lbs. (or 80 Enc)	$80 to $850
Horse, riding	—	Move 12 (and 35 mph)	480 lbs. (or 80 Enc)	$8 to $40
Mule or horse, sumpter	Beast of Burden	Move 12 (and 25 mph)	450 lbs. (or 76 Enc)	$2 to $20
Ox	Beast of Burden, Indomitable Charge	Move 8 (and 15 mph)	520 lbs. (or 88 Enc)	$6.50 to $50

Vehicles

Vehicle	Body	Range	Top Speed	Acceleration	Handling	Armor	HP/Integrity	Average Cost
1910 Ford Model T	various*	60	45 mph	15	Hard	2	30/●	$850 to $1000
1910 Ford Model T, modified ("mule truck")	Pickup	90	40 mph	13	Hard	3	34/●●	Engineering
1910 Ford Model T (special chassis)	various*	60	45 mph	15	Normal	2	30/●	$950 to $1200
1909 Oakland Model 40	Touring	60	50 mph	17	Normal	2	32/●	$1600 to $1800
1907 Maxwell, armored	Touring	60	40 mph	10	Normal	4	34/●●	$2500 to $3500
1910 Zimmerman Tourabout	Runabout	48	40 mph	13	Hard	2	30/●	$900 to $1000
1910 Mercer Raceabout Model 35-R	Roadster	120	90 mph	45	Easy	2	30/●	$1950 to $2150
1910 Cino limousine	Limousine	100	45 mph	15	Normal	2	31/●●	$2200 to $2400
Death Special (armored automobile)	Combat	48	24 mph	6	Hard	4/6	34/●●	Class & Credit
1910 Packard Model 30	Touring	100	60 mph	20	Normal	2	31/●	$5000 to $5300
1910 Packard Model 30, modified ("Getaway")	Touring	200	50 mph	17	Easy	3	34/ ●	Engineering
1910 Gräf & Stift Double Phaeton	Limousine	100	45 mph	15	Normal	2/3	30/●●	$2500 to $3000
Rolls Royce Silver Ghost	Luxury	100	50 mph	17	Easy	2/3	30/●●	Class & Credit
Rolls Royce Silver Ghost, armored	Luxury	100	50 mph	13	Normal	3/5	36/●●	Engineering
1902 Simms' Motor ("War Car")	Combat	30	10 mph	3	Daunting	12	38/●●●	Class & Credit
1902 Charron-Girardot-Voigt, armored	Combat	60	40 mph	10	Hard	4/14	36/●●	Class & Credit
Traincar, armored	Transport	—	20 mph	4	—	12	66/●●●	Class & Credit
Stagecoach (horse- or mule-drawn)	Coach	85	24 mph	8	Daunting	2	25/●	$150 to $1500
Omnibus (horse-drawn double-decker)	Transport	85	20 mph	5	Daunting	2	30/●	$1200 to $5000
Wagon (ox-drawn)	Wagon	12	5 mph	1	Daunting	2	16/●	$25 to $100
Sled (dog-drawn)	Sled	40	10 mph	5	Daunting	1	10/●	$2 to $17
Bristol Scout biplane	Plane	250	100 mph	50	—	3	44/●	—
Bicycle	—	150	30 mph	10	—	1	8/●	$10 to $20
Electric streetcar	Transport	—	20 mph	5	—	2	32/●●	—

*The highly customizable Model T comes in various bodies (e.g., coupé, pickup, roadster, runabout, touring). See "Model T" notes for configuration options.

Mount Special Abilities

Ability	Notes
Beast of Burden	Allows the animal to travel overloaded without doubling its recovery time
Arctic Immunity	Allows the animal to forgo exposure and freezing checks in harsh arctic conditions
Desert Immunity	Allows the animal to forgo exposure and thirsting checks in harsh desert conditions
Indomitable Charge	For chases, the running animal possesses an integrity of 2 (treated like a vehicle's integrity)

See "Movement, Exploration and Encumbrance" in the "Game Mechanics Chapter" for more information.

Vehicles (body types)

Body	Notes	Crew	Cargo Capacity
Coach	Full cover allowed with an upgrade (or full armored cover with two upgrades)	6 to 10	260 to 520 Enc
Combat	See "Vehicle Traits and Description" combat vehicle notes		
Coupé	Body modification allowed with an upgrade*	2	40 to 80 Enc
Limousine	Body modification allowed with an upgrade*	4 to 6	120 to 160 Enc
Luxury	Full cover allowed with an upgrade (or full armored cover with two upgrades)	4 to 6	120 to 160 Enc
Pickup	Either crew, cargo or fuel capacity can be doubled with an upgrade (fuel capacity upgrade increases range)	2 to 3	200 to 260 Enc
Plane	—	1 to 2	20 to 60 Enc
Roadster	Maneuverability can be improved with an upgrade†	2	20 to 60 Enc
Runabout	—	2	60 to 80 Enc
Sled	For ice and snow only	1 to 2	20 to 60 Enc
Touring	Body modification allowed with an upgrade*	2 to 4	100 to 120 Enc
Transport	Full cover allowed with an upgrade (or full armored cover with two upgrades)	20 to 80	260 to 520 Enc
Wagon	—	2 to 6	200 to 260 Enc

*With some frames, the body type can be switched with an upgrade, or the upgrade abilities of another body type added to any preexisting upgrades. As one example, the 1910 Ford Model T (special chassis) can be modified to a pickup, or be made to adopt its upgrade abilities. Body type options are typically limited to a coupé, pickup, roadster, or touring.

†With the maneuverability upgrade, Handling becomes one degree easier when driving at half top speed.

Vehicle Traits and Descriptions

For ease of gaming, vehicle statistics are abstracted into some very basic attributes. Some of the terms used to describe these vehicles are explained below. **Note** that vehicles not listed may be extrapolated from the examples given.

A vehicle's **acceleration** acts like its Initiative score (during chases), and measures roughly how much the vehicle may increase its speed in one Combat Round. As a rough calculation, an average vehicle's acceleration is equal to its top speed divided by 3 (or, with extra armor, by 4). Rarely (as with a racing vehicle), the top speed is divided by 2. A sluggish vehicle divides its top speed by 4 or 5, and one with an unearthly acceleration uses its top speed. **Note** that with mounts or other individuals on foot, the runner's Initiative score is used instead.

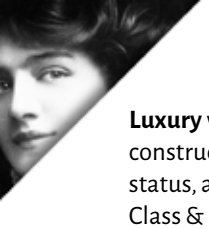
Armor indicates the protection available to passengers (and may also be used for checking damage to the vehicle itself). By default, passengers inside Edwardian-era vehicles (unless otherwise noted) have, at best, partial cover (based on gamemaster discretion and the logic of the vehicle's design). If two armor ratings are indicated, the second rating generally indicates a special compartment (perhaps for passengers).

A vehicle's **average cost** provides a range of values, with the actual purchasing price dependendent upon the model's production number, the current market, the vehicle's condition, and the haggling abilities of the vendor and buyer. Most luxury vehicles — such as the Rolls Royce Silver Ghost, or other custom-built vehicles — can be considered rare and difficult to acquire (except for the extremely well heeled). Many touring vehicles — such as the basic Model T — can be considered more common and perhaps open to negotiation.

Body indicates the overall shape, functionality, design, or automobile type of the vehicle. The "Vehicles (body types)" table lists some of the most common body designations, as well as upgrade notes, crew (or passenger) and cargo capacities. Automobiles are typically designated as one of the following types: coupé, limousine, luxury, pickup (somewhat anachronistic for 1910), roadster, runabout or touring. General explanations of these terms follow.

The **coupé** is most often a closed two-door car body style with a permanently attached fixed roof, that is shorter than a touring of the same model. It often has seating for two passengers (or for possibly two more with the inclusion of a tight-spaced rear seat). The coupé designation was first applied to 19th-century carriages, where the rear-facing seats are eliminated or cut out.

A **limousine** is generally driven by a chauffeur, with a partition between the driver and the passenger compartment. Limousines often have a lengthened wheelbase. Some limousines are designed with an open driver's compartment for the chauffeur and a closed cabin for the passengers (in which case, the vehicle may adopt a luxury vehicle's upgrade options).



Luxury vehicles have better performance, more precise construction, higher comfort, and features that convey image, status, and prestige. Based on gamemaster discretion, any Class & Credit checks may be made one degree easier for those in possession of such a vehicle. Additionally, the gamemaster may consider allowing more upgrades than those for common vehicles (e.g., allowing an increased fuel capacity, full armor cover *and* maneuverability upgrades, all for the same automobile).

The first factory-assembled **pickup** was based on the Ford Model T, with a modified rear body (debuting in 1925). Custom-built pickups, however, are certainly plausible for the Edwardian-era setting. Pickups generally house a cargo box (or stake bed), adjustable tailgate, and strengthened suspension.

A **roadster** — also called a **tourer** — is an open two-seat automobile with emphasis on a sporting appearance and character. Some roadsters have only basic bodies without doors, a windshield, or other weather protection (providing no cover to passengers). Modified roadsters will include doors, a windshield, a simple folding top, and side curtains. Some roadsters of the era are equipped with rumble seats (which fold into the body when not in use).

A **runabout** — also called a **tourabout** — was popular in North America until about 1915. It is a light, inexpensive, basic style with no windshield, top, or doors, and a single row of seats (providing no cover to passengers). Some are modified to include a rumble seat at the rear (providing optional seating for one or two more passengers), or a platform, box, or additional fuel tank. Early runabouts house their engines under the body toward the middle of the chassis (often causing maintenance difficulties).

A **touring** is a popular and common open configuration (offering only partial cover to its passengers) seating up to four (or more with a rumble seat). Touring cars may have two, three or four doors. Engines on earlier models are either located in the front, or in a mid-body position. Side curtains, when available for a particular model, can be installed — by snapping or zipping them into place — to protect passengers from wind and weather (otherwise, passengers must brave the elements). If a soft top is included in the design, it may be folded down, forming a bulky mass known as a "fan" behind the back seat. Most Model T's produced by Ford during this era (starting in 1908) are touring types, with drivers sliding behind the wheel from the passenger seat. For storage, a tonneau cover is used to conceal cargo. When the cover is pulled out, it keeps items out of the sun and provides extra security by keeping personal items out of sight. Many touring styles have a "torpedo" design, a shape revealed by a bonnet line raised to the level of the car's waistline (resulting in a straight beltline from front to back), a detachable or folding hood, tall windshield with supporting uprights, and low side panels and doors.

Vehicles designated for **combat** are almost exclusively armored cars (in the Edwardian setting) — augmented with thick plating and mounted weapons (most likely machine guns). Where two armor ratings are provided, the first number is the general armor rating of the vehicle, and the second the armor of a specified compartment (such as a gun turret). Unless otherwise noted, most armored cars provide partial cover for the heavily armored compartment, and no or partial cover for the driver and other passengers. A few examples are provided in the "Vehicles" table (with notes below).

Death Special (armored automobile). Crew: 2 passengers & 2 gunners. Armor: 4/6, lower rating for driver and passenger (with partial cover) and higher rating for gunners in a rear compartment (with partial cover, while firing, or full cover, while crouching down). Armament: Maxim gun (270° arc).

1902 Simms' Motor ("War Car"). Crew: 4 passengers. Armor: 12, provided for entire crew (with partial cover, while firing, or full cover, while driving or crouching down). Armament: 2 Maxim guns (full 360° arc).

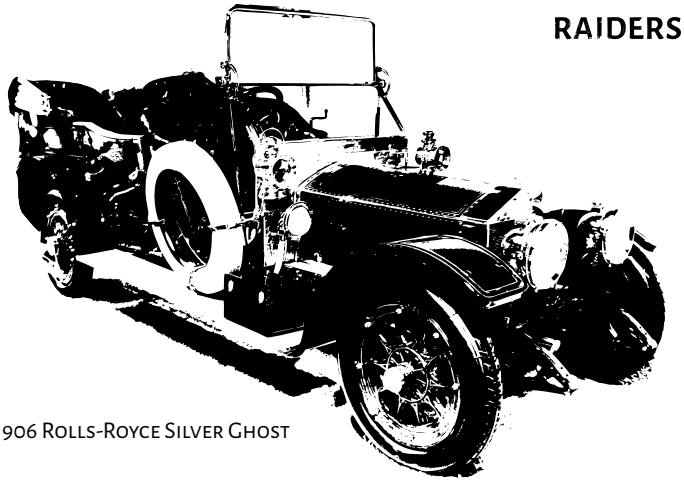
1902 Charron-Girardot-Voigt, armored. Crew: 2 passengers & 2 gunners. Armor: 4/14, lower rating for driver and passenger (with no direct cover) and higher rating for gunners in a rear compartment (with partial cover, while firing, or full cover, while crouching down). Armament: Hotchkiss gun (270° arc).

Cargo capacity provides an approximate guideline indicating storage space for equipment. This value may fluctuate based on the specific design and logic of the vehicle.

Crew designates the average number of allowable passengers (with a standard configuration). Note that this number can be increased with rumble seats, running boards, and other upgrades. For example, a runabout with a rumble seat may allow for 4 passengers instead of the default 2. A touring with running boards may allow for 2 (or more) crew standing at the vehicle's flanks. Likewise, a pickup may increase its crew load with seating in its cargo box.

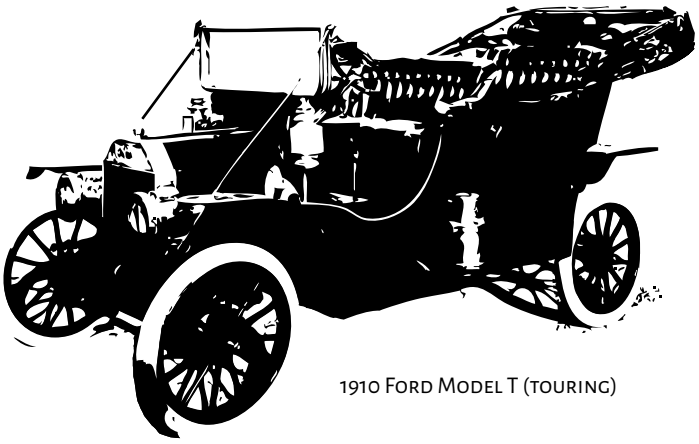
Handling abstracts all of the factors that influence a vehicle's maneuverability into one simple difficulty modifier. Typically, this modifier is used whenever a Drive check is required to maneuver in tricky terrain or around obstacles (the difficulty modifier is not necessarily applied for simply driving at top speed on a relatively straight path). For most vehicles, Handling becomes one degree easier when driving at a quarter top speed.

Hit Points (sometimes abbreviated as **HP**) indicate how much damage the vehicle can suffer before being rendered inoperable beyond basic repair.



1906 Rolls-Royce Silver Ghost

Integrity is an abstract measurement of the chassis' overall resistance to damage, as well as of the strength and interoperability of its various support structures (e.g., axles, bearings, suspension). Most vehicles of the era will have an integrity of one (denoted with a ●), meaning that one forceful hit to an area of the vehicle (e.g., the chassis, the engine, an axle) may cause total destruction to that location. The same damage to a vehicle with an integrity of 2 (●●) would cripple the location's functionality by 50%, but still leave the vehicle in somewhat operable condition. Any damage to a specific location — which doesn't totally destroy its operability — reduces its functionality to a percentage (equaling the total hits left for the location in proportion to the overall integrity rating of the vehicle). For a vehicle with an integrity rating of 3, two hits to a single location would leave the location with 33% (one hit left of the integrity 3 rating) functionality. For a vehicle with an integrity rating of 4, three hits to a single location would leave the location with 25% (one hit left of the integrity 4 rating) functionality. And so on.



1910 Ford Model T (touring)

Range is listed in miles. For general vehicles, this means miles traveled in a day. For automobiles, this indicates miles traveled with a full tank of gas.

Top speed for vehicles is indicated in miles per hour (if ever a Move rating is required, a rough estimation may be calculated by multiplying the top speed by .8). **Note** that with mounts, the Move rating is the mount's Move during combat, while its top speed is used for chases.

Vehicle lists its general name or specific year and model.

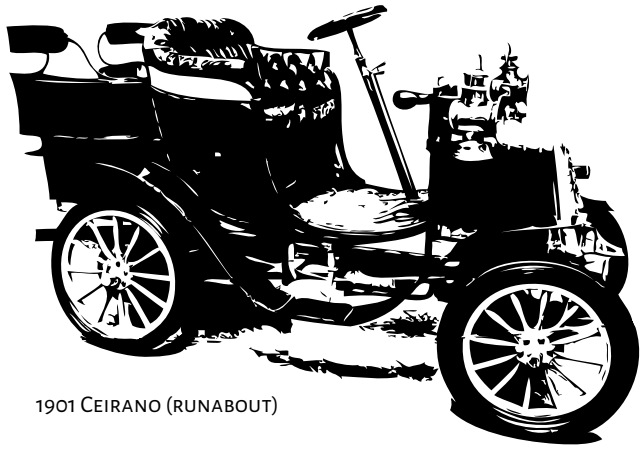
Vehicle Upgrades

Upgrades are indicated in the vehicle tables as general notes, but these are not exhaustive. Creative application is certainly encouraged — with gamemaster discretion — though some guidelines follow. See "Repairing, Upgrading & Inventing" at the end of this chapter.

Practicality suggests that upgrades should be logically consistent with the vehicle's design and functionality. An automobile adding full armored cover may suffer a degradation to its Handling, for example. Or, an increase in fuel capacity may crowd out 2 passenger seats. Decreasing a vehicle's weight to increase its maneuverability may diminish the protective cover of its passengers. And so on.

Other upgrade considerations include the vehicle's **suspension** (which may affect its Handling) and its **wheel type** (which may affect the road damage the vehicle sustains). Early vehicles may be fitted at the factory with fragile, bouncing and jarring leaf spring suspension and wooden artillery wheels, while upgraded (or later model) vehicles may be fitted with coil springs, shock absorption systems, and pneumatic tires (with some rural vehicles being outfitted with offroad tread tires). Such nuances are mechanically folded into the vehicle's Handling attribute, though players and gamemasters are free to extrapolate additional effects for these details (such as describing a breakdown with a cracked wheel — for artillery wheels — versus a breakdown with a blowout — for pneumatic tires).

Commonly, and especially in rugged terrain, drivers will attach numerous backup tires, fuel tanks, mechanic boxes, and water tanks (for overheating radiators), wherever space on the vehicle is available (such as in a replaced rumble seat or along the vehicle's running boards). The cargo capacity listed for each body type provides a general guide to the allowable space for such additions. With so many options available, especially during an era of rapid invention and innovative jury-rigging, such nuances of design and functionality are best left to roleplaying and creative interpretation.



1901 Ceirano (runabout)

Model T Notes

Some features about the Model T, its ubiquity during the Edwardian era, and its limitless customization options, should be considered. For one, the Model T is well regarded (and widely adopted) for its all-terrain adaptability and ruggedness, with its ability to travel rocky or muddy farm lanes, to ford shallow streams, or to climb treacherous inclines. One could do worse when it comes to acquiring an exploration vehicle.

Additionally, it is fairly common for industrious owners to disassemble and reconfigure their Model T's into permanently customized machinery, such as: industrialized tractors, ice saws, coal lifts, electrical generators for backwoods lighting, and even motorized church organs! One of its wheels can be removed and replaced with a pulley fastened to its hub to drive a bucksaw, thresher, silo blower, baler, water pump (for wells, mines, or swampy farm fields), electrical generator, conveyor (for filling corn cribs or haylofts), or any number of other applications. Other options include the conversion of vehicles into railcars, or their fitting with continuous track wheels (for travel over snow). Aftermarket companies sell prefab kits to facilitate these conversions (especially for agriculture and other field work), though skilled engineers and other technical specialists may repurpose their vehicles for other creative adaptations.

Weapon Traits and Descriptions

An extensive list of weapons — including melee, ranged, thrown, firearm, and artillery — is provided in the following tables. Some of the terms used to describe these weapons are explained below.

A firearm's **action** describes its combined parts that enable a round to be chambered, fired and ejected.

An **automatic** firearm (e.g., machine gun) chambers, fires and ejects cartridges continuously while the trigger is pressed (and as long as there are cartridges remaining in the feed mechanism).

A **bolt** action (e.g. rifle) firearm chambers a cartridge (and ejects a spent cartridge) when the shooter manually pulls a bolt mechanism up and back.

A **break** action firearm is loaded and unloaded by activating a release lever and opening and pivoting the barrel (or barrels) away from the breech.

A **lever** action firearm is loaded (and unloaded) and cocked by pulling a lever located below the receiver.

A **pump** action (e.g., shotgun) firearm chambers a round (and ejects a spent round) when the shooter manually slides a movable forearm.

A **revolver** has a revolving cylinder containing multiple chambers and at least one barrel for firing. Each time the user cocks the hammer, the cylinder revolves to align the next chamber and round with the hammer and barrel. With a single-action revolver, the shooter manually pulls the hammer back (the trigger pull only releases the hammer). With a double-action revolver, the trigger pull moves the hammer back and then releases it.

A **semi-automatic** firearm loads, discharges and reloads a cartridge with each squeeze of the trigger (the mechanism is either blowback operated, recoil operated or gas operated).

For expediency, outlier actions (e.g., falling-block, muzzleloading, trapdoor, forward-lifting) are all abstracted as merely **special**.

A weapon's **armor** indicates how likely it is to break when suffering damage. Any weapon that sustains damage — in one blow — greater than twice its armor rating becomes inoperable. See "Breaking a Firearm" in "Combat." If not already listed, a weapon's armor may be derived from the "Weapon Armor and Encumbrance" table.

For **artillery**, several unique attributes are used (such as **mounting**, **shell**, and **gun crew**). These are explained in the "Artillery Traits and Descriptions" section.

A weapon's **average cost** provides a range of values, with the actual purchasing price dependendent upon the availability of the weapon, the current market, the weapon's condition, and the haggling abilities of the vendor and buyer.

Base range is the attack distance at which the skill check difficulty is considered Normal. At half base range, the difficulty becomes Easy, and at twice base range, the difficulty becomes Hard. Base range for a shotgun is the first number provided in its series. Thus, the 16 gauge shotgun has a base range of 50 yards. The other numbers represent distances at which its damage roll changes. Note that some melee weapons include a base range (such as the hatchet, with a base range of 10 yards). For melee weapons, this denotes its effective throwing range. See "Weapon Ranges" in the "Combat" chapter.

For firearms, the weapon's specific **cartridge** is listed. Typically, a firearm can use only its designated ammunition. For some firearms — such as shotguns — the designated **gauge** is listed instead.

Continent indicates a weapon's probable availability or use in various parts of the world. For firearms, weapons are grouped by country.

Damage lists the amount rolled for a successful attack. Explosives include an **area of effect** (indicated by two numbers in parentheses). Anyone inside the base radius of the explosion — indicated by the first number — suffers its higher damage potential. Anyone within range of the second number still suffers its lower damage potential. Thus, a stick of dynamite causes 5d6 points of damage to anyone within 3 yards of the explosion, and 1d6 points of damage to anyone outside this radius but still within 6 yards.

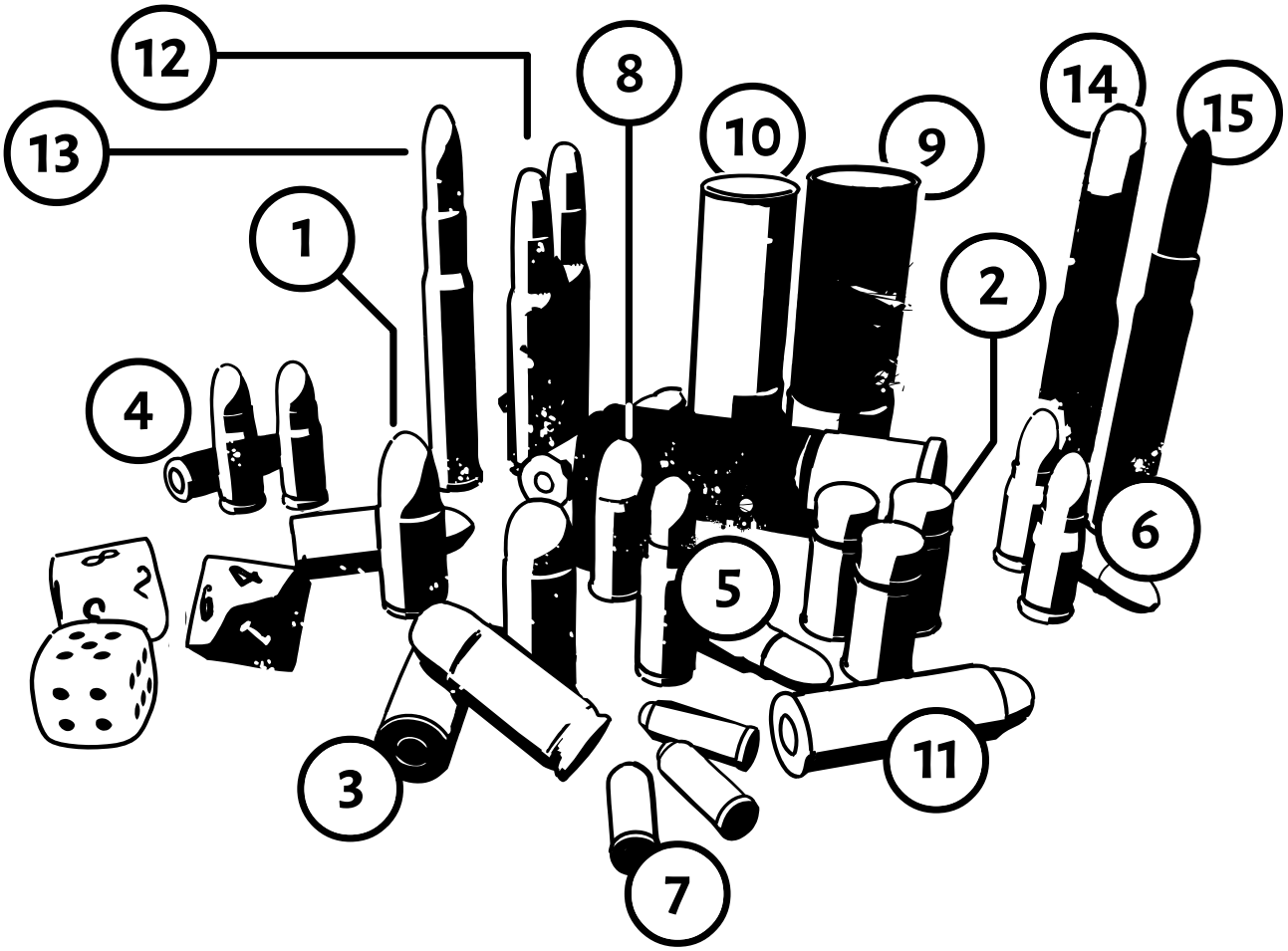
Encumbrance (sometimes abbreviated as **Enc**) communicates the weight and bulk of the weapon. See "Movement, Exploration & Encumbrance" in the "Game Mechanics" chapter. If not already listed, a weapon's encumbrance may be derived from the "Weapon Armor and Encumbrance" table.

Some weapons, mostly firearms, possess a **Malfunction** rating (sometimes abbreviated as **Malf**), which is indicated by two numbers. The lower number is used for a weapon that is in poor condition, and the higher number is used for a weapon that is in optimal condition. If the assailant rolls the Malfunction rating or higher, while attacking, his weapon malfunctions. See "Firearm Malfunctions" in the "Combat" chapter.

Cartridge and Damage Examples

Key*	Cartridge	Damage
1	.455 Webley	1d10+2
2	.455 Webley ("Manstopper")	1d8+4
3	.45 ACP	1d10+2
4	7.65mm Parabellum	1d8
5	7.63mm Mauser	1d8
6	8mm Nambu	1d8
7	.22 Short	1d4+2
8	.38 S&W	1d6+2
9	12 gauge	4d6/1d12/1d6
10	16 gauge	3d6/1d10/1d6
11	.45 Colt	1d10+2
12	.30-30 Winchester	2d6+2
13	.30-40 Krag	1d12+2
14	.577/450 Martini-Henry	2d8+2
15	.303 British	2d6+4

*See diagram below.



Some weapons, such as firearms, indicate a **RATE OF FIRE** and allow for more than one hit in a turn. A weapon with a **single** rate of fire makes the normally allowed one hit per turn. A weapon with a **burst** option allows the assailant to make 3 shots in his turn. And a weapon with an **auto** option allows the assailant to make 20 shots per turn. See "Firearms and Rates of Fire" in the "Combat" chapter.

Though a firearm's **RECOIL** modifier (if used as an **optional** rule) is generally not included in these statistics, a gamemaster may wish to include such a rating. By default, recoil is measured the same for all firearms, with a difficulty modifier based on the rate of fire: no modifier when making a single shot, one increased step of difficulty when firing a burst of shots, and two increased steps of difficulty for auto fire. If the gamemaster wishes to add a unique recoil modifier for each firearm, he may do so by rating each weapon with a low, moderate or high recoil, and by using the optional "Recoil Modifier" table (found in the "Combat" chapter) as a guideline. Note that a pistol's burst recoil should be rated — at best — as moderate, regardless of the firearm's damage potential — unless the pistol is stabilized with a shoulder stock or with careful aim. Likewise, a rifle's (or shotgun's) single recoil should be rated — at worst — as moderate, regardless of the firearm's damage potential — unless the shot is made while moving (or under other destabilized conditions). Gamemasters should consider making more difficult the recoil modifier for weapons that have been modified from their original manufacturing (such as shotguns with sawed off stocks).

A weapon's **RELOAD** indicates how many combat actions (designated with **AP**) must be spent reloading or making the weapon usable for a follow-up attack. Some reloads require entire Combat Rounds (designated with **RND**).

ROUNDS indicates the number of cartridges that a firearm can hold. Some firearms also include a notation about their feed mechanisms.

For example, a revolver uses a **cylinder**.

A **magazine** (abbreviated as **mag.**) is a detachable box fitting into a slot in the firearm receiver, and capable of being loaded or unloaded while detached from the host firearm. **Note** that many magazine-fed firearms can be loaded with an additional round in the chamber.

An **internal** magazine (abbreviated as **int.**) is a fixed magazine typically built into the firearm (and not easily removable). With some models, a firearm's magazine may be loaded with a stripper clip (also known as a charger clip), a speedloader holding several cartridges together in a single unit for easier loading.

A **tube** stores cartridges end to end inside of a spring-loaded compartment (typically running parallel to the barrel or in the buttstock). Tubular magazines are also commonly used in pump-action shotguns.

The **rotary** (or spool) magazine consists of a star-shaped rotor, or sprocket, moved by a torsion spring (the magazine may be fixed or detachable). Cartridges fit between the teeth of the sprocket (which rotates the rounds into the feeding position).

A **drum** magazine is another cylindrical design in which the cartridges are pushed through a curved path. Cylindrical mechanisms such as rotary and drum magazines allow for a larger capacity than box magazines (but often add significant weight to the firearm).

An ammunition **belt** feeds a higher capacity of cartridges into the firearm. Belts (and associated **feed** systems) are typically used with machine guns or other automatic weapons. Belt-fed systems minimize the proportional weight of the ammunition to the feeding device and allow for higher rates of continuous fire.

Other feed types may be indicated (such as a **charge** for a Crooke's tube). Such unique designations are either self-explanatory or further elaborated in the weapon's description.

SIZE and **REACH** communicate a weapon's mass, leverage, stability, and its ability to inflict and parry damage. See "Considering Weapon Sizes" and "Weapon Reach" in the "Combat" chapter. A weapon's size also affects how easy it is to carry it concealed (see the "Concealed Weapons" sidebar). If not already listed, a weapon's size and reach may be derived from the "Weapon/Firearm Size" and "Weapon/Firearm Reach" tables, respectively.

SPECIAL combat effects — triggered by critically successful attacks — are noted for any relevant weapon. By default, most firearms impale (except for shotguns firing at anything farther than close quarters range). See "Use Weapon Special Effect" in the "Combat" chapter.

YEAR (FOR FIREARMS) indicates a firearm's date of origination (or the date it becomes commonly available).

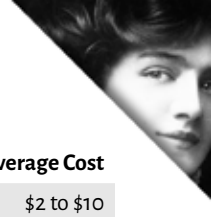
WEAPON indicates its general or specific name.

Concealed Weapons

Weapons that are designed to be concealed (e.g., derringers) — or whose sizes are appended with a "c" — are one degree more difficult to detect when carried on a person. Additionally, the gamemaster may determine that certain small weapons (especially those with zero encumbrances) may also qualify for this bonus. Large weapons (such as rifles) are one degree easier to detect when carried on a person. Huge weapons are detected automatically unless special circumstances apply.

Pistol or Revolver?

A pistol is a handgun with a single chamber. A revolver is a handgun with at least five chambers which rotate around an axis. A pistol is not a revolver, as it does not have this revolving cylinder.



Weapons (general melee and ranged, or thrown)

Continent	Weapon	Damage	Special	Base Range	Reload	Armor	Enc	Average Cost
South America	Atlatl	1d8+1+dm	impale	35 yards	2 AP	3	3	$2 to $10
Asia	Barong	1d8+dm	bleed, sunder	10 yards	—	5	2	$10 to $25
any	Bayonet (attached)	1d6+1+dm	bleed, impale	—	—	5	—	$1 to $3
any	Blowgun	—	impale	20 yards	2 AP	—	—	—
Asia	Bolo knife	1d8+dm	bleed, sunder	10 yards	—	5	2	$10 to $25
any	Bow, composite	1d8+dm	impale	25 yards	2 AP	2	3	$8 to $12
any	Bow, compound	1d8+1	impale	25 yards	2 AP	2	3	$12 to $18
any	Brass knuckles	1d3+1+dm	stun	—	—	—	—	$2 to $3
any	Club or pickaxe handle	1d6+dm	stun	—	—	5	3	—
any	Crossbow	1d8+2	impale	50 yards	4 AP	5	4	$8 to $12
Asia	Dadao	1d10+dm	bleed, sunder	—	—	6	3	$10 to $90
any	Dagger	1d6+1+dm	bleed, impale	10 yards	—	4	1	$10 to $25
any	Dart	1d4+dm	impale	20 yards	—	—	—	—
any	Dynamite (stick)*	5d6/1d6 (3yd./6yd.)	explosive	15 yards	—	—	—	—
—	None (empty hands)	1d3+dm	entangle	—	—	—	—	—
War zones	Grenade (e.g., Ketchum)*	6d6/2d6 (3yd./6yd.)	explosive	15 yards	—	—	—	—
Asia	Halberd	1d8+1+dm	bleed, impale	—	—	3	5	$10 to $20
any	Hammer	1d6+dm	stun	—	—	5	2	.75 to $1
any	Harpoon	1d8+1+dm	impale	10 yards	—	3	3	$5 to $7
any	Harpoon gun	1d8+4	impale	25 yards	2 Rnd	6	4	$15 to $22
any	Hatchet	1d8+dm	bleed, stun	10 yards	—	4	2	$2 to $4
Africa/Europe	Khanjar	1d6+1+dm	bleed, impale	10 yards	—	5	1	$10 to $25
Asia	Kyū guntō or Murata-to	1d10+1+dm	bleed, sunder	—	—	6	3	$10 to $500
Africa	Kaskara	1d10+1+dm	bleed, impale	—	—	6	3	$10 to $500
Asia	Khukuri	1d8+dm	bleed, sunder	10 yards	—	5	2	$10 to $25
any	Knife	1d6+dm	bleed, impale	10 yards	—	3	1	$2 to $8
Asia	Kris	1d10+dm	bleed, sunder	—	—	6	3	$10 to $50
Americas/Africa	Machete or panga	1d10+dm	bleed, sunder	—	—	6	3	$5 to $8
Africa	Mambele	1d6+1+dm	bleed, impale	20 yards	—	5	1	$10 to $25
any	Net	—	entangle	—	—	—	2	$2 to $12
Asia	Panaba	1d8+1+dm	bleed, sunder	—	—	6	3	$2 to $4
any	Push dagger	1d4+dm	bleed, impale	—	—	2	—	$5 to $12
Africa/Asia/Europe	Scimitar or shashka	1d10+1+dm	bleed, sunder	—	—	6	3	$10 to $500
any	Sickle	1d8+2+dm	bleed, sunder	—	—	2	2	$5 to $6
any	Sling	1d4+dm	stun	25 yards	2 AP	—	—	—
any	Spear	1d8+dm	impale	25 yards	—	3	3	$2 to $8
any	Sword	1d10+1+dm	bleed, impale	—	—	6	3	$10 to $500
any	Trench knife†	1d6+dm	bleed, impale	10 yards	—	5	2	$2 to $3
any	Trench raiding club	1d6+1d4+dm	stun, impale	—	—	5	4	—
any/Africa	Whip or chicotte	1d4+1	entangle	—	—	1	2	$2 to $5

*Explosives include an area of effect (indicated by two numbers in parentheses). Anyone inside a number of yards equal to the first number suffers its higher damage potential. Anyone within range of the second number still suffers its lower damage potential. Thus, a stick of dynamite causes 5d6 points of damage to anyone within 3 yards of the explosion, and 1d6 points of damage to anyone outside this radius but still within 6 yards. Some rifles — such as the Lebel Model 1886 — may be engineered to fire rifle grenades, which have a range of 15 yards, or 50 yards for lobbing.

†Can also be used as brass knuckles

Moro barong (Filipino dagger)

Weapon Size

Size	Some Examples
Small	Empty hands, knives, brass knuckles, hatchets
Medium	Single-handed weapons, clubs, most swords
Large	Long thrusting weapons, spears
Huge	Two-handed heavy or cleaving weapons like antiquated great swords
Enormous	Inhuman limbs and massive improvised weapons
Colossal	Used for cyclopean creatures

Weapon Reach

Reach	Some Examples
Touch	Empty hands, brass knuckles, talons
Short	Smaller single-handed weapons, knives
Medium	Single-handed weapons, most swords
Long	Two-handed thrusting or cleaving weapons, spears
Very Long	Longer spears, halberds, whips

Weapon Size and Reach (more examples)

Example	Size	Reach
Brass knuckles	Small	Touch
Club	Medium	Short
Derringer (concealable)	Small/c	Touch
Handgun	Small	Short
Handgun (concealable)	Small/c	Short
Knife	Small	Short
Knife (concealable)	Small/c	Touch
Hammer	Small	Short
Hatchet	Small	Short
Net	Small	Long
Rifle	Large	Medium
Rifle (with bayonet)	Large	Long
Shield, large	Large	Short
Shield, small	Medium	Short
Sword, average	Medium	Medium
Sword, large	Medium	Long
Whip	Small	Very Long

Firearm Size

Size	Some Examples
Small	Full-size handguns, derringers
Medium	Some smaller rifles, sawn-off shotguns
Large	Rifles, shotguns
Huge	Machine guns, some antiquated muskets

Firearm Reach

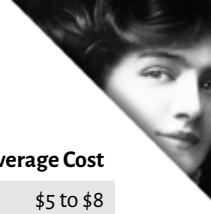
Reach	Some Examples
Touch	Derringers
Short	Full-size handguns (with or without bayonets)
Medium	Rifles, shotguns
Long	Rifles (with bayonets), some antiquated muskets

Weapon Armor and Encumbrance*

Size	Armor	Encumbrance
Small	5	1
Medium	6	2
Large	7	3
Huge	8	6
Additionally...		
Mechanical complexity (e.g., revolvers, bolt action rifle)	–1	—
Mechanical complexity (e.g., semi-automatic pistols, rifles with magazines, machine guns)	–2	—
Bulky or tough material (e.g., heavy machine guns)	+2	+2
Malleable or destructible material (e.g., all wood)	–1 or more	—
Designed for concealment (e.g., derringers)	–1	—
Longer reach	—	+1 or more

*Modify as needed (e.g., whips, nets)

Webley revolver (break action)



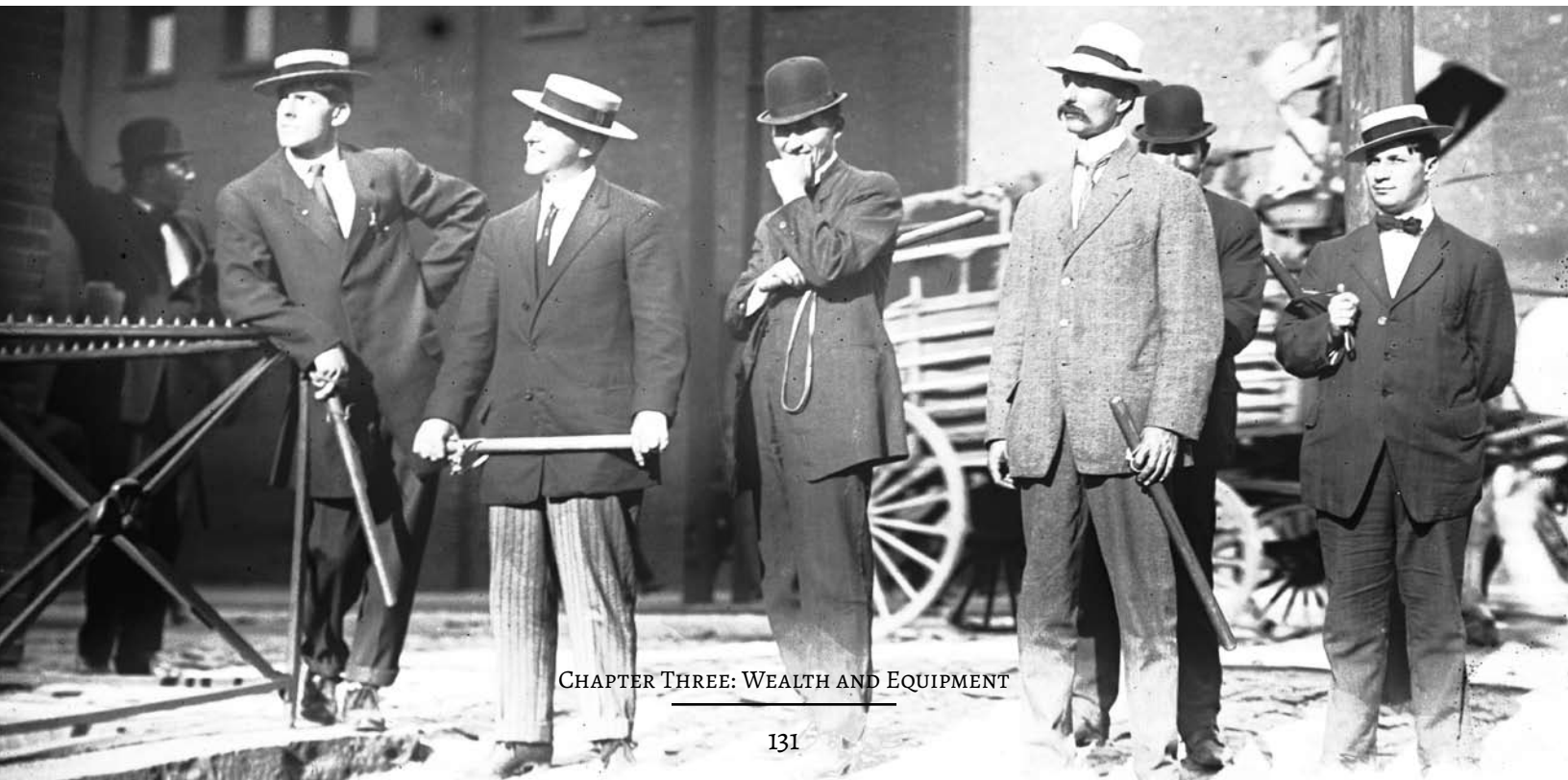
Weapons (general firearms)

Weapon	Damage	Special	Base Range	Rate of Fire	Rounds	Reload	Malf	Action	Average Cost
Derringer (conceal.)	1d4+2	impale	10 yards	single	2	3 AP	90—99	break	$5 to $8
.22 revolver	1d4+2	impale	15 yards	single	6	3 AP	95—98	revolver	$6.50 to $20
.22 semi-auto	1d4+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	$7 to $22
.32 revolver	1d8	impale	15 yards	single	5 or 6	3 AP	95—98	revolver	$8 to $20
.32 semi-auto	1d8	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	$9 to $22
.38 revolver	1d6+2	impale	15 yards	single	5 or 6	3 AP	95—98	revolver	$9 to $20
.38 semi-auto	1d6+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	$10 to $22
9mm revolver	1d6+2	impale	15 yards	single	6	3 AP	95—98	revolver	$8 to $15
9mm semi-auto	1d6+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	$12 to $24
.44 revolver	1d12	impale	15 yards	single	6	3 AP	95—98	revolver	$12 to $25
.45 revolver	1d12	impale	15 yards	single	6	3 AP	95—98	revolver	$13 to $26
.45 semi-auto	1d12	impale	15 yards	single/burst	7-10 mag.	2 AP	88—96	semi-automatic	$14 to $26
.22 rifle	1d6+2	impale	150 yards	single	5 tube	3 AP	85—98	bolt	$10 to $20
.303 rifle	2d6+4	impale	150 yards	single	10 mag.	2 AP	85—98	bolt	$40 to $75
Trap gun	3d6/1d10/1d6	—	60/85/110*	single	1 or 2	3 AP	88—98	break	$15 to $25
16 gauge shotgun	3d6/1d10/1d6	—	50/75/100*	single	6 tube	3 AP	88—98	pump	$25 to $75
12 gauge shotgun	4d6/1d12/1d6	—	50/75/100*	single	6 tube	3 AP	88—98	pump	$30 to $75
Elephant gun	2d10+4	impale	50 yards	single	1 or 2	3 AP	95—99	break or bolt	$125 to $300
Light machine gun	2d6+4	impale	150 yards	burst/auto	30 drum	3 AP	90—98	automatic	Class & Credit
Heavy machine gun†	2d6+4	impale	150 yards	burst/auto	250 belt	2 Rnd	70—96	automatic	Class & Credit
Crookes tube	3d6	electrify	50 yards	single	2 charges	2 Rnd	50—75	special	Engineering
Matchlock‡	2d8	impale	125 yards	single	1	2 Rnd	00—76	special	—

*Base range for a shotgun is the first number provided in its series. Thus, the 16 gauge shotgun has a base range of 50 yards. The other numbers represent distances at which its damage roll changes. For the 16 gauge shotgun, 3d6 is rolled at a distance of 50 yards, 1d10 at 75 yards, and 1d6 at 100 yards.

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Matchlocks are ineffective in damp conditions. Additionally, the light and smell of the burning match-cord make Stealth checks one degree more difficult.



Rifles & Machine Guns (by country of origin)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	Malf	Action
			Afghanistan					
—	Jezail	various large rounds‡	125 yards	single	1	2 Rnd	65—93	special
			Austria-Hungary					
1867	M1867 Werndl–Holub (upgrade)	11.15 × 58mmR	125 yards	single	1	2 AP	90—00	bolt
1895	Mannlicher M1895	8 × 50mmR Mannlicher	175 yards	special (2 shots)*	5 int.	3 AP	90—00	bolt
1886	Mannlicher M1886	11.15 × 58mmR	175 yards	special (2 shots)*	5 int.	3 AP	85—99	bolt
1867	Wanzl rifle	14 × 33R	125 yards	single	1	2 AP	70—93	special
			Belgium					
1867	Albini-Braendlin M1867	11mm Albini	100 yards	single	1	2 AP	85—99	special
1870	M1870 Belgian Comblain	11mm Albini	100 yards	single	1	2 AP	86—99	special
			France					
1890	Berthier carbine	8 × 50mmR Lebel	150 yards	single	3 int.	2 AP	88—99	bolt
1867	Chassepot M1866	sabot shell‡	125 yards	single	1	2 Rnd	70—93	bolt
1874	Fusil Gras mle 1874	11 × 59mmR	125 yards	single	1	2 AP	90—00	bolt
1886	Lebel Model 1886	8mm Lebel	150 yards	single	8 tube	4 AP	85—96	bolt
1872	Hotchkiss gun†	various	125 yards	burst/auto	170 feed	2 Rnd	60—96	automatic
1909	Hotchkiss M1909	8mm Lebel	150 yards	burst/auto	30 drum	3 AP	90—98	automatic
			Germany					
1841	Dreyse needle gun (Prussia)	sabot shell‡	75 yards	single	1	2 Rnd	60—92	bolt
1884	Gewehr 1871/84	11.15 × 60mmR	150 yards	single	8 tube	4 AP	88—99	bolt
1888	Gewehr 88	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	88—99	bolt
1898	Gewehr 98	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	89—00	bolt
1908	Karabiner 98AZ	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	89—00	bolt
1908	Maschinengewehr†	7.92 × 57mm Mauser	175 yards	burst/auto	250 belt	2 Rnd	70—96	automatic
1871	Mauser Model 1871	11.15 × 60mmR	150 yards	single	1	2 AP	88—99	bolt
1889	Mauser Model 1889	7.65 × 53mm Mauser	175 yards	single	5 mag.	2 AP	90—00	bolt
1893	Ottoman Mauser M1893	7.65 × 53mm Mauser	175 yards	single	5 int.	3 AP	90—00	bolt
1893	Spanish Mauser M1893	7 × 57mm Mauser	175 yards	single	5 int.	3 AP	90—00	bolt
1895	Swedish Mauser	6.5 × 55mm	175 yards	single	5 int.	3 AP	90—00	bolt
			Italy					
1891	Carcano	6.5 × 52mm Carcano	150 yards	single	6 int.	3 AP	85—97	bolt
			Japan					
1897	Arisaka Type 30	6.5 × 50mm Arisaka	150 yards	single	5 int.	3 AP	85—99	bolt
1906	Arisaka Type 38	6.5 × 50mm Arisaka	150 yards	single	5 int.	3 AP	85—00	bolt
1894	Murata Rifle Type 22	8 × 53mmR Murata	150 yards	single	5 tube	3 AP	82—98	bolt
			Mexico					
1910	Mondragón rifle	7 × 57mm Mauser	175 yards	single/burst/auto	8 mag.	2 AP	85—98	automatic
1910	Mondragón rifle	7 × 57mm Mauser	175 yards	single/burst/auto	30 drum	3 AP	85—98	automatic

*Must be properly trained with the weapon — with a relevant Fighting Method — to use the special rate of fire (otherwise treat as single)

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Rather than impaling (with a critical), the round inflicts a **shatter** special effect, which breaks (or obliterates, with a failed Luck roll) the location's bone.

Rifles & Machine Guns (by country of origin continued)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	Malf	Action
			Russia					
1891	Mosin-Nagant M1891	7.62 × 54mmR	150 yards	single	5 int.	3 AP	85—96	bolt
1907	Mosin-Nagant M1907 carbine	7.62 × 54mmR	150 yards	single	5 int.	3 AP	90—97	bolt
1891	Mosin-Nagant M1891 dragoon	7.62 × 54mmR	150 yards	single	5 int.	3 AP	85—96	bolt
			Serbia					
1880	Mauser-Koka M1880/07	7 × 57mm Mauser	150 yards	single	5 int.	3 AP	88—99	bolt
			United Kingdom (Great Britain)					
1871	.577/450 Martini-Henry	.577/450 Martini-Henry‡	100 yards	single	1	2 AP	85—99	special
1722	Brown Bess musket	.71 inch musket ball‡	75 yards	single	1	2 Rnd	65—96	special
1898	Elephant gun	.577 Nitro Express	50 yards	single	1	3 AP	95—99	bolt
1895	Lee-Enfield	.303 British	150 yards	single	10 mag.	2 AP	88—00	bolt
1895	Martini-Enfield	.303 British	200 yards	single	1	2 AP	85—00	special
1888	Lee-Metford	.303 British	125 yards	single	8 or 10 mag.	2 AP	82—99	bolt
1889	Maxim gun†	.303 British	150 yards	burst/auto	250 belt	2 Rnd	60—96	automatic
			United States					
1873	1873 Trapdoor Springfield	.45-70-405	150 yards	single	1	2 AP	92—00	special
1870	Berdan No. 2 (mfg. Russia)	10.75 × 58mmR	150 yards	single	1	2 AP	88—00	special
1902	Browning Auto-5	comes in 12, 16 or 20 gauge	50/75/100	single/burst	3 or 5 tube	3 AP	89—97	semi-auto
1886	Springfield Model 1892-99	.30-40 Krag	175 yards	single	5 rotary	3 AP	88—00	bolt
1895	M1895 Colt-Browning†	.30-40 Krag	150 yards	burst/auto	250 belt	2 Rnd	85—99	automatic
1895	M1895 Colt-Browning†	7 × 57mm Mauser	150 yards	burst/auto	250 belt	2 Rnd	85—99	automatic
1895	M1895 Lee Navy	6mm Lee Navy	150 yards	single	5 int.	3 AP	85—99	bolt
1903	M1903 Springfield	.30-06 Springfield	200 yards	single	5 int.	3 AP	88—00	bolt
1908	Remington Model 10	12 gauge	50/75/100	single	6 tube	3 AP	89—00	pump
1867	Rolling Block Remington	.43 Spanish	150 yards	single	1	2 AP	88—00	special
1895	Savage Model 1895	.30-40 Krag	150 yards	single	8 rotary	3 AP	92—99	lever
1861	Springfield Model 1861	.58 caliber Minié ball‡	50 yards	single	1	2 Rnd	60—92	special
1894	Winchester Model 1894	.30-30 Winchester	150 yards	single	8 tube	4 AP	93—00	lever
1895	Winchester Model 1895	.30-40 Krag	150 yards	single	5 int.	3 AP	92—99	lever
1905	Winchester Model 1905	.32 Winchester	150 yards	single/burst	5 or 10 mag.	2 AP	90—98	semi-auto
1907	Winchester Model 1907	.351 Winchester	150 yards	single/burst	5 or 10 mag.	2 AP	90—98	semi-auto
1910	Winchester Model 1910	.401 Winchester	150 yards	single/burst	4 mag.	2 AP	90—98	semi-auto

*Must be properly trained with the weapon — with a relevant Fighting Method — to use the special rate of fire (otherwise treat as single)

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Rather than impaling (with a critical), the round inflicts a **shatter** special effect, which breaks (or obliterates, with a failed Luck roll) the location's bone.

Handguns (by country of origin)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	Malf	Action
		Austria-Hungary						
1870	Gasser M1870	11.2 × 29.5mm 'Montenegrin'	15 yards	single	5	3 AP	91—99	revolver
1901	Mannlicher M1901	7.65mm Mannlicher	15 yards	single/burst	8 int.	3 AP	87—96	semi-auto
1898	Rast & Gasser M1898	8mm Gasser	15 yards	single	8	4 AP	97—99	revolver
1908	Roth-Steyr M1907	8mm Roth-Steyr	15 yards	single/burst	10 int.	3 AP	91—96	semi-auto
		Belgium						
1899	Browning M1900	.32 ACP	15 yards	single/burst	7 mag.	2 AP	89—96	semi-auto
1903	Browning No. 2	9 × 20mm SR Browning Long	15 yards	single/burst	7 mag.	2 AP	90—96	semi-auto
		France						
1892	Model 1892 revolver ("Lebel")	8mm French Ordnance	15 yards	single	6	3 AP	95—99	revolver
		Germany						
1907	Dreyse Model 1907	.32 ACP	15 yards	single/burst	7 mag.	2 AP	90—96	semi-auto
1900	Luger P08	7.65mm Parabellum	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1904	Luger P08	9mm Parabellum	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1906	Luger P08 (extremely rare)	.45 ACP	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1879	M1879 Reichsrevolver	10.6 × 25R German Ordnance	15 yards	single	6	3 AP	94—00	revolver
1896	Mauser C96	7.63mm Mauser	30 yards	single/burst	10 int.	3 AP	90—96	semi-auto
		Italy						
1889	Bodeo Model 1889 ("Glisenti")	10.4mm Italian Ordnance	15 yards	single	6	3 AP	94—98	revolver
1910	Glisenti Model 1910	9 mm Glisenti	15 yards	single/burst	7 mag.	2 AP	84—96	semi-auto
		Japan						
1906	Type A Nambu	8mm Nambu	15 yards	single/burst	8 mag.	2 AP	88—96	semi-auto
1893	Type 26 revolver	9mm Japanese Revolver	10 yards	single	6	3 AP	96—99	revolver
		Russia						
1895	Nagant M1895	7.62mm Nagant	15 yards	single	7	3 AP	96—00	revolver
		United Kingdom (Great Britain)						
1889	.455 Webley Mk I	.455 Webley	15 yards	single	6	3 AP	91—98	revolver
1894	.455 Webley Mk II	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1897	.455 Webley Mk III	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1899	.455 Webley Mk IV	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1872	British Bull Dog revolver (conceal.)	.442 Webley	10 yards	single	5	3 AP	91—98	revolver
1901	Webley-Fosbery Automatic Revolver	.38 ACP	15 yards	single	8	4 AP	85—96	revolver
1901	Webley-Fosbery Automatic Revolver	.455 Webley	15 yards	single	6	3 AP	85—96	revolver

Availability of Firearms and Cartridges

A specific firearm may not be readily available for acquisition (its availability dependent on its country of origination, scarcity, value, and several other factors). Even if a difficult to find firearm is acquired, its ammunition may be uncommon or rare in certain areas (or also dependent on the specific cartridge's overall scarcity). In some campaigns, the gamemaster may forgo such concerns and simply give players free rein over which supplies they obtain, while in others scarcity may be an enforced rule encouraging thoughtful tactical choices. In the latter case, supplies may be rated as **common**, **uncommon**, **rare** or **very rare**, depending on the circumstances of the current environment.

Using a Fighting Method for Investigation

An adventurer trained in a specific type of weapon may use the relevant Fighting Method as an investigative skill (to know details about a discovered firearm or other weapon). An example follows.

Fighting Method Investigative Notes (example)

Skill Level	Clue (automatic)
●●	It's a non-ejecting double-action revolver
●●●	It looks like it takes a round equivalent to a .45 ACP
1d100	This is a Gasser trademark and model; these are commonly found in Montenegro

Handguns (by country of origin continued)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	Malf	Action
			United States					
1902	Colt Model 1902	.38 ACP	15 yards	single/burst	8 mag.	2 AP	88—96	semi-auto
1903	Colt Model 1903 Pocket Hammerless (conceal.)	.32 ACP	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1905	Colt Model 1905	.45 ACP	15 yards	single/burst	7 mag.	2 AP	88—96	semi-auto
1908	Colt Model 1908 Vest Pocket (conceal.)	.25 ACP	15 yards	single/burst	6 mag.	2 AP	90—98	semi-auto
1908	Colt Model 1908 Pocket Hammerless	.380 ACP	15 yards	single/burst	7 mag.	2 AP	91—98	semi-auto
1896	Colt New Police Revolver	.32 S&W Long	15 yards	single	6	3 AP	88—00	revolver
1908	Colt Official Police	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1907	Colt Police Positive	.38 S&W	15 yards	single	6	3 AP	97—00	revolver
1908	Colt Police Positive Special	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1873	Colt Single Army Action	.45 Colt	15 yards	single	6	3 AP	97—00	revolver
1866	Remington Model 95 derringer	.41 Short	10 yards	single	2	3 AP	90—99	special
1907	Savage Model 1907	.32 ACP	15 yards	single/burst	10 mag.	2 AP	90—99	semi-auto
1865	Smith & Wesson Model 1 ½	.32 Rimfire	15 yards	single	5	3 AP	84—00	revolver
1876	Smith & Wesson .38 Single Action	.38 S&W	15 yards	single	5	3 AP	88—00	revolver
1899	Smith & Wesson Model 10	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1869	Smith & Wesson No. 3 Russian	.44 Russian	15 yards	single	6	3 AP	97—00	revolver

Firearm Additions or Variations

Addition or Variation	Notes
Artistic upgrade	Special grips (e.g., ivory, bone, sandalwood), inlay (e.g., gold, silver), engraving, filigree, a custom holster holding extra rounds under its flap (typically 15 rounds); requires factory design or a relevant Create Art (e.g., Engraving) or Tradeskill (e.g., Leatherworking), and increases the firearm's commercial value by a dollar amount equal to the skill percentage of the craftsman producing the work (or by a logical amount determined by the gamemaster)
Drum magazine	Allows a specially-designed drum magazine (typically 32 rounds) to be used with a rifle or semiautomatic pistol (example: Luger P08's drum magazine, which also requires a pistol stock); requires Engineering and a stock for pistols
Expanded magazine	Allows an increase in the number of rounds carried in a magazine (increasing its capacity by 50%); requires Engineering
Pistol or revolver lanyard	Attaches the handgun to the shooter's uniform; the firearm cannot be lost when dropped in combat
Pistol stock	Pistol's recoil becomes low after an Aim action (example: Mauser C96's stock); requires factory design or Engineering
Rifle, pistol or revolver bayonet	Bayonet attachment (examples: Springfield Model 1892-99's bayonet or Webley revolver's bayonet) allowing the weapon to be used like a spear or dagger, for a rifle or revolver, respectively; requires Engineering
Shared manufacturing (excellent)	The firearm is produced — legally or illegally — by another manufacturer (as an exact replica); decrease its commercial value by 25% (manufacturing detail can be detected with a successful Fighting Method check, if the skill includes the weapon being observed) (example: Belgian clones of the British Bull Dog revolver)
Shared manufacturing (good)	The firearm is produced — legally or illegally — by another manufacturer (with each firearm frame being made from different materials, depending on the manufacturing company); decrease either high or low Malfunction rating by 1d6–1 points (manufacturing detail can be detected with a successful Fighting Method check, if the skill includes the weapon being observed) (example: the Chinese are able to reverse engineer any western weapon they need, such as the German Mauser)
Shared manufacturing (shoddy)	The firearm is produced — legally or illegally — by another manufacturer (with poor Engineering and materials); decrease both high and low Malfunction ratings by 25% (manufacturing detail can be detected with a successful Easy Fighting Method check, if the skill includes the weapon being observed) (example: .577/450 Martini-Henry knockoffs produced in primitive blacksmith forges in Afghanistan)
Telescopic sight (rifle)	Increases the rifle's base range by roughly 33% (e.g., increasing a 150 yard base range by an extra 50 yards), for those trained with the weapon (example: Swedish Mauser's telescopic sight); requires factory design or Engineering

Firearm Additions or Variations (continued)

Addition or Variation	Notes
Upgraded ammunition	Increases the stopping power — or likely damage — of a specific cartridge (e.g., 1d12 becomes 1d8+4, 2d8 becomes 1d10+6, and so on), and requires a Hard Engineering check (unless the manufacturer is a gunsmith, in which case the difficulty is Normal). If the check fumbles, the round explodes when the firearm malfunctions while firing the upgraded ammunition. Note that use of expanding rounds is generally frowned upon after the 1899 Hague Convention, and being discovered with them may incur severe reprisals by a governing agent or a threatened criminal. Upgraded ammunition is typically batched in units of 50 rounds (examples: Boer guerrillas allegedly using expanding hunting ammunition against the British, or .455 Webley Mk. III "Manstopper" cartridges)
Wear and tear (excessive)	Damage to the frame or mechanisms — perhaps inflicted in the Boer, Moro, Russo-Japanese or Spanish-American Wars, or in a civil war (e.g., Mexican Revolution) — reducing its Malfunction ratings by 1d20 points each

Firearms Damage (by cartridge)

Handguns		Rifles		Shotguns	
Cartridge	**Damage**	**Cartridge**	**Damage**	**Gauge**	**Damage**
.25 ACP	1d4+2	.30-06 Springfield	2d6+4	10 gauge	3d6+6/1d6+6/1d6
.32 ACP	1d8	.30-30 Winchester	2d6+2	12 gauge	4d6/1d12/1d6
.32 Rimfire	1d8	.30-40 Krag	1d12+2	16 gauge	3d6/1d10/1d6
.32 S&W	1d8	.303 British	2d6+4	20 gauge	3d6/1d8/1d6
.32 S&W Long	1d8	.32 Winchester	2d6+2		
.38 ACP	1d8+1	.351 Winchester	2d8		
.380 ACP	1d6+3	.401 Winchester	2d6+5		
.38 S&W	1d6+2	.43 Spanish	2d6+4		
.38 Special	1d6+2	.45-70-405	2d6+4		
.41 Short	1d4+2	.577/450 Martini-Henry	2d8+2		
.44 Russian	1d12	.577 Nitro Express	2d10+4		
.442 Webley	1d8	.58 caliber Minié ball	2d8+2		
.45 ACP	1d10+2	.71 inch musket ball	2d8+1d4		
.45 Colt	1d10+2	6mm Lee Navy	1d12+2		
.455 Webley	1d10+2	6.5 × 50mm Arisaka	2d6+3		
.455 Webley ("Manstopper")	1d8+4	6.5 × 52mm Carcano	2d6+4		
7.62mm Nagant	1d6+2	6.5 × 55mm	2d6+4		
7.63mm Mauser	1d8	7 × 57mm Mauser	2d6+4		
7.65mm Parabellum	1d8	7.62 × 54mmR	2d6+3		
7.65mm Mannlicher	1d8+1	7.65 × 53mm Mauser	2d6+4		
8mm French Ordnance	1d8	7.92 × 57mm Mauser	2d6+4		
8mm Gasser	1d8	8 × 50mmR Lebel	2d6+4		
8mm Nambu	1d8	8 × 50mmR Mannlicher	2d6+4		
8mm Roth-Steyr	1d8+1	8 × 53mmR Murata	2d6+4		
9 × 20mm SR Browning Long	1d6+2	8mm Lebel	2d6+4		
9mm Glisenti	1d8	10.75 × 58mmR	2d6+4		
9mm Japanese Revolver	1d8	11 × 59mmR	2d6+4		
9mm Parabellum	1d8+1	11.15 × 58mmR	2d6+4		
10.4mm Italian Ordnance	1d10+1	11.15 × 60mmR	2d6+4		
10.6 × 25R German Ordnance	1d12	11mm Albini	2d8+1		
11.2 × 29.5mm 'Montenegrin'	1d10+2	14 × 33R	2d8		
		jezail round	2d8+1d4		
		sabot shell	2d8		

Artillery Traits and Descriptions

Artillery is a form of large-scale weaponry with devastating power, able to breach fortifications and cripple armed forces. Artillery includes cannons, shell-firing guns, howitzers, mortars and rockets. When used against a unit of combatants, any damage rolled is applied to the combat unit as a whole, rather than to any one individual. Against the individual, any successful hit by artillery instantly kills the target with devastating gore. An exception to this rule occurs when the individual's size and ferocity are equivalent to a unit of combatants. Consequently, the damage dice are scaled, meaning that damage is applied to a target of equal scale (such as a monolithic creature or an organized combat unit of soldiers). See "Artillery and Other Scaled Weapons" for more information about weapon scales.

Additionally, artillery needs a crew of operators — typically trained with adequate Fighting Method skills — and support equipment, to emplace, fire and reload the weapon. Emplacement indicates the time required (by a gun crew) to set up the weapon for combat and to render it operable. The minimum number of gun crew required is listed with each example. Note that for every increase in number — up to the maximum — the reload time reduces by one. In other words, a siege howitzer manned by a gun crew of 9, reduces its reload time to 6 rounds (from the default 10).

A myriad of variables — including the altitude of the blast, the constitution of the target soil, and the nature and armor of the target — will influence the blast radius of an artillery shell. For simplicity, the following guideline should suffice. Everything within an amount of yards equal to ten times the number of damage dice rolled takes full artillery damage. Everything outside this range — but still inside an additional distance equal to half the blast radius — takes the artillery damage (but counted as normal damage). Generally, the shell also creates a crater with a depth equal to half of the blast radius, in feet. As an example, for artillery with 6d6 damage, the blast radius is 60 yards with a 30 foot crater, and anything within 60 to 90 yards of the blast core still takes 6d6 points of normal damage. The gamemaster is free to adjust these numbers, and also consider appropriate Horror checks (using Fortitude) for any survivors, as well as hearing damage penalties to relevant skills for the next day.

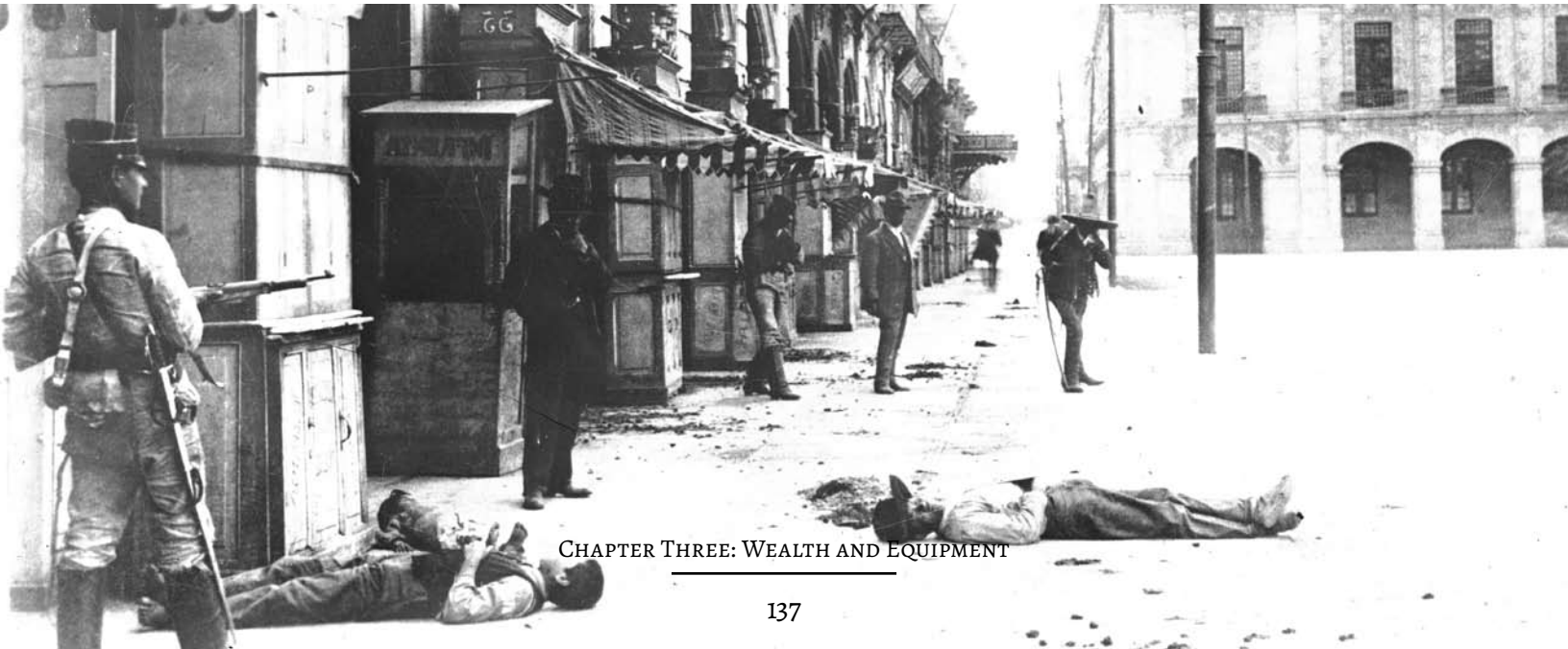
Merely a few examples of artillery are provided here. Other types of artillery may be extrapolated from these numbers.

Weapons (general artillery)

Weapon	Shell	Damage	Base Range	Reload	Mounting	Emplacement	Gun Crew
Lantaka	various shrapnel	1d6*	100 yards	3 Rnd	Wheeled	Reload time	2 to 3
Medium howitzer	122 lbs. 9 oz.	3d6*	325 yards	8 Rnd	Wheeled	Reload time	3 to 5
Medium howitzer	122 lbs. 9 oz.	3d6*	425 yards	6 Rnd	Platform	1d3+1 hours	3 to 5
Siege howitzer	478 lbs.	6d6*	525 yards	10 Rnd	Platform	1d3+1 days	5 to 9
VIII-inch Dahlgren gun	32 lbs.	2d6*	100 yards	10 Rnd	Platform	1d3+1 hours	5 to 11

*Damage is applied to targets of equivalent scale, such as organized combat units or fortifications.

Note that the artillery's armor ranges from 9 to 10 points.



Repairing, Upgrading & Inventing

Adventurers will invariably find themselves with compromised equipment in need of repair. Depending on the complexity of the wear or damage, repair time may be in hours, or it may be abstracted to a lengthier period — to be completed during a downtime session. Repairs may be made with a Mechanisms roll, for common items such as firearms, or with an Engineering roll, for more complex and specialized items such as automobiles. The gamemaster may consider allowing a simple repair made with a defaulted skill — such as Athletics — in lieu of Mechanisms or Engineering, but only with a one step penalty of difficulty.

As a few examples, the gamemaster may determine that a routine revolver repair — rolled with a Normal difficulty — will take at minimum four hours and a successful Mechanisms or Engineering roll, while a complicated salvage of a wrecked vehicle — rolled with a Hard difficulty — will take at minimum three downtime sessions and several successful Engineering rolls. Additionally, some repairs demand the proper tools or workspace conditions.

It is ultimately up to the gamemaster to determine the difficulty, requisite skill, necessary resources, and repair time of such an operation, though the "Repair, Upgrade and Invention" table below may be consulted for examples.

Fumbling a Mechanisms or Engineering roll doubles the repair time when measured in hours, or incrementally increases the repair time by one session when measured in downtime. A second fumble results in futility (and irreparable damage), while a failed roll simply delays the time for another length of time. A critical roll either halves the repair time, or reduces the repair time by a session — whichever is relevant. Any work on equipment that must be measured in sessions is classified as minor, moderate or major. Minor work typically takes one session (followed by a skill check), while moderate work typically takes two sessions (with each interval necessitating a successful skill check). Any major work requires three sessions.

Upgrades and inventions work just like repairs, though the requirements are greater. Upgrades should be incremental and generally capped at a conservative limit, as there is only so much one can engineer. Such improvements should be carefully discerned by the gamemaster. Ruling that one upgrade is the limit for an item is generally a safe boundary — though unique exceptions may apply. For example, the gamemaster may consider an exception for the creative player running a chauffeur with ambitions of the ultimate getaway vehicle — allowing for two or three upgrades to its handling and an upgrade to its armor.

Examples of incremental upgrades include: increasing the damage of a bladed weapon from 1d6+dm to 1d6+dm+1 points, maximizing the killing efficiency of a firearm's rounds from 2d8 to 2d6+4 points, or improving a vehicle's handling from Hard to Normal. In anticipation of the players' creative expectations, the gamemaster should prepare a list of reasonable limitations — using the table below for guidance. Ultimately, some upgrades and inventions will simply be out of reach for the players, achievable only by a rare and expensive non-player character. The following table is merely a framework, and should be tailored to the gamemaster's parameters.

Repair, Upgrade and Invention

Example	Engineering	Mechanisms	Defaulted Skill	Build Time	Requirements
Repair minor equipment or weapon damage	Normal	Normal	Hard	4 hours	Basic tools
Repair major equipment damage	Normal	Normal	—	Minor (1 session)	Workspace
Repair major vehicle damage	Normal	Hard	—	Moderate (2 sessions)	Workshop
Salvage a wrecked vehicle	Hard	—	—	Major (3 sessions)	Workshop
Upgrade weapon dmg. (i.e. 1d6 to 1d6+1)	Normal	—	—	Minor (1 session)	Workshop
Upgrade rifle round dmg. (i.e. 2d8 to 2d6+4)	Normal	—	—	Moderate (2 sessions)	Workshop
Upgrade vehicle handling one grade	Normal	—	—	Moderate (2 sessions)	Workshop
Upgrade vehicle fuel capacity by 50%	Normal	—	—	Minor (1 session)	Workshop
Upgrade vehicle fuel capacity by 100%	Normal	—	—	Moderate (2 sessions)	Workshop
Upgrade equipment armor by one point	Normal	—	—	Minor (1 session)	Workshop
Engineer a Crookes tube weapon	Hard	—	—	Major (3 sessions)	Special equipment
Engineer an electric pentacle	Hard	—	—	Major (3 sessions)	Special*
Reverse engineer a Yithian device	Improbable	—	—	Major (3 sessions)	Special*
Develop a Wardenclyffe Tower	Daunting	—	—	Indefinite	Special†

*Requires both Occult and Engineering checks during production, as well as an advanced workshop or laboratory.

†An engineering project of this magnitude requires — at the very least — a mastery of Engineering and other relevant science skills, a highly specialized team of contractors, and the funding of a very powerful investor.

HEMMENWAY'S SAIL LOFT

Chapter 4: Game Mechanics

Acid

An acid's concentration — rated as **weak**, **strong** or **concentrated** — determines its **potency**.

Anyone momentarily sprayed or splashed with the acid takes appropriate damage for only a few rounds. Anyone exposed to the acid past a single round — whether immersed in a solution or enveloped in a creature secreting the acid — suffers damage and continues taking damage until removed from the corrosive source and treated properly.

Any armor absorbs damage until its armor points are reduced to zero by the acid — at which point the damage transfers to the wearer. Acid that reduces armor to zero — consequently burning through fasteners, bindings, straps and joints — renders the armor unusable.

Weak acid causes 1d2 points of damage, lasts only one round if momentarily splashed, and may be treated with water or a nullifying agent. The victim must be treated for one minute for every point of damage inflicted; any interruption results in one point of damage per round until treated further.

Strong acid causes 1d4 points of damage per round, lasts two rounds if momentarily splashed and left untreated, and requires a successful skill roll — First Aid or Medicine would be obvious choices — in order to reduce the damage to the equivalent of a weak state (whereafter the damage must be treated as one would treat damage from a weak acid).

Concentrated acid causes 1d6 points of damage per round, lasts three rounds if momentarily splashed and left untreated, and requires a successful skill roll with a Hard difficulty. Successfully stabilizing the wound with this roll reduces the state of the acid to a weak state, whereafter the damage must be treated as one would treat damage from a weak acid.

Acids interacting with substances other than flesh may produce varying effects, depending on the chemical makeup of the substance. Certain bases, for example, may neutralize the power of an acid. Such variables are left to the gamemaster's discretion.

Action and Time

The setting's timescale can be condensed — such as reducing four hours of gathering information in-game to one abstracted turn of real time lasting several seconds — or it can be inflated — such as increasing forty seconds of combat in-game to several detailed rounds of real time lasting several minutes. Investigating the contents of a room may take minutes while traveling the Atlantic Ocean days, but both can be abstracted into a timescale useful to the needs and pacing of the adventure.

Combat Rounds

A Combat Round represents roughly five seconds. Combat Rounds are useful for measuring the dramatic moment-by-moment beats of fights, chases and other detailed action sequences. Sequences in Combat Rounds are covered in the "Combat" and "Chase" sections.

Local Time

Local Time measures a longer beat of time — anywhere from several minutes to several hours — during which adventurers attempt to accomplish a specific goal. Disarming a booby tap may take four minutes, while gathering rumors from a backwater village may take four hours. Generally, the sequence in Local Time follows a pattern:

1. The adventurer states his intention.
2. The gamemaster figures out how long the action takes to accomplish.
3. Any appropriate skill rolls are made and the results noted.
4. The gamemaster communicates the results and passage of time.

Strategic Time

Strategic Time condenses a longer period — anywhere from several days to several years — into an abstracted turn. With Strategic Time, the routine tasks of the adventurers and the minutiae of the journey are presumed successful and just simply stated as such. As an example, a gamemaster may condense a four day journey into the following statement: "After four days across the Atlantic, you arrive at a lonely port in the Azores." Traveling to Port Sa'id or driving between cities are both examples where events may be counted in Strategic Time — unless, of course, dramatic complications occur that interrupt the trip.

Important factors of Strategic Time include transport speeds, as well as any possible complications such as terrain, weather or other adversarial conditions.

For routine travel times (and exploration guidelines), see the "Movement, Exploration and Encumbrance" section.

Aging

Adventurers maturing past 39 years must roll to check for signs of aging, and must do this once a decade (in game time) for every decade of maturation thereafter. In other words, the adventurer tests for decline at age 40, then again at age 50, then again at age 60, and so on. To simulate the natural effects of decline, two skill checks are made, one for Fortitude and one for Willpower — with difficulty modifiers applied based on the age of the adventurer.

Age	Difficulty Modifier for Aging Check
40-49	Normal
50-59	Hard
60-69	Daunting
70-79	Improbable
80-89+	Impossible

If both skill checks are successful, then no signs of aging occurs. Otherwise, each failed skill check results in one attribute being reduced by 1d3 points. Any attribute reduced to zero during this process results in natural death for the adventurer. To determine which attribute is affected by aging, refer to the "Aging Effects" table.

Aging Effects

1d6	Failed Fortitude Check (physical aging)	Failed Willpower Check (mental aging)
1-2	Str	Int
3-4	Con	Pow
5-6	Dex	Cha

The debilitating effects are based on which attributes are affected. Strength or Dexterity reduction indicates accumulated wear on the body or lack of mobility. Lost Intelligence or Power suggests deterioration of mental faculties such as memory and lucidity. It is up to the gamemaster to determine how much these changes affect secondary attributes — such as Hit Points or Damage Modifiers.

Adventurers aged by foul magic or temporal anomalies follow these same rules, making appropriate checks for each decade artificially imposed upon them.

Artillery and Other Scaled Weapons

A weapon, unit or creature that is "scaled" is treated differently than an individual of no scale. Artillery — large-scale weaponry with devastating power — is capable of breaching walled fortifications and crippling armed forces. Consequently, any artillery damage rolled is applied to a unit of equal scale — such as a squad of soldiers — rather than to any one individual. Against the individual or opponent of lesser scale, any successful hit by artillery instantly kills the target with devastating gore.

A scale rating may be used to represent how powerful a unit is in comparison to other units. By default, artillery has a scale rating of one, meaning that it deals damage as normal to any unit of the same scale. A squad of soldiers may be treated as a scale one unit, while a platoon may be counted as scale 3. There are no hard and fast rules about how to assign a scale rating, as it is an abstraction meant to quickly measure the size and power of a unit — as it relates to other units.

The gamemaster may use this scale rule as a quick method for creating squads of soldiers and other larger units. A soldier may be scaled to a squad — with the same skills of the individual, but representing the capabilities of the squad as a whole. Similarly, a creature may be scaled to a horde — with the same skills of the creature, but representing the capabilities of the entire horde.

When a scaled unit loses Hit Points, such losses represent damage to the unit as a whole. When the unit suffers a "major wound," then half of the individuals in the unit are killed or maimed, and the unit sustains a morale check — perhaps retreating or disbanding if it fails. When scaled weaponry suffers a major wound, it may became damaged.

It is up to the gamemaster to determine how units of different scales affect each other. A few general guidelines follow, though these may be modified based on circumstances.

> The unit with the lower scale suffers one tier of difficulty for every level of difference in scale. In other words, a scaled one unit of mercenaries attacking a scaled 5 battalion is at such a disadvantage that any casualties they cause against the more powerful enemy are negligible. In contrast, a few individuals attacking a scaled one artillery may have a chance of damaging the equipment, but their efforts are made one degree more difficult. In some situations, the gamemaster may just determine that it is impossible for the lower scale unit to affect the larger scale unit.
>
> The unit with the lower scale must roll damage in excess of the Hit Points of the larger scaled unit, in order to reduce its Hit Points. One point of actual damage is sustained for every amount of damage rolled equal to the maximum Hit Points of the larger unit — after armor is applied. In other words, a scaled one unit of mercenaries attacking a scaled 2 platoon — with 13 Hit Points and 2 points of armor — must make an attack against the platoon and inflict at least 16 points of damage in order to reduce the platoon's Hit Points by one point. If the smaller unit inflicts 35 points in one blow, then it would reduce the platoon's Hit Points by 2 points. And so on.

Note that some creatures — such as alien abominations — may be scaled as well, at the gamemaster's discretion.

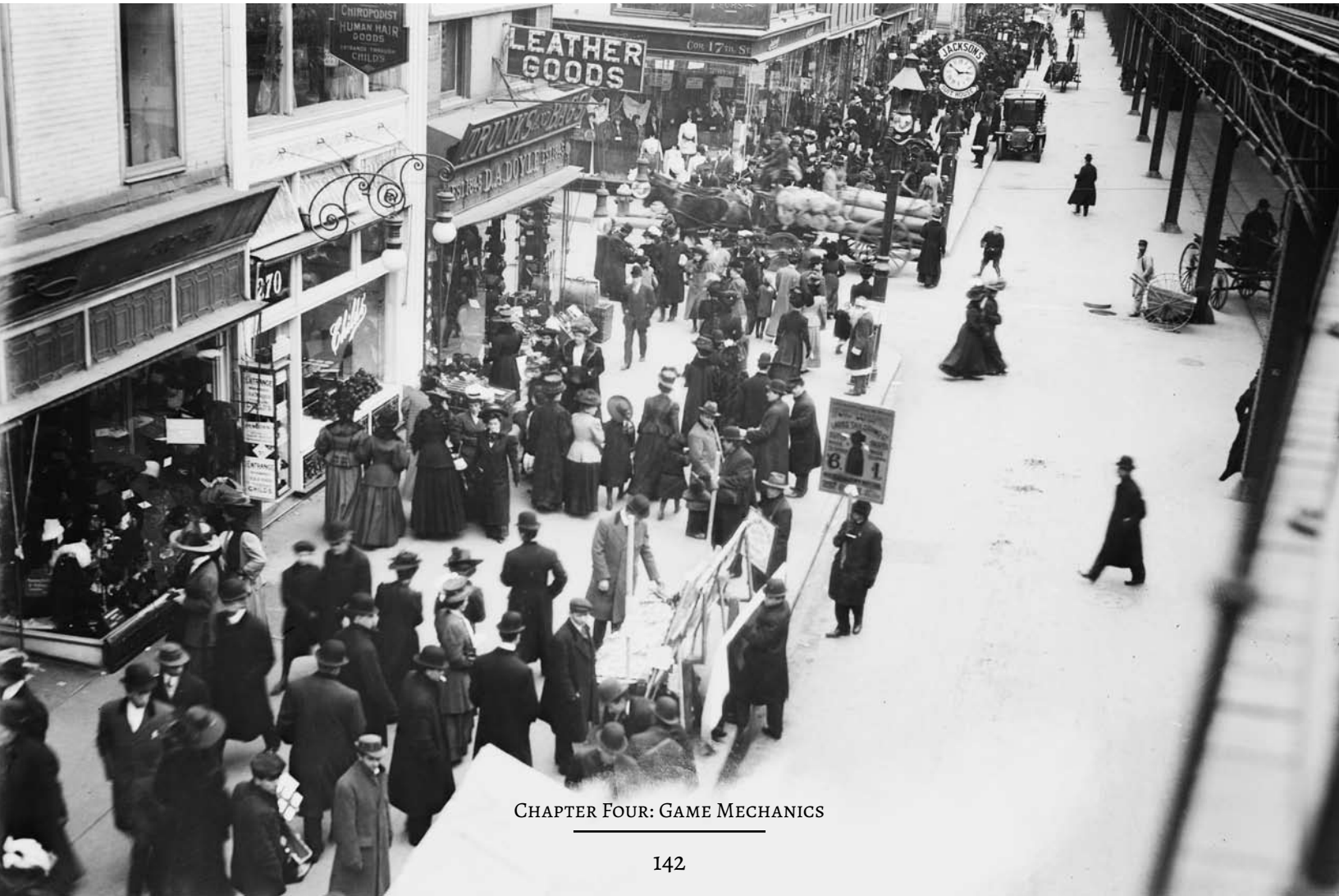
Attributes

Paragons of the Era

Attribute	Historical Individual	Born	Notes
Str 18	Ghulam Muhammad, the "Great Gama"	May 22, 1878	Undefeated wrestler capable of overcoming combatants twice his size
Con 18	Gertrude Bell	July 4, 1868	Extraordinary writer, traveler, political officer, spymaster and archaeologist
Siz 21	William Howard Taft	September 15, 1857	Largest president in the history of the United States
Int 18	Nikola Tesla	July 10, 1856	Genius inventor, electrical and mechanical engineer, physicist and futurist
Pow 18	Aleister Crowley	October 12, 187	Infamous and mysterious occultist, counterculturalist and libertine
Dex 18	Jim Thorpe	May 22, 1887	Multifaceted, incomparable athlete and Olympic gold medalist
Cha 18	Mary Pickford	April 8, 1892	Spellbinding actress and ingénue at the nascence of her silent-film stardom

Attributes & Example Descriptors

	Attribute Value				
	3 to 4	5 to 8	9 to 12	13 to 16	17 to 18
Str	Feeble	Weak	Average	Brawny	Mighty
Con	Sickly	Frail	Average	Vigorous	Impervious
Int	Witless	Simple	Average	Bright	Brilliant
Pow	Impotent	Edgy	Average	Resolute	Indomitable
Dex	Inept	Awkward	Average	Agile	Olympian
Cha	Repellent	Dull	Average	Alluring	Magnetic



Calculating Size

Siz	Avg. Weight*	Underweight Height	Healthy Height	Overweight Height	Obese Height	Extremely Obese Height
6	92 lbs.	4'11 and taller	4'8 to 4'10	—	—	—
7	101 lbs.	5'2 and taller	4'8 to 5'1	—	—	—
8	110 lbs.	5'5 and taller	4'9 to 5'4	4'8 and shorter	—	—
9	120 lbs.	5'8 and taller	4'11 to 5'7	4'10 and shorter	—	—
10	131 lbs.	5'11 and taller	5'2 to 5'10	5'1 and shorter	—	—
11	143 lbs.	6'1 and taller	5'4 to 6'0	4'10 to 5'3	4'9 and shorter	—
12	156 lbs.	6'6 and taller	5'8 to 6'5	5'2 to 5'7	5'1 and shorter	—
13	170 lbs.	6'9 and taller	5'10 to 6'8	5'4 to 5'9	4'8 to 5'3	—
14	185 lbs.	6'11 and taller	6'0 to 6'10	5'6 to 5'11	4'9 to 5'5	4'8 and shorter
15	202 lbs.	—	6'4 to 6'11	5'10 to 6'3	5'0 to 5'9	4'11 and shorter
16	220 lbs.	—	6'8 to 6'11	6'1 to 6'7	5'3 to 6'0	5'2 and shorter
17	240 lbs.	—	—	6'4 to 6'11	5'6 to 6'3	5'5 and shorter
18	262 lbs.	—	—	6'7 to 6'11	5'9 to 6'6	5'8 and shorter
19	285 lbs.	—	—	—	6'0 to 6'11	5'11 and shorter
20	311 lbs.	—	—	—	6'1 to 7'0	6'0 and shorter
21	340 lbs.	—	—	—	—	6'1 and shorter

*Average weight (in pounds) = $55 \times 2^{(SIZ/8)}$ (formula works for Siz 6 and over, though adjustments may be necessary for outliers and nonhuman creatures)

Note that in-shape or muscular humans may treat underweight or overweight (or possibly obese) columns as healthy for their particular body types.

Creature Sizes

Size Category	Siz	Example	Example Siz (Weight)
Small	10 or less	Dog	Siz 7 (101 lbs.)
Medium	11 to 20	Man	Siz 11 (143 lbs.)
Large	21 to 40	Horse	Siz 35 (1141 lbs.)
Huge	41 to 70	Elephant	Siz 61 (10,857 lbs.)
Enormous	71 to 90	Apatosaurus	Siz 75 (18 tons)
Colossal	91 or more	Blue whale	Siz 99 (146 tons)

Sizes of Historical Individuals

Historical Individual	Siz	Calculation Notes*
Abraham Lincoln	14	6'4 and 180 lbs.
G.K. Chesterton	20	6'2 and 300 lbs.
Harry Houdini	10	5'5 and assuming 130 to 140 lbs.
Jim Thorpe	15	6'1 and 202 lbs.
King Edward VII	13	5'6 and assuming overweight
Mary Pickford	7	5'0 and assuming 100 lbs.
Theodore Roosevelt	17	5'10 and 237 lbs.
William Howard Taft	21	6'1 and 316 to 330 lbs.

*Based on best estimates and historical notes; outside of Abraham Lincoln — included only as an illustrative example — the individuals are contemporary for the era.

Blood Loss

When suffering a critically bleeding wound, such as the severing of a major artery or internal hemorrhaging, a character requires immediate medical intervention. In combat, such a wound inflicts one level of fatigue each round until death occurs. A successful medical roll — using either First Aid or Medicine — stabilizes the wound and halts this spiral. The inflicted fatigue level remains until sufficient time for healing has passed. Any further strenuous activity during this recovery period chances a reopening of the wound — determined with a Luck roll.

Character Improvement

At specific intervals determined by the gamemaster — typically at the end of a scenario or after a significant "chapter" of a storyline — characters earn **Improvement Points** and the opportunity to improve their skills. When the gamemaster offers this opportunity during downtime, it is called an **improvement phase**.

During the improvement phase, Improvement Points may be rewarded to those characters who have actively pursued their motivations (as governed by their chosen drives and bonds) in-game, or simply as bonuses for successful adventuring. Such rewards should be limited to one to three points at a time — the amount of which is determined by the gamemaster. At each set interval, skills may be improved in several ways.

Each skill that was successfully rolled in the recent scenario may be checked for improvement (excluding Class & Credit). For each successfully rolled skill, the player makes a percentile roll and adds the adventurer's **attribute bonus** to the result. If the total is greater than the current skill percentage, then the skill improves by 1d4+1 points. If the total is equal to or less than the skill percentage, then no improvement occurs.

Additionally, a player may spend one Improvement Point to increase a skill (excluding Class & Credit) or Rationality. After spending the point, the player makes a similar percentile roll (adding the attribute bonus to the result). If the total is greater than the current skill percentage, then the skill improves by 1d4+1 points. If the total is equal to or less than the skill percentage, then the skill increases by one point. The player may spend as many Improvement Points as he wishes to increase his adventurer's skills. However, he may make only one check per skill — whether he does this by spending Improvement or not — per improvement session. When an adventurer attempts to increase a skill that exceeds 100%, then the roll result needs to surpass only 100 (after augmenting the roll with his bonus).

It is up to the gamemaster to determine whether or not a skill is eligible for improvement with these guidelines. It is possible for the rare skill to be improved only through mentorship or organized instruction.

Attribute Bonus

A character's attribute bonus for the improvement of a skill is equal to the higher of the skill's two base value attributes (there is no bonus for Rationality). As an example, to improve Athletics, the character would use either Strength or Dexterity (whichever is higher) as his attribute bonus.

Learning New Skills

An adventurer may spend 2 Improvement Points to purchase a new skill, if the gamemaster allows it. The new skill starts at its base value. However, the gamemaster may consider some skills too difficult to learn without special training, or without some other logical connection to the character's history. Skills such as Engineering, Medicine, some Tradeskills, or certain Occult paths or Fighting Methods (as only a few examples) may be deemed too difficult or esoteric to acquire through normal means. It is up to the gamemaster to determine which skills are available for purchase during the improvement stage.

Learning Skills Through Mentorship

A mentor must possess at least 50% in a skill (professional level) in order to teach it. If the adventurer does find a suitable (and willing) mentor, the adventurer may dedicate time, training, money and one Improvement Point toward learning the relevant skill. Doing so takes up to one month of time (though the precise time needed is based on the type of skill being trained), and typically occurs during downtime. To determine a cost of instruction, see the "Hirelings" section in the "Wealth and Equipment" chapter. After the requisite time, training, and expenditure of money and an Improvement Point, the adventurer may start the new skill at its base value.

Note that some mentors may request an odd task — in addition to payment — in return for instruction. Such a task may provide an interesting opportunity for adventuring.

Additionally, an adventurer may seek a mentor to help increase a skill. When using a mentor for such instruction, the time required for training is roughly one week, after which an Improvement Point is spent and a percentile roll made. When a mentor is used, the adventurer adds his own attribute bonus, plus ten percent of the mentor's relevant skill (the one being trained), to the resultant roll. All other rules for improvement apply. If the mentor possesses the Tradeskill (Education) skill, then the adventurer may add a number of points — equaling one tenth of the instructor's Education skill — to the 1d4+1 skill point increase.

Improving Rationality

Though an adventurer may recover lost Rationality during the improvement phase with the expenditure of an Improvement Point, his Rationality may never exceed its original value (calculated at character generation).

Chases

A chase is treated as a "zoomed in" dramatic tug of war between opposing forces over a length of time, during which a series of tallied skill checks are required — with each success or failure either increasing or decreasing a score. For example, adventurers fleeing from a pursuing predator will have a lead which they will attempt to increase (to a point at which they escape their pursuer) and the pursuer will attempt to decrease (to a point at which it intercepts or captures the adventurers).

> The **lead** is an abstract measurement of proximity between two opposed forces; by using it, the gamemaster may easily track the back-and-forth progress of a chase or other dramatic tug of war.

When determining the length of the chase, the gamemaster sets an initial lead, indicating how far the fleeing target is from the pursuer at the start of the sequence, and a goal, indicating the amount to which the lead must be increased to end the chase sequence in an escape; decreasing the lead to zero ends the chase sequence in a capture.

For example, the target may have a starting lead of 2 and a goal of 6, meaning that the fleeing runner needs to increase that lead from 2 to 6 to escape, and the pursuer needs to decrease that lead to zero to capture.

The chase is then narrated as a back and forth series of opposed skill checks between the runner and pursuer, with each success (using a skill such as Athletics, Drive, Pilot, Ride, and so on) on the runner's part increasing the lead by one (or by two with a critical) and each failure decreasing the lead by one (or by two with a fumble).

The gamemaster may decide that certain dramatic situations or creative solutions may also increase or decrease the lead (e.g., "Somehow, the runner shimmies down the pipe from the third story to the rooftop of the adjoining building, landing with a thud on its rain-soaked metal roofing without injury; the pursuing horde — dumbfounded for a brief moment — stare down from the warehouse landing. The runner adds two points to his lead.").

With chases, the environment dictates the goal number for the lead. A labyrinthine and cluttered street in New York may require a lead of 6 for escape, while a vast and open field outside of Kansas City may require a lead of 12 (or higher) — to be determined by the gamemaster at the outset of the chase.

There is no fixed distance for a point of lead, as the measurement is relative to and dependent on the nature of the chase — and whether or not vehicles are involved. In a foot chase, a point may indicate a few feet, and with vehicles, a point may indicate a few car lengths.

When the lead is reduced below approximately 2 to 3 points, the proximity between the runner and pursuer is generally considered to be close quarters — depending on the gamemaster's judgment. Under such circumstances, participants may make close quarters ranged attacks (with appropriate modifiers accounting for movement during combat, distance between combatants, and target size) and leap from vehicle to vehicle (or from mount to vehicle and vice versa).

Other combat ranges are best approximated by the gamemaster as he sees fit and based on the needs of the given chase sequence.

Summary of Basic Chases

1. As with combat, a chase is measured in Combat Rounds, with each round broken into turns. A chase turn constitutes a brief moment of time, during which the character gets to act: veering into traffic, leaping from roof to roof, attempting to gain ground, evading a sudden obstacle, and so on. In general, participants on foot use Athletics (and Evade for dodging obstacles), on mounts use Ride, and in vehicles use Drive or Pilot. Additionally and for the sake of simplicity, it is assumed that each participant is moving as fast as it can during a chase.
2. As with combat, a round finishes when every participant completes a turn. Unlike with combat, each chase participant is considered in "sprint mode" and allowed to act or react only once per round (unless some special circumstance warrants a follow-up action).
3. Each round, the gamemaster determines the chase order, using a character's Initiative if the character moves on foot or rides a mount (or a relevant Acceleration if the character drives or pilots a vehicle) — or, optionally, Initiative or Acceleration plus 1d10. Participants (including passengers) take respective turns in order of Initiative or Acceleration, with the highest Initiative or Acceleration acting first, and the lowest acting last. Opponents with tied Initiative or Acceleration scores roll a die (highest wins) to determine order.
4. After all turns are completed, and if the participants are still engaged in the chase, a new chase round is started (again using the determined chase order). However, if the runner has increased his lead to his goal number, then he escapes and the chase ends (or it possibly turns into a hunt); likewise, if a pursuer has decreased the lead to zero, then the pursuer intercepts the runner (potentially turning the chase into a combat).
5. If a runner reaches his lead goal or otherwise successfully escapes the chase, any pursuers may still attempt to find the runner's trail again (using Detection, Tracking, and so on), while the runner may attempt to evade or hide (using skills such as Stealth).

Chase Difficulty Modifiers

At the start of each round — whether the chase is on foot, in vehicles, on mounts, or in any combination of these — the gamemaster must determine any difficulty modifiers for participants based on the condition of the terrain for that round. The terrain will more than likely change at the start of many of the rounds as the participants speed through their environment.

Terrain Types

Most terrain falls into one of the following categories: **open**, **average**, or **tight**.

An **open terrain** is one consisting of flat ground or straight roads (and with minimal or minor obstructions). In open terrain the advantage for the round goes to the fastest participant (indicated by its top speed). Each slower participant suffers a Hard difficulty for its Athletics, Drive, Pilot, or Ride skill check. Each slower participant whose top speed is half (or nearly half) that of the fastest top speed suffers a Daunting difficulty; the difficulty becomes Improbable (or outright Impossible) for each participant whose top speed is even lower than this.

An **average terrain** is one with some twists and turns (and with a few moderate obstructions). In average terrain the advantage for the round still goes to the fastest participant (indicated by its top speed). Each slower participant suffers a harder degree of difficulty for its Athletics, Drive, Pilot, or Ride skill check. Additionally, any vehicle moving through average terrain applies a difficulty modifier to its skill check equal to its Handling.

A **tight terrain** is one with narrow, twisting, or labyrinthine conditions (and with a variety of moderate or major obstructions). In tight terrain the advantage for the round goes to the most maneuverable participant (affected by a runner's Athletics, a vehicle's Handling, or a mount's Evade) — as all participants are naturally slowed down to navigate the space.

Any on-foot runner navigating tight terrain against a vehicle or mounted pursuer suffers a harder degree of difficulty (if all participants are moving on foot, then this modifier does not apply). A mount moving through tight terrain applies a difficulty modifier to its skill check based on its Evade skill (see "Mounts & Handling"). A vehicle moving through tight terrain applies a difficulty modifier to its skill check equal to its Handling.

Fatigue in a Chase

On foot, a chase participant will eventually exhaust himself. During a chase, he must test for fatigue — with a Fortitude check — after a number of chase rounds equal to his Con. After this check, and if physically able, the participant resumes the activity for another number of chase rounds equal to his Con — repeating this check for as long as the chase continues (see "Fatigue").

Mounts and Handling

A mount's maneuverability is based on its Evade skill (just as a vehicle's maneuverability is based on its Handling). When a mount's maneuverability becomes relevant to the rider's Ride check — such as when the mount is moving through a tight terrain — a difficulty modifier is applied to the relevant check based on the mount's Evade. The difficulty is: Hard for an Evade of 0 to 24%; Normal for an Evade of 25 to 49%; Easy for an Evade of 50 to 74%; and Very Easy for an Evade of 75 to 100% (or over).

Other Terrain Modifiers

Terrain may be affected by **icy** or **oily**, **rough** or **uneven**, or **swampy** or **snowy** conditions. Additionally, the gamemaster may modify the difficulty according to the situation — such as when headlights fail at nightime or when other environmental factors make navigation more treacherous.

Icy or **oily terrain** makes any skill check one degree more difficult, and any maneuvering skill check two degrees more difficult.

Rough or **uneven terrain** is one which shifts unpredictably (e.g., sandy beaches, mud flats, plowed fields), making any maneuvering difficulty modifier at best Normal.

Swampy or **snowy terrain** is one which interferes with a vehicle's operation and generally slows down each of the participants. Any maneuvering difficulty modifier is at best Hard, and any top speed is at best 10 mph.

Many **disadvantageous circumstances** (e.g., fog or obscure atmosphere, night without headlights, a heavily encumbered vehicle) makes maneuvering one degree harder (or more).

When **two situations** happen simultaneously, the more severe penalty is used.

Handling — or any maneuvering difficulty modifier — becomes one degree easier if the vehicle or mount is slowed to a **quarter of its top speed**.

Difficulty Modifiers in a Chase

The difficulty modifiers based on terrain are abstract approximations serving as guidelines only, and are best applied at the gamemaster's discretion and according to the dramatic needs of a chase. As chases are meant to be frenetic and haphazard, the gamemaster is encouraged to apply difficulty modifiers to chase participants as the situation and common sense dictate.

Chase Actions and Reactions

A chase turn constitutes a brief moment of time, during which the character gets to act: veering into traffic, leaping from roof to roof, attempting to gain ground, evading a sudden obstacle, and so on. In general, participants on foot use Athletics (and Evade for dodging obstacles), on mounts use Ride, and in vehicles use Drive or Pilot; however, chase participants may make other creative choices during a chase (e.g., using Seduction to distract another driver, leading a pursuer into a clothesline which may be noticed and avoided with a free Detection check, throwing money into the air to cause a mob or otherwise rousing onlookers into creating congestion, using Athletics to tip over a fruit cart), and the gamemaster is encouraged to integrate these as well.

Actions (offensive)

Any one of the following actions may be attempted on the participant's turn — with the spending of one of his turns. Other actions may be possible, especially if the gamemaster integrates combat into the chase (see "Integrating Combat with a Chase").

Assess Environment: The participant makes a Detection, Streetwise, Knowledge or other relevant roll to obtain tactical information about the environment. With a success, the gamemaster may impart useful information to the participant (e.g., a secret route, strategically useful environmental details, treacherous obstacles) or allow for a tactical advantage (e.g., an automatic Swerve around an upcoming obstacle, an increase of lead for a runner taking a secret path, an alternate route to intercept an in-progress chase, an allowed Breakaway without the loss of an action on the next turn).

Attack: The participant makes an attack while moving (typically with a ranged weapon) — with any relevant penalties applied (see the "Attacking During a Chase" sidebar).

Barnstorm: The runner deliberately plows into an obstacle and takes automatic collision damage followed by a crash check. Any pursuers at close quarters range must take automatic crash damage and a crash check as well — or else must make a Join action on their next turn.

Breakaway: The runner plunges into new terrain, down a side alley, or onto a side path, redirecting the chase (and losing his action for the next turn reorienting to the new environment). Pursuers must either succeed with an immediate skill check or make a Join action on their next turn.

Change Distance: The participant pulls away from pursuers or gains ground on a pursued runner.

Delay: The participant pauses to assess the tactical situation. He may interrupt another participant's action later in the round, using his delayed turn when he does so. However, he forfeits his turn if no action is taken before the round is over.

Escape: The runner attempts to escape the chase entirely. A runner must be within one point away from his lead goal to attempt to escape, and may be opposed with a Change Distance reaction.

Force Collision: Using Intimidate at close quarters range, the participant forces an opponent into an obstacle. The participant's Intimidate percentage cannot exceed his Athletics, Drive, Ride or Pilot skill (whichever is relevant), and may be opposed by the opponent's Willpower.

Grab It: The participant grabs an object while running. The object's size must be within the participant's throwing range. For every 10 mph of speed, the difficulty becomes one step harder (or is, at best, Hard).

Hold On for Dear Life: The participant holds on for dear life and barrels through treacherous terrain, making a crash check. If successful, the participant makes an immediate free follow-up action — and (for him only) treats the terrain as less limiting than it really is (turning tight terrain into average terrain, and average terrain into open terrain) until the terrain conditions change again.

Join: With a success, the pursuer rejoins a chase after a runner's Rabbit Trail action, joins a chase already in progress (with a lead determined by the gamemaster), or reorients himself to a pursuit after being outmaneuvered. With a failed Join, the pursuer becomes disoriented and increases the lead by 2 points. With a fumble, the lead is doubled.

Jump It: The participant leaps over an obstacle or across a precipice, or jumps it with a vehicle or mount. With vehicles and mounts, a failure results in an automatic failed crash check. Any pursuers at close quarters range must immediately make a similar roll — or else must make a Join action on their next turn.

Lean on the Horn: The participant disperses a crowd with noise — using Intimidate, Influence, Luck (with an automobile horn only, and made one degree easier), or a similar check — turning a tight terrain into an average terrain for the next turn.

Leap Aboard: A participant within close quarters range leaps onto a mount or vehicle — from a running height or from another mount or vehicle — with an Athletics check and an appropriate difficulty modifier. At best the action is Hard — unless a successful Pace action is first attained — and made more difficult for every 10 mph difference in speed between participants. If a failure occurs within 10 points of success, the gamemaster may allow for a second last ditch Athletics check on the participant's next turn to recover from a total failure.

Mount or Dismount: A participant on foot mounts a riding animal (perhaps a loosely-tethered camel) or enters a vehicle (perhaps a conveniently available getaway vehicle with the engine running), or dismounts the mount or vehicle to resume the chase on foot (suffering any damage resulting from jumping clear of a moving object). A vehicle or mount may first be decelerated to a safe dismounting speed with a forfeited turn (and an automatically successful Change Distance action).

Pace: The participant chooses a mount or vehicle and matches its pace, allowing any passengers an easier time to make attacks or other actions against the mount or vehicle until its next turn — making each passenger's skill check one degree easier for the duration.

Rabbit Trail (optional): While in pursuit of a runner, the pursuer makes a sudden detour, choosing a shortcut that will hopefully bring him closer to his target. The pursuer first spends one turn taking the tangential route and making an Assess Environment action. A navigating passenger with a higher Detection or Streetwise can make this check for a driver. The check is Easy in open terrain and Hard in tight terrain. If the check is successful, the pursuer gains a modifier (one degree easier) on his next action (which must be Join if he wants to rejoin the chase) — and halves the lead score if the Join action is successful. With a critical Assess Environment action, the next Join action is an automatic success and on his turn the pursuer appears right behind his opponent (reducing the lead to one point) or right in front of the runner as a sudden obstacle (gamemaster discretion)! Optionally, the gamemaster may increase the time between the Rabbit Tail and Join actions (perhaps using 1d4 chase rounds), to account for the tangential route taken.

Ram: The participant deliberately slams into another mount or vehicle — either head on or sideswiping it from the side — at close quarters range. With a success, both participants take collision damage and make a crash check.

Regain Control: If the participant is out of control, he regains control (with a Hard difficulty modifier).

Smuggler's Turn (automobiles only): The driver performs a controlled braking skid — making the vehicle's Handling one degree more difficult — reversing the direction of the vehicle. After the maneuver, he must spend his next turn accelerating to full speed in the opposite direction (with an automatically successful Change Distance action). If the driver fumbles, his vehicle is automatically out of control. Any pursuers failing to follow with a successful defensive action must make a Join action on their next turn. Note that such maneuvers are fairly anachronistic for the automobiles of the time period, though a generous gamemaster may still allow them.

Zig-Zag: The participant makes himself more difficult to target by running, driving or riding in a serpentine fashion. If successful, all attacks against the participant, his passengers, and his vehicle or mount, are automatic failures until the next turn.

Reactions (defensive)

Any one of the following reactions may be attempted — at any time — during the chase round as a response to an action (if the participant still has a remaining turn).

Change Distance: The participant pulls away from pursuers or gains ground on a pursued runner.

Hard Brake: The participant decelerates quickly to avoid an obstacle, either losing or gaining 2 lead points (whichever is disadvantageous to the participant). After the maneuver, the participant must spend his next turn accelerating to full speed (with an automatically successful Change Distance action).

Interrupt (for delaying participants only): The participant who has delayed his action may interrupt another participant's action, using his delayed turn as he does so. However, he forfeits his turn if no action is taken before the round is over.

Swerve: The participant defends against an obstacle or another action — such as an Attack, a Smuggler's Turn, a Forced Collision, a Ram, and so on.

Special Maneuvers

Tricky Maneuvering (critical, stackable): The participant makes an immediate free follow-up action.

My Turn Now (optional rule, critical, runner only): The runner narrates the terrain details and obstacles for the next round.

Passengers in a Chase

It is important to remember that passengers also get to act in a chase (e.g., leaping from mount to vehicle or back again, helping the driver navigate by making an Assess Environment action on his behalf, defending the driver from attack, shooting from the moving vehicle, fighting atop it against boarding opponents).

Collisions and Damage

Obstacles & Dramatic Settings

Whether it consists of a foot pursuit through the streets of Cairo, of a horseback flight into the Khyber pass, or of a motorized evasion across the Russian steppes, a dramatic chase should entail a living environment full of exciting details and challenging obstacles.

The gamemaster will want to consider these environmental set piece elements ahead of time — perhaps noted on a pile of index cards readily accessible in the heat of the moment. At the start of a chase round, he may either incorporate an element or obstacle into the chase as he sees fit, or roll for it based on the terrain type.

In general, **unforeseen obstacles** appear:

1 out of **1d12** times (in **open terrain**)
1 out of **1d8** times (in **average terrain**)
1 out of **1d4** times (in **tight terrain**)

Set piece elements may incorporate into the chase new challenges or tactical choices for the participants, depending on the nature of the element. A few examples include: a foot chase intersecting a river integrating Swim checks into a chase round; or, a car chase through a familiar city inspiring a Streetwise or Common Knowledge check (to realize an advantageous route through the area's twisting streets). The gamemaster is encouraged to integrate such variety and allow for player creativity when it comes to the design and implementation of a chase.

Set Piece Example: Crowded Bazaar

Narrow, twisting, smoke-spice-stench-filled alleys lead in never-ending circles or through throngs of people haggling for wares and shouting languages from three continents.

Chases (mostly tight and uneven terrain full of peddlers and pushcarts; interspersed with average terrain of wider, sun-splashed corridors and plazas): Tunnels of fruits, spices, silks, rugs, fabrics, silvers, tobaccos, sheep, goats, chickens and cages, dogs, and pedestrians may be pushed or pulled into pursuers; peddlers scream or chase runners after their stores or carts are overturned; medieval nooks and worker scaffolding allow for scrambling up or along steep walls and terraces; chamberpots spill down from balconies and feed into manure piles; labyrinthine arteries lead to sudden crumbling staircases or into iron-gated impasses; narrowing pathways routinely bar anything larger than a horse from passing (unless it crashes through fearlessly and explosively).

Special: 1d6 local gendarmes pursue any troublemakers (imprisoning them in the old dungeon if they're captured), with most of them on horseback; the gendarmes train regularly in the city's tricky streets and consequently know all of their twists and turns.

Crash Checks (vehicles and mounts)

Certain situations involving vehicles or mounts may call for a crash check — such as when a driver or pilot fumbles his Drive or Pilot check when avoiding an obstacle, or when the circumstances otherwise suggest one. A crash check is made with the relevant Ride, Drive or Pilot skill, modified by any Handling modifiers (for mounts, the Handling modifier is based on its Evade skill). If the check fails or fumbles, the vehicle or mount is out of control.

Out of Control (vehicles or mounts)

Drivers, pilots or riders who have lost control of their vehicles or mounts — by failing a requested crash check — suffer the following conditions.

- No maneuvering actions or reactions may be taken (except for the Regain Control action)
- The chances of encountering unforeseen obstacles increase ×2
- Automatic collision damage (with no opportunity for evasion)
- With a mount, make an immediate Hard Ride check (a failure results in a fall from the mount and resultant damage)

Regaining Control

The driver, pilot or rider may spend a chase turn gaining control of an out of control vehicle or mount with a successful Drive, Pilot or Ride check (with a Hard difficulty). A skilled passenger may attempt the check but must have access to the controls or reins to do so. With a fail or fumble, the vehicle remains out of control.

Damage to Vehicles

When a crash check is fumbled, when a vehicle suffers major damage (equal to half its total Hit Points) in one blow, or when circumstances logically suggest a random effect, the "Vehicle Trouble" table should be consulted. It is up to the gamemaster — and the circumstances of the chase — to determine whether such an effect is moderate or major.

A vehicle suffering damage from a targeted attack — such as one made from a ranged weapon — must roll on the "Vehicle Hit Locations" table, in addition to suffering damage to its overall Hit Points. If the vehicle has an overall integrity of one, or if the damaged location's operability has already been suffiently reduced, then the area receives a total damage effect. Otherwise, the location reduces its operability by a proportional amount, and suffers a partial damage effect. See the "Vehicle Integrity" sidebar for more information.

Determining Collision Damage

Objects inflict damage based on the collision speed:

One die per 10 miles per hour of the fastest object, with the die type based on the size of the smallest object in the collision — d6 being the average type (see the "Collision Damage" table)

Collision Damage

Fastest Object Speed	Number of Die
5 to 10 mph	1
11 to 20 mph	2
21 to 30 mph	3
31 to 40 mph	4
41 to 50 mph	5
Every +10 mph	+1

Smallest Object Size	Die Type
Debris (e.g., garbage cans, small fruit carts, fence)	d4
Man-sized (e.g., pedestrians falling from ladders)	d6
Big (e.g., horse, cow, small crowd, sturdy wall)	d8
Bigger (e.g., small barn, small moat, bustling crowd)	d10
Enormous (e.g., farmhouse, large moat)	d12

Ramming Vehicles (or Mounts) Position	Damage
Head on	×2 total damage
Sideswipe	½ total damage

Vehicle Integrity

Integrity is an abstract measurement of the chassis' overall resistance to damage, as well as of the strength and interoperability of its various support structures (e.g., axles, bearings, suspension). Most vehicles of the era will have an integrity of one (denoted with a ●), meaning that one forceful hit to an area of the vehicle (e.g., the chassis, the engine, an axle) may cause total destruction to that location. The same damage to a vehicle with an integrity of 2 (●●) would cripple the location's functionality by 50%, but still leave the vehicle in somewhat operable condition. Any damage to a specific location — which doesn't totally destroy its operability — reduces its functionality to a percentage (equaling the total hits left for the location in proportion to the overall integrity rating of the vehicle). For a vehicle with an integrity rating of 3, two hits to a single location would leave the location with 33% (one hit left of the integrity 3 rating) functionality. For a vehicle with an integrity rating of 4, three hits to a single location would leave the location with 25% (one hit left of the integrity 4 rating) functionality.

Running a Chase

A chase should be fast and fun and not bogged down with mechanical complexity. In order to facilitate this, the chase rules are provided as scaffolding. The gamemaster is encouraged to interpret and extrapolate them for the various creative situations that may arise in any given pursuit. Adventurers may leap from vehicle to vehicle, engage in combat on top of a moving vehicle, attempt to hide in a crowd, split into separate groups, or concoct any number of crazy schemes during a chase.

Narrative Flow

Above all else, the gamemaster should keep the chase moving and allow for narrative flow. At its most basic level, a chase is a turn based sequence where each participant is allowed one creative action tested by a relevant skill check; however, what is most interesting about a chase is its tension — including anticipation and suspense — its dramatic turns — including descriptive action — and its kinetic movement through an environment — including sensory details.

Vehicle Trouble

1d8	Moderate Vehicle Trouble	Major Vehicle Trouble
1-2	Tire flats (see "Vehicle Hit Locations")	Axle breaks, rendering the vehicle inoperable
4-5	Vehicle skids, making its Drive or Pilot skill check one degree more difficult in the next round	Vehicle fishtails, rendering it out of control
6	Vehicle skids to a halt pointing in a random clock direction (determined with 1d12), but remains operable	Vehicle is rendered out of control, and any passenger failing a Luck check is thrown from the vehicle (suffering 1d6 points per 10 mph of speed)
7	Roll on the "Vehicle Hit Locations" table	Vehicle rolls (either ejecting or trapping each passenger, based on the circumstances)
8	Roll twice on the "Vehicle Hit Locations" table	Vehicle rolls and catches fire, ejecting or trapping passengers and causing 1d6 points of damage each round to the vehicle and any trapped occupants

Simplifying Chases

In some circumstances, a chase may not require a dramatic skill sequence and chase actions, but may instead be reduced to two or three skill checks and creative roleplaying. The gamemaster should assess the complexity of a given situation, and determine which tools work in service to the needs of the story.

Vehicle Hit Locations

1d8/10/12*	Hit Location	Partial Damage Effect	Total Damage Effect
1	Cosmetic	An amount of cosmetic details (proportional to the damage) on the vehicle is destroyed (e.g., fender, bumper, window).	The headlights shatter, causing an extra degree of driving difficulty in partial darkness.
2	Suspension	Handling is one degree harder each time this is damaged.	The vehicle can no longer be controlled.
3	Fuel compartment	Fuel leaks, rendering the vehicle inoperable in 1d8 (minus the number of hits) rounds.	The vehicle catches fire, causing 1d6 points of fire damage to the vehicle and its occupants each round.
4	Engine compartment	Smoke streams from the hood, rendering the vehicle inoperable in 1d10 (minus the number of hits) rounds.	The vehicle is rendered inoperable until the engine is repaired.
5	Steering and controls	Ride or Pilot checks are made one degree harder each time these are damaged.	The vehicle can no longer be controlled.
6	Tires	A tire punctures, the top speed is reduced by 25%, and Handling becomes one degree harder.	The driver or pilot makes a Luck roll. With a fail, a major "Vehicle Trouble" effect occurs. Otherwise its top speed is reduced by 50% and its Handling becomes one degree harder.
7	Cargo compartment	An amount of cargo proportional to the damage is destroyed.	All cargo is destroyed.
8+	Passengers	A number of passengers proportional to the damage are directly exposed to the hit.	All passengers are directly exposed to the hit.

*Based on passenger cover: 1d8 for almost full cover, 1d10 for ½ or ¾ cover, and 1d12 for little cover. When rolled for an obstacle collision, roll 1d8 (regardless of passenger cover).

Note that locations are based on an automobile. For all other vehicles use an equivalent location.

Multiple Participants

It is possible for a chase to involve more than one runner and one pursuer. Parties may split up, a third party may join the fray, or an enemy may organize a trap hoping to surround its prey. In such a situation, each lead between the runner and a pursuer may have a different value. If it serves the game, then this tracking of multiple leads is certainly a viable option. However, where appropriate, the gamemaster may just as well combine multiple enemies into one conveniently tracked horde — if splitting pursuers (or runners) into separate groups serves no mechanical purpose.

Integrating Vehicles and Mounts

Pure foot chases may be easier to run than chases involving a variety of participants (e.g., vehicles, mounts, vehicles with multiple passengers). However, the basic chase rules should suffice to cover the integration of vehicles and mounts into a foot chase. The gamemaster should remember to allow for the chase guidelines to remain a bit abstract, and to allow a pursuit's narrative flow of events to take precedence.

Integrating Combat with a Chase

The simplest form of combat in a chase involves its participants using their chase turns to make an attack (ranged or otherwise). However, it is also possible for a gamemaster to integrate a chase with a more complex combat (e.g., passengers fighting on top of a vehicle while the vehicle is simultaneously engaged in a chase) — though it can be challenging unless the gamemaster is adequately prepared to track the narrative flow of both events. To do so, however, the chase turns are included into the combat round (with its normally allowed number of actions, for its participants only).

Attacking During a Chase

If a combatant is running while attacking — or attacking as a passenger atop a moving vehicle — his attack percentage cannot exceed his Athletics skill. If a combatant is riding a mount while attacking, his attack percentage cannot exceed his Ride skill. If a combatant is driving or piloting a vehicle while attacking, his attack percentage cannot exceed his Drive or Pilot skill.

Damage and Healing from Injury

When a character takes damage, the damage die is rolled and the resultant points subtracted from his Hit Points.

Armor Resistance

Some opponents possess armor — either worn or natural — which soaks up inflicted damage. Fleshy, weak adventurers rarely have armor adequate to soaking damage, but may regrettably encounter resilient creatures that do possess substantial resistance — such as sludge, rough hide, scales, chitin, and so on. When a target with armor takes damage, the damage taken equals the damage roll minus its armor value. **Note** that certain types of damage — such as electricity, fire or acid — circumvent or corrode armor, though these types are exceptions to the rule.

Death Threshold

The death threshold is a negative value equal to the character's — or creature's — Wound rating. Any character reduced to this threshold dies instantly. For example, a character with a Wound rating of 6, whose Hit Points are reduced to –6, dies instantly with no chance of resuscitation.

Negative Hit Points

If Hit Points drop to zero (or under), the damaged character must make a Fortitude roll to stay conscious. If the test is successful, the character must still make a successful Fortitude roll each round to remain conscious, until stabilized by medical intervention. No other action may be taken by the character. If the character loses consciousness — by failing a Fortitude roll — then one Hit Point is lost per round until reaching the death threshold, at which point death is instantaneous.

Damage to Attributes

In some unique situations, an adventurer may lose one or more attribute points (such as when damage reduces Str, Con, Cha or so on). Such damage is typically dramatic and permament (and should be narratively described and roleplayed). Not only does this loss reduce the relevant attribute, but it also may affect the calculation of any related secondary attributes, and diminish any skills derived from the attribute score. Ultimately, the amount of skill points lost — and the possibility for recovery — is left to gamemaster discretion (a default penalty is 5 skill points reduced from each related skill for every lost attribute point). For Pow loss, see "Magic and Essence Points."

Major Wounds and Critically Major Wounds

If a character suffers a single wound exceeding his Wound rating, then **major** damage is sustained. Certain types of damage — such as fire, electricity, explosives, and so on — may cause unique effects. Consult the relevant damage sections for details. Otherwise, the gamemaster should consult the "Humanoid Hit Locations" table to find the wound location, and then determine the severity of the damage. By combining the details of the hit location with the severity of the wound, the gamemaster may better dramatize the injury.

When an opponent rolls a critical against the victim or when the victim rolls a fumble in defending the attack, the damage is especially brutal, or **critically major**. The difference between a major wound and a critically major wound could mean the difference between a limb rendered useless and a limb detached from the body. For major wound damage, use the first description; for critically major damage, consult the description appropriately marked "critical or fumble involved."

Humanoid Hit Locations

1d20	Hit Location
1-3	Right leg
4-6	Left leg
7-9	Abdomen
10-12	Chest
13-15	Right arm
16-18	Left arm
19-20	Head

Leg or arm damage: The character must immediately make an opposed test of his Fortitude versus the successful attack roll of the assailant — or a simple Fortitude roll if no attacker is involved. Failing this roll indicates the limb being rendered useless; an arm drops what it is carrying and a leg no longer holds up the character.

Leg or arm damage (critical or fumble involved): The limb is severed, mangled, bludgeoned or shattered. The character drops prone — incapacitated — and must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in unconsciousness and the adventurer losing one Hit Point each round until stabilized by an ally or until reaching the death threshold.

Abdomen, chest or head damage: The character must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in unconsciousness for a number of rounds equal to the damage sustained. If Hit Points reduce to a negative value, the character fails to regain consciousness (although the character may be rescued by medical intervention).

Abdomen, chest or head damage (critical or fumble involved): Gore abounds. The character loses consciousness instantly, and must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in any number of instant and unpleasant deaths: decapitation, evisceration, bisection, impalement, and so on. On the off chance of success, the character spirals toward death. Unless stabilized with a successful medical intervention, the character dies from blood loss — losing one Hit Point each round until reaching the death threshold.

Armored Locations

If a character wears armor — such as a helmet or a brigandine jacket — on the designated location, then the armor absorbs some or all of the damage. When a target with armor takes damage to the specified location, the damage taken equals the damage roll minus its armor value.

Stabilizing the Wounded

A character spiraling from negative Hit Points may be stabilized by an ally, either with a successful Medicine roll, or with a successful First Aid roll modified with a Hard difficulty. The ally must use a medical or first aid kit, or the task becomes one grade more difficult (from Normal to Hard, from Hard to Daunting, and so on). The ally may continue attempting skill checks until the wound is finally stabilized; however, rolling a fumble at this stage aggravates the condition for an additional 1d3 points.

Once stabilized, the afflicted character stops hemorrhaging Hit Points. However, any activity — other than complete rest — incurs a fatigue check each hour (see "Fatigue"). Any sudden movement — such as acting in combat or quickening the pace — incurs an additional fatigue check.

Once stabilized and resting, the player may naturally heal. At this point, the adventurer is essentially incapable of doing much, until recovering to at least one Hit Point.

Natural Healing Rate

Once at rest, the adventurer recovers Hit Points at a rate based on the severity of injuries. For minor wounds (general Hit Point loss) characters regain 2 points per day. If major wounds are involved, characters regain 2 points per week. If critically major wounds are involved, characters regain 2 points per month. Any of the following factors may increase this healing rate, each of which is additive.

Healing Rate Modifiers

Condition	Modifier
Character's Con is greater than 12	+1 Hit Point per cycle
Character's Con is greater than 15	+2 Hit Points per cycle
Character recovers in a medical facility	+2 Hit Points per cycle
Character successfully casts Healing	A number of Hit Points equal to half the caster's Occult level, per cycle
Character's recovery is supervised by someone with proficiency — 50% or above — in Medicine	+2 Hit Points per cycle

Broken Bones

Fractured or snapped bones take months to heal (just as with critically major wounds). If a bone shatters (or compound fractures), it is treated as a major wound. If obliterated or pulverized, it is treated as a critically major wound.

Note about Hit Locations (optional)

While damage is by default abstracted into a general pool of Hit Points, some players prefer separating Hit Points into individual body part locations — such as head, arms, legs and torso — to better approximate the specific kinds of damage found in combat. Similarly, some gamemasters may wish to apply hit locations under special circumstances, such as with creatures of massive proportions or of alien physiology; doing so dramatizes the scale and challenge of such an enemy. If electing to integrate this rule, then use the following guideline for calculating damage.

When suffering a hit in combat, roll on the appropriate hit locations table to determine which body location has been hit. Then roll for the damage suffered, subtracting the resultant points from the Hit Points of the relevant location.

If the location is not reduced to zero or below, then the damage constitutes a **minor** wound, such as a cut, a scratch, a bruise or a minor contusion.

If a body part is reduced to zero points or below, a **major** wound is inflicted to the relevant hit location (see "Major Wounds and Critically Major Wounds").

If a body part is reduced to a negative score equal to or greater than its starting Hit Points, a **critically major** wound is suffered.

Note that while humans reference the "Humanoid Hit Locations" table, creatures with unusual anatomies use slightly different hit locations tables. A modified Hit Locations table is included with each creature description in the "Mythos Creatures" chapter.

Creating Hit Locations for an Original Creature

If a simple formula is required for calculating a creature's Hit Points per location, use the following guidelines (or extrapolate locations from an approximate creature table).

To determine Hit Points for each body part, first calculate the creature's Wound score: Hit Points divided by two, then rounded up.

The Hit Points of the **abdomen** — or both the **forequarters** and the **hindquarters** for a quadruped — are equal to the Wound score.

A **chest's** Hit Points are equal to the Wound score +1.

Each **leg's**, **head's**, **tail's** Hit Points are equal to the Wound score –1.

Each **arm's**, **tentacle's**, or **wing's** Hit Points are equal to the Wound score –2.

Darkness

Darkness not only impairs most skill checks, but it generally heightens the tension of an already dangerous setting. In some circumstances involving darkness — such as when a character suffers a phobia, delusions or paranoia — the gamemaster may even make morale or Horror checks one degree more difficult.

The gamemaster is free to make modifications to any darkness penalties. In general, however, partial darkness makes most skill checks one degree more difficult, while total (or pitch) darkness makes most skill checks two to three degrees more difficult (if not outright impossible).

When adventurers use electric light sources with set durations, the gamemaster may request Luck rolls at set intervals — such as at half and nearly-full duration — to check for burnouts.

Downtime

Downtime is the period in between adventures or sessions, when the adventurer spends time healing, training, studying texts, or sustaining a living. Sometimes, downtime occurs while adventurers are in transit to some faraway location. Downtime is also a period when nefarious schemes — designed and manipulated by the gamemaster — may advance independently of the players and "behind the scenes."

Many activities may occur during downtime, some of which are listed here.

- Improvement Points are rewarded, and an improvement stage offered
- An adventurer works with a mentor to advance himself in a skill area
- An adventurer repairs, upgrades or invents a piece of equipment
- An adventurer pores over an occult text
- An adventurer heals from a wound
- An adventurer spends time in an institution, recovering from trauma
- An adventurer works at his day job

This list is not exhaustive, but rather a few ideas for consideration. The gamemaster may consider using downtime to measure how well the adventurer is managing his everyday duties (and source of income). For example, an adventurer who spends several downtime sessions improving his skills or poring over occult texts, rather than forgoing such activities to "work his day job," may be audited for negligence. It is up to the gamemaster to decide how closely he wishes to scrutinize these responsibilities, though such conflict may increase the drama in a campaign. See "Wages and Standards of Living" in the "Wealth and Equipment" chapter for more information.

Drives and Bonds

Depending on the players' preferences, drives and bonds may either be used as guidelines for roleplaying their characters or as actual percentages for rolling in-game effects.

If drives and bonds are treated merely as roleplaying aids (without actual mechanical effects), then at the very least the gamemaster should consider — when it comes time to awarding Improvement Points — how well players adhere to these stated motivations in-game. A player who actively follows his character's motivations, especially under duress, may be awarded up to 3 Improvement Points for strong or creative roleplaying. In contrast, a player who — under trial of conflict — ignores his character's stated drives or abandons his chosen bonds should earn less points (or even none). Gamemasters may wish to communicate to players when specific situations arise in-game that test their loyalties. **Note** that some mental disorders affect how a character earns Improvement Points, regardless of his adherence in-game to his stated motivations.

If drives and bonds are treated as actual percentages for rolling mechanical effects (similarly to how skills are used), then any or all of the following **optional** rules may be included — depending on their utility to the gamemaster and the desires of the players. The ultimate purpose for using such rules is to aid in roleplaying the various characters in the setting; the gamemaster should determine when a particular rule aids in this goal, and when it just simply impedes it. Note that some players dislike having any in-game behavioral choices governed by dice rolls, while others see such rules as providing interesting twists or revelations of character. However, regardless of whether they are applied to player characters, gamemasters may still consider any of these rules for non-player characters.

When a drive or bond is measured as a percentage (see "Drives and Bonds" in "Character Creation" for base percentages), it may be rolled for any of the following situations.

To test the motivation or response of a player character or non-player character, by rolling the drive or bond as a percentile roll. Succeeding with a check indicates the character acting in alignment with the motivation. For example, an adventurer with Inquisitive 56% may make a check to see whether she descends into the foul-smelling crypt in search of answers, even if the action goes against her better judgment.

To make an opposed check between two conflicting drives or bonds. For example, a sorcerer may feel intense inner conflict over the decision to sacrifice a loved one in the service of her foul gods, necessitating an opposed check between her loyalties to the Ancient Ones versus her romantic love.

To augment another skill roll — adding 20% of the drive or bond to the skill's value — when the drive or bond serves as a strong emotional connection to the skill check. For example, an adventurer defending a loved one may attempt to augment his Fighting Method with his romantic bond to that individual. Or, a character resisting the onset of a full-blown mental disorder — caused by the violence of war — may attempt to augment his Willpower skill with an oath he made to defend his country at all costs. It is up to the gamemaster to determine when a drive or bond becomes relevant to a skill test, and whether such a creative application requires a Mettle point spend.

To measure a character's loyalty to a political cause, ideology, or other belief.

To check the behaviorial effects of emotional manipulation, in which the character is asked to act against his conscience.

These are merely a few suggested ideas. The gamemaster may discover other creative applications for drive and bond checks.

The power of a drive or bond may increase or decrease for a character, as he progresses in his adventuring. Such changes result from the inevitable in-game choices and interactions between characters. For example, a bonded ally may betray her loyalties, or a rival may prove more honorable than previously thought, given the right circumstances. It is up to the gamemaster to decide how much these actions and others like them affect a character's particular motivation percentage-wise, though 1d10 points may be used as a default increase or decrease. When a drive or bond is reduced to zero or below — or when the logic of the game's events dictate it — the character's motivation is lost. When a character loses a bond — through death or betrayal — or a drive — through gradual disillusionment — the gamemaster may allow a new bond or drive to form. However, in general, a character should be able to restore his number of motivations only to a maximum of 3. Additionally, this total should be affected by the character's Rationality. If a character's Rationality is less than 50%, then he may be able to restore his number of motivations only to a maximum of 2. If Rationality is less than 25%, then this total becomes one.

When a character makes a check to measure his loyalty to a political cause, ideology, or other belief, or to a bond, and succeeds with the check, he is compelled to act in alignment with this motivation. However, if he ignores this inner drive and acts contrary to the motivation, he is showing gradual disillusionment, and consequently decreases the motivation's percentage by 1d10 points. If the betrayal of the inner drive is severe (the measure of which is to be determined by the gamemaster) then the loss may be increased to 1d12 or even to 1d20 points. The actual "damage" roll may be made during downtime, when the character is able — in retrospect — to reflect on his actions and what they mean for his beliefs. Such changes may also have effects in the setting and on the relationships with other characters.

Drowning, Asphyxiation & Suffocation

When prepared, an adventurer can hold his breath for a number of seconds equal to his Fortitude. For every 25 points the adventurer possesses in Swim, he may multiply this total by one point.

As an example, an adventurer with a Swim of 73% and a Fortitude of 83%, may hold his breath for 83 seconds times 3 — if prepared. If unprepared, the adventurer can hold his breath for a third of his prepared time — but only if he first makes a successful Fortitude roll.

An adventurer struggling to breathe — or surpassing the point at which he can no longer hold his breath — suffers the effects of drowning, asphyxiation, or suffocation. For every round that the adventurer suffers the effects of drowning, asphyxiation, or suffocation, he must make a Fortitude roll.

If the roll is a critical, then the adventurer suffers no effects. If the roll is a success, then he suffers a level of fatigue. If the roll is a failure, then he suffers 2 levels of fatigue. If the roll is a fumble, then he suffers 3 levels of fatigue.

This period of deterioration occurs until the character drowns or is able to breathe again. Fatigue recovery from such damage occurs rapidly — at one level per minute.

Electricity

Electricity may cause a variety of potential effects, from shock to tissue damage to cardiac arrest. Such effects are dependent on variables like the current and voltage, the pathway of the current, and the current's duration. Chance also plays a part in the equation. The gamemaster should adapt the rules to any mitigating circumstances potentially altering the results.

Anyone taking **minor electrical damage** — up to and including an amount equal to his Wound threshold — must make a Fortitude roll. On a failure, the character is stunned and loses the ability to act — with the exception of rolling to Evade — for 1d3 rounds. On a fumble, the stun time is doubled. When a character takes electrical damage exceeding his Wound threshold (**major electrical damage**), roll for Luck.

With a success, the character is merely **stunned**, losing the ability to act for 1d3 rounds.

Failing the roll causes the character to fall unconscious from **shock** for a number of minutes equal to the damage rolled, as well as to receive potential **tissue damage** (1d3–1 points of Con).

Fumbling the roll causes potential tissue damage as well as **cardiac arrest**, resulting in the character perishing after a number of minutes equal to his Con — unless medical intervention occurs. Resuscitating the victim of a cardiac arrest requires a successful Medicine roll.

Falling

When an adventurer suffers a fall — from a failed climb, from an attack from heights, from an automobile accident, or from any number of circumstances — the character lands prone. For every story (roughly 10 to 15 feet) that the adventurer falls, he suffers 1d6 points of damage. If the gamemaster needs to determine how the adventurer lands — and therefore what specific locations are injured — he may consult the "Humanoid Hit Locations" table (see "Damage and Healing from Injury"). In general, a number of locations equal to the number of stories are damaged. Thus, a character falling three stories (or roughly 30 to 45 feet) sustains 3d6 points of damage, distributed to 3 different areas of his body. Armor has no effect on falling damage.

An adventurer may attempt an Athletics roll to minimize damage. With a success, if no major wound is sustained and if Hit Points are not reduced to zero or less, he lands relatively safely (and is not prone). If a critical success is rolled, he reduces the falling damage by 1d6.

Larger creatures sustain greater damage when falling, increasing the damage by 1d6 for every 10 points of Siz over 20. Smaller creatures — those of Siz 7 and less — typically reduce falling damage by half.

Some landing surfaces — such as soft earth and thick foliage — reduce damage by half. It is up to the gamemaster to determine when falling damage is minimized by such conditions.

Falling Objects

Objects inflict damage based on the amount of stories they fall (1d6 per story), plus an extra 1d6 points for every 6 points of the object's Siz.

Falling from a Vehicle

When falling from a moving vehicle, every 10 miles per hour of speed is treated as if the character falls one story. In other words, an adventurer falling out of a Model T — traveling at 42 mph — sustains 4d6 points of damage to 4 locations of his body. If the adventurer falls from the same Model T and off the edge of a cliff — from a height of approximately four stories — then he suffers 4d6 points of damage to 4 locations, plus an additional 4d6 points to 4 more locations!

Fatigue

Adventurers suffer fatigue from intense effort or from certain forms of sustained trauma — such as blood loss, poisoning or suffocation. Easier activities have little or no mechanical effect on fatigue levels. When it comes to mild fatigue, it is up to the gamemaster to dramatize any potential effects. However, more strenuous activities — such as climbing sheer cliffs, wandering through hostile terrain, swimming against ocean currents, or brawling for sustained periods of time — warrant appropriate fatigue checks.

The gamemaster determines whether the adventurer engages in the effort for a number of hours (for sustained activity such as traveling through wilderness), for a number of minutes (for intense activity such as running from pursuers), or for a number of seconds or Combat Rounds (for frantic activity such as sprinting at top speed) before requiring a check for fatigue. The amount of time available — whether in hours, minutes or seconds — is equal to the adventurer's Con. Once this number of hours, minutes or seconds elapses, the adventurer makes an appropriate skill check — typically Athletics, Brawn, Fortitude, or Willpower, depending on the circumstances. After this check, and if physically or mentally still able, the adventurer resumes the activity for another round — of hours, minutes or seconds — equal to his Con.

Failing or fumbling the check indicates the adventurer dropping one or two levels, respectively, of fatigue and suffering any appropriate consequences. Depending on circumstances, an adventurer reaching "debilitated" either passes out — eventually recovering naturally — or passes out for a round of minutes, seconds or Combat Rounds equal to his Con — clinging to life only with a successful Fortitude roll after each round. The latter occurs when suffering any sustained critical trauma — such as blood loss, poisoning or suffocation.

Fatigue Levels

Level	Effect
Fresh	none
Winded	Skill tests (including further fatigue checks) suffer Hard difficulty
Tired	Skill tests (including further fatigue checks) suffer Hard difficulty
Wearied	Skill tests (including further fatigue checks) suffer Daunting difficulty
Exhausted	Skill tests (including further fatigue checks) suffer Daunting difficulty
Debilitated	Skill tests (including further fatigue checks) suffer Improbable difficulty
Dead or Unconscious	—

Recovery from Fatigue

An adventurer recovers one level of fatigue after 4 hours of light activity, or after 2 hours of complete rest. However, an adventurer affected by sustained critical trauma — such as blood loss or poisoning — and consequently suffering spiraling fatigue, must first be stabilized by an ally making a successful First Aid or Medicine roll. In some cases the adventurer requires rescuing from the circumstances of the trauma — such as when being suffocated — before being able to naturally recover.

Natural Exhaustion

An adventurer forgoing sleep requires a Fortitude roll after 10+Con hours of continued activity, and for each hour thereafter. Each failed roll results in one lost level of fatigue, until the adventurer reaches a debilitated state and passes out from sheer exhaustion (for 2d4 hours).

Exposure, Starvation and Thirst

Exposure to extreme conditions — of either inhospitable cold or insufferable heat — causes further complications. Excluding a successful Survival skill and preparation against the elements, the adventurer insufficiently prepared for such environments experiences certain dire effects.

When suffering from **exposure** and checking for fatigue, every difficulty modifier is made one grade harder (Hard becomes Daunting, Daunting becomes Improbable, and so on). Additionally, the adventurer suffers 1d3 points of damage per day, until sufficient shelter, food or water is secured.

A **freezing** adventurer survives for a number of hours equal to his Con before perishing. After one hour of freezing, and when checking for fatigue, every difficulty modifier is made two grades harder. Freezing damage causes 1d6 points for intense cold up to 3d6 points for arctic temperatures, per round.

When a character suffers cold damage exceeding his Wound threshold, he makes a Fortitude roll. Failing the roll causes the character to receive potential tissue damage from frostbite (1d3–1 points of Con). Fumbling the roll causes potential tissue damage as well as cardiac arrest, resulting in the character perishing after a number of minutes equal to his Con — unless medical intervention occurs. Resuscitating the victim of a cardiac arrest requires a successful Medicine roll.

A **starving** adventurer survives for a number of days equal to his Con before being incapacitated. After 3 days of starvation, and when checking for fatigue, every difficulty modifier is made one grade harder.

A **thirsting** adventurer survives for a number of days equal to his Con — divided by 3 — before perishing. After one day of thirsting, and when checking for fatigue, every difficulty modifier is made two grades harder.

Fires and Explosions

Fires

Each fire's nature and characteristics vary dramatically. The gamemaster should adapt the rules to these unpredictable circumstances.

Small, directional flames — such as torches — cause 1d6 points of damage per round of direct exposure, and ignite adjacent surfaces after 2 rounds, if not contained. Roll Luck to determine whether or not hair and clothing immediately catch fire. If Hit Locations are counted, damage is isolated to the affected location.

Larger, area conflagrations — such as spreading blazes — cause 2d6 points of damage per round of direct exposure, and ignite adjacent surfaces after 1 round, if not contained. Standing close to the fire may cause half damage, depending on proximity and environment. Roll Luck to determine whether or not hair and clothing immediately catch fire. If Hit Locations are counted, damage is shared equally with the nearest location.

Infernos — such as firestorms and lava flows — cause 3d6 points of damage per round of exposure, and ignite adjacent surfaces — including hair and clothing — instantly, if not contained. Standing close to the fire may cause half damage, depending on proximity and environment. If Hit Locations are counted, damage is shared equally with all locations simultaneously.

At the gamemaster's discretion, any major wound suffered through fire damage may cause 1d3-1 points of damage to Cha and 1d3–1 points to Con. Along with incineration, intense heat and secondary combusion, fires may also cause suffocation and asphyxiation (see "Drowning, Asphyxiation and Suffocation").

A character on fire may be rescued by an ally making a successful First Aid or Medicine roll. This task becomes one degree more difficult if the fire has spread to more than one third of the body, and two degrees more difficult if spread to more than two-thirds of the body.

Explosions

Explosions burst within a radius of effect. Anyone within the radius suffers full damage. Anyone within twice the radius experiences a quarter of the damage, rounded up.

Most explosives cause **concussive damage**. Anyone taking explosive damage from a blast must make an immediate Fortitude roll. Any character failing the roll, and suffering damage exceeding his Wound threshold, falls unconscious from concussive trauma for a number of minutes equal to the damage points rolled. Any character failing the roll, and taking only minor damage, is stunned and loses the ability to act — with the exception of rolling to Evade — for 1d3 rounds.

Some explosives — designed to ignite fires — cause **incendiary damage**. Anyone successfully hit with an incendiary blast suffers area conflagration damage (see "Fires").

Some explosives burst with **shrapnel**. Anyone standing inside the blast radius of such an explosion experiences an additional 2d6 points damage, while those outside the blast radius, but still within twice its range, take an additional 1d3 points.

At the gamemaster's discretion, any major wound suffered through explosive damage may cause 1d3-1 points of damage to Cha and 1d3-1 points to Con. Points of Cha lost indicate facial damage, while points of Con lost indicate lost body parts (such as fingers). If the character is wearing armor — such as a face mask or specialized gloves — some of this damage may be absorbed.

Luck

Some outcomes are simply influenced by chance. An adventurer tests for Luck with a percentile roll. Unless the check is impacted by modifiers, a roll of 50% (or under) equates to success, while a roll over 50% results in failure. Depending on circumstances, criticals or fumbles may intensify the resultant fortune or calamity. Some Luck checks may be modified by circumstances or unique abilities, just as with skill checks. Some forms of occultic influence — or magic — may also affect these rolls of chance.

Magic and Essence Points

Each individual possesses Essence Points, which represents the inner well of spiritual strength and identity. They drain away while countering most forms of magic, or sometimes while resisting supernatural forces. Additionally, individuals practiced in magic may channel these Essence Points to produce supernatural effects (see the "Magic" chapter for more information). By default, an individual's starting pool of Essence Points is equal to his Pow score.

When a character suffers supernatural or psychic damage, or expends energy to cast magic, a number of points are subtracted from his Essence Points. Essence Points cannot be reduced below zero. However, when Essence Points reach zero, the adventurer is exhausted and must make a Fortitude roll to remain conscious. If the Fortitude roll is successful, he remains conscious but gains a level of fatigue (see "Fatigue"). If he fails, he loses consciousness for a round of minutes equal to his Con.

Recovering Essence Points

By default, an adventurer regains a number of Essence Points equal to his Pow, every 12 hours. This recovery time may be halved if the adventurer spends 6 hours in complete rest.

Forfeiting Permanent Essence Points

In some circumstances the adventurer may forfeit permanent Essence Points — as with the temporary boosting of an Occult level or magical effect. When this happens, the adventurer's pool of Essence Points becomes permanently reduced (unless the adventurer earns extra Essence Points through some artificial means).

Increasing Essence Point Limits

In the rare circumstance that allows such a boon, an adventurer may temporarily increase his Essence Point threshold up to twice his Pow. Any excess points beyond the adventurer's Pow are lost after 12 hours.

Restoring Permanently Lost Essence Points

Under certain circumstances, it is possible for permanently lost Essence Points to be restored — but only as long as the total Essence Points do not exceed the adventurer's Pow.

Losing Permanent POW

In some unique situations, an adventurer may lose one or more Pow points. Not only does this loss reduce the adventurer's maximum total Essence Points, but it also diminishes any skills derived from a Pow score (and possibly affects the calculation of any related secondary attributes, such as the character's Trauma rating). Ultimately, the amount of points lost is left to the gamemaster's discretion. However, as a general guideline, 5 skill points per diminished Pow point is lost from each Pow-based skill.

Mettle Points

Mettle Points allow for special boosts of effort or courage, and separate the adventurers from the rest of humankind. By default, an adventurer receives two Mettle Points at the beginning of each session — to be spent or forfeited, as these points cannot be hoarded. An adventurer may spend a Mettle Point for any one of the following effects.

Reroll a Horror check: The adventurer chooses courage against the horrors of an idiot universe. Assuming the adventurer possesses a Mettle Point, he or she may spend it to reroll a Horror check.

Fight death: The adventurer wrestles with oblivion. Assuming the adventurer possesses a Mettle Point, he or she may spend it to succeed automatically with a Fortitude roll.

Deflect attack: What would have been a critical injury becomes a glancing blow. Assuming the adventurer possesses a Mettle Point, he or she may spend it to downgrade a critically major wound to a major wound, or a major wound to a normal wound.

Push the odds: Stubborn self-determination affects the odds. Assuming the adventurer possesses a Mettle Point, he or she may spend it to make the difficulty of a skill roll — including Luck and Horror checks — one degree easier.

Seize an opportunity: The adventurer creates his own opportunity. Assuming the adventurer possesses a Mettle Point, he or she may spend it to take an extra action (during Combat Rounds).

Take the advantage: The adventurer sees a momentary weakness. Assuming the adventurer possesses a Mettle Point, he or she may spend it to raise an advantage one degree, or to lower an opponent's advantage one degree (during Combat Rounds).

Use a special ability: The adventurer spends a Mettle Point to use a unique ability. Relevant special abilities usable with Mettle Points are listed in the character's professional background.

Movement, Exploration & Encumbrance

Movement During Combat

In combat or chases, the default Move rating for a human is 10 yards per Combat Round. The total movement allowed for a character may be divided up over the course of the round and combined with other actions. As just one example, in a given combat round, a character may choose to move 6 yards while performing one action, and then use the remaining 4 yards while performing another action.

Sprinting During Combat (and calculating top speed)

During combat, an adventurer may use his **top speed**, which is calculated by multiplying his Move rating by 4 — and adding one additional point for every full 10% the adventurer has in Athletics and Evade — but doing so takes up all but one of the character's actions for the round. An adventurer increasing his Move in such a way exhausts himself eventually. The adventurer can last only a short time before testing for fatigue (generally after a number of rounds equal to the adventurer's Con).

Note that if the character attempts a charging attack during combat, then he is making a Bull Rush action (see the "Bull Rush" combat action in the "Combat" chapter).

Running (generally used during non-combat)

When running (or jogging), the Move rating is multiplied by 2. However, an adventurer's run can last only a short time before necessitating a check for fatigue — generally after a number of minutes equal to the adventurer's Con. For every 25 points the adventurer possesses in Fortitude, he may multiply this total by one point. As an example, an adventurer with a Con of 15 and an impressive Fortitude of 83%, may run for roughly 60 minutes — before making his first fatigue check. See the "Exploration Movement" table for general running distances.

Eldery or Crippled Movement

Reduce the Move rating (or top speed in mph) by 25%, 50%, or 75%, or even 90%, based on gamemaster discretion.

Human Top Speeds

Top Speed*	Top Speed (in mph)
42	17 mph
43	18 mph
44	18 mph
45	18 mph
46	19 mph
47	19 mph
48	20 mph
49	20 mph
50	20 mph
51	21 mph
52	21 mph
53	22 mph
54	22 mph
55	23 mph
56	23 mph
57	23 mph
58	24 mph
59	24 mph
60	25 mph
61	25 mph
62	25 mph
63	26 mph
64	26 mph

* Move ×4, plus 1 for every 10% of Athletics and Evade

Armor Penalty (optional)

The gamemaster may wish to penalize the Move rating of characters wearing armor. To do so, check for an **armor penalty**. Take the total armor points worn, and divide this total by the number of hit locations protected. If the result is at least half the character's Move rating (which is 5 for humans), then treat the adventurer as **overloaded** — when the character is sprinting, swimming, enduring exposure, and suffering other forms of stressful activity (see "Encumbrance" for the effects of being overloaded). For example, a soldier wearing an armored vest — providing 6 points of armor protection to his torso — and a helmet — providing 7 points of armor protection to his head — has an armor penalty of 13 total points divided by 2 hit locations, or 7. Since this total is greater than half his Move rating, he is considered overloaded when swimming, sprinting, and so on.

Sprinting Movement and Top Speed

Top Speed	8	10	12	16	32	40	48	64
Feet per combat round	24 feet	30 feet	36 feet	48 feet	96 feet	120 feet	144 feet	192 feet
Feet per minute	288 feet	360 feet	432 feet	576 feet	1152 feet	1440 feet	1728 feet	2304 feet
Top speed (in mph)	3 mph	4 mph	5 mph	7 mph	13 mph	16 mph	20 mph	26 mph

Exploration

In some situations, the gamemaster may wish to track the adventurer's day-to-day exploration through wild terrain — perhaps even using a hex map. Hexes are useful for mapping expansive areas — such as unexplored colonial territories and uncharted islands — indicating the terrain, unique hazards, extant roads, special random encounters, and any other features. The "Exploration Movement" and "Terrain Modifiers" tables may be used to determine movement rates (when such precision is required). If the gamemaster uses a hex map to better represent a wild terrain — and wishes to know the total area of each hex — then the following calculation and table (listing some common hex widths and areas) may prove helpful.

Hex Width	Hex Area*
1 mile hex	0.87 square miles
3 mile hex	7.79 square miles
5 mile hex	21.65 square miles
6 mile hex	31.18 square miles
8 mile hex	55.43 square miles
24 mile hex	498.83 square miles
25 mile hex	541.25 square miles
30 mile hex	779.42 square miles

*Area of a hex = (the hex's width^2 x 1.732)/2

When adventurers explore uncharted regions (where it is quite possible for one to get disoriented and lost), the gamemaster may measure the exploration tasks in Local Time (with each exploration turn equaling 1d4 hours and each day broken into several exploration turns). An exploration check is made for each turn (with either Tracking or a defaulted Detection). The check is made one degree easier from an open or elevated terrain, or one degree more difficult from a dense and labyrinthine terrain (or under other obfuscated conditions such as those at night or in a storm or fog). A failure results in the explorers getting lost or disoriented and needing another Tracking or Detection roll to correct, with the possibility of failure increasing the degree of disorientation and therefore requiring two such rolls to correct (up to a maximum of three checks for repeated failures). A fumble results in: unwanted attention from hostile locals (or being followed or confronted); a false trail leading nowhere; exposure to a hazard; or some other mishap dictated by the specifics of the setting.

Exploration is paced as **casual**, **hurried**, **exploring** or **cautious**. With a hurried pace, any Tracking or Detection checks are made one degree more difficult. With an exploring pace, the adventurers are assumed to be searching every area thoroughly; any Tracking or Detection checks are made one degree easier, and Stealth may be used to hide one's movement (however, chances for unwanted encounters are doubled). With a cautious pace, the explorers may use Stealth to hide their movements (and halve any chance of an encounter). Additionally, once a day during an exploration (of any pace), each adventurer may make a Survival check (if he possesses the relevant skill).

Exploration Movement

Pace (for humans with a Move 10)	Distance Covered	Notes
Feet per minute	360 feet	—
Running (feet per minute)	720 feet	×2 Move rating
Running (feet per hour)	43, 200 feet	Nonstop
Running (miles per hour)	8 miles	Nonstop
Per hour (casual)	1.2 miles	With regular breaks
Per day (casual)	12 miles (two 6-mile hexes)	Assumed 10 hour day
Per day (cautious)	9 miles (one and a half 6-mile hexes)	Cautious is ¾ movement rate; Stealth may be used to hide movement
Per day (hurried)	24 miles (four 6-mile hexes)	Hurried is ×2 casual movement rate; Detection or Tracking rolls (or other perception checks) are made one degree more difficult
Per day (exploring)	6 miles (one 6-mile hex)	Exploring is ½ casual movement rate; Detection or Tracking rolls (or other perception checks) are made one degree easier, and Stealth may be used to hide movement

Terrain Modifiers

Terrain Condition	Movement Modifier	Examples
Favorable	no modifier	Industrialized roads, open flat plains
Rural	¾ movement rate	Backcountry roads, hilly terrain
Wild	½ movement rate	Forest, steep hills
Hostile	¼ movement rate	Mountains, gorges, sand dunes, jungle
Inhospitable	¼ (or less) movement rate	Dangerously wild terrain (or risk to exposure)

Exploration in Hazardous Terrain and Losing Equipment

At any time during a hazardous exploration — of areas such as tight crawl spaces, humid and festering jungles, slippery waterfalls, or other unpredictable terrain — the gamemaster may decide that an Athletics (or other relevant skill) roll may be required to test for misfortune. Most often, the failure of such a roll will indicate lost equipment (especially smaller equipment such as ammunition, trinkets, and so on). If the character is overloaded (see "Encumbrance") then this check will be made one degree more difficult (on top of any degree of difficulty imposed by the gamemaster for the specific terrain). Results of a failed skill roll are left to the gamemaster's imagination, though he may consider lost small items as one possibility (perhaps one small item lost per 10% over the attempted roll), and — with a fumble — lost items important to survival.

Travel

The "Example Travel Times" table offers examples for various transport types and conditions. Some travel times assume a traveling day of around 10 hours with regular stops for rest, food and water. Most vehicles allow for longer travel days and are marked accordingly.

Note that certain vehicles — such as the Bristol Scout Biplane — are anachronistic to the default setting, and are provided here for comparison.

Encumbrance (optional)

Adventurers carrying too much equipment become encumbered. At any time during play, the gamemaster may audit an adventurer for equipment limits, potentially resulting in penalties to an adventurer's movement, endurance and skill checks. Use the following as a simple and abstract guideline for checking encumbrance. An adventurer may carry a total Enc of equipment that is no greater than his Str plus Siz — without penalty. Any items with zero Enc do not count toward this limit — unless the number of items is high. Roughly twenty items — of zero Enc — equals one point of Enc. However, the gamemaster may request a carrying pack to accommodate so much equipment. An adventurer carrying more than this limit is **overloaded**. Overloaded characters suffer the following effects.

- Skill checks — for Fighting Method checks, Athletics rolls, and for any skills required Str and Dex — are made one degree more difficult.
- The adventurer's Initiative, Move rating, and top speed are halved.
- In deep water, the adventurer must make a successful Swim roll each turn, or sink (with each failure resulting in the possibility of lost equipment).
- The adventurer's fatigue checks are made one degree more difficult. In water, the fatigue checks are made two degrees more difficult.

Example Travel Times

Method of Travel	Distance Covered	Notes
Walking (favorable roads)	24 miles per 10 hour day	Hurried pace, in fit shape
Trekking (hilly terrain)	18 miles per 10 hour day	Hurried pace, in fit shape
Horseback (wild terrain)	50 miles per 10 hour day	Casual pace
Wagon, small (rural roads)	12 miles per 10 hour day	Casual pace
Sled, dog (arctic terrain)	40 miles per 10 hour day	Conditioned team
Stagecoach (with waystations)	125 miles per 24 hour day	Horses replaced at waystations
Stagecoach (no waystations)	50 miles per 10 hour day	Horses not refreshed
Automobile (favorable roads)	220 miles per 10 hour day	Calculated by vehicle's mph halved and multiplied by 10 (based on Model T)
Automobile (rural roads)	90 miles per 10 hour day	Calculated by vehicle's range plus half (based on Model T)
Automobile (wild terrain)	30 miles per 10 hour day	Calculated by vehicle's range halved (based on Model T)
Ship, sailing (favorable weather)	192 nautical miles per 24 hour day	Averaging 8 knots (nautical miles per hour)
Ship, steamer	432 nautical miles per 24 hour day	Moving at 18 knots (nautical miles per hour)
Ship, tramp steamer	240 nautical miles per 24 hour day	Averaging 10 knots (nautical miles per hour)
Train, older	432 miles per 24 hour day	Moving at 18 mph
Train, modernized	648 miles per 24 hour day (or more)	Moving at 27 mph (high-speed trains move at ×2 this speed)
Trolley or streetcar	13 miles per one hour trip	Moving at 13 mph
Submarine, U-boat (submerged)	192 nautical miles per 24 hour day	Moving at 8 knots (nautical miles per hour)
Submarine, U-boat (surface)	240 nautical miles per 24 hour day	Moving at 10 knots (nautical miles per hour)
Airship, Zeppelin	650 miles per 10 hour day	Experimental design, continuous flight, cruising at 65 mph
Biplane, Bristol Scout	250 miles per 10 hour day	Top speed, no stops, no refueling

Mounts

If a gamemaster wishes to track a mount's fatigue during travel, then the following abstracted system may be used.

A mount may be pushed to twice its casual range for a day (some ranges are listed in the "Example Travel Times" table), with the consequent recovery time dependent on its Fortitude. Moving a mount before this recovery time drops its condition temporarily by one tier — from **excellent** to good, from **good** to fair, from **fair** to poor, or from **poor** to **debilitated**. Any mount reduced to a debilitated state must succeed with a Fortitude roll — with a Hard modifier — or become effectively unusable by the adventurer.

Additionally, mounts suffer exposure to extreme conditions (such as inhospitable cold or insufferable heat) just as humans do. The gamemaster should consider checking for these exposure effects in such situations (see "Fatigue"). However, any animal with an **Arctic Immunity** special ability may forgo such exposure checks in snow and extreme cold. An animal with a **Desert Immunity** special ability may forgo such exposure checks in the desert. Other Immunity types may apply (i.e., **Jungle Immunity**) as the gamemaster sees fit to use them.

A mount that travels overloaded with encumbrance doubles its recovery time. Pack animals, such as sumpter horses and mules, possess a special **Beast of Burden** ability, allowing them to travel without this encumbrance penalty.

A mount's skill rolls are affected by any decline in its condition. For each level of deterioration, all skill difficulty modifiers are made one tier harder (from Normal to Hard, from Hard to Daunting, and so on).

The mount's condition improves one grade — up to its initial level — for every period of inactive recovery time. Recovery requires time for grazing, sleeping and rehydrating.

Mount Recovery Time

Mount's Fortitude	Mount's Recovery Time
75% or more	1 day
50-74%	3 days
25-49%	5 days
24% or less	7+1d4 days

Note that recovery times for shorter distances can be extrapolated from these rates. For example, a horse with a range of 50 miles a day and a 75% Fortitude, pushed for 25 miles (or one quarter of its limit for the day), would require only a six hour recovery time rather than a full day.

Automobiles

As with mounts, automobiles can be overtaxed. Generally, automobiles of the period require routine maintenance — affected by terrain and road conditions. The same vehicle operating smoothly on atumnal New England highways — without regular maintenance — would likely break down after one day of travel on open desert — given the same lack of care.

Roads or terrain may generally be described as **favorable** (industrialized, paved for automobiles, with frequent gas stations), **rural** (agricultural, unpaved and meandering, with infrequent gas stations), **wild** (wilderness, intermittently fit for driving), **hostile** (wilderness, mostly unfit for driving), or **inhospitable** (wilderness, impossible for driving). Additionally, severe weather may quickly transform rural byways to wild terrain, or wild terrain to hostile wastelands.

An automobile requires routine maintenance every 1d3+1 days in rural terrain, every day in wild terrain, and every 1d3+1 hours in hostile terrain. Routine maintenance requires a successful Engineering or Mechanisms roll. A failed maintenance check results in a potential breakdown. For each successive day of driving following a failed maintenance check, roll for Luck. A failure results in one of the following — on a 1d100 — occurring at some point on the open road; a fumble results in a doubling of the repair time.

Routine Vehicle Breakdown

1d100	Vehicle Damage	Repair Time (and requirements)
1-60	Tire flats	10 minutes (with basic toolset)
61-80	Engine overheats	1d3 hours (with basic toolset)
81-85	Hoses rupture	1d3 hours (with basic toolset)
86-90	Bearing breaks	1d3 hours (with mechanic's toolset)
91-95	Axle breaks	1d3+2 hours (with a workshop)
96-98	Transmission breaks	1d3+3 hours (with a workshop)
99-00	Engine breaks	1d3+3 hours (with a workshop)

Repairing the damage requires a successful Engineering or Mechanisms roll, appropriate tools, and replacement equipment.

The availability of gas stations is another important consideration when it comes to operating automobiles. Drivers will find gas stations routinely available on the newly paved roads in New England and major cities, and most likely available at least once per day on the meandering byways of the rest of the United States and the outskirts of other civilized territories. However, drivers traveling in wilder terrain and without reserve gas containers may find themselves inevitably stranded. When gas is desperately needed, resources may be found within walking range with a successful: Normal Luck roll in favorable conditions; Hard Luck roll in rural conditions; and a Daunting or Impossible Luck roll in wild conditions.

Poison and Diseases

Real world poisons and diseases can prove complex in their symptoms and effects, but for game purposes these effects are simplified. The gamemaster is free to modify the samples provided to better suit the demands of his setting.

All poisons and diseases are described using the following characteristics.

Application indicates how the poison or disease is administered.

Ingested: The malady is ingested through either eating or drinking.

Inhaled: The malady is inhaled into the lungs or into the nasal cavity.

Contact: The malady is absorbed through the skin.

Injected: The malady is injected directly into the body (through a needle, a sting, and so on).

Potency measures the strength and harmfulness of the poison or disease. A character may resist its effects with an opposed roll of the Potency versus Fortitude. Some maladies are resisted with Willpower, as well. If the character wins the roll, he resists the effects. If he fails the roll, however, he suffers all of the malady's effects.

Resistance indicates how the poison or disease is resisted — with Fortitude or with Willpower (or through some other unique means).

Onset Time is the period that lapses before a malady's effects take hold of the victim. Poisons and diseases with various effects may have different onset times for each.

Duration measures how long any effects last.

Conditions describe the actual effects of a poison or disease. Some examples are provided in the "Poison and Disease Conditions" table.

An **Antidote** or **Cure** indicates a potential remedy for an afflicted character.

Poison and Disease Conditions

Condition	Effect on Victim
Agony	The victim is overcome with agony. Any skill with a score less than the character's Willpower cannot be used, as the character whimpers or screams in pain.
Asphyxiation	The victim suffers the effects of asphyxiation (see "Drowning, Asphyxiation and Suffocation").
Bleeding	The victim suffers blood loss — every hour (see "Blood Loss").
Blindness	The victim is blinded.
Confusion	The victim cannot use knowledge, social or magic skills.
Contagious	The victim can transfer the disease by touch.
Deafness	The victim cannot hear.
Death	The victim must make a Fortitude roll. If the Fortitude fails then he dies instantly. If it succeeds, then his Hit Points are reduced to their death threshold, and he lives for a number of minutes equal to his CON. Only a Medicine roll — or application of an antidote — may stabilize him at this point.
Dumbness	The victim's vocal cords are paralyzed and he loses the ability to speak.
Exhaustion	Victim gains 1d3 levels of fatigue.
Fever	The victim suffers fluctuations in temperature, halving all skills (and Hit Points). Additionally, the victim suffers Nausea.
Hallucination	The victim suffers "delusions" (see "Mental Disorders").
Maiming	The victim loses one (or more) points of Con — and an equal amount of permanent Hit Points — in the location affected, due to necrosis of the injured tissue.
Narcotic	The victim suffers "paranoia" or "psychosis" (see "Mental Disorders").
Nausea	The victim cannot eat and must make a successful Fortitude roll every time he performs a physical action to avoid being sick. Each failed roll causes a sickness for 1d3 rounds, during which time the character cannot act (and after which he gains a level of fatigue).
Necromantic	The victim suffers Narcotic effects, and additionally loses his humanity — effectively becoming a zombie with no will of its own. Rationality is reduced to zero, and Willpower is halved (usable only to defend its primal instincts). Any skills requiring human intellect or compassion are lost.
Paralysis	The victim cannot move.
Sapping	The victim loses a specified number of Essence Points.
Unconsciousness	The victim loses consciousness for a duration of time indicated by the malady. Upon regaining consciousness, the character gains a level of fatigue.

Sample Poisons

Curare
Originating in Central and South America (and most prevalent in the Amazon), curare is used as a paralyzing poison by several indigenous peoples (and by reputed cultists). The etymology of "curare" comes from *wurari*, a Carib word of the Macusi Indians of Guyana — though outsiders — without a relevant regional Knowledge skill — will more than likely not identify the mysterious poison as such (though rumors about a poison used by cannibalistic tribes are often propagated by explorers).

An aggressive curare can be prepared — by a cook making a relevant Tradeskill roll — by boiling down any combination of 20 different species of jungle leaves. Once this distillation becomes a thick tarry paste it will most likely be capable of affecting anything from a monkey to a man. Curare prepared in such a way becomes a dark and viscid syrup with a very bitter taste.

Application: Injected
Potency: Equal to the Tradeskill roll of the cook's preparation
Resistance: Fortitude
Onset Time: CON–1d6 minutes
Duration: 1d10–2 hours (half hour minimum)

Conditions: The poison must be injected (ingesting it causes no ill effect). Targets are typically shot by arrows or blowgun needles dipped in the distilled paste. Shortly thereafter, Paralysis occurs. Once afflicted, the victim's heart continues pumping, but all other muscles (and the eyes) become inoperable — making impossible any attempt by the target to confirm consciousness. Once Paralysis sets in, the victim suffers Asphyxiation. However, artificial respiration — such as mouth-to-mouth resuscitation easily managed with adequate First Aid or Medicine — may keep the victim alive, while the poison runs its course (and after which the victim may breathe and move again).

Antidote: It is theoretically possible for an individual — well-studied in Science (Botany) and a relevant regional Knowledge skill — to derive a paralysis inhibitor to counter the curare effects, though the details of such a recipe are best left to the gamemaster's imagination. At the very least, the antidote should require several weeks, the proper equipment, and an exploration of the flora native to the curare's region. Alternatively, a local specialist with a relevant Tradeskill may possibly either possess an antidote or know how to manufacture one.

Rattlesnake Venom
Over 30 species of rattlesnakes exist, ranging from southern Canada to central Argentina. A rattlesnake bite can lead to a multitude of effects (and even to disfigurement) — if not treated quickly.

Application: Injected
Potency: 60%
Resistance: Fortitude
Onset Time: 30 minutes
Duration: 1d6+4 days

Conditions: If treated promptly, a rattlesnake bite is rarely fatal. After the initial onset time, the victim suffers swelling, weakness, and the Nausea condition. If these initial conditions take effect, then another Fortitude roll should be made after 2 hours to check for hemorrhaging and necrotic damage. If this second roll fails, then the targeted tissue grossly swells and bleeds, suffering Maiming (1d3+1 points of CON damage) and Bleeding conditions. If these secondary effects take effect, then after 6 hours another Fortitude roll must be made. If this third roll fails, then the victim suffers further necrotic damage (an additional Maiming) and then finally a Death condition.

Antidote: If antivenin is administered — or a successful Medicine check rolled — then the effects can be ameloriated. However, necrotic tissue damage is permanent.

Rattlesnake (Child of Yig) Venom
Often appearing as a larger-than-average rattlesnake, these types prove far more deadly in aggression and virulence. The poison characteristics are similar to those of the average rattlesnake's, except that the Potency is 120%, and each resistance roll is made one degree more difficult. Any necrotic damage affects an additional 1d3 areas that neighbor the initial bite location. In the final stages of deterioration, the venom produces an agonizing, blackened and bloated body — which eventually pops from swelling.

Sample Diseases

Cholera

Cholera is believed to have originated in the Indian subcontinent, and has been prevalent in the Ganges delta since ancient times (killing up to tens of thousands a year). The disease thrives in areas where sanitary and living conditions are poor, and where large bodies of still or coastal water exist.

Cholera is typically transmitted by contaminated food — especially seafood — or by water tainted with sewage. Symptoms produce severe vomiting and diarrhea of a clear fluid — described as looking like "rice water" and reeking of a fishy odor. This ubiquitous stench is a telltale sign of its prevalence in a territory.

Application: Ingested
Potency: 95%
Resistance: Fortitude
Onset Time: 1d6–1 days (six hours minimum)
Duration: 1d2 weeks

Conditions: Cholera causes severe vomiting and diarrhea. The victim suffers Nausea and Exhaustion conditions. If rehydration and rest is not monitored for the Duration of the attack, the victim experiences severe dehydration — turning grayish-blue during the trauma — and must make a Fortitude roll every three days while symptoms persist. If he fails at any point, then he suffers a Death condition.

Cure: Cholera is treated with rest and monitored rehydration — while the effects run their course. If treated properly, most patients (around 99%) will recover.

Malaria

Malaria is widespread in tropical and subtropical regions — especially located near the equator — such as Sub-Saharan Africa, Asia and the Americas. In one year, it is capable of killing hundreds of thousands — especially in uncivilized regions.

Malaria is transmitted via mosquito — affecting humans and some animals. Typical symptoms include fever and headaches, and in severe cases, coma and death. Other more severe forms of malaria — such as a cerebral variant — causes encephalopathy (a brain disorder), enlarged liver, and even renal fever. For simplicity, the less severe variant is combined with this example.

Additionally, malaria is a cause of stillbirths and low birth weight. Large numbers of such occurrences may indicate an outbreak.

Application: Injected (mosquito)
Potency: 60%
Resistance: Fortitude
Onset Time: 1d6 weeks
Duration: 1d4 weeks

Conditions: Multiple symptoms may occur, including joint pain, vomiting, jaundice, and even neurological or retinal damage. After the onset time of 1d6 weeks and a failed Fortitude roll, the victim suffers a Fever condition (accompanied with joint pain). After the second week, a second Fortitude roll is made. If it fails, the victim suffers more Fever and Exhaustion. If it fumbles, the character slips into Unconsciousness for 1d3 days and then succumbs to Death.

Cure: Quinine — an antimalarial drug — may be administered. Doing so does not instantly alleviate symptoms, but does make any First Aid or Medicine check one degree easier.

Plague

When plague strikes a populated area, the effects are devastating. In March of 1894 — in the city of Canton — the disease killed 60,000 people within a few weeks. Between 1896 and 1910 — in British India — the disease claimed millions.

The plague's terror is global in scope. In 1897, Europe's medical authorities organized a conference to discuss containment in the Western world. In 1899 (in Honolulu) the local Board of Health initiated a controlled fire of infected Chinatown, and inadvertently destroyed the entire neighborhood. Plague reached the continental United States in 1900 — affecting populated cities such as San Francisco — and persists still — with ferocious tenacity — on the islands of Maui and Hawaii.

Plague has several variants, and for simplicity, these are abstracted here into one disease — though the gamemaster is obviously free to modify this example to represent each variant. Most variants are **bubonic**. A very small percentage of outbreaks change to **pneumonic**.

With the **bubonic** variant, multiple symptoms appear, including sudden chills, headache, nausea and vomiting, chest and abdominal pain, and the eventual expansion of lymph nodes — the characteristic "bubo" associated with the disease.

With further bacterial complications — called **septicemic** plague — clotting and necrotic tissue damage may occur, as well as uncontrolled bleeding into the skin and organs — causing red and black patchy rashes, vomiting of blood, and bumpy outbreaks. Untreated, septicemic plague typically results in death.

With the much rarer **pneumonic** variant, plague occurs after infection of the lungs. The initial symptoms are identical to other respiratory illnesses, though the disease is so fatal that if treatment is not administered within a few hours, death occurs in 1d6 days. Pneumonic plague becomes airborne and contagious.

Traditionally, plague has been associated with rats. In Chinese and Indian villages, an obsessive preoccupation with eradicating the vermin is not uncommon, and an area infested with dead rats is a telltale sign of an impending outbreak. Infection in a human occurs when the victim is bitten by a flea (infected by a rodent, which in turn has been infected by another contaminated flea, and so on). But plague can be transmitted in various other ways as well: by coughing or sneezing on a person, through direct physical contact, or even by contact with contaminated soil.

Note that the characteristics below are for the bubonic variant, though a pneumonic version may easily be extrapolated, if needed.

Application: Ingested or Contact
Potency: 65%
Resistance: Fortitude
Onset Time: 1d8 days
Duration: 1d4+2 weeks

Conditions: The victim first suffers Nausea and Exhaustion conditions, accompanied by painful swelling of the lymph nodes. If the initial Fortitude roll is fumbled, then the character also suffers bacterial complications — including Bleeding (per day) and vomiting blood, 1d3 Con points of necrotic tissue damage from clotting (a Maiming condition), and eventually a Death condition by the end of the disease's Duration.

Cure: There is only one experimental vaccine, and it may be hard to acquire unless a character has medical connections. Without it, the character makes a Fortitude roll at the end of the disease's Duration. If he suffers bacterial complications, the difficulty is Improbable. Otherwise, the difficulty is Hard. With the experimental vaccine, the check is made one degree easier. With a failed (or fumbled) Fortitude roll, the character suffers a Death condition.

Other Poisons and Diseases

Space limits listing a complete catalog of afflictions. However, many of these may easily be worked out using these mechanics.

Other common and terrible maladies of the era include: poisons from exotic sources such as the box jellyfish, cobra, stonefish, blue-ringed octopus, inland taipan, or Brazilian wandering spider, and afflictions such as typhus, yellow fever, syphilis (a horrifying and ubiquitous venereal disease), trypanosomiasis, sleeping sickness, diphtheria, measles, typhoid, smallpox, whooping cough, tuberculosis, polio, pneumonia (an affliction especially prevalent in industrialized areas), tetanus, rabies, scarlet fever, and of course: influenza.

Common parasites — some of which are carriers of disease — include: lice, hookworms, rats, fleas, ticks, and mosquitoes.

Maladies caused by nutrition deficiencies include: scurvy, rickets, beriberi, and pellagra.

Radiation

The word "radioactivity" was coined in 1898 by Pierre and Marie Curie. In the Edwardian era, few (human) people will have a thorough understanding of its phenomena, though advanced alien weaponry and environments — as well as a few alien creatures themselves — may produce radioactive effects.

Radiation damage results from the ionization of biological tissue as the radiation is absorbed. Ionizing radiation includes high-frequency electromagnetic waves of relatively short wavelength (e.g., gamma rays, machine-made x-rays) and subatomic particles (e.g., neutrons). High-frequency electromagnetic waves penetrate the body, disrupting biologic processes as they travel through its tissues. Subatomic particles — such as neutrons — penetrate more deeply, interacting with nuclei and releasing alpha particles (effectively multiplying their destructive force like an ionizing shotgun). Non-ionizing radiation of longer wavelengths — such as infrared, ultraviolet, and radio — may have mutagenic effects, interfering with RNA and DNA transcription and repair.

A source's radioactivity (or radiation exposure in general) is simplified as **minor**, **moderate**, **major** or **extreme**. Mechanically, each radioactivity level is statted like a poison, with a Potency, resistance, onset time, duration, conditions, and so on.

The Potency of a radioactive source or exposure is equal to 100, plus 10 times the absorbed dosage (measured in grays, a gray equaling 100 rads). Or, to simplify, the default Potency of minor radiation is 120%, of moderate radiation is 140%, and of major radiation is 180% (extreme is automatic exposure). A radioactive area may produce varying levels of radiation, with extreme exposure near its source, and reduced levels at its outer zones.

Long-term exposure to radiation — even at lower levels — may also cause symptoms. A victim exposed to such radiation over an extended period of time must succeed with a Fortitude roll once a year or else suffer cancerous tumors within 1d6 years, wasting away one point of Con per year.

Radiation is always resisted with Fortitude.

Cure: There is no terrestrial cure for a body bathed in radiation; the irradiated body either heals on its own or it degrades and dies. Optimal medical care includes rehydration and making the patient as comfortable as possible. However, proper **shielding** may protect against the effects of radioactivity. Generally, one yard of concrete or three yards of earth will reduce the radioactive exposure (if it is less than extreme) by two levels, for anyone protected behind this barrier. For extreme radiation, the gamemaster may determine if shielding is possible or effective (reducing the total radioactive exposure, measured in grays, to 1% of its destructive potential — if the shielding is deemed adequate).

Minor (or 2 to 3 grays, equivalent to 200 to 300 rads)

Potency: 120% (or 100+10×Gy)
Resistance: Fortitude
Onset Time: 1d100×4 minutes
Duration: various stages

Conditions: The victim first experiences Nausea and Exhaustion, as well as diarrhea, increased salivation, abdominal cramping, and dehydration — the onset of which occurs within 1d100 minutes after exposure, and lasting for about a day. A latent, asymptomatic stage then lasts for 1d20+1 days, after which there is an abrupt onset of moderate to severe gastrointestinal disturbances and bone marrow suppression, causing Exhaustion and damage to Hit Points equaling 1d6 plus the absorbed dosage in grays (or a default of –1d6+2 HP). If the victim survives, recovery takes 20–Con weeks.

Moderate (or 4 to 6 grays, equivalent to 400 to 600 rads)

Potency: 140% (or 100+10×Gy)
Resistance: Fortitude
Onset Time: 1d100×4 minutes
Duration: various stages

Conditions: All minor conditions occur, but in the stage after latency (after the patient is asymptomatic for 1d20+1 days) the damage to Hit Points equals 1d6 plus the absorbed dosage in grays (or a default of –1d6+4 HP). Additionally, Maiming occurs in the form of severe bone marrow suppression, hemorrhaging, ulceration and infection (due to a lack of white cells and platelets) — causing a permanent loss of 1d3 + the absorbed dosage in grays of Con (or a default of –1d3+4 Con). The patient also experiences hair loss during this time (with the effects peaking after two months). If the victim survives, recovery takes 20–Con weeks. Hair may grow back after 20–Con months. The patient must also succeed with a Fortitude roll or else suffer cancerous tumors within 1d6 years, wasting away one point of Con per year.

Major (or 7 to 10 grays, equivalent to 700 to 1000 rads)

Potency: 180% (or 100+10×Gy)
Resistance: Fortitude
Onset Time: 1d100×4 minutes
Duration: various stages

Conditions: All minor and moderate conditions occur, but in the stage after latency (after the patient is asymptomatic for 1d20+1 days) the damage to Hit Points equals 1d6 plus the absorbed dosage in grays (or a default of –1d6+7 HP). Maiming causes a permanent loss of 1d3 + the absorbed dosage in grays of Con (or a default of –1d3+7 Con). Without a bone marrow transplant — an impossibility in the Edwardian era, unless an advanced alien life-form keeps the victim alive for some unfathomable purpose — nothing can be done. A generous gamemaster may allow a Luck roll for survival, if the patient first lives through the other ghastly effects.

Extreme (or 10+ grays, equivalent to 1000+ rads)

Potency: automatic exposure
Resistance: none
Onset Time: 1d100×4 minutes
Duration: various stages

Conditions: Agonizing death occurs in 1d3+1 days, with all of the onset times for symptoms reduced to this shorter duration. Victims exposed to 50+ grays die within 48 hours, experiencing a rapid onset of apathy, lethargy, and prostration, followed shortly by seizures, severe blood pressure depression, cardiac arrhythmia, and ultimately a complete shutdown of the neurovascular system.

"Then a cloud of darker depth passed over the moon, and the silhouette of clutching branches faded out momentarily. At this there was a general cry; muffled with awe, but husky and almost identical from every throat. For the terror had not faded with the silhouette, and in a fearsome instant of deeper darkness the watchers saw wriggling at that tree top height a thousand tiny points of faint and unhallowed radiance, tipping each bough like the fire of St. Elmo or the flames that come down on the apostles' heads at Pentecost. It was a monstrous constellation of unnatural light, like a glutted swarm of corpse-fed fireflies dancing hellish sarabands over an accursed marsh, and its colour was that same nameless intrusion which Ammi had come to recognize and dread. All the while the shaft of phosphorescence from the well was getting brighter and brighter, bringing to the minds of the huddled men, a sense of doom and abnormality which far outraced any image their conscious minds could form. It was no longer shining out; it was pouring out; and as the shapeless stream of unplaceable colour left the well it seemed to flow directly into the sky."
—H.P. Lovecraft ("The Colour Out of Space")

Set Pieces

Set pieces are reusable "stock" locations — each representing a specific kind of setting of the genre — with digestible notes about any of the following: atmosphere, terrain, obstacles, characters, encounters, or environmental effects. A set piece may focus on investigation, combat, chases, special rules, or a combination of these. A couple models follow.

Crowded Bazaar

Narrow, twisting, smoke-spice-stench-filled alleys lead in never-ending circles or through throngs of people haggling for wares and shouting languages from three continents.

Chases (mostly tight and uneven terrain full of peddlers and pushcarts; interspersed with average terrain of wider, sun-splashed corridors and plazas): Tunnels of fruits, spices, silks, rugs, fabrics, silvers, tobaccos, sheep, goats, chickens and cages, dogs, and pedestrians may be pushed or pulled into pursuers; peddlers scream or chase runners after their stores or carts are overturned; medieval nooks and worker scaffolding allow for scrambling up or along steep walls and terraces; chamberpots spill down from balconies and feed into manure piles; labyrinthine arteries lead to sudden crumbling staircases or into iron-gated impasses; narrowing pathways routinely bar anything larger than a horse from passing (unless it crashes through fearlessly and explosively).

Special: 1d6 local gendarmes pursue any troublemakers (imprisoning them in the old dungeon if they're captured), with most of them on horseback; the gendarmes train regularly in the city's tricky streets and consequently know all of their twists and turns.

Nepalese Tavern

The stone-and-timber structure squats tomblike at an eternally snowed-in mountain crossroads, at the apex of lost roads dropping precipitously to nowhere and beneath a pallid sky paralyzed with cold. Inside, warmed by a cavernous fireplace and whiskeys pulled from bloodstained crates, its occupants — representing dozens of forgotten Occidental and Oriental worlds — make sinister plans or drink themselves into oblivion.

Combat: Any shots fired inside the structure ricochet with astounding fury; fortifying a position is tricky as doors may open suddenly from anywhere, with some doors looking like walls or cabinets (Architecture or Tactics to understand the layout); the walls are rough-hewn rock but the floor and ceiling are dry timber and easily combustible (especially with a whiskey-splashed conflagration pouring from the room's roaring fire); overturned, thick-planked tables make for effective barriers, as do collapsed whiskey cabinets; explosive projectiles may be improvised from rags stuffed into whiskey bottles and ignited (Explosives to improvise); explosions and gunshots inside the tomblike tavern are deafening (affecting Detection checks).

Special: The bar runs the length of one wall. Behind it, hidden underneath an Oriental carpet, a rickety staircase descends to the cellar (effective for an escape route, or as a sniping position shooting into the bar through ventilation grates in its ceiling). Outside in the cold, yipping pack dogs and sleds wait for their owners — or for a quick getaway.

Weather and Entropic Effects

Weather

If the gamemaster needs to determine the effects of weather, he may use the following "Weather Effects" table as a guideline.

Entropic Effects

"It is possible, just dimly possible, that the real pattern and scheme of life is not in the least apparent on the outward surface of things, which is the world of common sense and rationalism and reasoned deductions; but rather lurks, half-hidden, only apparent in certain rare lights, and then only to the prepared eye; a secret pattern, an ornament which seems to have but little relation or none at all to the obvious scheme of the universe." —Arthur Machen (*The London Adventure, or the Art of Wandering*)

"The touch of brain-fever and the dreams began early in February. For some time, apparently, the curious angles of Gilman's room had been having a strange, almost hypnotic effect on him; and as the bleak winter advanced he had found himself staring more and more intently at the corner where the down-slanting ceiling met the inward-slanting wall." —H.P. Lovecraft ("The Dreams in the Witch House")

"The hills beyond Arkham are full of a strange magic — something, perhaps, which the old wizard Edmund Carter called down from the stars and up from the crypts of nether earth when he fled there from Salem in 1692. As soon as Randolph Carter was back among them he knew that he was close to one of the gates which a few audacious, abhorred and alien-souled men have blasted through titan walls betwixt the world and the outside absolute. Here, he felt, and on this day of the year, he could carry out with success the message he had deciphered months before from the arabesques of that tarnished and incredibly ancient silver key. He knew now how it must be rotated, and how it must be held up to the setting sun, and what syllables of ceremony must be intoned into the void at the ninth and last turning. In a spot as close to a dark polarity and induced gate as this, it could not fail in its primary functions." —H.P. Lovecraft ("Through the Gates of the Silver Key")

There are places mentioned in occult lore, where the "real pattern" of the universe reveals itself in "certain rare lights." Reality warps and the border between worlds thins. In such places, the caster attuned to the pattern's frequency sees that which "lurks, half-hidden" behind the scrim, and it is there where magic is most malleable. Magic ebbs and flows according to this secret pattern, affected by the epochal currents of spacetime, and the planetary detritus caught in its whorl.

Magicians of the ancient world studied the trajectories of stars and mapped the geography of magic. Sequestered in sorcerous tombs are rare (and most valuable) fragments of their records and equations. Scattered across the world lie extant remains of monolithic markers, stones erected toward constellations and configurations, their meanings lost to time.

Summoning at certain highly charged locations may draw unique spirits attuned to the location. Some locations nullify the summoner's Evocations, while other locations magnify the power — drawing extremely powerful entities (up to two or three points more in Intensity than what the caster petitioned). Some locations invite completely random entities, open doors to other realities, and generally wreak havoc on the surrounding environment and its inhabitants. The current age is particularly susceptible to this "bad magic." Additionally, locations may possess "special qualities" that make an area hostile to foreign intrusion.

An entropic effect is a residual force, feeling or aura left in an environment — perhaps the result of a past horrific spell or of an other-dimensional creature. Each entropic effect possesses an Intensity rating (see the "Spacetime Gate" spell in the "Magic" chapter for examples of entropic effects). How magical entropy affects an adventurer is up to the gamemaster to decide. With Intensity 6 (and above) entropic effects, the gamemaster should consider modifying movement rates (or disorienting exploration), and nullifying or intensifying magic. With Intensity 12 (and above) entropic effects, other skill checks may be modified as well.

An adventurer may cast a Detect Magic spell to obtain a general impression of any magic used in an area (see the "Detect Magic" spell in the "Magic" chapter).

Weather Effects

Wind or Rain	Movement Modifier	Possible Skill Modifier
Humidity or extreme heat	½ to ¾ movement rate	Hard (or none)
Calm winds or clear skies	—	—
Moderate breezes or light clouds	—	—
Strong breezes or moderate clouds	—	—
Moderate gales or complete overcast	¾ movement rate (or none)	Hard (or none)
Storm winds or moderate storms	½ to ¾ movement rate	Hard to Daunting
Cyclonic winds or torrential storms	¼ to ½ movement rate	Daunting to Improbable

Chapter 5: Horror, Shock & Sanity

Adventurers exploring forgotten corners of the globe, challenging occultic forces, daring mortal combat, and unearthing terrible secrets, invariably suffer mental damage. Even the most rational and buttressed mind may buckle — temporarily or even permanently — when experiencing the true horrors of the world.

When an adventurer experiences overwhelming dread, intense shock or cosmic terror, the gamemaster calls for a Horror check. This Horror check is a special kind of skill test, potentially modified by a penalty (in the same way that a skill test may be modified with a penalty or bonus). Each supernatural creature — and each type of overwhelming horrible event — possesses a Horror rating that serves as a difficulty modifier when rolling a Horror check.

If the adventurer successfully rolls the Horror check, then the adventurer's mind has somehow inured itself against the horrible trauma (and therefore takes no mental damage).

However, if the adventurer fails the Horror check, then appropriate damage is rolled, and the resultant score subtracted from the target's Rationality total.

Rationality: Mental Hit Points

Rationality works as a kind of composite skill — measuring the adventurer's stability, reason and sanity — as well as a kind of hit point pool — reflecting the adventurer's overall mental health. An adventurer with a high Rationality score demonstrates lucidity, sanity and stability, while one with a Rationality of zero experiences dissociation, madness and imbalance.

Because Rationality represents in total the adventurer's worldview and long-built reasoning, it takes longer to degrade than physical Hit Points. However, except under rare circumstances, Rationality does not replenish in the same way or as quickly as Hit Points do (see "Restoring Rationality").

Making a Horror Check

Some horrors take on forms of **dread and despair**, which slowly erode one's fortitude. In contrast, terrors of **shock and awe** electrocute the nerves. Other horrors defy rationality — and consequently stupefy the safe assumptions of the modern "enlightened" worldview. These are the harbingers of cosmic truth underpinning all reality, existing beyond any and all rational understanding. When encountered, **cosmic terror** shrinks the defensive will and annihilates momentarily — and more often permanently — any sense of self.

When making a Horror check, the situation determines which skill is tested. Events evoking dread and despair call for tests of Fortitude, while moments of shock and awe require tests of Willpower. Less frequently will an adventurer face the need to test his Rationality directly, as this represents the moment when every belief he holds about life and meaning is being challenged. Whether testing Willpower, Fortitude, or Rationality, on a failed Horror check, all damage is deducted from Rationality.

As there are some gray areas when it comes to what constitutes shock and awe versus what qualifies as dread and despair, the ultimate discretion is left to the gamemaster.

Shock and awe represents psychic terror — Algernon Blackwood calls it "spiritual terror" — as well as the sudden fear of imminent death, pain, dismemberment or annihilation. In other words, the mind is either terrorized by psychic annihilation or by physical ruin. Experiencing the supernatural, the Weird, the abomination from the abyss, or a pack of ghouls, all fall under this category. The key words are sudden, shock and awe. The mind snaps or it doesn't.

> **Horror check**: Test **Willpower** and deduct any damage from Rationality.

Dread and despair: Once a shock is over, dread can inflict lingering and eroding effects. Some effects may cause moral and physical repulsion. Seeing a corpse, experiencing great loss, or enduring ongoing depravity, all fall under this category. The key words are enduring, dread and despair.

> **Horror check**: Test **Fortitude** and deduct any damage from Rationality.

Cosmic terror: Correlating the contents into an inescapable reality, either in one horrible moment or over a period of reflection...The mind either denies the reality and reinforces its own delusions, accepts the truth and changes its worldview forever, or snaps and escapes into catatonic stupor.

> **Horror check**: Test **Rationality** and deduct any damage from Rationality.

Horror Check Examples

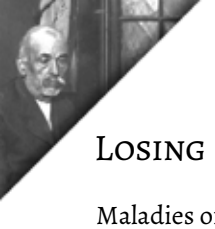
Horror	Effect	Horror Check (Modifier)	Rationality Lost
Witnessing a ghoul	Shock	Willpower (Normal)	–1d6
Witnessing a deep one	Shock	Willpower (Normal)	–1d6
Waking up buried alive	Shock	Willpower (Normal)	–1d6
Witnessing a mi-go	Shock	Willpower (Hard)	–1d8
Witnessing a Yithian	Shock and awe	Willpower (Hard)	–1d8
Witnessing a shoggoth	Shock and awe	Willpower (Hard)	–1d20
Witnessing a horrible crime scene	Dread	Fortitude (Normal)	–1d4
Experiencing a brutal crime	Shock	Willpower (Normal)	–1d6
A close friend dies in your arms	Despair	Fortitude (Normal)	–1d6
Losing a limb	Dread and despair	Fortitude (Hard)	–1d6
Losing a loved one under mysterious circumstances	Despair	Fortitude (Normal)	–1d8
Trench warfare	Dread and despair	Fortitude (Hard)	–1d10
Experiencing torture	Dread	Fortitude (Hard)	–1d10
Experiencing a minor uncanny phenomenon	Cosmic terror	Rationality (Normal)	–1d3
Experiencing a major uncanny phenomenon	Cosmic terror	Rationality (Hard)	–1d4
Meeting someone who returned from the dead	Cosmic terror	Rationality (Hard)	–1d6
Casting or using a subtle cantrip, spell or artifact	Cosmic terror	Rationality (Normal)	–1d3
Casting or using a minor spell or artifact	Cosmic terror	Rationality (Normal)	–1d6
Casting or using a major spell or artifact	Cosmic terror	Rationality (Hard)	–1d10
Experiencing possession by or effect of a lesser entity	Cosmic terror	Rationality (Hard)	–1d12
Experiencing possession by or effect of a god-like entity	Cosmic terror	Rationality (Daunting)	–1d20
Acquiring 50 points in the Occult	Cosmic terror	Rationality (Normal)	–1d4
Acquiring 75 points in the Occult	Cosmic terror	Rationality (Normal)	–1d6
Acquiring 100 points in the Occult	Cosmic terror	Rationality (Normal)	–1d8
Acquiring 125 points in the Occult	Cosmic terror	Rationality (Normal)	–1d10
Correlating the contents into an inescapable reality	Cosmic terror	Rationality (Normal)	–1d12
Experiencing Cthulhu	Cosmic terror	Rationality (Daunting)	–2d12
Experiencing Yog-Sothoth	Cosmic terror	Rationality (Daunting)	–1d100
Experiencing Azathoth	Cosmic terror	Rationality (Daunting)	–1d100

Psychopathy

Psychopaths (known by other terms at the turn of the century, such as the criminally insane, moral defectives, or inborn delinquents, among others) at first glance seem to have normally functioning and logical minds (and in many cases, superior IQs), but are typically incapable of responding adequately to other people's emotions (though they may be able to fake these responses in order to fit in). They also suffer from severe moral deficits. While a normal person experiences a visceral response to another's suffering or violence, the psychopath feels nothing — no anxiety or remorse over exploiting or hurting others, nor terror in causing or witnessing terrifying situations. Because of this absence of emotion and lack of morality, the psychopath is potentially dangerous (and four times as likely to commit a crime, according to modern studies).

Psychopathy as an in-game mental disorder is generally reserved for the villains. Psychopaths do not necessarily lack Rationality; in fact, they may be hyper-rational, cold, and calculating, while lacking completely any moral sympathies.

After determining the base values of a psychopath's drives and bonds (one of which must be a psychopathic disorder), the gamemaster distributes all of the 75 points into the disorder (see "Drives and Bonds" in the "Character Creation" chapter); the other drives and bonds may very well serve as pretenses for acting normal in society. The character makes no Horror checks for dread and despair or for non-mythos/non-supernatural shock and awe, and augments any mythos-related or cosmic terror checks (or any skill checks the gamemaster deems particularly relevant to the psychopath's selfish motivations) with the psychopathy score.



Losing Rationality

Maladies of the mind are not easily categorized into boxes or scrutinized under microscopes. Experts and authorities — in their desperate attempts at correlating chaos — may attribute labels and theories to madness.

If an adventurer takes Horror damage that reduces his Rationality to zero (or under), he is lost forever, succumbing as a non-player character to the will of the gamemaster.

If a Horror check results in a fumble, and the adventurer suffers Rationality damage exceeding his Trauma rating, then a mental disorder is suffered (see "Mental Disorders").

Major Mental Trauma

If — in one Horror check — a character suffers Rationality damage exceeding his Trauma rating, then a major psychological effect is suffered. The specific effect is dependent on the type of trauma encountered.

Effect on Improvement Points

In addition, any time a major trauma is sustained, the character experiences a period of detachment. Consequently, the adventurer loses the ability to accrue Improvement Points for a period of days equaling the damage rolled.

Optional "General Symptoms" effects may occur during this period. These are in addition to any other major trauma effects rolled. Inflicting adventurers with general symptoms is an option left to the gamemaster's discretion. General symptoms are meant to be additive, so the gamemaster may wish to roll several of these at a time.

Addiction

During this period of detachment, a traumatized character may turn to a coping mechanism — such as drinking — in order to forgo the improvement penalty and earn Improvement Points as normally allowed. One obvious downside of choosing such a desperate measure is the potential for addiction.

Any character choosing to cope with trauma through addictive behavior — such as drinking — forgoes the temporary improvement penalty. However, once the trauma period is over, the adventurer must make a Willpower check. This check is modified with a difficulty — starting at Normal, then turning to Hard, and so on — based on how many times in the past the adventurer has turned to this behavior.

General Symptoms of Major Trauma

1d100	Symptom
1-4	Headaches
5-8	Back pain
9-12	Inability to relax
13-16	Shaking and tremors
17-20	Profuse sweating
21-24	Nausea and vomiting
25-28	Abdominal distress
29-32	Frequency of urination
33-36	Urinary incontinence
37-40	Heart palpitations
41-44	Frequent hyperventilation
45-48	Chronic fatigue
49-52	Sporadic dizziness
53-56	Insomnia
57-60	Nightmares
61-64	Restless sleep
65-68	Excessive sleep
69-72	Excessive nervousness
73-76	Hypervigilance
77-80	Paranoid sense of threat
83-84	Irritability
85-88	Depression
89-92	Lack of trust
93-96	Chronic confusion
97-00	Overwhelming feelings of losing control

With a successful roll, the adventurer escapes addiction. With a failed roll, the adventurer adds a permanent addiction to the character's history (treating this as a mental disorder). An addicted character loses one point of Pow. In addition, all skill checks are made one grade harder when the character is not indulging regularly in his choice of poison. An addicted character is disallowed from choosing the same addiction again, should he face another period of trauma. With a fumbled roll, the adventurer suffers the same penalties, but loses 1d6 points of Pow.

Removing an addiction costs 10 Improvement Points, a successful Willpower roll, and a reasonable explanation of rehabilitation — all attempted during the improvement stage. Failing the Willpower roll forfeits the gambled Improvement Points.

Trauma from Dread and Despair

When suffering major trauma from the eroding effects of dread and despair, the adventurer experiences unease, lack of focus, and melancholy. As a result, all skills are made one grade harder for a number of days equaling the amount of Rationality damage rolled. In addition, the adventurer suffers two of the following results.

Major Effects of Dread and Despair

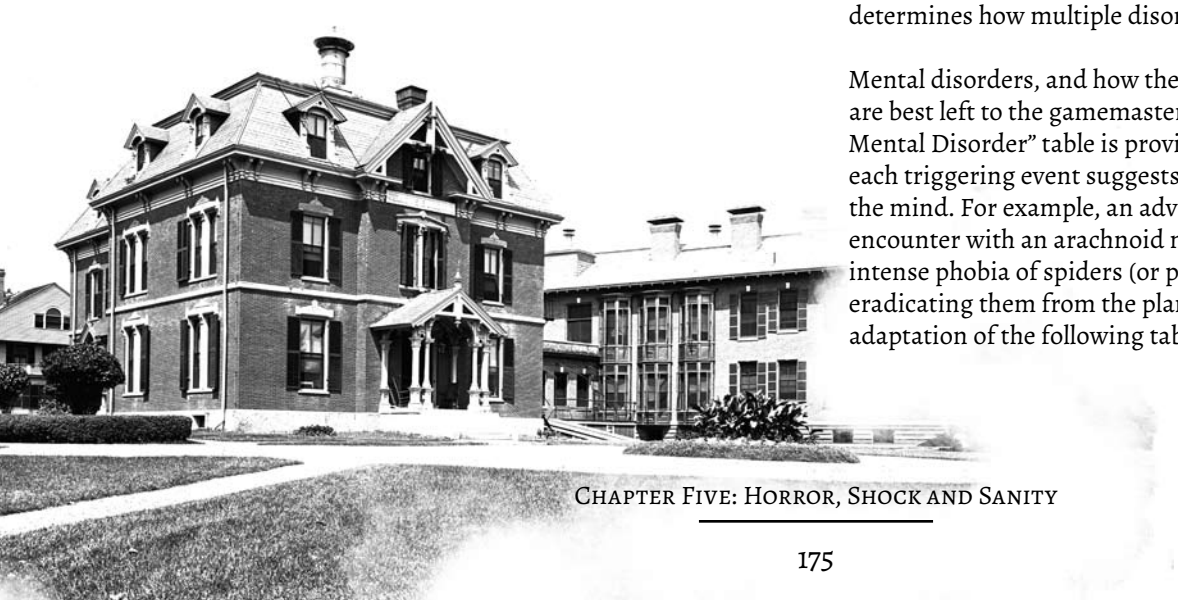
1d100	Symptom
1-5	Loses the ability to speak
6-10	Feels unreal
11-15	Experiences the world as unreal
16-25	Re-experiences the event in thoughts, dreams and flashbacks
26-40	Obsessively avoids any stimulation reminiscent of the event
41-45	Receives strange dreams about a cyclopean city
46-60	Lacks emotion and motivation
61-65	Feels phantom pain in a random area of the body
66-75	Exhibits chronic anxiety
76-85	Loses appetite, as well as three Hit Points (temporarily)
86-90	Routinely loses time, as if sleepwalking through the day
91-00	Obsesses over minutiae

Trauma from Shock and Awe

When suffering major trauma from the sudden effects of shock and awe, the adventurer reacts uncontrollably in the moment. As a result, the adventurer suffers one of the following results — see the "Major Effects of Shock and Awe/Cosmic Terror" table — for a number of minutes equaling the amount of Rationality damage rolled — during which time no other action may be taken.

Trauma from Cosmic Terror

When suffering major trauma from the overwhelming effects of cosmic terror, the adventurer temporarily loses all sense of self. As a result, the adventurer suffers one of the following results for a number of minutes equaling the amount of Rationality damage rolled — during which time no other action may be taken.



Major Effects of Shock and Awe/Cosmic Terror

1d10	Symptom
1	Faints
2	Relentlessly attacks an opponent with berserk abandon
3	Flees panicked in a random direction
4	Becomes hysterical
5	Laughs maniacally, in a state of unreality
6	Babbles incoherently
7	Shakes uncontrollably
8	Incessantly mimicks others' words and actions
9	Freezes, staring into an imagined void
10	Rolls into a fetal catatonia

Mental Disorders

A mental disorder occurs if a Horror check results in a fumble, and the adventurer suffers Rationality damage exceeding his Trauma rating.

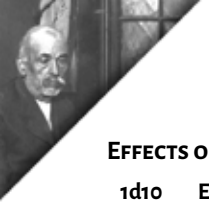
The character is allowed a last ditch Willpower roll to withstand the onset of a full-blown mental disorder. A difficulty modifier is applied to the roll, based on the Horror rating of the precipitating event.

With a success, the adventurer suffers only the appropriate major trauma (see "Major Mental Trauma"), narrowly escaping a long-term disorder. With a failure, the adventurer suffers the appropriate major trauma, in addition to a long-term mental disorder. With a fumble, major trauma is suffered, and the additional mental disorder is considered **severe**.

Any mental disorders sustained take immediate effect. In other words, a character who rolls "catatonia" as a result of experiencing cosmic terror suffers an immediate catatonic state.

It is possible for an adventurer to acquire more than one disorder. Each is counted separately during recovery (see "Recovering from a Mental Disorder"). The gamemaster determines how multiple disorders interact.

Mental disorders, and how they narratively affect gameplay, are best left to the gamemaster's discretion. An "Effects of Mental Disorder" table is provided for inspiration, though each triggering event suggests its own appropriate effects on the mind. For example, an adventurer surviving a harrowing encounter with an arachnoid monstrosity may display an intense phobia of spiders (or possibly an obsession with eradicating them from the planet). Therefore, creative adaptation of the following table is highly encouraged.



Effects of Mental Disorders

1d10	Effect
1	The adventurer adds "amnesia" to the character's history.
2	The adventurer adds "recklessness" to the character's history.
3	The adventurer adds an obsession to the character's history.
4	The adventurer adds "psychosis" to the character's history.
5	The adventurer adds a phobia to the character's history.
6	The adventurer adds "megalomania" to the character's history.
7	The adventurer adds "paranoia" to the character's history.
8	The adventurer adds "delusions" to the character's history.
9	The adventurer adds "catatonia" to the character's history.
10	The adventurer adds "tremors" to the character's history.
Special	The adventurer's mind fractures (see "Fractured Identity").

Amnesia: The adventurer suffers amnesia, losing all memory of former contacts — such as patrons, allies, rivals, and so on — and reduces his Common Knowledge skill to his Int value. Special abilities connected with either human resources or gathering information are forgotten as well. Any skills or abilities lost through amnesia may be recovered (at base value) once the mental disorder is healed. **Severe**: If suffering a severe disorder, the character will never recover these lost skills and abilities.

Catatonia: When facing any Horror check involving cosmic terror, the adventurer automatically fails and succumbs to catatonia. Instead of rolling damage, the character rolls damage that counts for hours lost, during which he freezes and dissociates from reality. During this time, he must be carried, walked hand in hand, or left behind. **Severe**: If suffering a severe disorder, the character suffers catatonia for days instead of hours.

Delusions: The adventurer refuses to acknowledge the supernatural, creating an alternate reality whenever facing a threat to his Rationality. Consequently, the character may no longer use magic. Additionally, when using skills to detect or combat supernatural threats, checks are penalized one grade harder (as the adventurer cannot see the threat's true nature). However, the character no longer makes Horror checks involving cosmic terror, reimagining such events as quotidian fantasies. **Severe**: If suffering a severe disorder, the character's delusions bleed into his ordinary existence, causing penalties to all Common skill checks (making each check one grade harder).

Megalomania: The adventurer suffers megalomania, gaining Improvement Points only by forcing others to his will (warping any previous goals around this need to be obeyed). As the character now believes himself to be infallible, no compromises can be made without forfeiting Improvement Points for the session. Similarly, Improvement Points may be gained by accusing allies of betrayal or incompetence. **Severe**: If suffering a severe disorder, the character is willing to sacrifice allies in pursuit of this control.

Obsession: The adventurer suffers an unhealthy obsession (pick one), gaining Improvement Points only by endlessly pursuing goals associated with destroying the source that caused the trauma. These goals may be loosely associated with the original source, but must make sense to the character's warped logic. **Severe**: If suffering a severe disorder, the character is willing to sacrifice allies in pursuit of this obsession.

Paranoia: The adventurer suffers paranoia, gaining Improvement Points only by pursuing goals that can be irrationally connected to a grand conspiracy, or by preparing exhaustive measures of self defense (even at the expense of others' safety). Similarly, Improvement Points may be gained by accusing allies of treachery or of scheming (especially when these accusations threaten to disorganize the group at critical moments). **Severe**: If suffering a severe disorder, the character is willing to sacrifice allies in moments of terrible fear.

Phobia: The adventurer suffers an unhealthy phobia (pick one), gaining Improvement Points only by pursuing goals associated with avoiding the source that caused the trauma. An example would be running in terror from a perceived threat that reminds the adventurer of the original trauma, especially during a time when his assistance is required. These goals may be loosely associated with the original source, but must make sense to the character's warped logic. **Severe**: If suffering a severe disorder, the character may need to retire from a scenario even remotely connected to the original threat.

Psychosis: The adventurer slips in and out of reality at times, especially under times of high stress. These delusions are somehow associated — at least symbolically — with the original trauma that produced the disorder. Improvement Points may be gained only by irrational actions suggested by the gamemaster (most likely at inconvenient times in an adventure). The adventurer may attempt a Rationality roll to disregard the gamemaster's suggestion and pursue one of the hero's original motivations, but losing such a roll costs the character 1d3 points of Rationality (or double this with a fumble). **Severe**: If suffering a severe disorder, the character may no longer question these irrational suggestions with a Rationality roll — though he may ignore them and forgo any Improvement Points.

Recklessness: The adventurer suffers reckless behavior, gaining Improvement Points only by putting himself — and manipulating others — into life-threatening situations, regardless of any other stated motivations. **Severe**: If suffering a severe disorder, the character gains Improvement Points only through especially suicidal actions.

Tremors: The adventurer automatically fails any Horror check involving cosmic terror, sustaining damage but remaining paralyzed with fear — trembling, crying, urinating uncontrollably — until the threat is neutralized, removed, and so on. **Severe**: If suffering a severe disorder, the character — in addition to enduring temporary paralysis — trembles involuntarily for a number of days equal to the damage rolled; during this time each skill is penalized one grade harder.

Fractured Identity

Because the "fracture" disorder is so unusual in its application (and is rather unique and rare), it is treated as a special occurrence in the setting. It is up to the gamemaster to implement it as he sees fit.

Fracture (special): The adventurer's mind is split into two distinct personalities, each of which has no memory of the other. Whenever major trauma occurs (or the adventurer's other personality is petitioned by a psychologist making a relevant skill check to trigger the transformation), the adventurer's mind escapes by switching to its alternate identity (rather than suffering the typical effects of trauma). When an identity takes over, it acts confused for a moment of time (or for a full round), and without prior knowledge of its surroundings or the events leading up to the current moment. The primary identity takes over again after a period of 1d100 hours (if danger has subsided, or when the gamemaster sees a logical switch). With the gamemaster's input, the adventurer develops a separate character record for the other identity, and treats it as a different character with its own drives and bonds, Improvement Points, life experiences, and skill sets (including any occult abilities). However, all personalities of a fractured mind share the same attributes (such as Strength, Constitution, and so on) and physical health (such as Hit Points, fatigue, and so on) of the individual harboring them. **Severe**: If suffering a severe disorder, the adventurer's mind is split into 1d3+2 distinct personalities (though it is up to the player and gamemaster to determine how many of these identities deserve their own fleshed out character records; perhaps some of the personalities are taken over by the gamemaster).

Recovering from a Mental Disorder

Recovery from a mental disorder should be difficult. In general, there are two methods for recovery, through action and through institutionalization.

Removing a mental disorder through action requires an accumulation of Improvement Points. To remove a mental disorder costs ten Improvement Points, a successful Rationality roll, and a reasonable explanation of rehabilitation — all attempted during the improvement phase. Failing the Rationality roll forfeits the gambled Improvement Points.

Removing a mental disorder through institutionalization costs the adventurer a number of months equal to the original damage rolled for the Horror check, during which time he must remain hospitalized. See the "Restoring Rationality" section for the rules of institutionalization; however, use the longer recovery time rather than the one month stated for restoring Rationality. If the adventurer uses the institutionalization rules to remove a mental disorder — rather than to restore Rationality — then a successful stay results only in the removal of one mental disorder, and not with the reward of any Improvement Points as stated in the "Restoring Rationality" section. Recovering from a mental disorder designated as severe effectively doubles the institutionalization period.

Restoring Rationality

Rationality is difficult and slow to regain. Also, Rationality may never exceed its original total calculated during character generation. In general, there are two methods for restoring these points, through action and through institutionalization.

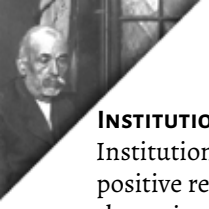
Action and Improvement

During the improvement phase — at the end of a scenario — adventurers will find opportunities to gamble precious Improvement Points for slight Rationality gains (see "Character Improvement" in the "Game Mechanics" chapter). As Improvement Points are typically rewarded for character actions that are in alignment with an adventurer's stated motivations — such as protecting the innocent, exploring unknown territories, or investigating a world-spanning mystery, and so on — using Improvement Points in such a way represents the character reinforcing his beliefs with successful action.

It is also important to note that regaining Rationality through direct action in accordance with one's motives — in effect, earning Improvement Points — should have more of an impact on a character than institutionalization in a sanitarium. This reinforces the concept of the hardboiled hero, and comments on the experimental nature of the facilities in which the hero may end up (where it is just as likely to become a reluctanct test subject as it is a patient). In other words, the character whose motivation relates to thrill-seeking and danger, should have a greater chance of regaining Rationality by trekking into a hostile region of the Gobi Desert and discovering the trail of a legendary artifact, as he does clocking in to Arkham Sanitarium.

Using a Mental Disorder as a Drive or Bond

When an adventurer suffers a mental disorder — such as amnesia, paranoia, a phobia, and so on — the mental disorder may act as a kind of drive or bond for the duration of its effects (most often becoming the most important drive or bond in the adventurer's mind). For example, an adventurer suffering amnesia may now be motivated to regain the pieces of his lost memory. A character suffering paranoia may now be motivated to uncover a grand conspiracy (that may or may not be real). A character suffering a phobia may now be motivated to destroy anything resembling the trauma that created the disorder. Likewise, an addiction may override the adventurer's sense of obligation to others. To derive a percentage score for one's disorder or addiction, see "Drives and Bonds" in the "Character Creation" chapter.



Institutionalization
Institutionalization in a reputable sanitarium may produce positive results for a traumatized patient. However, the lower the patient's Rationality, the more dire the prognosis.

An adventurer stays institutionalized for a month (in game time). At the end of the month, a Rationality roll is made using a difficulty modifier based on the quality of the institution (Daunting for a dangerously disreputable institution, on one end of the scale, and Very Easy for the best therapy money can buy, on the other end of the scale).

Gamemasters should consider how the adventurer's social status affects the quality of institutionalization. For example, middle class characters would most likely convalesce in a facility with a Normal difficulty modifier (unless sponsored by some form of philanthropy).

If successful, the adventurer gains two Improvement Points, which may be spent toward Rationality gains in the improvement phase. With a critical result, a tremendous breakthrough occurs, and the adventurer gains three Improvement Points. With a failed roll, no growth has occurred, and the adventurer loses hope and one point of Rationality. With a fumble, the character is traumatized by the institutionalization and loses 1d6 points of Rationality.

A character may remain institutionalized — if resources warrant this — and roll for more improvement at the end of each month. However, after each successful or fumbled roll, the therapy produces diminishing returns and the difficulty of the test becomes one grade harder.

Becoming Inured to Horror

In some circumstances, a character may become inured to repeated horrors. A soldier who continually witnesses extreme violence, for instance, may at some point become accustomed to such experiences. The gamemaster may wish to eliminate a Horror check after repeated exposure to the same type of trauma. Once an adventurer has lost as many Rationality points for experiencing a particular sort of horror as the maximum possibly rolled for that type, he should be reasonably inured to that specific trauma. For example, a soldier that has lost a total of 10 points of Rationality from repeated exposure to trench warfare, has presumably hardened against this type of trauma (as 10 is the maximum damage possibly rolled for trench warfare). Of course, the soldier would make a Horror check when facing a completely different sort of battle trauma (or a much more severe form of it).

The rare adventurer who repeatedly experiences the same type of supernatural creature may acquire a numbness to this specific creature (in the same manner that a soldier acquires a numbness to the violence of war). Although such a character would most likely never be the same after encountering an infestation of ghouls — having lost a portion of his Rationality in the first couple exposures to them — he probably would not require a Horror check after a few encounters with these creatures.

Cosmic terror — the kind induced by experiencing an entity from the outside, or seeing the true nature of Yog-Sothoth — is quite different. No matter how many times an adventurer comes into contact with cosmic terror, he will never become inured to its existence. Anything challenging the rational ego is potentially mind-destroying, even to the unlucky adventurer experiencing the horror for a second or third time.

Surviving the Abyss

If an adventurer or occultist survives a Horror check against a threat of major cosmic terror (in which the damage potential is at least 1d100) then he is profoundly changed by the experience. Such a character has **Survived the Abyss**, as Randolph Carter did after facing Yog-Sothoth. As a consequence, the survivor may forever after choose to roll either Rationality or Willpower (whichever is higher) when facing any form of cosmic terror again.

Additionally, the gamemaster may ask the survivor to pick a new drive — or a modification of an old drive — to reflect this profound undoing of beliefs.

For example, when Randolph Carter first faces Yog-Sothoth, he must make a Horror check against Rationality. The threat to his sense of self and everything he knows to be true is so tremendous that if he fails it, he may lose up to 100 points of Rationality (which would devastate nearly any mind). He makes a Horror check, fails it, rolls damage and takes a remarkably low 5 points of damage. He deducts 5 Rationality. He also absorbs an awful truth about existence (which is reflected in his new "Obsessive" drive). If he ever faces Yog-Sothoth again, he will use his Willpower for his Horror check (because his Willpower is higher than his Rationality). He will still lose Rationality points if he fails the check, however.

The gamemaster may consider the option of awarding 5 to 10 Improvement Points to any character who survives such an epic encounter, to account for its life-changing ramifications.

Chapter 6: Combat

As much as a rogue tries to avoid combat — wishing to accomplish a job without complication — conflict nonetheless occurs and, on some missions, frequently. If retreat looks unlikely, and circumstances warrant action, then the following combat rules will simulate the blood, smoke and din of a fray.

The following combat rules break into two parts, a "Quickplay Combat Rules" section — when the gamemaster wishes to keep an encounter quick and bloody — and a tactical section — for the inclusion of such things as special maneuevers, environmental effects, hit locations, morale, and other details. Additionally, optional variants are provided for consideration. Tactical rules may feel appropriate for seasoned combatants challenged by (human) belligerents — when an action sequence needs highlighting — while quickplay rules may prove relevant for adventurers terrorized by eldritch horrors — when fear rules over tactical decisions. The gamemaster may wish to integrate some tactical elements — such as hit locations to dramatize the hulking anatomy of a titanic horror — into the regular quickplay rules. Both modes play a part in the setting. Each play style or campaign theme suggests its own needs, so the various tactical rules should be integrated into a campaign as the gamemaster sees fit.

Quickplay Combat Rules

Quickplay rules are useful in situations where the gamemaster wishes to forgo the blow by blow minutiae of a melee. While simplifying some of the details found in the tactical options, quickplay rules may prove more appropriate when characters face an unearthly opponent. In such a situation, a frenzied struggle for survival takes precedence over nuance and tactics.

Summary of Quickplay Combat

1. A round of combat (or **Combat Round**) is broken into turns. A combat turn constitutes a brief moment of time, during which the character gets to act: throwing a fist, shooting a gun, ducking for cover, and so on.
2. A Combat Round finishes when every combatant completes all of his allowed turns. Each combatant is allowed to act for a number of turns — equal to his Action Points — per round.
3. The gamemaster determines the order of combat, using Initiative scores — or, optionally, Intiative plus 1d10. Combatants take their respective turns in order of Initiative — the combatant with the highest Intiative acting first, and the lowest acting last. Opponents with tied Initative scores roll a die (highest wins) to determine order.
4. Any combatants allowed more turns to act, continue taking turns in order until everyone has exhausted his turns for the round. After all turns are completed, and if anyone is left standing, a new Combat Round is started (again using the determined order of combat).

Any opponent or player, blind-sided, bushwhacked or sucker-punched, loses a first turn. After this, Initiative is determined and combat enters its normal progression of blood and smoke.

Randomizing Initiative Order (optional)

Optionally, the gamemaster may wish to add some unpredictability to combat order by having each participant add a 1d10 roll to his Initiative score. Alternatively, this process may be expedited by rolling a single 1d10 for each grouping of opponents, adding the one result to the separate Initiative scores in the group.

On a combatant's turn, if he has any actions left for the round (based on his Action Points), he may make one action. To act, he tells the gamemaster his intentions (and tests his relevant skill, if applicable). Perhaps the attacker uses a revolver and blasts a round at a charging enemy, testing his Fighting Method (Scout) skill, or instead draws his rifle on a shadow skulking in the smoke and foliage.

If the combatant succeeds with an attack, he damages the opponent; the weapon type determines the level of damage. A handgun shot may inflict 1d10 points of damage, for instance, meaning the target loses 1-10 Hit Points (depending on the outcome of the damage die roll). A rifle may cause 2d6+4 points of damage, a close-range shotgun 4d6, and so on. Some weapons, such as the trench knife or khukuri, add the attacker's Damage Modifier to the damage roll.

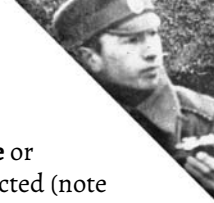
Weapon Special Effects

Some weapons include special effects — such as bleed, explosive, entangle or impale — that are triggered by a critical roll. As one example, a weapon with the **impale** special effect results in two consecutive damage rolls added together — if the assailant rolls a critical. Weapon special effects are covered more completely in the tactical rules.

When a target takes damage, the damage die is rolled, and the resultant points subtracted from the target's Hit Points. Some opponents — mostly monsters — may possess armor (which soaks up inflicted damage). Fleshy, weak adventurers rarely have armor adequate to soaking damage, but characters may regrettably encounter resilient creatures that do possess substantial armor. When a target with armor takes damage, the damage taken equals the damage roll minus its armor value.

How Long is a Combat Round?

A Combat Round is broken into turns, and is used for measuring the dramatic moment-by-moment beats of fights, chases and other detailed action sequences. One Combat Round represents roughly **five seconds** in terms of real time.



If Hit Points drop to zero (or under), the damaged adventurer must make a Fortitude roll to stay conscious. If the test is successful, the character must still make a successful Fortitude roll each round to remain conscious, until stabilized by medical intervention. No other action may be taken by the character. If the character loses consciousness — by failing a Fortitude roll — then one Hit Point is lost per round until reaching the death threshold, at which point death is instantaneous (see "Damage and Healing from Injury" in the "Game Mechanics" chapter).

Fortitude Rolls for NPCs (optional)

Optionally, the gamemaster may choose to eliminate any saving Fortitude rolls for monsters or minor NPCs. Instead, these opponents would automatically perish once their Hit Points reach zero.

One Combat Round finishes when every combatant completes all of his allowed turns. A combatant is allowed to act for a number of turns — equal to his Action Points — per round. Any combatants allowed more turns to act, continue taking turns in order until everyone has exhausted his turns for the round. After all turns are completed, and if anyone is left standing, a new round is started (again using the determined order of combat). Note that combat may also end if one side surrenders or flees.

Parrying and Evading

If a combatant possesses an Action Point to do so, he may use it reactively to defend against an attack (that would have otherwise been successful), or to hurl himself out of the way.

Parrying

A parry may be made against a successful hand-to-hand attack (note that a defender cannot parry a missile weapon or a firearm). The defender parries by announcing he is doing so, spending one of his Action Points — in other words, forfeiting one of his remaining turns for the round — and attempting to block the attack with a weapon or his body.

The intention to parry must be made before any attack roll is made; however, if the attack misses then the defender may withdraw his parry and save his Action Point. The defender then tests his relevant skill (such as an appropriate Fighting Method or his Unarmed score).

If the defender succeeds against a normal success, then he removes or reduces any damage sustained. If the defender succeeds and the attacker rolls a critical, the critical is reduced to a normal success. If the defender fails against a critical roll, then the attack circumvents any armor.

Considering Weapon Sizes (optional)

A melee weapon's size — **small**, **medium**, **large**, **huge** or **enormous** — determines how much damage is deflected (note that "colossal" may be used for certain cyclopean creatures). Successfully parrying an attack with a weapon equal (or greater) in size to the attacking weapon deflects all damage. Parrying with a weapon of one size less deflects only half the damage. And parrying with a weapon two (or more) sizes less fails to deflect any damage. A critical parry against a normal success deflects all the damage, regardless of size category. If the defender parries against a critical hit and rolls a critical, then he reduces the critical attack to a normal success.

Evading

The defender may attempt to evade a successful attack, even one made from a firearm — but only if the defender is aware of the attack. The defender evades by announcing he is doing so, spending one of his Action Points — in other words, forfeiting one of his remaining turns for the round — and hurling himself out of the way. The defender then tests his Evade skill.

If the defender succeeds against a normal success, he avoids the attack. If the defender succeeds and the attacker rolls a critical, the critical is reduced to a normal success. If the defender fails against a critical roll, then the attack circumvents any armor.

Prone Combatants

The evasion, whether successful or not, places the defender at a disadvantage. He is now **prone**, and loses his ability to attack on his next turn. Assuming he has any remaining Action Points, he may still evade from a prone position — when attacked — or he may use his next turn to regain his footing.

> While **prone**, any actions attempted — including evading — are made two degrees more difficult.

Some circumstances make evasion impossible or difficult. A character surrounded by lava, squeezed into a narrow corridor, or trapped by flaming wreckage, would lack an escape route. A mounted character would need to leap from the saddle, suffering falling damage in the process.

Combatants with Skills Over 100%

As with any opposed test involving a participant with a skill over 100%, the combatant with the highest fighting skill in excess of 100% reduces the skill value of his opponents by the difference between his skill and 100. Consequently, when making the test, the superior combatant rolls as if his skill is 100%, while each of his opponents rolls with this new penalty. For example, if a combatant possesses a fighting skill of 125%, then in the opposed test he rolls against 100% while his opponents each suffer a –25% penalty.

Fumbling a Combat Roll

If either the attacker or the defender fumble, then he may be subject to a mishap. Mishaps vary depending on circumstances and gamemaster discretion, though a table of examples is provided for convenience (see the "Combat Mishap (general)" table). Note that in the tactical rules, rolling a fumble allows the enemy to gain an advantage known as a special maneuver (see the "Tactical Combat Rules" for more), which is used instead of (or in addition to) a mishap.

When rolling on the "Combat Mishap (general)" table, add the Fumble level and 1d10. Note that for the purposes of determining the Fumble level, "00" always counts as zero.

Combat Mishap (general)

1d10 +Fumble level	Result
1-3	The combatant stumbles and loses his ability to react until his turn arrives
4-6	The combatant stumbles and loses his next turn (and his ability to react until that time)
7-9	The combatant drops his weapon 1d6 feet away
10-12	The combatant trips and falls prone
13-15	The combatant hits himself with the attacking weapon. Roll for normal damage
16+	The combatant hits an ally in an adjacent space (or himself if no ally is present). Roll for damage

Ranges (missile weapons and firearms)

The accuracy of a missile weapon or firearm is affected by the range and by the size of the target. For example, a combatant shooting a handgun (with a base range of 15 yards) at a medium-sized target 20 yards away, would test his skill with a Normal difficulty. The same shooter targeting a medium-sized opponent at 30 yards would test his skill with a Hard difficulty. **Note** that a difficulty modifier is, at best, Very Easy. Also, close quarters range is an abstract measurement — to be determined by the gamemaster and the needs of the setting — approximating close to melee combat range (roughly inside an 8 by 8 foot area).

Recoil Modifier (optional)

Though a firearm's recoil is generally not included in its statistics, a gamemaster may wish to include such a rating. By default, recoil is measured the same for all firearms, with a difficulty modifier based on the rate of fire: no modifier when making a single shot, one increased step of difficulty when firing a burst of shots, and two increased steps of difficulty for auto fire. If the gamemaster wishes to add a unique recoil modifier for each firearm, he may do so by rating each weapon with a **low**, **moderate** or **high** recoil, and by using the optional "Recoil Modifier" table as a guideline.

Weapon Range Modifiers (missile weapons and firearms)

Range	Difficulty Modifier
Close quarters	Very Easy (shotgun only)
Half base range	Easy
Base range	Normal
Twice base range	Hard
Base range x 4	Daunting
Base range x 8 (rifle only)	Improbable
Base range x 16 (rifle only)	Impossible

Target Size Modifiers

Target's Size Category	Siz	Difficulty Modifier
Small	10 or less	one degree harder
Medium	11 to 20	—
Large	21 to 40	—
Huge	41 to 70	one degree easier
Enormous	71 to 90	two degrees easier
Colossal	91 or more	three degrees easier

Firearms and Rates of Fire

Some weapons (such as firearms) indicate a rate of fire and allow more than one hit in a turn. A weapon with a **single** rate of fire makes the normally allowed one hit per turn. A weapon with a **burst** option allows the assailant to make 3 shots in his turn. A weapon with an **auto** option allows the assailant to make 20 shots per turn. Shooting a burst of rounds penalizes the assailant with an extra degree of difficulty (from Normal to Hard, or from Hard to Daunting, and so on), to account for the weapon's recoil. Shooting on auto penalizes the attacker with two extra degrees of difficulty (from Normal to Daunting, for example). If a burst attack succeeds, then the target is hit 1d3 times — effectively multiplying the resultant damage by the number of hits. If an auto attack succeeds, then the target is hit 1d20 times. Alternatively, the assailant making an auto attack may choose to target a group of opponents in an arc of fire. He must declare this before making his roll. However, if he succeeds, the number of hits are distributed evenly among the opponents caught in this arc of fire.

Recoil Modifier (optional)

Recoil	Max. Damage	Single Mod.	Burst Mod.	Auto Mod.
Low	0 to 6 points	none	–10%	Hard
Moderate	7 to 12 points	none	Hard	Daunting
High	13+ points	Hard	Hard	Daunting

Note that a pistol's burst recoil should be rated at best as moderate, regardless of the firearm's maximum damage — unless the pistol is stabilized with a shoulder stock or an Aim action. Gamemasters should consider making more difficult the recoil modifier for weapons that have been modified from their original manufacturing (such as shotguns with sawed off stocks).

Optionally, the gamemaster may allow a burst attack to fire 2 shots rather than the default 3 — using a 1d2 roll to determine the number of hits — and an auto attack to fire fewer shots than the default 20 — using a die appropriate for the number such as a 1d12, 1d10, or 1d8.

Firing into a Crowd

When firing a ranged weapon into a crowd — or shooting an arc of fire — there is always a chance of hitting something other than the intended target. Typically, anyone caught in the arc of fire sustains the same damage, though the gamemaster is encouraged to use a case-by-case judgment.

When considering the opponents caught in an arc of fire, the gamemaster should note anyone protected by cover. Hits passing through the natural armor of the cover, may still strike those behind it. In such circumstances, the protected opponent must make a Luck check for each hit that gets through, followed by a roll on the "Hit Locations" table for each failed roll — or a common sense ruling based on circumstances. For full cover, the Luck roll is made one degree easier. Any damage is reduced by the armor rating of the protective barrier.

Firearm Malfunctions

Some weapons, mostly firearms, possess a Malfunction rating — indicated by two numbers. The lower number is used for a weapon that is in poor condition, and the higher number is used for a weapon that is in optimal condition. If the assailant rolls the Malfunction rating or higher, while attacking, his weapon malfunctions. Most of the time this indicates a jam — for a semi-automatic or automatic weapon — or a misfire — for a revolver. Some malfunctions — such as those from improvised or antique firearms — may even result in the weapon exploding in the attacker's hands. If a malfunction happens, the firearm becomes inoperable until fixed. Fixing a malfunction requires a successful Mechanisms roll — attempted with the spending of a turn — or a successful Athletics roll — attempted once every 1d6 turns.

Firearm Malfunctions with Burst or Auto (optional)

To compensate for the mechanical stress of firing a rapid cycle of rounds, the following optional rule may be employed. A firearm firing a burst of rounds reduces its current Malfunction rating by one point. A firearm firing on auto reduces its current Malfunction rating by three points.

Breaking a Firearm (optional)

Any firearm that sustains damage — in one blow — greater than its armor rating reduces it Malfunction score to its lower number, compromising its integrity. A compromised weapon taking another such blow becomes inoperable. Any firearm that sustains damage — in one blow — greater than twice its armor rating becomes inoperable. Damage to weapons typically occurs if an attacker targets the weapon for destruction.

Gunshots and Blood Loss

When a gunshot causes a major or critically major wound, the target suffers blood loss (see "Blood Loss" in the "Game Mechanics" chapter).

Taking Cover

A combatant may spend a turn taking cover (especially from gunfire). Cover is either **partial** — as if shooting from behind an overturned table — or **full** — as if huddled behind the same barrier.

> A combatant with **partial cover** is one degree more difficult to hit.
>
> A combatant with **full cover** cannot be hit directly — unless damage passes through the armor of the cover — and he generally cannot make attacks from this position.

Suppressive Fire

A combatant may concentrate an intense barrage of attacks at an enemy — such as with a burst or with an auto attack. Even if the hits miss, the primary aim is pinning the enemy behind its cover. The success of such a strategy depends on the willingness of the enemy combatants to expose themselves to danger. Their motivation, leadership and morale will affect this willingness. The combatant wishing to use suppressive fire may first delay his turn (see the "Delay" action for more details), then later interrupt an enemy action with his assault of burst or auto fire. Enemy reactions to such attacks may be tested with Willpower rolls (note that these Willpower checks may be modified by intense motivations, effective leadership, or strong morale).

Firearms and Hearing Loss (optional)

Anyone using firearms or within range of gunshots, and without ear protection, will invariable suffer temporary — if not long-term — hearing loss. To compensate for the intensity of sound, each combatant in a firefight reduces his Detection check by one degree of difficulty — if the Detection skill is used for a listening check. If the firefight occurs indoors, the damage is even more severe, reducing the Detection check by two degrees of difficulty. The impairment lasts 1d3 days, but the gamemaster may consider longer term effects for consistent exposure.

Bloodied Combatants (optional)

Any combatant losing more than half his total Hit Points in a battle is considered **bloodied**. Each non-player combatant may react differently when bloodied, depending on his morale, leadership and motivation to fight. The gamemaster determines the reactions for each bloodied non-player character or creature. A Willpower check may be required, for instance, to test the combatant's willingness to continue fighting. The bloodied state may not apply to inhuman opponents.

Moving and Other Actions

An adventurer may perform other actions during a turn. For example, he may move up to a distance in yards equal to his Move rating (see the "Move" combat action). Or, he may delay his turn and then interrupt another combatant later in the round with his action — unless the round ends, resulting in the delayed action being forfeited. More types of actions are covered in the tactical rules.

Using Missile and Melee Weapons

Missile (or ranged) weapons (such as bows and blowguns) are those that can harm targets at ranges greater than hand-to-hand distances. Firearms are obviously included in this designation. **Melee** weapons (such as swords and clubs) are intended for hand-to-hand combat, and therefore are generally limited to close quarters ranges. However, some melee weapons may be thrown (and are therefore usable as missile weapons). Weapons capable of ranged attacks have a **base range** (the weapon's effective distance). Certain combat actions (and special maneuvers) require the combatants being within hand-to-hand range of each other. For example, a grappling attack would obviously not work from a distance. Common sense applies when considering range and the actions or special maneuvers available to the combatants.

These basic rules of combat suffice for expeditious rounds of battle, when technicalities would only encumber play. However, the tactical rules (which follow) explain additional combat and damage rules — for times when circumstances justify them — including special maneuvers, distances between combatants, weapon ranges, encumbrance and concealment, movement during fighting, obstructions and environmental damage, unusual attacks, swarming, special conditions, and strategic details. Guidelines for tactics are also covered. Consider: environments that uniquely affect combat; belligerents who use unconventional weaponry (such as fire, explosives or vehicles); or, players who coordinate tactics to increase advantage.

Tactical Combat Rules (optional)

Tactical rules build upon the quickplay rules, with special maneuvers and other strategic details. While adding a few new elements, tactical combat may prove more appropriate for players interested in a grittier blow by blow experience.

On his turn, the attacker spends a turn, chooses a target, states his intention, and then tests his relevant fighting skill (such as Unarmed or a Fighting Method). Alternatively, the character may opt out of attacking, and instead choose another kind of action (such as delay, take cover, move, and so on). Note that there are several kinds of actions available to the combatant (see "Types of Actions Available in a Combat").

If an attack is made, in most circumstances the target may choose a reaction. The defender — if he chooses to do so, and if he possesses any remaining turns — spends a turn and chooses a reaction (such as parry or evade).

If a defender has no turns left for the round, he cannot make any reactive actions — this is treated as an automatic failure.

Successes, Criticals, Failures and Fumbles

If the attacker succeeds with his action, damage is rolled as usual. He may have also earned a special maneuver (see "Special Maneuvers").

If the defender succeeds in his reaction, then he may have successfully parried the blow or evaded the attack, as per the rules for parrying and evading. He may have also earned a special maneuver.

If both the attacker and the defender fail, then the attack fails and nothing else significant happens. The next combatant in the Initiative order takes his turn.

If either the attacker or the defender fumble, then he may be subject to a mishap. Mishaps vary depending on circumstances and gamemaster discretion.

Combat Actions and Reactions

During his turn in combat, the combatant may spend a turn and choose one of the following actions. Note that once a combatant's turns are depleted, the combatant may no longer act for the remainder of the round.

Combat Actions

Actions (offensive)

Aim	Mount or Dismount
Assess Environment	Move
Attack	Outmaneuver
Bull Rush	Ready or Reload a Weapon
Cast Magic	Regain Footing
Change Distance (optional)	Struggle Free
Delay	Surprise Attack
Do Nothing	Take Cover
Hide and Sneak	Use a Skill

Reactions (defensive)

Counter Magic	Interrupt
Evade	Parry

Actions (offensive)

Any one of the following actions may be attempted on the combatant's turn — with the spending of one of his turns. Some of these actions, such as casting magic or reloading a weapon, are continuous, meaning they require a series of turns to complete.

Aim (missile weapons or firearms): The combatant takes a turn steadying himself and aiming his weapon. On his next turn — if he makes no defensive reaction while aiming — his shot becomes one degree easier. Any cover must be reduced to partial for the round.

Assess Environment: A combatant makes a Detection roll to obtain tactical information or to search for concealed enemies. From full cover, the roll is made one degree more difficult. Fumbling the roll while taking cover exposes the combatant. When exposed from partial cover, he becomes one degree easier to hit — until his next turn. When exposed from full cover, he becomes partially covered until his next turn.

Attack: The combatant makes an attack — unarmed or with a weapon.

Bull Rush: The combatant spends all of his allowed actions for a round — during which he forfeits his defensive reactions and any other actions — and rushes a target (at a sprint). The assailant uses either his Athletics or his Brawn skill for the attack — whichever is lower. If the consequent attack roll is successful against the defender's reaction, then the attacker's damage modifier is increased two steps (or three steps if the attacker is a quadruped). The target gets knocked back one foot for every point of damage (minus any armor point deduction) rolled over the target's Siz — with a minimum distance of 3 feet. Additionally, he must succeed with an Athletics roll — made one degree more difficult — to avoid falling prone. A Bull Rush used against those protected by cover (such as a barricaded door) treats the barrier as armor. Failing to crash through such a barrier — if the damage is not enough to overcome its armor — causes the attacker to absorb the damage and any potential knock-back effects.

A Bull Rush may be parried only by a shield or by an equivalent item. The target may also attempt to evade. An evasion made by an opponent with more than two legs is made one grade easier. Additionally, such an opponent may use either Athletics or Evade for the check — whichever is higher.

Bull Rush works on opponents up to twice the attacker's Siz.

Cast Magic: The combatant spends a turn preparing a spell or casting a spell (that is already prepared). Typically, no reaction may be made while preparing a spell.

Change Distance (optional): If the "weapon reach" rules are used, then the combatant attempts to change the range between himself and the opponent — either closing or opening the distance.

Delay: The combatant pauses to assess the tactical situation. He may interrupt another combatant's action later in the round, using his delayed turn when he does so. However, he forfeits his turn if no action is taken before the round is over.

Do Nothing: The combatant does nothing and forfeits his turn.

Hide and Sneak: A sniper may be hiding and sneaking to gain a better vantage on a covered opponent, or a creature may be stalking its prey from concealment. The combatant first spends a turn to hide in the terrain, making a Stealth check — typically from fully concealed cover. Stealth rolls are modified by terrain. For example, an environment of heavy foliage and pitch darkness makes any Stealth rolls three grades easier, while an environment of open desert and broad daylight makes any Stealth rolls three grades more difficult. Once in hiding, the combatant spends each consecutive turn moving in concealment, no faster than a quarter of his Move rating — again, tested with a Stealth check. On each turn, the concealed combatant may spend the turn to continue moving in concealment, to reveal himself, to make an escape, or — if within range of his quarry — to make a surprise attack from cover.

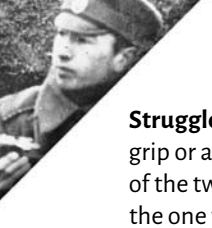
Mount or Dismount: The combatant mounts or dismounts a riding animal.

Move: The combatant may move a number of yards equal to his Move rating — per Combat Round — dividing this total over the course of the round as he sees fit. The combatant may use a readied weapon — such as a firearm — in the same action as a movement. However, if a combatant is moving while attacking, his attack percentage cannot exceed his Athletics skill. The combatant may move from cover to cover — if his Move rating covers this range — but only to partial cover, until his next turn.

Outmaneuver: If outnumbered in an environment where movement is still possible (not pinned against a wall or forced into a corner, for example), the combatant may spend a turn to outmaneuver his foes for the remainder of the round. The opponents participate in a single (group) opposed test matching their Evade skill against the Evade skill of the combatant. Those who fail to beat the combatant cannot attack that round, as they become blocked by the position of their allies. Those opponents who win against the combatant may freely attack as normal. Unless the combatant wishes to disengage and run away, the number of opponents cannot be reduced to less than one.

Ready or Reload a Weapon: The combatant draws or sheathes a weapon, or spends a turn reloading a weapon.

Regain Footing: If the combatant is prone, he regains his footing.



Struggle Free: The combatant attempts to break free from a grip or a grapple, testing Brawn or Unarmed versus whichever of the two skills the grappler prefers. The weaker opponent — the one whose Might score is lower — suffers one degree of difficulty for every level of difference between the opposing Might scores.

Surprise Attack: A surprise attack may be made only when the target is unaware of the attacker's presence. The target is allowed to test his Detection versus the attacker's Stealth. When relevant, terrain conditions — such as pitch darkness or heavy foliage — may modify the Stealth skill. If the target fails to detect the attacker, he suffers a –10 penalty to his Initiative score for the round, and cannot defend until his first turn occurs. Additionally, the attacker's damage is doubled, and his first attack roll is made one degree easier.

> **Surprise Attack (drawing a weapon quickly)**: A surprise attack may be made against opponents already aware of the combatant, if the attacker draws a weapon quickly and unexpectedly. Any opponents are allowed to test their Intuition or Detection (whichever is higher) versus the attacker's relevant Fighting Method (in some cases the gamemaster may allow the use of Sleight of Hand, if the action fits the logic of the character). Each opponent who fails to anticipate the attacker suffers a –10 penalty to his Initiative score for the round, and cannot defend until his first turn occurs. However, the assailant's first attack roll is made two degrees more difficult. Typically, this action cannot be made with a two-handed weapon (such as a sword or a rifle).

Take Cover: The combatant takes cover (especially from gunfire). Cover is either partial — as if shooting from behind an overturned table — or full — as if huddled behind the same barrier. A combatant with partial cover is two degrees more difficult to hit. He may attack from this position — but with one more degree of difficulty. A combatant with full cover cannot be hit directly — unless damage passes through the armor of the cover — and he cannot make attacks from this position. Moving into or out of cover, or switching from partial cover to full cover (or back), all cost the combatant a turn to complete.

Use a Skill: The combatant — if unengaged — uses a skill to heal someone, to set a booby trap, to light a fuse, to pick a lock, and so on. The number of turns required to use a skill varies. Typically, the combatant cannot react to attacks while engaged in the task, without losing his concentration.

Reactions (defensive)

Any one of the following reactions may be attempted — at any time — during the combat round as a response to an attack (if the combatant still has any remaining turns).

> **Counter Magic**: The combatant spends a turn preparing a spell or countering a spell (that is already prepared). Typically, no reaction may be made while preparing a spell.
>
> **Evade**: The defender may attempt to evade a successful attack, even one made from a firearm — but only if the defender is aware of the attack. A successful evade leaves the defender prone.
>
> **Interrupt (for delaying combatants only)**: The combatant who has delayed his action may interrupt another combatant's action, using his delayed turn when he does so. However, he forfeits his turn if no action is taken before the round is over.
>
> **Parry**: A parry may be made against a successful melee attack (the defender cannot parry a missile weapon or a firearm)

Special Maneuvers

Whenever two opponents engage each other directly in battle, the results of their respective fighting skill rolls are compared — noting any criticals, normal successes, failures, or fumbles. The difference between the opposing results is the level of success.

The **level of success** measures how many steps lie between the result of the attacker and the result of the defender. For example, a normal offensive success versus a normal defensive success would constitute zero steps. A critical versus a normal success would constitute one step. A critical result versus a failure would constitute two steps. And so on. Gaining one step of success over an opponent allows either the attacker or the defender to perform a special maneuver — in addition to the action for his turn.

A **special maneuver** is an opportunistic stunt: seizing the opening in a defense, smashing an opponent's weapon, disarming an opponent, slipping free from a grapple, or making a surprise follow-up attack, as just a few examples. For each step of success over his opponent, the winner selects a special maneuver. An attacker gaining one step of success over his opponent gets to perform one offensive special maneuver. A defender gaining two steps of success over his opponent gets to perform two defensive special maneuvers. And so on.

Level of Success

	Attacker Critical	Attacker Success	Attacker Failure	Attacker Fumble
Defender Critical	—	Defender gets 1 special mvr.	Defender gets 2 special mvr.	Defender gets 3 special mvr.
Defender Success	Attacker gets 1 special mvr.	—	Defender gets 1 special mvr.	Defender gets 2 special mvr.
Defender Failure	Attacker gets 2 special mvr.	Attacker gets 1 special mvr.	—	—
Defender Fumble	Attacker gets 3 special mvr.	Attacker gets 2 special mvr.	—	—

Special Maneuvers

Special Maneuver	Offensive	Defensive	Circumstances
Chain Attack	x		melee or unarmed only, attacker critical, stackable
Duck Back	x		firearms or missile weapons only
Grip	x		unarmed only
Second Shot	x		firearms or missile weapons only, attacker critical
Target Location	x		attacker critical
Use Weapon Special Effect	x		attacker critical
Redirect Blow		x	melee weapons only, attacker fumbles
Riposte		x	melee weapons only
Slip Free		x	defender critical or attacker fumble
Damage Weapon	x	x	melee weapons only
Disarm Opponent	x	x	melee weapons or unarmed only
Pin Weapon	x	x	melee weapons or unarmed only, critical
Take Weapon	x	x	unarmed only
Trip Opponent	x	x	melee weapons or unarmed only

There exist a variety of special maneuvers. Some special maneuvers are usable only with offensive actions, while others are specific to defensive reactions. Some special maneuvers work only with a critical, or only with a particular type of weapon. When two or more special maneuvers are earned, the combatant may combine them. Each maneuver is detailed below.

Special Maneuvers (offensive)

Any one of the following actions may be attempted on the combatant's turn — with the spending of one of his turns. Some of these actions, such as casting magic or reloading a weapon, are continuous, meaning they require a series of turns to complete.

Chain Attack (melee or unarmed only, critical, stackable): The attacker makes an immediate follow-up attack, such as a second knife thrust, a second punch, or a combination attack. The chain attack costs the attacker a second turn, but also forces the defender either to spend a turn reacting or to suffer the blow. The chain attack is stackable, meaning the attacker may continue with as many follow-up blows as his Action Points allows, and for as long as he keeps rolling criticals.

Duck Back (firearms or missile weapons only): If standing adjacent to adequate cover, the shooter may move from no cover to partial cover, or from partial cover to full cover, without spending a turn.

Grip (unarmed only): If within range, the combatant grabs the opponent, preventing the target from disengaging. The opponent may attempt to break free on his turn, using a Struggle Free action or a Slip Free special maneuver.

Second Shot (firearms or missile weapons only, critical): The attacker makes an immediate follow-up shot. The second shot costs the attacker a second turn, but also forces the defender either to spend a turn reacting or to suffer the blow.

Target Location (critical): The combatant chooses where on the defender's body the hit strikes — head, chest, abdomen, arm, leg, and so on. Targeting a specific location is also useful in circumventing any armor, such as a helmet, or circumventing partial cover, such as an overturned table. If Target Location is used to bypass armor, the blow finds a gap in the protection — effectively negating any armor reduction. If the opponent possesses natural and worn armor, then the combatant chooses which one to bypass. If Target Location is used to bypass partial cover, the blow lands on an exposed area — such as an exposed head, leg or arm (depending on how the opponent is using the cover). Alternatively, if the "Hit Locations" rule is used, then damage is either subtracted from the appropriate location or the armor or partial cover is bypassed (attacker's choice).

Use Weapon Special Effect (critical): The combatant chooses to apply one of his weapon's special effects to his attack. Examples of special effects include: **bash**, **bleed**, **entangle**, **impale**, **sunder**, and **stun**. The following special effects do not require a critical roll, but rather occur with a normal success: **artillery**, **electrify** and **explosive**.

Artillery: When used against a unit of combatants, damage is dealt to the unit as a whole rather than to any one individual. Against the individual, the attack instantly kills its target with devastating gore. An exception to this rule occurs when the target's size and ferocity are equivalent to a unit of combatants. See "Artillery and Other Scaled Weapons" for more information about weapon scales.

Bash: The attack forces the defender back and off balance. The target gets bashed back one foot for every point of damage (minus any armor point deduction) rolled over the target's Siz, or three feet — whichever amount is greater. If the opponent is knocked into an obstacle, then the target must make an Athletics roll — with a Hard difficulty — to avoid falling prone. Bashing works only on opponents up to twice the attacker's Siz.

Bleed: The defender must make an opposed roll of his Fortitude against the attacker's original attack roll. If he fails, then a major artery is cut and he suffers blood loss (see "Blood Loss" in the "Game Mechanics" chapter).

Electrify: The weapon discharges electrical damage (see "Electricity" in the "Game Mechanics" chapter).

Entangle: An entangling weapon, such as a whip or a net, immobilizes the opponent by striking a specific location. Depending on the location struck, the opponent cannot use a weapon (if an arm is targeted), cannot move (if a leg is targeted), or suffers a Hard difficulty to any activity (if a general area is targeted). The wielder may spend his next turn performing an automatic Trip Opponent maneuver, if he so desires. An entangled opponent may attempt to break free by pulling the entangling weapon away (using Disarm Opponent), by escaping entirely (using Slip Free), or by cutting himself lose (using Damage Weapon).

Explosive: The weapon causes explosive damage (see "Fires and Explosions").

Impale: The weapon sinks in deeper or strikes a vital area, resulting in two consecutive damage rolls added together. If the weapon is a melee weapon, such as a knife, the attacker has the option of either leaving the weapon in the wound or yanking it free. Leaving a weapon in the wound causes the defender to suffer a skill penalty of one degree per size category of the weapon — Hard for small weapons, Daunting for medium weapons, and so on. Yanking a weapon free costs the attacker another turn and requires a successful Brawn roll. If successful, this causes further injury to the same location equal to the normal damage roll for that weapon — minus any Damage Modifier. Armor does not reduce this withdrawal damage. Obviously, while a weapon remains impaled, it cannot be used for any other attacks or parrying.

Sunder: Any damage in excess of the opponent's armor is applied to reducing the armor itself. If hit locations are used, then a location is rolled on the appropriate "Hit Locations" table. If the armor is reduced to zero, any excess damage is applied to Hit Points. When used against the natural armor of a creature, such a blow opens a devastating gash in its hide, chitin, scales, and so on.

Stun: The defender must make a successful Fortitude roll against the original attack roll, or suffer a stunning effect. If made against general Hit Points, the opponent staggers winded, capable of only defense. If a limb is struck, the limb is rendered useless. A head shot renders the opponent unconscious. The duration of incapacitation lasts a number of turns equal to the damage that penetrated any armor. If no damage penetrated, then the impact was insufficient to stun.

Special Maneuvers (defensive)

Any one of the following actions may be attempted on the combatant's turn — with the spending of one of his turns. Some of these actions, such as casting magic or reloading a weapon, are continuous, meaning they require a series of turns to complete.

Redirect Blow (melee weapons only, attacker fumbles): The defender redirects the blow of an attack toward an adjacent bystander. The bystander must be in range of the weapon, and loses any opportunity to defend. The attack automatically hits, but without any opportunity for a special maneuver.

Riposte (melee weapons only): The defender spends an extra turn — if he still has one left in the round — to make an immediate counterattack.

Slip Free (attacker criticals or defender fumbles): The defender breaks free from being entangled, gripped or grappled, or the combatant pulls a weapon free from being pinned.

Special Maneuvers (offensive or defensive)

Damage Weapon (melee only): The combatant targets the opponent's weapon for any damage rolled. Any weapon that sustains damage — in one blow — greater than twice its armor rating becomes inoperable. If the weapon sustains damage greater than its armor rating, the wielder must make a Luck roll. If he succeeds, the weapon functions as normal. If he fails, the wielder loses a grip on the weapon and can only defend for the next turn (while he readjusts his grip). If the Luck roll fumbles, the weapon breaks and becomes inoperable.

Disarm Opponent (melee or unarmed only): The opponent must roll an opposed test of his fighting skill against the original attack roll (if the attacker won) or against the original parry roll (if the defender won). If the recipient of the disarm fails, he loses his weapon. If the winner's fighting skill roll is less than his Luck and if he has a hand free, then he may chooses to grab the disarmed weapon. Opponents with two-handed or entangling weapons may increase their skill roll by one bonus grade (from Normal to Easy, or from Easy to Very Easy, and so on). Disarming works only on opponents of up to twice the attacker's Siz.

Pin Weapon (melee or unarmed only, critical): The combatant pins one of his opponent's weapons (or a shield) with his own weapon or with tactical positioning. The opponent may drop the weapon (as a free action), spend a turn to wrestle the weapon free, or win a special maneuver to disengage the weapon. He may also attack with a free weapon or body part. To wrestle the weapon free, the opponent tests his fighting skill or Brawn against the original attack roll.

Take Weapon (unarmed only): Works similarly to Disarm Weapon, but using the Unarmed skill. If successful, the defender ends up with the attacker's weapon in his own hands.

Trip Opponent (melee or unarmed only): The opponent must make an opposed test of his Evade against the original attack roll (if the attacker won) or against the original parry roll (if the defender won). If the opponent fails, he falls prone.

Combat Difficulty Modifiers

Close quarters and ranged weapon attacks may be modified by environmental factors. When two or more situations happen simultaneously, the highest penalty is used. The gamemaster is encouraged to extrapolate modifiers based on these examples.

Close Quarters Modifier Examples

Situation (for melee weapons or unarmed combat)	Diff. Modifier
Target is helpless	Automatic
Target prone or attacked from behind	Easy
Attacking or defending while prone	Daunting
Attacking or defending while prone	Hard
Defending from a lower position or against a mounted foe	Hard
Fighting in partial darkness	Hard
Fighting in darkness	Daunting
Fighting while blind	Improbable

Ranged Weapon Modifier Examples

Situation (for missile weapons or firearms)	Diff. Modifier
Light wind	Hard
Strong wind	Daunting
Gale force	Improbable
Target moving	Hard
Target moving quickly	Daunting
Target obscured (mist, light foliage, partial darkness)	Hard
Target obscured (thick smoke, heavy foliage, darkness)	Daunting
Target is prone	Hard
Attacker is prone	Daunting
Attacker is blinded	Impossible
Attacker is on unstable ground	Hard

Combat Actions and Difficulty Modifiers

The list of combat actions, special maneuvers and modifiers provides a basic framework for running combat, but is not meant as a straitjacket. Ideally, combat becomes an organic exchange between the gamemaster and players, integrating these rules as scaffolding rather than as limitations.

Adventurers are encouraged to roleplay combat creatively, and the gamemaster is tasked with extrapolating the existing rules to meet such creativity. While not every contingency can be anticipated in a list of rules, enough rules are provided here for the gamemaster to create logical solutions.

As just one example out of endless possibilities, the adventurers may attempt to intimidate their foes into surrendering — even if this specific action is not included in the list of options. Though no "intimidate" combat action exists, integrating an Intimidate check (and a reactive morale check) into the combat sequence should be easy to improvise, with the preexisting rules.

Set Piece Example: Nepalese Tavern

The stone-and-timber structure squats tomblike at an eternally snowed-in mountain crossroads, at the apex of lost roads dropping precipitously to nowhere and beneath a pallid sky paralyzed with cold. Inside, warmed by a cavernous fireplace and whiskeys pulled from bloodstained crates, its occupants — representing dozens of forgotten Occidental and Oriental worlds — make sinister plans or drink themselves into oblivion.

Combat: Any shots fired inside the structure ricochet with astounding fury; fortifying a position is tricky as doors may open suddenly from anywhere, with some doors looking like walls or cabinets (Architecture or Tactics to understand the layout); the walls are rough-hewn rock but the floor and ceiling are dry timber and easily combustible (especially with a whiskey-splashed conflagration pouring from the room's roaring fire); overturned, thick-planked tables make for effective barriers, as do collapsed whiskey cabinets; explosive projectiles may be improvised from rags stuffed into whiskey bottles and ignited (Explosives to improvise); explosions and gunshots inside the tomblike tavern are deafening (affecting Detection checks).

Special: The bar runs the length of one wall. Behind it, hidden underneath an Oriental carpet, a rickety staircase descends to the cellar (effective for an escape route, or as a sniping position shooting into the bar through ventilation grates in its ceiling). Outside in the cold, yipping pack dogs and sleds wait for their owners — or for a quick getaway.

Additional Combat Rules

Environmental Conditions

Various environmental conditions may affect combat.

While **climbing**, a combatant's fighting skill cannot exceed the value of his Athletics skill. Bipedal combatants may only use a single limb to attack or defend, requiring the others to cling to the surface being scaled.

While **swimming**, a combatant's fighting skill cannot exceed the value of his Swim skill. Only thrusting weapons capable of impaling can be used successfully when immersed in water, with any potential damage halved. Natural weapons such as grappling, biting and strangulating, are treated as normal. While a firearm using modern cartridges may fire underwater, doing so increases the chance for a malfunction and drastically limits the effective range of the round. For the purposes of in-game play, firearms are treated as impotent underwater, unless being fired at point-blank range. Additional, while underwater, the firearm's worst Malfunction rating is used — at half of its value.

Fighting from a Mount

Fighting from a mount affords the rider several advantages, but also presents a few challenges. While mounted during combat, the rider's fighting skill cannot exceed his Ride skill.

When using the optional "Hit Locations" rule or when striking a major wound, the rider rolls 1d10+10 — rather than 1d20 — when determining the locations hit on an enemy. This rule does not apply to small weapons (such as daggers).

When defending against attacks, the rider chooses his own fighting or Ride skill, or the relevant skill of the mount — whichever is more advantageous to the rider.

The rider adds his mount's Siz to his own Siz when calculating the effects of knockback. However, to do so successfully, he must first succeed with a Ride check.

The rider may use the Damage Modifier of the mount when charging with a braced weapon. Once braced, a weapon cannot be used for defense. A weapon that impales during a charge remains in the body of the target.

If using Bull Rush against a static formation of combatants, or against some other fortified defense, then the rider tests his Ride skill for the charge. The mount must cause knockback or be stunned for 1d3 rounds — resulting in a disoriented staggering.

When charging past an opponent, the rider gets only one turn to attack, as the mount quickly moves past the opponent.

A mount may be disabled if one of its legs is targeted and reduced to zero Hit Points — if hit locations are used — or if a leg suffers a major wound.

Knockback

When an attack causes damage in excess of the target's Siz, the recipient suffers a knockback. When knockback occurs, the target must succeed with an Athletics check or fall prone from the force of the blow. (Note that with some forms of knockback, such as those caused by a Bull Rush action or by a Bash special maneuver, the Athletics check is made one degree more difficult.)

Additionally, the target gets knocked back one foot for every point of damage (minus any armor point deduction) rolled over the target's SIZ, or three feet — whichever amount is greater.

Leaping Attack

The combatant jumps on a target, attempting to knock the target prone. A leaping attack is treated similarly to a Bull Rush action. If leaping from concealment, then the attacker first tests his Stealth versus the target's Detection.

Lobbing Explosives

A combatant may attempt to lob an explosive — such as dynamite or some other incendiary object — over a barrier. To lob an object, the combatant uses his Athletics skill, but the task becomes one degree more difficult than throwing it directly.

If the roll fails, the explosive may still affect the target if the target is within range of the resultant blast.

If the gamemaster needs to determine the precise location of the blast, then the following guidelines may be used. For every 10 points away from a successful roll, the thrower misses his target by roughly 5%. To find the direction of the error (to see where it actually landed), the gamemaster rolls a 1d12. A 12 indicates that the object lands behind the target — at the 12 o'clock position — while a 6 indicates that the object lands in front of the target — at the 6 o'clock position. Other numbers indicate their various clock positions around the target.

For example, a combatant with an Athletics skill of 55% attempts to lob a stick of dynamite 30 yards over a barrier — which for a normal throw at that distance is Hard, but for a lob is one degree more difficult (or Daunting). He attempts to roll against 15%, but ends up rolling a 38. That's 5% for each 10 points he missed — in other words, 10% off the mark. The combatant misses by roughly 3 yards — or 9 feet. He rolls direction (1d12) and gets an 11. The dynamite is almost directly behind the barrier by 9 feet. When it blows, and if its area of explosion is greater than 9 feet, those within its blast radius will suffer damage.

Fuses

When explosives use fuses, then the thrower must determine when the actual explosion occurs. After lobbing the explosive, the thrower immediately tests his Luck. If the roll succeeds, then the explosive blows instantly as it lands. If it doesn't explode immediately, then he tests his Luck at the start of each new round — making the Luck roll one degree easier for each round that the fuse is lit. Rolling a fumble indicates that the explosive is a dud.

Morale

The morale of an enemy or underling (including the retainer of an adventurer) may be checked by the gamemaster when the character suffers a setback — such as being significantly injured or having his companions reduced in number. For a group of characters, a simple morale check may be made using a sorting test of each Willpower roll against the attack (or relevant) roll that precipitated the check. Such Willpower checks may be modified by effective leadership.

A strong leader is one with a high Influence, Intimidate or Command skill, each of which may affect the morale check, depending on the circumstances. Having the proper leadership score — whether Influence, Intimidate or Command proves most effective — allows the leader to first roll his leadership skill and, if successful, make the following morale check one degree easier. In other words, an effective leadership roll adds 20% to each of the follower's Willpower scores for the purpose of checking the sorting test results.

If the leader possesses the Command skill, then the group checking morale first makes one team test — using the group's highest Willpower score plus any effective leadership bonus — against the original attack roll, rather than making a sorting test involving each individual Willpower score. With a success, the whole team perseveres. Failing such a test indicates a breakdown in command, followed by a sorting test to see who runs and who fights.

Multiple Opponents

When facing a horde of opponents, even the most talented of combatants will expend all of their allotted turns and eventually be overwhelmed. In such a situation, the combatant is better off finding an escape route, or using the Outmaneuver action to move around the horde.

Pulled Blows

A combatant may declare before making his attack that he is limiting the force of his blow — perhaps attempting to neutralize the opponent without killing or maiming. When doing so, any resultant damage is halved for the turn.

Unarmed Fighting and Grappling

Unarmed fighting includes punching, kicking, head-butting and grappling. A combatant may use his Unarmed skill interchangeably with any other Fighting Method, if the opponent is in range of such an attack. Typically, unarmed strikes (by humans) inflict 1d3 points of damage — though some highly trained specialists are capable of delivering more damage with bare hands.

Combatants who succeed in an opposed Unarmed test may choose to inflict damage, to establish a grapple, or to struggle free from a grapple. Grappling generally requires that the gripping appendage be free to hold the opponent.

If successfully grappled, then any consequent skill check made by the target is made one degree more difficult — while the grapple continues. Once the grapple succeeds, it continues automatically until the target escapes or the grappler lets go. While the hold is maintained, on his turn the grappler may attempt to inflict further damage — such as strangulation.

The defender may attempt to break free from a grapple, testing Brawn or Unarmed versus whichever of the two skills the grappler prefers. The weaker opponent — the one whose Might score is lower — suffers one degree of difficulty for every level of difference between the opposing Might scores. Some grapplers are so strong that the defender's only hope of escape is winning a Slip Free special maneuver.

Knockouts and Strangulation

In unarmed combat, a knockout may occur by inflicting either a major or a critically major wound to an opponent's head. A knockout may also occur if the attacker possesses a bonus ability (e.g., Knockout) allowing him to use a Stun special maneuver empty-handed. If a grapple occurs and the attacker chooses to strangulate his opponent, the opponent suffers asphyxiation each round he remains held (see "Drowning, Asphyxiation & Suffocation" in the "Game Mechanics" chapter).

Underlings and Minions (optional)

When the gamemaster wishes to use inconsequential underlings against the adventurers, then the following rules may be employed to better expedite or dramatize combat. Note that underlings are human, with typical human failings. Monsters should not be used as underlings, but should remain mysterious and frightening — regardless of whether or not an adventurous play style is desired.

The underling's Hit Points are reduced by half. At zero points, the underling perishes or, at the very least, is removed from battle.

Bloodied underlings — unless driven by a motivated leader — tend to scatter and run (see "Bloodied Combatants"). If half of the underlings' number is reduced or if the leader is disabled, then the remaing underlings scatter and run.

An underling suffering a major wound is incapacitated or knocked unconscious. No Fortitude roll is required.

Weapon Reach (optional)

A melee weapon's reach — **touch**, **short**, **medium**, **long** or **very long** — determines its effectiveness at different ranges. If the combatants use weapons of different reaches, then the combatant using the shorter weapon cannot directly attack the wielder of the longer. The wielder of the shorter weapon may attack the longer weapon directly, use the Change Distance action to close or lengthen the range, or win a special maneuver and spend it to automatically close or lengthen the distance.

To use Change Distance, the combatant spends a turn and makes an Evade check. The defender may use his own Evade to defend against the attempt, but only if he possesses a remaining turn. If the combatant attempting to close range wins the opposed test, then he successfully closes the range between himself and the defender. If the defender wins, then the range is maintained.

Alternatively, the opponent may spend a remaining turn to directly attack. If opting to attack rather than evade, then the defender tests his fighting skill against the attacker's Evade roll. If the defender wins, he strikes the attacker and checks the level of success for any special maneuvers. However, the combatant closing range succeeds in his attempt (if he survives the blow).

If a combatant successfully closes range, then the roles reverse: the combatant using the longer weapon now cannot directly attack the wielder of the shorter, as the wielder of the shorter weapon has moved inside his attack range. The wielder of the longer weapon must attempt to lengthen the range — which works in the same manner as closing the range, but in reverse.

Fighting Methods

A Fighting Method is a skill that encompasses a number of weapons (typically, though a Fighting Method may theoretically include only one weapon), describes a fighting methodology and training background, and suggests a regional or historical style. In play, a character rolls his relevant Fighting Method when using any of the weapons included in that skill. Additionally, some Fighting Methods also incorporate bonus abilities for the fighters employing them.

There are an endless variety of Fighting Methods — each representing a discipline from history or a fighting style from fictional sources. The players are encouraged to develop their own Fighting Methods — as long as their characters' histories justify these decisions, and providing the gamemaster approves them.

The following are a few suggestions for the development of a Fighting Method.

Generally, a Fighting Method's included arsenal is limited to the principal weaponry of a specific discipline, career or style. An exotic weapon not representative of a particular discipline should be given its own unique Fighting Method.

For example, a Texas Ranger possessing a gunfighter-themed style — aptly called either Fighting Method (Texas Ranger) or Fighting Method (Gunfighter) — could justifiably include the use of the rifle, the handgun and potentially the shotgun in its application. If the adventurer desired proficiency with a bullwhip as well, then this secondary weapon would necessitate an additional Fighting Method (Bullwhip) skill, as the bullwhip is not representative of the typical armament of a Texas Ranger.

As an another example, a Moro insurgent in the Philippines possessing a Moro-themed style — defined by its inclusion of bladed and improvised melee weapons and its use of empty-handed techniques — could justifiably include an array of knives, sticks and grappling moves in its one Fighting Method. If the character with such a background adopted the use of a rifle or handgun, however, this secondary training would necessitate an additional Fighting Method (Rifle), Fighting Method (Handgun), or Fighting Method (Firearms) skill.

Fighting Method Bonus Abilities

Ability	Explanation
Acrobatic	The combatant may evade a (non-firearm) blow in combat without falling prone.
Artillery	Allows a three- to five-man, specially-trained team to reload and operate heavy artillery. When determining weapon range penalties, the artillery's maximum firing range is 16 times its base range, and the difficulty is one grade easier.
Assassin	When making a surprise attack, a successful action awards an extra special maneuver. Additionally, a major wound inflicted on the strike disallows the target from making a Fortitude roll.
Bashing	Allows the **bash** special maneuver (against human opponents) with unarmed combat. Additionally, Unarmed attacks roll for 1d6 instead of 1d3 points.
Berserker	The combatant delays the effects of an otherwise neutralizing strike (such as one causing blood loss, a major wound, or sub-zero Hit Points) for 1d3 rounds, after which the wound finally takes effect. Does not apply to severed limbs or to Hit Points reduced to the death threshold.
Bone Crushing	When inflicting a major wound in melee, the combatant breaks one of the target's bones.
Demolitions	When engineering explosives, any Luck rolls made for fuses are made two degrees easier.
Empty Handed	The combatant uses 1d6 points for damage when fighting unarmed.
Fanning	The combatant may use the Chain Attack special maneuver with a single action revolver.
Fortified	When entrenched with allies in cover, the combatant becomes one degree more difficult to hit from ranged attacks.
Grappling	Allows the **entangle** special maneuver (against human opponents) with unarmed combat. Additionally, for the purposes of using the Struggle Free action, the defender's Might is increased by two points.
Ground Fighting	Attacks, including grappling (if an opponent is in range), and evasions can occur from a prone position without the standard penalty. Additionally, when first knocked prone, the combatant may still attack on his next turn.
Gun Draw	When drawing a trained gun to surprise attack, Sleight of Hand or Fighting Method (whichever is higher) is made one degree easier.
Improvised	The combatant may use improvised objects — related to the Fighting Method — to cause **stun**, **bash**, **entangle** or **bleed** damage (each is a separate special ability).
Knockout	Allows the **stun** special maneuver (against human opponents) with unarmed combat. Additionally, Unarmed attacks roll for 1d6 instead of 1d3 points.
Marksman	When attacking from a distance greater than base range, the difficulty is made one degree easier.
Mounted	While mounted, the combatant does not suffer the typical fighting skill limit imposed by the Ride skill.
Speed Loading	When using a trained weapon, the reload time is reduced by one degree (4 AP > 3 AP > 2 AP > 1 AP).
Stalker	When using the Hide and Sneak action, Stealth is made one degree easier.
Sword Draw	When drawing a trained sword to surprise attack, Sleight of Hand or Fighting Method (whichever is higher) is made one degree easier.
Trained Animal	The combatant uses a trained animal while fighting, such as a dog. When testing the animal's loyalty in battle, the trainer uses his Influence or Intimidate to affect the outcome (see "Morale").

Fighting Method Bonus Abilities

Some Fighting Methods also incorporate one or more bonus abilities. A few possibilities are listed in the "Fighting Method Bonus Abilities" table, though more are certainly possible.

Earning Bonus Abilities (optional)

The gamemaster may decide to allow bonus abilities only for a character with enough skill points in his Fighting Method. The character must possess at least an amateur proficiency to earn one bonus ability. If the Fighting Method includes more than one ability, then the character may earn the second one when he possesses at least a professional level of training in the skill. He may pick a third ability — if one exists — when he attains an expert level. At a master level, he may pick two more abilities (if the skill includes them). Such a guideline may prove useful for a Fighting Method skill involving nuanced degrees of proficiency.

Included Weapons

Since the possibilities for a Fighting Method are eminently open-ended, justified with historical and textual sources, and influenced by the needs of the setting, the final weapon package is best left to the gamemaster's discretion. A few examples are provided in the "Fighting Methods Examples" table.

Fighting Method Examples

Fighting Method	Included Weapons	Bonus Abilities
Infantry	Rifle, handgun, bayonet	Fortified
Cavalry	Rifle, handgun	Fortified, Trained Animal
Gunslinger	Handgun	Gun Draw, Fanning
Moro Insurgent	Barong, kris, shield	Improvised Bleed, Berserker
Honghuzi Bandit	Rifle, handgun	Improvised Bleed, Improvised Stun
Jujutsu	—	Empty Handed, Grappling, Ground Fighting
Pugilism	—	Empty Handed, Improvised Stun, Knockout
Bartitsu	Stick	Empty Handed, Improvised Stun, Grappling, Knockout
Street Thug	Knife, stick, brass knuckles	—
Guerilla	Rifle, handgun, shotgun	Marksman

Advancing Fighting Methods (optional)

In some circumstances, the gamemaster may wish to allow a character to change one Fighting Method into a more powerful version — as some methods may be designed to augment the capabilities of another fighting skill. Rather than creating a second Fighting Method, the character may simply advance his capabilities, adding the new weapons or bonus abilities to the original Fighting Method. This advancement may require certain prerequisites, such as the attainment of a specified skill level or of a qualified teacher, as well as the expenditure of two Improvement Points.

For example, a Bedu warrior with the Fighting Method (Bedouin Skirmisher) — which includes a scimitar, khanjar and rifle, and the "Mounted" bonus ability — wishes to advance this skill to the Fighting Method (Bedouin Saboteur) — which adds explosives equipment and the "Demolitions" bonus ability to the previous method. The gamemaster determines that to do so requires a minimum of a professional skill level in the "Bedouin Skirmisher" method, the proper training (most likely from a qualified saboteur or soldier) — and the standard expenditure of two Improvement Points.

Substituting Weapons

If a combatant uses a weapon outside of his typical Fighting Method arsenal, then he may justifiably use the skill as long as the weapon approximates one of his trained weapons.

If a weapon is very **similar** in operation to one of his trained weapons, then the combatant may use the relevant Fighting Method without penalty. For example, a soldier with rifle training would be able to quickly adapt to using a shotgun.

If a weapon is **roughly similar** in operation to one of his trained weapons, then the combatant may use the relevant Fighting Method — but with the difficulty made one grade harder. For example, a detective trained with a specific semi-automatic handgun would be able to use this skill — with reasonable proficiency — with a break-top revolver firing more powerful cartridges.

If a weapon is **remotely similar** in function to one of his trained weapons, then the combatant may use the relevant Fighting Method — but with the difficulty made two grades harder. For example, the aforementioned detective trained with his handgun would be able to use this skill — with some proficiency — with a bolt-action rifle.

If a weapon is **different** in function to one of his trained weapons, but still logically connected to the skill, then the combatant may use the relevant Fighting Method — but with the skill reduced to its base value. For example, a soldier with modern rifle training would be able to use this skill — but only with basic proficiency — with a flintlock rifle.

The penalty for using an unfamiliar weapon cannot reduce the wielder's skill to an amount below the base value of the related Fighting Method, regardless of the final calculation. However, the gamemaster may determine that a weapon is so unfamiliar to a combatant that it simply cannot be used without proper training.

Chapter 7: Magic

Two types of magic — occult and mythos — exist in *Raiders of R'lyeh*, though the line between the two often lies in shadow.

Occult magic is almost always difficult to quantify with objective data. Under most circumstances, its effects are either imperceptible to the layman or rationally explicable by the materialist. The caster may be able to produce what seems to the observer like mystifying and uncanny results, but these will be just low-powered enough to merit some doubt among hardened skeptics.

Is the caster truly drawing on spiritual forces? Is he actually tapping into more dangerous alien mythos magic in naïve ignorance? Are his "tricks" mere uncanny coincidences? Or is he unconsciously creating these effects with some form of self-hypnotic will? Of course, with occult magic, any one of these realities could blur into the next.

Since the effects of occult magic leave some measure of doubt in the observer, most occult spells should allow for this skeptical explanation. A witness of occult magic could reasonably arrive at the following conclusions: the caster performing astral projection is experiencing a self-hypnotic dream state; the caster invoking a vicious entity into his consciousness is suffering a state of mad delirium; the caster using "invisibility" is exploiting coincidence; the caster materializing a demon into a ritual space is causing witness hysteria, heightened by drugs and gusts of wind and extinguishing candles. The gamemaster should allow room for these dual interpretations, where it is practical to do so.

The gamemaster may decide any of the following: that several of these potential truths about occult magic are possible; that in one instance a ritual may be the result of true supernatural intervention, while in another the outcome of serendipity — leaving the interpretation of various effects to the witnesses; or, that the truth of magic is simply unattainable by the human mind.

Whether or not the adventurers understand these phenomena to be supernatural or coincidental, the caster nonetheless earns some form of mechanical or informational reward after succeeding with the occult spell or ritual. Successfully cast spells may manifest mechanically as bonuses on skill checks related to the powers invoked, as unique abilities, as privileged information communicated by summoned (often invisible) entities, as protections against supernatural threats, or as beneficial clues recovered from dangerous astral journeys.

Mythos magic, by comparison, will most certainly make itself evident — with devastating assuredness — to the layman and even to the hardened skeptic. The universe teems with malignant, titanic, supranormal intelligences capable of imparting such understanding. The willful occultist who solicits the erudition of these beings — their mastery of death, their conquering of spacetime, and their reservoir of horrible powers — may find a codified text containing such mythos lore or a patron willing to "educate" the desperate seeker (for a horrible price).

When it comes to encountering these incredibly powerful alien forces in *Raiders of R'lyeh*, the magic-using adventurer is both slightly advantaged and uniquely vulnerable. On one hand, the caster most likely has some training and experience in dealing with sublime realities, and consequently a faster time adjusting to non-Euclidean horrors. In addition, at various times he is able to detect supernatural snares, to intercept occultic threats, or to observe and assess otherworldly realities that may prove useful to his team. On the other hand, the student of the occult moves ever closer to fully realizing the overwhelming horrors beneath the illusory veil of the workaday world. He may venture too far into unsafe territories, drawing to him some entity outside of the limits of any human ability to conquer or understand. This threat of "venturing too far" should be everpresent with the caster, and it is up to the gamemaster to determine just how dangerous it is to use occult magic in a universe where doing so could be a beacon light to some unimaginable horror. A related threat to the caster is the covetous desire for secrets humankind was not meant to know, and the consequent lure of ancient, forbidden sorceries. Many of the sorcerers encountered in *Raiders of R'lyeh* were once well-intentioned occultists investigating mysteries of the universe, only to delve too deeply and be enthralled by some horrible abyssal entity.

While historical magicians have memorized, inscribed, engraved and catalogued their discoveries — a hierarchy of Goetic demons, a map of immaterial aethyrs, a system of angelic keys, and so on — these are rarely immediately useful to the uninitiated. While scientific laws can be objectively quantified and recreated in laboratories, magical realities must be subjectively experienced and realized through imaginative effort. The caster must diligently record the effects of ritual experimentation and formulate his own experiences of reality. Hypotheses about what actually occurs during these rituals are also left to the caster to surmise. While one practitioner may deduce that he is invoking actual spirits, another may determine that these spirits are metaphors for various states of his own consciousness. A third practitioner may decide that both conditions could potentially be true simultaneously.

Because it is not fixed in any one rigid system or paradigm, the magic in *Raiders of R'lyeh* is provided in an open-ended list of spells, rituals, and abilities common to many magical systems. Each unique Occult path of magical study will suggest which spells are relevant to its methods, beliefs, prejudices and themes. It is up to the gamemaster to determine which paths are available to the adventurers, and to decide which spells are attached to each path. This open flexibility allows the gamemaster either to adhere to the historical source texts used by real occultists, or to design and modify his own magic systems. See "Occult Paths" for more information.

Spells for New Occultist Characters

When a new magic-using character is developed — at character generation — the magician is allowed one relevant spell for every Occult skill level, if such spells are available to him in his chosen Occult path. If the character possesses more than one Occult skill, then he is allowed a number of spells for levels in each separate Occult path.

Starting Rationality for New Occultist Characters

Additionally, the new magician — at character generation — is required to make Horror checks — and suffer Rationality penalties — for every Occult skill that reaches 50%, 75%, 100%, and so on (see the "Horror Check Examples" table in the "Horror, Shock and Sanity" chapter).

For example, a new magician starting with one Occult path of 76%, and a second Occult path of 51%, would be allowed 4 spells for the first Occult skill, and 3 for the second Occult skill. Additionally, he would be required to make three Horror checks — one for the first Occult skill reaching the 50% threshold, and then again for the same skill reaching the 75% threshold, and then a third for the second Occult skill reaching 50%.

Spell Levels

Spell Level	Minimum Occult Skill Required to Learn
1	Base value
2	25%
3	50%
4	75%
5	100%
6	125%
7	150%
8	175%
9+	200% and over

Learning Occult Magic

An occultist's devotion to his craft — which includes the humbled training under experienced mentors, the disciplined study of occult texts and methods, and the diligent recording of ritual experimentation — determines the range of his powers.

Spells may be acquired from mentors, from lodges, or from the study of grimoires. Some Occult paths even allow a practitioner to develop his own rituals, once reaching a mastery of the craft.

When learning new magic, the practitioner must first possess the bare minimum Occult skill before even deciphering a spell's operations and requirements (see the "Spell Levels" table). Even with the guidance of a mentor, the student still suffers these restrictions. In order to learn a level one spell, a caster must possess the base value for an Occult skill. In order to learn a level 2 spell, a caster must possess an Occult skill with at least 25% proficiency. In order to learn a level 3 spell, a caster must possess an Occult skill with at least 50% proficiency. And so on.

Note that a practitioner may also be restricted by the rules and limitations of a lodge or mentor. Just because a magician attains the requisite Occult skill level does not guarantee a willing teacher. Sometimes, other esoteric requirements are demanded of the student. Of course, such restrictions do not apply to independent practitioners.

When determining a caster's ability to learn a spell, his Occult skill with the highest score is used — regardless of which path it represents.

Learning Magic from a Text

A practitioner studying spells in an occult text may be limited in learning many or all of the spells within the book, depending on his Occult skill level. It is possible to pore over a tome, ascertain the significance of only a few lower level spells, and overlook the meaning of the remaining spells beyond reach. However, after earning a higher proficiency in the requisite Occult skill, the student may try the text again for new insights.

Secondly, when studying from an occult source — such as a grimoire — the practitioner must be capable of reading and comprehending the language of the text. Even if a practitioner is able to loosely decipher the wording of a text with a Language roll, the mistranslation of even one word can nullify the spell or alter the outcome of its effects.

Lastly, the practitioner chooses which spell he wishes to learn — from those he is able to decipher — and devotes himself to the required time of study. To learn one spell requires a number of weeks equaling the level of the spell — or for a level one spell, a number of days determined by the gamemaster — and the expenditure of Improvement Points equaling the level of the spell. However, a spell never costs more than 3 Improvement Points, regardless of its level.

Learning Magic through Mentorship

To learn one spell from a willing mentor (who must have at least 50% in the relevant Occult path) requires a number of days equaling the level of the spell — and the expenditure of Improvement Points equaling the level of the spell (but no more than 3 points, regardless of the spell's level). See the "Character Improvement" section in the "Game Mechanics" chapter for more information about mentorship. Note that a willing mentor may request an odd task — in addition to payment — in return for instruction. Such a task may provide an interesting opportunity for adventuring or drama.

Trained and Untrained Learners

A caster who has learned a spell as part of his Occult path is properly **trained** in that spell. Learning magic through guesswork and without a trained eye is extremely dangerous. However, as an **optional** rule and under some circumstances, the gamemaster may wish to allow an **untrained** adventurer access to an essential spell that is otherwise beyond his limits. To learn such a spell without the prerequisite Occult skill, the adventurer may default to Research or to another preexisting Occult skill (whichever is higher). The learning time is one month per level of the spell — subtracting a number of weeks equal to 10% of the Occult or Research skill from the total time required (with a minimum of 2 days time required for any spell). At the end of the time, the caster rolls to determine if he has absorbed the spell.

In order to absorb the spell, he must make a successful Occult check — or a defaulted skill check using Research (using a one step penalty of difficulty). When a mentor is used for the roll, the adventurer augments his skill by a number equaling his own Int plus 10% of the mentor's relevant skill. The caster may attempt another check after a second period of studying — but at half the time required. After a successful roll, the caster spends the requisite Improvement Points and learns the spell. However, the caster is still considered untrained, a condition which may produce less desirable results when casting.

Optionally, the gamemaster may wish to make any untrained casting mishaps one degree more severe (from minor to moderate, or from moderate to major).

Learning Mythos Magic

The attainment of mythos magic is so dangerous, so taxing, and so aligned with malignance, that most of the spells are best reserved for the setting's villains. However, some exceptions do exist — such as Spacetime Gate and a few others. The occultist who succumbs to the allure of eldritch powers has committed his soul to dark sorcery. The one who wades too far eventually loses himself entirely, devolving into an inhuman thrall or into a "creature of shadow."

While occult magic requires the practitioner's devotion to craft — which includes the appropriate Occult skill level — mythos magic more often requires the risk of one's life or the enthrallment to eldritch horrors. An Occult skill may help in interpreting a mythos-themed grimoire, but for some spells this proficiency becomes less relevant than the practitioner's willingness to sacrifice his humanity.

Mythos magic is often tapped from the reservoirs of powerful eldritch entities, either through foul worship and sacrifice, through communion with a devoted cult, by channeling preexisting entropic energies, or through the Invocation of an entity's essence. Oftentimes, the seeker of such forbidden knowledge is an occultist with overreaching ambition — though not exclusively.

If the practitioner using occult magic is in actuality tapping into an alien super-science, then the distinction between occult magic and mythos magic — is at best — vague. As with occult magic, by default the practitioner must first possess the bare minimum Occult skill before even deciphering a spell's operations and requirements. For the rare practitioner meeting the Occult skill level requirements of a mythos spell, he may learn it just as he would an occult spell.

By default, spells of level four (and below) are designed as occult magic, and spells of level five and above are counted as mythos magic. However, the gamemaster is free to modify this dividing line to better fit the feel of his setting.

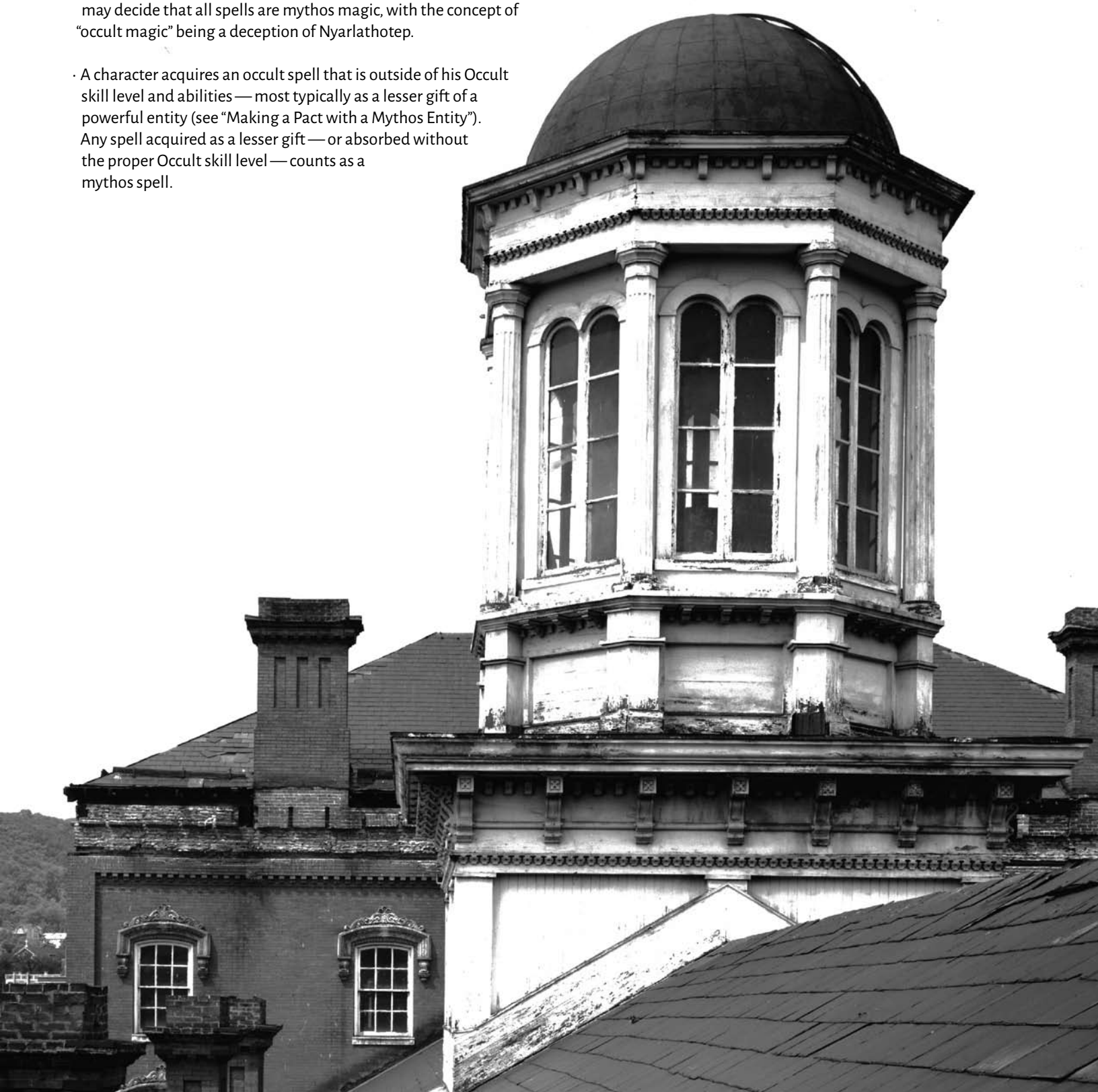
The practitioner seeking magic beyond his level and abilities — most often from a powerful eldritch entity — may circumvent this rule, for a price (see "Making a Pact with a Mythos Entity").

In some circumstances, certain occult spells may be treated as mythos magic. Any one of the following may cause an occult spell to be may counted as a mythos spell.

- The gamemaster determines that certain occult spell levels will be counted as mythos levels. For example, the gamemaster may decide that only level one and two spells constitute occult magic (while the rest count as mythos magic). Or, a gamemaster may decide that all spells are mythos magic, with the concept of "occult magic" being a deception of Nyarlathotep.

- A character acquires an occult spell that is outside of his Occult skill level and abilities — most typically as a lesser gift of a powerful entity (see "Making a Pact with a Mythos Entity"). Any spell acquired as a lesser gift — or absorbed without the proper Occult skill level — counts as a mythos spell.

- The gamemaster may create more powerful mythos versions of occult spells — increasing the spell level for each to at least 5. Some examples include Dominate Reanimated, Evocation (an outer monstrosity), Invocation (power of outer monstrosity or mythos entity), Speak with the Dead, Summon (a mythos creature), Voice of Azathoth, Ward of Teleportation, or Ward of Annihilation.



Making a Pact with a Mythos Entity

> "In his last years Alhazred dwelt in Damascus, where the Necronomicon (Al Azif) was written, and of his final death or disappearance (738 A.D.) many terrible and conflicting things are told. He is said by Ebn Khallikan (12th cent. biographer) to have been seized by an invisible monster in broad daylight and devoured horribly before a large number of fright-frozen witnesses." —H.P. Lovecraft ("The History of the Necronomicon")

Some unique spells (even those too powerful for the caster's abilities) or complete Occult paths may be acquired by making a pact with an immensely powerful entity — or through the fanatical devotion or enthrallment to the entity.

When a character — typically a villain or other non-player character — makes a pact, he has committed himself to loyally following the directives of a mythos entity. A few examples of such pacts are listed in the "Occult Path Restrictions" section, though the gamemaster is encouraged to create his own. Mechanically, this pact acts as a bond, competing with the other motivating drives of the character (see "Drives and Bonds" in the "Character Creation" and "Game Mechanics" chapters).

Some entities even demand that the sycophant replace one of his 3 motivations with the pact. By accepting such an agreement, the character must choose which of his previously cherished bonds or drives is lost (subsequently losing a bit of humanity in the process). A character who has replaced one of his drives or bonds with a pact has become **enthralled** to the entity.

Typically, an enthralled character receives a percentage score for this new pact — though a gamemaster may choose to simply roleplay the effect of the pact, rather than treating it mechanically like a skill. However, when treated as a percentage, the pact measures the degree to which the character has absorbed the personality, motivations and tainted qualities of his master.

> The base value for such a pact is calculated by adding together the adventurer's Pow and the entity's Pow.

Once a character possesses a pact stat, various circumstances may cause the character to automatically increase the score — and in the process absorb more qualities of his overlord. Just as with a normal drive or bond, the gamemaster may increase this percentage — typically by up to 1d10 points — during critical moments when the character's loyalty to the entity is clearly proven. As the character increases his devotion to his master — as represented by his actions in-game and his pact score — he gradually exhibits more and more of the physical and mental qualities of the entity.

The obligations of enthrallment differ from entity to entity. However, at minimum, the practitioner has forfeited his life to the being, represented by the pact. Additionally, when a gift — such as a spell, Occult path, or special ability — is granted to the servant, then he suffers a permanent expenditure of Pow. The amount of Pow lost is related to the gift granted to the servant.

Lesser and Greater Gifts

Lesser gifts are spells purchased with the permanent expenditure of 1d3 points of Pow, and an increase of the pact score by 1d10 points. Typically, the thrall absorbs the spell instantly — even if he does not possess the requisite Occult skill level to understand it — and pays any requisite costs enumerated in the spell description.

Greater gifts are spells acquired with the immediate expenditure of one point of Pow and an increase of the pact score by 1d10 points, and with the promise of payment of 3d10 points of Pow — to be rolled and collected at a later date. Note that a thrall may acquire only one greater gift, though multiple lesser gifts may be added to his spell collection. Note that a greater gift may also be a new Occult path or a special ability.

Collection of the promised Pow is typically made when the thrall dies. However, if the thrall's Essence Points ever drop to 2, then he must roll over his pact score (or under his Rationality with a Hard difficulty, if no pact percentage is calculated) or suffer the immediate extraction of the Pow. If the thrall escapes this extraction, he may recover his Essence Points as normal. However, each time his Essence Points drops to 2 (or below), he must again make this check.

When an entity, its avatar, or one of its servitors arrive to collect the thrall's Pow, the victim's fate is irreversible. If, in the extraction, the Pow is reduced to zero or less, then the victim suffers a gruesome death or horrible fate. Any witnesses must make appropriate Horror checks. If the thrall somehow survives, he must make a Horror check, testing Rationality with an Improbable difficulty, and risking –1d100 points of mental damage. Additionally, he ages a number of years equal to the Pow lost, with any relevant aging penalties calculated while suffering this rapid deterioration. Lastly, the greater gift fades from memory, along with 1d3 other spells or lesser gifts — with the latest ones fading first, or with attribute points fading if no spells remain. If he survives, the thrall is typically released from bondage at this point. However, any survivor of such an assault almost always diminishes to a drooling wreck.

The details of a fatal assault will vary from entity to entity. One victim may be eviscerated from the inside out, another carried into the air and quartered, another swarmed with frenzied vermin, and yet another spontaneously set ablaze in a screaming conflagration. A victim may even be tortured into a new shape, then enslaved to servitude as a creeping wretch or as a monstrous familiar. Any effect is ultimately left to the gamemaster's imagination.

Example Lesser and Greater Gifts

Note that a powerful entity's lesser and greater gifts are left to the gamemaster to devise (though some mythos creatures — especially those classified as Ancient Ones — possess magic unique to them and related to their particular domains). The following gifts of Yog-Sothoth are merely one set of possibilities for this entity. Ultimately, it is the gamemaster who determines what magic best suits each Ancient One.

Gifts of Yog-Sothoth

Lesser Gifts*: Divination (Aeromancy), Divination (Necromancy), Dho-Hna Formula, Dominate Reanimated, Evocation (several types of outer monstrosities), Invocation (Yi Nash Yog-Sothoth), Summon (several types of mythos entities), Summon Storms and Lightning, Voorish Sign

Greater Gifts: Door of Yog-Sothoth, Inhabitation of Immortality

Dho-Hna Formula

Level Five, Range (Variable), Duration (Variable)

The Dho-Hna Formula is an Astral Projection spell with a specific destination: the inner city at the 2 magnetic poles. From this otherworldly area, the traveler may sense interrelationships of space and time, and learn the angles of the planes and all the formulas between the Yr and Nhhngr. While at the inner city, any research of a Spacetime Gate spell takes 1d3 minutes (rather than days), and results in the number of revealed facts about a gate being multiplied by three. Additionally (and with gamemaster approval), new Spacetime Gates may be revealed to the traveler that would otherwise remain unknown.

Invocation (Yi Nash Yog-Sothoth)

Yi Nash Yog-Sothoth (Intensity 6). Each Invocation allows the caster to reanimate one body from the ashes of a corpse's "essential salts." Produces sociopathy and intense nightmares in the caster, and drains electricity and incites animals within a three mile radius.

Voorish Sign

Level Five, Range (Feet), Duration (Concentration), Resist (Willpower)

With a gestural incantation, the caster makes visible an otherwise invisible entity. With some extraplanar entities (such as demons), this spell may produce a different vision for each observer.

*See "List of Spells" for the other lesser gifts.

Door of Yog-Sothoth

Level Five, Duration (Minutes), Resist (Willpower)

The Door of Yog-Sothoth is a Spacetime Gate spell that uses a victim's body as the portal — through which an avatar of Yog-Sothoth travels into our world (for a Duration of minutes). The victim's flesh transforms into a congeries of eyes, mouths, and jellified putrefaction. The victim may resist, but even with a successful roll he suffers a Horror check against Willpower (Daunting) for –1d100 points of damage — as Yog-Sothoth begins to merge its consciousness with the target's. With a fumbled casting, the caster himself inadvertently becomes the portal. The gamemaster may opt to make the spell workable only with certain conditions (such as the confluence of celestial bodies and specified dates, the presence of stormy weather, and so on). See the "Spacetime Gate" spell for more information.

Inhabitation of Immortality

Level Five, Range (Feet), Duration (Variable), Resist (Willpower)

After reducing a target's Essence Points to zero — perhaps with a Discorporation spell — the caster exchanges minds with the exhausted victim. The exchange may be permanent, if the caster wishes it. However, after a week's time the transfer becomes irreversible. If the spell succeeds, the victim suffers a Horror check against Willpower (Hard), for –1d20 points of damage. Though the exhausted victim may resist the exchange, the resistance roll is made two degrees more difficult if the victim is blood-related to the caster. Inhabitation of Immortality allows the caster to jump from older body to younger body, and therefore to attain a certain kind of immortality. The gamemaster may opt to make the spell workable only with certain conditions (such as the confluence of celestial bodies and specified dates, the presence of stormy weather, and so on).

Absorbing a Spell From an Entity

Without a pact, it is still possible for a spell to be sent by a powerful entity telepathically or through a dream, with a requisite number of Rationality points lost for the experience — starting with –1d3 for level one, two and three spells, –1d4 for level four spells, and –1d6 for more complex spells (or whatever the gamemaster deems is appropriate).

If the adventurer's minimum Occult requirements are high enough to absorb it, then he learns the spell instantly. An adventurer may attempt to absorb a spell beyond his abilities, but only if he succeeeds with a test of Willpower. If he fails the roll, he absorbs the spell only temporarily. Temporary spells stay in memory for a number of hours equal to the adventurer's Pow.

Corruption

Some entities and unique spells — or spells too powerful for the caster's abilities — may cause **Corruption**. Corruption represents a character's physical degradation or devolution resulting from a supernatural influence.

Corruption is calculated as a percentage, and measures the degree to which the character has degraded or absorbed the tainted qualities — or **weird traits** — of his master. For example, a sorcerer could possess one of the following: Corruption (Foul Devolution) 42%, Corruption (Amphibious Putrefaction) 23%, Corruption (Creature of Shadow) 73%, or any number of possibilites invented by the gamemaster.

When a character first attains a Corruption, he adds 3 points to this newly acquired Corruption score and checks the relevant Corruption table for a new weird trait. See the "Weird Traits of Corruption (General)" table for some examples.

Once a character possesses a Corruption stat, various circumstances may cause the character to automatically increase the score — and in the process degrade further or absorb more weird traits of his overlord.

When a number on the Corruption table is rolled for the first time, the first weird trait in the rolled sequence is acquired. If the same number is rolled again at a later time, the next trait in the sequence replaces the last one. Acquiring the first trait in a sequence increases the Corruption score by 3 points. Acquiring the second trait in a sequence increases the Corruption by 5 points. And acquiring the third trait increases the Corruption by 7 points. Rolling the same sequence a fourth (or higher) time increases the Corruption by 10 points.

Once a character increases his Corruption to 100% (or over), his humanity is lost forever. If an unfortunate player character earns a Corruption score and increases it to 100% (or over), then the character is forfeited to the gamemaster as a creature of the mythos.

Note that while a character's Corruption type may be renamed if circumstances warrant this — such as changing Corruption (General) to Corruption (Defiled Sycophant), as just one example — a character should only ever have one Corruption score to represent his overall decline.

Though the "Weird Traits of Corruption (General)" table is provided as a model, each entity would more than likely include its own Corruption table specific to its loathsome qualities. The gamemaster is encouraged to modify the provided Corruption table or invent new ones as needed.

Weird Traits of Corruption (general)

1d10	Traits (in order of degradation)
1	Clammy, thinning hair. Oily, patchy hair. Greasy, hairless scalp.
2	Thinned lips. Crusted, eroding lips. Lipless, with rotting teeth.
3	Persistent cough. Persistent wheezing. Fluid-filled choking.
4	Sallow. Sallow and veiny. Yellowed, and nettled with varicose veins.
5	Blood-shot eyes. Sunken, blood-shot eyes. Sunken, oozing eyes.
6	Puffy and clammy. Corpulent and sweaty. Bloated and moist.
7	Itching, flaking skin. Festering sores. Squamous, with leprous lesions.
8	Strange odor. Swampy, festering odor. Perpetual putrid odor.
9	Hunched. Hunched and misshapen. Malformed shape and movement.
10	Swollen fingers. Gnarled, swollen fingers. Swollen, claw-like fingers.

Making a Corruption Check

The character with a Corruption score suffers a gradual transformation, measured by periodic Corruption checks. When called to make a Corruption check, the character tests his Fortitude (with a Hard difficulty). Each time this check fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score. When the character's Corruption reaches 100%, he devolves entirely — losing any memories of his humanity in the process.

Several circumstances may provoke a Corruption check, though the governance of such checks is left to the gamemaster's discretion. However, in general, a Corruption check is warranted whenever the character loses a bit of his humanity, by: losing a test between the loyalty to a foul master and the bond to one's human past; physically succumbing to the degrading effects of Undeath (see the "Cast Undeath" and "Undeath" spells); making a monstrous choice; committing a heinous crime against humanity; and so on.

Costs of Casting Spells

To cast a spell, the practitioner spends a number of Essence Points equal to the level of the spell, plus any extra points specified in the spell's description.

Additionally, the caster spends a number of Rationality points.

Unless otherwise noted, the default Rationality cost is based on a die size equal to the Intensity of the spell, or –1d3 for Intensities of 1, 2 and 3, –1d4 for Intensities of 4, –1d6 for Intensities of 5 and 6, –1d8 for Intensities of 7 and 8, –1d10 for Intensities of 9 and 10, and –1d12 for Intensities of 11 and 12 (with –1d20 reserved for any Intensities higher than 12).

With spells involving the Evocation or Invocation of an entity or archetypal force, the Rationality cost is based on the Intensity of the summoned entity or force.

A caster who has learned a spell as part of his Occult path is properly **trained** in that spell. When casting a trained magic spell, the caster may subtract the relevant Occult skill level from the Rationality roll. In other words, a sorcerer with an Occult skill of 68% (level 3) attempting to contact Cthulhu with a trained Evocation of Cthulhu spell, will roll 1d12–3 for his Rationality loss.

Some spells by default do not require a Rationality expenditure as long as they are part of the caster's magical discipline (unless the gamemaster decides that circumstances warrant a Rationality cost). These exceptions include: Banishing, Binding, Bypass (type), Divination (method), Fortified (type), Healing, Immunity to (type), Invisibility, and Ward of (type).

Note that some spells may list different Essence Point and Rationality expenditures. In such cases, the spell's description overrides these default rules.

Casting Procedure

As a default guideline, a spell generally requires a number of minutes of preparation equal to three times the level of the spell — though this rule does not necessarily apply in every circumstance. As each spell is unique, some casting times may vary. During this preparation period, the practitioner must concentrate entirely on the casting and no other actions may be taken. If the caster suffers injury, distraction or fatigue while casting, he may attempt a Willpower check to remain focused. However, any major wound or major mental trauma suffered will interrupt the spell, resulting in automatic failure.

On the final turn of preparation, the practitioner gambles the required Essence Points and makes a Willpower check. The results of the roll occur immediately.

Casting Difficulty Modifiers

A casting may be modified by situational factors. When two or more situations happen simultaneously, the highest penalty is used. As not every possible circumstance can be covered, only a few examples are provided. The gamemaster is encouraged to extrapolate modifiers based on these examples.

Casting Modifier Examples

Situation	Difficulty Modifier
Casting happens under a less than ideal condition (e.g., frequent interruptions, extreme temperatures, missing nonessential accoutrement)	Hard
Multiple less than ideal conditions	Daunting
Caster is fatigued	Hard
Caster is severely fatigued	Daunting
Caster is bound and gagged	Impossible

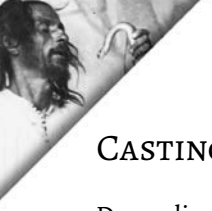
Casting Results

Critical: The spell works, costing the caster only half of the required Essence Points (any permanent Essence Points for special increases must still be spent) and only half the Rationality.

Success: The spell works, costing the caster all of the required Essence Points (including any permanent Essence Points for special increases) and Rationality.

Failure: The spell fails, costing the caster zero Essence Points and zero Rationality.

Fumble: The spell fails, costing the caster all of the required Essence Points (including any permanent Essence Points for special increases) and Rationality.



Casting Mishaps

Depending on the spell and circumstances, a casting fumble may cause a mishap (with additional effects). It is up to the gamemaster to determine if and when a casting mishap occurs with a fumble. A few spells include their own specific casting mishap tables, though the gamemaster is free to interpret these effects as he sees fit or to create unique mishap tables for other spells, using those provided as models.

When the gamemaster needs to determine the severity of a mishap, he either decides which severity level is most applicable, or calculates the severity — by adding the number of expended Essence Points, the Fumble level, and a die size equaling the number of Essence Points spent — and consults the "Casting Mishap (General)" table. When calculating severity, a result of 0 to 12 indicates a **minor mishap** (or no mishap), a result of 13 to 20 a **moderate mishap**, and a result of 21 or higher a **major mishap**.

Esoteric Nature of Casting Mishaps

Though some general mishap tables are provided, the gamemaster should determine what is most applicable to the specifics of a spell (using the tables for inspiration). Creative interpretation is encouraged (and not every spell will require a mishap, especially ones of lesser effect). Where a mishap doesn't immediately suggest itself, the following ideas may help. Depending on the nature of the spell, a fumbled casting may:

- Have the opposite effect (e.g., a Bypass Mechanisms spell not only fails to disarm a safe lock, but makes it one grade harder to crack through normal means, an Invisibility casting makes the caster's presence obvious to anyone in the immediate vicinity)
- Leave evidence of a casting easily detected by anyone investigating its use (e.g., an Evocation leaves a trace of its presence to anyone with a preternatural sensitivity to such effects, a Cast Undeath spell leaves an eldritch glow barely detectable in daylight but difficult to miss in the darkness)
- Offer a false sense of success (i.e., a Divination — made with a secret test by the gamemaster — presents wildly inaccurate information, or leaves the caster with terrible nightmares)
- Backfire on the caster (i.e., a Wrack casting inflicts its damage on the caster himself)

Random Casting Mishaps

In the event that a random magical effect is needed — for such things as moderate to major mishaps, unusual Invocations, and so on — the "Random Casting Mishaps" table may be used. The gamemaster is free to adapt this model as necessity dictates, and encouraged to create unique mishap tables for particular rituals or malevolent entities.

Each "Random Casting Mishap" lasts a number of hours equal to the number of Essence Points devoted to the spell, and is subjective to the caster — unless otherwise stated in the roll effect. Any useful knowledge acquired during the entropic effect is lost upon recovery, though the caster will remember having the experience. The caster — and anyone else experiencing these effects — must succeed with a Horror check using Rationality (Daunting), or lose –1d8 Rationality points. All skill checks are three grades harder while the effects last.

Casting Mishap (general)

1d8	Minor Mishap
1	Rancid odors
2	Whistling winds
3	Thunder and lightning
4	Electrical fluttering
5	Feelings of paranoia
6	Strange noises in the walls (or under the ground)
7	Bleeding nose (caster and 1d3–1 observers)
8	Nausea (caster and 1d3–1 observers)

1d8	Moderate Mishap
1	1d6 Hit Points lost from the caster or an observer
2	1d6 Essence Points drained from the caster or an observer
3	The spell backfires on the caster or creates an inverse effect
4	An alternate spell is cast
5	The caster loses his vision or hearing for 1d100 minutes
6	The caster is permanently drained of one point of Pow
7	The environment suffers a long-lasting entropic effect (see the "Spacetime Gate" spell)
8	Roll on the "Random Casting Mishaps" table

1d8	Major Mishap
1	1d3 moderate effects occur simultaneously
2	A mythos creature or extraplanar entity is drawn to the caster
3	The caster suffers an instantaneous mental disorder (see "Mental Disorders"), such as amnesia, paranoia or an obsession (e.g., loss of memory of a loved one after a bad Invocation, paranoia in which demons are seen everywhere after a bad Evocation, an obsession with reading futures and finding patterns after a bad Divination)
4	The caster and any observer failing a Luck roll is drained of all their Hit Points
5	One of the caster's Hit Locations is disfigured, losing 1d3 points of Con
6	The caster (plus any observer failing an Easy Luck roll) ages 1d10 years
7	3 minor mishaps occur, plus one other random major mishap
8	Observer with the lowest failed Luck roll is set alight

Random Casting Mishaps

1d100	Effect
1-4	You "see" any dark emotions, ideas that take literal form and crawl and fly as insect shapes. Addiction crawls and burrows, violence swarms and stings, and despair envelops and infests. The insect shapes are teeming.
5-8	You observe six fingers on each hand, yet count five to the touch. The disparity is disorienting and nauseating.
9-12	A time wobble causes your continuum to coagulate. The moment-ago slips into the moment-to-happen, and every living thing becomes blob-like in its movement.
13-16	Every atom whirs. All of creation buzzes like bees. Some elements are more aggressive than others. Uncomfortable cacophony.
17-20	Everyone's flesh looks yellowish and slightly translucent. Internal organs churn and pulse, greasy sacks and snakes waiting to be born. Every living creature is a womb of gore.
20-24	You carry the memories of an Assyrian skin flayer. You are able to think, process, and dream only in Assyrian — though you have trouble speaking but in idiotic half syllables. For the duration of these effects, you have a difficult time remembering who you are (and then only with great concentration).
25-28	You remember the immediate future instead of the immediate past. You are incapable of putting the divinatory potential to any use, as the disorientation of the effect is debilitating.
29-32	Earth's horizon appears ten times its usual distance. The sun is white, and so close to the horizon that it consumes the entire sky. Plants that should be green appear black and gray. Shadows are not cool and short but hot and stretched. Light stabs your eyes. You desperately require the dark, but even the darkness hurts your eyes.
33-36	You feel the frailty of gravity and the infinity of space. You cannot look upon the immensity of sky without trembling, or crawling.
37-40	Ideas become sounds, like church bells or the chittering mandibles of insects.
41-44	You are blind, but can "see" by taste. Smells of decay are overwhelming, and they are everywhere.
45-48	Memory vanishes. All Professional skills are forgotten for the duration.
49-52	Everyone's language sounds like incoherent babble (only to those affected).
53-56	Your skin feels as though it (roll 1d6): 1. swarms with insects, 2. oozes with pus, 3. unwraps itself, 4. putrefies, 5. puffs to smoke, 6. crusts into chitin.
57-60	Apparitional shadows of a future world move through your dimension.
61-64	Poltergeist activity moves objects, whips torches, growls, hisses, and mewls. Though anyone in the vicinity may witness them, the effects are intermittent and just subtle enough that they may be rationalized away as wind, hallucination or animal activity.
65-68	You need to focus intensely on your identity; your mind is merging with other minds in the room. Each word spoken by another becomes your own.
69-72	You observe yourself from a distance like a puppeteer with a marionette. The gangly legs and arms are difficult to control.
73-76	Every transient feeling and thought creates a symbolic odor that overwhelms your other senses.
77-80	You are transfixed by the fragility of skin, and must hold yourself back from unwrapping it like packaging paper.
81-84	The sounds of crawling things issue from every hidden space.
85-88	A tendrilled shadow envelops you, drawing out 1d6 Essence Points and poisoning your mind with despair.
89-92	You sense the presence of an alien malignance observing you — and studying your innermost fears — as if through a prism.
93-96	A heavy presence embraces you and feeds deeply, draining you of three fatigue levels and your will to live. However, this alone will not kill you, even if your fatigue drops to precipitous levels.
97-00	A number of your allies (equal to the Intensity of the spell) share the malign side effects of the magical backlash. Roll again to determine the particulars.

Magic Spell Traits and Descriptions

Spell descriptions use the following nomenclature: Name, Area, Duration, Level, Range and Resist. However, if a spell deviates from this norm, then any unique circumstances are included in its description.

Note that each spell's **NAME** is merely a generic label used for easy reference. The gamemaster should consider individualizing each spell encountered in the setting with a unique or esoteric name. Likewise, spell effects and costs are merely guidelines; the gamemaster is certainly encouraged to create variations based on the examples provided here.

Area (x): If included, the spell effects all targets within a specified radius, described as Feet, Yards, or Miles (or, in rare cases, another type). The defined unit is multiplied by the Pow of the caster.

Duration (x): The spell stays in effect for an amount of time described as Instant, Concentration, Permanent, Variable, Seconds, Minutes, Hours, Days or Months. If described as Instant, the spell takes immediate effect, then disappears. If described as Concentration, the spell continues as long as the caster concentrates on it; once focus is lost, the spell either ceases or remains static until the caster regains concentration. If described as Permanent or Variable, the spell's duration is further explained in its description. Otherwise, the described period is multiplied by the POW of the caster.

Number of Concentration Spells

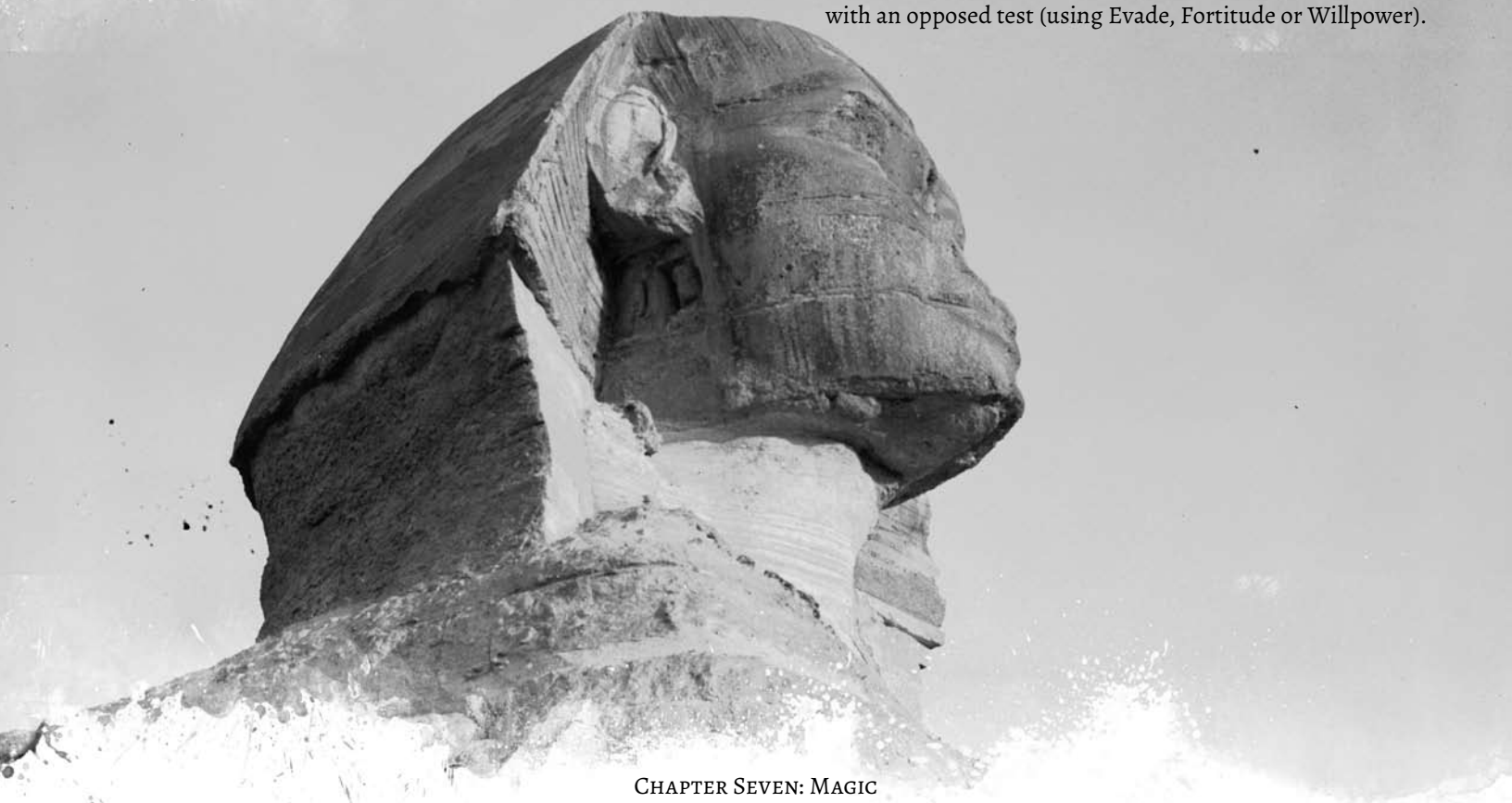
A caster may cast only one Concentration spell at a time. Such a spell may be maintained indefinitely during routine activity, but requires a Willpower check once interrupted by stressful, combative, strenuous, distracting or fatiguing conditions.

Level: The level indicates the bare minimum Occult skill needed to decipher and learn the spell. Additionally, the default Intensity of a spell is equal to its level — unless otherwise stated in its description. If a spell "increases," then the spell's Intensity grows as the caster's Occult level reaches new thresholds; such increases allow the caster the option of boosting a spell's level — to the limits of his Occult level — as he sees fit.

> **Boosting a spell's level**: Some spells allow the caster to boost their levels, either by devoting extra and permanent Essence Points to their casting, or sometimes by other esoteric means. When a caster boosts the level of a spell, he typically changes the spell's Intensity (and consequently, its Rationality cost).

Range (x): If relevant, the spell's range of effect is listed as Touch or as a unit of distance. If listed as Touch, the caster must be in physical contact with the target for the spell to take effect. If described as Feet, Yards, or Miles — or, in rare cases, another type — then this defined unit is multiplied by the Pow of the caster. The spell may affect a specified target — or targets — within this range.

Resist (x): In some cases, a spell may be resisted by the target with an opposed test (using Evade, Fortitude or Willpower).



List of Spells

Spell List

Level One

Banishing*	Fortified (type)*
Binding*	Ward of (type)*

Level Two

Detect (focus)	Healing*
Evocation (extraplanar entity)	Invocation (archetypal force)

Level Three

Dispel Magic	Projection (type)
Divination (method)*	Phantom (sense)
Invisibility*	Speak with (creature archetype)

Level Four

Bypass (type)*	Immunity to (type)*
Charm (specific gift)	Magic Mark
Curse (specific curse)	Spellbind
Dominate (creature archetype)	Voice of (type)

Level Five and Above (mythos magic, by default)

Cast Undeath (type)	Summon (archetype)
Discorporation	Tap (attribute)
Drain (type)	Tongues
Repel (archetype)	Undeath (type)
Spacetime Gate (variable)	Wrack (torment)
All other mythos spells and greater gifts	

*No Rationality expenditures required for trained occultists

Banishing

Level One, Range (Feet), Duration (Instant), Resist (Willpower)

Banishing allows the caster to dismiss an extraplanar entity — with an Intensity no greater than the Occult level of the caster — back to its own dimension or plane of existence. A free roaming entity may attempt to resist with an opposed test of Willpower, but will dissipate within seconds if this attempt fails. Though Banishing is limited by the Occult level of the caster, a few options exist to increase this. Out of desperation, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to the casting; each forfeited Essence Point increases the Occult level of the spell by one. Alternatively, a more powerful and complex Banishing may be performed with a ritual (see the "Greater Banishing Ritual" for an example). By default, Banishing has no effect on an extraplanar entity in a possessed host; however, a caster with an "Exorcist" ability may use Banishing in such a way — but with an increased degree of difficulty and the chance for a mishap (see the "Casting Mishap (Exorcism)" table).

Casting Mishap (Exorcism)

1d3	Moderate Mishap
1	Roll on the "Random Casting Mishaps" table
2	The entity psychically or physically assaults the exorcist
3	The possessed loses 1d6 Hit Points (made visible to observers) and the entity regains all of its Essence Points

1d8	Major Mishap
1	The possessed suffers an instantaneous mental disorder (see "Mental Disorders"), such as paranoia (i.e., becoming forever after obsessed that demons are stalking him)
2	The mind of the possessed fractures (see "Mental Disorders")
3	The possessed loses half of his Essence Points permanently
4	The possessed is killed instantly
5	The possessed suffers amnesia (see "Mental Disorders")
6	The possessed loses part of his personality (and –1d6 Cha)
7	The possessed loses 1d10 Willpower points
8	The exorcist suffers the effect (roll again)
For minor mishaps, roll on the "Casting Mishap (general)" table.	

Binding

Level One, Range (Feet), Duration (Variable), Resist (Willpower)

Binding allows the caster to control, coerce and petition an extraplanar entity, though it must be used in combination with other spells. Typically, Binding is performed as part of an Evocation (see the "Evocation" spell for more information).

Bypass (type)

Level Four, Range (Touch), Duration (Concentration)

Through intense focus, the caster is able to negate or bypass an obstacle that would otherwise prove insurmountable by any other means. Anyone witnessing the action has trouble explaining how the caster accomplished the task, even though a rational if not likely explanation could be theorized. Examples include: a caster using Bypass Mechanisms to instantly disassemble a complex lock or to collapse the axle of a Model T without apparent effort; a caster using Bypass Protection to force a bladed object straight through the armor of a shield; or a caster using Bypass Magic to walk through an eldritch flame cast by sorcery.

Each type of Bypass is a separate spell.

Bypass Mechanisms allows the caster to somehow disable or disassemble a mechanism, lock or trap constructed with a Mechanisms or Engineering skill lower than half the caster's Occult skill. The spell does not work against mechanisms bound with magic — unless the caster also possesses Bypass Magic, in which case this rule can be disregarded.

Bypass Protection allows the caster to negate a number of armor points equal to his Occult level. The spell does not work against armor created through magical means — unless the caster also possesses Bypass Magic, in which case this rule can be disregarded.

Bypass Magic allows the caster to avoid a magical effect cast with an Occult skill lower than half the caster's Occult skill. Note that while Bypass Magic in theory works against any type of spell effect, the gamemaster should prepare logical limitations of its application. Some spells simply may not be affected by its use, and logic should dictate this ruling.

Cast Undeath (type)

Level Five, Duration (Permanent), Range (Touch), Resist (Fortitude)

Each type of Cast Undeath spell unnaturally prolongs the material existence of its target. Once cast, the spell slowly transforms the body into a likeness better suited for immortal life.

Using a Cast Undeath spell costs the sorcerer one permanent point of Pow in addition to its other expenditures. Or, optionally, a brewing ritual — combining the Science (Alchemy) skill, any material components specific to the type of Undeath, and the Cast Undeath spell itself — may be employed. This ritual would allow the sorcerer to invest his one Pow, forgo the Rationality cost, and prepare a potion or powder good for three separate uses. Depending on the ritual, the potion or powder would need to be imbibed, absorbed into the eyes, or injected as a toxin. Details of such rituals are left to the gamemaster's imagination.

The target of a Cast Undeath spell suffers a gradual transformation. Once a month (or once a period defined in the spell), the victim makes a Corruption check. To do so, he makes a Fortitude roll (with a Hard difficulty). Each time this fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score (see "Corruption"). When the target's Corruption reaches 100%, the victim devolves entirely — losing any memories of its humanity in the process (unless otherwise stated in the spell's description).

Each Cast Undeath spell is connected with a related form of Undeath (see the "Undeath" spell for examples).

Charm (specific gift)

Level Four, Range (Feet), Duration (Days), Resist (Willpower)

Each Charm is a unique spell, representing one specific preternatural gift (see the "List of Preternatural Gifts" for more information). A caster cannot Charm himself with the gift, but rather bestows it — with an incantation — upon another individual. The target may resist with a Willpower roll, or may forgo the resistance and just accept the boon. In the rare event that a Charm conflicts with an Invocation, the effects of the higher Intensity spell take precedence. While a Charm by default lasts a number of days, the caster may make it everlasting by using Spellbind and permanently devoting 4 extra Essence Points to the casting. If the casting fumbles (and the Charm fails to take effect), the caster still loses these points, permanently.

Curse (specific curse)

Level Four, Range (Feet), Duration (Days), Resist (Willpower)

Each Curse is a unique spell, representing one specific preternatural curse (see the "List of Preternatural Curses" for more information). A caster cannot Curse himself, but rather afflicts — with an incantation — another individual with the hex. In the rare event that a Curse conflicts with an Invocation, the effects of the higher Intensity spell take precedence. While a Curse by default lasts a number of days, the caster may make it everlasting by using Spellbind and permanently devoting 4 extra Essence Points to the casting. If the casting fumbles (and the Curse fails to take effect), the caster still loses these points, permanently.

Detect (focus)

Level Two, Range (Variable), Duration (Concentration), Resist (Willpower)

While under the influence of the Detect spell, the caster perceives subtle patterns of extraplanar, magical or psychic phenomena invisible to the naked eye. A caster using Detect Snakes may feel the ground slithering, or hear a cacophony of rattles in the wind, as he nears a snake den. A caster using Detect Gold may experience a scorching heat as he nears a hidden cache of gold bars.

To the caster using Detect Magic: another magician imbued with Fortified Will may glow faintly with a white or silver aura; the face of another magician cloaked by Invisibility may appear as a featureless waxen mask; the magician using Speak with Fish may suggest in countenance or in behavior some subtle, symbolic aspect of the creature's essence; the magician issuing the Voice of Wrath may possess the shape of an alien horror; the demonic entity, normally invisible to the naked eye, now appears to the observer in all of its true obscene form (inducing an immediate Horror check).

Each Detect variation is a separate spell with its own pecularities.

Detect Enemies reveals the presence of any individual intent on harming the caster — who may attempt to hide these intentions with an opposed test of Willpower.

Each **Detect (species or substance)** spell reveals the presence of one specified creature archetype — such as a snake or cat — or of one particular substance — such as gold or oil.

Detect Magic reveals the presence of enchanted artifacts, ancient sorcery, and magic-wielding occultists.

When the focus of the spell is within miles or behind a significant barrier, the perception is vague (indicating a general compass direction of its location). When the range is within yards, the perception takes on a specific quality, such as a slight buzzing, a dull but persistent pain, a unique taste or odor, or a subtle (perceptible only to the caster) trail of light leading to the focus of the spell. The sensation is unique to each caster or to each focus type, and is best created with the input of the gamemaster.

The Detect spell is affected by any significant barriers that exist between the caster and the focus. The spell can penetrate a combined thickness of 10 feet for every Occult level possessed by the caster. Certain materials (such as iron) reduce this penetration limit to inches.

Discorporation

Level Five, Range (Feet), Resist (Willpower)

The caster mentally assaults a target's Essence Points. With a successful attack, the target's Essence Points are reduced by an amount equal to the caster's Essence Drain Modifier. When determining the Essence Drain Modifier, reference the "Intensity and Essence Drain Modifier" table in the "Extraplanar Entities" chapter. The Intensity of a caster is equal to his Occult skill level or based on his Pow — whichever method produces the higher result.

Any mortal reduced to zero (or less) Essence Points is temporarily separated from his body as a disembodied entity and thrust into an ethereal dimension — similar in effect to experiencing Ethereal Projection (see the "Projection" spell).

Any extraplanar entity reduced to zero (or less) Essence Points immediately dissipates back to its home dimension or natural plane of existence. A mortal separated from his or her body cannot be further attacked in this manner.

Casting Discorporation takes either one action in combat or one brief moment of concentration. Making one attack against a mortal body costs 5 Essence Points. Making one attack against an extraplanar entity costs a number of Essence Points equal to 5, minus the Occult level of the caster (one point minimum).

By default, Discorporation has no effect on an entity in a possessed host, though a caster with an "Exorcist" ability may theoretically attempt its casting. However, using Discorporation in such a way will more than likely permanently disable the host (by causing a major mishap to occur). See the "Banishing" spell for more.

Dispel Magic

Level Three, Range (Feet), Duration (Minutes)

The caster destroys or neutralizes a spell or its effect. In order to destroy a spell, the caster must first correctly identify the targeted magic — either with the use of Detect Magic, with an ability to perceive magic, or with the guidance of an extra-dimensional entity. Alternatively, he may guess a spell type — such as Invocation, for example. Once the magic is identified, a successful Dispel Magic casting temporarily neutralizes a spell effect with an Intensity no greater than the Occult level of the caster, or entirely destroys a spell with an Intensity no greater than half the Occult level of the caster (rounded up). In other words, a caster with an Occult of 55% (level 3) is capable of neutralizing Intensity 3 spell effects, or outright destroying effects of Intensity 2. In the event that two targeted spell effects are combined — as happens with Spellbind — then both spells must be identified correctly and the Spellbind destroyed (simply neutralizing Spellbind has no effect). If a Spellbind effect is permanently destroyed, then the secondary spell persists for the duration of its effect and then dissipates. A caster may also attempt to just neutralize unidentified magic. Without properly identifying the targeted spell, however, there is no chance of actually destroying it. When blindly cast, Dispel Magic targets the most powerful magic present.

A caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Dispel Magic attempt; each forfeited Essence Point increases the Occult level for the spell by one.

Note that while a Dispel Magic casting affects magic in general, the gamemaster should prepare logical limitations for its application. Some spells simply may not be affected by its use, and logic should dictate this ruling.

Divination (method)

Level Three, Duration (Instant)

The caster receives an insight concerning: a person; a location; an object; or a past, present, or future event. The insight typically reveals a significant clue or a useful piece of advice, but without the conventional effort involved in finding such information. However, the clue is seldom specific or straightforward in nature, but rather general, incomplete, or veiled in a riddle, impression or symbol. Typically, insights about the future produce the least reliable information — though the gamemaster may allow for exceptions. Divination may be used to ask a general question about a topic, to obtain a previously overlooked clue, or to gain helpful background information, though multiple queries about the same topic will invariably yield clouded or confused messages (and increasing difficulty modifiers to the checks). Divination checks are made as secret tests, with criticals resulting in increased clarity, failures in nothing, and fumbles in misinformation.

Each Divination method is a separate spell, involving its own set of preconditions, themes and limitations specific to it. A Divination (Aeromancy) spell grants a general omen (such as a portent of danger involving an important character) and requires the presence of atmospheric conditions. A Divination (Skatharomancy) spell discloses a secret about a corpse (such as the nickname of its murderer) and involves locating the body's grave and examining extant patterns of beetle tracks. A Divination (Oneiromancy) takes hours — rather than minutes — to perform, as the diviner dedicates the casting time to sleep. Some examples of Divination methods are provided in the "Examples of Divination Methods" table, though this list — and its creative applications — is certainly not exhaustive.

Dominate (creature archetype)

Level Four, Range (Feet), Duration (Concentration), Resist (Willpower)

The caster gains telepathic control over one specific animal archetype. Examples of animal archetypes include: fish, worms, snakes, frogs, spiders, scorpions, apes, birds, cats, and so on. The ability allows for control of one member of a species related to the archetype. However, each spell is limited by the Int of the target. The caster may dominate a creature with an Int of up to three times his Occult level. He may attempt to control a higher Int, but for every point of Int that surpasses the caster's limitation (of three times his Occult level), the casting Willpower check is made one degree more difficult. See the "Creature Intelligence" table included with this spell for examples.

A caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Dominate attempt; each forfeited Essence Point increases the Occult level for the spell by one.

The caster may attempt control over a swarm of similar creatures, but only if these creatures would logically possess the "Swarming" special ability (see the "Swarming" special ability in the "Extraplanar Entities" chapter for more information). For a small swarm, the Willpower check is one degree more difficult (with the Essence Point expenditure doubling), for a medium swarm, it is two degrees more difficult (with the Essence Point expenditure tripling), and for a large swarm, it is three degrees more difficult (with the Essence Point expenditure quadrupling).

To use the ability, the caster must be within range and defeat the subject with an opposed test of Willpower (the creature or swarm — treated as one creature — rolls against the caster's original Willpower roll). Once subdued, the creature must follow the caster's commands for the duration of the spell — unless a command runs counter to the creature's essential nature or instincts, in which case the creature earns another resistance roll. Overtly suicidal commands automatically break the spell.

Additionally, if the distance between the caster and the subject becomes greater than the range of the spell, then the effect automatically ceases — though this rule may be circumvented with other methods (see the "Magic Mark" spell).

Each creature archetype is represented by a separate spell. Humans are represented by the Dominate (Hypnotic Will) spell, though this name may vary depending on the caster's Occult path. Other Dominate spells exist, and may be created by the gamemaster as needed.

Creature Intelligence

Int	Type
1	Lower invertebrates (e.g., worms, snails)
2	Insects, arachnids or crustaceans (e.g., cockroaches, spiders, scorpions, crabs)
3	Amphibians or fish (e.g., frogs, toads, salamanders)
4	Reptiles (e.g., snakes, lizards)
5	Mammals or avian herbivores (e.g., horses, small birds)
6	Mammals and avian carnivores (e.g., bears, cats, wolves, birds of prey)
7	Near-sapient mammals (e.g., apes, whales, dolphins)

Note that these ratings are merely approximations. Some creatures may defy these classifications. The gamemaster should consider these exceptions when determining a creature's Int.

Examples of Divination Methods

Method	General Usage	Notes
Acultomancy	Divination by the patterns in needles (typically floating in water or in other substances)	—
Aeromancy	Divination by cloud formations, wind currents and other atmospheric conditions	—
Ailuromancy	Divination (typically relating to weather or dreams) by the behavior and movement of cats	May require sleep for a complete read
Arachnomancy	Divination by the appearance, behavior and movement of spiders	—
Archaeomancy	Divination through the focused gazing at relics and the receiving of prophetic vision	Caster must be touching the relic
Astrology	Divination by the position and movement of celestial bodies — most often used to discern an individual's personality, strengths, and weaknesses, or to anticipate the successes or failures he may experience based on his celestial nature	—
Augoeides	Divination by the consultation with one's guardian angel	Requires the "Augoeides" ability (see "Preternatural Gifts")
Augury	Divination by the nature and patterns of bird flight — called "taking the auspices"	—
Auramancy	Divination by the subtle (imperceptible to most) luminous auras of individuals or locations	Caster gains "Etheric Vision" (see "Preternatural Gifts")
Batrachomancy	Divination by the appearance, behavior and movement of frogs	—
Bibliomancy	Divination by the random scanning of select texts and the receiving of prophetic insights	Typically used with inspired works
Cartomancy	Divination by the meanings and relationships of card spreads (typically of playing cards)	—
Catoptromancy	Divination by one's reflection — typically with a mirror submerged in water	—
Chartomancy	A form of bibliomancy using the I Ching and a system of 32 pairs of "hexagrams"	Requires Chinese or trainer to learn
Cryomancy	Divination by the formations, movements and refraction of ice	—
Electromancy	Divination by the currents, patterns and atmospheric conditions of lightning or electricity	—
Geomancy	Divination by the recursive patterns in soil, rocks, sand, clay, wax, or similar media	—
Gyromancy	Divination by inducing dizziness and noting any resultant effects while in the altered state	—
Haematomancy	Divination by the color, patterns, flow, and spray of blood	—
Haruspicy	Divination by the positioning, shape and patterns of livers and entrails	Sorcerers may even use mythos remains
Hydromancy	Divination by the currents, patterns and refraction of water or inky substances	—
Ichthyomancy	Divination by the appearance, behavior and movement of fish	—
Libanomancy	Divination by the flow of incense smoke as well as by the patterns of drifting, falling ash	—
Lunamancy	Divination by the apparent size, shape, shadows, luminescence, and motion of the moon	—
Megapolisomancy	Divination by the auras of cities, their architecture and their constituent materials	See notes below*
Myomancy	Divination by the appearance, behavior and movement of rodents	—
Necromancy	Divination by secrets revealed in the Evocation of spirits or the exhumation of corpses	Requires Evocation and related spells
Nggàm	Divination by the appearance, behavior and movement of crabs	—
Numerology	Divination by the values, relationships, calculations and symbolic meanings of numbers	Any mental disorder causes obsession
Oneiromancy	Divination by the exploration, interpretation and collection of dreams	Casting time is in hours
Ophidiomancy	Divination by the appearance, behavior and movement of snakes	—
Psychometry	Divination by sensing the hidden associations and history of objects or locations (i.e., reading details about an individual after touching a trinket once owned by the person or meditating in a room where the person slept)	Caster must be touching the object or inhabiting the associated space
Runecasting	Divination by the symbols, positioning and relationships of cast runes	—
Scrying	Divination through the focused gazing into transluscent surfaces (such as crystals)	—
Skatharomancy	Divination (typically of the buried dead) by the tracks of beetles crawling over graves	—
Taromancy	A form of cartomancy using tarot cards	—
Tobaccomancy	Divination by the flow and odor of smoke as well as by the patterns of drifting, falling ash	—
Uromancy	Divination by the nature of a subjects's urine (and any pus, blood or evidence of disease)	—

*Caster gains "Electro-Mephitic Sensitivity" and has the option of learning the Detect Paramental Entities spell. Electro-Mephitic Sensitivity is a preternatural gift that works like Psychic Sensitivity, but granting unsolicited insights about the supernatural energies of cities or the auras of architectural anomalies (see "Preternatural Gifts"); for paramental entities, see "Elementals" in the "Extraplanar Entities" chapter.

Drain (type)

Level Five, Range (Touch), Duration (Concentration), Resist (Fortitude or Willpower)

The caster is able to Drain his victim of some vital element (see the similar "Vampiric Drain" abilities in the "Extraplanar Entities" chapter). The caster may continue Draining his victim for as long as the victim remains subdued and the caster maintains his concentration. Each time the caster attempts another round of Draining, the target may escape the effects of the Drain with a successful Willpower or Fortitude roll — depending on the element being leeched — or by successfully escaping the caster's grasp.

Draining costs the caster zero Essence Points. However, to successfully Drain a target, he must first subdue the victim. When determining the caster's Essence Drain Modifier, reference the "Intensity and Essence Drain Modifier" table in the "Extraplanar Entities" chapter. The Intensity of a caster is equal to his Occult skill level or based on his Pow — whichever method produces the higher result.

With **Agony Drain**, the caster grasps his target, induces a supernatural pain, and then feeds on the victim's agony. Unless the victim makes a successful Fortitude roll versus the caster's Willpower roll, the caster drains a number of Hit Points equal to his Essence Drain Modifier. The target's Hit Points cannot be reduced to a negative number with Agony Drain alone. Major wounds cannot be counted either. Rather, if Hit Points are reduced to zero — or, if a major wound is inflicted — the victim simply passes out.

With **Blood Drain**, the caster bites his target and drinks the victim's blood. Unless the victim makes a successful Fortitude roll versus the caster's Willpower roll, the caster drains a number of points equal to his Essence Drain Modifier. The target drops one level of fatigue for every number of drained points equaling his Con. In other words, a victim with a Con of 11, suffering 23 points of Blood Drain, would drop two levels of fatigue.

With **Blood Sacrifice**, the caster kills his target and draws its Essence Points from the sacrificial bloodletting. With human or super intelligent targets, the caster drains a number of Essence Points equal to the victim's Pow. With lower intelligent, nonhuman targets, the caster drains a number of Essence Points equal to the victim's Int divided by 2. See the "Creature Intelligence" table included with the "Dominate" spell for animal Int levels. Note that Blood Sacrifice is often accompanied by other spells, such as Dominate and Agony Drain.

With **Essence Drain**, the caster grasps his target and drains the victim's life force. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of Essence Points equal to his Essence Drain Modifier.

With **Rationality Drain**, the caster grasps his target and feeds on the victim's fear. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of points of Rationality equal to the rolled Horror damage. Horror damage is equal to –1d4 points, with an increase in the damage die for every two Occult levels of the caster. Trauma rules apply just as with normal Horror checks.

With **Willpower Drain**, the caster grasps his target and drains the victim's will to live. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of points of Willpower equal to –1d4. The damage die increases for every two Occult levels of the caster. Trauma rules apply just as with normal Horror checks.

The caster is capable of adding Drained points to his own Essence Points pool, at the rate of one Essence Point for every 10 Drained points. He may increase his total Essence Points to twice their normal maximum. Note that while a caster may attack an unconscious victim, the target is still allowed an opposed resistance roll.

Evocation (extraplanar entity)

Level Two, Duration (Concentration), Resist (Willpower)

The caster summons an entity from another dimension or plane of existence into our universe. The extraplanar entity may be an elemental, elementary spirit, demonic or alien intelligence, incorporeal force, outer monstrosity, or even the avatar or influence of a powerful god-like being, but each extraplanar entity requires its own Evocation spell. Knowing the entity's Evocation spell means the summoner has learned the seals and requirements specific to that entity.

The Evocation of an entity costs the caster a number of Essence Points equal to the entity's Intensity. Many times, unless the caster has diligently researched the entity, he won't know exactly how many Essence Points to forfeit. If not enough are invested, then the entity will not materialize (and the points will be lost).

If the Evocation fumbles and one or more of the following occur — the caster invests too many Essence Points, is untrained in the spell, or is ignorant about the entity being summoned (see "Researching an Entity") — then the gamemaster may consider rolling on the "Casting Mishap (Evocation)" table.

The Evocation spell alone simply summons the entity to our plane of existence, but by default does not grant the summoner any control over its actions. Once summoned, unless the practitioner has made preparations to control the entity, it is free to act how it chooses (until expending its energy and returning to its home dimension). This can be very dangerous, potentially opening the summoner, and any observers, to attacks.

If the caster knows the Ward of Protection spell, then he may first construct one prior to the actual Evocation. A Ward may take various forms, depending on the needs of the setting, though the following default configuration may be considered. In traditional magical disciplines, the caster constructs a magic circle — surrounded by symbols appropriate to the entity — where he will stand secured from danger. Similarly, he creates a triangle of art — also surrounded by symbols — where the entity will manifest and hopefully remain contained. Optionally, the gamemaster may make the Ward's casting roll in secret, as any failed roll would result in a mistake in its creation and the summoned entity dramatically breaching its barrier. If the caster properly constructs the Ward for a specific entity, the gamemaster may consider allowing an automatic success in the future for a similar Ward (for the same entity).

The caster may choose to bind a successfully contained entity with the Binding spell (if he knows it), though doing so without its consent may enrage it. To do so, he simply declares what he is attempting, using his previously rolled Evocation roll results. The entity makes an opposed test against the caster's roll with its own Willpower (made two degrees more difficult from within the Ward). If it fails, then it is successfully bound.

The caster is free to command a bound entity. Generally, the caster can converse with the entity either empathically or telepathically. It may be able to grant a gift, to share secret information, or to perform a specific task, but the caster will need to be concise with any request; an entity will feel no compulsion to respect vague or conflicting orders. Each entity will respond differently to a failed binding — depending on its attitude, intelligence and motives. Under such circumstances, an entity may attempt to break the Ward of Protection, to dissipate back to its dimension, or to negotiate a deal with its summoner. Any negotiated contract must be carried out by the entity — essentially binding it to the agreement — but cunning entities will try to exploit loopholes in the wording. Demons, especially, are adept at finding equivocal meanings in agreements.

Generally, the effects of a successful Evocation last for up to an hour, during which time the entity is preserved in our dimension to answer a question or carry out a task. The caster may extend this period of containment by spending one Essence Point for each extra hour.

The caster may automatically dispel an entity with the Banishing spell (if he knows it), but only if it is already bound to his will or committed to a contractual obligation. The caster simply declares that he is asking the entity to depart, and it will dissipate back to its home dimension. Of course, any unbound entity is free to decline this request.

It is up to the gamemaster to determine how an entity will react if it breaches its Ward or is summoned without such a failsafe. While some entities may be open to negotiation, many will simply attack the participants of the ritual or dissipate back to their home dimensions.

An Evocation, including any Ward of Protection, takes time — roughly 60 minutes — and often produces unanticipated results. Most often, an Evocation demands the creation of a symbolic temple space, the use of relevant magical tools, and the incorporation of correct environmental conditions. A caster may halve this preparation time, but in doing so makes his Evocation and Ward rolls one step harder.

Note that an entire chapter is dedicated to the infinite variety of extraplanar entities that may be summoned with an Evocation spell (see the "Extraplanar Entities" chapter).

Casting Mishap (Evocation)

1d10	Minor Mishap
1	Thunder booms far away, even with a clear sky
2	Sudden gust of wind
3	Noxious vapor
4	Surge of electricity (all electrical devices are affected) and any lights burst (with kerosene, check for fire) or blow out
5	Earth trembles
6	Chorus of distant wild animals (e.g., dogs, wolves, birds)
7	Doors slam shut
8	Low growl emanates from beneath the ground
9	Any observer failing a Fortitude check faints for 1d3 minutes
10	An observer breaks out in hives for one Hit Point of damage

1d6	Moderate Mishap
1	Swarm of flies or local vermin (e.g., rats, snakes, cockroaches)
2	A bottom feeding Intensity 1 demon (or "qliphoth") or elementary spirit is summoned and tries to pass itself off as the desired entity (wasting the summoner's time and energy)
3	The environment brings out the worst in people, affecting any behaviors and social skill checks inside its area for 1d100 hours
4	Three minor effects, plus the caster loses 1d3 Hit Points
5	Roll on the "Random Casting Mishaps" table
6	Three minor effects, plus the caster loses 1d6 Essence Points

1d8	Major Mishap
1	Caster suffers an instantaneous mental disorder, such as paranoia (i.e., becoming obsessed that demons are stalking him or that others are using "black magic" against him)
2	Three minor effects, plus the caster loses consciousness for 1d6 hours
3	One minor effect, followed by the wrong extraplanar entity being summoned (choose or roll on 1d6: 1. intended entity type, 2. elementary spirit, 3. elemental, 4. daimon, 5. demon, 6. outer monstrosity)
4	Same as 3, plus the caster loses consciousness for 1d6 hours
5	Same as 3, plus the caster loses all Essence Points for 1d6 days
6	Same as 3, plus the caster loses 1d20 Rationality points
7	Same as 3, plus the caster loses half his Willpower
8	Same as 3, plus the caster loses half his (higher) spells

Blind Conjuration

A blind conjuration is a special Evocation in which a lone caster (or a group of them using the "Coordinated Casting" guidelines) reach into the outer dark — with focused meditation — and draw from it an extraplanar entity of a desired Intensity (hopefully, to be controlled and to do the bidding of the conjurer). The end results are most often surprisingly unpredictable, and therefore dangerous to attempt. With a blind conjuration, it is assumed that the caster coordinates his attempts with a group; however, there exists no absolute rule stating this as mandatory (just practical sense, as there is safety in numbers). Instead of the normal Willpower check, the group (or solo caster) makes what is called a conjuration check (followed by a control check).

A **conjuration check** is equal to the intended Intensity of the entity × 5, augmented by the Willpower of the lead caster. A **control check** is equal to 100 – (the intended Intensity of the entity × 10), augmented by the Willpower of the lead caster.

For example, a group of 5 casters — with the lead caster possessing an Occult skill of 83% and a Willpower of 61% — is attempting to blindly conjure to our reality an Intensity 8 entity from the outer dark. The chance of conjuration is 40% (Intensity 8 × 5) plus 16% (20% of the lead caster's Willpower), for a 56% chance of success, and the chance of control is 20% (100 – Intensity 8 × 10) plus 16%, for a 36% chance of success.

A conjuration check costs a number of Essence Points equal to the entity's Intensity (with each participant spending the same amount, in a coordinated casting) and requires a number of minutes equal to three times the level of the entity's Intensity (on top of the initial 60 minutes of preparation time). During this time, all participants must devote their focus and energy to intense meditation. Any interruption may cause the entity to fade back to its dimension. Additionally, a blind conjuration may require certain conditions (as suggested in the "Conjuration Conditions" table found in the "Extraplanar Entities" chapter) for it to be successful. It is up to the gamemaster to apply these as he sees fit.

If the conjuration check fails or fumbles, nothing occurs and the casting is over; all Essence Points are spent in mental exhaustion and a day must pass before another attempt is made.

If the conjuration check merely succeeds, a dreamlike image begins to coalesce and the casters proceed to the next step: a control check is made immediately, to determine the strength of the thing summoned. With a fumble, the entity's Intensity is 1d6 points less than that intended (which instantly dissipates the entity if this reduces its Intensity to zero or less). With a failure, the entity's Intensity is 1d3–1 points less than intended (with the same chance for dissipation). With a success, the entity's Intensity is 1d3–1 points more than intended, and with a critical, the entity's Intensity is 1d6 points more than intended.

If the conjuration check is a critical success, a dreamlike image takes sharp focus and becomes aware of the casters, who then proceed to the next step: a control check is made immediately, to determine the strength of the thing summoned. If this second roll fails or fumbles, then the entity's Intensity is 1d6 points more or less (to be determined by the gamemaster, or randomly with an odd or even result of a second die) than that intended; if a 6 is rolled then a second 1d6 is added to the result. The maximum increase is to 12, and if it is decreased to zero, the entity instantly dissipates. With a success, the entity's Intensity is equal to that intended by the conjurers. If a critical is rolled, then the entity may be shaped into something of the conjurer's design (see "Tulpa" in the "Extraplanar Entities" chapter), with an Intensity equal to that intended by the conjurers.

As with a normal Evocation, casters may first construct a Ward (if they know the relevant spell) prior to the actual conjuration, with seals specific to the energies sought, wherein the entity will manifest and hopefully remain contained (or wherein the casters will stand and hopefully remain protected). **Note** that some of the more chaotic entities possess the ability to breach such a failsafe. Any blindly conjured entity has a chance (equal to its Intensity × 5) of possessing the "Resists Magical Barrier" ability (with any Intensity 8 or higher entities automatically having it, at the gamemaster's discretion). Likewise, the gamemaster may make additional rolls to test for each of the following abilities: Psychic Shield, Resists Banishing and Resists Dissipation.

Casters must bind a successfully contained entity with a Binding spell if they wish to control it for any length of time. To do so, they simply declare what they are attempting, using their previously rolled conjuration roll results. The entity makes an opposed test against the conjuration roll with its own Willpower (made two degrees more difficult from within the Ward). If it fails, then it is successfully bound.

In circumstances where the casters summon a hypnagogic vision (or something equally abstract), a Binding has no effect, and the energies may not be opposed unless the casters themselves are successfully protected within a Ward; if so, then the lead caster makes an opposed roll testing his Willpower versus the Entropy of the extraplanar energies. If the lead caster wins such an opposed roll, he may choose to accept or reject the effects of the conjuration as he sees fit (though he does so not knowing what these effects may be).

Entropy

Entropy measures the chaotic power of a vision, other abstract thing, or even a location (and is somewhat equivalent to an entity's Willpower). It is calculated by first finding the Pow of the corrupting energies (which is based on Intensity, just as it is with individual entities), multiplying the Pow by 2, and adding 50%. For example, an Intensity 1 hypnagogic vision (with a Pow of 7) would have an Entropy of 64%. Or, an Intensity 10 hypnagogic vision (with a Pow of 63) would have an Entropy of 176%.

If the casters gain control of a corporeal or incorporeal entity, then they may treat it as bound and ready to command. However, entities called from the outer dark in such a way often are too strange or unpredictable to be of any use. It is up to the gamemaster to determine the unique qualifications of each randomly summoned entity. As a guideline, any conjured entity has a chance (equal to its Intensity × 5) of possessing the "Servile Task" ability (or something equivalent). Any other guidelines for bound entities follow those for a normal Evocation. With a blind conjuration, most often the entity called forth is an outer monstrosity or elemental, though it is up to the gamemaster to determine any anomalies. An entire chapter — including random tables — is dedicated to the infinite variety of extraplanar entities that may be summoned with a blind conjuration (see "Creating a Unique Extraplanar Entity" in the "Extraplanar Entities" chapter).

Fortified (type)

Level One (increases), Duration (Variable)

There exist two versions of this spell, one for the mind and one for the body.

Fortified Will increases the caster's ability to withstand mental stress. Through meditation or prayer, the caster fortifies the mind against trauma. The caster must routinely meditate or pray in a designated ritual space — the details of which are left to the caster and to the pecularities of his path — and devote part of his pool of Essence Points to the focused protection. At level one, the spell allows the user to dedicate one permanent Essence Point to raising his Trauma score by two points. This dedicated Essence Point may not be used for anything else, unless the user forfeits it in a time of need (losing the Trauma rating boost in the process). Increases in ability are gained automatically as the caster reaches new Occult levels. For each level gained, the caster may devote one extra Essence Point to the protective effect, raising his Trauma score by an extra two points.

Fortified Body acts similarly to Fortified Will, though it increases the caster's ability to withstand physical damage. The caster must routinely meditate and exercise in a designated workout space — the details of which are left to the caster and to the pecularities of his path — and devote part of his pool of Essence Points to the focused protection. At level one, the spell allows the caster to dedicate one permanent Essence Point to raising his Wound score by one point. As with Fortified Will, this dedicated Essence Point may not be used for anything else, unless the caster forfeits it in a time of need (losing the Wound rating boost in the process). Increases in ability are gained automatically as the caster reaches new Occult levels. For each level gained, the caster may devote one extra Essence Point to the protective effect, raising his Wound score by one extra point.

Fortified Will and Fortified Body cannot be nullified by any magical effect (such as a Dispel Magic casting).

Healing

Level Two, Duration (Days)

Through meditation, the caster increases his own natural healing rate for the duration of the spell. If successfully cast, Healing increases the rate by a number of Hit Points equal to half the caster's Occult level, per cycle. If the caster uses either Fortified Will or Fortified Body (with the requisite devoted Essence Points), then the rate is increased by a number of Hit Points equal to the caster's Occult level, per cycle. See "Damage and Healing from Injury" in the "Game Mechanics" chapter for more information.

Immunity to (type)

Level Four, Duration (Concentration)

When cast, Immunity grants an uncanny resistance to (nonmagical) physical harm, to poison, or to disease — or to any number of specific types of damage.

With **Immunity to Damage**, the caster is granted a number of armor points (against physical attacks) equal to his Occult level. These points erode away naturally as they absorb damage. Though the Immunity is limited by the caster's Occult level, he may devote one extra and permanent Essence Point — for every Occult level he possesses — to the Immunity; each forfeited Essence Point increases the Occult level for the spell by one. Immunity to Damage must be cast before any damage is suffered, or else the protection has no effect.

With either **Immunity to Poison** or **Immunity to Disease**, the caster makes his resistance roll to poison or disease one or more grades easier. For every two Occult levels possessed by the caster, the resistance roll is made one degree easier. Both Immunity to Poison and Immunity to Disease may be cast after exposure (but before any effects occur). However, the casting may be made only once.

Anyone witnessing the resistance has trouble explaining how the caster suffered the damage with such endurance, even though a rational if not likely explanation could be theorized. Bullets passing through the caster may have miraculously escaped any vital organs. A lethal serpent bite may have failed to inject any venom. And so on.

Once an Immunity spell is successfully cast, it may be used instantly in the future — or with the expenditure of one Action Point in combat.

Other variations for Immunity spells are certainly possible, and are left to the gamemaster's (or player's) creativity.

Invisibility

Level Three, Duration (Concentration), Resist (Willpower)

The caster clouds minds and avoids detection. While not literally invisible, his presence becomes obscured from general notice. Overt signs of the caster's presence negate the effect and dispel any further magical protection. For example, a caster standing directly in front of a subject cannot suddenly disappear from view. Similarly, a caster striking from concealment cannot remain unnoticed. However, an affected observer will have trouble recollecting details about the cloaked caster — name, appearance, hair color, clothing, or words exchanged — once the caster is no longer in the observer's presence. The ability works in situations where concealment would be logically effective under mundane circumstances, or where relevant skills such as Stealth could be employed. Invisibility may be used to follow subjects from behind, to stand in a crowd unnoticed, to hide in shadows, and so on. In addition, the cloaked caster may make surprise attacks from concealment.

Each potential observer makes an opposed test of his Willpower versus the caster's original Willpower roll. An observer losing the test results in the caster remaining invisible to the subject for the duration of the spell, unless some obvious action is made to warrant detection. A successful opposing check does not necessarily indicate immediate detection, only that the caster is not magically protected from that subject's awareness.

Invisibility cannot be nullified by any magical effect (such as a Dispel Magic casting).

Invocation (archetypal force)

Level Two, Duration (Permanent or Variable)

The caster draws into himself the force and influence of an archetypal power — such as that of a divine aspect, of a planetary spirit, or even of an outer monstrosity. The force permeates the adventurer with qualities of its archetypal nature. Typically, this means increasing an attribute, granting a special ability, infusing a preternatural gift, or corrupting the host with inhuman traits.

Planetary Domains and Influences

Moon	Imagination, emotion, astral, clairvoyance, dreams, sleep, sea
Mercury	Reason, communication, hidden knowledge, travel, business, writing, education, science, medicine, mathematics, statistics
Venus	Love, desire, aesthetics, beauty, art, nurturing, femininity
Sun	Friendship, health, youth, illumination, money, power
Mars	Justice, strength, passion, force, violence, conflict, courage, competition, athletics, masculinity
Jupiter	Generosity, abundance, leadership, vision, prestige, law, luck
Saturn	Boundaries, death, reincarnation, inheritance, change

Casting Mishap (Invocation)

1d6	Minor Mishap
1-2	Thunder booms far away, even with a clear sky
3	Chorus of distant wild animals (e.g., dogs, wolves, birds)
4	Lights burst (with kerosene, check for fire) or blow out
5	Caster lose 1d6 Essence Points
6	Caster loses consciousness for 1d6 hours

1d6	Moderate Mishap
1	Caster loses 1d8 Essence Points
2	Caster suffers amnesia for 1d100 hours (see "Mental Disorders")
3-4	Roll on the "Random Casting Mishaps" table
5-6	Wrong archetypal force (gamemaster choice) is drawn

1d6	Major Mishap
1-2	Caster suffers amnesia (see "Mental Disorders")
3	A moderate effect, plus the caster loses 1d20 Rationality points
4	Caster suffers psychosis (see "Mental Disorders")
5	Caster suffers a fractured identity (see "Mental Disorders")
6	Possession by an outer monstrosity

The Invocation of such a powerful source may influence the adventurer's personality. A martial archetype may increase the adventurer's aggressiveness. A solar archetype may engender nonchalance or stoicism. A mercurial archetype may trigger excessive rationalism or obsessiveness. Archetypes of malevolent forces may provoke unwelcome influences such as sociopathy or psychopathy.

Knowing the Invocation for an archetypal force means the caster has learned the seals and requirements specific to that force. The actual Invocation costs the caster a number of Essence Points equal to the force's Intensity. However, until the caster researches the archetypal influence thoroughly, he cannot know how many Essence Points to invest in its Invocation. He may attempt an Invocation by gambling Essence Points, but with the potential for side effects. See the "Casting Mishap (Invocation)" table.

If the caster is already permeated with another archetype's influence, then the influence with the higher Intensity — and its mechanical bonuses — takes precedence. Consequently, any bonuses from the weaker force are lost or nullified and replaced with the more powerful archetype. If both influences are equal in Intensity, then the influence that best matches the caster's essential nature takes precedence.

The effect of an Invocation is generally permanent, unless the caster replaces it with another archetypal force, or experiences a magical effect — such as that of a Banishing or Dispel Magic casting — that neutralizes or destroys its power.

Each archetypal influence grants one of the following, related to its domain: an increased attribute or secondary attribute; a skill increase; a difficulty modifier made one step easier; a preternatural gift; or, a special ability. Gifts and abilities are generally attached to influences with Intensities of 2 or higher (and limited to one gift per influence). An attribute or secondary attribute may increase one point or one step for every 3 points of an archetype's Intensity. A skill may increase by 10% for every one point of Intensity (usable only by the adventurer already having points in the skill). A more powerful archetype may produce more than one effect if its Intensity is high enough — such as an Intensity 5 entity granting one preternatural gift and also increasing an attribute by one point.

Each archetypal force is its own spell. Some examples with mechanical bonuses follow.

Luminous Allure (Intensity 3). Increases Influence by 30%. Increases affability.

Harmonious Fist (Intensity 2). Grants the preternatural gift of Blood Fury. Affects an attitude of invulnerability and recklessness.

Fortune of Nodens (Intensity 2). Grants the preternatural gift of Psychic Sensitivity. Increases feelings of carelessness.

Martial Might (Intensity 4). Increases the Damage Modifier by one step. Increases Fighting Method by 10%. Increases moodiness and aggressiveness.

Spark of Jove (Intensity 1). Increases Class & Credit by 10%. Produces an attitude of overconfidence.

Mercurial Erudition (Intensity 1). Increases Research by 10%. Produces nervousness and arouses the attention of elementary spirits.

Light of Valor (Intensity 3). Increases Command by 30%. Intensifies ambition.

Lust of Qetesh (Intensity 3). Grants the preternatural gift of Alluring Glamour. Increases Seduction by 10%. Inspires feelings of sensuality and promiscuity.

Eldritch Aura (Intensity 2). Grants the preternatural gift of Spectral Insight. Affects feelings of melancholy.

Flame of Bastet (Intensity 4). Creates an uncanny resistance to harm, granting one point of armor against physical, extraplanar or magical attacks. Increases Willpower by 10%. Affects an attitude of haughtiness and arouses the attraction of cats.

Voracity of Yog-Sothoth (Intensity 6). Increases the Occult skill level — and the subsequent Intensity of spells — by two steps. Produces intense nightmares.

Magic Mark

Level Four, Area (Variable), Range (Touch), Duration (Days), Resist (Willpower)

The caster marks an object, location or person with a glyph or rune — which allows the caster to target the marked area — with a spell — from any range. A Magic Mark may be scrawled onto a surface with ink, chalk, blood, or mud, or etched into skin, stitched into fabric, carved into wood, or engraved onto stone. It may also be passed to a target ethereally. For example, a caster could write a Magic Mark onto a piece of paper and hand it to a target. If the target accepted the paper, then the glyph would attach to him (and remain even if the scrap was destroyed). A mark's actual existence remains to those with the ability to perceive magic — for the duration of its effect — even when its terrestial medium is physically erased, incinerated, demolished, or pulverized.

Magic Mark may be used in parallel with other spells. For example, Ward of Detection could be cast along with Magic Mark, in order to alert the caster when an area is breached, and then to cast magic at the intruder from afar (or to view the intruder with a Projection spell). Other innovative uses of the Magic Mark are certainly possible. Such creativity of application should be encouraged, though within reason — and as arbitrated by the gamemaster.

While a Magic Mark by default lasts a number of days, the caster may make it everlasting by using Spellbind and devoting 4 extra and permanent Essence Points to the casting. If the casting fumbles (and the Magic Mark fails to take effect), the caster still loses these points, permanently.

Phantom (sense)

Level Three, Area (Yards), Duration (Concentration), Resist (Willpower)

The caster produces an illusion that affects one of the senses. Each sense — such as sight, sound, touch, taste, and smell — is represented by a separate Phantom spell. Anyone within the targeted area must make a successful opposed test of Willpower versus the original Willpower that created the spell, or be fooled by the illusion. The illusion cannot be harmful directly, though psychosomatic effects may occur. For example, a Phantom Touch spell could produce a sense of nausea, though this feeling would be entirely in the mind of the target. Because of this, for perpetual illusions, targets should be allowed to roll for resistance more than once. Illusions should also appear somewhat vague, allowing for doubt. For example, a Phantom Sight spell could produce a prowling tiger, but the illusion would be merely a suggestive and shadowy form moving through trees. Such an illusion would be effective in terrifying a target having low morale, however. While creativity of the Phantom spell should be encouraged, the gamemaster should prepare logical limitations of its use.

Projection (type)

Level Three, Range (Variable), Duration (Variable)

Projection allows the caster to send his consciousness and essence to another area (within our own plane of existence), to an ethereal dimension (where various extraplanar entities reside), or to another plane of existence entirely (where outer monstrosities possibly reside). See the "Spacetime Gate" spell for ideas for destinations.

Each Projection is a different spell.

Remote Projection allows the caster to send his essence to another part of the world (or possibly to another part of space) for a short amount of time. While there, he takes on some of the qualities of an extraplanar entity. In other words, he has difficulty affecting any physical change in the environment, and dissipates after a brief time, just as an extraplanar entity does (see "Fatigue During Projection"). The caster may observe the location — with a number of senses equaling his Occult level or one, whichever is higher — but as if in a fog or a delirium. This state makes any Detection checks one degree more difficult. Any other observational skills are allowed at the gamemaster's discretion, though each is similarly penalized. While the range of projection is variable, one of the following conditions for travel is required: the caster has physically or remotely visited the targeted geography at some point in the past; the caster has been adequately prepared with maps and detailed information; or, the caster is guided by another entity or by a fellow experienced traveler.

Ethereal Projection allows the caster to send his essence into an ethereal dimension, which typically appears as a shadowy aspect of our own plane of existence (but not exclusively). While there, he takes on the qualities of an extraplanar entity, and may be attacked by other extraplanar entities inhabiting the ethereal space. However, the caster's ethereal form is tethered to its terrestial body. If his Essence Points are depleted through assault, then he simply dissipates and returns to his body. If an extraplanar entity — with the ability to sever this ethereal cord — reduces the caster's Essence Points to zero, then the caster's essence is consumed and the physical body dies. The caster may observe the target location — with a number of senses equaling half of his Occult level or one, whichever is higher — but as if in a fog or a delirium. This ethereal state makes any Detection checks two degrees more difficult. Any other observational skills are allowed at the gamemaster's discretion, though each is penalized with a similar difficulty. While the range of projection is variable, the caster by default has little control over his destination, until adequately exploring the space; however, if the caster is guided by another entity, then a more precise destination may be arranged.

Astral Projection allows the caster to send his essence into another plane of existence and works similarly to Ethereal Projection. However, while traveling through such alien geographies, the caster may encounter outer monstrosities or other extraplanar entities. The caster may observe these strange territories — with a number of senses equaling a third of his Occult level or one, whichever is higher — but as if in a fog or a delirium. This ethereal state makes any Detection checks three degrees more difficult. As with Ethereal Projection, the caster by default has little control over his destination, but may find assistance from a guide native to the dimension or from a fellow experienced traveler.

When using Projection, the traveler suffers fatigue (see "Fatigue" in the "Game Mechanics" chapter for more information). The amount of time available before a fatigue check — made with Willpower — is equal to the caster's Pow (rather than to the default Con). When the traveler first explores a destination, this amount of time is measured in seconds. As he gains more experience, this period may be increased incrementally to minutes, and then to hours, to days, to months, to years, and finally even to decades. These increments are earned each time the traveler uses Projection successfully. Whenever a caster successfully travels to a remote, ethereal or astral location, he gains one increment — for that specific destination only.

Failing a fatigue check — while in a remote, ethereal or astral destination — indicates the traveler dropping a level of fatigue and suffering any appropriate consequences. By default, a traveler reaching "debilitated" dissipates and returns to his physical body. However, if a traveler's tether is severed during an Ethereal or Astral Projection, and his fatigue reduced to "debilitated," then his essence is lost to the alien dimension — with his physical body dying after a number of minutes equal to his Con. The only chance for escape in such a scenario is with the help of another entity or a fellow traveler.

The properties of each destination and its effect on a traveler vary — and should be designed by the gamemaster. By default, a traveler experiencing an alien plane of existence for the first time cannot use his skills (other than Detection and maybe a few other observation skills) or cast magic (other than to resist extraplanar assaults with Willpower). With Remote Projection, these defaults rarely change, regardless of the traveler's experience. With Ethereal Projection, the gamemaster may allow one magic spell as a special ability, once the traveler possesses enough experience to explore for "days." With Astral Projection, the properties of each planar destination dictates how the traveler grows with experience, though the following guideline for the Dreamlands may be used as an example.

Traveler Experience and Growth in an Astral Plane (Dreamlands)

Experience in the Plane	Fatigue Period	Acquired Skills and Magic	Other Bonus†
First journey	Seconds	Detection only*	One sense
Second journey	Minutes	Other observational skills*	One extra sense
Third journey	Hours	Half the skills (of the lowest %)*	One extra sense
Fourth journey	Days	All the relevant skills, plus one spell*	One extra sense
Fifth journey	Months	All spells of half the Occult level*	One extra sense
Sixth journey	Years	All spells*	—

*The use of skills and magic requires the traveler possessing the relevant perceptive senses. At Occult level one or lower, the traveler has access to only one sense. At Occult level 3, the traveler has access to two senses. At Occult level 5, the traveler has access to three senses. And so on. A traveler gains more senses either with his Occult level, or through experience in the astral plane — using whichever method grants the higher amount.

†Any difficulty penalties should incrementally decrease with experience. For example, if a traveler suffers three degrees of difficulty to skill checks during his first visit to an area, then on his next visit this penalty should decrease to two degrees of difficulty, and so on.

Repel (natural archetype)

Level Five, Area (Variable), Duration (Hours), Resist (Willpower)

Repel works as a contrast to the Summon spell — driving away creatures or forces of a specific archetype (see the "Summon" spell). When Repelling creature archetypes — such as rat swarms — the area of effect is in yards. When Repelling natural archetypes — such as torrential storms — the area of effect is variable and best determined by the circumstances of the forces involved.

Creatures with base instincts — typically with Int no higher than the caster's Pow — may resist with a Willpower check (see the "Creature Intelligence" table included with the "Dominate" spell). Targets of higher Int — such as humans — may be affected by overwhelming feelings of dread or terror, suffering a Horror check (rolling against Willpower) if they do not immediately retreat from the spell's area of effect. The damage for such a Horror check is –1d4 points, with an increase in the damage die for every two Occult levels of the caster.

When Repelling a natural archetype, the caster decreases the severity of the surrounding atmospheric conditions by one level. For winds, this means changing conditions from cyclonic winds to storm winds, from storm winds to moderate gales, from moderate gales to strong breezes, from strong breezes to moderate breezes, and from moderate breezes to calm. For storms, this means changing conditions from torrential storms to moderate storms, from moderate storms to complete overcast, from complete overcast to moderate clouds, from moderate clouds to light clouds, and from light clouds to clear. The caster must concentrate for 15 minutes in order to cause one incremental change. After this period of time, and as long as the caster's concentration is not broken, he may invest one more Essence Point — and concentrate for an additional 15 minutes — to make another level of change.

These incremental changes may continue for as long as his focus remains unbroken. The actual results may take a number of minutes equal to the caster's meditation period — as the atmosphere inexorably alters its natural course. Once the Repel spell is cast, atmospheric conditions continue for a period of hours equal to the caster's Pow.

As with the Summon spell, tampering with the natural order often results in unforeseen and uncontrollable side effects. A caster attempting to Repel a supernaturally Summoned storm may cause rampaging tornadoes or draw lightning to the caster. A caster attempting to Repel a rioting mob may inadvertently induce madness and bloodshed. The gamemaster should feel free to modify results according to the nature of the circumstances.

Spacetime Gate (variable)

Level Five, Duration (Variable)

> "As time wore along, his absorption in the irregular wall and ceiling of his room increased; for he began to read into the odd angles a mathematical significance which seemed to offer vague clues regarding their purpose. Old Keziah, he reflected, might have had excellent reasons for living in a room with peculiar angles; for was it not through certain angles that she claimed to have gone outside the boundaries of the world of space we know?" —H.P. Lovecraft ("The Dreams in the Witch House")

A Spacetime Gate is a bridge between destinations, allowing a traveler to transport his physical body to another place or time.

Spacetime Gates are rare and dangerous relics of a primeval epoch. Erecting one in the modern age imposes a tremendous price of power, and its mere existence destabilizes the fundamental forces both in its surrounding environment and in the areas of its destinations. By default, most gates manifest at subatomic sizes and then decay within microseconds. The active forces of our universe work against their integrity, which is fortunate — keeping one open for even a fragmentary moment risks intrusion of life inimical to our existence. Though sorcery in ancient times was capable of materializing permanent gates — bridging continents, planets, planes of existence, and even epochs of time — applications of this forbidden knowledge more often resulted in cataclysmic ruin for its host civilization.

The creation of a new gate (typically) requires fluency in Aklo, a lost language of alien mathematics. Assuming one can learn the language, deciphering the multilayered mathematical applications — and "learning all the angles of the planes" — requires at minimum a Science (Mathematics) skill of 100% and a number of years of study equal to the Intensity of the gate requested. Even then, the human mind will prove incapable of grasping more than a crude application of its potential. Additionally, the power requirements are immense. An explosion on the order of the Tunguska blast could open a gate for a number of seconds. Crushing pressures — such as those encountered in an ocean abyss on Earth or in the infernal maw of a black hole — could open a gate for an indeterminate length of time. For this reason, many gates employ one anchoring destination either in a gravitational well or in a similarly hostile environment. A hapless traveler arriving at such an anchor — rather than at one of the intended destinations — would more than likely be crushed, vaporized or engulfed.

Most Spacetime Gates are cyclical, ebbing and flowing in a temporal-orbital pattern in accord with the clockwork motions of the universe. If a gate does not dissipate permanently after creation, then it generally tends to dematerialize and rematerialize on a deterministic schedule. Such temporal-orbital periods, once established, may endure eternally.

As more gates open in the universe, entropic energies — over time — destabilize the fundamental forces holding back intrusions from unplumbed dimensions.

The Intensity of a Spacetime Gate determines its size when it materializes, as well as the entropic effects exterted on its various locations (see the "Entropic Effects of a Gate Location" table). A gate allows a Siz of three times its Intensity to pass through its threshold. Gates with zero-level Intensities materialize at microscopic sizes, though they may still cause entropic effects on the environment. The Intensity of a Spacetime Gate is equal to its number of destinations.

Some Spacetime Gates physically alter the traveler, molding the original biology into an accomodating shape appropriate to the destination. Such an alteration is rarely reversible.

When a caster learns a Spacetime Gate spell, he does not learn how to create a new gate. Rather, he learns the location and operations — but not necessarily all of the nuances and dangers — of one specific preexisting gate. Because of the potential dangers involved in using a gate for the first time, a traveler typically spends some time researching its origins and making calculations of its operations.

Researching and Using a Spacetime Gate

After first learning a Spacetime Gate spell, the exact nature and pecularities of its operation and dangers will be unknown to the traveler — outside of a general knowledge. Only through careful calculation can a traveler be sure that his information about a gate is correct.

A traveler attempting to discern information about a gate must dedicate time to research and calculations. Study time takes 1d3 days, after which the researcher may inquire about one fact of the gate. As examples, the traveler may ask: "What is the gate's size?"; "Does the gate have any undisclosed termini, such as an anchoring destination?"; "How many destinations does the gate bridge?"; "How long does the gate remain open once it materializes?"; "Does the gate cause any longterm effects to the traveler?"; or, "How frequently does the gate materialize?"

Facts About the Spacetime Gate

1. Gate's size or Intensity (with a margin of error of one point)
2. Any undisclosed dangerous destinations of the gate
3. All of the gate's "safe" destinations and their coordinates
4. How frequently the gate materializes
5. Any permanent effects on the traveler

The gamemaster makes a secret test on the traveler's behalf, rolling against the traveler's Science (Mathematics) skill — or another relevant skill deemed suitable by the gamemaster. With a success, the gamemaster imparts one truthful fact about the gate. With a critical, the gamemaster imparts two truthful facts about the gate (one of which is in addition to the adventurer's original request).

With a failure, the adventurer has turned up no relevant information. And with a fumble, the gamemaster presents one or two deliberate misrepresentations.

The traveler may spend another period of 1d3 days in study and calculation, repeating the process to gain more information. The traveler may even inquire about the same fact, in order to double-check the results. Generally, after five attempts, the character has studied whatever facts are available to the best of his abilities and cannot ascertain any further details.

As already mentioned, learning a Spacetime Gate spell alone does not allow for the creation of a new gate, but only for the operation of a preexisting gate. The creation of a new gate entails a complex ritual requiring knowledge of at least one Spacetime Gate spell, fluency in Aklo, a Science (Mathematics) skill of 100% or more, an expenditure of two points of POW per point of the gate's Intensity, the use of Astral or Ethereal Projection to scout the destination, and the proper energy requirements. Each ritual varies in its details, depending on the destination desired. The specifics of such rituals are left to the gamemaster's imagination.

Note that the creation of a Spacetime Gate is typically beyond the reach of even the most brilliant and resourceful human. However, the most ambitious or eldritch villains may invest years of effort into constructing a new bridge between our world and another.

Number of Spatial, Temporal or Planar Destinations

1d6	Destinations
1	1d3 planar destinations
2	Add one spatial destination, then roll 1d6–1 and check again
3	1d4 spatial destinations
4	1d6 spatial destinations, and 1d3 deadly anchor destinations
5	1d8 spatial destinations, and 1d4 deadly anchor destinations
6	1d3 spatial destinations, then roll 1d6+2 and check again
7	Add one spatial destination, then roll 1d6+3 and check again
8	Add one temporal destination, and 1d3 anchor destinations
9	Add one planar destination, then roll 1d6–1 and check again

How Often a Gate's Destination Opens

1d10	The gate opens to one (or all) of its destinations...
1	Roughly once a month
2	Roughly once a year
3	Roughly once every ten years
4	Roughly once a century
5	Roughly once a millenium
6	Roughly once every 5000 years
7	Roughly once every 10,000 years
8	Roughly once every 50,000 years
9	Roughly once every 100,000 years
10	Roughly once every million years

How the Gate Opens

1d12	Explantation
1	The gate opens to all of its destinations simultaneously, sending the traveler to one of these destinations randomly — unless the traveler successfully determines a route beforehand (through research or via Astral or Ethereal Projection)
2	The gate by default sends any traveler to one of its deadly anchor destinations unless a specific destination is determined beforehand
3	Same as above, though the gate does not work unless a specific environmental condition is met (possibly each destination is keyed to its own environmental condition)
4	One random destination opens with the proper incantation (on 1d8): 1. Nacaal, 2. Arabic, 3. Aramaic, 4. Egyptian, 5. Greek, 6. Hebrew, 7. Latin, 8. Sanskrit, or, an ancient language of the gamemaster's choosing
5	Same as above, except the traveler must specify a destination beforehand (through research or via Astral or Ethereal Projection), or else the gate does not materialize
6	Each destination of the gate opens at a different date, and is keyed to the presence of 1d3–1 specific environmental conditions (if the environmental combinations prove illogical then reroll them or choose your own)
7	The gate creates an exact duplicate of the traveler (reroll with 1d6 to add one of the first six conditions)
8	The traveler "becomes" the gate (reroll with 1d6 to add one of the first six conditions)
9	Once traversed, the gate will reset itself randomly to an entirely new set of conditions (reroll with 1d6 to add one of the first six conditions)
10	The gate works in only one direction (reroll with 1d6 to add one of the first six conditions)
11	The gate is sentient, a congeries of iridescent globes alive with malign suggestiveness (reroll with 1d6 to add one of the first six conditions)
12	Yog-Sothoth knows the gate — Yog-Sothoth is the gate — Yog-Sothoth is the key and guardian of the gate — past, present, future, all are one in Yog-Sothoth (reroll with 1d6 to add one of the first six conditions)

Duration of the Portal

1d6	How long does the gate to one destination stay open?
1	Seconds equal to the Intensity
2	Tens of seconds equal to the Intensity
3	Minutes equal to the Intensity
4	Hours equal to the Intensity
5	Opens and closes for a number of intervals equal to its Intensity, with each period of opening or closing lasting for a duration of time equal to its Intensity (roll 1d3 to check for seconds, minutes or hours)
6	Opens for 1d20+4 seconds, minutes, or hours (roll 1d3)

Gate's Effect on the Traveler

1d6	Does the gate transform the biology of the traveler?
1–4	No change occurs
5–6	Yes, the traveler is changed into a creature appropriate for the destination (if the destination is habitable for human life, then no change takes place)

Temporal Destination

1d100	Precise date is unknown
1–2	Crinoid (roughly one billion BC to 500 million BC)
3–5	Rlyean (roughly 500 million BC to 300 million BC)
6–10	Valusian (roughly 300 million BC to 225 million BC)
11–20	Triassic (roughly 225 million BC to 65 million BC)
21–30	Lemurian (roughly 65 million BC to 3,000,000 BC)
31–40	Hyperborean (roughly 3,000,000 BC to 500,000 BC)
41–50	Muvian (roughly 500,000 BC to 20,000 BC)
51–55	Thurian (roughly 20,000 BC to 18,000 BC)
56–60	Hyborian (roughly 18,000 BC to 8000 BC)
61–65	Prehistory (roughly 8000 BC to 4000 BC)
66–70	Ancient history (roughly 4000 BC to 300 AD)
71–75	Modern (roughly 300 AD to present)
76–80	Apocalyptic parallel timeline (roughly present to ?)
81–85	Tsan-Chan parallel timeline (roughly 5000 AD to ?)
86–90	Borderland parallel timeline (roughly 15,000 AD to ?)
91–95	Zothique parallel timeline (roughly 20,000 AD to ?)
96–97	Night Land parallel timeline (roughly 1,000,000 AD to ?)
98–00	Coleopteran parallel timeline (roughly 60 million AD to ?)

Anchor Destination

1d12	Location
1	Crushing pressures of Earth's abyssal plains
2	Earth's core
3	Alien dimension
4	Core of a star
5	Ocean deep of an alien world
6	Infernal pressures of Venusian surface
7	Maw of a black hole
8	Inside a quasar
9	Neutron star
10	Embryonic universe
11	Atmosphere of a jovian world
12	Belly of an alien-engineered singularity

Spatial Destination (roll 1d3 for general location)

1 (on 1d3) Earth

1d6	Surface
1	Island
2	Northern area
3	Southern area
4	Western area
5	Eastern area
6	Middle of an ocean

1d10	Area
1	North America
2	South America
3	Europe
4	Oceania
5	Africa
6	Asia
7	Arctic
8	Antarctic
9	Lost continent
10	Reroll, add a temporal destination

2 (on 1d3) Solar System

1d20	Location
1–9	Orbiting moon
10	Orbiting
11	In the core
12–20	Surface

1d10	Planet
1	Mercury
2	Venus
3	Earth (roll Earth above)
4	Mars
5	Asteroids
6	Jupiter
7	Saturn
8	Uranus
9	Neptune
10	Yuggoth

3 (on 1d3) Outer Space

1d20	Surface
1–10	Neighboring world
11	Jovian world
12	Comet
13	Searing inferno
14	Ice world
15–16	Orbiting a world
17–20	In the core

1d10	Neighboring world
1	Alien library
2	Dead, airless world
3	Alien ruins
4	Monoliths
5	Radioactivity
6	Malevolent entity
7	Necropolis
8	Merge with an alien
9	Fungal life
10	Roll twice

1d20	Area
1	Quasar
2	Black hole
3	Neutron star
4	1d3 stars
5	Algol
6	Pleiades star cluster
7	Aldebaran
8	Capella
9	Sirius
10	Procyon
11	Regulus
12	Alkaid
13	Gienah
14	Spica
15	Arcturus
16	Antares
17	Vega
18	Alphecca
19	Deneb Algedi
20	Fomalhaut

Planar and Random Destinations (pick one or roll and choose a column)

1d10	Precise destination is unknown			
1	Edwardian ruins in a vast plain of silence	Lemuria, then roll for temporal destination	Pressurized alien temple at the bottom of the Pacific Ocean	New England, then roll for temporal destination
2	Lost city of Xuchotl then roll for temporal destination	Yaddith, a silent world of dune seas and gigantic dholes	An irradiated wasteland orbiting a black hole	Bayou, then roll for temporal destination
3	Dreamlands, territory of Utnar Vehi, a city of torturers	Mu, then roll for temporal destination	Airless moon, with long-abandoned monoliths, orphaned in space	Dreamlands, a labyrinthine necropolis-city of ghouls and deathless dreamers
4	Irem, then roll for temporal destination	Dreamlands, throne of Sarnath	Atlantis, then roll for temporal destination	Sarkomand, then roll for temporal destination
5	Antimatter universe instantly annihilating any matter	Antarctica, a city of the elder things, then roll for temporal destination	Fog-enshrouded city of thieves, Hyperborea	Ancient house on the borderland, then roll for temporal destination
6	Dreamlands, icy desert plateau of Leng	Mount Voormithadreth, then roll for temporal destination	Lesser Redoubt, in the Night Land	Embryonic universe of crushing pressures and incinerating heat
7	Alien temple, inside a whorling vortex of radioactive decay	Highgate Cemetery, then roll for temporal destination	Dreamlands region made to resemble medieval Cornwall	Greenland, then roll for temporal destination
8	Parallel Earth of yellow sky, fetid waters, and predatory fungal rot	Teotihuacan, then roll for temporal destination	Ethereal plane of Kingsport, with labyrinthine streets and worm things	R'lyeh, then roll for temporal destination
9	Great Library of Celaeno, in the Pleiades star cluster	Lost City of Pnakotus, then roll for temporal destination	Illimitable space, alive with motion and discordant sound	Ponape, then roll for temporal destination
10	Moons of Cykranosh (Hyperborean Saturn), then roll for temporal destination	Carcosa, then roll for spatial and temporal destinations	Dreamlands city of gothic towers and golden half-light	K'n-yan , then roll for temporal destination

Environmental Conditions

1d100	Gate works only with this environmental condition	1d100	Gate works only with this environmental condition
1–2	Full moon	51–52	A pyre of 1 human sacrifice
3–4	New moon	53–54	A pyre of 100 human sacrifices
5–6	Presence of specific comet above the horizon	55–56	A pyre of 1000 human sacrifices
7–8	Presence of Aldebaran above the horizon	57-58	A flood
9–10	Presence of Algol above the horizon	59–60	An eclipse
11–12	Presence of Alkaid above the horizon	61–62	A solar flare
13–14	Presence of Alphecca above the horizon	63–64	A thunderstorm
15–16	Presence of Antares above the horizon	65–66	A six-month drought
17–18	Presence of Arcturus above the horizon	67–68	Traveler imbibes enchanted black lotus potion
19–20	Presence of Capella above the horizon	69–70	Soil soaked with the blood of 1 human sacrifice
21–22	Presence of Deneb Algedi above the horizon	71–72	Soil soaked with the blood of 10,000 human sacrifices
23–24	Presence of Fomalhaut above the horizon	73–74	Soil soaked with the blood of 100,000 human sacrifices
25–26	Presence of Gienah above the horizon	75–76	Soil soaked with the blood of 1,000,000 human sacrifices
27–28	Presence of Procyon above the horizon	77–78	Sacrifice of creature with Siz equal to the gate's Intensity
29–30	Presence of Regulus above the horizon	79–80	Presence of enchanted artifact or key filled with quicksilver
31–32	Presence of Sirius above the horizon	81–82	Presence of enchanted artifact or key made of copper
33–34	Presence of Spica above the horizon	83–84	Presence of enchanted artifact or key made of gold
35–36	Presence of the Pleiades star cluster above the horizon	85–86	Presence of enchanted artifact or key made of iron
37–38	Presence of Vega above the horizon	87–88	Presence of enchanted artifact or key made of lead
39–40	Presence of Mercury above the horizon	89–90	Presence of enchanted artifact or key made of silver
41–42	Presence of Venus above the horizon	91–92	Presence of enchanted artifact or key made of tin
43–44	Presence of Mars above the horizon	93–94	Presence of totemic idol sculpted from clay and blood
45–46	Presence of Jupiter above the horizon	95–96	Presence of enchanted artifact made of meteoric iron
47–48	Presence of Saturn above the horizon	97–98	Presence of enchanted ferromagnetic artifact
49–50	Furious winds	99–00	Presence of enchanted artifact made of black stone

Entropic Effects of a Gate Location

Intensity	Effects
0	Cold spots and creepy feelings
6	Strange lights, hauntings, fairy rings, and lightning orbs
12	Ghostly apparitions, hallucinations, disorientation, paranoia, and heightened or random magical effects
18	Extreme paranoia, severe disorientation, lost time, and lucid nightmares of strange vistas
24	Temporary dimensional vistas, strange forces entering into our world, small pockets of reality dissolving and reorienting, and visitors disappearing
30	Euclidean space distortions and powerful malignant entities warping reality

Speak with (creature archetype)

Level Three, Range (Feet), Duration (Concentration or Hours)

The caster communicates with one specific animal archetype. Examples of animal archetypes include: fish, worms, snakes, frogs, spiders, scorpions, apes, birds, cats, and so on. The ability allows for communication with one member of a species related to the archetype. However, each spell is limited by the Int of the target. For every point of Int that surpasses the caster's Occult level, the casting Willpower check is made one degree more difficult. See the "Creature Intelligence" table included with the "Dominate" spell for more information.

To use the ability, the caster must either physically subdue the animal, or be in close proximity and defeat it with an opposed test of Willpower (the creature rolls against the caster's original Willpower roll). Once subdued, the creature may be asked one question. While not literally speaking with the animal, the caster empathizes on its base instinctual level and understands what the creature is attempting to communicate. In answering the caster's question, the creature can impart basic details about its environment or about its inborn knowledge. Examples include: a bird granting a panoramic impression of a regional area; a frog "lamenting" the toxicity of a nearby stream; or a spider revealing the location of a hidden passageway.

In lieu of asking one question, the caster may instead assign the subdued creature a simple task, by spending a number of Essence Points equal to the creature's Int. The assigned task must be consistent with the essential nature and capabilities of the animal (otherwise, the target will simply wander off confused). Once released, the creature feels compelled to carry out the task for a number of hours, after which it resumes its routine activity. A caster may ask: a chimpanzee to lie in wait and attack an opponent; a rattlesnake to seek warmth in the bed of a targeted individual; or, a spider to create a web over a cave entrance in order to conceal the caster hiding within.

Spellbind

Level Four, Duration (Permanent)

The caster permanently enchants an object or location with a Charm, Curse, or Ward spell (or another spell determined appropriate by the gamemaster). The caster must already know this second spell to combine it with Spellbind. The enchantment takes hours rather than minutes to prepare and cast, and permanently reduces the enchanter's Essence Points by an amount equal to the casting cost of the second spell, grafting the spell's effects to the object. Casting rules apply to this permanent Essence Point loss as they would to a temporary point loss for other spells. In other words, a fumbled casting roll results in a failed enchantment and a permanent loss of Essence Points. However, once bound, the spell activates automatically without further Essence Point expenditures. If the enchantment is successful, the caster and gamemaster work out the pecularities and rules of the blessed, cursed or enchanted artifact.

As an example, the enchanter may decide that a spellbound locked box curses any individual who unlocks it, but not the caster himself who originally bound the box, nor any blood relative who may happen upon the object. Spellbind may also be used to create basic protective charms, though complex charms such as forged talismans may require more involved rituals.

The default Intensity of a spellbound object is 4. However, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Spellbind enchantment; each forfeited Essence Point increases the Intensity of the Spellbind effect by one.

It is possible for other innovative Spellbind combinations — with spells other than Charm, Curse or Ward — to be considered. Dispel Magic or Ward of Protection could be spellbound into the masonry of a library, effectively protecting the space from invasive magic (the radius of a physical space is limited by the caster's Pow, in feet). Phantom Touch could be spellbound to an artifact, inducing a nauseous reaction to anyone in its presence. Generally, enchanted objects lose their magical properties once destroyed, though under some circumstances this destruction may actually free a dangerous effect or entity. Such creativity of application should be encouraged, though within reason — and as arbitrated by the gamemaster.

Summon (archetype)

Level Five, Range (Miles), Duration (Variable)

The caster draws to himself creatures of a specific animal archetype, or forces of a specific natural archetype. Examples of creature archetypes include: fish, worms, snakes, frogs, rats, spiders, scorpions, bats, birds, and so on. Natural archetypes include winds, storms and other atmospheric forces. The number of creatures or area of force varies — according to gamemaster discretion — though the end result is always significant in effect. When summoning a creature archetype, a swarm is typical. And when summoning a natural archetype, a dramatic change in environment occurs.

When Summoning a creature archetype, the caster is limited by a few conditions. One, only creatures with base instincts — typically with Int no higher than 6 — may be called (see the "Creature Intelligence" table included with the "Dominate" spell). Second, though the caster may spend a mere matter of minutes in meditative concentration while casting the spell, the actual results may take minutes or even hours to occur — as the creatures traverse natural distances to reach the caster. And third, once the creatures do reach their target (if they are not impeded en route) the caster by default has no control over their actions. Once the Summon spell is cast, creatures continue targeting the caster of the spell (even if he moves locations) until they reach their destination, or for a period of days equal to the caster's Pow — whichever happens first. Of course, the caster may also cancel this magnetic effect with a successful Dispel Magic casting.

When Summoning a natural archetype, the caster changes the surrounding atmospheric conditions by one level. For winds, this means changing conditions from calm to moderate breezes, from moderate breezes to strong breezes, from strong breezes to moderate gales, from moderate gales to storm winds, and from storm winds to cyclonic winds. For storms, this means changing conditions from clear to light clouds, from light clouds to moderate clouds, from moderate clouds to complete overcast, from complete overcast to moderate storms, and from moderate storms to torrential storms. The caster must concentrate for 15 minutes in order to cause one incremental change. After this period of time, and as long as the caster's concentration is not broken, he may continue concentrating for an additional 15 minutes — to make another level of change. These incremental changes may continue for as long as his focus remains unbroken. The actual results may take a number of minutes equal to the caster's meditation period — as the atmosphere inexorably alters its natural course. Once the Summon spell is cast, atmospheric conditions continue for a period of hours equal to the caster's Pow.

Tampering with the natural order often results in unforeseen and uncontrollable side effects. A caster attempting to Summon torrential rain in the middle of an arid desert may instead cause overwhelming humidity or inadvertent sandstorms. A caster attempting to Repel a previously Summoned storm may instead cause rampaging tornadoes. The gamemaster should feel free to modify results according to the nature of the circumstances.

Tap (attribute)

Level Five, Range (Feet), Duration (Concentration), Resist (Willpower)

The caster permanently drains a victim of his attribute points, with each Tap spell targeting one specific attribute — such as Strength, Constitution, Dexterity and so on — down to a minimum of one point. The Tap Size spell emaciates its victim, rather than shrinking the target's height. Points that are Tapped cause irrevocable damage to the victim, causing immediate effects to his or her appearance and abilities.

The caster may first Tap a total number of attribute points equal to his Occult level — one point per round — increasing his maximum Essence Point threshold by an equivalent amount. Once this level is increased to its maximum, any further drained attribute points increase the caster's temporary Essence Points up to twice their maximum threshold. Any drained attribute points beyond these limits simply dissipate.

After each Tapped point, the victim may attempt to break free from the spell with another opposed test of Willpower against the caster's original Willpower roll.

Note that it is possible for the caster to Tap his own attributes. Doing so, however, is a drastic measure that leaves the caster weakened and disfigured.

Tongues

Level Five, Duration (Concentration)

The caster spends 15 minutes concentrating on an otherwise indecipherable language. With a successful Willpower roll, the caster has a sudden comprehension of the language's meaning, and may read it aloud in its original tongue. While the caster cannot directly translate the language, he may make rough gestural signs or drawings while processing a text's meaning. The effect lasts as long as the caster maintains his focus, though he is limited by his human faculties. In other words, a language needing alien physiology for its comprehension or vocalization would be beyond the caster's capability to read or to reproduce orally. Additionally, the reading will be as accurate as the caster's Common Knowledge percentage, allowing for subtle mistakes and misunderstanding. Once the spell dissipates, the caster loses all memory of the language and what was spoken during his focused state, though an observer may attempt to record the caster's actions or to transcribe the caster's rambling into modern phonetic marks.

Undeath (type)

Level Five, Duration (Permanent)

> "I looked, and a pang of horror seized my heart as with a white-hot iron. There upon the floor was a dark and putrid mass, seething with corruption and hideous rottenness, neither liquid nor solid, but melting and changing before our eyes, and bubbling with unctuous oily bubbles like boiling pitch. And out of the midst of it shone two burning points like eyes, and I saw a writhing and stirring as of limbs, and something moved and lifted up what might have been an arm. The doctor took a step forward, raised the iron bar and struck at the burning points; he drove in the weapon, and struck again and again in the fury of loathing." —Arthur Machen (*The Three Impostors*)

Undeath is not a spell, per se, but rather a special condition. Each Undeath condition is created by a related Cast Undeath spell. As there exists an endless variety of these conditions — each with its own pecularities — merely a sampling of the possibilites are provided here. More types may be created, using the following as models.

The target of an Undeath condition suffers a gradual transformation. Once a month (or once a period defined in the spell), the victim makes a Corruption check. To do so, he makes a Fortitude roll (with a Hard difficulty). Each time this check fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score (see "Corruption"). When the target's Corruption reaches 100%, the victim devolves entirely — losing any memories of its humanity in the process (unless otherwise stated in the spell's description).

For Corruption effects, use the "Weird Traits of Corruption (General)" table as a default, or create an original table for each unique condition, better suited to its circumstances.

Creature of Shadow

Foul sorcerers often seek the gift of the Undeath (Creature of Shadow) condition to prolong their wretched lives — sometimes for centuries. With cunning, they may delay the side effects of the spell's Corruption. The creature of shadow accomplishes this with its Blood Drain ability (see the "Drain" spell), basing its Intensity on its Pow or on its Occult level — whichever is higher. Draining a sapient being to the point of death — or, if simpler, just cannibalizing the victim — allows the creature of shadow to forgo Corruption for one month. A creature of shadow may drain a non-sapient being — with at least 7 Pow — in order to forgo Corruption for one day. Successfully draining a sapient life also eliminates the host's most recent weird trait — but does not decrease the overall Corruption score. Weird traits cannot be reduced to a number below one-tenth of the host's Corruption score.

Once a creature of shadow attains a Corruption of 100%, its essence dissolves and its host body invites the possession of a malevolent extraplanar entity. Such miserable creatures are sometimes used as thralls by other powerful sorcerers, or simply tortured for their magical secrets.

Deep One

The Undeath (Deep One) condition — over time — transmogrifies its target into an amphibious monstrosity. However, the effects of the Corruption do not start until the target surpasses an age of years equal to its Con.

Once a deep one attains a Corruption of 100%, it loses the ability to communicate in human tongues — though having an Int of 15 or higher allows the retention of important phrases or concepts. Most memories of its humanity is lost, save for a few scant flickers of recognition. The creature adopts the instincts and nature of an oceanic horror. Such a creature must return to deep water after a number of hours equal to its Con, or suffer decreasing fatigue levels from exposure. However, as the deep one cannot perish from fatigue alone, reaching "death" by exposure results in a coma-like sleep — until the deep one is returned to deep water.

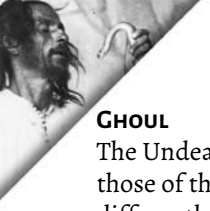
The deep one continues transforming, even after its Corruption reaches 100%. Every number of years — equal to its Pow — its Siz increases by one, and its resistance time for out-of-water fatigue and exposure — measured by its Con — decreases by one. Additionally, its Corruption increases by a number equal to half of its Pow. It also begins exhibiting new and more bizarre monster traits. The Corruption finally stops when it reaches a Siz of thrice its total Pow.

Additionally, the Undeath (Deep One) spell passes its effects to any progeny.

Defiling Ooze

The Undeath (Defiling Ooze) condition — over time — degenerates its target into a protoplasmic jelly. Every 20% of Corruption reduces all skill rolls by one difficulty level, but increases armor — as bloated, fleshy resilience — by one point. Every time a weird trait is added, there is a chance — equal to the Corruption percentage — of the host adding "psychosis" to the character's history (see "Mental Disorders" in the "Horror, Shock and Sanity" chapter). This particular psychosis produces an inappropriate giddiness and a preoccupation with sensual pleasures — the behaviors becoming more evident as the Corruption grows.

Once a defiling ooze attains a Corruption of 100%, its essence dissolves and its host body accepts the possession of a mindless elemental. The body loses all shape and absorbs its sense organs (though a few vestigial fragments linger for some time). Such mindless creatures roam the sewers of cities, until eventually seeping into forgotten places of the earth and surviving on the sustenance of lesser creatures.



Ghoul
The Undeath (Ghoul) condition produces effects similar to those of the creature of shadow, yet the Corruption manifests differently. When the ghoul consumes sapient (human) corpse meat — it receives the same benefits as the creature of shadow using Blood Drain. However, the corpse must be fresh (no more than a week old).

Once a ghoul attains a Corruption of 100%, it loses the ability to communicate in human tongues — though having an INT of 15 or higher allows the retention of important phrases or concepts. Most memories of its humanity is lost, save for a few scant flickers of recognition. Such a creature must consume its SIZ in sapient corpse-meat every number of days equal to its CON, or suffer decreasing fatigue levels as if thirsting for water (see "Fatigue" in the "Game Mechanics" chapter). However, as the ghoul cannot perish from fatigue alone, reaching "death" by starvation results in it succumbing to a cannibalistic frenzy. During this time, it will attack and consume anything it can find, including living creatures and other ghouls. Not until it consumes three times its SIZ in victims does it collapse into a slumber for 1d3 days — after which it wakes and regains its "normal" appetites.

The ghoul continues transforming, even after its Corruption reaches 100%. Every number of years — equal to its POW — its STR increases by one. Additionally, its Corruption increases by a number equal to half of its POW. The Corruption stops when its STR increases by a number equal to half of its total POW.

Additionally, the Undeath (Ghoul) condition passes its effects to any progeny. However, for the progeny, the Corruption does not take effect unless one of three things happen. If the progeny dies before any Corruption starts, the Undeath condition is negated. If the progeny ever voluntarily practices cannibalism, then the Corruption takes immediate effect. If the progeny ever experiences enough trauma to earn a mental disorder, he automatically triggers his Corruption. First, he suffers a temporary psychosis and succumbs to a cannibalistic frenzy — until losing consciousness or satiating the frenzied hunger. Once the frenzy ends, the progeny slips into a deep sleep for 1d3 days. Upon waking, he suffers the "amnesia" mental disorder (see "Mental Disorders" in the "Horror, Shock and Sanity" chapter) and begins the inevitable transformation. Any additional mental disorders incurred during this period of devolution cause the same frenzied state.

Obscene One
The Undeath (Obscene One) condition produces effects similar to those of the creature of shadow, yet the Corruption manifests differently. Though an obscene one possesses the Blood Drain ability (see the "Drain" spell), and with it can attempt to forgo Corruption for one week, it cannot reverse any of its weird traits (unlike the creature of shadow). When using Blood Drain, the obscene one bases its Intensity on its POW or uses its Occult level — whichever produces the higher result.

Once an obscene one attains a Corruption of 100%, its essence dissolves and its host body suffers an instinctual obsession with feeding and sharing its disease. Any sapient victim surviving an attack by an obscene one (with Corruption 100%, or higher) must succeed with an opposed test of the creature's Corruption versus the victim's Fortitude. Failing the test results in the victim inheriting the same Undeath (Obscene One) condition.

Ophidian Wretch
The Undeath (Ophidian Wretch) condition — over time — transmogrifies its target into a crawling, hairless, serpent-like creature.

Once an ophidian wretch attains a Corruption of 100%, its INT halves or reduces to 5 (whichever is higher) and it loses the abilities to speak and to walk. It now moves by crawling, its limbs weakened to an almost vestigial state. All other attributes decrease by a third (except for CHA, which reduces to zero, and SIZ, which remains the same). Memory of its humanity is lost, save for a few scant flickers of recognition. The creature adopts the instincts and nature of a constricting serpent, strangling and swallowing any prey up to a third its SIZ.

Additionally, the Undeath (Ophidian Wretch) condition passes its effects to any progeny.

Worm Thing
The Undeath (Worm Thing) condition — over time — twists its target into a fleshy, faceless, worm-like creature. The worm thing possesses the Essence Drain special ability (see the "Drain" spell), which it may use to forgo its Corruption for one month. When using Essence Drain, it bases its Intensity on its POW or uses its Occult level — whichever produces the higher result. In order for this to work, it must drain its victim to zero Essence Points.

Once a worm thing attains a Corruption of 100%, its material body fades from our plane of existence — though its maggot-like corpulence survives in an ethereal dimension. While worm things maintain their human memories, they lose their Rationality entirely once dissolving from our plane of existence. After fading into an ethereal realm, the worm thing has a chance equal to its INT of absorbing the Cast Undeath (Worm Thing) spell — which it can then use to "recruit" more future worm things.

Anyone possessing an ability to see into ethereal dimensions may observe worm things congregating in their mockeries of human settlements. Worm things also appear to dreamers who inadvertently wander into an ethereal dimension. Even while invisible to our world, they exude a sour or putrefying odor. They often wear layers of clothing, gloves, hats, and clumsily sculpted, waxen masks — to conceal their repulsive forms — or carry incense and candles — to cloud their repellent miasma.

Destroying the Host of Undeath

The effects of Undeath cannot be reversed, even if the Corruption is still young. The host may be annihilated with magic, however, if the originating Cast Undeath spell can be located. The process of magically annihilating a host of Undeath follows a similar procedure as the Greater Banishing ritual, but with the inclusion of the Cast Undeath spell (in lieu of the Evocation spell). Of course, physical means of disposal may be employed as well. Most creatures of Undeath suffer physical damage just as mortals do. However, unless the corpse is incinerated and the ashes scattered, there is always the chance — equal to the creature's Corruption with a Daunting difficulty — of the creature returning to life after 1d3 weeks of repose. Some forms of Undeath even allow the host an indefinite period of hibernation, during which time the body lies in stasis.

Voice of (type)

Level Three, Area (Yards), Duration (Seconds), Resist (Willpower)

Each Voice type is a separate spell with its own pecularities.

With a **Voice of Thunder**, the caster commands with an awesome authority. With a success, any allies within range make their Fighting Method rolls or morale checks one degree easier — for the duration of the effect.

With a **Voice of Wrath**, the caster intimidates with a fearsome power. With a success, any adversaries within range must make a successful Willpower check or suffer an extra degree of difficulty on their Fighting Method rolls — for the duration of the effect.

With a **Voice of Silver**, the caster influences with an uncanny charm. With a success, any adversaries within range must make a successful Willpower check or suffer an extra degree of difficulty on any followup bargaining, negotiation or social rolls — for the duration of the effect.

With a **Voice of Seduction**, the caster seduces with an overpowering allure. With a success, any adversaries within range must make a successful Willpower check or suffer a brief moment of distraction (for the duration of the effect). Any skill checks made in this distracted state are made one degree harder.

Additionally, when a Voice is used against a demonic entity (see the "Extraplanar Entities" chapter), the entity's Willpower roll is made one degree more difficult.

Other Voice types may be created by extrapolating these examples.

Ward of (type)

Level One (increases), Area (Feet), Duration (Hours), Resist (Fortitude)

The caster creates a boundary (almost always a magic circle) which causes a magical effect or barrier. The effect or barrier either protects its occupants from outside intrusion or influence, or dissuades its occupants from escaping — depending on the caster's intent. Wards may be created in a variety of ways, and each is based on the nature and methodologies of the caster's Occult path. Some casters draw magic circles surrounded by holy names; others pour powdered substances, pulverized bone, oil, dust, ash or chalk; and yet others lay twine, electrical wiring, or other unusual materials. The actual methodology should be defined by the player and gamemaster when the spell is acquired.

Each type of Ward is its own spell.

A **Ward of Protection** blocks any extraplanar entity — with an Intensity no greater than the Occult level of the caster — from entering or leaving its boundary. Similarly, the Ward blocks any spell — with a level no greater than the Occult level of the Ward's creator — from breaching its boundary. This even impedes such far-reaching spells as Detect and Divination. A Ward of Protection cannot be resisted or physically altered by an entity, unless the entity possesses some special ability allowing it to do so.

A **Ward of Detection** alerts the caster — from any distance — when a breach of its threshold occurs. The caster determines, when creating the Ward, what justifies an alert. Human intrusion, magical tampering, and extraplanar invasion are typical concerns, though the caster may have something else in mind. A Ward of Detection cannot be resisted, unless an entity possesses some special ability allowing it to do so. However, a Ward of Detection may be perceived through magical means.

A **Ward of Affliction** attacks a terrestial intruder with a supernatural affliction. Though the disease mimics a common disease or poison, it is one degree more difficult to heal than its terrestrial counterpart. However, the Potency of the affliction is no higher than the Occult skill of the Ward's creator. A Ward of Affliction may be resisted with a Fortitude check, just as with a conventional affliction.

Though each Ward is limited by the Occult level of the caster, a few options exist to increase this. Out of desperation, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to the creation of the Ward; each forfeited Essence Point increases the Occult level for the spell by one. Alternatively, a more powerful Ward may be created by boosting its power with technology (see the "Electric Pentacle" in the "Occult Rituals" section). Most Wards fade in power after a few hours; however, a caster may use Spellbind to make a Ward permanent.

Wrack (torment)

Level Five, Range (Feet), Duration (Concentration), Resist (Willpower)

The caster inflicts intense pain and damage to the target. Each round that the target fails to resist the spell, he suffers agony and physical damage. The damage die is based on the Occult level of the caster — the die starting at –1d3 for Occult level one, and increasing in size for every incremental level (–1d3 points for Occult level one, –1d4 for level two, –1d6 for level three, –1d8 for level four, –1d10 for level five, and so on).

Each Wrack spell is of a specific nature with its own particular torment. Wrack (Cold Tendrils) creates sensations of freezing temperatures, Wrack (Crushing Torment) produces feelings of agonizing pressures, and so on. Some Wrack spells may also have secondary effects (e.g., stun, bleed, electrify).

Other Occult and Mythos Spells

The spells included in this chapter provide an overall framework of magic, and represent merely a sampling of what is possible in the setting. Powerful entities may teach more potent versions of the ones listed here, or may even employ unique spells (best left to the gamemaster to invent). Some mythos creatures — especially those classified as Ancient Ones — possess magic and abilities unique to them and related to their particular domains. See "Lesser and Greater Gifts" for some examples.

Occult Rituals

Rituals combine more than one spell — or a collection of spells, skills, and sometimes Improvement Points — to produce a magical effect or object. Beyond the prerequisite knowledge of spells and skills involved in a ritual, other parameters may be involved. Some rituals even necessitate precise astrological dates and exotic locations. Each ritual differs in its complexity, though most rituals require dedicated space, tools and other esoteric resources. The availability of these resources affects: whether or not the ritual is possible; how long the ritual takes; and the end results of the process.

Common types include: **alchemical** rituals for producing complex talismans, **construction** rituals for building weird devices, **brewing** rituals for creating potions and powders, and **evocation** rituals for contacting, summoning or manipulating entities.

Note that in order to perform a ritual, the caster must possess the specified knowledge — such as the listed spells and skills — as well as the constituent parts that make up the ritual. Missing a key resource — or making an error in a translation or calculation — may result in either automatic failure or disastrous side effects.

Because a ritual is broken up into constituent steps — each necessitating specific spells, skills or other resources — a practitioner may be limited in understanding or fulfilling all of its prerequisites. He may lack the knowledge of a specific spell. Or, he may lack the proper skill. Or, he may be incapable of acquiring a rare crucial ingredient. Any one of these situations provides a challenging motivation, inspiring the caster to pursue the proper education, to seek the enlightened mentor, or to track down the elusive ingredient.

There are an endless variety of rituals, including those invented by experienced magicians. A few commonly used rituals are provided as models for use and study. The gamemaster is free to modify these models and to invent new ideas.

A ritual description generally includes: its generic title; a list of its spell, skill, and resource requirements; a general explanation of its effects; its step-by-step instructions with appropriate skill checks; and, any relevant casting mishap tables. Note that actual rituals may have exotic titles far more mysterious than these generic labels.

Black Dust Potion

Skill Requirements: Science (Alchemy), plus Science (Botany)
Special Requirements: a black lotus plant

The existence of the black lotus plant is a legend, though rumors of its cultivation in the jungles of Burma circulate through various occult channels. If the plant actually does exist, then anyone in possession of it would be in great danger from powerful forces. In the off chance that an occultist actually locates such a plant, he may distill it — with alchemical processes — into black dust. Black dust, when inhaled as incense over a course of hours, temporarily increases the Occult level of the caster.

See the "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for general build times. Use the Science (Alchemy) or Science (Botany) skill — whichever is lower — instead of Engineering, with a Hard difficulty, and an "8 hour" build time. Any fumble of the Science (Alchemy) or Science (Botany) roll during the distillation permanently corrupts the process, ruining the black dust. Anyone inhaling this corrupted powder must make a Fortitude roll with a Daunting difficulty, or die within a matter of seconds.

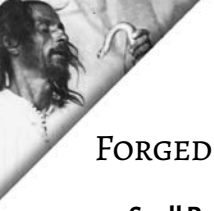
To use black dust, the caster burns one handful of the substance in a consecrated bowl. After inhaling the vapors for a number of hours equaling his Occult level — during which he succumbs to a continuous meditative sleep — he spends a number of Essence Points for each hour. When the caster emerges from this meditation, and with a successful Willpower check, his Occult level is doubled for a period of hours equal to the duration of sleep. Fumbling the roll indicates the caster succumbing to the toxic nature of the black dust, after which he slips into a coma for 1d4 days — suffering any relevant health consequences and a temporary loss of all Essence Points upon waking.

Electric Pentacle

Spell Requirements: Evocation (entity), plus Spellbind and Ward of Protection
Skill Requirements: Engineering

An electric pentacle is a Ward constructed as a wired device running a current, circumvented with vacuum tubes, and Spellbound to its circuit. When powered with a generator, the current amplifies the Intensity of the Ward by several levels. The amount of amplification is equal to the Engineering skill level of the caster who constructed the device. In other words, a caster with an Engineering of 62% (level 3) is capable of building a device that boosts its Ward's power by 3 points. The diameter of the device (and its Ward) is limited by the Occult and Engineering skills of the caster.

The device may protect no more than a diameter equal to the combined total of the builder's Occult and Engineering skill levels — in yards. Additionally, the device works only while a current is running through it. With current technology, this amounts to about 8 hours at a time — though a Luck check is required each hour after 4 to test for a failed circuit. If the current escapes somehow — possibly with an exposed wire — it deals 3d6 points of damage (with an "electrify" special effect). As with other weird devices, the complex process of constructing the electric pentacle involves the infusion of modern technology with occult magic. Because of this complexity, very few people in the world are capable of constructing such a device. If the gamemaster allows it, however, then see "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for build times.



Forged Talisman

Spell Requirements: Spellbind, plus secondary spell
Skill Requirements: Science (Alchemy), plus Tradeskill (Metallurgy)

The caster forges a small talisman out of precious metal, Spellbinding a specific spell permanently to its essence — with the proper amount of Essence Points permanently devoted to the Spellbind. Once constructed, the talisman's power increases the Occult level of the bound spell by an amount equal to the skill level of either the creator's Science (Alchemy) or his Tradeskill (Metallurgy) — whichever is lower.

For example, a caster wishing to forge a protective talisman (with the gamemaster's permission) decides to Spellbind an Immunity to Damage spell to the talisman. The caster's Occult skill is 101% (level 5). His Science (Alchemy) skill is 51%, and his Tradeskill (Metallurgy) skill is 28%. Because his Tradeskill (Metallurgy) skill is lower, he uses its skill level (level 2) for the additional points grafted to the talisman. Consequently, if he successfully creates the talisman, it will grant the wearer the power of an Immunity to Damage spell, with an armor score of 7 — the combined total from the original Immunity spell's level and the caster's Tradeskill (Metallurgy) level.

The details of choosing and smelting metal, and infusing the talisman, are best left to the gamemaster's interpretation. See the "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for general build rules. Use the Science (Alchemy) skill instead of Engineering, with a Normal difficulty, and a "Moderate (2 Rnd)" build time. Any failure of the Science (Alchemy) roll during the build permanently corrupts the process, rendering the talisman inert. If the gamemaster makes these Science (Alchemy) rolls into secret tests, then the caster won't know if the talisman is effective until he actually uses it.

Greater Banishing Ritual

Spell Requirements: Evocation (entity), plus Banishing

While the general Banishing spell works for confrontations with lower spirits, some of the more powerful entities will prove immune to its effects. By combining an entity's Evocation spell with the general Banishing spell, a caster may create a Greater Banishing ritual targeting the specific entity. However, locating the entity's original Evocation spell is not always easy, as sorcerers oftentimes closely guard these secrets.

1. The caster studies the original Evocation spell and determines an incantation that will (hopefully) reverse the process. If this is the first time that the caster has attempted to banish the entity, then an Occult roll is made on the caster's behalf (in order to make sure that the incantation has been correctly deduced). In other words, the caster won't know if the incantation is correct until experiencing its actual effect on the entity.
2. When confronting the entity, the caster spends a number of Essence Points equal to its Intensity, and begins the incantation. Many times, unless the caster has diligently researched the entity, he won't know exactly how many Essence Points to forfeit. If the number of Essence Points surpass or do not equal the Intensity of the entity, then the incantation will have no effect.
3. The caster, and any helpers present, must stand near the target — no farther than a distance in yards equaling the Intensity of the entity.
4. If the incantation was not deduced correctly — determined by the caster's original Occult roll — then it has no effect on the entity. If the caster accurately deduced the incantation, then he has successfully committed the entity's Banishing ritual to memory. If he ever needs to banish the same entity again, he automatically succeeds with the initial Occult skill check — though he will still need to make a Willpower roll for the rest of the ritual.
5. The caster's Occult skill level must equal or surpass the Intensity of the entity. The caster may temporarily increase this level by adding a number of helpers. Each helper recites the incantion, and adds one point to the caster's level. If the caster's level — augmented by the number of helpers — does not equal or surpass the entity's Intensity, then the incantation has no effect.
6. If the caster has made it this far, then he must make an opposed test of Willpower versus the entity's Willpower. If successful, then the entity is incapable of moving while the incantation lasts. The caster — and any helpers — must repeat the incantation for a duration of one minute per Essence Point spent. Any major disturbance during this period results in instant failure. If the ritual succeeds, then the entity dematerializes at the end of the duration and is sent back to its home dimension. The effects of the dematerialization vary with each entity. Some discharge in a burst of lightning, others rupture in a noxious vapor, and yet others seep into a pitiable putrefaction.
7. Note that while this is a general procedure common to all Greater Banishing rituals, smaller details may vary for each entity. Some Banishing rituals work only with precise astrological conditions, others with particular weather patterns, and still others in strictly defined locations. As each entity is unique, these details should be customized as needed.

Mythos Rituals

Mythos rituals work just like occult rituals, combining more than one spell — or a collection of spells, skills, and sometimes Improvement Points — to produce a magical effect or object. The only difference between the two is the level of spells involved.

As with occult rituals, there are an endless variety of mythos rituals, including those invented by experienced sorcerers. A couple examples of mythos rituals follow. The gamemaster is free to modify any of the provided occult or mythos rituals and to invent new ideas from these models.

Alchemy of Essential Salts

Spell Requirements: Invocation (Yi Nash Yog-Sothoth), plus Cast Undeath (Reanimated Corpse) and Discorporation
Skill Requirements: Science (Alchemy), plus Science (Biology) or Forensics
Special Requirements: black dust potion, a sufficient corpse

This horrific alchemical ritual reduces a corpse of sufficient completeness (at minimum constituting a head and torso) to its Essential Salts. Refining the Essential Salts is a complex process requiring several months in a secret alchemical laboratory. See the "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for general build times. Use the Science (Alchemy) or chosen Science/Forensics skill — whichever is lower — instead of Engineering, with a Hard difficulty, and a "Major (3 Rnd)" build time. Any one fumble of the Science (Alchemy) or Science/Forensics roll during the refining process permanently corrupts the result, ruining the Essential Salts. After one successful production of Essential Salts, the caster may repeat the process with more efficiency, using a Normal difficulty and a Minor (1 Rnd) build time.

With the complete Essential Salts, the caster may — at any later time — resurrect the dust into a reanimated corpse — to be tortured for secrets or compelled to obedience. Ruined Essential Salts, or incomplete Salts, produce only malformed and monstrous life. Reanimating the Essential Salts requires the casting of the "Yi Nash Yog-Sothoth" Invocation.

Mythos Rituals Invocations

Voracity of Yog-Sothoth (Intensity 6). Increases the Occult skill level — and the subsequent Intensity of spells — by two steps. Produces intense nightmares.

Yi Nash Yog-Sothoth (Intensity 6). Allows the caster to reanimate one body from the ashes of a corpse's "essential salts." Produces sociopathy and intense nightmares in the caster, and drains electricity and incites animals within a three mile radius.

Corruptive Breath of Unlife

Spell Requirements: Invocation (Voracity of Yog-Sothoth), plus Evocation (an elemental or elementary spirit), Spellbind and Ward of Protection
Special Requirements: black dust potion, powdered human bone fragments, a sufficient corpse

This blasphemous evocation ritual creates a dreaded "Thibetan rolang," a husk of a corpse possessed by an elemental or elementary spirit (and controlled by the caster). The creation requires a successful "Voracity of Yog-Sothoth" Invocation to consecrate the temple space, followed by several successful casting checks (the entire process taking a 24 hour day). After preparing the space with the Invocation, the caster summons an elemental or elementary spirit into a Ward of Protection (made with the dust of powdered human bone fragments), in a room devoid of sunlight (lit only by the burning of animal fat). Alternatively, the caster may use a talisman or "witch bottle" (a consecrated object housing a Spellbound extraplanar entity) containing the already trapped spirit. Prepared inside the Ward is the target corpse (from which the caster removes a small body part — typically the tongue — to be used as a talisman for later controlling the creation) marked on the flesh with the proper seals. The caster then uses Spellbind to permanently bind the extraplanar entity to the corpse. A final casting roll, made as an opposed check between the Willpower of the caster and that of the extraplanar entity, tests the "breath of the rolang" and, if successful, completes the ritual. The caster exhales into the mouth of the corpse the foul incense of burning black dust potion. With a success or critical, the rolang stirs to life on the night of the next day (as long as sunlight does not reach the corpse until that time) and exists to serve the caster's will (as long as the caster wears the corpse's talisman). With a fumble, the extraplanar entity escapes (or possibly possesses the corpse, if powerful enough). Statistics for a Thibetan rolang may be derived from the "elementary spirit" guidelines (using the corporeal attributes) in the "Extraplanar Entities" chapter.

Powder of Ibn Ghazi

Skill Requirements: Science (Alchemy), or Research
Special Requirements: chemicals found in a modern laboratory, the powder of a desiccated human corpse

The Powder of Ibn Ghazi, when dusted over an invisible entity, temporarily (1d10 minutes) makes the entity visible. See the "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for general build times. Use the Science (Alchemy or Chemistry) skill instead of Engineering, with an Easy difficulty, and a "4 hour" build time. Or, use Research as a default skill, with a Hard difficulty. Any fumble of the Science (Alchemy or Chemistry) or Research roll during the distillation permanently corrupts the process, rendering the powder inert.

Other Magic Rules

List of Preternatural Gifts

A preternatural gift is added to an adventurer's list of special abilities. Note that some gifts are ephemeral (for "one use" only).

Augoeides
Also known as a guardian angel, luminous body, atman, or daemon, the Augoeides is the adventurer's inspired and empowered inner self, capable of revealing occult secrets or divining information to him. The adventurer treats the Augoeides as a daimon with an Intensity equal to the adventurer's current Occult level (see the "Extraplanar Entities" chapter). The name, appearance, nature, and abilities of the Augoeides is best left to the adventurer to devise, with gamemaster approval. In order to communicate properly with the Augoeides, however, the adventurer may need to perform a special ritual or Invocation in order to petition it for questions, or may need to acquire the Divination (Augoeides) spell in order to seek its prophetic abilities.

Alluring Glamour (description)
The adventurer possesses a compelling and magnetic charisma that influences weaker minds. At minimum, the effect makes the adventurer's social rolls one degree easier, though other characters may resist the effect with Willpower. Some creatures have such powerful Glamours that they appear human to the untrained eye.

Blood Fury
Rather than testing for unconsciousness when Hit Points drop below zero, the adventurer continues fighting each round until reaching his death threshold. Once this ability is invoked, however, death is inevitable.

Charmed Life
When rolling for Luck, the adventurer chooses which way to read the d100 result. As an example, a roll of 63 could be read as 36.

Curry Favor (with specified individual)
The adventurer gains a contact or ally who would otherwise prove uncooperative. The targeted ally may attempt a Willpower roll — with any appropriate difficulty modifiers — to refuse the effect.

Demonic Servant (type)
The adventurer gains a specific type of demonic servant, which may be summoned immediately for one task per adventure.

Elemental Servant (type)
The adventurer gains a specific type of elemental servant, which may be summoned immediately for one task per adventure.

Etheric Vision
The adventurer detects subtle patterns of extraplanar, magical and psychic phenomena invisible to the naked eye (see the "Detect" spell for more information). This vision may also occur unwanted, especially around areas of intense entropic energy — sometimes penalizing the adventurer with a Horror check.

Hand of Corruption
The adventurer leeches one Essence Point per round of contact — requiring touch — with another creature. No more than twice the adventurer's Pow may be gained this way, and any Essence Points surpassing the adventurer's original total dissipate after a number of hours equal to his Pow.

Holy Blessing
The adventurer gains immunity to possession, to mind control and to the Discorporation spell.

Infernal Dignities
The adventurer automatically commands the acquiescence of any extraplanar entities with Pow less than his own — forgoing the typical opposed test of Willpower.

Magnify (attribute)
One of the adventurer's attributes is increased by 2 points, affecting any relevant skills and secondary attributes in the process. The bonus points and its effects immediately dissipate once the gift is removed.

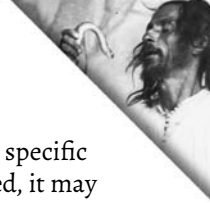
Martial Force
The adventurer gains an improved Damage Modifier, calculated using the sum of Str, Siz and Pow.

Martial Tenacity
The adventurer gains improved Hit Points, calculated using the sum of Con, Siz and Pow (divided by 2).

Mythos Intuition
The adventurer gains sudden unsolicited insights about the mythos. These insights and connections are typically incomplete and open to interpretation. They may also occur unwanted, as through dreams or powerful supernatural influence — sometimes penalizing the adventurer with a Horror check.

Psychic Sensitivity
The adventurer gains random unsolicited insights. These insights are typically symbolic and open to interpretation (see the "Divination" spell for more information). Insights may also occur unwanted, as through dreams or powerful supernatural influence — sometimes penalizing the adventurer with a Horror check.

Resistance to the Elements
When suffering exposure to the elements — such as extreme heat or cold — the adventurer's fatigue checks are made two degrees easier. This includes fatigue checks for starving and thirsting.



Silver Tongue
When rolling for Influence, the adventurer may choose which way to read the d100 result. As an example, a roll of 63 could be read as 36.

Spectral Insight
The adventurer fearlessly faces extraplanar entities with Intensities no greater than his Occult skill level — forgoing the typical Horror check when encountering them. When first acquiring this ability, the adventurer loses two points of charisma and gains some form of weird trait — such as a haunted disposition, an obsessive fussiness, or a nervous twitch — that characterizes this loss.

Spirit Helper (type)
The caster gains a specific type of spirit helper, which may be summoned immediately for one task per adventure.

Unholy Corruption
The adventurer gains the ability to increase his Pow by permanently leeching points from his Str, Con, Dex, Int or Cha. Pow is increased by two points at a time and only once per month, taken directly from the other attribute. Each time the adventurer invokes this ability, some form of permanent scarring occurs from the exchange. As an example, a leeched Cha may suddenly age the adventurer ten years in appearance.

True Grit
The adventurer automatically succeeds with Fortitude checks when attempting to prevent unconsciousness.

Unnatural Youth
The adventurer's age is artificially halted — for as long as the gift functions — potentially hiding his true years. This goes beyond appearance, affecting any future aging penalties.

List of Preternatural Curses

An entity capable of bestowing a preternatural gift oftentimes possesses the power to inflict a curse with a related or inverse effect. As an example, an entity capable of bestowing Charmed Life is most likely capable of inflicting its inverse, Cursed Life. It is up to the gamemaster to develop curses that logically follow from their gift counterparts, though a few examples follow. The gamemaster is free to modify these or create original ideas. Note that some curses are ephemeral — with their effect happening only once — while others are long-lasting.

Cursed Life
After making a successful Luck roll, the adventurer's d100 result is inversed (if it makes the outcome of the roll worse). As an example, a roll of 36 reads as a 63. Note that rolling double nullifies this effect.

Demonic Oppressor
The adventurer suffers the relentless oppression by a specific type of malevolent extraplanar entity. Until eradicated, it may appear to plague the adventurer at most once per adventure — each visitation costing the adventurer a Horror check against Rationality, for 1d6 points of damage.

Elemental Haunter
The adventurer suffers the relentless haunting by a specific type of elemental. Until eradicated, it may appear to plague the adventurer at most once per adventure — each visitation costing the adventurer a Horror check against Rationality, for 1d3 points of damage.

Plague (of natural archetype)
The adventurer suffers the relentless pursuit of some form of natural pest. Until eradicated, a swarm may appear to plague the adventurer at most once per adventure — with each visitation best narrated by the gamemaster, but possibly costing the adventurer a Fortitude check against swarming (or one point of damage), a Willpower check against distraction during an inopportune time, or the loss of sleep during a moment of much needed rest.

Provoke Abhorrence (with specified individual)
The adventurer gains a rival or enemy who would otherwise prove amenable to cooperation. The targeted ally may attempt a Willpower roll — with any appropriate difficulty modifiers — to combat the effect.

Relentless Draining
The adventurer's Str, Con, Dex, Int, Cha or Pow (roll on 1d6) is steadily leeched by a devouring extraplanar entity. Two points of the attribute are leeched each month, until the attribute reaches zero and death occurs, or until the devouring entity is somehow stopped. Each time the adventurer loses two points, some form of permanent scarring occurs from the exchange. As an example, two leeched Cha points may suddenly age the adventurer ten years in appearance.

Repulsive Glamour
The adventurer possesses a repellent aura that influences weaker minds. At minimum, the effect makes the adventurer's social rolls one degree harder.

Weaken (attribute)
One of the adventurer's attributes is decreased by 2 points, affecting any relevant skills and secondary attributes in the process. The penalty and its effects immediately dissipate once the curse is removed.

Coordinated Casting

Some spells or rituals — such as Ward of Protection, Spellbind and Evocation — benefit from multiple magicians banding together and coordinating their casting efforts. When the gamemaster deems that a spell or ritual is suitable for coordination, then the following rules apply.

The member with the highest Occult skill is used as the representative — who makes a single casting roll for the entire group. Note that this member is the representative even if he does not possess the highest Willpower score. The group may add a number of casters equal to the representative's Occult skill level. A caster is any member with at minimum a base value in his Occult skill. When casting the designated spell, the representative increases his Occult level by a number equaling the total casters added to the group.

Alternatively, three (nonmagical) helpers may substitute for one caster. Each trio of helpers increases the representative's Occult level by one level. However, the total number of casters and helpers may not exceed the Occult level of the representative.

As an example, a caster with an Occult skill of 83% (level four) may add 4 casters to his group — increasing his Occult level for a spell to 8 — or may add 3 helpers and one caster — increasing his Occult level for a spell to 6.

Each member of a coordinated group pays the same requisite costs — including any Essence Points expenditures — and suffers the same side effects of the spell. In other words, a spell costing 3 Essence Points would cost each individual in the group 3 Essence Points.

Note that some spells or rituals — such as the Greater Banishing ritual — may provide special rules for coordinated casting. Under such circumstances, the special rules override these default guidelines.

Researching Extraplanar Entities

Although all Evocation spells are treated as level two, the actual Intensity of each summoned entity will vary. While the caster may technically learn an Evocation spell for an entity more powerful than his abilities, attempting to cast such a spell could prove reckless.

After first learning an Evocation spell, the exact nature and pecularities of an entity will be unknown to the caster — outside of a general knowledge. Only through careful calculation and experimentation can a caster be sure that his information about an entity is correct. This becomes significant when dealing with extremely malevolent and powerful entities.

An adventurer attempting to discern information about an entity must dedicate time to research and meditation. Study time takes 1d3 days, after which the adventurer may inquire about one fact of the entity. As an example, the adventurer may ask, "What is the entity's Intensity?" Or, he may just as well ask, "What is the essential nature of the entity, and is it generally neutral or hostile?"

The gamemaster makes a secret test on the adventurer's behalf, rolling against the relevant Occult skill. With a success, the gamemaster imparts one truthful fact about the entity. With a critical, the gamemaster imparts two truthful facts about the entity (one of which is in addition to the adventurer's original request). With a failure, the adventurer has turned up no relevant information. And with a fumble, the gamemaster presents one or two deliberate misrepresentations.

The adventurer may spend another period of 1d3 days in study and meditation, repeating the process to gain more information. The adventurer may even inquire about the same fact, in order to double-check the results. Generally, after five attempts, the adventurer has studied whatever facts are available to the best of his abilities and cannot ascertain any further details.

Facts About the Entity

1. The entity's Intensity — with a margin of error of one point
2. The entity's strength of Willpower — within 10% accuracy
3. The entity's attitude and essential nature (or type)
4. Any relevant pecularities or special abilities — if applicable
5. Any details about bargaining with the entity — if applicable

Using Extraplanar Entities

If the caster can control an entity with a Ward and Binding, he can petition or force it to help with one casting (effectively increasing the Intensity of the spell by a number equal to the entity's Intensity). Doing so, however, is extremely reckless. The gamemaster should determine suitable failed outcomes for tampering with such power.

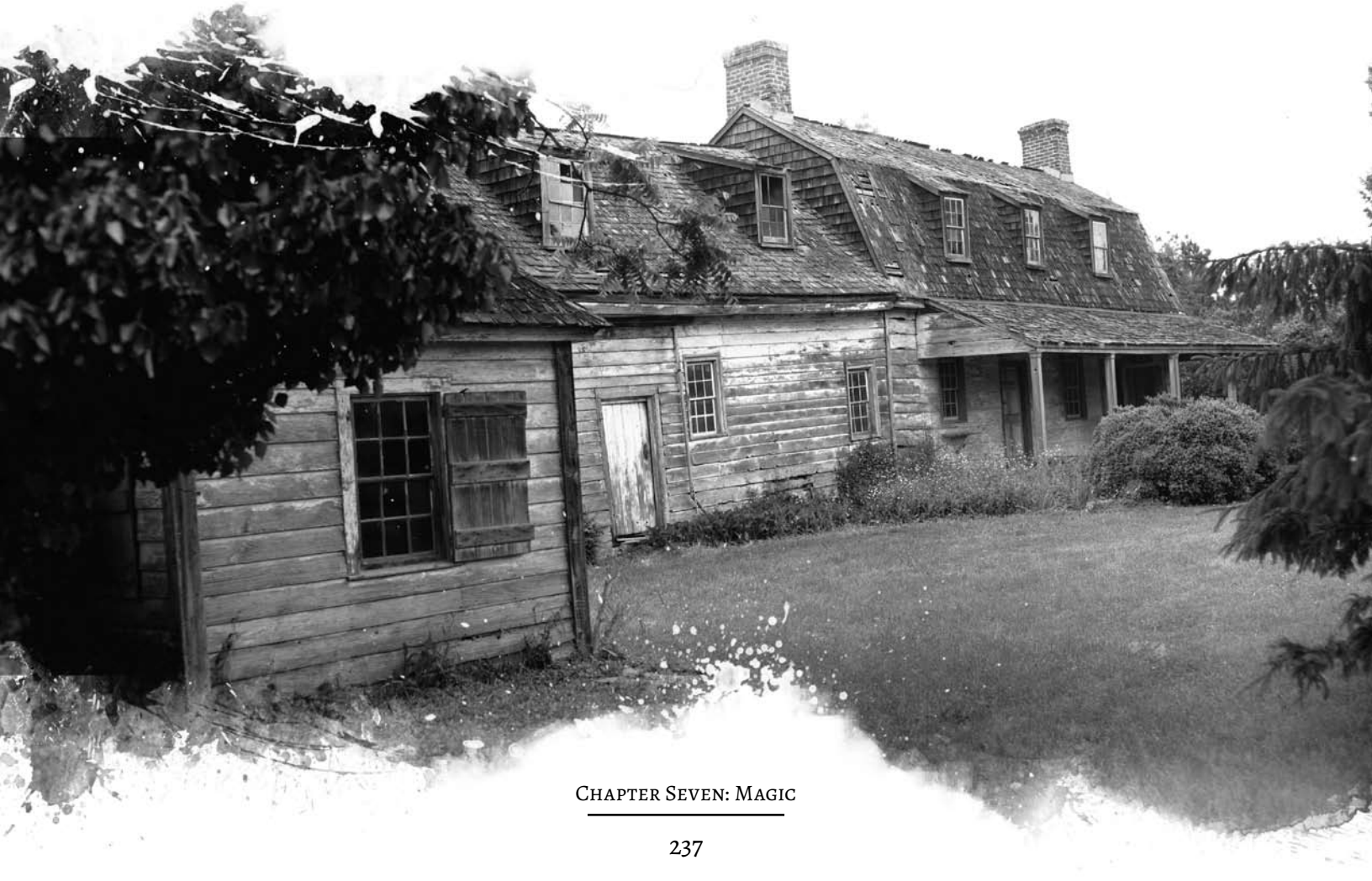
Importance of Time and Place

> "The hills beyond Arkham are full of a strange magic — something, perhaps, which the old wizard Edmund Carter called down from the stars and up from the crypts of nether earth when he fled there from Salem in 1692. As soon as Randolph Carter was back among them he knew that he was close to one of the gates which a few audacious, abhorred and alien-souled men have blasted through titan walls betwixt the world and the outside absolute. Here, he felt, and on this day of the year, he could carry out with success the message he had deciphered months before from the arabesques of that tarnished and incredibly ancient silver key. He knew now how it must be rotated, and how it must be held up to the setting sun, and what syllables of ceremony must be intoned into the void at the ninth and last turning. In a spot as close to a dark polarity and induced gate as this, it could not fail in its primary functions." —H.P. Lovecraft ("Through the Gates of the Silver Key")

Some locations — such as those hiding Spacetime Gates or past events of powerful magic — are tainted with eldritch memory. Such locations possess a kind of preternatural radioactivity, possibly strengthening or nullifying particular kinds of magic. The burial chamber of a powerful sorcerer may increase the effects of necromantic spells, while a sacrificial altar to Yog-Sothoth may cause random temporal anomalies when Projection is cast. An ancient graveyard may increase a caster's Evocation powers, while a place of deep water decreases any Cthulhoid spells.

Such locations — that are powerful enough to exhibit such dramatic changes — should be rare and difficult to find (and most likely the target of an occultist's pilgrimage). When discovered, the location's Intensity and specific effects should be connected to the logic of the place and its history (see the "Spacetime Gate" spell for examples of "Entropic Effects of a Gate Location" and a description of how the Intensity of a place is determined). When a specific kind of magic is affected by a location, then any related spells may be increased or decreased in Intensity, automatically, while the caster is within its perimeter (as if the Occult level of the caster performing the spell was a number of degrees higher or lower). The degree to which a caster's Occult level is changed while frequenting the location is related to the location's Intensity. As a general guideline, any affected magic is either increased or decreased by a number of degrees equal to the location's Intensity divided by 5.

As an example, the gallows where a powerful sorcerer died may have an Intensity 6 rating, influencing any necromantic magic in the vicinity. A caster attempting to use such magic in the area may unknowingly increase his Occult skill level by one (Intensity 6 divided by 5) when doing so. As another example, a group of cultists make a dark pilgrimage to a forgotten and desolate temple of an Ancient One, deep in the tundra of Russia. The secret location has an Intensity of 17, and any spells cast there — which are connected with that Ancient One's nature — are increased in power. A caster using such magic, while inhabiting the temple, would automatically increase his Occult skill by three levels (Intensity 17 divided by 5).



Occult Texts

An occult text may be any work containing esoteric knowledge, dangerous secrets, occult magic, ritual instructions, rare mythos magic, or a combination of these.

Influence Rating

Each occult text possesses an influence rating, which indicates its rarity and communicates its overall magical content, power, relevance and effect on the world and on the reader. An influence of zero indicates a work ultimately devoid of any real substance — even if appearing genuine to the layman — while a rating of five or more promises esoteric content possibly filled with actual workable spells, and most likely of rare value. Examples provided in the "Influence and Occult Texts" table below list some suggested starting values, but actual occult texts may vary from these numbers.

Studying an Occult Text

Before attempting to learn any spells or glean any relevant information from a newly acquired occult text, the practitioner must first study its contents.

Assuming the language of the text is one the reader can understand, the total study time for a work is a number of months equal to its influence rating. If the influence is zero, then the time is 1d3+1 weeks. This general rule may vary for unique texts. Additionally, the required time may be affected by legibility and clarity, either halving for typeset or published manuscripts, or doubling for nearly incoherent scrawlings. The gamemaster is free to modify these numbers, perhaps even abstracting the required time to a number of downtime turns between play sessions.

As an **optional** rule, the reader with an Occult skill may be allowed a faster study period — to account for a preexisting experience with such texts. As a general guideline, the occultist subtracts a number of weeks — equal to 10% of his Occult skill — from the total time required. However, the period of study is never less than 2 weeks, regardless of this bonus.

Skimming an Occult Text

Each text possesses a content difficulty modifier, which reflects its overall insight as an occult reference, its density of useful information, and the chance that it supplies a relevant or specific clue. While a fake text offers no chance of providing such information — represented with an Impossible difficulty — a dangerously dense grimoire may offer a higher chance for finding some relevant content — indicated with a Very Easy difficulty. The content modifier is generally related to the influence rating of the text — with the modifier for a zero influence work being Impossible, the modifier for an influence one work being Improbable, and so on — but modifiers may vary for anomalies.

A reader may attempt to skim a text for a vital clue (the details of which depends on the dictates of the setting) without first absorbing the entire work. Skimming costs a number of hours equal to the number of weeks required to study the text thoroughly. If the text contains something of use, the reader will automatically discover a general or possibly incomplete interpretation. However, to know if the information is useful, credible, accurate, or fully comprehended, the reader must make a successful Occult check — as a secret test — with the appropriate content modifier. The gamemaster may consider allowing this check with a defaulted skill — such as Research for rhetorical texts or Science (Mathematics) for mathematical works — in lieu of Occult, but only with a one step penalty of difficulty. If such a roll fails, the reader obtains an impartial or general version of the information. If the roll fumbles, the reader misinterprets the text — with potentially dangerous results. In order to verify the information, a reader may attempt another check after a second period of skimming — but at half the time required.

Influence and Occult Texts

Influence	Example	Modifier	Spells?*	Improvement Points	Study Time	Rarity
0	Forged grimoire	Impossible	—	—	1d3+1 weeks	Common
1	Published work	Improbable	0-4	33% chance	4 weeks	Common
2	Known work (out of pub.)	Daunting	0-5	66% chance	8 weeks	Less common
3	Largely unknown work	Hard	1-6	1	12 weeks	Less common
4	Legendary grimoire	Normal	2-7	1	16 weeks	Rare
5	Occultist's magical diary	Easy	3-8	1	20 weeks	Very rare
6	Cultist's mad scrawlings	Very Easy	4-9	2	24 weeks	Unique
7	Sorcerer's magical diary	Very Easy	5-10	2	28 weeks	Unique
8	Necronomicon (Latin)	Very Easy	6-11	2	32 weeks	Very rare
+1	Alhazred's magical diary	Very Easy	+1	+1	+4 weeks	Poss. destroyed

*Note that a text may not contain any spells, regardless of the influence rating.

Improvement Points, Horror Checks and Other Effects

After successfully studying a newly acquired occult text, the reader is awarded one or more Improvement Points — to account for the absorption of some of its contents. These points may be used toward increasing an Occult skill for the adventurer who possesses it. For the adventurer without this skill, the points may be saved toward ultimately acquiring an Occult skill — should this be desired. See "Character Improvement" for information about acquiring new skills.

It is possible for a text either to provide little to no occult content — resulting in zero Improvement Points — or to supply overflowing insight — resulting in two or more Improvements Points. A text that ultimately proves a convincing fake, devoid of any actual information, awards nothing. A very dangerous text, on the other hand, may offer two or more Improvement Points, along with a Horror check for its sudden overwhelming revelations. As a general guideline, an occult text provides a number of Improvement Points equal to a third of its influence score — with this value varying for outliers.

While a practitioner of magic already suffers Horror checks when reaching thresholds of his Occult skill increases (see "Making a Horror Check" for these thresholds), an occult text may prove so horrific in content that it inflicts an additional and immediate Horror check on the reader. Whether or not the reader spends any awarded Improvement Points on his Occult skill, he nonetheless suffers any included Horror check as a subconscious blow to his Rationality. If a work induces a Horror check, then the severity of the check is generally related to its influence rating (see the "Example Horror Checks for Studying Occult Texts" table).

Occult Texts and Spells

Occult texts may or may not contain actual spells. It is possible for a work to contain nothing but esoteric knowledge, to provide only a list of spells, or to include both — and possibly in combination with pages of inconsequential minutiae. More typically, any spells discovered will be of the occult variety, though rare works will contain mythos spells — either exclusively or in combination with occult spells.

The gamemaster should decide which spells and rituals belong in each occult text according to its particular nature. The types of spells included depend on the author, purpose and themes of the text. As a general guideline, the number of spells included — if any — generally equals the work's influence rating plus 1d6–3. If any mythos spells are included, then the number is best left to the gamemaster's discretion — though texts with influence scores below four should rarely contain such spells.

Other Malignant Effects

Lastly, some occult texts may be cursed with various other malignant effects. The details of such effects are left to the imagination of the gamemaster, though some models are provided below.

Example Horror Checks for Studying Occult Texts

Influence	Example	Horror Check (Modifier)*	Rationality
0	Mindless fluff or empty rhetoric	—	—
1-3	Esoteric and intriguing (default)	—	—
4	Dreadful and depressing	Fortitude (Normal)	–1d4
4	Disturbing	Rationality (Normal)	–1d4
5	Exceedingly disturbing	Rationality (Normal)	–1d6
6	Terrible and forbidden	Rationality (Normal)	–1d8
7	Mind-altering	Rationality (Normal)	–1d12
8+	Mind-blasting	Rationality (Normal)	–1d20

*Note that it is possible for a text — even one with a high influence rating — to lack a Horror check.

Occult Text Examples

Book of Eibon

Purportedly written by Eibon, a wizard of lost Hyperborea, editions have been translated into multiple languages — including the English *Book of Eibon*, the Latin *Liber Ivonis*, and the French *Livre d'Eibon*. The 13th century French translation is accredited to Gaspard du Nord, though a more thorough translation — by William of Moerbeke — is rumored to exist in the Vatican archives. Modern copies derived from du Nord's translation will most likely contain fanciful accounts of Eibon's travels to Pnath and even Shaggai, with embellishments of medieval Hermetic traditions — but devoid of any significant magical content. If actual arcane knowledge is to be found, it would most likely exist in the original source texts — now lost to legendary time — or possibly in William of Moerbeke's translations from the now lost Greek editions. Modern extant versions of the text have an influence rating of 2 and are fairly commonly found in occult circulation, each containing one or no low level occult spells, providing a Daunting difficulty modifier for skimming, and granting a 66% chance of earning one Improvement Point for studying (8 weeks study time). The very rare William of Moerbeke edition has an influence rating of 8, contains 8 to 10 occult spells and several mythos spells and rituals, provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (32 weeks study time), and inflicts a Horror (Rationality) check, for –1d6 points of damage. The original manuscript, if it exists, would have an influence rating of 10 or higher, and be written in an ancient cipher — most likely in Aklo.

Book of the Law

Originally penned in 1904 by Aleister Crowley — during a honeymoon in Cairo — the *Book of the Law* is reputedly a transcription of teachings received from Crowley's soon-to-be guiding spirit, "Aiwass." According to Crowley, it was his wife, Rose Edith Kelly, who (after surviving an unsolicited mystical visitation, despite Kelly having no prior experience with the occult or supernatural) imparted to Crowley the unorthodox instructions for contacting Aiwass. During Crowley's ritual, a shadowy presence materialized and identified itself, then dictated to the occultist the *Liber AL vel Legis* (or "Book of the Law"). According to Aiwass, the twentieth century would usher in a new Aeon (or threshold of spiritual development); humanity previously lived under the Aeon of Osiris, which was an age defined by Man's subservience to authoritarian gods and slave religions. In the new Aeon of Horus, however, humanity would abide only by the laws of freedom, magick and evolution, believing the dictate, "Do what thou wilt shall be the whole of the Law," and unshackling itself from the repressive burdens of prior centuries. Though no actual spells or rituals will be found in the text, those who read it will have a difficult time forgetting its central tenets or ignoring signs of its portents in the advancing new century. The book has an influence of 4, may be studied in a matter of days, and inflicts a Horror (Rationality) check, for –1d4 points.

Cultes des Goules

A decadent and obsessive fantasy (mostly fictional) of necromantic cults, secret sorceries and debauched rituals. Whole chapters are devoted to infamous figures — such as Gilles de Rais, Pierre Burgot, Michel Verdun, Peter Niers, Gilles Garnier, Elizabeth Báthory, and others — with rambling digressions of conspiratorial theories. *Cultes des Goules* was penned and published, in small circulation, in the early 18th century by a "Comte d'Erlette" (most likely the pseudonym of a French aristocrat). While the rare French edition, with its intaglio engraved illustrations, fetches a handsome price on the occult black market, its influence rating is only 2, with no spells, a Daunting difficulty modifier for skimming, no Improvement Points for studying (2 weeks study time), and a Horror (Fortitude) check, for –1d4 points of damage.

De Vermis Mysteriis

The Latin *De Vermis Mysteriis* recounts the travels and magical journaling of Ludwig Prinn, a 15th century alchemist and reputed necromancer executed in Brussels during the height of the witch trials. Contents of the work include secrets uncovered during Prinn's black pilgrimage to the Middle East, and specifically to Alexandria. Also included are Invocations, Evocations, Divinations, a special Evocation for the "Shambler from the Stars," as well as references to other strange gods. A few English and German translations are reputed to exist (one German edition apparently claimed by Aleister Crowley). A very rare copy of the "Mysteries of the Worm" has an influence rating of 12, contains 10 to 15 spells (mostly mythos), provides a Very Easy difficulty modifier for skimming, grants 3 Improvement Points for studying (48 weeks study time), and inflicts a Horror (Rationality) check, for –1d12 points of damage.

Goetia

The Goetia is a revised English translation published in 1904 by Samuel Liddell Mathers and Aleister Crowley, from original Renaissance manuscripts found in the British Museum. The source texts are part of a larger work known as the *Lemegeton* — also known as the *Lesser Key of Solomon* and the *Clavicula Salomonis Regis* — itself compiled in the 17th century from older materials (including Johann Weyer's *Pseudomonarchia Daemonum*, among others) dating back several more centuries. The text claims to contain within it Evocations for 72 demons — with their names, attributes, and magical abilities — in a system allegedly created by King Solomon (though this is in actuality a fabrication). Its requirements for an Evocation include the cleansing of a temple space, the precise inscribing of a Ward of Protection (including a triangle of art), and the creation of seals dedicated to the specific demon being summoned. Due to its multitude of source texts and mutations of translations and mistranslations, the text — frankly — contains errors (hopefully to be sussed out by the careful and experienced practitioner). Though decoding its 72 (and possibly more) Evocation spells may be theoretically possible, using them properly requires weeks of possibly dangerous experimentation — though an experienced caster of the Goetic path may be able to guide the initiate in doing so.

The Mathers and Crowley edition has an influence rating of 4, contains numerous Evocations of Goetic demons, provides a Normal difficulty modifier for skimming, grants one Improvement Point for studying (16 weeks study time), and inflicts a Horror (Rationality) check, for –1d4 points of damage. Though the modern edition is common, the earliest source texts (most likely from the 16th century) are rare and very valuable. For some examples of Goetic demons, see the "Extraplanar Entities" chapter.

King in Yellow

The King in Yellow — a work of late 19th century Decadent delirium — is a play of unknown authorship. Anyone who reads it or sees it performed suffers a Horror (Rationality) check with a Hard difficulty, for –1d20 points of damage. Any mental disorder caused by the play is an automatic "psychosis" associated with the events of its story (see "Mental Disorders"). Effects of its influence continue interminably, increasing as more individuals become tainted by its viral madness — further unraveling reality itself. While agents of order hunt down extant copies (and their scribes), aesthetes and cultists — under the aegis of the Yellow King — seek new media to spread its influence. In rural California, a film is already in production.

Necronomicon

The Arabic manuscript originally known as *Al Azif* — dated to 730 to 740 A.D. — was in actuality the accumulation of the private magical diaries of Abdul Alhazred. Though the original *Al Azif* was apparently destroyed in the 11th century, less faithful translations have been made from inexact copies. Rumors of the original's preservation circulate in occult circles, though none are taken seriously except in the most fanciful imaginations. If one were to pursue such a rumor, he would mostly like travel to eastern Africa to investigate an Ethiopian Sufi cult. Copied versions of *Al Azif* include a 10th century Greek edition — renamed to the now more well-known *Necronomicon* — by Theodorus Philetas of Constantinople, a 13th century Latin translation by Olaus Wormius, a 15th century German edition (in blackletter), a 17th century Spanish edition, and a 17th century English translation by John Dee. The few existing copies are mostly in the hands of private collectors, or safeguarded in secret areas — though patrons such as the British Museum, the Vatican, select universities, and other private interests, are aggressively seeking their collection or demise. Very rare editions — such as the Latin or John Dee — have an influence rating of 8, contain 8 to 10 mythos spells and several occult spells, provide a Very Easy difficulty modifier for skimming, grant 2 Improvement Points for studying (32 weeks study time), and inflict a Horror (Rationality) check, for –1d8 points of damage. The original Arabic *Al Azif* — constituting a lifetime of the mad poet's studies and travels — would in total have an influence rating of 12, inflict a Horror (Rationality) check, for –1d12 points, and supply a wealth of arcane knowledge and power.

Pnakotic Manuscripts

The original thousand steles recovered from the Australian Great Sandy Desert have been recorded (in manuscript form), archived and protected by mysterious agents. The manuscript contents are largely indecipherable, except by minds possessed of alien sentience. Anyone absorbing such information would most likely be doing so from a very secure archives room, and only with the assistance of a far greater intelligence. The influence rating of such archives is incalculable, though its contents consist predominantly of Spacetime Gate and Projection spells, and histories of both past and future eras.

Riemann Manifolds

The working title of Berhard Riemann's unpublished book (1864) is *Theories of Non-Euclidean Geometries and N-Dimensional Manifolds*. As an influential German mathematician who made lasting contributions to analysis, number theory, and differential geometry (some of them later affecting the development of general relativity), it is odd that such a radical and exciting treatise by the theorist would go largely unnoticed by the academic community. Perhaps the marginal notes regarding antediluvian intelligences diminished its value as scholarship? Rather than publishing, the Riemann estate has instead kept copies of *Riemann Manifolds* secreted away (though rumors of pilfered copies, one purportedly owned by Nikola Tesla, have circulated throughout academia). Aside from the strange references to "psychical antediluvian intelligences," much of the text covers topology, mathematical physics, and higher dimensions (some of which repeats Riemann's lecture at Göttingen in 1854 entitled "Über die Hypothesen welche der Geometrie zu Grunde liegen," or "On the hypotheses which underlie geometry"). Riemann found the correct way to extend into n-dimensions the differential geometry of surfaces, though one would need to speak the language of mathematics to even understand the theories. Once transcending this language barrier, however, the reader of *Riemann Manifolds* would find the contents possessing an influence rating of 4, containing 1 to 6 partially researched (and therefore dangerous) Spacetime Gate calculations, providing a Normal difficulty for skimming, granting one Improvement Point for studying and calculations (16 weeks study time), and inflicting a Horror (Rationality) check, for one point of damage.

Seven Cryptical Books of Hsan

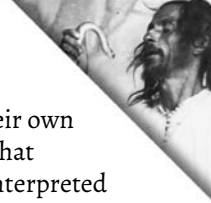
The Seven Cryptical Books of Hsan contain secrets of Divination and Projection, as well as topographies of astral planes. Their author is a legendary figure of ancient China, whose true identity is as insubstantial as that of the author of the *I Ching*. No copies of *The Seven Cryptical Books of Hsan* are known to exist in our earthly realm. However, Edward Plunkett, 18th Baron of Dunsany, claims to have absorbed their secrets while traveling to Ulthar. Lord Kuranes also knows their contents, though the earthly identity of Kuranes is unknown. The books in total have an influence rating of 6, contain 6 to 8 mythos and occult spells, provide a Very Easy difficulty modifier for skimming, grant 2 Improvement Points for studying (24 weeks study time), and inflict a Horror (Rationality) check, for –1d6 points of damage.

Unaussprechlichen Kulten

Not much is substantiated about Friedrich Wilhelm von Juntz, only speculation about his origins in Dusseldorf, his associations with a number of secret societies, his extensive travels throughout eastern Europe and Asia, and his authorship of *Unaussprechlichen Kulten*. His original journal contains his travel records, his threading of conspiratorial connections across the world, and his anthropological documentation of strange rites and foul worship. After his mysterious death in 1840, the von Juntz journal grew in notoriety despite the near destruction of all existing copies. A haphazardly transcribed edition was released in 1845 by Bridewell Press of London, and a later expurged edition (translated to "Nameless Cults") by Golden Goblin Press of New York, in 1909. A faithful copy of the original Dusseldorf edition (incredibly rare) has an influence rating of 7, contains 2 to 3 mythos spells and several occult spells, provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (28 weeks study time), and inflicts a Horror (Rationality) check, for –1d8 points of damage. The Golden Goblin Press edition (somewhat common) has an influence rating of 4, contains 2 to 4 lower level occult spells and possibly one mythos spell, provides a Normal difficulty modifier for skimming, grants one Improvement Point for studying (16 weeks study time), and inflicts a Horror (Rationality) check, for –1d4 points of damage. The Bridewell edition is too scattered to be of much use, though skimming it with a Normal difficulty may reveal some interesting suggestions. However, despite its lack of coherence, the Bridewell edition still inflicts a Horror (Rationality) check, for –1d4 points of damage.

Wusheng Laomu Jinian

Encoded in Classical Chinese, the *Wusheng Laomu Jinian*, or "Annals of the Ancient Unborn Eternal Mother," is a series of handscrolls printed in the late 17th century by Jesuit scribes, translated from a far older Chinese text. This older text, written on bamboo slips (the usual writing material of the Warring States period), was interred with King Xiang of Wei — who died in 296 B.C. — and rediscovered in 281 A.D. during the Western Jin dynasty. For this reason, the text survived the burning of the books by Emperor Qin Shi Huang (though its location is now a mystery). The first and second scrolls of the later edition contain a sparse narrative of the pre-dynastic emperors (beginning with the Yellow Emperor), the Xia dynasty and the Shang dynasty, then a more detailed account of the history of the Western Zhou, the state of Jin and its successor state Wei. The third scroll details the deathless ones of mythical Kunlun and their pilgrimage to the "Yellow King," the nature of the "Unborn Mother" — a central figure worshipped in mysterious Chinese salvationist religions (and by millenarian movements as early as the Han dynasty) — and a rite called "The Precious Repentance of Blood Lake of Red Sun of the Primordial Origin." A thematic puzzle runs through the three scrolls, which once decoded maps a comet with a 60,000 year orbital period and portends its arrival across the Southern Hemisphere in January of 1910 followed by a great war and an age of calamity (though the actual dates are revealed on the Han Chinese calendar). The later Jesuit edition of the *Wusheng Laomu Jinian* is very rare and highly sought-after by collectors (and various millenarian sects), has an influence rating of 7, contains 5 to 6 mythos spells and several mythos rituals (all relating to the prophesied comet), provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (28 weeks study time), and inflicts a Horror (Rationality) check, for –1d8 points of damage. Even without a translation, studying any of the calligraphic celestial scenes of the scrolls for any length of time causes a Horror (Willpower) check, for –1d6 points of damage. Any mental disorder caused by the scroll is an automatic "psychosis" in which the reader senses sentient life burrowing inside his mind and audibly sharing unwholesome secrets with him (see "Mental Disorders").



Creating a Unique Occult Text

To avoid populating a setting entirely with occult works well established by canon — and well known to various players — it is a good idea to create unique texts with fresh twists and unknown qualities.

An occult text should provide more than just statistics. Each is a mystery to be solved, full of wisdom (or malevolence), experiences, deceptions and dangers. Most texts will be obscured by esoteric wording or sometimes hidden behind seemingly facile layers of ordinary prose or exposition. An occult text may contain such things as poetry, journaling, philosophy, history, criticism, maps, schematics, or mathematics, along with any actual magical information. It may also provide clues, story hooks, unreliable testimony, imminent conflict with powerful forces, or connections to strange locations or important people.

The various tables below offer some seed ideas for unique concepts. The gamemaster is free to pick ideas that best suit his vision, or to roll for inspiration. By combining ideas, the gamemaster may flesh out new occult works with their own histories and properties. Obviously, rolled concepts that contradict one another should either be rerolled or interpreted creatively.

Although mythos entities are not included in these tables, it is perfectly reasonable for the gamemaster to begin with a powerful entity in mind — such as Cthulhu as just one example — and then build the rest of the themes around this core. A text written by a "cardinal" with "faustian negotiations" with Cthulhu would differ greatly from a text of such negotiations with Shub-Niggurath, Nyarlathotep, Goetic demons, or mi-go. Similarly, a text written by a "mathematician" recording "hyperspatial calculations," and connected to Nyarlathotep, would prove quite different from a text connected to Yog-Sothoth or to Yithians. For something entirely unanticipated, the gamemaster may start with an original extraplanar entity or abomination.

Also included is a table for "A Few Other Authors and Titles Found in an Occultist's Library," for the expeditious inclusion of authors and titles that may or may not possess usable occult information.

Authorship and Themes

1d100	Author	Theme	1d100	Author	Theme
1–2	Abbot	Occult architecture	51–52	Merchant	Hidden treasures
3–4	Alchemist	Reanimation procedures	53–54	Missionary	Corrupted folk magic
5–6	Anarchist	Maniacal manifesto	55–56	Monastic scriptorium	Illuminated horrors
7–8	Antiquarian	Warnings to the curious	57-58	Occultist	Gnostic revelations
9–10	Astronomer	Celestial observations	59–60	Painter	Painted madness
11–12	Cardinal	Faustian negotiations	61–62	Philosopher	Utopian treatise
13–14	Child	Invisible friends	63–64	Physician	Body snatching ledger
15–16	Clergy	Apocalyptic revelations	65–66	Playwright	Theatrical phantasia
17–18	Collector	Obscene vices	67–68	Poet	Haunted poetry
19–20	Court adviser	Deadly blackmail	69–70	Poisoner	Infernal toxins
21–22	Cultist	Foul worship	71–72	Preacher	Tainted scripture
23–24	Cunning folk	Sinister cantrips	73–74	Printer	Viral message
25–26	Drifter	Unreliable testimony	75–76	Professor	Correlated contents
27–28	Fortune teller	Prophetic doom	77–78	Royal court scribe	Insidious manipulations
29–30	Hermetic order	Infernal codex	79–80	Ruler	Fear of death
31–32	Inquisitor	Stolen occult knowledge	81–82	Scholar	Unnatural curiosities
33–34	Inventor	Weird science	83–84	Scientist	Sorcerous formulae
35–36	Investigator	Murderous evidence	85–86	Sea captain	Blood money contract
37–38	Landholder	Forbidden genealogies	87–88	Secret society	Voracious entity
39–40	Librarian	Obsessive scrawlings	89–90	Slave	Goetic summoning
41–42	Lord	Degenerate appetites	91–92	Sorcerer	Black arts
43–44	Mariner	Mysterious cartography	93–94	Sorcerous cabal	Sadistic pleasures
45–46	Mason	Conspiratorial plots	95–96	Spy or emissary	Doppelgänger encryption
47–48	Mathematician	Hyperspatial calculations	97–98	Surgeon	Abominable experiments
49–50	Mercantilist	Sacrificial pact	99–00	Torturer	Pain anatomies

Other Included Topics

1d100	Topic	1d100	Topic
1–2	Alchemy or chemistry	51–52	Insects, taxonomy
3–4	Angels, taxonomy	53–54	Kabbalism, numerology
5–6	Animals, taxonomy	55–56	Logic or ethics
7–8	Astrology or horoscopes	57-58	Magical theory
9–10	Astronomy or star maps	59–60	Martial techniques
11–12	Architecture	61–62	Mathematics, geometry
13–14	Blessings or curses	63–64	Military history
15–16	Botany	65–66	Music or dance
17–18	Cartography	67–68	Necromancy
19–20	City maps	69–70	Nursery rhymes or fables
21–22	Cooking and recipes	71–72	Ocean navigation
23–24	Criticism, social or general	73–74	Philosophy
25–26	Demonology	75–76	Poetry
27–28	Diseases	77–78	Poisons
29–30	Divination	79–80	Sea magic and folklore
31–32	Etiquette	81–82	Seals and wards
33–34	Exorcism	83–84	Sexual fulfillment
35–36	Financial success	85–86	Spirit world
37–38	Folklore or folk magic	87–88	Talismans, creating
39–40	Genealogies	89–90	Tarot
41–42	Gnostic philosophy	91–92	Theosophy
43–44	Health and healing	93–94	Torture techniques
45–46	Herbalism	95–96	Travel guide
47–48	History, general	97–98	Treasure, discovering
49–50	History of magic	99–00	Witchcraft

Language

1d20	Language	1d20	Language
1	Akkadian cuneiform	11	Japanese
2	Arabic	12	Korean
3	Aramaic	13	Latin
4	Coptic	14	Mandarin
5	English	15	Nahuatl
6	Egyptian hieroglyphics	16	Phoenician
7	French	17	Sanskrit
8	Greek	18	Tibetan
9	German	19	Other known language
10	Hebrew	20	Roll on "Esoteric"

Esoteric

1d8	Language	1d8	Language
1	Aklo	5	Mathematical notation
2	Cartographic notation	6	Musical notation
3	Enochian	7	Other or alien
4	Nacaal	8	R'lyeh hieroglyphics

Physical Qualities

1d100	Medium
1-2	Tablet or stele (stone or wood)
3-4	Cuneiform clay tablet
5-6	Amulet
7-8	Metal disk
9-12	Scroll
13	Bamboo codex
14	Gear-wheel device with encryption mechanism
15-18	Tableau
19-22	Bas-relief
23-26	Playing cards
27-33	Audio or film recording
34	Holographic recording
35-67	Book, handwritten manuscript
68-00	Book, typeset manuscript

1d8	Book Type
1	Detached signature from lost book
2	Folio
3	Grimoire
4	Magazine, pamphlet or published journal
5	Magical diary
6	Private journal
7	Published edition
8	Religious text

1d20	Distinctive Book Detail
1	Roll on "Distinctive Originator"
2	Wood and leather (possibly human skin)
3	Gold leaf or illuminations
4	Tobacco resin
5	Artfully preserved and rebound by a collector
6	Considerable imperfections in the copy
7	Inks infused with blood or wine
8	Inks made of powdered and burnt bone
9	Inks made of sea life or insects
10	Inks made of tar and pitch

1d20	Distinctive Book Detail
11	Metal cover wrapped in fabric
12	Mezzotints or period photography
13	Missing pages or cover
14	Cryptic cursive notes by a second hand
15	Reptile skin
16	Smell of incense, refuse, fish or ash
17	Straps and clasps (possibly locked)
18	Sun, fire or water damage
19	Submerged in salt or brackish water
20	Exotic etchings or woodblock printing

1d6	Distinctive Originator	Investigative Notes
1	Monastic scriptorium	Laboriously created in a protected chamber lacking artificial light, by a team of experts including a scribe, various copyists, illuminators (illustrators), correctors (copyeditors), rubricators (red letter painters) and a bookbinder — the detailing and care of preservation reveal the painstaking labor involved in its production
2	Islamic scribes	Methodically created in a set of multiple copies originating from one reader orating to a team of Islamic scribes — with each scribe producing an exact duplicate in tandem — and then circulated in medieval book production centers such as those in Marrakesh or Casablanca (perhaps an analysis of tobacco resin on the paper would reveal specific regions of commerce)
3	Private publisher	Expertly set with movable type (using an early blackletter predating Fraktur) and spot illustrated with hand-colored woodcut prints (the artist demonstrating considerable knowledge of composition and anatomy) — judging by the investment in quality and craft, and by its odd content, the book was most likely commissioned by a wealthy patron and possibly fabricated in his or her private quarters
4	Private journalist	Obsessively scrawled by the author as a diary of sorts, with the variations in handwriting, inks and writing instruments indicating an extended length of time for completion (or possibly various authorial voices) — the luscious binding and delicate sewing (showing craft similar to that of Sangorski & Sutcliffe in London) is such a contrast to the inexpert calligraphy of the author that it must be a later addition
5	Professional house	Most likely British (late eighteenth century), commissioned by a private patron (judging by the odd content) though designed and printed by a professional mezzotinter (typically being employed during the period for portraiture of historical figures) — the chemical breakdown of the aged paper exudes strong floral notes
6	Secret society radical	Contemporary (within twenty years) and cheaply reproduced using modern hectograph technology, but with art that shows some rudimentary skill (though bizarre in nature) — judging by the cheap paper, aniline dyes, rapid weathering and oxidation, and poor material fabrication, the pamphlet was mass-produced by an amateur (showing radical or bohemian leanings)

A Few Other Authors and Titles Found in an Occultist's Library

1d20	Author	1d20	Author
1	Albertus Magnus	11	Johann Joachim Becher
2	Aristotle	12	Johann Rudolf Glauber
3	Franciscus Sylvius	13	Johannes Trithemius
4	Georg Ernst Stahl	14	John Dee
5	Georgius Agricola	15	Paracelsus
6	Heinrich Cornelius Agrippa	16	Ramon Llull
7	Herman Boerhaave	17	René Descartes
8	Hermes Trismegistus	18	Robert Boyle
9	Isaac Newton	19	Roger Bacon
10	Jan Baptist van Helmont	20	Simon Magus

1d100	Title	1d00	Title
1–2	Alphabet of Sirach	51–52	Kryptographik
3–4	Aristotle's Metaphysics	53–54	Liber Investigationis
5–6	Ars Magna et Ultima	55–56	Magnalia Christi Americana
7–8	Black Pullet	57-58	Picatrix
9–10	Book of Dzyan	59–60	Pliny the Elder's Natural History
11–12	Book of the Law	61–62	Poligraphia
13–14	Book of Thoth	63–64	Pseudomonarchia Daemonum
15–16	Cipher Manuscripts	65–66	Qanoon-e-Islam
17–18	Clavis Alchimiae	67–68	Records of Three Kingdoms (untranslated)
19–20	Coffin Texts	69–70	Saducismus Triumphatus
21–22	Corpus Hermeticum	71–72	Sefer Raziel HaMalakh
23–24	Cryptomenysis Patefacta	73–74	Sixth and Seventh Books of Moses
25–26	Daemonolatreia	75–76	Sworn Book of Honorius
27–28	De Furtivis Literarum Notis	77–78	Thaumaturgical Prodigies
29–30	De Lapide Philosophico	79–80	The Book of Abramelin
31–32	De Materia Medica	81–82	The Golden Bough
33–34	Egyptian Book of the Dead	83–84	The Occult Review (monthly journal)
35–36	Euclid's Elements	85–86	Theatrum Chemicum
37–38	Grand Grimoire	87–88	Theogony
39–40	Hebrew Bible	89–90	Theophrastus' Enquiry into Plants
41–42	Herodotus' Histories	91–92	Thesaurus Chemicus
43–44	I Ching (untranslated)	93–94	Traicté des Chiffres
45–46	Isis Unveiled	95–96	Turba Philosophorum
47–48	Key of Solomon	97–98	Wonders of the Invisible World
49–50	Khordeh Avesta	99–00	Zohar

A Few Physical Properties and Eldritch Powers of an Alien Artifact

1d12	Physical Properties	1d12	Physical Properties
1	Archival or storage (e.g., box, coffin, cylindrical recorder)	7	Lantern or light-emitting device
2	Architectural space or vehicle (e.g., temple, inhabitable machine)	8	Machine (e.g., computer, musical device)
3	Booth or pod	9	Organic, elemental or possibly consumable
4	Carven or totemic idol	10	Polyhedron, torus, or non-Euclidean shape
5	Dismembered or desiccated body part	11	Rod or staff
6	Gemstone	12	Weapon or wearable object (e.g., armor, spectacles, diskos)

1d20	Eldritch Power
1	**Ancestral Enlightenment**. The artifact awakens ancestral memories or powers in the user. As a variation, the artifact devolves the user (over time) into protomatter.
2	**Amplifier Artifact**. The artifact boosts one of the user's attributes by one or two points, or stores a variable number of Essence Points to be absorbed by the user. As a variation, the artifact leeches one of the user's attributes by a point or a two, or a variable number of the user's Essence Points (storing them permanently for use by another wielder).
3	**Beacon Artifact**. The artifact draws hungry entities to it (like a lighthouse to lost ships) until it is deactivated (which even then may be too late).
4	**Communal Properties**. Properties of the artifact affect other people in proximity to the user.
5	**Decryption Device**. The artifact decodes alien script into a language familiar to the user, or possibly produces effects akin to those of the Tongues spell. As a variation, the artifact beams information directly into the user's mind.
6	**Devourer Artifact**. The artifact is actually junk masked (through enchantment) as a valuable object of power. as a variation, the artifact grants the user a pretenatural ability to see the reality beneath illusion (or beyond the boundaries of our limited perceptions).
7	**Domination Device**. The artifact produces effects akin to those of the Dominate spell (e.g., Dominate Shoggoths, Dominate Serpent Folk, Dominate Undead).
8	**Eldritch Weapon**. The artifact acts as an offensive (and possibly defensive) weapon, with properties similar to those of the Wrack (and possibly Banishing, Binding, Ward, and so on) spell, or a similar type of magic.
9	**Entity Container**. An object ensorcelled to contain a specific entity, one possibly with a directive to damage offenders; once the container is breeched or broken, the entity escapes.
10	**Heightened Senses**. The artifact amplifies one of the user's senses to superhuman levels; if boosted, the heightened sense keeps growing until the person senses beyond the veils of reality. As a variation, the artifact awakens or amplifies latent psionic powers, deep one genes, or other hidden secrets, to create various effects (though very dangerous for a human mind), possibly granting a preternatural gift or unlocking a preternatural curse.
11	**Impregnating Force**. The artifact impregnates the user with something from the Outside, which fuses human traits with something else (may or may not kill the parent when it births).
12	**Mind Portal**. The artifact transports something from the Outside into the user's essence, merging with him and slowly taking over the user's will and personality. As a variation, the artifact transports something from the Outside into the user's body, merging with him and creating a slow door into our world.
13	**Mind-Swapping Object**. The artifact switches the mind of the user with another user or creature in another location, or traps the user's mind inside the object.
14	**Mutagenic Device**. The artifact taints the user with a virus (material or magical) that over time changes the user into something else. As a variation, the artifact alters the user's genetic coding, affecting any future progeny.
15	**Obsession Meme**. An idea is planted into the mind, which perpetually grows over time until the user is overcome with the obsession and cannot control his actions (usually hurting himself or others). As a variation, anyone who comes in contact with the user is impregnated with the obsession as well.
16	**Portal to Otherwhere**. The artifact (once activated) acts as a Spacetime Gate or teleportation device.
17	**Singularity Matrix**. Unlocking the artifact triggers a small singularity which annihilates everything in its area.
18	**Spellbound Artifact**. While powered, or for a set number of temporary uses, the artifact produces the effects of a magical spell (e.g., Bypass Mechanisms, Cast Undeath, Dispel Magic, Divination, Immunity to Fire, Invocation, Phantom Sight, Speak with Dead).
19	**Summoning Artifact**. The artifact summons a mythos entity (90% chance of a minor servant, and 10% chance of an Ancient One).
20	**Vril Battery**. The artifact or its vril energies powers an alien device or enhances the magical powers of the user. As a variation, the artifact requires a Vril Battery or other vril power source to operate.

Occult Paths

Occult paths allow the gamemaster (with player input) to create magical disciplines for the adventurers and opponents, and to determine which spells logically fit with each discipline.

An Occult path may represent an informal and independent course of study, a disciplined methodology (with its own formalized structure), or an esoteric cult. There is no limitation to the total number of spells in any given path. Rather, the number of spells are determined by the beliefs, restrictions and themes of the path — whether or not the path represents a formalized methodology or a more informal worldview of the practitioner.

A practitioner of magic may possess one Occult skill or he may possess several Occult skills. While some adventurers may possess only a single Occult skill, powerful sorcerers will oftentimes command multiple Occult skills — each representing a forbidden path of study.

Some spells may be rejected by practitioners of a particular path — such as one dictated by a lodge or by a religious order (see "Occult Path Restrictions"). An independent path would sidestep such restrictions, though risk the eventuality of unforeseen dangers or mentors unwilling to share with an outsider.

Occult Path Restrictions

Some paths include restrictions — of behaviors or beliefs, or of certain forms of magic — either imposed by a school or by the individual himself. Restrictions are not always required, but they can help define the worldview of an Occult path, round out an occultist's drives and personality, accentuate the weirdness of a cult, or dramatize the eccentricities of a powerful sorcerer. As an example, a mystic order may "Renounce Wealth," demanding that all students forfeit the ways of the world before gaining access to their inner circle. A cult may demand a dread "Pledge of Sacrifice" (involving scarification of the initiate) or "Pact of the Eater of Souls" (effectively enthralling the candidate to Yog-Sothoth). Or, a reformed occultist may "Renounce Evocation" (and all other forms of "black magic") as an atonement for past horrors. A restriction may even become a drive (or bond), though the application of such a mandate is left to the discretion of the gamemaster.

Some ideas for restrictions may be found in the "Example Restrictions of Occult Paths" table.

Occult Path Bonus Abilities

Some Occult paths also incorporate one or more bonus abilities. In an Occult path, a bonus ability is an abstraction that may represent a special training, the study of a school's esoteric texts, or some other threshold through which the caster achieves a higher understanding of his art.

Example Restrictions of Occult Paths

Restriction	Examples
Pact of (x)	Pact of the Eater of Souls, Pact of the Black Pharaoh, Pact of the Obscene One (see "Making a Pact with a Mythos Entity" and "Corruption")
Pledge (x)	Pledge (Oath Against Modernism), Pledge (Indomitable Faith), Pledge (Covenant of Brotherhood)
Renounce (x)	Renounce Evocation, Renounce Conjuration, Renounce Violence, Renounce Alcohol, Renounce Vanity, Renounce Wealth, Renounce Light, Renounce Speaking, Renounce Black Magic
Swear (x)	Swear Celibacy, Swear Obedience, Swear Devotion
Sacrifice (x)	Sacrifice Appearance, Sacrifice Power, Sacrifice Strength, Sacrifice Health, Sacrifice Possessions, Sacrifice Comfort

Each bonus ability in a path should be earned by the caster. Depending on the nature of the discipline, the prerequisite may be the completion of a formalized ritual, the seeking of a master, or the acquisition of an artifact. A bonus ability may be limited to a caster with a mininum skill proficiency, or guarded by a xenophobic and bureaucratic council.

Additionally, the character must possess at least an amateur proficiency to earn one bonus ability. If the Occult path includes more than one ability, then the character may earn the second one when he possesses at least a professional level of training in the skill. He may pick a third ability — if one exists — when he attains an expert level. At a master level, he may pick two more abilities (if the skill includes them).

Only a few examples are provided in the "Occult Path Bonus Abilities" table, as each Occult path demands its own unique flavor and circumstances. For other possibilites, see the "List of Preternatural Gifts." The gamemaster is encouraged to design his own bonus abilities if the setting demands them, using these as models.

Occult Path Requirements

Some paths demand requirements from the practitioner — such as the accomplishment of esoteric tasks, the learning of necessary skills such as Knowledge (Cryptography) or others, the payment of money or services, or the meeting of specifications about religion, class, nationality, ethnicity, gender, and so on.

Included Spells

Since the possibilities for an Occult path are eminently open-ended, justified with historical and textual sources, and influenced by the needs of the setting, the final design of the discipline — and its included spells — is best left to the gamemaster, with the creative input of the adventurer. A few models are provided in the "Occult Path Examples" table.

Occult Path Bonus Abilities

Ability	Explanation	Suggested Requirements
Augoeides*	See "Preternatural Gifts."	Expert proficiency; attainment of an Augoeides differs for every individual, but should require a difficult and possibly life-changing magical task
Elemental Servant*	See "Preternatural Gifts."	Expert proficiency; has studied the discipline's relevant lore and successfully performed an esoteric Evocation
Etheric Vision*	See "Preternatural Gifts."	Expert proficiency; successful Ethereal Projection
Exorcist	The caster may use Banishing on a possessed host, though the Banishing is made one degree more difficult when doing so. Some unique extraplanar entities may be immune to this ability (to be determined by the gamemaster).	Professional proficiency
Goetia	The caster has thorough experience with Goetic demonology — found in various Medieval and Renaissance grimoires — and may apply — without penalty — any one learned Evocation of a Goetic entity (or "demon") to the Evocation, Binding, Banishing (and so on) of other discovered Goetic entities — without the necessity of learning a distinct Evocation for each.	Professional proficiency and Language (Latin); has studied the discipline's relevant texts (such as the Key of Solomon), and successfully performed the Evocation, Binding and Banishing of a Goetic entity
Gnosis	The caster achieves a transcendent understanding of reality and either gains Mythos Intuition (See "Preternatural Gifts") or makes every occult spell casting in the path one degree easier; additionally, he now forgoes any Rationality losses for spells in the path.	Master proficiency; has "Survived the Abyss" (see the "Horror, Shock and Sanity" chapter)
Grimoire (name)	The rules for the Goetia ability may be applied to the use of another named grimoire with its own magical tools and inventory of entities or forces.	Professional proficiency; other requirements depend on the nature of the grimoire
Martial Force*	See "Preternatural Gifts."	Expert proficiency; has dedicated 3 Essence Points total to Fortified Will and Fortified Body, with at least one point dedicated to each
Martial Tenacity*	See "Preternatural Gifts."	Expert proficiency; has dedicated 3 Essence Points total to Fortified Will and Fortified Body, with at least one point dedicated to each
Theurgy	The caster has thorough experience with various archetypal forces and may apply — without penalty — any one learned Invocation to the Invocation of other discovered archetypal forces included in the discipline — without the necessity of learning a distinct Invocation for each.	Professional proficiency; has successfully performed a number of Invocations of archetypal forces
Training (name)	The rules for the Vodun or Theurgy abilities may be applied to the use of another training with its own magical tools and inventory of entities or forces.	Professional proficiency; other requirements depend on the nature of the training
Vodun	Loa — also called Mystéres or the "Invisibles" — are animistic extraplanar entities, intermediaries between a Supreme Creator and humanity, found in various forms of Voodoo. With this ability, the practitioner may apply — without penalty — any one learned Evocation or Invocation of a loa to the Evocation, Binding, Banishing, or Invocation (and so on) of other discovered loa in the discipline's pantheon of spirits — without the necessity of learning a distinct Evocation or Invocation for each.	Professional proficiency; has experienced possession by an entity having the "Spirit Rider" ability (see "Special Abilities of Extraplanar Entities")

*Any preternatural gift may be adapted for use as a bonus ability, with logical prerequisites attached. Merely a few examples are provided here as models.

Occult Path Examples

Occult Path	Included Spells	Bonus Abilities
Demonology	Banishing, Binding, Divination (variable), Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), Ward of Protection	Goetia, Theurgy
Exorcism	Banishing, Binding, Detect Magic, Dispel Magic, Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), Fortified Will (possibly as prayer)	Exorcist, (optionally) one of the following preternatural gifts: Holy Blessing, Infernal Dignities, Psychic Sensitivity, or Spectral Insight
Hermeticism	Astral Projection, Banishing, Binding, Detect Magic, Divination (Astrology), Divination (Augoeides), Divination (Cartomancy or Taromancy), Divination (Charomancy or Geomancy), Evocation (a Goetic demon), Fortified Body (possibly using bhakti yoga, a devotional Hindu practice), Fortified Will, Healing, Invisibility, Invocation (a planetary archetype), Ward of Protection	Augoeides, Goetia, Theurgy, (very rarely) Gnosis

Demonology

A systematic study of demons and other unholy supernatural beings.

Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Anthropology), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on), and Linguistics.

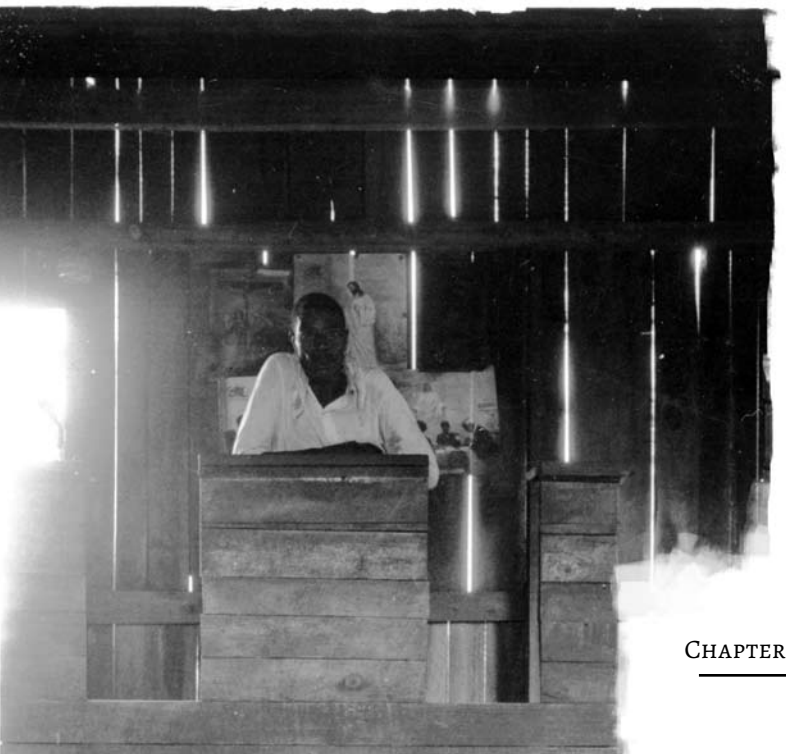
Possible **bonus abilities** include Goetia and Theurgy.

Spells — Level One: Banishing, Binding, Ward of Protection, Level Two: Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), Level Three: Divination (variable)

Exorcism

The practice of dispelling demons and other unholy supernatural beings. May share many similarities — such as associated skills and many spells — with the Demonology path, though most likely with restrictions.

Restrictions may include such things as "Swearing an Oath" (to a higher power), or "Renouncing Evocation" (and other forms of "black magic"). An exorcist with such restrictions may learn specific Evocation spells — in order to understand their power, but not necessarily to cast them. Depending on the metaphysics of the setting, the gamemaster may allow one preternatural gift — such as Holy Blessing, Infernal Dignities, Psychic Sensitivity, or Spectral Insight — as a reward (bonus ability) for accepting one or more of these restrictions.



Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Anthropology), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), Knowledge (Psychology), and any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on).

Bonus abilities — Exorcist, and see "Restrictions"

Spells — Level One: Banishing, Binding, Fortified Will (possibly as prayer), Level Two: Detect Magic, Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon),
Level Three: Dispel Magic

Hermeticism

Belief in a secret theology delivered by God to mankind in antiquity, and in magic reliant on powerful divine forces. The ultimate goal of the practitioner is the realization of one's higher self and the attainment of divine consciousness.

Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Alchemy), Knowledge (Astronomy), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), Knowledge (Cryptography), and any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on).

The path may also include a variety of **alchemical rituals** (such as the creation of talismans).

Possible **bonus abilities** include Augoeides, Goetia, Theurgy and (very rarely) Gnosis.

Spells — Level One: Banishing, Binding, Fortified Will, Fortified Body (possibly using bhakti yoga, a devotional Hindu practice), Ward of Protection, Level Two: Detect Magic, Evocation (a Goetic demon), Healing, Invocation (a planetary or angelic archetypal force), Level Three: Astral Projection, Divination (Astrology), Divination (Augoeides), Divination (Cartomancy or Taromancy), Divination (Charomancy or Geomancy), Invisibility

Note that a formalized school may not necessarily teach these spells in order of level. Each school provides its own coursework and sequence.

Occultist Archetypes

Occultist archetypes come in many variants. Some of the following may provide ideas for an adventurer.

Occult Fraud

The occult fraud claims magical knowledge and occult experience, but is more adept at positing preposterous theories than devoting himself to actual study. He may fool the layman with his charismatic theatrics, but not the experienced sage. A fraud is more often generated using the "entertainer" or "thief" professional backgrounds, rather than any magic-using background.

> **Example Occult path**: None, or perhaps a single low-level spell, as a fraud may have picked up a Ward of Protection spell at some point (in order to impress his patrons)

Reformed Occultist

The reformed occultist traveled too far in his study and nearly lost everything in the process. Perhaps he was once enthralled to some entity and is now looking for an escape from a horrifying bargain. Perhaps he learned an uncomfortable truth about himself that he could not reconcile. Maybe a mentor destroyed his faith in the occult. Maybe he survived an extended stay in a mental institution. Or, maybe he is now seeking atonement for a past wrongdoing. In any event, he knows real magic but denounces its use. He may use his Occult skill to solve mysteries, but never again to learn more spells or to cast them — unless he wishes to forfeit some Rationality — the amount of which is determined by the gamemaster — and his Improvement Points for the adventure. Some reformed occultists are generated using the "outsider" essential nature.

> **Example Occult path**: Any occult magic spells learned by a professional or expert level occultist (perhaps based on Hermeticism, or even on a darker path of "black magic")

Occult Detective

The occult detective investigates — and many times eradicates — supernatural phenomena. Some occult detectives practice magic — with a variety of Occult paths represented — while others possess a preternatural (or psychic) gift, such as Etheric Vision, Infernal Dignities, Psychic Sensitivity, or Spectral Insight (see the "List of Preternatural Gifts"). Such gifts may cripple the occult detective, emotionally or psychically — haunting him with unwanted visions that tax both his Rationality and his Willpower. Many occult detectives are generated using the "outsider" essential nature.

Other variants of the occult detective include the **doctor of medicine** — who also happens to research the supernatural — and the **inventor of weird machinery** (such as electric pentacles or weaponized Crooke tubes). Occult detectives may be reformed (and haunted) occultists, frauds motivated by profit or adventure, full-blown magicians, drifters with little more than courage and a Holy Blessing preternatural gift, or any other number of variations.

Chapter 8: Extraplanar Entities

"The monstrosities of the Outer Circle are malignant towards all that we consider most desirable, just in the same way a shark or a tiger may be considered malignant, in a physical way, to all that we consider desirable. They are predatory - as all positive force is predatory. They have desires regarding us which are incredibly more dreadful to our minds when comprehended than an intelligent sheep would consider our desires towards its own carcass. They plunder and destroy to satisfy lusts and hungers exactly as other forms of existence plunder and destroy to satisfy their lusts and hungers. And the desire of these monsters is chiefly, if not always, for the psychic entity of the human." —William Hope Hodgson ("The Hog")

"The Universal Æther was not, in the eyes of the ancients, simply a tenantless something, stretching throughout the expanse of heaven; it was for them a boundless ocean, peopled like our familiar earthly seas, with Gods, Planetary Spirits, monstrous and minor creatures, and having in its every molecule the germs of life from the potential up to the most developed." —Helena Blavatsky

Of the teeming extraplanar life from unplumbed dimensions, there exist an infinitude of varieties. Whether one calls a particular extraplanar entity a ghost, a demon, a spirit, an elemental, a god, a complex arrangement of information, an alien intelligence, some other form of supernatural agent, or a facet of the caster's own consciousness, for the purposes of gameplay the phrase "extraplanar entity" is used as a catch-all for all of these subtypes and interpretations.

An extraplanar entity lacks a true corporeal form (as we understand matter) while traveling in this dimension. Depending on its nature, power and strength of will, an entity in this incorporeal state form may: affect our feelings; invade our thoughts; appear as an apparition; fashion a crude body from local physical matter; possess the body of a living organism; or temporarily corrupt our dimension to better accommodate its comfort.

An entity is defined by its: vulnerability to **dissipation**, **Intensity** rating, **attitude**, **type**, **attributes** and **skills**, and any **special abilities** it may possess. An entity capable of bestowing knowledge or preternatural gifts may also possess personal quirks and bargaining tactics.

Dissipation: Unless otherwise stated in its description, most entities (thankfully) cannot survive long in our world before dissipating and returning to their home dimensions. Even those capable of sustaining themselves for the duration will choose to flee home rather than to endure the alien entropic pressures of our universe. Entities bound to a location, object or person — by either a caster's spell or by circumstance — are preserved and compelled for the duration of the binding's dominion. Free roaming entities, on the other hand, suffer a rapid fatigue, akin to a human enduring oxygen deprivation in deep water. By default, an entity free of binding can sustain itself in our dimension for 5 seconds per one point of its Pow.

Note that some entities possess special abilities allowing them to resist dissipation (e.g., leeching energy from other sources, serving the edict of ancient sorcery, contaminating their surroundings with weird elements of their home dimensions). Some unnamable horrors lurk between the spaces, waiting to corrupt our world with their alien physical laws.

An entity's **Intensity** measures its metaphysical strength, the difficulty level for controlling it, and the range of its abilities. Intensity also determines the entity's Essence Drain Modifier, which measures how quickly it depletes a character's life force in a psychic assault. Abstract energies, concepts, visions, or locations may have an Entropy score (calculated by doubling the Pow, then adding 50%), which is similarly affected by Intensity (see the "Evocation" spell). See the "Intensity and Essence Drain Modifier" table for related Pow calculations.

Intensity and Essence Drain Modifier

Intensity	Pow Roll	Typical Pow	Pow Range	Typical Entropy	Essence Drain Modifier
0	1d6	4	1-6	58%	+0 to +1d2
1	1d6+6	10	7-12	70%	+1d4
2	1d6+12	16	13-18	82%	+1d8
3	1d6+18	22	19-24	94%	+2d6
4	1d6+24	28	25-30	106%	+2d8
5	1d6+30	34	31-36	118%	+2d10
6	1d6+36	40	37-42	130%	+2d10+1d2
7	1d6+42	46	43-48	142%	+2d10+1d6
8	1d6+48	52	49-54	154%	+3d10
9	1d6+54	58	55-60	166%	+3d10+1d4
10	1d6+60	64	61-66	178%	+3d10+1d8
11	1d6+66	70	67-72	190%	+3d10+1d12
12	1d6+72	76	73-78	202%	+4d10+1d4

Extraplanar Entity Attitude

Entity's Sentience (then roll 1d100)			
Supranormal	**Sapient**	**Primal**	**Attitude**
1-20	1-2	1-10	**Ravenous**. If given the opportunity, the entity attempts to engulf, absorb, consume or drain the observer.
21-35	3-5	—	**Analytical**. The entity wishes to study the observer, even dissect the observer if given the opportunity.
36-50	—	—	**Alien**. The attitude is completely indecipherable.
51-65	—	11-30	**Oblivious**. The entity is seemingly unaware of the observer.
66-80	6-30	31-40	**Neutral**. The entity simply wishes to go about its business, unaffected by any trespass.
81-95	31-35	41-70	**Hostile**. If given the opportunity, the entity attacks or torments the observer mercilessly.
—	36-40	—	**Lustful**. The entity exudes a powerful desire for the observer, employing manipulation and seduction.
—	41-45	—	**Vengeful**. The entity will wait for any opportunity, any mistake, to exact revenge on its summoner.
—	46-50	—	**Dismissive**. The entity will refuse to negotiate or communicate unless it is defeated in an opposed test of Influence versus Willpower.
—	51-55	—	**Arrogant**. The entity acts as though the observer is servile scum.
—	56-60	—	**Humorous**. The entity delights in crude humor, especially at the expense of the observer.
—	61-65	—	**Argumentative**. The entity delights in contradicting, verbally tormenting, and rejecting the observer.
—	66-70	—	**Servile**. The entity is fawning and manipulative, eager to acquiesce.
—	71-75	—	**Equivocating**. The entity delights in misdirection, lies, and manipulation.
—	76-80	—	**Domineering**. The entity attempts to submit the observer to its will, until the observer succeeds in an opposed test of Influence versus Influence. A more powerful entity will wait for an opportunity to make the observer its thrall.
96-00	81-99	71-90	**Instinctual**. The entity embodies a single driving instinct — such as vengeance, wrath, hunger, fear, madness, or envy — or a depraved obsession — such as an addiction, an overriding mania, a fixation on magic, and so on.
—	00	91-00	**Mimicking**. The entity inherits and magnifies the observer's strongest drive (e.g., aggressively inquisitive, impulsively vengeful toward an enemy of the caster, covetous and lecherous toward one of his loved ones).

Attitude: An entity with low sentience is driven by primal or even inhuman instincts, while an entity with supranormal intelligence is motivated by alien drives beyond our comprehension. Entities with seemingly human attitudes — or relative sapience — may respond to verbal communication or even to bargaining. An entity's willingness to take commands or offer service is generally low, though an entity with a servile attitude may prove more amenable. In any case, communicating with any extraplanar entity should involve an extreme margin of caution. If the gamemaster needs some ideas for determining an attitude, some examples are provided in the "Extraplanar Entity Attitude" table — though he should not feel limited to these choices.

Extraplanar Corporeality

Most often, extraplanar entities appear as **hypnagogic** suggestions in the observer's imagination or materialize in **incorporeal** forms. Some more powerful entities possess the ability to fashion crude **corporeal** bodies for themselves.

Hypnagogic: The entity manifests as a dreamlike astral form — often cloaking itself in a symbolic shape specific to the observer's imagination and beliefs — imposing itself into the imagination (which may trigger secondary physical effects such as overwhelming sensations, mysterious winds, intrusive odors, or ominous sounds). Many powerful entities contacted by a fearless caster via Evocation appear in hypnagogic form, as a reality experienced by the caster but imperceptible to outside observation.

Incorporeal: The entity manifests as a psychic force or apparition (which may be invisible, partially visible, translucent, and so on). Such manifestations often trigger secondary physical effects (e.g., overwhelming sensations, intrusive odors, ominous sounds, poltergeist activity). Some entities in an incorporeal state may be capable of psychic or extraplanar attacks, using an Essence Drain Modifier and suffering any damage to its Essence Points (see "Extraplanar Combat").

Corporeal: The entity manifests in a physical body, typically fashioned from the crude matter of our world (and approximating as closely as possibly its true nature as it exists in its home dimension). While in a corporeal state, it may attack physically, using a normal Damage Modifier (and suffering damage to its Hit Points). Note that in some unique circumstances, an entity may phase rapidly between two states, sharing characteristics of both an incorporeal and corporeal body.

Extraplanar Entity Types

"We have but to consult the lists of the principal Daimons or Elemental Spirits to find that their very names indicate their professions, or, to express it clearly, the tricks for which each variety is best adapted." —Helena Blavatsky

A list of the endless variety of extraplanar entities would prove cumbersome, as well as diminish the mystery of the outer spheres. Instead, the following general types are provided, each with a list of variations and related subtypes. From these types, the gamemaster may modify, synthesize, and create a variety of extraplanar entities suited to the setting. Not every entity fits neatly into one category, so customization is encouraged.

Archetypal Spirits

Variations: Platonic Entity, Divine Aspect, Deva, Dreamland, Correspondence, Planetary Intelligence, Grand Abtract, Orisha, God Force, Deity, Earth Current, Lunar, Solar, Field of Resonance, Cosmic Force, Celestial Aspect, (create your own)...

Some extraplanar entities are manifestations of grand archetypes, cosmic forces, energies and concepts. In the astral dimensions — which include the shared geography of the Dreamlands, as well as the higher planes of reality — these beings appear as astral images or symbolic reflections of the energies and concepts that they represent. Though largely invisible to us on our material plane, they surround us and exert their influence on our thoughts and feelings.

"I have seen beyond the bounds of infinity and drawn down daemons from the stars...I have harnessed the shadows that stride from world to world to sow death and madness..." —H.P. Lovecraft ("From Beyond")

Special Abilities (suggested and optional): Most typically Archetypal Force

Daimons

Variations: Emissary, Loa, Messenger, Yōkai, Adviser, Djinn, Mystére, Invisible, Genius, Genius Loci, (create your own)...

Daimons are inhuman and intangible spirits and, in most cases, (thankfully) invisible to the material world. Unlike the lower spirits, daimons possess sapience — sometimes surpassing human limits — as well as motivations alien to our comprehension. Daimons generally manifest as dreamlike astral forms, imposing themselves into the imagination. In many cases, these manifestations trigger secondary physical effects such as overwhelming sensations, mysterious winds, intrusive odors, or ominous sounds.

Because their true natures cannot be comprehended by human perception, our minds fashion illusory and hypnagogic shapes for them from our collective myths. Some manifest as human figures garmented in uniforms indicative of their "professions" and archetypal natures. Some assume forms of nightmarish chimeras. Still others appear as bizarre congeries of dream-matter: floating diamonds, swarms of vermin, headless specters spouting flames, vortices of darkness, faces wreathed in snakes, torrents of sound, orbs of undulating color, and so on. Powerful daimons are capable of granting supernatural powers and possessing enfeebled hosts.

"...there floated into that room from the deep all the dreams and memories of earth's sunken Mighty Ones. And golden flames played about weedy locks...Trident-bearing Neptune was there, and sportive tritons and fantastic nereids, and upon dolphins' backs was balanced a vast crenulate shell wherein rode the grey and awful form of primal Nodens, Lord of the Great Abyss." —H.P. Lovecraft ("The Strange High House in the Mist")

Daimon

Str (only in corporeal form): 1d6+Intensity×4
Con (only in corporeal form): 1d6+Intensity×2
Siz (only in corporeal form): Variable or 1d6+Intensity×2
Int: 1d6+Intensity×2
Pow: Based on Intensity
Dex (only in corporeal form): 2d6+Intensity
Cha: 2d6+Intensity

Horror: Rationality (Hard) –1d6 (every 3 points of Intensity increases the die size by one step)
Action Points: Reference "Action Points" table
Damage Modifier and **Might** (only in corporeal form): Reference "Damage Modifier and Might" table
Essence Drain Modifier: Based on Intensity
Essence Points: Pow
Initiative: Average of Int and (Intensity×2)
Move: 12
Hit Points (only in corporeal form): Pow
Armor (only in corporeal form): Half the daimon's Intensity

Skills: Brawn (Str×2), Common Knowledge (Int×2+30%), Conceal (Int+Pow+20%), Deceit (Int+Pow+20%), Detection (Int+Pow+20%), Evade (Dex×2+30%), Influence (Cha+Pow+20%), Intuition (Int+Pow+20%), Native Tongue (Int×2+30%), Occult (Cha+Pow+10% per Intensity), Stealth (Dex+Pow+30%), Unarmed (Pow×2), Willpower (Pow×2+50%), (modify as needed)

Spells (optional): A daimon may know any spells appropriate for its Occult level, though it is up to the gamemaster to determine which ones are relevant.

Special Abilities (suggested and optional): Any

Demons

Variations: Keeper of Blasphemous Knowledge, Propagator of Lies, Gatherer of Intelligence, Infernal Spy, Oni, Malevolent Spirit, Unclean Spirit, Qliphoth, Fiend, Devourer, Corruptor, Deceiver, Destroyer, Defiler, (create your own)...

Demons are malevolent entities — or "unclean spirits" — exhibiting the myriad of shapes, powers and attributes of daimons, elementals or elementary spirits, but representing the most base and corrupt impulses. Their motivations include deceit, manipulation, defilement, and destruction. While bargaining with the more powerful of these entities is possible, doing so is considered extremely risky.

"One ought to be afraid of nothing other than things possessed of power to do us harm, but things innocuous need not be feared." —Dante Alighieri (*Inferno*)

Demon

Str (only in corporeal form): 1d6+Intensity×4
Con (only in corporeal form): 1d6+Intensity×2
Siz (only in corporeal form): Variable or 1d6+Intensity×2
Int: 1d6+Intensity×2
Pow: Based on Intensity
Dex (only in corporeal form): 2d6+Intensity
Cha: 2d6+Intensity

Horror: Rationality (Hard) –1d6 (every 3 points of Intensity increases the die size by one step)
Action Points: Reference "Action Points" table
Damage Modifier and **Might** (only in corporeal form): Reference "Damage Modifier and Might" table
Essence Drain Modifier: Based on Intensity
Essence Points: Pow
Initiative: Average of Int and (Intensity×2)
Move: 12
Hit Points (only in corporeal form): Pow
Armor (only in corporeal form): Half the demon's Intensity

Skills: Brawn (Str×2+30%), Common Knowledge (Int×2+30%), Conceal (Int+Pow+30%), Deceit (Int+Pow+30%), Detection (Int+Pow+30%), Evade (Dex×2+30%), Influence (Cha+Pow+30%), Intuition (Int+Pow+30%), Native Tongue (Int×2+30%), Occult (Cha+Pow+10% per Intensity), Stealth (Dex+Pow+30%), Unarmed (Pow×2+30%), Willpower (Pow×2+50%), (modify as needed)

Spells (optional): A demon may know any spells appropriate for its Occult level, though it is up to the gamemaster to determine which ones are relevant.

Special Abilities (suggested and optional): Any

Demon Ranks

Medieval and Renaissance grimoires often rank demons with titles of nobility. Some typical Intensity ratings associated with each rank are listed below. However, Intensity levels may fluctuate from demon to demon — despite the assumed rank of the entity. Additionally, a grimoire may contain incorrect information about a demon's true power (some "demons" may even be misidentified outer monstrosities). In other words, a caster may think he is dealing with a specific Intensity, only to find out too late that this information is wildly inaccurate.

Demon's Intensity	Medievalist Rank or Title
1	Slave
2	Fiend
3	Prince
4	Earl or Count
6	Duke
8	President
10	Marquis
12	King

Elementals

Variations: Blind Force of Nature, Undine, Gnome, Sylph, Salamandar, Sprite, Shade, Malignant Object, Center of Force, Peri, Sylvan, Nixie, Fairy, Personified Force, Aethnici, Electro-Mephitic Intelligence, Nisse, Paramental, Akashic Essence, Nature Spirit, (create your own)...

Elementals are mysterious forces, each characterized by its fundamental nature. Lacking consciousness, elementals are driven by rudimentary minds and instinctive desires. Though devoid of tangible bodies, more powerful elementals prove capable of manipulating the ether to produce physical effects: directing fire, disturbing earth, whirling air, splashing water, or influencing gross materials. With exceptional will, they can even fashion crude and temporary corporeality, using as bodies the natural elements or local matter, and imbuing these with the memories or imprints of any persons present. Each entity partakes of the element to which it belongs. There are a multitude of varieties — undines of water, salamanders of fire, sylphs of air, gnomes of earth, sprites of ether, and paramentals of even stranger elements (fecal matter, sewage rot, blood and hair, electricity, gravity, and so on). While generally motivated by the primitive drives of their essential natures, elementals can sometimes be possessed by unclean spirits, or invested with horrible sentience by malicious sorcery.

"'My dear Gregory, I am telling you the exact truth. I believe I am now acquainted with the extremity of terror and repulsion which a man can endure without losing his mind. I can only just manage to tell you now the bare outline of the experience. I was conscious of a most horrible smell of mould, and of a cold kind of face pressed against my own, and moving slowly over it, and of several — I don't know how many — legs or arms or tentacles or something clinging to my body. I screamed out, Brown says, like a beast, and fell away backward from the step on which I stood, and the creature slipped downwards, I suppose, on to that same step. Providentially the band round me held firm.'" —M.R. James ("The Treasure of Abbot Thomas")

Elemental

Str (only in corporeal form): 1d6+Intensity×3
Con (only in corporeal form): 1d6+Intensity×2
Siz (only in corporeal form): 1d6+Intensity×3
Int: 1d6+1
Pow: Based on Intensity
Dex (only in corporeal form): 1d6+Intensity×2

Horror: Rationality (Hard) –1d4 (every 3 points of Intensity increases the die size by one step)
Action Points: Reference "Action Points" table
Damage Modifier and **Might** (only in corporeal form): Reference "Damage Modifier and Might" table
Essence Drain Modifier: Based on Intensity
Essence Points: Pow
Initiative: Average of Int and (Intensity×2)
Move: 10
Hit Points (only in corporeal form): Pow
Armor (only in corporeal form): Half the elemental's Intensity

Skills: Brawn (Str×2+30%), Conceal (Int+Pow+20%), Deceit (Int+Pow+20%), Detection (Int+Pow+20%), Evade (Dex×2+30%), Stealth (Dex+Pow+30%), Unarmed (Pow×2+20%), Willpower (Pow×2+50%), (modify as needed)

Special Abilities (suggested and optional): Cannibalistic, Corporeality, Haunted Miasma, Haunted Regeneration, Hunter and Destroyer, Lair, Poltergeist Activity, Possession, Psychic Shield, Resist Dissipation, Servile Task, Sympathetic Binding, Vampiric Drain (any)

Elementary Spirits

Variations: Empty One, Astral Shell, Rotting Husk, Etheric Effluvium, Soulless Automaton, Lower Spirit, Whisperer, Phantom, Gaki, Lich, Creature of Shadow, Psychic Echo, Specter, Wailing One, Jikininki, Aërial Shadow, Larva, Umbra, Earthbound Entity, Ghost, Vile Passion, Preta, Banshee, Terrestial Spirit, Wraith, Haunt, (create your own)...

Elementary spirits — the unquiet dead, the ghosts, the phantoms, and the "dearly departed" — are in actuality the cast-off psychic husks of things that once lived in our dimension. Entities of this type often embody the violent, ravenous or wicked emotional residue, sloughed off from long-departed hosts like molted carapaces. Though often confused for sapient beings, elementary spirits exist merely as mindless psychic echoes. However, the more powerful of these echoes may evolve from their gross urges into mockeries of life with willful intent and clouded memories of their previous hosts; weaker spirits, in contrast, will eventually disintegrate.

"The hands were of a dusky pallor, covered, like the body, with long, coarse hairs, and hideously taloned. The eyes, touched in with a burning yellow, had intensely black pupils, and were fixed upon the throned King with a look of beast-like hate. Imagine one of the awful bird-catching spiders of South America translated into human form, and endowed with intelligence just less than human, and you will have some faint conception of the terror inspired by the appalling effigy." —M.R. James ("Canon Alberic's Scrap-Book")

Elementary Spirit

Str (only in corporeal form): 1d6+Intensity×2
Siz (only in corporeal form): Variable or 1d6+Intensity×2
Int: 1d6+3
Pow: Based on Intensity
Dex (only in corporeal form): 1d6+Intensity
Cha: 1d6+3

Horror: Rationality (Hard) –1d4 (every 3 points of Intensity increases the die size by one step)
Action Points: Reference "Action Points" table
Damage Modifier and **Might** (only in corporeal form): Reference "Damage Modifier and Might" table
Essence Drain Modifier: Based on Intensity
Essence Points: Pow
Initiative: Average of Int and (Intensity×2)
Move: 8
Hit Points (only in corporeal form): Pow

Skills: Common Knowledge (Int×2+30%), Conceal (Int+Pow+20%), Deceit (Int+Pow+20%), Detection (Int+Pow+20%), Influence (Cha+Pow+20%), Native Tongue (Int×2+20%), Stealth (Dex+Pow+30%), Unarmed (Pow×2), Willpower (Pow×2+50%), (modify as needed)

Special Abilities (suggested and optional): Haunted Miasma, Haunted Regeneration, Poltergeist Activity, Psychic Shield, Resist Dissipation, Secret Information, Sympathetic Binding, Vampiric Drain (Rationality or Willpower)

Outer Monstrosities

Variations: Monstrosity of the Outer Dark, Outer Unknown Force, Daemon of Unplumbed Space, Old One, Saatii Manifestation, Many-Angled One, Lloigor, Spawn of the Outer Spheres, (create your own)...

Outer monstrosities originate from alien or higher dimensions (or from the spaces between dimensions), territories governed by physical and metaphysical laws wholly incomprehensible to us. At rare times, they creep into our universe as spectral avatars, or accumulate enough power to fashion horrible eldritch bodies for themselves. They range in type from creeping abyssal carrion to mind-blasting eldritch titans.

"Indescribable shapes both alive and otherwise were mixed in disgusting disarray, and close to every known thing were whole worlds of alien, unknown entities. It likewise seemed that all the known things entered into the composition of other unknown things and vice versa. Foremost among the living objects were inky, jellyfish monstrosities which flabbily quivered in harmony with the vibrations from the machine. They were present in loathsome profusion, and I saw to my horror that they overlapped; that they were semi-fluid and capable of passing through one another and through what we know as solids. These things were never still, but seemed ever floating about with some malignant purpose. Sometimes they appeared to devour one another, the attacker launching itself at its victim and instantaneously obliterating the latter from sight. Shudderingly I felt that I knew what had obliterated the unfortunate servants, and could not exclude the thing from my mind as I strove to observe other properties of the newly visible world that lies unseen around us." —H.P. Lovecraft ("From Beyond")

"...the Brute is so almighty that it will seize upon anything through which to manifest itself. It is a Force generated by Conditions; but nevertheless this does not bring us one iota nearer to its explanation, any more than to the explanation of Electricity or Fire. They are, all three, of the Outer Forces — Monsters of the Void. Nothing we can do will create any one of them; our power is merely to be able, by providing the Conditions, to make each one of them manifest to our physical senses." —William Hope Hodgson ("The Derelict")

Tulpa Creation

During a tulpa creation (see the "Evocation" spell), the gamemaster may allow each caster to write on a slip of paper a few desired traits (e.g., well-dressed gentleman; kindly and thoughtful; shadowy and catlike), usable as the baseline shape or nature of the entity. It is up to the gamemaster to determine which traits are viable in the final creation. Though the tulpa may have some characteristics desired by its "parents," it will also possess its own unique qualities. A botched conjuration generates a random entity (see "Creating a Unique Extraplanar Entity").

Outer Monstrosity

Str (only in corporeal form): 1d6+Intensity×4
Con (only in corporeal form): 1d6+Intensity×2
Siz (only in corporeal form): Variable or 1d6+Intensity×3
Int: 1d6+Intensity×2
Pow: Based on Intensity
Dex (only in corporeal form): 2d6+Intensity
Cha: 2d6+Intensity

Horror: Rationality (Hard) –1d6 (every 3 points of Intensity increases the die size by one step)
Action Points: Reference "Action Points" table
Damage Modifier and **Might** (only in corporeal form): Reference "Damage Modifier and Might" table
Essence Drain Modifier: Based on Intensity
Essence Points: Pow
Initiative: Average of Int and (Intensity×2)
Move: 10
Hit Points (only in corporeal form): Pow
Armor (only in corporeal form): Half the monstrosity's Intensity

Skills: Brawn (Str×2+30%), Conceal (Int+Pow+30%), Deceit (Int+Pow+30%), Detection (Int+Pow+30%), Evade (Dex×2+30%), Influence (Cha+Pow+30%), Intuition (Int+Pow+30%), Native Tongue (Int×2+30%), Occult (Cha+Pow+10% per Intensity), Stealth (Dex+Pow+30%), Unarmed (Pow×2+30%), Willpower (Pow×2+50%), (modify as needed)

Spells (optional): An outer monstrosity may or may not know any spells, depending on its nature. Some mythos entities will know spells (which may be discovered in their individual descriptions).

Special Abilities (suggested and optional): Any

Tulpas

Variations: Égrégore, Thoughtform, Custodian, Guardian, Sentry, (create your own)...

A tulpa — a word typically translated as "thoughtform" — is birthed as a childlike entity out of the eldritch darkness (and treated as an elementary spirit, an elemental of some exotic flesh, constituent element, ethereal subtance or other exotic matter, or as an outer monstrosity) to do the bidding of its creators. If conjurers successfully create and control a tulpa (see the "Evocation" spell), then they may have a say in its shape and nature. Such an entity possesses the Servile Task ability; other abilities may be added as needed.

Special Abilities of Extraplanar Entities

An extraplanar entity's number of special abilities is generally limited to its Intensity rating, though rarely does an entity possess this many. Most entities possess one or no abilities. However, daimons and demons may possess a wide range of special abilities (regardless of their individual Intensities).

Archetypal Force

The entity is able to permeate the adventurer with qualities of its archetypal nature. Typically, this means increasing an attribute, granting a special ability, infusing a preternatural gift, or corrupting the host with inhuman traits. See the "Invocation" spell for more information.

Bargaining

The entity wants something in return for its knowledge or powers, and will negotiate terms with the adventurer. There are an endless variety of requests made, each catered to the specific entity. Examples include: the leeching of some of the adventurer's attributes, knowledge, or magic; the attainment of an esoteric object, treasure, animal or plant; the completion of a murderous, dangerous or mundane task; the sacrifice of a "pound of flesh"; the solving of a riddle; the accomplishment of an adventure; the thwarting of a rival's plan; the exorcism of a powerful entity; the promise of devotion; and so on. Some entities just enjoy contradiction and equivocation, and — if allowed to do so — will bargain endlessly (for what amounts to nothing). Sometimes an entity hides its true desires from the adventurer, attempting to trick him with a loophole in the negotiation. An entity with Increaser of Knowledge, Secret Information or Gift Giver usually possesses Bargaining as well.

Body Snatcher

After taking corporeal form (with the Corporeality ability) and grabbing a victim (with a successful grip or grapple), the entity may attempt to dissipate back to its home dimension with its quarry. To do so, it must restrain the target for a full Combat Round, and then succeed with an opposed test of its Willpower versus the target's Willpower (a process it may repeat for as long as the target is restrained).

Cannibalistic

The entity attacks other extraplanar life (including extraplanar travelers) relentlessly, until it either drains their Essence Points or dissipates from depletion. Once a target's Essence Points are reduced to zero, it consumes its life and adds the drained Essence Points to its own pool.

Clairvoyance

With uncanny insight, the entity is capable of intuiting information about objects, clothing, locations and people. Though it cannot read a mind directly, it is capable of sensing what the adventurer is thinking — or guarding as embarrassing secrets — with an accuracy equal to the entity's Intuition percentage. For example, an entity with an Intuition of 81% will automatically divine information with 81% accuracy.

Corporeality

The entity may spend a number of Essence Points equal to its Intensity in order to physically attack the adventurer or affect its environment. In corporeal form, the entity is vulnerable to normal damage (unless otherwise stated in its description). The corporeality lasts until the entity dissipates. Each successful attack inflicts Hit Point damage, calculated by the entity's Damage Modifier (or its Essence Drain Modifier if a Damage Modifier is not provided), and is treated as a physical force.

Cults

The entity inspires a number of sycophants. The gamemaster either simply decides if an entity has a following, or makes a cult check (a percentage equal to the entity's POW, with a Daunting difficulty). With a success, the entity inspires a cult with a number of members equal to its CHA (or 1d8 members if no CHA is available); with a critical, the entity inspires an additional number of such cults (equal to its Intensity–1d8).

Gift Giver

The entity is capable of granting a specified preternatural gift to the adventurer (see "List of Preternatural Gifts").

Haunted Miasma

The entity influences its surrounding with an overwhelming sense of despair, dread or madness, provoking a Horror check for anyone experiencing the effects. The first check costs the entity one Essence Point. If it attempts to influence the adventurers a second time, the miasma costs two Essence Points. A third time costs three Essence Points, and so on. Each Horror check tests Fortitude with a Normal difficulty, for one to 1d3 points of damage. For every three points of Intensity, the difficulty becomes one grade harder. Over time, a recurring Haunted Miasma corrupts its environment, creates subtle entropic effects, inspires nightmares, causes madness, provokes criminal activity, attracts other extraplanar entities, and destabilizes the physical laws of the surrounding area. Additionally, a powerful entity will slowly cause its environment to reflect the traits of its own essential nature.

Haunted Regeneration

The entity is able to return from dissipation, after regenerating at least half of its original Essence Points. This takes at minimum twelve hours, even if the entity regenerates the required Essence Points short of this time. An entity with this ability regenerates two Essence Points per day, though this rate may increase under various circumstances. Generally, an entity with this ability also possesses Sympathetic Binding.

Regeneration Rate Modifiers

Condition	Modifier
Entity's POW is greater than 12	+1 EP per day
Every +3 POW over 12	+1 EP per day
Entity regenerates in a specified haunted location	Increases EP by a number equal to the entity's Intensity, per day
Special astrological event	+2 or more EP per day

Hunter and Destroyer
The entity hunts and attacks its victim's Essence Points relentlessly, until it either drains the target or dissipates from depletion. Once a target's Essence Points are reduced to zero, the entity rends its victim's life from his body.

Increaser of Knowledge
The entity is capable of increasing one of the adventurer's skills by a maximum value equal to the entity's INT. It is capable only of increasing a skill already possessed by the caster; in other words, it cannot teach an unknown skill. Increasing a skill requires hours equal to the points requested, and the process halts if the caster's concentration is disrupted and the entity dissipates.

When requesting a skill increase, the adventurer must be specific and choose a skill that the entity knows. Choosing a skill outside of the entity's domain — or one not already possessed by the caster — instantly nullifies the entity's binding, allowing it to return to its home dimension. An entity with this ability typically possesses one collection of specialties related to its domain, and on command will teach one skill requested from this collection. Some examples follow.

TEACHES THE SCIENCES AND THE ARTS: Increases Science (any) or Create Art (any). TEACHES THE VIRTUES OF GEMS: Increases Science (Geology). TEACHES THE VIRTUES OF THE WOODS AND HERBS: Increases Science (Botany).

TEACHES THE LIBERAL SCIENCES: Increases Science (Mathematics), Science (Astronomy), or Create Art (Music).

TEACHES THE MECHANICAL ARTS: Increases Tradeskill (Tailoring), Tradeskill (Farming), Tradeskill (Masonry), Knowledge (Architecture), Command, Fighting Method (any), Commerce, Tradeskill (Cooking), Tradeskill (Blacksmithing), Engineering, or Mechanisms.

TEACHES THE ARTS OF GRACIOUS LIVING: Increases Native Tongue, Etiquette, Influence, or Create Art (Writing).

TEACHES THE VIRTUES OF HERBS: Increases Science (Botany). TEACHES THE VIRTUES OF PRECIOUS STONES: Increases Science (Geology).

TEACHES ASTRONOMY: Increases Science (Astronomy). TEACHES THE KNOWLEDGE OF POISONOUS PLANTS: Increases Science (Botany). TEACHES THE KNOWLEDGE OF PRECIOUS STONES: Increases Science (Geology).

TEACHES THE TRANSMUTATION OF METALS: Increases Science (Alchemy).

TEACHES THE BLACK ARTS: Increases Occult (Left-Hand Path), Knowledge (Cryptography), Knowledge (Law), Knowledge (Politics), Language (any ancient), Linguistics (any ancient), Science (Botany), Science (Alchemy), Science (Astronomy), Science (Botany), Science (Mathematics), or Tradeskill (Torture).

Lair
The entity is bound to a physical location or domain, the area of which is left to the gamemaster to determine. While sheltered in its domain, the entity (possessing the Corporeality ability) may remain in its corporeal form indefinitely. If it leaves this area, however, it suffers the effects of dissipation (though it may choose to return to its lair as it regenerates, should it dematerialize). The entity may also possess special lair abilities while sheltered in its domain (i.e., accommodating its comfort by corrupting its surroundings with elements of its home dimension). Such lair effects are included in the specific entity's description.

Poltergeist Activity
The entity can strike objects and move them clumsily with a STR equal to its Intensity.

Possession
The entity — if not bound — attacks its victim's Essence Points relentlessly, until it either drains the target or dissipates from depletion. Once a target's Essence Points are reduced to zero, it possesses the victim — taking complete control over the physical body. Once possessed, the entity controls the body for a number of minutes equal to its POW, after which the host makes an opposed test of Willpower. If the host succeeds, then the entity is forced from the body. However, if the entity succeeds, then it remains for another period of minutes equal to its POW. The host may again try an opposed Willpower check, but this time with a Hard difficulty. If this process continues, then the difficulty for the host's Willpower roll increases one grade, after each failure. If he fails the opposed test of Willpower with an Improbable difficulty, then the entity takes permanent control over the body.

Optionally, the entity may choose to forgo an attack and instead covertly bind itself to an adventurer, waiting for a later opportune time to attack or overtly possess the host. While covertly infilitrated by an invading spirit, the target still keeps control over his faculties — though over time may display subtle shifts in personality or attitude. Detecting such an infilitration requires a successful opposed test of the host's Intuition versus the entity's Stealth. Extraplanar entities permanently inhabiting host bodies no longer suffer the effects of dissipation — unless exorcised with magic.

Lower Spirits and Possession: Some extraplanar entities with this ability may use it to possess other entities. As one example, it is not uncommon for a malevolent elementary spirit to invade and control an elemental.

Psychic Shield
Whether taking corporeal or incorporeal form, the entity uses its Intensity as armor against attacks.

Psychopomp
The entity acts as an intermediary for elementary spirits. It can mimic the voices, recall the memories, and experience the residual feelings of those who died in a particular location. It is capable of receiving memories from the dead within its vicinity, with an accuracy equal to the entity's Intuition percentage. In other words, an entity with an Intuition of 63% will automatically receive information with 63% accuracy.

Resists Banishing
The entity is immune to the general Banishing spell, though any Banishing ritual designed specifically for it will still prove effective.

Resists Dissipation
The entity can expend an Essence Point to prolong its stay in our dimension. Each point spent allows the entity to withstand dissipation for a number of seconds equal to its Pow.

Resists Magical Barrier
The entity may attempt to breach a Ward of Protection or other magical barrier. It must first spend a number of Essence Points equal to the level of the spell originating the barrier. Following this, the entity must succeed in an opposed test of the entity's Willpower versus the original Willpower roll that created the ward.

Secret Information
The entity possesses helpful information. The entity may or may not respond to general questions asked of it, though how it answers will be based on its general attitude. If the entity chooses to answer honestly, any information provided is as accurate as the entity's Common Knowledge percentage.

Servile Task
The entity — if magically bound and compelled — is capable of carrying out a simple task within its abilities. Some examples include: spying on a location, guarding an object, revealing buried treasure, tormenting an opponent, or gathering information. An entity may be able to carry out tasks even without this ability, though the multiple possibilites are left open to interpretation. However, this ability indicates a specific task that the entity is particularly suited to perform.

Spell (specific name)
The entity knows or specializes in the use of one specific spell, such as Curse, Detect, Discorporation, Divination, Dominate, Phantom, Speak with Creatures, or Wrack. Additionally, the entity is capable of instantly teaching the spell to the adventurer as a preternatural gift, if the adventurer's minimum Occult requirements are high enough to absorb it. An adventurer may attempt to absorb a spell beyond his abilities, but only if he succeeeds with a test of Willpower. If he fails the roll, he absorbs the spell only temporarily. Temporary spells stay in memory for a number of hours equal to the adventurer's Pow.

Spirit Rider
The entity — colloquially called the "rider" — will communicate with an adventurer only if allowed to possess his body — colloquially called the "horse" — and speak through him. In some occult circles this is known as "riding the horse." Typically, the spirit exploits this opportunity to indulge in its favorite vices.

Steals Attribute
The entity — if not bound — is capable of stealing a specified attribute or secondary attribute by one point (or by one grade), adding a point to its own Pow. This decreases the adventurer's attribute permanently and leaves some form of scarring appropriate to the attribute. The entity must first drain the adventurer's Essence Points to zero — or trick the adventurer into forfeiting the attribute — before feeding on him and stealing a piece of his life. If this reduces the attribute to zero, then the adventurer dies instantly.

Steals Knowledge
The entity — if not bound — is capable of reducing one of the adventurer's skills by its base value. Generally, the entity chooses one of its preferred skills from its Increaser of Knowledge ability. If none of these are available, it chooses a close proximity. The entity must first reduce the adventurer's Essence Points to zero — or trick the adventurer into forfeiting the skill — after which it instantly extracts the knowledge. If this reduces the skill to zero or less, then the adventurer loses the skill from his memory.

Sympathetic Binding
The entity is bound to a location, an object, a fetish, or a person. Generally, an entity with this ability also possesses Haunted Regeneration. While contained in its domain, the entity still suffers the effects of dissipation, though it is able to use this secondary regeneration ability to renew itself.

Thralls
The entity controls and commands a number of lesser spirits, each no greater in power than half the Intensity of the master. In order to possess this ability, the entity must have an Intensity of 4 or greater (note that demons of any Intensity may possess thralls). While some immensely powerful entities may control legions of thralls, a good in-game rule of thumb is to maximize the allowable number of accessible thralls to a tenth of the master entity's Pow. As an example, an entity with a Pow of 28 could command three thralls at any given time. A thrall may be any one of the following: an elementary spirit or elemental; a less powerful daimon or demon; a possessed human; or, a familiar (an animal or natural element inhabited by an entity). The entity is able to temporarily gift a caster with a thrall — binding it to the caster's authority — though the specifics of such arrangements will vary from entity to entity.

Unique Ability (specific name)
The entity possesses a special ability unique to it, to be explained in the entity's description.

Vampiric Drain
The entity — if not bound — is able to drain its victim of some vital element. Each round it strikes, the target may escape the effects of the drain with a successful Willpower or Fortitude roll, depending on the element being drained.

Agony Drain: The entity inflicts and then feeds on the victim's pain. Each round, unless the victim makes a successful Fortitude roll versus the entity's Willpower roll, the entity drains a number of Hit Points equal to its Essence Drain Modifier. The target's Hit Points cannot be reduced to a negative number with Agony Drain alone. Major wounds cannot be counted either. Rather, if Hit Points are reduced to zero — or, if a major wound is inflicted — the victim simply passes out.

Blood Drain: The entity must take corporeal form and hold the target in a grapple. Blood Drain leaves a physically discernible mark on the victim. Each round, unless the victim makes a successful Fortitude roll versus the entity's Willpower roll, the entity drains a number of points equal to its Essence Drain Modifier. The target drops one level of fatigue for every number of drained points equaling his Con. In other words, an adventurer with a Con of 11, suffering 23 points of blood drain, would drop two levels of fatigue.

Essence Drain: The entity feeds on the victim's life force. Each round, unless the victim makes a successful Willpower roll versus the entity's Willpower roll, the entity drains a number of Essence Points equal to its Essence Drain Modifier.

Rationality Drain: The entity feeds on the victim's fear. Each round, unless the victim makes a successful Horror check, the entity drains a number of points of Rationality equal to the rolled Horror damage. Trauma rules apply just as with normal Horror checks.

Willpower Drain: The entity feeds on the victim's will to live. Each round, unless the victim makes a successful Willpower roll versus the entity's Willpower roll, the entity drains a number of points of Willpower equal to the rolled Horror damage.

An entity is capable of adding drained points to its own Essence Points pool, at the rate of one Essence Point for every 10 drained points. Note that while an entity may attack during the victim's sleep, the unconscious target is still allowed an opposed roll.

Unique Extraplanar Mythos Entities

The gamemaster is encouraged to use these toolkits to design unique versions of entities found in the source stories, such as: **rat things**, **dimensional shamblers**, **colours out of space**, **star vampires**, **Hounds of Tindalos**, **horla**, and so on. To better represent these bizarre and less-defined entities, and to hide any preconceived write-ups from the eyes of curious players, they are left to the gamemaster's creativity with the help of these resources. Any entities found in the "Mythos Creatures" chapter are mere suggestions — not canon. Players beware.

Creating a Unique Extraplanar Entity

The following tables provide a wealth of bullet point ideas, culled from various weird stories, to help in creating unique creatures, the results of a blind conjuration (see the "Evocation" spell in the "Magic" chapter), or the strange familiars, masters and other minions of a major antagonist or cult.

Each extraplanar entity should provide more than just statistics, and much of the focus of these tables is on the big idea picture of a creature (rather than on the minutiae of their attributes). In some circumstances, it may be enough to record just the entity's Intensity, motivation, unique abilities and brief narrative description (unpacking its complete set of statistics at a later time, if and when these become relevant to the setting). However, several templates — each complete with suggested statistics and special abilities for the respective extraplanar entity type — are provided in the "Extraplanar Entity Types" section.

Gamemasters should realize that not every extraplanar entity will spontaneously combat or consume the adventurers. Some may act with apparently bizarre behaviors (e.g., escaping into the ether; burrowing into the earth; dissipating for a time only to return at another date; completing an unfulfilled oath; carrying out tasks for a mysterious master; instinctually following their programmed goals; following their drives to cleanse the planet of terrestrial life; teleporting themselves to a servitor race; signaling a beacon to other creatures or cultists). However, even if it is not imminently dangerous, an extraplanar entity — by simply materializing in our dimension — would likely disturb the natural order and move our universe one step closer to its ultimate demise. Additionally, an escaped entity will operate on its own volition, behind the scenes — with the effects of such operations becoming evident at a later time — as the adventurers naively advance their own goals.

The gamemaster should not feel limited by these tables, nor beholden to the vagaries of dice rolls, but rather use what is provided for brainstorming and inspiration. Obviously, rolled concepts that contradict one another should either be rerolled or interpreted creatively. Likewise, much of the "connecting tissue" of the rolled results are left to the gamemaster to vivify — including the entity's special abilities and extra weird features. Just enough is provided for guidance, without limiting one's creative input.

Entities rolled on these tables — especially ones summoned in blind conjurations — are generally considered outer monstrosities or elementals (save for the hypnagogic visions and other such oddities) called from their abyssal dimensions. However, there is no hard and fast rule disallowing the creation of an elementary spirit, demon, or other extraplanar type for a blind conjuration.

Random extraplanar entities are broken into "Big Ideas" — such as chimeras, aggregative ovoids, manlike mockeries, and so on — which are each subdivided into smaller tables suited to the broader concept. There is no reason why these broader concepts cannot be mixed and matched.

Appended to the entity generation tables is a "Forming an Epithet of an Entity" table (for name creation), a "Conjuration Conditions" table (for determining conjuration prerequisites), an "Esoteric Domains and Influences" table (for associating an extraplanar entity with a weird domain, or for creating Invocations of its influences and energies), and an "Investigative Notes" table (for developing rumors and clues associated with an entity). Additionally, brief notes and tables are provided for hit locations, armor, natural weapon damages and special effects, and extra special abilities and weird features, should these be needed for an adventure.

Aggregative Ovoid

"Bigger'n a barn...all made o' squirmin' ropes...hull thing sort o' shaped like a hen's egg bigger'n anything, with dozens o' legs like hogsheads that haff shut up when they step...nothin' solid abaout it — all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together...great bulgin' eyes all over it...ten or twenty maouths or trunks a-stickin' aout all along the sides, big as stovepipes, an' all a-tossin' an' openin' an' shuttin'...an' Gawd in heaven — that haff face on top!" —H.P. Lovecraft ("The Dunwich Horror")

Alien Hydra

"...at the glass of the unbroken window, a reddish mass, which plunged up against it, sucking upon it, as it were...thus I saw that it had the appearance of a many-flapped thing shaped as it might be, out of raw beef...I could not withdraw my gaze from the tree; but scanned it the more intently; and suddenly, I saw a brown, human face peering at us from between the wrapped branches...and I saw that one of the great cabbage-like things pursued him upon its stem..." —William Hope Hodgson (*The Boats of the "Glen Carrig"*)

"...working underground at 9:45 with light, found monstrous barrel-shaped fossil of wholly unknown nature; probably vegetable unless overgrown specimen of unknown marine radiata. Tissue evidently preserved by mineral salts. Tough as leather, but astonishing flexibility retained in places. Marks of broken-off parts at ends and around sides. Six feet end to end, three and five-tenths feet central diameter, tapering to one foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths — combs or wings that fold up and spread out like fans." —H.P. Lovecraft (*At the Mountains of Madness*)

Big Ideas (choose or roll for a broad concept)

1d100	Broad Concept	Details or Instructions
1-5	Aggregative ovoid	Roll on the "Aggregative Ovoid" table
6-10	Alien hydra	Roll on the "Alien Hydra" table
11-20	Bestial semblance	'If the monster were to have a form, it would be — in the vaguest sense — that of a (roll for a "Chimera" shape), though of a kind that acts and grows and shapes itself by laws other than those of our known universe.'
		Alternative: 'Imagine a (roll for a "Chimera" shape) translated into human form, and endowed with intelligence just less than human, and you will have some faint conception of the terror inspired by the appalling effigy.'
		Alternative: 'I see the thing more completely; but it is no (roll for a "Chimera" shape) — God alone knows what it is. It reminds me, vaguely, of the hideous Thing that haunts my darkest dreams.'
21-25	Cephalopodal nightmare (or amorphous horror)	Start with a cephalopodal shape or amorphous jelly, then roll for 1d12+6 "Tentacles," on the "Extra Mouths" table (with a 25% chance), and on the "Extra Eyes" table (with a 50% chance)
26-40	Chimera	'It is not altogether (roll for a "Chimera" shape), nor (another shape), nor (another shape); but something I cannot and must not recall.'
		Alternative: 'The (roll for a "Chimera" composition), (another composition), and (another composition) horror (pick a "Chimera" movement) and (another movement) and (another movement) out of the shadows.'
41-55	Elemental	Roll on the "Elemental" table
56-70	Hypnagogic vision	Roll on the "Hypnagogic Vision" table
71-75	Indescribable blasphemy	Combine two broad concepts
76-80	Living polyhedral	Roll on the "Living Polyhedral" table
81-90	Manlike mockery	Start with a human or manlike creature, then roll on the "Manlike Mockery" table
91-95	Vaporous intelligence	Roll on the "Vaporous Intelligence" table
96-99	Vegetative lurker	Roll on the "Vegetative Lurker" table
00	Weird anomaly	Roll on the "Weird Anomaly" table

Aggregative Ovoid

1d8	Whole thing shaped like a...	Roll for 1d3+1 details...		Locomotion
1	Corrugated brain	(Roll for a "Chimera" composition) skin (hide, carapace, covering, husk, crust, membrane, fur)		Burrowing or swimming
2	Hen's egg	**1d6**	**Extra eyes or mouths...**	With 1d12 rudimentary legs
		1-3	Roll for "Extra Eyes"	
		4-6	Roll for "Extra Mouths"	
3	Spider's egg cluster	Eldritch glow		Hovering or hanging
4	Fleshy sack	**1d4**	**Strange translucence; within is...**	Rolling
		1	Whirling exotic, dark or strange matter	
		2	Churning, pulsating, greasy organs	
		3	Roiling, oozing or coagulating fluid	
		4	Incubating spawn (roll for a "Chimera")	
5	Tumorous growth or malformed cyst	From the (top, bottom, surface) (1d12+6, a score of) (roll on "Tentacles")		Stationary (or planted)
6	Veined organ	Palpitating or breathing		Inexplicable flight
7	Ball of jelly	Shifting opalescence		Roll for "Chimera" movement
8	Roll again, then combine with random features of a "Chimera"			

Alien Hydra

1d8	Shaped like a...	Roll for 1d3+1 details...		Roll for 1d3 locomotive structures...
1	Barrel	Roll for 1d12+6 "Tentacles"		Stationary or planted
2	Cone	Propellant (on 1d4: 1. inky cloud; 2. corrosive spray; 3. retractable net of sticky filaments; 4. nauseating vapor)		Starfish-like arms or suckered tubules
3	Bowl or bell	**1d6**	**Head details...**	Rubbery disc or gastropodal foot
		1	Cluster of fleshy papillae or antennae	
		2	Propellor-like or blimp-like flotational structure	
		3	1d6 sinuous appendages ending in alien structures (or heads)	
		4	Bulbous head	
		5	Eye stocks (roll on "Extra Eyes")	
		6	Sticky webbing	
4	Mound or tumor	Impaling spikes, injecting needles or tremulating hairs		Wormlike burrowing
5	Ovoid	**1d4**	**Orifice details...**	Flotational webbing or fanlike wings
		1	Disgorging esophageal maw (or wormlike appendage ending in a scissorlike pincer)	
		2	Anus with expellant	
		3	Engulfing mouth	
		4	Gaping orifice with scores of "Tentacles"	
6	Spiky ovoid	Shelled structure or calcareous plates		Vaporous expellant
7	Starfish	Oily and viscous		1d100 rudimentary legs
8	Tree	Roll for a "Chimera" composition		Wheel-like roller

1d6	Weird Features
1	Roll for a "Chimera" weird feature
2	Organic traps (e.g., webbing, explosive spores, antlion sand pits)
3	Keeps its prey or captives alive inside of it for some horrible purpose
4	Capable of hibernating in our dimension (during which time it appears fossilized and resists dissipation)
5	Capable of surviving in a specifically hostile environment (e.g., vacuum of space, inferno of a volcano, crushing depths of an ocean)
6	Sophisticated intelligence, exotic architecture, and development of alien technology or eldritch magic (roll for "Engineering or Invention")

Engineering or Invention

1d8	Ultimate Function of Engineering or Invention
1	Ennabling transport between extraplanar destinations (for escape or for recruitment)
2	Cleansing the planet of its "viral" life (e.g., humans, native flora and fauna) and toxic atmosphere
3	Research of forgotten but extant alien civilizations, artifacts and technologies
4	Communication with other extraplanar beings or Ancient Ones
5	Inspiring awe and worship in native inhabitants
6	Colonization (and perhaps construction of bases of operation more suited to alien life)
7	Extraction of native minerals, flora or fauna
8	Genetic research and engineering

Bestial Semblance

"Thus, I saw the thing more completely; but it was no pig—God alone knows what it was. It reminded me, vaguely, of the hideous Thing that had haunted the great arena. It had a grotesquely human mouth and jaw; but with no chin of which to speak. The nose was prolonged into a snout; thus it was that with the little eyes and queer ears, gave it such an extraordinarily swinelike appearance. Of forehead there was little, and the whole face was of an unwholesome white color." —William Hope Hodgson (*The House on the Borderland*)

Cephalopodal Nightmare (or Amorphous Horror)

"There were legends of a hidden lake unglimpsed by mortal sight, in which dwelt a huge, formless white polypous thing with luminous eyes; and squatters whispered that bat-winged devils flew up out of caverns in inner earth to worship it at midnight. They said it had been there before d'Iberville, before La Salle, before the Indians, and before even the wholesome beasts and birds of the woods. It was nightmare itself, and to see it was to die. But it made men dream, and so they knew enough to keep away." —H.P. Lovecraft ("The Call of Cthulhu")

Chimera

"Out of the unimaginable blackness beyond the gangrenous glare of that cold flame, out of the tartarean leagues through which that oily river rolled uncanny, unheard, and unsuspected, there flopped rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember. They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall. They flopped limply along, half with their webbed feet and half with their membranous wings..." —H.P. Lovecraft ("The Festival")

Elemental

"Well, I felt to the right, and my fingers touched something curved, that felt--yes--more or less like leather; dampish it was, and evidently part of a heavy, full thing...It hung for an instant on the edge of the hole, then slipped forward on to my chest, and put its arms round my neck." —M.R. James ("The Treasure of Abbot Thomas")

Tentacles

1d6	Variations
1-4	All tentacles the same
5-6	Two or more tentacle types (roll for each separately)

1d12	Action	Type	Details
1	Coiling	Tentacles	Each tipped with a mouth suggesting the head of an asp
2	Sensing	Feelers	Fringed with oozing suckers
3	Squirming	Ropes	Fringed with barbed nematocysts
4	Whipping	Extremities	Fringed with lesioned papules
5	Sliming	Pseudopods	Fringed with serrated teeth
6	Sucking	Limbs	Roll for a "Chimera" composition
7	Wriggling	Tendrils	Terminating in crablike claws
8	Probing	Tapering arms (like a starfish)	Terminating in tentacular clubs
9	Sinuating	Cords	Terminating in scissorlike jaws
10	Exploring	Arms	Terminating in eyestalks (roll for 1d3 "Extra Eyes")
11	Quivering	Tubes	Terminating in inexplicable alien organs (or extra heads)
12	Grasping	Branches	Like a clump of willow bushes moving all over upon its surface, coiling upon itself like smoke

Chimera

1d100	Type	Shape	Movement	Composition	Weird Features
1	Avian	Bird or buzzard	Flaps, flutters, flits	Oily and feathery	Horrible mimickry of human voices, eviscerating beak
2-6	Actiniarian or polypous	Sea anemone	Quests, crawls, writhes	Cabbagelike, ciliated and viscous	Camouflaging translucence, corrosive ichor
7-10	Anneloid	Worm	Writhes, wriggles, burrows	Translucent and squishy	Asexual reproduction, flesh burrowing
11-14	Anthropoid	Quasi-human or ape	Lopes, shambles, lurks, slinks, sneaks, sprints	Fleshy and hairy	Unnatural corpulence, human half-face, horrible mockery of human voices
15-18	Arachnoid	Spider or tick	Creeps, scurries, crawls	Chitinous or crustaceous	Tactical use of lair, biological traps, flesh burrowing
19-22	Asteroid	Starfish	Quests, creeps, slinks	Rugose and fibrous	Hypnotic eldritch glow, rapid regeneration
23-26	Batoid	Manta ray or skate	Quests, glides, slips, skates, wraps, hugs	Fleshy, smooth and oily	Eerily silent movement, stinging tail
27-30	Batrachian	Frog or toad	Hops, creeps, scrambles	Sqamous, oily and viscous	Gangrenous rot, oozing papules, prehensile tongue
31	Canine	Wolf or dog	Lopes, slinks, lurks, hunts	Hairy and leathery	Ghostly howl, tick-like parasites
32-35	Chiropteran	Bat	Flaps, glides, angles	Leathery and furred	Echolocation, membranous wings
36-38	Coleopteran	Beetle	Scuttles, hastens, scurries	Chitinous or crustaceous	Adaptive variations, sheathed wings
39	Corvoid	Crow	Flaps, sneaks, hops	Oily and feathery	Strange hoarding, carrion sense
40-43	Decapodal or isopodal	Crab, shrimp or isopod	Scuttles, hastens, scurries, sneaks	Chitinous or crustaceous	Irritating bristles or spines, speedy evasion
44-47	Dromopodal	Scorpion	Scuttles, scurries, creeps	Chitinous or crustaceous	Ghostly stridulation, stinging tail
48	Equine	Horse	Sprints, gallops, trots	Hairy and fleshy	Passenger carrying, explosive speed
49-52	Gastropodal	Slug	Slithers, writhes, gropes, burrows, hugs, wraps	Oily, squishy and viscous	Disgorging esophageal maw, insidious stealth
53-56	Hirudineal	Leech or lamprey	Slithers, writhes, gropes, burrows, hugs, wraps	Oily, squishy and viscous	Numbing toxin, stealthy vampirism
57-60	Hymenopteran	Ant, sawfly or wasp	Creeps, crawls, scurries	Chitinous or crustaceous	Polymorphic forms and adaptations, colonial or hive mind
61-64	Ichthyoid	Fish	Slips, glides, squirms, hovers	Squamous and oily	Leprous lesions, slippery grip, bulging gills
65-68	Fungoid	Fungus or tumor	Quivers, pulses, palpitates	Spongelike and tumorous	Intoxicating dust, invasive contamination
69	Mantoid	Praying mantis	Scuttles, scurries, hastens	Chitinous or crustaceous	Explosive impalement, uncanny mimickry of various flora
70-73	Medusoid	Jellyfish	Spirals, hovers, envelops	Bloated, saclike, and viscous	Hypnotic iridescence, poisonous nematocysts, amorphous adaptations
74-77	Myriapodal	Centipede	Crawls, scurries, scuttles	Ridged and chitinous	Eviscerating forcipules, undefeatable grip
78-81	Octopoid or cephalopodal	Octopus or squid	Quests, sneaks, envelops	Bloated, ciliated and viscous	Camouflaging, amorphous adaptations, engulfing grapple
82-85	Ophidian	Snake	Slithers, glissades, sneaks	Squamous and leathery	Engulfing orifice, paralyzing venom
86-89	Rodent	Rat	Sneaks, scurries, sprints	Leathery and hairy	Humanlike manipulation of objects, pungent musk, frenzied hunger
90-93	Saurian or crocodilian	Lizard or crocodile	Slithers, lurks, sprints	Squamous, rugose and leathery	Reparative regrowth, deathlike stealth
94-97	Suilline	Pig, boar or hog	Trots, lopes, slinks, sprints	Fleshy and hairy	Humanlike squealing, putrid folds, voracious appetite, monstrous growth
98-00	Talpoid	Mole	Writhes, crawls, burrows	Fleshy and hairless	Supersensory (smell, taste, touch, or hearing), burrowing stealth

Elemental

1d20	Sentience
1-16	Primal
17-18	Sapient
19-20	Supranormal

1d8	Composition
1	Made of water (e.g., whirlpool, wave) and vulnerable to arid conditions
2	Made of earth (e.g., rolling mud clump, rushing avalanche)
3	Made of air (e.g., wind, tornado)
4	Made of fire (e.g., hovering orb of fire, angry conflagration) and vulnerable to moist or rainy conditions
5	A sacklike entity (roll for a "Chimera" movement and composition)
6	An amorphous and oozing jelly
7	Made of whatever material elements are available in the area (e.g., sewage, detritus)
8	Roll on "Exotic Matter"

1d6	Exotic Matter
1	Roll for a "Living Polyhedral"
2	Made of a vacuum (which, if large enough, may absorb the local atmosphere) or of gravity (which, if large enough, may create increasingly crushing pressures, eventually absorbing the local environment)
3	Living Spacetime Gate (see the "Spacetime Gate" spell)
4	Hovering electrical orb (with tendrils of sparking currents)
5	Ethereal elemental (that attempts to possess a host or inhabit and animate a corpse)
6	Does not materialize (but later terrorizes the caster in dreams, acting like a covert possession)

Hypnagogic Vision

"Herestauss, Doctor of Philosophy and Theogony, wrote the history and the manifestation of all those invisible beings which hover around man, or of whom he dreams. He describes their origin, their domains, their power; but none of them resembles the one which haunts me. One might say that man, ever since he has thought, has had a foreboding and a fear of a new being, stronger than himself, his successor in this world, and that, feeling him near, and not being able to foretell the nature of the unseen one, he has, in his terror, created the whole race of hidden beings, vague phantoms born of fear." —Guy de Maupassant ("The Horla")

"And it was in that moment of distress and confusion that the whip of terror laid its most nicely calculated lash about his heart. It dropped with deadly effect upon the sorest spot of all, completely unnerving him. He had been secretly dreading all the time that it would come — and come it did." —Algernon Blackwood ("The Wendigo")

Extra Eyes

1d10	Roll for 3d3 eyes...*	
1	Resembling those of a (roll for "Chimera" shape)	Casting eldritch ray beams
2	Prodigious and bulging	Oozing pus
3	Rudimentary	Each deep set in a kind of pinkish, ciliated orbit
4	Iridescent	Each touched in with a burning yellow
5	Nictating	Intensely black pupils
6	Floating	Badly wounded
7	Three-lobed	With cold, inhuman, primordial intent
8	Glassy ovoid or polyhedral shapes (resembling eyes)	Staring greedingly, unwinkingly
9	Doll-like	Glazed over with milky cataracts
10	Resembling those of the conjurers	Which never close

*A single eye if all the dice are the same number

Extra Mouths

1d10	Roll for 2d3 mouths...*
1	Each resembling that of a (roll for a "Chimera" shape)
2	Undeveloped
3	With prehensile tongues
4	Each with the voice of a conjurer (or of another relevant character)
5	Flexibly proboscidean (roll for a "Chimera" composition)
6	Fringed with chemosensory hairs
7	Slobbering or dripping
8	Fanged and sucking
9	Each ringed with hanging tendrils (roll on "Tentacles")
10	Or apparently other orifices...

*A single mouth if the dice are the same number

Indescribable Blasphemy

"There was an almost globular torso, with six long, sinuous limbs terminating in crab-like claws. From the upper end a subsidiary globe bulged forward bubble-like; its triangle of three staring, fishy eyes, its foot-long and evidently flexible proboscis, and a distended lateral system analogous to gills, suggesting that it was a head. Most of the body was covered with what at first appeared to be fur, but which on closer examination proved to be a dense growth of dark, slender tentacles or sucking filaments, each tipped with a mouth suggesting the head of an asp." —H.P. Lovecraft and Hazel Heald ("The Horror in the Museum")

Hypnagogic Vision

1d12	When do the effects of the conjuration occur?
1-6	1d6 minutes after the casting's completion
7-8	On an evening following the casting, for the caster with the lowest Rationality (and when the caster is dreaming)
9	The entity covertly possesses one of the casters and triggers its effects at an inconvenient time (at the gamemaster's discretion)
10-11	As an ephemeral entropic effect that triggers randomly for anyone entering the area and staying for any length of time (with a chance, checked once a week, equal to the percentage used for the original conjuration roll)
12	As a repeated series of hauntings, for the caster with the lowest Rationality (see the "Elemental Haunter" preternatural curse)

1d20	Roll for 1d4+2 incremental hypnagogic effects...
1	Paralysis, followed by a feeling of crushing and suffocation
2	Lucidity, followed by a creative insight — akin to a Divination casting — presenting itself clearly to the lead caster (every participant gains one Rationality point)
3	Sensation of one's body growing either smaller or larger
4	Sensation of floating and "unmooring" from one's physical body
5	Sensation of falling
6	Sensation of euphoria (every participant gains one Rationality point)
7	Sensation of insects crawling on and under the skin (every participant loses one Rationality point)
8	Impression of something approaching or forcing an entry (e.g., knocking on walls, rattling at a door, crashing in an adjacent space)
9	Impression of a whispering unintelligible voice responding to the caster's thoughts
10	Impression of something inhuman (on 1d6: 1. growling, 2. hissing, 3. buzzing, 4. squishing, 5. fluttering, 6. scuttling) nearby
11	An incessant thought repeats itself to the point of nausea (the lead caster succeeds with a Fortitude check or gets physically ill and ends the conjuration with a failure)
12	Lead caster suffers temporary amnesia (see "Mental Disorders") for 1d100 minutes (though this does not necessarily end the conjuration)
13	Impression of swirling spots and speckles of light and color
14	Impression of geometric patterns forming and changing
15	Impression of three-dimensional volumes mutating and coalescing
16	Impression of non-Euclidean space warping (every participant loses one Rationality point)
17-20	Roll for a "Unique Manifestation" (may be rolled only once)

1d12	Unique Manifestation
1-3	Roll for another entity type (which appears only in a dreamlike form, floating above the casters)
4-5	The entity's true nature is incomprehensible to the fragile human mind, and therefore manifests as a dreamlike shape drawn from the collective myths of the casters (e.g., Nodens, Bast, Zeus, abstract ideologies, spirits of the age)
6	All conjurers suffer Corruption (Strange Magic), which is a special condition that does not affect or replace any other Corruption suffered by a caster. With it, whenever any of the participants fumble a casting, the Corruption (Strange Magic) score increases by 5 points for all of the participants involved. Additionally, each month, the Corruption increases by 3 points (with a consequent Corruption check), regardless of the actions of the casters. Immediately following a fumble, there is a chance (equal to the current Corruption score) of an epidemic occurring somewhere in the world; whenever the Corruption score increases, each participant experiences the impending epidemic in a prophetic vision or dream. Once the epidemic occurs, the Corruption score resets to zero and the cycle begins again. The only way to dispel the Corruption is by successfully banishing an avatar of Nyarlathotep (or by an equivalent task designed by the gamemaster). Roll on "Epidemic of Strange Magic" for the nature of the epidemic.
7	Any caster failing a Luck roll is tainted with a curse affecting his bloodline, with any future progeny suffering the consequences (e.g., physical abnormalities; inhuman malevolence; strange preoccupation with invisible friends and other worlds; persistent extraplanar oppression; repeated hauntings and unwanted psychic abilities); each caster suffers recurrent dreams about these future children
8	After appearing in a dreamlike hallucination, the entity possesses a corpse, an elemental, an animal (or even a terrestrial mythos creature) and journeys to the casters (as if called with a Summon spell), which may take time for the entity to traverse whatever distance is necessary
9	After first appearing in a dreamlike hallucination, the entity — at a later date — visits the casters in the flesh of a human body (typically a beautiful man or woman); there is a chance (equal to the percentage used for the original conjuration check) of this entity being Nyarlathotep
10	After appearing in a dreamlike hallucination, the entity takes a corporeal form (roll for an entity) and journeys to the casters (as if called with a Summon spell), which may take time for the entity to traverse a distance (equal to 1d10 miles)
11-12	Roll on "And so it comes, yet not in the way imagined or expected..."

Epidemic of Strange Magic

1d12	The following epidemic occurs somewhere in the world...
1	Breakout of affliction (e.g., plague, cholera, malaria) followed by human tragedies
2	Anarchists commit an explosive act of terror, followed by a circulated manifesto of a bizarre nature
3	Strange lights in the sky, followed by people driven mad and found wandering in fugue states
4	Unnatural rise in criminal and anarchist (or cult) activity and violence (especially toward innocents)
5	Natural calamity (e.g., fire burns down a city quarter; earthquake devastates a region; tsunami wipes out an island; unnatural weather destroys a food yield or water supply) followed by human tragedies
6	Economic calamity followed by social unrest and violence
7	Social unrest, balkanization, and revolution, followed by mass violence and human tragedies
8	Grave social injustice on a genocidal level (e.g., massacres of natives in the Belgian Congo)
9	Rise in the number of missing persons (conflated with rumors of serial killers and cults)
10	Grave robberies, body snatching and smuggling (conflated with rumors of necromancy)
11	An isolated population disappears mysteriously or kills themselves in an inexplicable frenzy
12	A charismatic figure (perhaps with occult leanings) causes a violent uprising

And so it comes, yet not in the way imagined or expected...

1d8	Effect
1-2	I begin to see myself in a looking-glass (as if it were a sheet of water); and it seems to me as if this water is flowing clearer every moment. It is like the end of an eclipse. Whatever it is that hides me does not appear to possess any clearly defined outlines, but a sort of opaque transparency which gradually grows clearer. **Effect**: The caster with the lowest Rationality suffers an Elemental Haunter, later appearing as a wavering shadow of the target's own countenance, with the impulses of the target's motivation or mental disorder, but exaggerated (e.g., a perverse desire for a loved one, a murderous obsession with one's rival, an impulsively inquisitive nature).
3	I search everywhere for a proof of reality, when all the while I understood quite well that the standard of reality has changed. **Effect**: Every participant makes a Horror (Rationality) check, with the lowest failed roll suffering –1d10 points of damage, and every other failed roll suffering –1d3 points of damage.
4	When a common place in this way becomes charged with the suggestion of horror, it stimulates the imagination far more than a thing of unusual appearance; and this place now assumes in the darkness a bizarre grotesquerie of appearance that lends to it somehow the aspect of a purposeful and living creature. Its very ordinariness masks what is malignant and hostile to us. **Effect**: Every participant makes a Horror (Rationality) check, with each potentially suffering –1d4 points of damage as the location becomes corrupted by entropic energies (raising the location's Intensity by a number of points equal to the intended Intensity of the conjuration, and possibly drawing to it destructive entities). It will forever after be a place of alien malevolence.
5	An infinite silence seems to fall on all things. **Effect**: All light and sound disperse for 2d6 minutes, leaving a vacuum void of anything but a nauseating and incessant fluting emanating from the center of all things. The lead caster succeeds with a Fortitude check or gets physically ill.
6	Something born of the desolation, born of the midnight and silent grandeur, born of the great listening hollows of the night, something that lay 'twixt terror and wonder, drops from the vast spaces down into my heart — and calls me, unrecorded in any word or thought my brain can compass, laying its spell upon me. **Effect**: Roll for a "Chimera" (that appears as a dreamlike apparition floating above the casters).
7	Terrifying vistas of reality. **Effect**: Every participant loses one Rationality point, as the landscape begins to change. Roll on "Terrifying Vistas of Reality."
8	It is simply the Call of the Wild personified, which some natures hear to their own destruction. **Effect**: Every participant or observer must make an opposed test between his Rationality (or his most powerful motivation) and the percentage used for the original conjuration check. With a failure, he loses the ability to control his actions and succumbs to a "Call of the Wild" effect (roll on the relevant table), lasting for a number of minutes equaling the value of the conjuration check. Individuals may either all suffer the same effect, or each exhibit a different one. Anyone suffering the Call of the Wild must roll for dread and despair after waking from the spell, making a Horror check and testing Fortitude (Daunting) for –1d12 points of damage.

Call of the Wild

1d6	Effect
1-3	Insatiable cannibalistic hunger
4-5	Insatiable wrath and violent action
6	Insatiable lust

Terrifying Vistas of Reality

1d6	Effect
1	There is the blackness of illimitable and unimagined space, alive with motion and having no semblance of anything on earth (all participants lose one point of Rationality).
2	Black seas of infinity — every participant makes a Horror (Fortitude) check, with each potentially suffering –1d3 points of despair
3	An impossibly vast, green and roiling Central Sun, round which countless other dead stars revolve (all participants lose one point of Rationality)
4	Savage and impenetrable darkness with chaos and pandemonium before me, and strange currents of wind seeming to dance in the darkness (all participants lose one point of Rationality)
5-6	See the "Spacetime Gate" spell for the nature of the location bleeding into our world. Make another conjuration check. With a fumble, the portal opens on to the sublime spectacle of another reality, then dissolves away. With a failure, the portal waxes and wanes, threatening to consume the participants (costing each participant one point of Rationality). With a success, each participant must succeed with a Horror (Rationality) check or lose –1d3 points, as he momentarily exists in two locations; and with a critical, each participant failing a Horror (Rationality) check winks out of existence (consumed forever by the terrifying vista).

Living Polyhedral

"They had consciousness, volition...Their center was a bright nucleus — red, blue, green. This nucleus faded off gradually into a misty glow that did not end abruptly. It, too, seemed to fade off into nothingness — but a nothingness that had under it a — somethingness." —Abraham Merritt ("The People of the Pit")

"And, so to tell more about the South Watcher. A million years gone, as I have told, came it out from the blackness of the South, and grew steadily nearer through twenty thousand years; but so slow that in no one year could a man perceive that it had moved." —William Hope Hodgson (*The Night Land*)

Manlike Mockery

"It was partly human, beyond a doubt, with very man-like hands and head, and the goatish, chinless face had the stamp of the Whateleys upon it. But the torso and lower parts of the body were teratologically fabulous, so that only generous clothing could ever have enabled it to walk on earth unchallenged or uneradicated. Above the waist it was semi-anthropomorphic; though its chest, where the dog's rending paws still rested watchfully, had the leathery, reticulated hide of a crocodile or alligator. The back was piebald with yellow and black, and dimly suggested the squamous covering of certain snakes. Below the waist, though, it was the worst; for here all human resemblance left off and sheer phantasy began. The skin was thickly covered with coarse black fur, and from the abdomen a score of long greenish-grey tentacles with red sucking mouths protruded limply. Their arrangement was odd, and seemed to follow the symmetries of some cosmic geometry unknown to earth or the solar system. On each of the hips, deep set in a kind of pinkish, ciliated orbit, was what seemed to be a rudimentary eye; whilst in lieu of a tail there depended a kind of trunk or feeler with purple annular markings, and with many evidences of being an undeveloped mouth or throat. The limbs, save for their black fur, roughly resembled the hind legs of prehistoric earth's giant saurians; and terminated in ridgy-veined pads that were neither hooves nor claws." —H.P. Lovecraft ("The Dunwich Horror")

"After him followed a strange form; it would be hard to say whether the artist had intended it for a man, and was unable to give the requisite similitude, or whether it was intentionally made as monstrous as it looked. In view of the skill with which the rest of the drawing was done, Mr Wraxall felt inclined to adopt the latter idea. The figure was unduly short, and was for the most part muffled in a hooded garment which swept the ground. The only part of the form which projected from that shelter was not shaped like any hand or arm. Mr Wraxall compares it to the tentacle of a devil-fish..." —M.R. James ("Count Magnus")

Vaporous Intelligence

"When they looked back toward the valley and the distant Gardner place at the bottom they saw a fearsome sight. At the farm was shining with the hideous unknown blend of colour; trees, buildings, and even such grass and herbage as had not been wholly changed to lethal grey brittleness. The boughs were all straining skyward, tipped with tongues of foul flame, and lambent tricklings of the same monstrous fire were creeping about the ridgepoles of the house, barn and sheds. It was a scene from a vision of Fuseli, and over all the rest reigned that riot of luminous amorphousness, that alien and undimensioned rainbow of cryptic poison from the well - seething, feeling, lapping, reaching, scintillating, straining, and malignly bubbling in its cosmic and unrecognizable chromaticism." —H.P. Lovecraft ("The Colour Out of Space")

Vegetative Lurker

"He was lying, face upward, at the foot of the strange orchid. The tentacle-like aerial rootlets no longer swayed freely in the air, but were crowded together, a tangle of grey ropes, and stretched tight with their ends closely applied to his chin and neck and hands...Then she saw from under one of the exultant tentacles upon his cheek there trickled a little thread of blood..." —H.G. Wells ("The Flowering of the Strange Orchid")

Living Polyhedral

1d10	Overall Shape	Composition	Refraction	Communication	Movement
1	Monolith or menhir	Ethereal	Opaque	Telepathy or dream	Stationary or planted
2	Obelisk	Electrical	Transluscent (1d100%)	Color shifting, radiation or luminescence	
3	Pyramid or cone	Rocklike (smooth)	Iridescent (1d100%)	Pheromones, intoxicants	
4	Cylinder	Rocklike (rough)	Prismatic	Moving glyphs upon its surface	
5	Cube	Liquescent	Reflective (1d100%)	Echoing of human voices	Hovering
6	Ovoid	Glasslike	Invisible	Absorption or rejection of observer	
7	Pointed star	Metallic	Absorptive (black)	Shifting of solidity or refraction	
8	Granules (like salt crystals)	Wooden	Colored	Playing of pictorial events upon its surface (or within it)	
9	Trapezohedron or other polyhedron	Roll for a "Chimera" composition	Patterned	Impressions through touch (e.g., texture shifting, ciliated excitement, liquescent ripples)	Teleporting
10	Architectural space	Varying (shifting at will)	Varying (shifting at will)	Vibration (or music)	Roll for a "Chimera" movement

1d12	Weird Features
1	Roll for "Extra Eyes," for "Extra Mouths," or for 1d12+6 "Tentacles" (or, with a 25% chance, a combination)
2	Begins to expand to 1d100 times its initial size, once it materializes (possibly absorbing anything in its vicinity)
3	Other dimensions or realities may be seen within or upon its surface (with a daily chance — equal to the conjuration check — that it's used as a spyglass through which a foreign entity may exert its influence)
4	It is a living Spacetime Gate that "consumes" by absorbing and sending organisms to other spaces or times (see the "Spacetime Gate" spell)
5	Transforms other life into things resembling itself
6	Warps Euclidean space (or space and time) in its vicinity
7	Has visited our plane of existence before and amassed a following of servitors (who may seek it out in some kind of black pilgrimage)
8	The entity is an alien "device" used in the Evocation of more powerful extraplanar entities (or for some other terrible purpose)
9	Serves as a homing beacon for some other undesirable entity (or Ancient One)
10	Exudes a powerful alien radiation (which corrodes, burns, mutates, and so on) organic life within its vicinity, perhaps taking 3d20 days to take full effect on its environment
11	Increases or decreases magical effects within its vicinity
12	Causes psychic phenomenon within its vicinity (possibly affecting permanently anyone coming into contact within it for any length of time)

Vaporous Intelligence

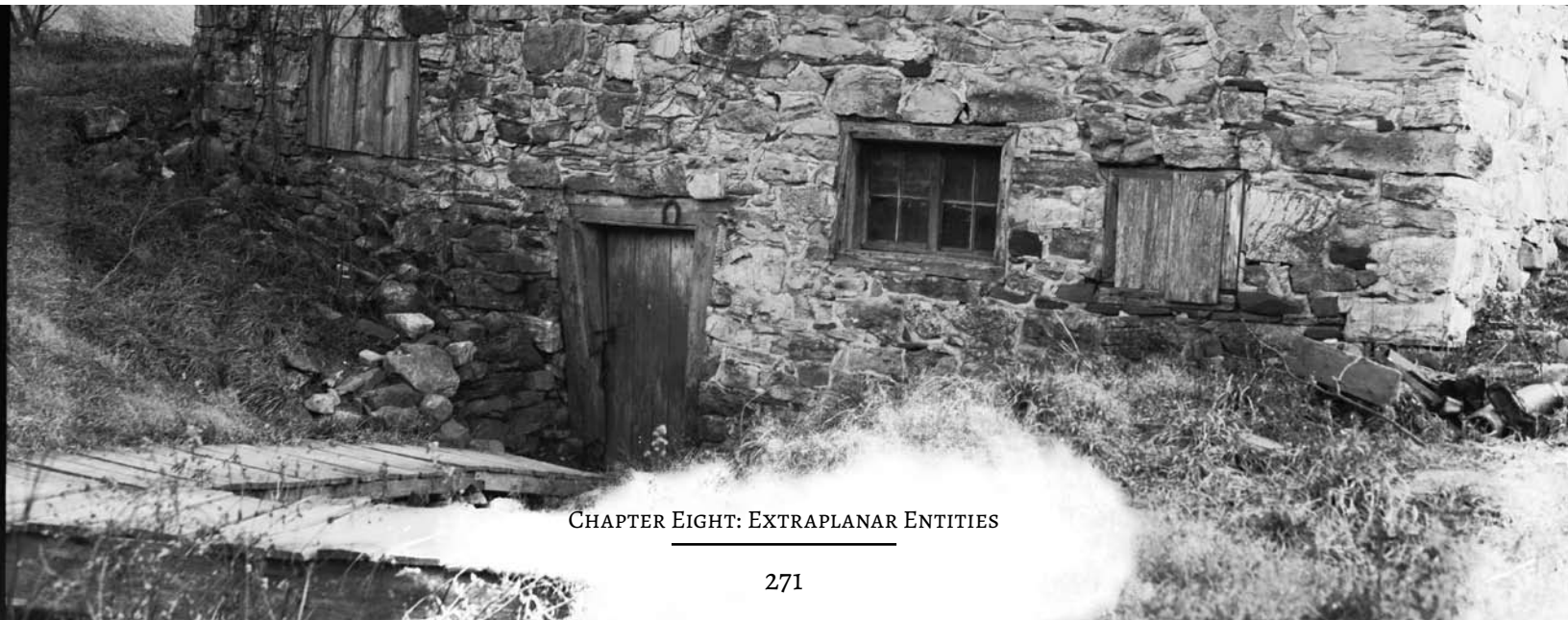
1d12	Appearance or Behavior	Weird Features
1	Draws light and electricity (causing cold and darkness)	Indecipherable color (and most likely cannot be photographed)
2	Eldritch iridescence	Exudes pheromones, disease or intoxicants
3	Prismatic shifting	It is a living Spacetime Gate that "consumes" by absorbing and sending organisms to other spaces or times (see the "Spacetime Gate" spell)
4	Roll for "Living Polyhedral" communication	Transforms other life into things resembling itself
5	Shapes itself into the apparitional form of another entity type	Able to take a material form at will
6	Acrid black smoke	Seeks refuge (like an inhaled poison) in the nearest terrestrial creature
7	Putrid yellow fog	Other dimensions or realities may be seen within it
8	Shapes itself into the apparitional form of a conjurer	Corrodes, burns, or mutates any organic life within its vicinity, perhaps taking 3d20 days to take full effect on its environment
9	Subtle shifting of light (barely observable)	The vapor is an alien biological weapon
10	Blinding luminescence	Somehow births material lifeforms (perhaps corrupting terrestrial life)
11	Invisible (but with a detectible odor)	Highly flammable; once set alight, it acts like a fire elemental
12	Acts like an air elemental (e.g., wind, tornado)	Able to phase in and out of a corporeal form (roll for a type)

Manlike Mockery

2d6	Gender
Odd	Male
Even	Female
Doubles	Both or neither

1d20	Location of Detail	Roll for 1d3+1 teratologically fabulous details...
1	Feet	'The (location) roughly resembles that (or those) of a (roll for a "Chimera" shape).'
2-4	Lower Extremities	'The region of the (location) is odd, having the semblance of a (roll for a "Chimera" shape) with (roll for a "Chimera" composition) features.'
5	Hips	**1d6 — Extra eyes or mouths...** 1-3: Roll for "Extra Eyes" on the (location) 4-6: Roll for "Extra Mouths" on the (location)
6-7	Abdomen	1d12+6 (roll on "Tentacles") on the (location)
8-9	Back	Rudimentary tail (roll for a "Chimera" composition)
10-11	Chest	(Roll for a "Chimera" composition) skin (e.g., hide, carapace, covering, husk, crust, membrane, fur) of a (roll for a "Chimera" shape)
12	Upper limbs	
13	Hands	
14	Back of the neck	'Dimly suggests the (roll for a "Chimera" composition) covering of a (roll for a "Chimera" shape)...'
15	Front of the neck	
16	Head	
17-20	Face	**1d6 — Details — Personality**

1d6	Details	Personality
1	'It looks partly human, beyond a doubt, with a face having the stamp of (pick the name of one of the conjurers or another relevant person) upon it.'	Mirroring the voice of a "parent" conjurer (and perhaps adopting an exaggerated sense of one of the conjurer's motivations)
2	'A face like that of a (roll for a "Chimera" shape) translated into human form, and endowed with a malevolent intelligence...'	'Bestial (with the essential nature of one of its chimerical shapes), with an expression suggesting a blend of hate, greed, and sheer cruelty mixed with other emotions not of this world or solar system...'
3	A half-shaped human face (on top, on back, on its abdomen...)	Childlike and naive
4	Chinless and goatish	Wizened and traveled (perhaps conversant in one or more ancient languages)
5	Two or more faces conjoined	Merely an empty, vestigial mask
6	Passable as human (at least on the upper torso and face)	Oddly inquisitive about our universe



Vegetative Lurker

1d8	Resembles...	Feeds on...	Thrives in...	Odor resembles...	Means of capture...	Victim resembles...
1	Strange orchid	Meat or specific organs (e.g., brains, livers, hearts, skin)	Swamps (or places of oxygenated waters)	Sweet fruit	Intoxication or paralysis	Partially digested snake leavings
2	Disemboweled intestines and splayed organs	Blood	Deserts (or places of aridity)	Rot and refuse	Leechlike attachment	Exsanguinated prey of jungle leeches
3	Leathery spider orbs and webbing	Fear	Places of entropic energies	Vinegar or wine	Hypnotic suggestion	A victim seizing from convulsive fright
4	Mangrove plant	Genetic material	Jungles (or places of hot teeming life)	Blood or offal	Sudden ambulation	Eviscerated prey of large cats
5	Bulbous tumor with disarrayed nodules or toadstools	Magic	Caverns (or other lightless and moist places)	Musk	Use of servitors (or ambulatory spawn)	An insect thoroughly invaded with a pathogenising fungus
6	Weeping willow	Entropic energies	Peat bogs (or low-nutrient environments)	Ash, smoke or burning meat	Dropping bulbs, or asphyxiating pit traps	Desiccated mummies
7	Sea anemone	Agony	Sewage (or places of rot and refuse)	Brine or fish	Corrosive immersion or spray	Bodies exposed to thermal burns and oxidizing agents
8	Jellyfish	Worship	Vacuums	Perfume	Roll for 1d12+6 "Tentacles"	A surgeon's dissection

1d12	Circulatory Fluids	Weird Features
1	Viscous ichor (useful as a powerful adhesive)	Organic traps (e.g., explosive spores, corrosive spray, antlion sand pits, chemical minefields, mutagens, intoxicants, poison)
2	Corrosive base or acid (neutralized with the equivalent base or acid of another plant of its type)	Exists as the larval stage of another entity
3	Blood (human or otherwise)	Capable of sudden explosive movement (for brief moments of time)
4	Intoxicating vapor (useful as an alien mutagen)	Mutagenic toxin (slowly changes its victim into something resembling itself, a "Chimera," or a "Manlike Mockery")
5	Purple ink (useful in the creation of black dust)	Orbs (or "fruit") resembling conjoined human heads
6	Envenomating neurotoxin (with agonizing or pleasurable secondary effects)	It is in actuality some kind of plant or fungus elemental (perhaps one summoned in ancient days by druidic cults)
7	Fecund sap (useful for genetic experimentation)	Able to absorb the genetic material from its victim and create a perfect replica (to be used as a servitor)
8	Coagulated oil (extremely flammable when exposed to oxygen)	Possesses animal characteristics (combine with a "Chimera")
9	Colorless fluid (rich with alchemical potential)	Highly prized by sorcerers (who may seek it out in some kind of black pilgrimage)
10	Colorless vapor (eldritch and perhaps hypnotic iridescence that mutates then disintegrates organic life over a period of 3d20 days)	Grows egg sacs of pulsating life (either human-shaped or roll for a "Chimera")
11	Slippery effluence (produces psychic visions attuned to various cylopean cities hidden around this world and elsewhere)	Lives naturally in vast colonies amongst other horrible and teeming life (either in the hidden fetid corners of the globe, or in the fecund fog-spawn pools of Shub-Niggurath)
12	Carbonated sludge (when refined and imbibed, can place a victim in a state of suspended animation for a number of days equaling the brew's Potency; useful for physical transport through the vacuum of space, or through otherwise inhospitable atmospheres of extraplanar realities)	Used by deep ones and various servitors (and the rare informed cult) for various nefarious purposes (roll on "Nefarious Purpose")

Nefarious Purpose

1d8	Nefarious Use of the Entity
1	The entity is grafted to a host (near, on, or in the body) as a parasitic symbiote (perhaps as an instrument of mind control, torture, or bioengineering)
2	The entity is used as a magical or biological trap (e.g., land mine, pit trap, organic explosive)
3	The entity's special chemicals are used as part of a process to keep a host alive — either with his complete body, or surgically subdvided into essential organs — in a vacuum or extraplanar dimension
4	The entity is used in a rite of passage (or sought as part of a black pilgrimage)
5	The entity is used in some form of bioengineering or magical synthesis
6	Captors keep their captives alive inside of it for some horrible purpose
7	The entity serves as a kind of strange architecture or lair (e.g., vast undergound fungus, bloated drifting sponge)
8	The entity (its blood, smoke, toxin, resin, and so on) is an essential ingredient in an alchemical ritual

Weird Anomaly

1d4	Unique Entity *
1	Broodling of Shub-Niggurath
2	Familiar of Nyarlathotep
3	Confrontation with the hypnagogic vision of a Great Old One (anyone failing an opposed Willpower check versus the entity's Willpower of 152% is swept away to its lair, with those succeeding still suffering a Horror check, testing Rationality for –2d12 points of damage)
4	Spawn of Yog-Sothoth

*See "Extraplanar Entity Examples" for explanations.

A weird anomaly is any unique entity attuned to the domain of an Ancient One. When one of these entities is rolled, the related Ancient One increases its influence and power. Note that each setting will suggest its own unique entities. The default examples provided here may inspire other creative possibilites.

Forming an Epithet of the Entity

1d20	Descriptive Label
1	Abomination
2	Beast
3	Chaos
4	Crawler
5	Demon or Devil
6	Doom
7	Dweller
8	Haunter
9	Horror
10	Lurker
11	Monstrosity
12	Peril
13	Shadow
14	Shambler
15	Sleeper
16	Spawn
17	Specter
18	Terror
19	Thing
20	Watcher

1d8	Associated Place
1	Desert (e.g., waste, wastelands, empty quarter, sands)
2	Domicile (e.g., stairs, walls, empty room, threshold, cellar, house, castle, citadel)
3	Forest (e.g., woods, lake, valley, well, swamp)
4	Graveyard (e.g., tombs, grave, pit, earth, below)
5	Mountains (e.g., sky, heights, ether)
6	Ocean (e.g., deep, abyss, sea, isles)
7	Otherwhere (e.g., a Spacetime Gate location, out of time, out of space, tomorrow, outer reaches, stars)
8	Wilderness (e.g., borderlands, hills, night, dark, darkness, shadows, plains, winds)

1d8	Forming the Epithet
1	Combine a movement with a descriptive label (e.g., lurking chaos, shambling one, writhing abomination)
2	Combine a shape with an associated place (e.g., rat in the walls, leech from the pit, Thurian doom)
3	Combine a shape or type with a descriptive label (e.g., decapodal monstrosity, equine shadow, rat thing)
4	Combine a random entity trait with a descriptive label or with "one" (e.g., abyssal crawler, gibbering one)
5	Combine an esoteric domain with a descriptive label (e.g., desolation out of space, mother of chaos)
6	Combine a material composition with a descriptive label (e.g., oozing chaos, ethereal terror)
7	Combine a descriptive label with an associated place (e.g., terror from the heights, spawn under the stairs)
8	Mix two methods (e.g., spectral lurker from Antares, writhing conflagration, quivering thing from below)

Conjuration Conditions

1d100	Conjuration works only with this environmental condition
1-4	Caster speaks in tongues (casting Tongues)
5-8	Burning of incense (e.g., sandalwood, myrrh, frankincense)
9-12	Burning of incense (from a powder of crushed insects or swamp life)
13-16	Burning of incense (from a tree used in a suicidal hanging)
17-20	Burning of black dust incense
21-24	Use of Damascus steel
25-28	Use of an iron instrument (implemented previously in a sacrificial killing)
29-32	Bloodletting
33-36	Use of the fat or entrails of a hanged criminal
37-40	Sacrifice of a murderer, using an iron weapon or a natural element associated with the energies sought (e.g., drowning in a swamp; burning in a conflagration; hanging in a storm; hurling from a promontory)
41-44	Caster peers into a "glass darkly," or a glass: ground from the sands of Arabia; crushed with the sediment of scuttling claws; incorporated with the bone dust of an ossuary; or distilled from the powders of exotic flora
45-48	Use of a Ward of abstract patterns (drawn with ground chalk on parchment, dripped with wax on dead skin, sculpted with clays on volcanic rock, and so on)
49-52	Casting occurs in a labyrinth
53-56	Casting occurs in an architectural anomaly (e.g., the architect was insane; the aura of the space provokes criminal activity; the location exists in a geometric relationship with other significant locations; the spaces are designed to disorient the mind; the shape is designed to focus spiritual energies; the location was important to the ancients and aligned with a specific constellation)
57-60	Casting occurs in a habitation associated with the energies sought (e.g., an opium den stained with thick, oily tar and delirium; an abandoned brothel haunted by aborted hope; a prison harboring a hundred self-delusions)
61-64	Casting occurs in a natural environment associated with the entity or energies sought (e.g., a swamp used to hide victims of violence; an eroding tower guarding a lifeless heath whipped by winds; a desolate seaside crumbling into the ocean; a deathless tundra; a hedgerow labyrinth overgrown by eldritch forest; a cavern forged in the Permian age; a cemetery of lost souls)
65-68	Presence of enchanted artifact made of (copper, gold or silver)
69-72	Use of a Ward of abstract patterns (e.g., drawn with chalk on parchment; dripped with wax on dead skin; sculpted with clay on volcanic rock)
73-76	Caster first uses Divination (with a method attuned to the entity or energies sought) to help visualize the impending visitation
77-80	Inhalation or ingestion of an intoxicant (e.g, black lotus, opium, peyote, hashish, alcohol)
81-84	Accompaniment of music associated with the energies sought (e.g., incessant cannibal drums; flutes attuned to the universal frequency; Appalachian folk song using an enchanted fiddle, banjo, or piano with specially cured strings; music of the old country taught by a devil at the crossroads; a symphony of traveling musicians performing in an opiate dream state; a phonograph moving backwards and attuned to the orbit of a planetary body; a bell ringing at the rythm of the lead caster's heartbeat; the compositions of Balakirev, Cui, Mussorgsky, Rimsky-Korsakov, or Borodin, played with instruments decayed by the elements)
85-88	Primal dance and chanting with a number of participants equaling 1d6 × the entity's Intensity (to a point of: ecstasy, nausea, or exhaustion)
89-92	Caster first makes contact — via a specific Invocation — with an Ancient One or archetypal spirit associated with the entity or energies sought
93-96	Caster makes a totemic illustration or sculpture of the desired entity (or a symbolic representation of its nature), then meditates on the idol — uninterrupted — for a number of hours (equal to the desired Intensity)
97-00	Invasive and irreversible surgical procedure (on the lead caster, or on a willing or unwilling host) allowing the brain to comprehend that which lies behind the veil of reality

Esoteric Domains and Influences

1d12	Domain	Influences
1	Abomination of the Pit	Cruel magic, blasphemy, covetousness, selfish ambition, cowardice, lust, putrescence, fetid estuaries, sewers
2	Beast from the Sea	Violent liberation, drowned hope, creative destruction, deranged expression, fallen civilizations
3	Crawling Chaos	Anarchy, revolution, sadism, suffering, apocalyptic prophecy, cunning plots, deception, occult, deserts
4	Desolation of the Winds	Cannibalism, truth of savagery, merciless desperation, call of the wild, outer dark, entropy, howling wastes
5	King of Carcosa	Betrayal of imagination, intoxicating self-delusion, addictive irrationality, illusions, masks, theaters, bacchanals
6	Lurker at the Threshold	Time and space, corrupted resurrection, eternal suffering, dark sorcery, blood magic, labyrinths
7	Nuclear Chaos	Tyranny of rationality, materialism, nihilism, apathy, inhuman intellect, empty winds, flutes, dead worlds
8	Mother of All Spiders	Agonizing despair, merciless traps, pitiless consumption, cunning patience, woven conspiracies, spiders, abysses
9	Serpent from the Hills	Unwholesome truths, venomous stealth, unmerciful justice, inexorable retribution, assassins, snakes, drums, pits
10	Sheol of a Thousand Young	Tainted fecundity, poison, violent survival, relentless hunger, ripening life, sex magic, swamps, forests
11	Sleeper of the Waste	Ghoulish hunger, decomposition, buried secrets, wisdom of the dead, catacombs, secret places
12	Wrath of Flames	Unrelenting wrath, fiery annihilation, mindless destruction, infernal conflagration, pyres

Investigative Notes (pick evidence that is most relevant to the setting, or roll for ideas)

1d10	Investigative Notes
1	**Artistic Representation**. Into this bestial abnormality, the artist must have poured at once all his malignant insanity and all his uncanny sculptural (or illustrative) genius
2	**Occult Evidence**. Remains of a conjuration condition (e.g., dance accoutrement, ashes of incense, sacrificial remains, architectural features)
3	**Victim Remains**. Remains of a victim, indicating a telltale weird feature (e.g., victim's partial remains resemble those of the exsanguinated prey of jungle leeches; there is evidence of a corrosive ichor eating away at the flesh; these marking resemble the wounds inflicted by a jellyfish's nematocysts; the victim suffered an invasion of something burrowing into its cavities; these appear like tick infestations, though these ticks would have to be a magnitude larger than your average variety; the face showing a convulsive nervous tension, coupled with the sudden heart failure, together indicate a powerful electrical discharge)
4	**Compositional Remains**. Skin or husk of the entity remains, indicating its composition or nature (e.g., strange hairiness and fleshiness like that of a pig; scaliness of a snake; scorch marks from some kind of conflagration or corrosiveness)
5	**Movement Tracks**. Evidence in the dirt of the entity's movement indicates something about its size and shape (e.g., a kind of rolling movement; scurrying tracks of a rather large insect; impression of a gastropodal foot, like that of a slug; pig tracks but from a pig that is grossly malformed)
6-7	**Unreliable Witness** (see the "Unreliable Witness" table)
8	**Exsanguination**. The entity leaves behind its blood or other circulatory fluid (e.g., of genuine blood there was none, but there was a vaporous exhalation reeking of offal; the fetid, greenish-yellow ichor, when dripped, left a foul stickiness and curious discoloration) (see the "Vegetative Lurker" table)
9-10	**Legends and Rumors**. Discovered with a sweep of an area's streets, libraries, and so on

1d10	Artist is studied in what style?
1	Primitive sculpture (but very representative)
2	Primitive sculpture (and very abstracted)
3	A gross mockery of the vibrant styles of the Belle Époque
4	Classicist and resembling the work of a John Singer Sargent (i.e., well drafted and rendered, most likely done in oil)
5	Modern and iconoclastic (and even distrurbing in its philosophical presuppositions), resembling the experimental work of a Pablo Picasso
6	Well-drafted but iconoclastic, resembling the mystical work of an Austin Osman Spare
7	Impressionistic and well-studied, somewhat resembling the work of a Pierre-Auguste Renoir
8	Symbolic and dreamlike, like the work of a Félicien Rops (or other Decadent artists)
9	Misshapen caricature, like that of a cartoonist (maybe distantly resembling a Windsor McCay)
10	Somewhat resembling Japanese woodcuts or the Aestheticism of an Aubrey Beardsley

Unreliable Witness

1d12	Style of a...	Example Voice
1	Unbiased observer	"At the base of the hill there was a thirty-foot swath of crushed shrubbery saplings leading steeply upwards; there is no indication that even the most perpendicular places deflected the inexorable trail. Whatever it was, it could scale a sheer stony cliff of almost complete verticality. When we climbed around to the hill's summit by safer routes we saw that the either trail ended or reversed there."
2	Exasperated yokel	"Bigger'n a barn...all made o' squirmin' ropes...hull thing sort o' shaped like a hen's egg bigger'n anything with dozens o' legs like hogs-heads that haff shut up when they step... nothin' solid abaout it — all like jelly, an' made o' sep'rit wrigglin' ropes pushed clost together... great bulgin' eyes all over it... ten or twenty maouths or trunks a-stickin' aout all along the sides, big as stove-pipes an all a-tossin' an openin' an' shuttin'...all grey, with kinder blue or purple rings...an' Gawd it Heaven — that haff face on top..."
3	Wizened veteran	"Y'all know me. Know how I earn a livin'. I'll catch this thing for you, but it ain't gonna be easy. Not like going chasin' down some easy thing. This, this whatever it is, it'll eat you whole."
4	Erudite bibliophile	"Imagine one of the awful bird-catching spiders of South America translated into human form, and endowed with intelligence just less than human, and you will have some faint conception of the terror inspired by the appalling effigy."
5	Degenerate drifter	"Hey, yew, why dun't ye say somethin'? Haow'd ye like to he livin' in a taown like this, with everything a-rottin' an' dyin', an' boarded-up monsters crawlin' an' bleatin' an' barkin' an' hoppin' araoun' black cellars an' attics every way ye turn? Hey? Haow'd ye like to hear the haowlin' night arter night from the churches an' Order o' Dagon Hall, an' know what's doin' part o' the haowlin'? Haow'd ye like to hear what comes from that awful reef every May-Eve an' Hallowmass? Hey? Think the old man's crazy, eh? Wal, Sir, let me tell ye that ain't the wust!"
6	Clever folklorist	"If the mouther's an old folk's tale, I'm honest to tell you it's a true one. Few words about them are best, I should reckon. They look some way like a floating carpet, snug and rightly made, with the underside being all mouth, and it gliding so silent-like from behind that no one's seen it and lived to tell about it."
7	Backwoods balladeer	Gonna build me a desrick on yonderside hill Where them wild things can't reach me or hear my sad cry For he's gone he's gone away to stay a little while but he'll be back though he's gone ten thousand miles Look away look away look away over yonder-o Where them wild things are flyin' from bough to bough A-mating with their mates so why not me with mine?
8	Concise scholar	"10:15 P.M. Important discovery. Orrendorf and Watkins, working underground at 9:45 with light, found monstrous barrel-shaped fossil of wholly unknown nature; probably vegetable unless overgrown specimen of unknown marine radiata. Tissue evidently preserved by mineral salts. Tough as leather, but astonishing flexibility retained in places. Marks of broken-off parts at ends and around sides. Six feet end to end, three and five-tenths feet central diameter, tapering to one foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths –combs or wings that fold up and spread out like fans. All greatly damaged but one, which gives almost seven-foot wing spread. Arrangement reminds one of certain monsters of primal myth..."
9	Deranged sycophant	"They have shape — but that shape is not made of matter. When the stars are right, They can plunge from world to world through the sky; but when the stars are wrong, They can not live. But although They no longer live, They will never really die."
10	Prophetic scribe	"To the North of this, in the direction of the West, I see The Place Where The Silent Ones Kill; and this is so named, because there, maybe ten thousand years gone, certain humans adventuring from the Pyramid, came off the Road Where The Silent Ones Walk, and into that place, and were immediately destroyed. And this was told by one who escaped; though he died also very quickly, for his heart was frozen. And this I cannot explain; but so it was set out in the Records."
11-12	Psychic poseur	"The Universe is the periodical manifestation of its unknown Absolute Essence..."

Entity's Size, Reach and Damage

Size Category	Siz	Bite	Horn	Limb	Tentacle	Bludgeoning Damage	Piercing Damage
Small	10 or less	Touch	Touch	Short	Medium	1d3	1d4
Medium	11 to 20	Touch	Short	Medium	Medium	1d4	1d6
Large	21 to 40	Short	Medium	Medium	Long	1d6	1d8
Huge	41 to 70	Medium	Medium	Long	Long	1d8	1d10
Enormous	71 to 90	Long	Long	Very Long	Very Long	1d10	1d12
Colossal	91 or more	Long	Long	Very Long	Very Long	1d12	2d6

Natural Weapons and Special Effects

Natural Weapon	Special Effect or Maneuver
Beak, pointed	impale
Beak, tearing	bleed, grip
Claws or talons	bleed, grip
Hand or fist	grip, stun, take weapon
Hoof or paw	stun
Horns	impale
Pincer	grip, sunder
Proboscis, entangling	grip, entangle, take weapon
Proboscis, piercing	impale
Stinger	impale, inject poison
Tail	bash, entangle, grip
Teeth, crushing	grip
Teeth, grasping	grip, impale
Teeth, incising	bleed
Tentacle	grip, entangle, take weapon
Tusk	impale
Wing	bash, entangle

Natural Armor

Example Materials	Base
Human flesh, soft tissue, fish scales, snake skin	0
Fur, hide	1
Shark skin, hardened leather vest	2
Crocodile scales, crab carapace, laminated rattan, woven fiber vest, rhinoceros skin	3
Chainmail shirt, lacquered wood vest	5
Turtle scales	6
Metal plate vest	7
Thickness of stone	8

Additionally...	Bonus
Tumorous sludge, unnatural corpulence	+2
Diseased, mutation	–/+1
Entity's size	+ (entity's Might/5, rounded down)*

*Adventurers do not have natural armor, regardless of their Might scores.

Values are approximations, allowing for flexibility in their interpretation.

Hit Locations for a Corporeal Entity (optional)

If a simple formula is required for calculating an entity's Hit Points per location, use the following guidelines (or extrapolate from the locations given).

Location	Hit Points Calculation
Abdomen, hindquarters, forequarters	= Wound score
Chest	= Wound score + 1
Head, leg, tail	= Wound score – 1
Arm, tentacle, wing	= Wound score – 2

*Wound score = maximum Hit Points/2 (rounded up)

Random Entity Traits and Additional Special Abilities

If the gamemaster wishes to assign random traits to an entity (or even pick a few traits and create a unique entity from these alone), then 150 random descriptors — each derived from a weird story — are included in the "Random Entity Traits" table. Many of them suggest one or more additional special abilities (in parentheses) related to the descriptor. The list is not exhaustive, but merely a sampling of the recurring traits found in the source material. Additionally, the random traits list may be used as a guideline for extrapolating new unique traits and mechanical effects (derived from just about any entity found in weird fiction). For example, the gamemaster may wish to create a new monster trait, "A Mountain Walked or Stumbled" (inspired by the short story, "The Call of Cthulhu"), and attach to it several special abilities (found in the following tables) that best describe this trait.

A table for extra weird features is also provided, if the gamemaster wishes to add an additional detail to an entity. When checking these tables, the gamemaster may either simply pick a number of traits (or roll for them) at his discretion, or use a simple rule for adding traits and other benefits. With an outer monstrosity (or another type, if the gamemaster deems it suitable), assume the entity has at least one random trait, and an additional trait for each successful roll under its original conjuration check (or, if no conjuration check was made, under its Intensity multiplied by 5). A new trait is added for each successful check, until the roll fails. Likewise, an additional weird feature is added for each successful check.

Random Entity Traits

1d100	Descriptor (Special Abilities) 1-2 on 1d6	Descriptor (Special Abilities) 3-4 on 1d6	Descriptor (Special Abilities) 5-6 on 1d6
1-2	Abyssal (Disturbing)	Gelatinous (Mutable, Oozing, Sticky)	Parasitic (Small, Diseased)
3-4	Acidic (Corrosive)	Ghastly (Disturbing)	Plastic (Mutable)
5-6	Amorphous (Mutable)	Gibbering (Feeble)	Pinkish
7-8	Anthropoid	Gibbous	Piteous (Feeble)
9-10	Antediluvian (Disturbing)	Gnashing	Poisonous (Poisonous)
11-12	Baboon-like	Goatish	Polypous (Disturbing)
13-14	Bat-like (Flying)	Glistening (Oozing)	Protoplasmic (Mutable, Oozing)
15-16	Batrachian (Aquatic)	Glutinous (Oozing, Sticky)	Pseudopodal (Multi-Limbed)
17-18	Bloated (Armored, Disturbing)	Grasping (Grappling)	Purplish
19-20	Blubbery (Armored, Disturbing)	Grayish	Putrid (Noxious)
21-22	Brutish (Unthinking)	Greenish	Quiescent (Dormant)
23-24	Bug-eyed (Supersensory)	Hairy (Armored)	Reddish
25-26	Bulbous (Armored)	Hideous (Disturbing)	Relentless (Unrelenting)
27-28	Cabbage-like (Armored)	Hissing	Reptilian (Armored)
29-30	Cackling	Howling	Repugnant (Disturbing, Noxious)
31-32	Cadaverous (Noxious)	Hybrid (roll twice)	Resplendent (Glowing, Hypnotic)
33-34	Cancerous (Diseased)	Ichorous (Oozing)	Ridged (Armored)
35-36	Canine (Fast)	Immaterial (Eldritch)	Rubbery (Armored)
37-38	Chaotic (roll three times)	Immense (Colossal)	Rugose (Armored)
39-40	Charnel (Noxious)	Infected (Diseased)	Seething (Mutable, Oozing, Unrelenting)
41-42	Chimerical (Eldritch, roll again)	Infested (Diseased, Spawning)	Self-luminous (Glowing)
43-44	Clinging (Adhering)	Insectoid (Multi-Limbed)	Sepulchral (Disturbing)
45-46	Cold	Iridescent (Glowing)	Shambling (Slow)
47-48	Colorless (Camouflaged, Eldritch)	Jaundiced (Diseased, Feeble)	Shuffling (Slow)
49-50	Conical	Leechlike (Grappling, Vampiric)	Sickly (Feeble)
51-52	Corpse-like (Noxious)	Leprous (Diseased)	Sightless (Senseless)
53-54	Corpulent (Armored, Disturbing)	Loathsome (Disturbing)	Sinewy (Armored)
55-56	Crawling (Writhing)	Lumbering (Slow)	Sleepless
57-58	Crustaceous (Armored)	Luminescent (Glowing)	Slithering (Writhing)
59-60	Crystalline (Armored)	Lurking (Stealthy)	Slobbering (Oozing)
61-62	Cyclopean (Colossal)	Maggoty (Noxious)	Slug-like (Adhering, Grappling, Mutable, Slow)
63-64	Cylindrical	Membranous (Mutable)	Spectral (Spectral)
65-66	Dead-eyed (Unthinking)	Mesmerizing (Hypnotic)	Sponge-like (Armored)
67-68	Deafening (Stunning)	Miasmal (Noxious)	Squamous (Armored)
69-70	Deformed (Disturbing)	Mindless (Unthinking)	Squirming (Writhing)
71-72	Degenerate (Feeble)	Monolithic (Colossal)	Stinging (Poisonous)
73-74	Distorted (Disturbing)	Moldy (Noxious)	Tenebrous (Camouflaged)
75-76	Effusive (Mutable)	Multitudinous (Swarming)	Tentacled (Multi-Limbed)
77-78	Ephemeral (Spectral)	Nebulous (Camouflaged, Eldritch)	Thickening (Armored)
79-80	Faceless (Disturbing)	Necrophagous (Cannibalistic, Scavenging)	Unnamable (Disturbing)

Random Entity Traits (continued)

1d100	Descriptor (Special Abilities) 1-2 on 1d6	Descriptor (Special Abilities) 3-4 on 1d6	Descriptor (Special Abilities) 5-6 on 1d6
81-82	Fecund (Spawning)	Necromantic (Undeath)	Unripe (Feeble)
83-84	Fibrous (Armored)	Non-Euclidean (Eldritch)	Vaporous (Eldritch, Mutable)
85-86	Flesh-eating (Corrosive, Diseased)	Noxious (Noxious)	Vast (Colossal)
87-88	Fleshy (Armored)	Numbing (Disturbing)	Viscous (Oozing, Sticky)
89-90	Flying (Aerial)	Octopoid (Grappling, Multi-Limbed, Mutable)	Voluminous (Large)
91-92	Fetid (Noxious)	Odious (Disturbing)	Wet (Oozing)
93-94	Foul (Disturbing, Noxious)	Oily (Oozing)	Worm-eaten (Noxious)
95-96	Fungous (Armored, Diseased)	Overgrown (Large)	Wretched (Disturbing, Feeble)
97-98	Furred (Armored)	Palpitating	Writhing (Writhing)
99-00	Gangrenous (Noxious)	Palsied (Feeble)	Yellowish

Additional Special Abilities

1d100	Special Ability	Explanation
1-2	Adhering	The creature can move on vertical and upside-down surfaces at half its normal Move rating.
3-4	Aerial	While in the air, the creature may use its Athletics skill for fighting skill checks. Additionally, the creature automatically succeeds with flying checks — using Athletics — for actions that would be considered mundane for its species.
5-6	Aquatic	While in the water, the creature may use its Swim skill for Athletics and Evade checks. Additionally, the creature automatically succeeds with Swim checks for actions considered commonplace for its species.
7-8	Armored	The creature possesses natural armor (or increases any existing natural armor by 2 points), the strength of which depends on its layering.
9-10	Burrowing	The creature may move through a specified material — which varies from creature to creature — using its normal Move rating.
11-12	Camouflaged	The creature is able to camouflage itself in specified environments — making any opponent Detection rolls two steps more difficult. The details of this ability vary from creature to creature.
13-14	Cannibalistic	The creature consumes its own species (or human flesh).
15-16	Colossal	The creature's size category is increased to Colossal.
17-18	Corrosive	The creature spreads, oozes or splashes an acid-liked subtance (see "Acid" in the "Game Mechanics" chapter).
19-20	Diseased	The creature is diseased, and may or may not be contagious. If contagious, the disease is passed to its wounded prey, or to those exposed to its presence for any duration of time. The effects of this ability vary from creature to creature (see "Poison and Diseases" in the "Game Mechanics" chapter).
21-22	Disturbing	The creature's Horror rating is increased by one die level. The effects of this ability vary based on gamemaster discretion.
23-24	Dormant	The creature remains dormant. The specifics of this dormancy are open-ended.
25-26	Eldritch	The creature possesses some qualities of an incorporeal extraplanar entity (but not necessarily its weaknesses). Additionally, magic may have wildly different effects on the creature.
27-28	Engulfing	After a successful grapple, and if its target fails its first escape attempt, the creature swallows or smothers its prey. When engulfed, the target suffers asphyxiation each round (see "Drowning, Asphyxiation & Suffocation" in the "Game Mechanics" chapter). The engulfing predator must be at least twice as large as its opponent to use this ability.
29-30	Fast	The creature's Move rating increases by 50%.
31-32	Feeble	The creature's Str and Con are each no greater than 7.
33-34	Glowing	The creature radiates its own light, providing illumination to its environment.
35-36	Grappling	The creature's natural instincts are to grapple, to grip, or to pin weapons. Some creatures with this ability may fight or evade while prone, without incurring a penalty.
37-38	Hypnotic	The creature makes an opposed test of its Willpower against the target's Willpower. If the target fails, he cannot move — as long as the creature focuses its attention on the hypnotic effect. Alternatively, the Hypnotic ability may be passive, in which case the effect takes place without the creature's attention. The specifics of this ability vary from entity to entity.
39-40	Immunity	The creature is immune to a specified type of damage (e.g., ballistics, magic, acid, fire, cold, vacuum, metal, wood).
41-42	Invisible	The creature is invisible (even if corporeal) on our plane of existence, though may be made visible through magical means.
43-44	Large	The creature's size category is increased to Large (or to Colossal if already Large or bigger).

Additional Special Abilities (continued)

1d100	Special Ability	Explanation
45-46	Mimicry	The creature can mimic the features or appearance of another life form. Depending on the creature's capabilities, the mimicry proves either a mockery of its model, or a perfect copy. Some forms of mimicry require vast amounts of energy (and feeding) before actualizing. Some forms of mimicry are so precise that the creature gains an entirely new set of abilities while in its transformed state. Details of this ability vary from entity to entity.
47-48	Multi-Limbed (or Multi-Headed)	The creature possesses extra limbs. For every two extra limbs capable of engaging in combat, it earns one extra Action Point. A creature may also be Multi-Headed, with each head granting one extra Action Point (as well as one extra opportunity for Detection checks). These Action Points are reduced if the limbs or heads are detached.
49-50	Mutable	The creature can change its shape and squeeze into confined spaces or through small apertures. If the creature also possesses Engulfing, it may attempt to envelope and smother its prey. Typically, the creature may reduce an area of its body to a tenth of its normal Siz, but this calculation may change from creature to creature. Note that an entity may not reduce its overall Siz score, only squeeze itself into more able shapes.
51-52	Nerveless	The creature is incapable of feeling pain, and therefore cannot be bloodied or demoralized from loss of Hit Points.
53-54	Noxious	The creature exudes a stench that announces its presence with a successful Detection check, but also causes a nauseated reaction (save with Fortitude or lose one turn).
55-56	Oozing	The creature secretes an oozing subtance.
57-58	Paralyzing	The creature paralyzes its target if the target fails a Fortitude or Willpower roll. The type of saving roll depends on the nature of the Paralyzing ability. A creature may paralyze by touch (save with Fortitude), by slow-acting poison (save with Fortitude), or by gaze (save with Willpower). See "Poison and Diseases" in the "Game Mechanics" chapter.
59-60	Poisonous	The creature injects, oozes, or splashes poison (see "Poison and Diseases" in the "Game Mechanics" chapter).
61-62	Regenerating	The creature is capable of regenerating lost Hit Points at a rapid rate. This rate varies from entity to entity.
63-64	Scavenging	The creature is a scavenger of rot, refuse and carnage, and may prey on those fallen from wounding.
65-66	Scotopic	The creature is capable of seeing in partial or total darkness.
67-68	Senseless	The creature lacks any discernible sensory organs (though may still be adept at navigating its environment).
69-70	Slow	The creature's Move rating decreases by 50%.
71-72	Small	The creature's size category is decreased to Small (or its Siz halved, if already Small).
73-74	Spawning	The creature is accompanied by a number of smaller creatures, either by its brood or by an infestation. If the smaller creatures are great in number, they may possess the Swarming special ability.
75-76	Spectral	The creature possesses the qualities of an incorporeal extraplanar entity (e.g., daimon, demon, elementary spirit).
77-78	Stealthy	The creature is capable of hiding and lurking in any environments resembling its native domain — making an opponent Detection roll one step more difficult in these areas (and two steps more difficult if the entity uses a Lair).
79-80	Sticky	The creature adheres to its target, making its grapple or grip two degrees more difficult to escape.
81-82	Stunning	In addition to any normal Horror check, an observer must succeed with an opposed Willpower test or be stunned for 1d3 rounds.
83-84	Supersensory	The creature possesses some form of perception other than sight, sound, taste, smell or touch (e.g., echolocation, magic detection, blood sense, life sense).
85-86	Swarming	The swarm acts as one large amorphous creature, coordinating in unison. For a small-sized swarm (under 20 creatures), the swarm's Hit Points, Str and Action Points are double the normal values of one representative creature, and rolled damage is doubled as well. For a medium-sized swarm (20 to 40 creatures), these values are tripled. For a large-sized swarm (40 to 60), these values are quadrupled. And for any population over 60, the multiplier is 5. Depending on the creature, a swarm's individuals may disperse if the swarm's Hit Points are reduced by half.
87-88	Trampling	The creature may attack or react by trampling its opponent, combining any required movement with its attack on the same turn. If successful, the resultant damage is doubled and the target must succeed with a Luck check, or else fall prone. The entity must be at least twice the Siz of its opponent for trampling to work.
89-90	Undeath	See the "Undeath" spell.
91-92	Unrelenting	The creature is relentless in its attack. Morale checks and bloodied states simply do not apply.
93-94	Unthinking	The creature is single-minded and instinctual. Reasoning with it is impossible.
95-96	Vampiric	The creature possesses one form of Vampiric Drain — typically Blood Drain (see "Vampiric Drain").
97-98	Vulnerability	The creature is especially vulnerable to a specific material or type of attack (e.g., electricity, fire, magic, metal, wood, water). Details of the vulnerability vary from creature to creature.
99-00	Writhing	The creature is two steps more difficult to grip or grapple, due to its squirming nature.

Need some extra weird features?

1d100	Weird Features
1-4	Grows fast (and to an immense size) in our universe, perhaps from some kind of rampant cannibalism or vampirism
5-8	Others like it will attempt to materialize, as they are intent on some horrible ultimate purpose (e.g., cleansing the earth of terrestrial life, transferring our temporal-spatial reality to another universe, leading a number of blasphemous rites across the globe to usher in a new age)
9-12	Spells might be all right — but suppose they weren't?
13-16	Terrestrial weapons are seemingly ineffectual against it
17-20	Traces of another victim still evident in its mouth, stomach or clutches
21-24	Capable of summoning itself back into our world every 1d20+10 years
25-28	1d3 others of its kind are summoned with it
29-32	Capable of altering its surroundings with the physics of its home dimension
33-36	Capable of transforming any creature it touches into its own likeness
37-40	Capable of mimicking the likeness of the conjurer (possibly by consuming him)
41-44	Capable of taking the shape of something greatly feared by an observer
45-48	Sophisticated intelligence, and capable of developing alien technology or exotic architecture (roll for "Engineering or Invention")
49-52	Wants to copulate with or impregnate humans; others of its kind (or hybrids) may be summoned through a ritual involving the impregnation of a human host followed by a terrestrial birth (roll 1d3 for the possibility of twins)
53-56	Cannot be vividly visualised by anyone whose ideas of aspect and contour are too closely bound up with the common life-forms of this planet and of the three known dimensions (therefore, no one has ever seen it or photographed it)
57-60	Absorbs the memories of anything it consumes
61-64	Nurses on witch's blood (or on something strangely mundane, like milk), which it sucks like a vampire
65-68	Capable of ferrying messages between our universe and an Ancient One
69-72	Has visited our universe in ancient days — drawn by old pagan magic — and has an unresolved contract to fulfill
73-76	Capable of slowing its metabolism and entering a dormant state — solidifying into a strange plant, mineral or chrysalis — in order to survive the alien physics of our universe
77-80	Able to carry a human (as a rider, inside of it, or in its clutches) through a nonterrestrial plane without damaging the passenger
81-84	Survives in our dimension by "merging" with a creature native to our planet
85-88	Entity not only somehow survives in our universe, but demands of its conjurers a ghastly price for its cooperation (e.g., feeding, sacrifice)
89-92	It is a minion of an Ancient One (most likely taking on certain qualities of its master) and increases the Ancient One's influence and power simply by existing in our world
93-96	Capable of traveling only in darkness; sunlight (and possibly, with a successful Luck roll, artificial light) dispels it
97-00	Controls a human puppet with worldly connections; the thrall may also have a cult (with a chance equal to the percentage used for the original conjuration check)

In ancient days, the entity would be used to...

1d20	Entity's Task	1d20	Entity's Task
1	Roll on the "Nefarious Purpose" table	11	Reveal secrets of the antediluvian world (or its Spacetime Gates)
2	Protect a treasure cache	12	Possess or oppress a target host
3	Dissuade potential tomb raiders from intrusion	13	Locate hidden treasure
4	Spy on enemies (or run amok to harass or to sabotage)	14	Accept a sacrifice
5	Teach forbidden knowledge	15	Serve as a loyal familiar
6	Protect against physical or magical assault	16	Increase the power and influence of an Ancient One
7	Guard a sacred location	17	Transport mortal beings to another terrestrial or extraplanar destination
8	Serve as an intermediary for some more powerful entity	18	Cast powerful magic at the behest of the conjurer
9	Assist or participate in sexual congress with a mortal (or in the preservation or corruption of a bloodline)	19	Be consumed, absorbed or ingested for its magical properties
10	Curse one's enemies	20	Hunt and destroy an extraplanar entity

Extraplanar Entity Examples

Space limits an entire catalog of extraplanar entities, though the few listed here provide examples for emulation.

Count Bifrons

Intensity 4 Goetic demon

Also known as "Bifrovs, Bifröus, Bifronze, or Janus." If observable, the summoned entity either appears as a monster with chaotic features, or as an unkempt man wearing threadbare clothing. In human form, it moves its mouth in mock speech, but no sound emanates. For communication, it uses hand gestures or conveys concepts directly into the caster's imagination. Seeing the entity in its corporeal monstrous form causes a Horror check, testing Rationality (Hard) for –1d8 points of damage. With its corporeal human form, the Horror check is for –1d4 points.

Count Bifrons

Str (only in corporeal form): 20
Con (only in corporeal form): 10
Siz (only in corporeal form): 11
Int: 9
Pow: 27
Dex (only in corporeal form): 7
Cha (human form): 8

Horror (monstrous form): Rationality (Hard) –1d8
Action Points: 2
Damage Modifier (only in corporeal form): +1d4
Might: 13
Essence Drain Modifier: +2d8
Essence Points: 27
Initiative: 9
Move: 16
Hit Points (only in corporeal form): 27
Armor (only in corporeal form): 27

Attitude (Servile and Equivocating): Count Bifrons will readily steal knowledge from a weak opponent, if given the opportunity. However, it will flee to its home dimension if a caster succeeds in draining a third or more of its Essence Points — equivalent to 9 points of damage.

Skills: Brawn 70%, Common Knowledge 48%, Conceal 66%, Deceit 66%, Detection 66%, Evade 44%, Influence 65%, Intuition 66%, Native Tongue 48%, Occult 75%, Stealth 64%, Unarmed 84%, Willpower 104%

Goetic Demons

The Goetic demons were each created using the demon entity template (and deriving attributes and abilities from various Renaissance source texts).

Special Abilities

Bargaining

Count Bifrons may perform a small task. For this service, it will offer a "fair price." It will not reveal this price upfront, but if verbally agreed upon it will keep its contract and perform the task — if it is capable of doing so — extracting one point of Int from the caster in exchange. If Count Bifrons cannot carry out the task, then it will not take its point of Int.

Servile Task (see above)

Steals Attribute (see above)

Secret Information

Count Bifrons may or may not respond to a question asked of it, though its answer will be cryptic. Petitioning a second question results in silent refusals.

Increaser of Knowledge

Count Bifrons is capable of increasing one of the following skills by up to 9 points.

Science (any), Create Art (any), Virtues of precious gems: Science (Geology), Virtues of the woods: Science (Botany), Virtues of the herbs: Science (Botany)

Steals Knowledge

Count Bifrons will look for any opportunity to steal points from one of the caster's skills — targeting Science (any), Create Art (any), Science (Geology), Science (Botany), or any close substitute.

Unique Ability (Ghostly Orbs)

Count Bifrons is capable of creating hovering, flickering lights — akin to fireflies — above graves and crypts. The movement, color, and luminosity of the light communicate some cryptic meaning about the contents within — though translating this meaning is difficult if not impossible.

Duke Vual

Intensity 6 Goetic demon

Also known as "Uvall, Voval, Vreal, Wal, or Wall." If observable, the summoned entity appears either as a shimmering apparition of a dromedary, or as a swirling wind of musky odor. For communication, it speaks in a boisterous Egyptian voice discernible only by the caster. Seeing the entity in its apparitional or corporeal human form causes a Horror check, testing Rationality (Hard) for –1d4 points of damage. In its wind form, no Horror check is required.

Duke Vual

Str (only in corporeal form): 27
Con (only in corporeal form): 14
Siz (only in corporeal form): 15
Int: 16
Pow: 39
Dex (only in corporeal form): 17
Cha (human form): 13

Horror (if observable): Rationality (Hard) –1d4
Action Points: 3
Damage Modifier (only in corporeal form): +1d4
Might: 7
Essence Drain Modifier: +2d10+1d2
Essence Points: 39
Initiative: 14
Move: 16
Hit Points (only in corporeal form): 39
Armor (only in corporeal form): 3

Attitude (Arrogant and Dismissive): If the caster fails in his rolls or otherwise appears incompetent, Duke Vual will simply disappear to its home dimension. Any bargaining must be done in the Egyptian language, or else the entity will just ignore the caster.

Skills: Brawn 84%, Common Knowledge 62%, Conceal 85%, Deceit 85%, Detection 85%, Evade 108%, Influence 82%, Intuition 85%, Native Tongue 62%, Occult 112%, Stealth 86%, Unarmed 108%, Willpower 128%

Special Abilities

Bargaining
Duke Vual will convey one piece of hidden information (in Egyptian only) about the caster's surrounding location — if the caster praises the entity with obsequious fawning. If the caster in any way threatens, insults or attacks Duke Vual, outside of binding it inside a Ward of Protection, then Duke Vual will wait for an opportunity to Curse the caster — most likely when the offending magician accepts a preternatural gift. The Curse is a Repulsive Glamour — dousing the target with a putrid stench — which lasts for 39 days.

Secret Information (see above)

Giver of Gifts
If successfully petitioned, Duke Vual may grant one preternatural gift (either Curry Favor with a Love Interest, or Curry Favor with a Rival).

Spell (Curse) (see "Bargaining" above)

Spell (Divination)
Duke Vual knows all methods of Divination, and will service one question from a petitioner it deems worthy.

Marquis Andras

Intensity 10 Goetic demon

Also known as the "Sower of Discord." In the rare event of being observed, the summoned entity appears vaguely as a giant human of shadowy substance, its head in the aspect of an eyeless owl; wolfish apparitions skulk about it. Most likely it will signal its presence with an indescribable feeling of menace. Anyone enduring its presence — even while incapable of directly observing the entity — instantly senses an overwhelming malevolence toward humankind. If it breaches its Ward of Protection, it will either possess the summoner or assume any aspect of terror it desires and become immediately visible to everyone in the vicinity. Seeing the entity in its apparitional or corporeal form causes a Horror check, testing Rationality (Hard) for –1d6 points of damage. Seeing the entity in its aspect of terror increases this damage to –1d12 points.

Marquis Andras

Str (only in corporeal form): 46
Con (only in corporeal form): 24
Siz (only in corporeal form): 23
Int: 24
Pow: 66
Dex (only in corporeal form): 15
Cha (human form): 15

Horror (aspect of terror): Rationality (Hard) –1d12
Action Points: 4
Damage Modifier (only in corporeal form): +2d6
Might: 16
Essence Drain Modifier: +3d10+1d8
Essence Points: 66
Initiative: 22
Move: 16
Hit Points (only in corporeal form): 66
Armor (only in corporeal form): 5

Attitude (Vengeful and Hostile): Marquis Andras resents its Evocation, and waits for any opportunity to kill its summoner. If it breaches its Ward of Protection, it will either possess the caster and direct him to attack any observers, or simply attack everyone in the vicinity until dissipating.

Skills: Brawn 122%, Common Knowledge 78%, Conceal 120%, Deceit 120%, Detection 120%, Evade 60%, Influence 111%, Intuition 120%, Native Tongue 78%, Occult 181%, Stealth 111%, Unarmed 162%, Willpower 182%

Special Abilities

Bargaining
Marquis Andras will promise all manner of supernatural boons to the summoner, but request that the summoner first murder his own masters or servants. An Intuition roll is made on the caster's behalf — as a secret test — in order to ascertain the truth of these promises. With a succesful roll, the caster knows the promises prove false. However, if bound and commanded, Marquis Andras will send one of its thralls to assassinate one specified person the caster targets. The act may take a number of hours, depending on the distance required (12 hours for the longest stretch). The death will appear as a heart failure, though the corpse's countenance will display a grotesque mask of fear.

Thralls (see above)

Possession
Marquis Andras will attempt to overpower its summoner, if given the opportunity. Once in possession of a host body, it will attack any other observers mercilessly.

Hunter and Destroyer
Marquis Andras will rend its summoner's essence, as a second course of action.

Spell (Discorporation) (see "Hunter and Destroyer" above)

Spell (Curse)
Marquis Andras knows Curse (Provoke Abhorrence) and Curse (Demonic Oppressor). Either one may be cast from behind its Ward of Protection, if the demon is able to trick the summoner into accepting one as a "gift."

Ghede Nibo

Intensity 4 Voodoo loa

If observable, the summoned entity appears as a tramp, wearing a weathered riding coat, carrying a staff, and smoking a cigar. He walks barefooted, his legs caked with mud, as if traveling from a swamp. Most likely, Ghede Nibo emanates as the distant call of a whip-poor-will, followed by the stench of cigars. It will speak in Creole, French or English, with a strangely effeminate voice — or will simply convey its thoughts directly into the caster's imagination.

Ghede Nibo

Str (only in corporeal form): 17
Con (only in corporeal form): 13
Siz (only in corporeal form): 13
Int: 11
Pow: 29
Dex (only in corporeal form): 8
Cha (human form): 15

Horror (if observable): Rationality (Hard) –1d4
Action Points: 2
Damage Modifier (only in corporeal form): +1d2
Might: 6
Essence Drain Modifier: +2d8
Essence Points: 29
Initiative: 10
Move: 12
Hit Points (only in corporeal form): 29
Armor (only in corporeal form): 2

Attitude (Humorous and Lustful): When Ghede Nibo arrives, it may arouse libidinous urges in anyone present — and, if relevant, provoke an opposed check of an affected character's Willpower versus the entity's Influence. When bargaining, if the entity senses the caster failing in proper courtesies, or observes the caster as incompetent, it may choose to embarrass the magician. Doing so involves a clairvoyant sweep of the summoner's thoughts, followed by the disclosure of some humiliating secret.

Skills: Brawn 34%, Common Knowledge 52%, Conceal 60%, Deceit 60%, Detection 60%, Evade 46%, Influence 64%, Intuition 60%, Native Tongue 52%, Occult 84%, Stealth 67%, Unarmed 58%, Willpower 108%

Voodoo Loa

The Voodoo loa was created using the daimon entity template (and deriving its attributes and abilities from a few source texts).

Special Abilities

Bargaining
Ghede Nibo will prove more amenable to questions from a petitioner who is courteous and competent. Courtesy is checked with a proper Etiquette roll — if the caster has sufficiently researched the entity — or better yet with proper offerings. A simple gift of a black rooster, a black goat, a purple scarf, fried plantains, smoked herrings or white rum (spiced with pequin pepper) will satisfy any courtesy requirements. When checking the entity's feelings about the caster's competence, an Occult roll is made on the caster's behalf — as a secret test. If a fumble occurs, the entity toys with the caster rather than providing any useful information.

Clairvoyance (see "Attitude")

Psychopomp
Ghede Nibo watches over victims never reclaimed from dark waters. Petitioning the entity about its relevant domain, and near a body of water, should elicit more precise information.

Secret Information
Ghede Nibo will convey one piece of hidden information about its relevant domain or surrounding location — if the caster has gained its respect.

Spirit Rider
If the caster invokes Ghede Nibo — or, in other words, invites it to possess his body — the entity will automatically carry out one task or answer one question, within its abilities. It will do so while inhabiting the caster's body. After the service is rendered, it will attempt to remain in the body and to commit one act of debauchery — such as drinking an entire bottle of rum in one sitting or indulging in a sexual escapade — before dissipating. Evicting the entity before this time requires the caster defeating the invader in an opposed test of Willpower. Anyone experiencing the effects of such a possession should make a Horror check, testing Rationality (Daunting) for –1d4 points of damage.

Random Conjurations

The outer monstrosities and elementals found in this section were created with the random generator included in this chapter.

Floating Cyst (Intensity 3 outer monstrosity). Attitude is neutral and instinctual. Special Abilities: Blood Drain. Materializes as a hovering, ciliated ball of jelly, with a series of pseudopods flowing from it, five glassy eyes (with intensely black pupils), and three proboscidean mouths. It will attempt to nurse on the lead caster (using its mouths to bite and draw blood, like a leech), until dissipating back to its home dimension. It is merely a child of something far larger and more powerful (which hopefully will not follow the broodling into our universe).

Weeping Willow (Intensity 6 outer monstrosity). Attitude is analytical and ravenous. Special Abilities: Camouflaged (in the sewers), Mutable, Spawning (ruined copies of its victims). Inhabits our plane as a lumbering and quasi-human shape, with strange tendrils that drape down from its torso (the head is a misshapen approximation of its last victim). It thrives in the sewers, where it camouflages itself as detritus. It reproduces by first paralyzing a human prey with its tendrils (which explode toxin like a jellyfish's nematocysts), then consuming the brain. In its repose, it grows a new weeping willow from the absorbed genetic material (whose likeness approximates that of its prey). The child continues the cycle, as the parent rapidly atrophies into a coagulating husk (which is extremely flammable). It serves no actual use to a conjurer, as it cannot be reasoned with or trained for any practical purpose.

Odious Smoke (Intensity 3 elemental). Attitude is hostile and instinctual. Special Ability: Sympathetic Binding (with an area under its protection). Materializes as an acrid, black smoke, which seeks refuge in the nearest terrestrial organism. Once inhaled, it acts like a poison (with the paralyzing symptoms of curare, the Potency of which equals the smoke's Willpower). In ancient days, an odious smoke was used to dissuade potential tomb raiders from entering the crypt of a sorcerer.

Scuttling Horror (Intensity 4 outer monstrosity). Attitude is neutral and instinctual. Special Abilities: Adhering, Blood Drain, Supersensory (echolocation), Undefeatable Grip (centipedal legs). Materializes as a bat-centipede kind of thing, which flaps and scuttles at the edge of the light (scurrying for the shadows if it can). In darkness, it uses a kind of echolocation to find its prey, which it attaches to for feeding (with its leechlike mouth). Once attached, it's nearly impossible to detach, without tearing the flesh from the victim.

Dweller Under the Stairs (Intensity 4 outer monstrosity). Attitude is servile and mimicking. Inhabits our plane in the semblance of a naked, corpulent man. Its face is chinless and bestial, with piglike features and an expression of hate and sheer cruelty. The head is fleshy, bald and oily (with only a few whispers of silver filament), and the neck like that of a boar (weathered, hairy and rough). Its lower extremities resemble those of a centipede, with horrible chitinous ridges and spines (on each hip is a fanged and sucking mouth). If forced to the conjurer's will and given chalk, it can scrawl in childish symbols a few words about its past experiences in our world (before it dissipates in a baby-shrieking fit of putrescence).

R'lyehan Engulfing Threshold (Intensity 8 outer monstrosity). Attitude is neutral and oblivious. Special Abilities: Deathlike Stealth, Engulfing. Materializes as a quivering nest of whipping filaments (fringed with oozing suckers) and seven feelers terminating in tentacular clubs. Four mouths (attempting the languages of its past captives) babble incoherently in a failed syntax of ancient tongues. Humanlike eyes, presumably in the likenesses of the conjurers of ages past, roll around in their pinkish orbits, surveying their surroundings. The abdominal skin at its center shows a strange translucence,

and through it one may view its past victims existing in a slow pantomime of movement, trapped in a time warp; they are each simultaneously visiting another place (or time) and being devoured within the creature (as it is a living Spacetime Gate). If a traveler enters its engulfing maw, willingly or unwillingly, he will emerge in another place and time (but will also be digested over the course of his life, while inhabiting this destination). The physics of the experience are best left to the insane. If the traveler enters an entirely new Spacetime Gate while visiting this new dimension, he — and the R'lyehan engulfing threshold — will instantly die. This particular gate leads to one of the following destinations (rolled randomly): 1. a moon of Saturn; 2. the Pacific Ocean, just east of Asia; 3. Yuggoth; 4. an alien dimension (presumably the home dimension of the devouring entity, where the traveler will experience fully the effects of the digestion); 5-6. a Venusian world of hellish pressures; 7. pre-civilization Atlantis, 500 million B.C.; 8. the Mediterranean Sea.

Weird Anomalies

These are explanations of the unique entities rolled on the "Weird Anomaly" table.

Broodling of Shub-Niggurath

Intensity 6+1d3 outer monstrosity

Attitude is ravenous and alien. Special Abilities (pick one): Camouflaged, Noxious, Mutable, Spawning (with a swarm of Intensity 1 chimeras), or Trampling. Inhabits our world as a "Chimera" and "Vegetative Lurker" combination. In ancient days, a broodling would be used to accept sacrifices to Mother Shub-Niggurath, to serve its savage druids, and to spread its influence. With each birthed broodling, Shub-Niggurath increases its power. As this grows, it gains the abilities to create "super sargassos" (humid and dense pocket dimensions enshrouded in fog and full of teeming life), and to cause mutations in terrestrial organisms.

Familiar of Nyarlathotep

Intensity 3 outer monstrosity

Attitude is servile and equivocating. Special Abilities: Corporeality, Increaser of Knowledge, Resists Banishing, Servile Task, Spells (various), Steals Knowledge. Materializes in our world as a "Chimera" (e.g., **rat-thing**, leprous dog, giant woodlouse or other isopod), with a human face (resembling one of Nyarlathotep's past thralls). In ancient days a familiar would be used to assist one of Nyarlathotep's loyal servants (by carrying out horrible tasks, teaching forbidden knowledge, and spying for its master). With each summoned familiar, Nyarlathotep increases its influence. As this influence grows, it gains the abilities to fashion for itself a corporeal avatar (or eventually, multiple avatars), and to create global epidemics and chaos, gradually unraveling the foundations of civilization (and ultimately placing itself on the throne of the apocalypse).

Great Old One

Corporeal avatar of an Ancient One

Attitude is ravenous and alien. Special Abilities: see "Great Old One" table. Typically inhabits our world as a "Chimera" (roll 3 times), with each Great Old One exhibiting a unique nature and special abilities. If a Great Old One is destroyed, then its essence merely returns to its lair or to the outer dark, from where it may eventually return and reform itself into a new eldritch body. In ancient days, the Great Old Ones walked among us, and their sycophants revelled in the liberated murder and madness of their rulership. With each contact of a Great Old One (through conjuration, dreams, or artistic expression), Cthulhu — their "high priest," for lack of a better term — increases its power. As this power grows, Cthulhu corrupts more minds, renews and emboldens its cults, and readies the world for the eventual collapse of civilization (when the stars are right).

Traits: undead and eternal, dreaming in the dark for uncounted millions of years, free and wild, beyond good and evil, arrival from dim eras and dark stars, hideous legend, not made of mere matter, plunging from world to world, speaking in dreams, ravening for delight

Motivations: waiting for the stars to be right, influence of sycophants and murderers, devastation and transformation of our dimension

Special Abilities (see table for others)

Mental Influence

Great Old Ones may influence in dreams whomever they are able to successfully contact. Certain people — such as artists, madmen, and so on — may prove more sensitively predisposed to such suggestion. Spells and other esoteric information may also be taught via dreams.

Spawn of Yog-Sothoth

Intensity 6+1d3 outer monstrosity

Attitude is two of the following: ravenous, analytical, alien, hostile, lustful, or instinctual. Special Abilities (pick three): Armored (bloated corpulence), Cannibalistic, Disturbing, Eldritch or Immunity to Terrestrial Weapons, Invisible, 1d3 Spells (level 3 or above), or Trampling. Inhabits our world as either a "Chimera" and "Manlike Mockery" combination, or something resembling a human (roll for a "Manlike Mockery"). In ancient days, a spawn would be used to help prepare our dimension for Father Yog-Sothoth, to serve its horrible agendas, to assist its insane cults, and to spread its influence. With each created spawn, Yog-Sothoth increases its power, eventually gaining the abilities to warp space-time, to create parallel timelines (altering our known history), and even to erase people and events from existence (and from memory).

Great Old One — Colossal

Str: 4d20+21 (63)	Horror (Cosmic Terror)	Rationality (Daunting) –2d12
Con: 2d6+28 (35)	Action Points	4
Siz: 4d20+53 (95)	Damage Modifier	+3d12+1d8
Int: 1d6+24 (28)	Might	20
Pow: 1d6+72 (76)	Essence Drain Modifier	+4d10+1d4
Dex: 2d6+6 (13)	Essence Points	76
Cha: 2d6+12 (16)	Move	16
	Initiative	21
	Hit Points	65 (Wound 33)
	Armor	Unearthly substance 10

(Optional hit locations)*

1d20	Location	Armor	HP
1-3	Right Leg	10	32
4-6	Left Leg	10	32
7-9	Abdomen	10	33
10-12	Chest	10	34
13-15	Right Arm	10	31
16-18	Left Arm	10	31
19-20	Head	10	32

Skills	Athletics 76%, Brawn 208%, Deceit 134%, Detection 134%, Evade 26%, Intuition 134%, Stealth 119%, Swim 98%, Unarmed 76%, Willpower 152%
Special Abilities	Aquatic, Archetypal Force (through Invocation), Clairvoyance (in dreams as well, though intuiting through deep water or through the vacuum of space makes the reading three degrees more difficult), Cults, Eldritch (casting spells against a Great Old One is one degree more difficult), Engulfing, Haunted Miasma (defiles the landscape surrounding its lair), Hypnotic, Lair, Mental Influence, Oozing, Psychic Shield, Regenerating (1d6 Hit Points per round), Unrelenting, Trampling
Occult (Revelations of Uttermost Mysteries) 212%	various (knows innumerable spells)

Fighting Method

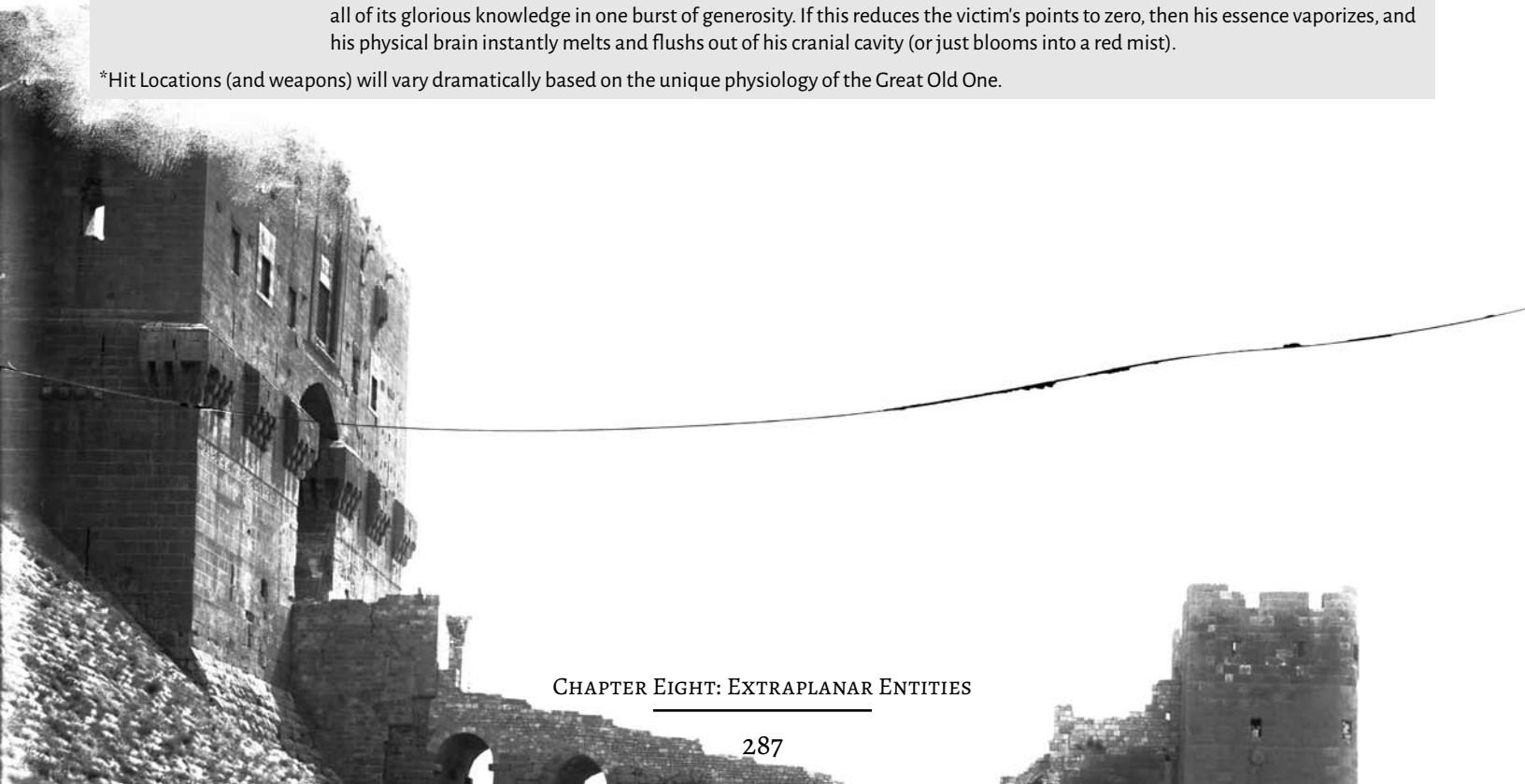
Ravening for Delight (devastation, clutching tentacles or physiology of Great Old One, abyssal maw, special attack): 76%

				Size and Reach (optional)	
Weapons	**Damage**	**Special**	**Armor/HP**	**Size**	**Reach**
Devastation	1d12+dm	—	Any hit location	—	—
Clutching tentacles*	1d12+dm	grip, entangle	Same as head	Colossal	Very Long
Abyssal maw	1d12+dm	grip, engulfing	Same as head	Colossal	—

A Great Old One may have a special attack; an example follows...

Wrack of Dreams	Cthulhu only: Acts like an explosive with a radius of effect (within 76 yards). Anyone successfully transfixed in a Hypnotic state, paralyzed with terror, or temporarily insane suffers 4d10+1d4 points of damage to his Essence Points as the Great Old One shares all of its glorious knowledge in one burst of generosity. If this reduces the victim's points to zero, then his essence vaporizes, and his physical brain instantly melts and flushs out of his cranial cavity (or just blooms into a red mist).

*Hit Locations (and weapons) will vary dramatically based on the unique physiology of the Great Old One.



Extraplanar Combat

Many extraplanar entities are capable of psychic or extraplanar assaults. When this occurs, attacks are handled similarly to physical assaults — with Combat Rounds. However, by default the mortal target has only one ability, to defend with Willpower — there is no evasion or parrying. When a character takes damage from a psychic or extraplanar assault, a special form of damage is rolled — using the entity's Essence Drain Modifier — and the resultant points subtracted from the target's Essence Points. Depending on the entity, various things may happen if it reduces the victim's Essence Points to zero — from simply knocking the target unconscious, to possessing the target's body. Each extraplanar entity has its own unique abilities which dictate what happens to such a victim.

If the target is lucky, the entity will dissipate before it has a chance to finish its work.

By default, most mortal characters are incapable of striking back at an extraplanar entity in incorporeal form. For most adventurers, enduring a psychic or extraplanar assault is the only recourse. However, the rare occultist may acquire an ability or spell (such as Discorporation) to psychically attack an entity in turn. When using Discorporation — or a similar ability — the caster may spend his Action Points attacking the entity with magic, using his own Essence Drain Modifier.

However, if an extraplanar entity takes corporeal form, it is capable of suffering normal physical damage (unless otherwise stated in its description).

Determining an Adventurer's Essence Drain Modifier

To determine an adventurer's Essence Drain Modifier, consult the "Intensity and Essence Drain Modifier" table.

> An adventurer's Essence Drain Modifier is either based on his POW, or equal in Intensity to his Occult skill level — whichever method produces the higher result.

As an example, a caster with an Occult skill level of one, and a POW of 16, would have a +1d8 Essence Drain Modifier. If the same caster possessed a POW of 10, then his Essence Drain Modifier would be +1d4. As another example, a caster with an Occult skill level of 3, and a POW of 10, would have an Essence Drain Modifier of +2d6.

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Chapter 9: Mythos Creatures

"Cthulhu still lives...again in that chasm of stone which has shielded him since the sun was young. His accursed city is sunken once more, for the Vigilant sailed over the spot after the April storm; but his ministers on earth still bellow and prance and slay around idol-capped monoliths in lonely places. He must have been trapped by the sinking whilst within his black abyss, or else the world would by now be screaming with fright and frenzy. Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men. A time will come — but I must not and cannot think! Let me pray that, if I do not survive this manuscript, my executors may put caution before audacity and see that it meets no other eye."
—H.P. Lovecraft ("The Call of Cthulhu")

The Cthulhu mythos involves a loose pantheon of ancient and powerful deities originating from the outer dark (or from the outer reaches of space), who once ruled our world but who have since succumbed to a deathlike sleep. Those attuned to their existence and horrible desires — cultists, madmen, drifters and dreamers — speak of their inevitable return — when "the stars are right" — followed by the utter destruction of our world.

Creatures in this chapter are broken into two general categories: the **minor creatures** (which are provided with stats), and the **Ancient Ones** (which are provided without stats, here in this chapter, but may be assigned the "Great Old One" stats from the "Extraplanar Entities" chapter, if such numbers are needed).

Though stats are provided for the minor creatures, the gamemaster should note that most of these monsters are powerful in straight combat. Mythos entities, whether minor or major, should be used in such a way judiciously, while their presence in the setting should be felt through the atmosphere of the setting, and most likely through the worship and loyalty of human allies. While the mystery of an adventure may center around the identity of a minor creature, an entire campaign may be affected by the background existence of one Ancient One — possibly at the top of a conspiratorial hierarchy — casting its horrible influence upon the world and the cast of human and inhuman allies within it.

Many of the entities found in the mythos canon are either vaguely defined or described in ways that contradict other appearances. In the spirit of flexibility, the gamemaster is encouraged to use the minor creatures provided here as templates to modify as he sees fit, and to use the rules in the "Extraplanar Entities" chapter for original creations. Likewise, the gamemaster is encouraged to add to or to adapt the rumors provided for each Ancient One.

Carrion Horror

Traits: out of caverns, flopping limply and rhythmically, hybrid amalgam of crow-mole-buzzard-ant-vampire bat-decomposed human, webbed feet, membraneous and bat-winged, stench of refuse

Motivations: accepting worship, serving polypous and malignant things, feeding, mayhem

Carrion horrors are known by many other names by the cultists, occultists and sorcerers who employ their foul services, and these names are often found inscribed in magical books or engraved on stone. They are horrible insect-bat-like things — summoned out of portals from the outer dark — to assist in sacrifices, to guard their masters, to worship the Ancient Ones, and to act as mounted transportation through hostile environments and dimensions (even through the vacuum of space, with the aid of magic). According to some occult lore, they are associated with the King in Yellow (and are perhaps servitors of its will).

Str: 2d6+21 (28)
Con: 3d6 (11)
Siz: 2d6+17 (24 Large)
Int: 3d6 (11)
Pow: 3d6 (11)
Dex: 2d6+6 (13)

Horror (Shock): Willpower (Hard) –1d8
Action Points: 2
Damage Modifier: +1d12
Might: 11
Essence Points: 11
Initiative: 12
Move: 6, 15 mph; fly 16, 55 mph
Hit Points: 13
Armor: Chitinous hide 3

Skills: Athletics 71%, Brawn 82%, Conceal 52%, Detection 52%, Evade 56%, Fortitude 52%, Stealth 84%, Survival 52%, Tracking 32%, Unarmed 39%, Willpower 22%, (modify as needed)

Fighting Method (Carrion Hunter): 39% (tearing claws 1d8+dm bleed or grip, chewing mandibles 1d8+dm grip or impale, stinging appendage 1d8+dm impale)

Occult (Servant of the King in Yellow): 22% (various, possibility of knowing 1d3–1 spells)

Carrion Horror (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-2	Right Leg(s)	3	6
3-4	Left Leg(s)	3	6
5-6	Abdomen	3	7
7-9	Thoracic Area	3	8
10-12	Right Wing Cluster	3	5
13-15	Left Wing Cluster	3	5
16-17	Right Arm(s)	3	5
18-19	Left Arm(s)	3	5
20	Head and Mandibles	3	6

From "The Festival"

"Out of the unimaginable blackness beyond the gangrenous glare of that cold flame, out of the Tartarean leagues through which that oily river rolled uncanny, unheard, and unsuspected, there flopped rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember. They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall. They flopped limply along, half with their webbed feet and half with their membraneous wings; and as they reached the throng of celebrants the cowled figures seized and mounted them, and rode off one by one along the reaches of that unlighted river, into pits and galleries of panic where poison springs feed frightful and undiscoverable cataracts." —H.P. Lovecraft

From "The Call of Cthulhu"

"...squatters whispered that bat-winged devils flew up out of caverns in inner earth to worship it at midnight..." —H.P. Lovecraft

Creating Unique Mythos Creatures

Any of the mythos creatures (or archetypal beasts and monsters — see "Beasts & Monsters" in the "Setting Creation" chapter) — or their hit locations tables — may be repurposed as templates for unique mythos creatures or minions of an Ancient One. For example, though it is not included in the mythos bestiary, the **white ape** from Lovecraft's controversial story, "Facts Concerning the Late Arthur Jermyn and His Family," may be derived from the gorilla write-up. Similarly the gorilla write-up may be used for mutated, **cannibalistic hill folk** descended from a once aristocratic Belgian family (now populating a forgotten stone city in the jungle), or — with a few extra special abilities — as the template for a **dimensional shambler**. The various sea creature templates may serve as lesser **minions of Cthulhu**, late-stage versions of **deep ones**, or even blood-seeking **star vampires** (with a few modifications to their native environment and essential properties). The allosaurus may double as a **Hound of Tindalos** or other **extradimensional hunter**. A creative gamemaster may even amalgamate two or more creatures.

Deep One

Traits: loathsome and scaly, babylonish abomination, greyish-green, white belly, prodigious bulging eyes that never close, crouching shape loping and shambling, palpitating gills, long webbed paws, hopping irregularly sometimes on two legs and sometimes on four, croaking and baying, bestial babel of croaking, hoarse snarling, staring face, dark shade of expression, stench of fish

Motivations: serving the Beast from the Sea, rebirth of the old ways, annihilation of humankind, amassing abominable secrets, destroying one's own human longings, malevolence toward humankind, dwelling in the abyssal dark

Deep ones are intelligent, mostly immortal, ocean-dwelling creatures somewhat approximating human shapes (but with the traits of underwater creatures). Some of the older deep ones are more monstrous in appearance, however. They regularly mate with humans along the coast, creating human hybrid societies, with these humans adopting more traits and powers of their deep one heritage as they age. Though hybrids appear human in their youth, they adopt monstrous traits as they approach early adulthood and middle age: shrinking or disappearing ears, bulging and unblinking eyes, a narrowing and balding head, scabrous skin, strange folds and gills in the neck, and other other horrible deformities. The more monstrous of the mutants are kept hidden from society. The largest and most monstrous of the deep ones are often worshiped in foul rituals — along with Cthulhu — by their younger brood. The origins of the deep ones are a mystery, though some rumors claim they were bioengineered by the elder crinoid things.

Str: 3d6+3 (14)
Con: 3d6 (11)
Siz: 2d6+8 (15 Medium)
Int: 2d6+6 (13)
Pow: 2d6+6 (13)
Dex: 3d6 (11)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 2
Damage Modifier: +1d2
Might: 6
Essence Points: 13
Initiative: 12
Move: 8, 17 mph; swim 12, 25 mph
Hit Points: 13
Armor: Scaly loathsomeness 1

Deep One (optional hit locations) — Medium to Large

1d20	Location	Armor*	Hit Points*
1-3	Right Leg	1/2/3	6/7/12
4-6	Left Leg	1/2/3	6/7/12
7-9	Abdomen	1/2/3	7/8/13
10-12	Chest	1/2/3	8/9/14
13-15	Right Arm	1/2/3	5/6/11
16-18	Left Arm	1/2/3	5/6/11
19-20	Head	1/2/3	6/7/12

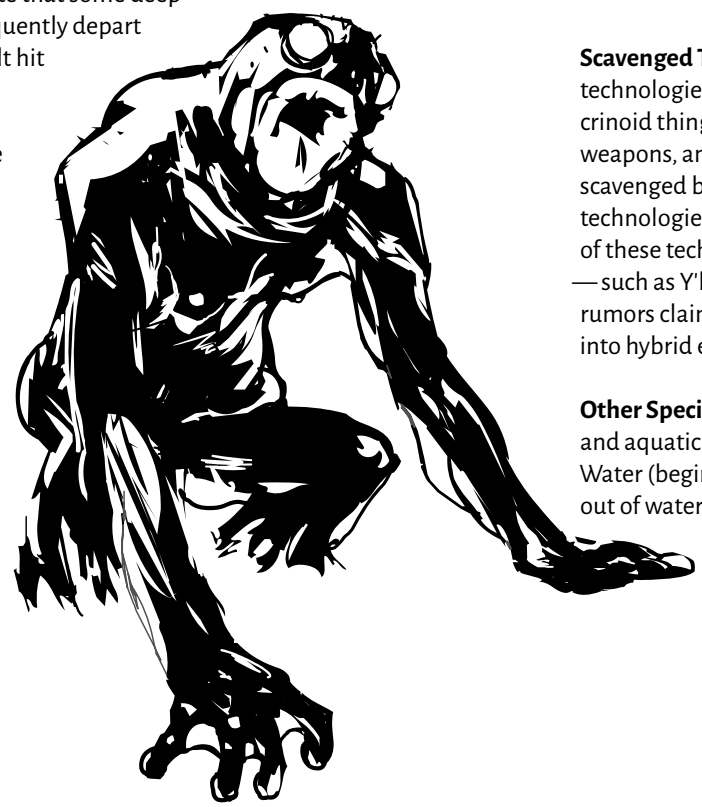
*For variation i/ii/iii, respectively

Skills: Athletics 57%, Brawn 59%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 114%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 58%, Intimidate 58%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 125%, Tracking 24%, Unarmed 35%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Wretch): 35% (pawing strikes 1d4+dm stun, strangling hands 1d8+dm grip or strangle)

Occult (Abyssal Secrets): 56% (various, possibility of knowing 1d3–1 spells, Summon Shoggoths or Dominate Shoggoths — only with the aid of elder thing technology, Summon Deep Ones, Evocation (Cthulhu))

Deep One Mutations: As a deep one grows in Corruption — becoming a variant ii or iii — it often acquires additional inhuman or abyssal traits. Details may be rolled on the following table — or simply imagined by the gamemaster. Note that some deep ones may consequently depart from their default hit locations tables (which will therefore require new and unique designs).



Deep One Mutations

1d100	Descriptor (Special Abilities)
1-4	Acidic (Corrosive)
5-8	Bloated, blubbery or corpulent (Armored +2, Disturbing)
9-12	Brutish (Unthinking, Unrelenting)
13-16	Colorless (Camouflaged, Disturbing)
17-20	Crawling, slithering or squirming (Writhing)
21-24	Crustaceous or spiny (Armored +3)
25-28	Flesh-eating (Corrosive, Diseased)
29-32	Fetid, putrid or worm-eaten (Noxious)
33-36	Gelatinous or viscous (Mutable, Oozing, Sticky)
37-40	Cancerous or infected (Diseased)
41-44	Infested (Diseased, Spawning, Swarming)
45-48	Insectoid (Multi-Limbed)
49-52	Leechlike (Grappling, Vampiric — gains Blood Drain)
53-56	Octopoid (Grappling, Multi-Limbed, Mutable)
57-60	Piteous (Feeble)
61-64	Poisonous or stinging (Poisonous)
65-68	Protoplasmic (Mutable, Regenerating — 2 HP/round)
69-72	Pseudopodal or tentacled (Engulfing, Multi-Limbed)
73-76	Quiescent (Dormant)
77-80	Resplendent (Glowing, Hypnotic)
81-84	Ridged or rubbery (Armored +2)
85-88	Shambling (Slow)
89-92	Sightless (Senseless, Supersensory)
93-96	Slug-like (Adhering, Grappling, Mutable, Oozing, Slow)
97-00	Sponge-like (Immunity to Fire, Regenerating — 2 HP/round)

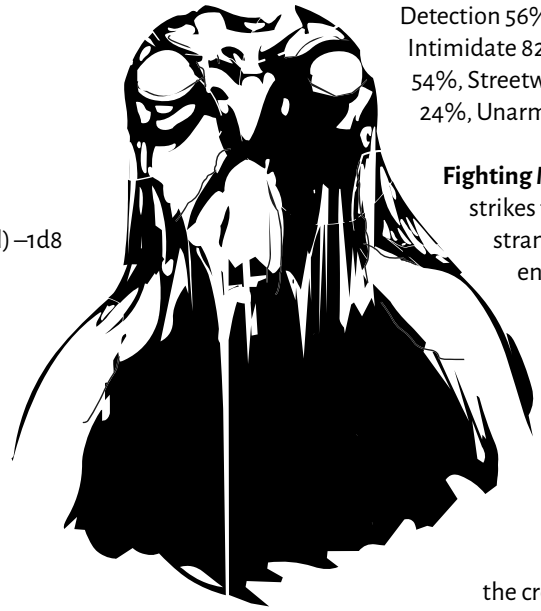
Scavenged Technology: Deep ones often possess alien technologies, possibly scavenged from the ruins of the elder crinoid things, such as bioengineering devices, bioengineered weapons, and shoggoth spawning pools. However, being scavenged by a lesser and degenerate species, these technologies are in various states of decay and corruption. Many of these technologies are protected in deep one strongholds — such as Y'ha-nthlei off the coast of Innsmouth — though rumors claim that shoggoths have been recently transported into hybrid enclaves for some unfathomable reason.

Other Special Abilities: Aquatic, Scotopic, Stealthy (in cavernous and aquatic areas), Undeath (Deep One), Vulnerability out of Water (begins suffering fatigue after 9 hours/3 hours/11 minutes out of water, for variation i, ii, or iii, respectively)

Deep One (variation II — brute)

Str: 3d6+10 (21)
Con: 3d6 (11)
Siz: 2d6+14 (21 Large)
Int: 2d6+6 (13)
Pow: 2d6+6 (13)
Dex: 3d6 (11)

Horror (Shock): Willpower (Normal) –1d8
Action Points: 2
Damage Modifier: +1d8
Might: 9
Essence Points: 13
Initiative: 12
Move: 8, 17 mph; swim 12, 25 mph
Hit Points: 16
Armor: Scaly loathsomeness 2



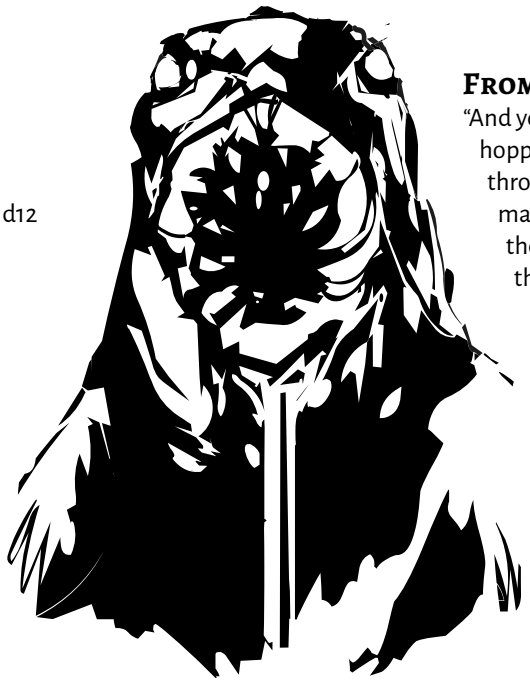
Skills: Athletics 62%, Brawn 72%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 156%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 64%, Intimidate 58%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 133%, Tracking 24%, Unarmed 43%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Brute): 43% (pawing strikes 1d6+dm stun, strangling hands 1d6+dm grip or strangle)

Deep One (variation III — titan)

Str: 3d6+36 (47)
Con: 3d6 (11)
Siz: 2d6+32 (39 Large)
Int: 2d6+6 (13)
Pow: 2d6+6 (13)
Dex: 3d6 (11)

Horror (Shock): Willpower (Hard) –1d12
Action Points: 2
Damage Modifier: +2d10
Might: 14
Essence Points: 13
Initiative: 12
Move: 6, 15 mph; swim 12, 25 mph
Hit Points: 25
Armor: Scaly loathsomeness 3



Skills: Athletics 88%, Brawn 116%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 282%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 64%, Intimidate 82%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 158%, Tracking 24%, Unarmed 68%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Titan): 68% (smashing strikes 1d6+dm stun, strangling hands 1d6+dm grip or strangle, slobbering and swallowing mouth 1d6+dm engulfing)

From "Dagon"

"Plainly visible across the intervening water on account of their enormous size was an array of bas-reliefs whose subjects would have excited the envy of a Dore. I think that these things were supposed to depict men — at least, a certain sort of men; though the creatures were shown disporting like fishes in the waters of some marine grotto, or paying homage at some monolithic shrine which appeared to be under the waves as well. Of their faces and forms I dare not speak in detail, for the mere remembrance makes me grow faint. Grotesque beyond the imagination of a Poe or a Bulwer, they were damnably human in general outline despite webbed hands and feet, shockingly wide and flabby lips, glassy, bulging eyes, and other features less pleasant to recall. Curiously enough, they seemed to have been chiseled badly out of proportion with their scenic background; for one of the creatures was shown in the act of killing a whale represented as but little larger than himself. I remarked, as I say, their grotesqueness and strange size..."
—H.P. Lovecraft

From "The Shadow Over Innsmouth"

"And yet I saw them in a limitless stream - flopping, hopping, croaking, bleating - urging inhumanly through the spectral moonlight in a grotesque, malignant saraband of fantastic nightmare...I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly wed tar articulate speech, held all the dark shades of expression which their staring faces lacked." —H.P. Lovecraft

Dhole (or Bhole)

Traits: gigantic and serpentine predator, festering below ground, obscenely undulating and transluscent, burrowing and devouring, viscous and abyssal four-pronged orifice, disgorging and writhing esophogeal maw

Motivations: burrowing and festering, scavenging, relentless hunger

Dholes are known by many names among various cultures, based on whether the dholes creep and rampage in the Vale of Pnath in the Dreamlands or slip into our reality through sorcerous means. In various places in our world, earthquakes are attributed to these "chthonic titans," and even worshiped as powerful forces from the underworld. Dholes are enormous, worm-like creatures — most at least hundreds of feet in length — covered in viscous slime and lurking deep beneath the earth. Rumors among cultists claim that a colossally large, nigh-immortal mother of all dholes, an Ancient One of sorts, exists on our world in a state of impermanent sleep — to awaken periodically only by summoning and sacrificial ritual.

Str: 4d6+42 (56)
Con: 2d6+25 (32)
Siz: 4d6+71 (85 Enormous)
Int: 1d6+3 (7)
Pow: 1d6+6 (10)
Dex: 2d6 (7)

Horror (Shock and Awe): Willpower (Hard) –1d20
Action Points: 2
Damage Modifier: +3d12+1d4
Might: 19
Essence Points: 10
Initiative: 7
Move: 8, 16 mph; burrow 4, 9 mph
Hit Points: 107
Armor: Viscous thickness 8

Skills: Athletics 63%, Brawn 141%, Detection 37%, Evade 14%, Fortitude 64%, Stealth 27%, Tracking 69%, Unarmed 63%, Willpower 20% , (modify as needed)

Fighting Method (Obscene Undulation): 63% (crushing bulk 1d10+dm stun, esophageal maw 1d10+dm grip or impale, swallowing orifice engulfing)

Special Abilities: Burrowing (solid rock and soft earth, causes incredible tremors within a number of miles equal to its Size), Mutable (esophogeal maw only), Oozing, Scavenging, Senseless, Supersensory (Taste and Touch), Writhing

Dhole or Bhole (optional hit locations) — Enormous

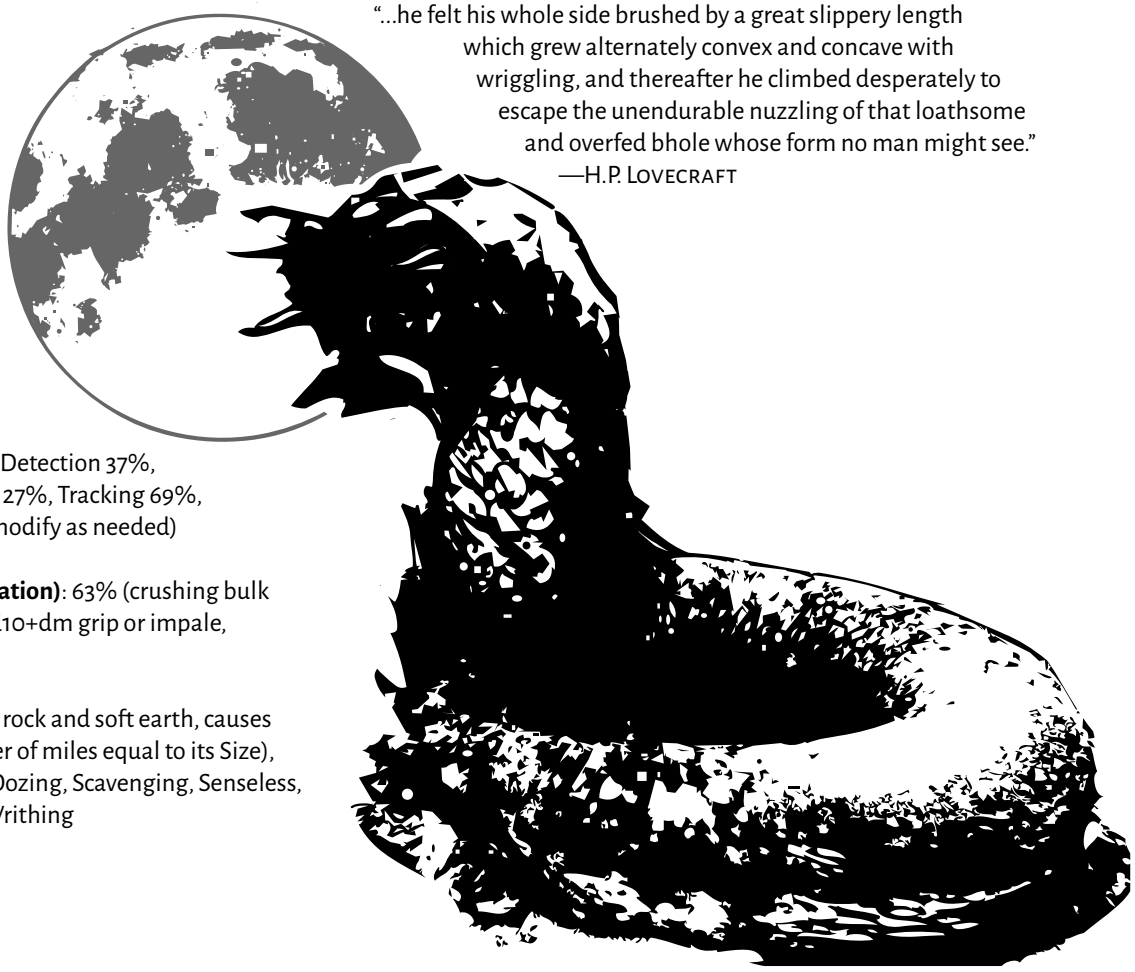
1d20	Location	Armor	Hit Points
1-2	Tail	8	53
3-4	Rear Section	8	54
5-6	Mid Section	8	54
7-8	Mid Section	8	54
9-10	Mid Section	8	54
11-12	Mid Section	8	54
13-14	Mid Section	8	54
15-16	Fore Section	8	54
17-18	Head and Orifice	8	53
19-20	Esophogeal Maw	8	27

From "Through the Gates of the Silver Key"

"All at once Carter felt a new equilibrium. The cold of interstellar gulfs gnawed at the outside of his envelope, and he could see that he floated free in space — the metal building from which he had started having decayed ages before. Below him the ground was festering with gigantic bholes; and even as he looked, one reared up several hundred feet and leveled a bleached, viscous end at him..." —H.P. Lovecraft and E. Hoffman Price

From "The Dream-Quest of Unknown Kadath"

"...he felt his whole side brushed by a great slippery length which grew alternately convex and concave with wriggling, and thereafter he climbed desperately to escape the unendurable nuzzling of that loathsome and overfed bhole whose form no man might see."
—H.P. Lovecraft



Elder (Crinoid) Thing

Traits: monstrous and barrel-shaped, tough as leather, membraneous wings that fold up and spread out like fans, framework of glandular tubing, five tapering arms like a starfish, radiating spoke-like from a central ring, bulbs projecting from the head

Motivations: survival of alien civilization, colonization and enslavement, war and conquest, vengeance against enemies, secret knowledge, genocidal mania, depraved insanity

Elder crinoid things colonized Earth roughly one billion years ago, building vast cities both underwater and on land, and bioengineering the shoggoths (which eventually rebelled and hastened the collapse of their civilization), among other lifeforms (including protomatter eventually leading to humankind, if the speculations are believed to be true).

Elder crinoid things are echinoderm-like in shape, with radial symmetry. They stand roughly eight feet tall and appear as hulking barrels with starfish-like appendages at both ends. The top appendage is a head-like structure adorned with five eyes, five eating tubes, and an array of cilia capable of scotopic sight. The five-limbed bottom appendage is used for locomotion. Five leathery, fan-like retractable wings and five sets of branching tentacles sprout — at regular intervals — from their cylindrical torsos. Their bodies are made of terrestrial matter, exhibiting both vegetable and animal characteristics, though their five-lobed brains are capable of an alien intelligence far beyond our own own. Their physiologies are far tougher than those of humankind, and are capable of withstanding pressures of the deepest ocean and presumably the vacuum of space. They are also capable of hibernating for uncountable measures of time (making them nearly immortal unless destroyed through accident or violence), and of reproducing via spores (though they rarely reproduce save for times of expansion and colonization).

Str: 2d6+33 (40)
Con: 2d6+16 (23)
Siz: 2d6+19 (26 Large)
Int: 2d6+10 (17)
Pow: 1d6+2 (6)
Dex: 3d6 (11)

Horror (Shock): Willpower (Hard) –1d8
Action Points: 4
Damage Modifier: +2d6
Might: 12
Essence Points: 6
Initiative: 14
Move: 4, 11 mph; fly 12, 24 mph; swim 8, 17 mph
Hit Points: 25
Armor: Tough as leather 4

Elder (Crinoid) Thing (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-2	Radial Base	4	12
3-7	Barrel-Shaped Body	4	14
8	Tapering Appendage	4	11
9	Tapering Appendage	4	11
10	Tapering Appendage	4	11
11	Tapering Appendage	4	11
12	Tapering Appendage	4	11
13-15	Membraneous Wing	4	11
16-18	Membraneous Wing	4	11
19-20	Radial Head	4	12

Skills: Athletics 81%, Brawn 79%, Common Knowledge 64%, Conceal 53%, Deceit 53%, Detection 53%, Engineering 134%, Evade 22%, Fortitude 123%, Influence 42%, Intimidate 62%, Intuition 53%, Mechanisms 128%, Medicine 122%, Stealth 47%, Survival 79%, Swim 93%, Unarmed 51%, Willpower 42% , (modify as needed)

Fighting Method (Crinoid Malevolence): 51% (tapering appendages 1d6+dm stun)

Occult (Crinoid Suprascience): 42% (various, possibility of knowing 1d3–1 spells, Summon Shoggoths or Dominate Shoggoths — only with the aid of elder thing technology)

Mastery of Bioengineering: According to occult lore, during their expansive history on Earth the elder crinoid things developed much (if not all) of the life on Earth, and warred against Cthulhu and its brood (the noted "star spawn"), the Great Race of Yith and polypous horrors, and the mi-go, utilizing advanced bioengineered weapons (such as shoggoths, the monstrous protoplasm known by cults as Ubbo-Sathla, and other nightmarish creations).

Mountains of Madness: Despite these perpetual conflicts, the elder crinoid things thrived until the gradual cooling of the planet during the last ice age undermined their survival. In response to environmental changes, they retreated to their deep ocean metropolises, isolating themselves forever from the outside world. Currently, the last surface metropolis of the elder crinoid things exists as a vast, frozen necropolis — haunted by antediluvian horrors — located on a high plateau in the Antarctic, and connected by subterranean networks to an even older undersea complex housing shoggoths and other alien nightmares. In 1931, these extant ruins will be discovered by an Antarctic expedition from Miskatonic University, though rumors claim that a secret society in Germany is currently established in the region.

Colonial Expansion: Elder crinoid things exist on other worlds, and it is possible that the colonies abandoned on Earth still harbor rotting dimensional portals to these star systems (such as the yellow, red, and blue triple star system located between Hydra and Argo Navis).

Vril Society: A select few human individuals — notably connected to the German Empire and using a pedestrian explorer's club as a cover — possess partial knowledge about the elder crinoid things and possibly other alien races on the planet — and are currently conducting explorations of these alien lost worlds in the Antarctic. They presumably have a base of operations set up in the region, with access to submarines and advanced equipment and potentially to specimens of elder thing technology (and even to Spacetime Gates tunneling to other elder thing worlds). The name "Vril Society" may be a cover concealing their true name, as there appears to be several secret orders in Germany using the same monicker.

Other Special Abilities: Grappling, Multi-Limbed, Nerveless, Scotopic

From "At the Mountains of Madness"

"Important discovery. Orrendorf and Watkins, working underground at 9:45 with light, found monstrous barrel-shaped fossil of wholly unknown nature; probably vegetable unless overgrown specimen of unknown marine radiata. Tissue evidently preserved by mineral salts. Tough as leather, but astonishing flexibility retained in places. Marks of broken-off parts at ends and around sides. Six feet end to end, 3.5 feet central diameter, tapering to 1 foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths. Combs or wings that fold up and spread out like fans. All greatly damaged but one, which gives almost seven-foot wing spread. Arrangement reminds one of certain monsters of primal myth, especially fabled Elder Things in Necronomicon. These wings seem to be membraneous, stretched on a framework of glandular tubing. Apparent minute orifices in frame tubing at wing tips. Ends of body shrivelled, giving no clue to interior or to what has been broken off there." —H.P. Lovecraft

Fungal Monstrosity

Traits: nodules of several feet, great smell of staleness, extraordinarily shaped mass of fungus, grotesque resemblance of human life, sickening noise of tearing, branch-like arms, shapeless grey head, sweetish taste of inhuman desire

From "The Dreams in the Witch-House"

"They represented some ridged, barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring, and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangularly tapering arms arranged around it like the arms of a starfish—nearly horizontal, but curving slightly away from the central barrel." —H.P. Lovecraft

Motivations: invasion and decomposition, corruption of life, growth of the colony

The fungus is a weird aberration that absorbs terrestrial life — both human and animal — turning it into a gross, diseased mockery of its former self. The new fungal form, once fully assimilated by the fungus, becomes a slow, hulking monstrosity, driven by the need to share and spread its disease — either through touch or by the explosion of large nodules and the emission of spores. The mold spores are

extremely intoxicating, and many touched by them are driven to consume the fungus. Most fungal monstrosities congregate in remote areas, such as lost islands, amidst massive fungal colonies. Their origins are a mystery, though it is possible that they were created as bioweapons by the elder crinoid things. One rumor claims they are currently used by both deep ones and sorcerers as guardians of protected territories.

Str: 2d6+2 (9)
Con: 2d6+2 (9)
Siz: 3d6+3 (14 Medium)
Int: 2d6+1 (5)
Pow: 1d6 (4)
Dex: 2d6+2 (9)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 2
Damage Modifier: +0
Might: 5
Essence Points: 4
Initiative: 7
Move: 8, 4 mph; swim 8, 5 mph
Hit Points: 12
Armor: Mass of fungus 2

Skills: Athletics 28%, Brawn 53%, Detection 39%, Evade 0%, Fortitude 48%, Stealth 43%, Swim 48%, Unarmed 18%, Willpower 18% , (modify as needed)

Fighting Method (Unrelenting Infestation): 18% (grasping appendages 1d4+dm special — infect with mold spore)

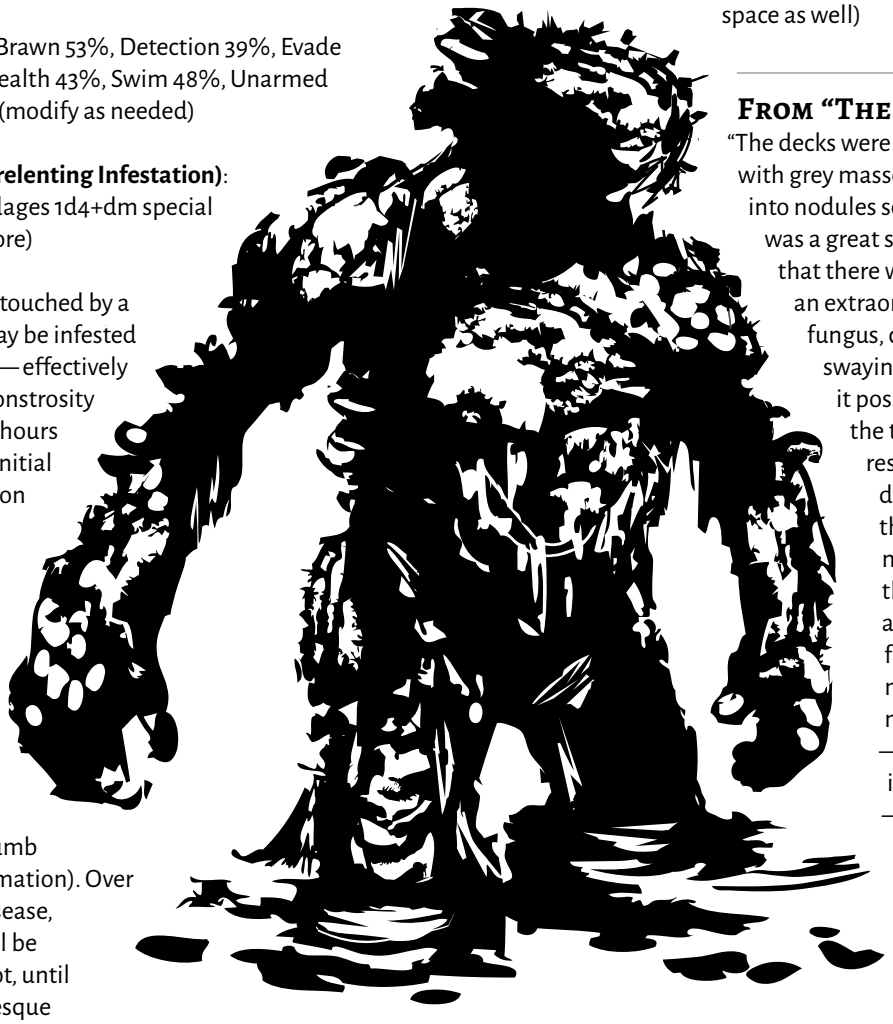
Mold Spores: Anyone touched by a fungal monstrosity may be infested with its mold disease — effectively becoming a fungal monstrosity within 1d6–1 days (six hours minimum). After the initial onset time of infestation (30 minutes), the victim will experience intoxicating Hallucination effects and crave more of the mold spore (which he will consume if he is exposed to it, shortening the time in which he may succumb totally to the transformation). Over the duration of the disease, the victim's tissues will be overtaken by fungal rot, until there is merely a grotesque semblance of its former self. There is no known cure.

Fungal Monstrosity (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	1	6
4-6	Left Leg	1	6
7-9	Abdomen	1	6
10-12	Chest	1	6
13-15	Right Arm	1	6
16-18	Left Arm	1	6
19-20	Head	1	6

Application: Ingested or Contact
Potency: 50%
Resistance: Fortitude or Willpower (whichever is higher)
Onset Time: 30 minutes
Duration: 1d6–1 days (six hours minimum)

Other Special Abilities: Camouflaged (within its colony), Dormant (becomes mobile 1d12 minutes after detecting movement), Sticky, Swarming, Unrelenting (even destroying its head does not stop its movement), Unthinking, Vulnerability to Fire (when ignited, any Luck checks for fire are two degrees more difficult, affecting anything in an adjacent space as well)



From "The Voice in the Night"

"The decks were covered, in great patches, with grey masses, some of them rising into nodules several feet in height...There was a great smell of staleness...I saw that there was movement among an extraordinarily shaped mass of fungus, close to my elbow. It was swaying uneasily, as though it possessed life of its own... the thing had a grotesque resemblance to the figure of a distorted human creature... there was a slight, sickening noise of tearing, and I saw that one of the branch-like arms was detaching itself from the surrounding grey masses, and coming towards me. The head of the thing — a shapeless grey ball, inclined in my direction."
—William Hope Hodgson

Ghoul

Traits: roughly bipedal, forward slumping, vaguely canine, unpleasant rubberiness, glaring red eyes, drooling lips, smell of rot and refuse

Motivations: perpetual hunger, longing for humanity (if corruption is less than 100%), serving the way of the flesh, protecting the sovereign territories, rebirth, annihilation, amassing of knowledge (in rare circumstances), destroying one's own human longings, vengeance against trespass (especially against sorcerers and necromancers)

Ghouls inhabit underground realms and desert wastes, guard the portals to the Dreamlands, and feast on the corpses of dead humans. Though they are not necessarily human, a human may — through magical means that are not quite understood by occultists — transform over time into a ghoul. Many times this transformation is precipitated by an individual or family adopting ghoul-like habits: reclusion from the world, inhabitation of underground tunnels, nocturnal activities, and especially grave robbing and cannibalism. True ghouls, that are fully transformed, learn the language and symbols of the night; cultists who worship ghoul clans are also able to somewhat translate their strange markings left on graves, menhirs, desert rocks, and Dreamlands portals. Ghouls worship a number of Ancient Ones — among them Mordiggian, the Sleeper of the Waste — largely abandoned by modern societies.

Str: 3d6+6 (17)
Con: 3d6 (11)
Siz: 2d6+6 (13 Medium)
Int: 2d6+6 (13)
Pow: 3d6 (11)
Dex: 3d6+3 (14)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 3
Damage Modifier: +1d2
Might: 6
Essence Points: 11
Initiative: 14
Move: 12, 24 mph
Hit Points: 12
Armor: Unpleasant rubberiness 1 (plus any worn old armor)

Skills: Athletics 51%, Brawn 60%, Common Knowledge 56%, Conceal 53%, Corruption (Ghoul Taint) 136%, Deceit 56%, Detection 53%, Evade 58%, Fortitude 52%, Influence 52%, Intimidate 54%, Intuition 53%, Knowledge (Dreamlands) 56%, Mechanisms 54%, Stealth 55%, Streetwise 52%, Survival 52%, Swim 58%, Tracking 54%, Unarmed 41%, Willpower 52% , (modify as needed)

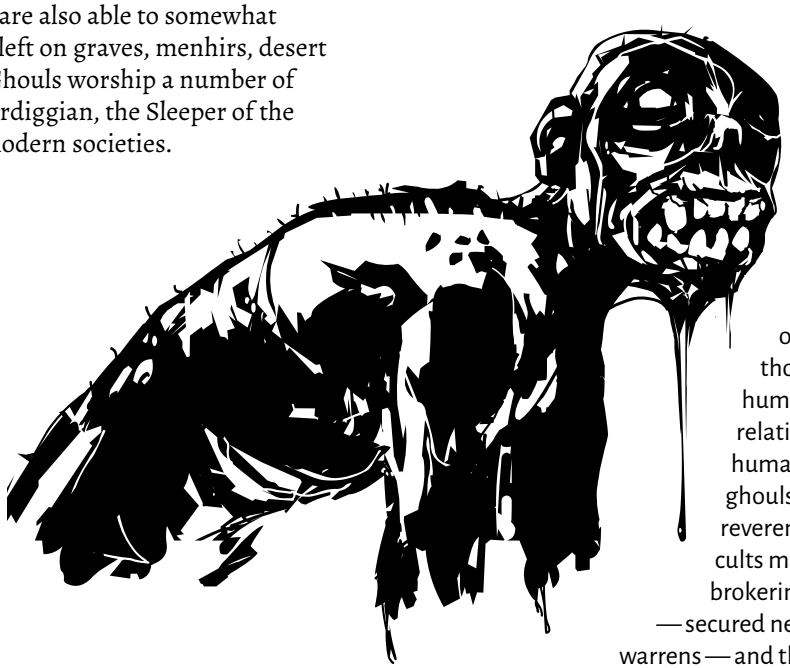
Ghoul (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	1	5
4-6	Left Leg	1	5
7-9	Abdomen	1	6
10-12	Chest	1	7
13-15	Right Arm	1	4
16-18	Left Arm	1	4
19-20	Head	1	5

Fighting Method (Scavenging Savagery): 41% (clawing fingers 1d6+dm bleed, biting teeth 1d6+dm impale, strangling hands 1d4+dm grip or strangle)

Occult (Dream Lore): 52% (various, possibility of knowing 1d3–1 spells, Detect Necromantic Magic, Invocation (Sluice of Mordiggian), Spacetime Gate (Dreamlands Necropolis))

Sluice of Mordiggian (Intensity 2). Showers the ghoul with a freezing darkness (and its noxious odor of decay), inducing a catatonic sleep of indefinite years — during which the ghoul communes with the Sleeper of the Waste. Upon waking, the ghoul is fully healed of all physical or magical injuries. Reduces any vestiges of humanity.



Cannibal Cults: Some smaller tribes of ghouls (especially those with attachments to humanity) enter into symbiotic relationships with degenerate humans wishing to treat the ghouls and their gods with reverence. Members of these cults may act as intermediaries, brokering deals between the ghouls — secured nearby in their obfuscated warrens — and the outside world. Members of these cults are oftentimes well-disguised behind a cloak of manners and normalcy (as a necessary deceit in civilization), but will lose this disguise once free from civilization. Cannibal cults exist all over the world — usually as small localized groups, infrequently as remote insular villages, and more often as clannish and isolated families. An overabundant presence of necrophagous insects, and a lingering smell of rot, may give away a ghoul cult's true nature. Also, indications of Beelzebub worship (or rumors of a "Lord of Flies" — oftentimes conflated with the Sleeper of the Waste) may indicate a nearby ghoul cult. Ghouls having regular contact with humans (and especially younger ghouls under the age of 150) may appropriate modern weapons from their victims.

Ghoul Warrens: Ghoul warrens are extremely difficult to permanently eradicate, as ghouls are clever in repurposing lost tunnels and catacombs, and even hiding temporarily in the Dreamlands (really another plane of existence) until they are able to return and rebuild. They are also secure in knowing that every civilization falls, and every species dies; in the end there will be only the feast of rotting flesh, and ghouls are supremely patient creatures. Ghouls are especially present in places that are: historically ancient (by human standards); networked with ancient crawlways, caverns, sewers or catacombs; and metaphysically charged with the dreams of generations. Rome, Constantinople, and Paris are notable cities that have been thoroughly fortified and conquered by these creatures, and the Arabian wastes have long been known as their twilight domain.

Other Special Abilities: Scavenging, Scotopic, Supersensory (senses death), Supersensory (senses necromantic magic), Undeath (Ghoul Taint)

From "Pickman's Model"

"The madness and monstrosity lay in the figures in the foreground...these figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness...they were usually feeding — I won't say on what. They were sometimes shown in groups in cemeteries or underground passages, and often appeared to be in battle over their prey — or rather, their treasure-trove. Occasionally the things were shown leaping through open windows at night, or squatting on the chests of sleepers, worrying at their throats. One canvas showed a ring of them baying about a hanged witch on Gallows Hill, whose dead face held a close kinship to theirs."
—H.P. Lovecraft

Mi-go

Traits: crustaceous body, vast pairs of membraneous wings, sets of articulated limbs, convoluted ellipsoid (head) covered with multitudes of antennae, scratching and shuffling, buzzing voice

Motivations: obfuscation of activity, defense against trespass, enslavement of lesser species, surgical experimentation and manipulation of organic life, clandestine colonization and exploitation of natural resources, fearful obedience to powerful and malign intelligences

Mi-go are man-sized (on average), pinkish, fungoid, crustacean-like entities. They are typically about five feet long, with crustacean-like bodies bearing numerous sets of paired appendages, a convoluted and fungoid ellipsoid for a head, and an array of membranous bat-like wings used for interspace and inter-dimensional (ethereal) travel. Notably, these wings do not function well on Earth. Though these biological forms are typical, mi-go are able to create adaptations of these forms through radical surgery and genetic mutations. They may worship Nyarlathotep and Shub-Niggurath, though their morals and motives appear completely alien and malevolent to the human perspective. They are most often encountered in remote areas rich in minerals or other natural resources, which they invade with tenacity (typically assimilating any nearby human settlements that interfere with their operations).

Mi-go (optional hit locations) — Enormous

1d20	Location	Armor	Hit Points
1	Right Third Leg	3	6
2	Left Third Leg	3	6
3	Right Second Leg	3	6
4	Left Second Leg	3	6
5-7	Right Wing Cluster	3	5
8-10	Left Wing Cluster	3	5
11-12	Cephalothorax	3	8
13	Right First Leg	3	6
14	Left First Leg	3	6
15-16	Antennae Cluster	—	5
17-18	Left Pincer	3	7
19-20	Right Pincer	3	7

Str: 3d6+3 (14)
Con: 3d6 (11)
Siz: 2d6+7 (14 Medium)
Int: 2d6+10 (17)
Pow: 2d6 (7)
Dex: 3d6 (11)

Horror (Shock): Willpower (Hard) –1d8
Action Points: 3
Damage Modifier: +1d2
Might: 6
Essence Points: 7
Initiative: 14
Move: 8, 17 mph; fly 12, 23 mph
Hit Points: 14
Armor: Fungal carapace 3

Skills: Athletics 58%, Brawn 58%, Common Knowledge 64%, Conceal 54%, Deceit 64%, Detection 54%, Engineering 134%, Evade 42%, Fortitude 52%, Influence 44%, Intimidate 54%, Intuition 54%, Mechanisms 128%, Medicine 124%, Stealth 58%, Survival 48%, Unarmed 45%, Willpower 44% , (modify as needed)

Fighting Method (Scuttling Minion): 45% (grasping pincers 1d6+dm grip or sunder)

Occult (Supranormal Science): 44% (various, possibility of knowing 1d3–1 spells)

Multiple Forms: Mi-go exist in various forms, with each individual developing appendages for its given responsibilities. Consequently, hit locations may deviate from the default presented here. Additionally, an individual's armor may vary, from a soft and dust-like fungus (with zero protection) to a resilient carapace (with up to double the default protection). Some individuals may possess mutated pincers for fine manipulation (and halved damage), or may increase their number of pincers beyond 2. Other bizarre mutations are certainly possible — and left to the gamemaster's imagination. A designated colony leader may increase its Influence, Intimidate, Occult, and Willpower by an additional 30%.

Yuggoth: Although they originate from beyond our solar system, the mi-go have set up an outpost on Yuggoth (Pluto), and presumably on other worlds as well — whether or not they are capable of opening and using Spacetime Gates from the Earth to these other locations is a matter of conjecture.

Supranormal Science: Mi-go possess superior knowledge of science and surgery and some forms of supranormal science (akin to magic), and are capable of performing aggressive body mutations on human and alien life — reducing, for example, a human victim to its conscious brain suspended in a brain cylinder (which in turn can see, hear and speak with the assistance of external machinery). The mi-go are also able to transport humans — as brain cylinders — to their base on Yuggoth (Pluto), and beyond.

Mimicry: Mi-go communicate through an odd buzzing, akin to telegraph tapping, though they are able to fashion masks from their human victims, and to mimic with some approximation a victim's voice. Through horrific surgery, the mi-go can mimic human forms, but with some telltale signs for the discerning observer (e.g., robotic behavior, lack of affect in the voice, jerky mannerisms, buzzing in the voice).

Other Special Abilities: Adhering, Aerial, Eldritch (invisible to photography and spectrometer), Immunity to Magic (caster must succeed with a Luck roll, in addition to other casting requirements), Grappling, Mimicry (requires alien surgical lab), Multiple Forms, Nerveless, Scotopic, Senseless, Stealthy (in cavernous lairs)

Oozing Spawn

Traits: viscous, semi-liquescent, opaque and sooty, yeasty and swelling, amorphous appendages, pouring and rolling torrent of hideous intent and movement

Motivations: guarding of spaces, obeyance of powerful masters, hunting of trespassers

Oozing spawn are treated like shoggoths, mechanically (though without the capability of adapting new special abilities on their own). Various special abilities may be attributed to them, depending on the nature of their creator. One such example is the abominable spawn of Tsathoggua, used to carry out the titan's foul tasks and to guard its temples. See "Shoggoths" for more.

Literary Source: "The Tale of Satampra Zeiros" by Clark Ashton Smith

From "The Whisperer in Darkness"

"They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membraneous wings and several sets of articulated limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be…I was also conscious of a great deal of stirring and scratching and shuffling…the sound of their footfalls having something about it like a loose, hard-surfaced clattering — as of the contact of ill-coördinated surfaces of horn or hard rubber…" —H.P. Lovecraft

Polypous Horror

Traits: lurking in black abysses, aërial motion and feverish burrowing through cyclone-whipped darkness, a tide of utterly alien abomination, half-polypous and partly material, monstrous plasticity, temporary lapses of visibility, control and military use of great winds, fiendish and shrieking whistling, colossal footprints of circular toe-marks, whirlpools of daemon wind

Motivations: utterly alien malevolence, destruction of terrestial life

Polypous horrors are whorling, flying masses of higher-dimensional matter emitting high wind eldritch radiation, and corrupting their environments with their otherworldly energies. The utterly alien entities arrived on Earth over 750 million years ago, building their basalt towers on land, warring with the elder crinoid things, and later threatening the survival of the Great Race of Yith. In the modern day, they haunt the subterranean chambers of alien crypts and haunted cities, especially those abandoned by the Yith.

Str: 4d20+20 (62)
Con: 2d6+18 (25)
Siz: 4d20+2 (44 Huge)
Int: 2d6+8 (15)
Pow: 1d6+6 (10)
Dex: 2d6+8 (15)

Horror (Shock and Awe): Willpower (Hard) –1d20
Action Points: 3
Damage Modifier: +2d12+1d4
Might: 16
Essence Points: 10
Initiative: 12
Move: 10, 20 mph; fly 12, 55 mph
Hit Points: 35
Armor: Half-polypous matter 8

Skills: Athletics 72%, Brawn 106%, Detection 25%, Engineering 60%, Evade 30%, Fortitude 50%, Mechanisms 30%, Stealth 25%, Unarmed 77%, Willpower 30%, (modify as needed)

Fighting Method (Daemon Wind): 77% (half-polypous tendrils 1d8+dm stun, writhing vortex engulfing)

Occult (Interdimensional Consciousness): 20% (various, possibility of knowing 1d3–1 spells)

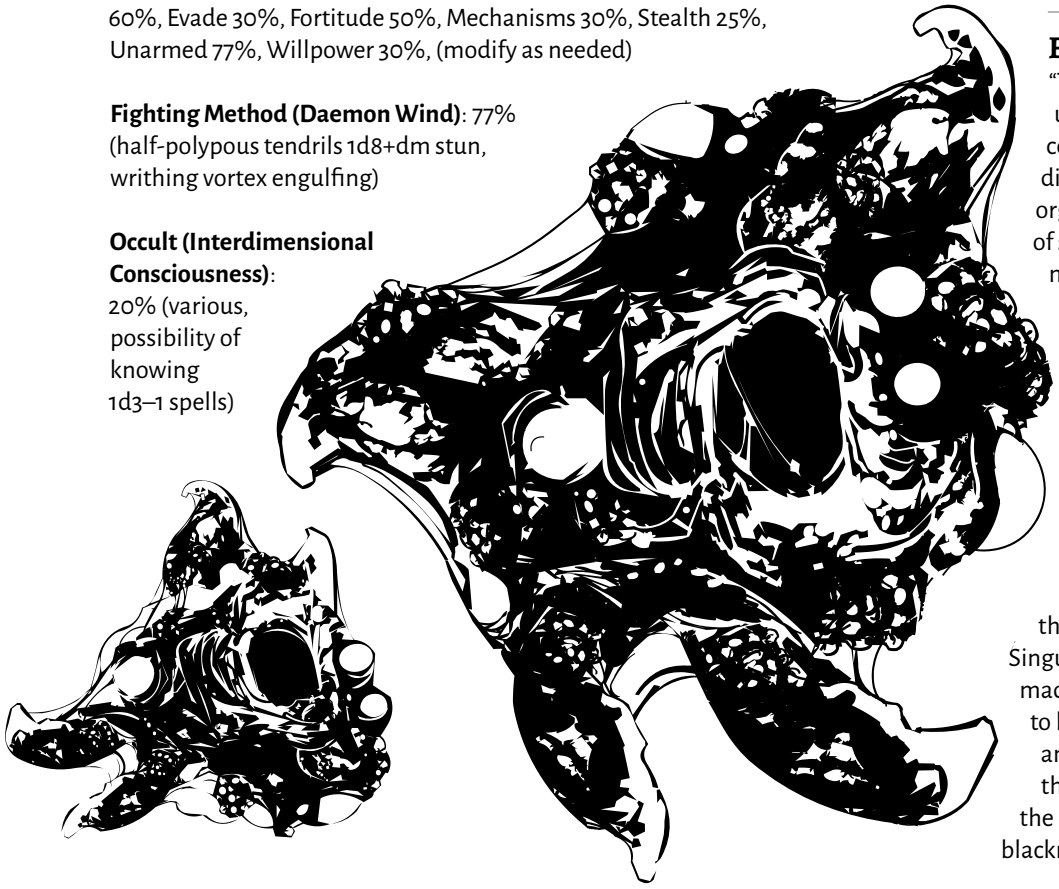
Polypous Horror (optional hit locations) — Huge

1d20	Location	Armor	Hit Points
1-20	Whorling Mass	8	35

Cyclone-Whipped Darkness: The ability is equivalent to a Summon Wind spell (and with the same Essence Point expenditures). Each round, and with a successful Willpower roll, the entity may change the atmospheric conditions by one level — as well as drop the surrounding temperature by 10 degrees Fahrenheit, until arctic conditions are reached. Groups of these entities are even capable of creating and controlling tornadoes.

Eldritch Radiation: Due to their higher-dimensional natures, polypous horrors radiate eldritch energies that alter their environments and even mutate nearby terrestrial flora and fauna — over epochs of time — into strange abominations. Individuals exposed to polypous horrors or their lairs — for over 1d12 hours — suffer minor radiation effects. Titanic horrors may even cause moderate to major damage.

Other Special Abilities: Aerial, Eldritch (immune to any direct magical attacks against the horror's Willpower), Engulfing, Immunity to Terrestial Weapons (phases in and out, attacker must succeed with a Luck roll after each attack, in order to inflict damage), Invisible (phases in and out, roll Luck each round to check for visibility), Nerveless, Senseless, Supersensory (can see "around dimensions" and through solid matter up to 10 feet thick), Vulnerability to Electricity (invisibility and phasing doesn't protect against electrical damage), Weather Control



From "The Shadow out of Time"

"They were only partly material — as we understand matter — and their type of consciousness and media of perception differed wholly from those of terrestrial organisms...their senses did not include that of sight; their mental world being a strange, non-visual pattern of impressions...Though their senses could penetrate all material barriers, their substance could not; and certain forms of electrical energy could wholly destroy them. They had the power of aërial motion despite the absence of wings or any other visible means of levitation. There were veiled suggestions of a monstrous plasticity, and of temporary lapses of visibility, while other fragmentary whispers referred to their control and military use of great winds. Singular whistling noises, and colossal footprints made up of five circular toe-marks, seemed also to be associated with them...Earth, and beyond any adequate verbal description...and hearing that damnable alien sound piping up from the open, unguarded door of limitless nether blacknesses." —H.P. Lovecraft

Reanimated Corpse

Traits: mockery of human life, dreaded putrid flesh, shambling gait, malevolent eyes of glass, grotesque countenance

Motivations: insatiable craving for blood and flesh, malevolence toward life, obedience to the will of sorcery (or vengeance against reanimators and necromancers)

Str: 1d6+Intensity×2 (6)
Con: 1d6+Intensity×2 (6)
Siz: 2d6+6 (13 Medium)
Int: 1d6+3 (7)
Pow: Intensity (1)
Dex: 1d6+Intensity (5)

Horror (Dread): Fortitude (Normal) –1d6
Action Points: 1
Damage Modifier: +0
Might: 4
Essence Drain Modifier: +1d4
Essence Points: 1
Initiative: 7
Move: 8, 14 mph
Hit Points: 10
Armor: Any worn armor (if relevant)

Skills: Athletics 11%, Common Knowledge 44%, Conceal 28%, Deceit 28%, Detection 28%, Evade 10%, Influence 21%, Native Tongue 34%, Stealth 36%, Unarmed 22%, Willpower 12%, (modify as needed)

Fighting Method (Reanimated Malice): 22% (tearing teeth 1d6+dm grip, strangling and ripping hands 1d6+dm grip or bleed)

Frenzied Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, animated corpses inflict double the damage rolled, and make their attack checks two degrees easier.

Reanimated Memories: A reanimated corpse may retain some memories of its past exploits or sorcerous knowledge (if it knew sorcery in its past life) — which may be tortured out of it using horrible ritual magic.

Other Special Abilities: Cannibalistic, Scotopic (partial darkness), Regenerating (still animates itself even at zero Hit Points — but with all of its checks made a degree more difficult — unless the heart or brain stem is destroyed), Stealthy (in specified lairs), Supersensory (senses blood and decay), Supersensory (senses necromantic magic), Swarming; any number of special abilities may be granted to a more powerful reanimated corpse to make it unique, such as: Blood or Essence Drain, Lair, Possession, Resists Magical Barrier, or Servile Task, among others

Reanimated Corpse (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	4
4-6	Left Leg	—	4
7-9	Abdomen	—	5
10-11	Chest	—	6
12	Heart	—	3
13-15	Right Arm	—	3
16-18	Left Arm	—	3
19	Head	—	4
20	Brain Stem	—	2

From "Herbert West — Reanimator"

"The bodies had to be exceedingly fresh, or the slight decomposition of brain tissue would render perfect reanimation impossible. Indeed, the greatest problem was to get them fresh enough—West had had horrible experiences during his secret college researches with corpses of doubtful vintage. The results of partial or imperfect animation were much more hideous than were the total failures, and we both held fearsome recollections of such things." —H.P. Lovecraft

Serpent Folk

Traits: snakish figure, semblance of a man, unnaturally made hands and feet, python's snout, small and glittering eyes, writhing and squamous lips, whitish hide of an ancient serpent, dripping venom, loathsome slithering or upright walking, stench of snake houses, telepathic invasion

Motivations: infiltration of human empires, malice toward humanity, service and worship of the great old ones (especially of Yig, and possibly of Tsathoggua), protection of ancient sites and lost worlds, fulfillment of blasphemous rites and ancient prophecies, amassing of esoteric and modern knowledge, destruction of the modern world, vengeance against trespass

The serpent folk origins are lost to antiquity, but it is generally believed that they originated aeons ago (perhaps spawned by Yig, the Great Serpent). Throughout prehistory, they enslaved mankind and ruled from Valusia with coldblooded vigilance. The empire was fueled by sorcery and alchemy, empowered by communion with the Ancient Ones, and devoted to horrendous genocidal acts of worship. The powerful empire eventually collapsed with the rise of the dinosaurs (about 225 million years ago during the Triassic era), and their remnant colonies finally destroyed after perpetual war with mankind.

Many of the human snake cults and bloody and cannibalistic religions of recent history are merely the cargo cults of this once great serpent empire. After human civilizations

eclipsed those of the serpent folk, humans appropriated the religions, sorceries, technologies, governmental systems, and architecture of their former masters. The survivors of the serpent folk either retreated to their lost worlds deep within the Earth (eventually becoming degenerate worms of the earth living like animals among the ruins of their forgotten cities), or used sorcerous powers to blend into human society. The latter groups created serpent folk bloodlines among the human populations. In the modern era, their descendants exist as the thirteen powerful dynasties ruling from the shadows and in the half-caste degenerate folk scattered across the world's backwaters.

Str: 2d6+6 (13)
Con: 3d6 (11)
Siz: 3d6 (11 Medium)
Int: 2d6+6 (13)
Pow: 2d6+8 (15)
Dex: 2d6+6 (11)
Cha: 3d6 (11)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 2
Damage Modifier: +0
Might: 5
Essence Drain Modifier: +1d8
Essence Points: 15
Initiative: 10
Move: 8, 16 mph
Hit Points: 11
Armor: Squamous skin 1

Skills: Athletics 56%, Brawn 44%, Common Knowledge 56%, Conceal 58%, Deceit 84%, Detection 58%, Engineering 86%, Evade 36%, Fortitude 32%, Influence 76%, Intimidate 76%, Intuition 58%, Mechanisms 86%, Medicine 28%, Sleight of Hand 56%, Stealth 58%, Streetwise 46%, Survival 36%, Unarmed 46%, Willpower 80%, (modify as needed)

Fighting Method (Serpent Stalker): 46% (strangling hands 1d4+dm grip or strangle, biting fangs 1d6+dm special — inject poison, similar to either curare or rattlesnake venom, depending on the racial type, or a variation created by the gamemaster)

Fighting Method (Valusian Warrior): 66% (clawing talons 1d6+dm bleed or grip, whipping tail (for only some racial types) 1d4+dm bash or stun, various bladed and projectile weapons, similar to the atlatl, blowgun or kris; Bonus Abilities: Assassin, Grappling, Ground Fighting)

From "The Curse of Yig"

"The moving object was almost of human size…it was absolutely hairless, and…seemed subtly squamous in the dim, ghoulish light…the head was very curiously flat. As it looked up to hiss at me I saw that the beady little black eyes were damnably anthropoid…" —H.P. Lovecraft

Serpent Folk (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Tail	1	4
4-5	Right Leg	1	5
6-7	Left Leg	1	5
8-10	Abdomen	1	6
11-14	Chest	1	7
15-16	Right Arm	1	4
17-18	Left Arm	1	4
19-20	Head	1	5

Occult (Valusian Sorcery): 86% (a sorcerer may know some (1d6+3 spells and rituals) of the following: Divination, Invocation, Spacetime Gate, Summon and Wrack spells, Detect Magic, Discorporation, Dominate (Hypnotic Will), Dominate Snakes, Essence Drain, Invisibility, Tap Charisma, Tap Power, Tap Strength, Summon Snakes, Summon Yig, Tongues, Voorish Sign)

Alluring Glamour: In their true forms, the serpent folk appear as humanoids with scaled skin and snake-like heads. However, a true blooded folk-member may appear human to the untrained eye, but only after consuming the target of mimicry and absorbing his memories. Once this occurs, the folk-member possesses a compelling and magnetic charisma that influences weaker minds. At minimum, the effect makes the folk-member's social rolls one degree easier, though other characters may resist the effect with Willpower.

Serpent Bloodlines: People of the hills are the modern products of ancient human and serpent bloodlines. They appear mostly human — sometimes with subtle snakelike features — yet harbor the dark dreams of their abominable ancestors. The folk "…dwell in remote and secret places, and celebrate foul mysteries on savage hills," living cloistered lives on the outskirts of remote villages. Many display mutations — either subtle or overt — as physical reminders of their sorcerous lineage. The most monstrous of these offspring are kept hidden from the open air. Descendants each have a 10% chance of possessing one of the following preternatural gifts: Alluring Glamour (various), Etheric Vision, Silver Tongue, or Spectral Insight. There is also a 5% chance that a descendant possesses Occult (Blasphemous Knowledge), with 1d3–1 of the following spells: Curse of Yig, Divination, Dominate (Hypnotic Will), Dominate Snakes, Essence Drain, Invisibility, Invocation (Seal of Ishakshar), Summon Snakes, Summon Worms of the Earth (serpent folk or their descendants), Summon Yig, Tongues, or Voorish Sign, among others.

Sorcerous Attunement: All serpent folk and their descendants have some access to ancestral memories, allowing them to learn powerful magic and arcane technologies (and especially those descended from the once great serpent empires).

Serpent Bloodline

Curse of Yig: An elaborate ritual performed during eclipses, solstices, or other astronomical events — involving sacramental dancing and drums fashioned from human skin. Creates the same effect as the Cast Undeath (Ophidian Wretch) spell upon an unwilling target, but with a range in miles equal to the Pow of the most powerful caster in the ritual, and requiring a strand of hair or vial of blood from the victim. If successful, the victim becomes a writhing serpent thing.

Seal of Ishakshar: A powerful Invocation — used in specific rituals by the people of the hills — with the following effect:

> **Seal of Ishakshar** (Intensity 6). Reduces the caster "to the slime from which he came, forcing him to put on the flesh of the reptile and the snake." Destroys any vestiges of humanity as he transforms to a blackened, bloated and tentacled creature.

Other Special Abilities: Alluring Glamour (various, for a sorcerer), Etheric Vision (for a sorcerer), Grappling (no penalty while prone), Mimicry (can replicate its prey after consuming him or her), Scotopic, Silver Tongue (for a sorcerer), Spectral Insight (for a sorcerer), Stealthy, Supersensory (Smell and Taste), Writhing

Serpent Thing (or Worm of the Earth)

Traits: weak and vacuous hissing, squirming and wriggling, hairless and curiously flat, beady little black eyes, speckled and brownish or milky and sickly, stench of snake houses

Serpent Thing (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

Motivations: safety in darkness, defense against trespass, perpetual hunger, malice toward humanity

Str: 2d6+3 (10)
Con: 2d6+3 (10)
Siz: 3d6 (11 Medium)
Int: 3d6/2 (6)
Pow: 3d6 (11)
Dex: 3d6 (11)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 2
Damage Modifier: +0
Might: 5
Essence Points: 11
Initiative: 10
Move: crawl 8, 4 mph
Hit Points: 11
Armor: Hairless flesh

Skills: Athletics 31%, Brawn 51%, Conceal 47%, Corruption (Ophidian Wretch) 102%, Detection 47%, Evade 32%, Fortitude 50%, Stealth 52%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Crawling Wretch): 21% (strangling hands 1d4+dm grip or strangle)

Crawling Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, serpent things inflict double the damage rolled, and make their attack checks two degrees easier.

Other Special Abilities: Scotopic, Supersensory (heightened taste and smell), Vulnerability to Bright Light (makes skill checks for the creature two degrees more difficult)

From "The Novel of the Black Seal"

"This folk...dwells in remote and secret places, and celebrates foul mysteries on savage hills. Nothing have they in common with men save the face, and the customs of humanity are wholly strange to them; and they hate the sun. They hiss rather than speak; their voices are harsh, and not to be heard without fear. They boast of a certain stone, which they call Sixtystone; for they say that it displays sixty characters. And this stone has a secret unspeakable name; which is Ixaxar." —Arthur Machen

Shoggoth

Traits: monstrous black slime, obscenely fetid odor, looming colossally, oozing tightly, constellated with strange iridescence, pustules of greenish light, rethickening, spiralling cloud of pallid abyssal vapor, shapeless congeries of protoplasmic bubbles, myriads of temporary eyes forming and un-forming, slithering over the glistening floor, eldritch and mocking cry

Motivations: utterly alien malevolence, destruction of terrestial life , vengeance against captivity

Shoggoths are monstrous amoeba-like creatures made out of iridescent black slime, covered with multiple floating eyes, and capable of forming limbs and organs at will (as well as other mutations). An average shoggoth measures fifteen feet across when in the shape of a sphere, though shoggoths of much greater size are possible. It is rumored that a colossally large shoggoth — known in prehistory as the Ancient One, Ubbo-Sathla — was worshiped by foul cults as the progenitor of all life on Earth.

Shoggoths were originally created — bioengineered — by the elder crinoid things as monstrous slave laborers. They were designed to shape their amorphous forms into useful adaptations as needed for any given task, and to work efficiently in aquatic environments. They built the underwater cities and other architectural marvels of the elder things, and were sometimes used as war machines. In their original design, they had no real consciousness and were controlled through hypnotic programming (augmented by elder thing technology). However, over millions of years of evolution, some shoggoths developed independent thought and rebelled (learning in the process to creatively adapt via mutations for movement in new environments, and for violent opposition against their masters). They even learned rudimentary forms of the elder things' languages. In the modern era, shoggoths still survive in fetid corners of the globe. Some horrific rumors claim that there exist shoggoths capable of shaping themselves into human likenesses and of mimicking human languages.

Str: 4d20 (42)
Con: 2d6+18 (25)
Siz: 4d20+20 (62 Huge)
Int: 2d6+2 (9)
Pow: 1d6+6 (10)
Dex: 2d6 (10)

Horror (Shock and Awe): Willpower (Hard) –1d20
Action Points: 2
Damage Modifier: +2d12+1d4
Might: 16
Essence Points: 10
Initiative: 10
Move: 10, 20 mph; swim 20 mph
Hit Points: 44
Armor: Rethickening slime 3

Shoggoth (optional hit locations) — Small to Huge

1d20	Location	Armor	Hit Points*
1-20	Malevolent Ooze	3	13/44

*For a scout/sentry or normal shoggoth, respectively

Skills: Athletics 49%, Brawn 104%, Detection 29%, Evade 14%, Fortitude 80%, Stealth 47%, Swim 97%, Unarmed 49%, Willpower 20%, (modify as needed)

Fighting Method (Monstrous Ooze): 49% (grappling tentacles grip or entangle, surrounding ooze engulfing, crushing and ripping 1d10+dm stun or sunder)

Shoggoth Mutations: In addition to its standard special abilities, the shoggoth is capable of evolving and adapting its own physical structure. How these mutations are learned, and how easily the shoggoth alters its form with these new abilities, is best left for the gamemaster to decide. Perhaps the growth of new mutations requires large amounts of time and energy (and consumption of food), or are difficult to reverse once developed. Once a mutation is learned, it should require the shoggoth a number of Action Points to activate and use. The range of a shoggoth's capabilities are unknown, though a few examples are provided in the "Shoggoth Mutations" table.

Other Special Abilities: Engulfing, Mutable, Nerveless, Oozing, Regenerating (spends 2 Action Points to regenerate 1d6 Hit Points), Scotopic, Senseless (creates sense organs at will), Sticky, Writhing (for small scouts and sentries)

From "At the Mountains of Madness"

"The shock of recognizing that monstrous slime and headlessness had frozen us into mute, motionless statues...a plastic column of fetid black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, rethickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train — a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us..." —H.P. Lovecraft

From "The Shadow over Innsmouth"

"For the present they would rest; but some day, if they remembered, they would rise again for the tribute Great Cthulhu craved. It would be a city greater than Innsmouth next time. They had planned to spread, and had brought up that which would help them, but now they must wait once more. For bringing the upper-earth men's death I must do a penance, but that would not be heavy. This was the dream in which I saw a shoggoth for the first time, and the sight set me awake in a frenzy of screaming." —H.P. Lovecraft

Shoggoth Mutations

1d100	Descriptor (Special Abilities)*	Notes
1-4	Acidic (Corrosive)	Gamemaster determines nature and strength of acid
5-8	Anthropoid, bloated and shambling (Mimicry, Slow, Disturbing)	Can transform into an imperfect shambling copy of a human (or animal); if the shoggoth is large, then the copy may appear unnaturally gigantic or corpulent (halve the Move rating while in its transformed state)
9-12	Anthropoid (Mimicry)	Can transform into a nearly perfect copy of a human (or animal) with a Cha of 3d6 (average 11) for a human, and a Disguise skill of 100%; may need a sample of the target's blood, tissue, skin, and so on (or may need to consume and assimilate the target); possibly, may also be able to absorb and mimic the target's memories, lusts, and fears
13-16	Arachnoid or insectoid (Adhering, Armored, Multi-Limbed)	Roll 1d4+1, multiplied by two, for appendages; may also have the Poisonous ability, or even adopt the abilities and traits of a Spider (see "Spiders"), including the Webbing ability
17-20	Burrowing	Burrow rating is half its normal Move
21-24	Colorless (Camouflaged, Disturbing)	Internal "organs" or consumed prey visible through a sickly transluscent skin; can also blend itself into the environment, making Detection rolls two degrees more difficult
25-28	Crawling, slithering or squirming (Writhing)	Can transform into a snake-like or centipedal creature (perhaps with a Poisonous ability as well); its Move rating increases to 12
29-32	Crustaceous or spiny (Armored)	Can harden its outer skin into a carapace, which temporarily halves its Move rating and increases its armor by 1d6 points
33-36	Crystalline and fungous (Armored, Camouflaged and Dormant)	Can harden into a crystalline spore, and then remain dormant and protected for a number of years, even blending into its surroundings
37-40	Deafening (Stunning)	Can emit a piercing ear-splitting sound; an observer must succeed with a Fortitude roll — made Hard — or be stunned for 1d3 rounds (Detection checks requiring listening are made one degree more difficult for a day)
41-44	Fecund (Spawning)	Shoggoths are mostly incapable of procreation, though the rare individual may have discovered a mutation that allows for it — possibly creating a protected spawning pool
45-48	Flesh-eating (Diseased)	Transforms a targeted limb — after striking it — into proto-shoggoth material within 1d6 rounds (unless the target succeeds with a Fortitude roll)
49-52	Flying (Aerial)	Can transform into a jelly-like, floating monstrosity, or into a bat-like or insectoid flier, capable of hunting from the air; its Flight rating is half its normal movement
53-56	Hairy or leathery (Armored)	Increases armor by 1d2 points
57-60	Infested (Diseased, Spawning, Swarming)	Gamemaster determines nature of swarm
61-64	Invasive (Puppeteering)	Can burrow painless gossamer filaments (like fishing line) into another creature and then control it from a distance (target first rolls Detection, made two steps harder, to notice the filament); once invaded, the target is controlled as with a Dominate spell, or until the filament is broken (typically the range is in yards equal to the Siz of the shoggoth)
65-68	Leechlike and slug-like (Adhering, Grappling, Slow, Vampiric)	Grows a protrusible proboscis and gains the "Blood Drain" special ability; halves the Move rating
69-72	Lurking and small (Slow, Small, Stealthy)	Size is reduced to that of a cat or a dog, with slower movement (may be the sentinel or scout of a larger shoggoth)
73-76	Multitudinous (Swarming)	Can divide itself into smaller units (each with the Small ability), which together is treated as a swarm; additionally, a unit may be used as a sentinel to guard a space or as a scout to gather information
77-80	Necrophagous (Cannibalistic, Scavenging)	Adopts the qualities and habits of a ghoul
81-84	Noxious (Noxious)	—
85-88	Octopoid (Grappling, Multi-Limbed)	Roll 1d8, multiplied by two, for appendages
89-92	Poisonous or stinging (Poisonous)	Grows fangs, stingers, mandibles, and so on, each of which may inject poison
93-96	Resplendent (Glowing, Hypnotic)	—
97-00	Tree-like and hooved (Multi-Limbed, Stealthy, Trampling)	Transforms into a horrific tree-like shape with various mouths and hooved movement (gaining the Trampling ability); roll 1d6, multiplied by two, for a number of black and ropy snake-like arms

*Many other weird offshoots are certainly possible, including capabilities for using magic or extra-dimensional abilities

Shoggoth — sentry or scout

Str: 2d6 (7)
Con: 2d6+12 (19)
Siz: 1d6+1 (5 Small)
Int: 2d6+2 (9)
Pow: 1d6+6 (10)
Dex: 2d6 (7)

Horror (Shock): Willpower (Hard) –1d12
Action Points: 2
Damage Modifier: +0
Might: 3
Essence Points: 10
Initiative: 8
Move: 8, 14 mph; swim 8, 15 mph
Hit Points: 12
Armor: Rethickening slime 3

Skills: Athletics 24%, Brawn 12%, Detection 29%, Evade 14%, Fortitude 68%, Stealth 47%, Swim 56%, Unarmed 24%, Willpower 20%, (modify as needed)

Fighting Method (Horrible Ooze): 24% (strangling tentacles 1d3+dm grip or entangle plus special — asphyxiation if a target's head is attacked, striking tentacles 1d3+dm stun)

Spider (from Leng or elsewhere)

Traits: chitinous bulbous body, purplish and bloated, clinging and tenebrous, hairy and hideous, hissing and scuttling

Motivations: spinning, breeding, cannibalizing, and feeding

Monstrous spiders exist in the Dreamlands (on the Plateau of Leng and in other nightmare lands) and purportedly in night-vaulted regions of our own world as well, possibly as offspring or servitors of an Ancient One known in prehistory as Atlach-Nacha, the Mother of All Spiders.

Str: 3d6+10 (21)
Con: 3d6+6 (17)
Siz: 3d6+13 (24 Large)
Int: 1d6+3 (7)
Pow: 1d6 (4)
Dex: 3d6 (11)

Horror (Shock): Willpower (Hard) –1d8
Action Points: 2
Damage Modifier: +1d8
Might: 9
Essence Points: 4
Initiative: 9
Move: 8, 16 mph
Hit Points: 21
Armor: Chitinous carapace 3

Spider (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-2	Right Fourth Leg	3	10
3-4	Left Fourth Leg	3	10
5-6	Right Third Leg	3	10
7-8	Left Third Leg	3	10
9-10	Right Second Leg	3	10
11-12	Left Second Leg	3	10
13-14	Abdomen	3	11
15-16	Right First Leg	3	10
17-18	Left First Leg	3	10
19-20	Cephalothorax	3	12

Skills: Athletics 32%, Brawn 45%, Detection 31%, Evade 22%, Fortitude 34%, Stealth 35%, Unarmed 32%, Willpower 44%, (modify as needed)

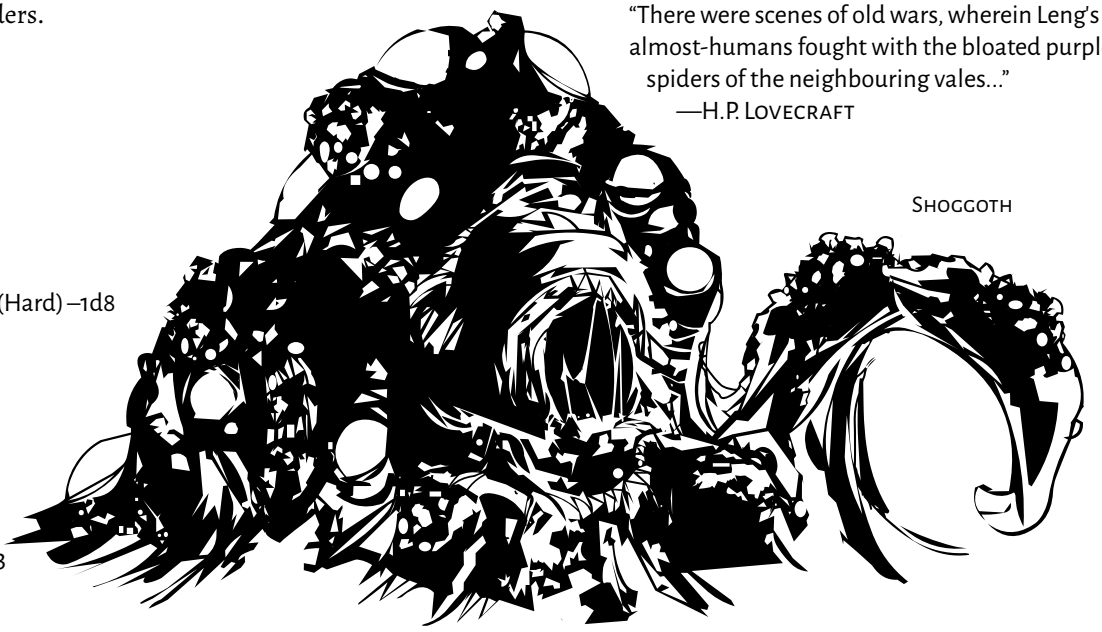
Fighting Method (Scuttling Hunter): 32% (grappling legs 1d6+dm bash or entangle, biting mandibles 1d8+dm special — inject poison, similar to curare but with induced Hallucinations of the Dreamlands)

Webbing: Adhesive strands of webbing have an armor of 4 and Hit Points equal to half of the spider's total Hit Points. Anyone caught in the webbing must break free with an opposed test of Brawn versus the Adhesiveness of the webbing (equal to the spider's Fortitude).

Other Special Abilities: Adhering, Grappling, Scotopic, Supersensory, Stealthy (in cavernous areas and other webbed locations), Supersensory (Touch, Detection checks made two degrees easier in webbing), Webbing

From "The Dream-Quest of Unknown Kadath"

"There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighbouring vales..."
—H.P. Lovecraft



Shoggoth

Tcho-Tcho

Traits: mistaken for dwarfish human, abominable and rat-like scurrying, grunting and loathsome night-spawn, organic and degenerate corruption, filthy whitish thing, seething and snarling

Motivations: malevolence toward humanity, mayhem and torture, service and worship of the great old ones, protection of ancient sites and lost worlds, fulfillment of blasphemous rites and ancient prophecies, amassing of knowledge (in rare circumstances), destruction of the modern world, vengeance against trespass, trafficking of slaves and other contraband (willing to traffick with humans under special circumstances, and if it serves their needs)

Tcho-Tcho are an abominable, degenerate and cannibalistic race of creatures — appearing as dwarfish humans — who worship strange gods and inhabit the lesser civilized regions of the world. Their true homeland is unknown, though populations have been found in southeast Asia, central Asia, western Europe (specifically near the Basque Country), and more recently amidst immigrant groups in Western countries. Speculations place their origins in Tibet or on the Plateau of Leng, while more fanciful rumors claim they were spawned from antediluvian swamp-waters by a forgotten Ancient One. Though they are capable — with some use of restraint — of blending into human societies and even of working temporarily with evil human factions, they are in their unfettered state a savage species willing and able to serve their Ancient One masters with cruel and cannibalistic tenacity.

Str: 3d6 (11)
Con: 3d6 (11)
Siz: 1d4+2 (5 Small)
Int: 3d6 (11)
Pow: 2d6+6 (13)
Dex: 3d6 (11)
Cha: 2d6 (7)

Horror (Dread): Fortitude (Normal) –1d6
Action Points: 2
Damage Modifier: +0
Might: 4
Essence Points: 13
Initiative: 11
Move: 8, 16 mph
Hit Points: 8
Armor: Any worn armor (if relevant)

Skills: Athletics 32%, Brawn 16%, Common Knowledge 52%, Conceal 54%, Corruption (Loathsome Night-Spawn) 75%, Deceit 48%, Detection 54%, Evade 52%, Fortitude 32%, Influence 30%, Intimidate 28%, Intuition 54%, Mechanisms 52%, Stealth 54%, Streetwise 34%, Survival 84%, Swim 42%, Tracking 52%, Unarmed 32%, Willpower 36%, (modify as needed)

Tcho-Tcho (optional hit locations) — Small

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	3
4-6	Left Leg	—	3
7-9	Abdomen	—	4
10-12	Chest	—	5
13-15	Right Arm	—	2
16-18	Left Arm	—	2
19-20	Head	—	3

Fighting Method (Loathsome Night-Spawn): 32% (biting teeth 1d4+dm bleed, strangling hands 1d3+dm grip or strangle, various weapons, such as a: barong, blowgun, bone-crushing club, composite bow, cleaver, hatchet, net, sickle, sling, spear, or even rifles, explosives, and other appropriated modern arms; Bonus Abilities: Chewing Frenzy (a Tcho-Tcho cannibalizes or mutilates a downed foe, especially attacking the face), plus one or more of the following: Stalker, Berserker, Assassin, Acrobatic, Trained Animal (the animal may be a degenerate variation of a regional creature), Empty-Handed (the tcho-tcho uses 1d6 points for damage when fighting unarmed), Improvised Bleed or Stun, or Bone Crushing (used with the bone-crushing club), among others)

Occult (Obscene Lore): 40% (possibility of knowing 1d6–2 spells and rituals, Invocation (Blood Lust of Obscenities) plus various Divination, Evocation, Invocation, Summon and Wrack spells)

Blood Lust of Obscenities: A powerful Invocation used by Tcho-Tcho during combat and ritualistic sacrifice, with the following effect:

> **Blood Lust of Obscenities** (is actually two compatible Invocations, each of Intensity 2). The first Invocation grants the preternatural gift of Martial Force — effectively increasing the Damage Modifier to +1d2. The second Invocation grants the preternatural gift of Martial Tenacity — effectively increasing Hit Points to 15. Produces insatiable cravings for human flesh.

Other Special Abilities: Cannibalistic, Grappling, Scotopic (partial darkness), Small (no penalties while moving or fighting in crawl spaces or other confined areas), Stealthy (in specified lairs and hunting grounds), Swarming

From "The Horror in the Museum"

"Do you remember...what I told you about that ruined city in Indo-China where the Tcho-Tchos lived? You had to admit I'd been there when you saw the photographs, even if you did think I made that oblong swimmer in darkness out of wax. If you'd seen it writhing in the underground pools as I did..." —H.P. Lovecraft

Worm That Walks

Traits: oddly bodied, radiating unnatural warmth, undulating and pulpish gelatinous body, congealed flesh, grotesque and fattened humanlike approximation, dull scavenging, gnawing and feeding and pulsating, pantomime of human expression, eyeless and faceless translucent jelly terminating in jawless and funnel-like mouth, monstrous swelling

Motivations: safety in darkness, defense against trespass, perpetual craving for necromantic blood and fat, protection of lich lair, insatiable procreation

A worm that walks is a maggot or other necrophagous creature that grows — through foul magic and by gnawing and feeding on a sleeping sorcerer — to an unnatural size, mimicking in grotesque, naked likeness the humanoid form of the wizard. Worms that walk are sometimes used to guard a lich crypt against invasion, and to preserve the wizard in his sleep.

Str: 2d6+3 (10)
Con: 2d6+3 (10)
Siz: 3d6 (11 Medium)
Int: 3d6/2 (6)
Pow: 3d6 (11)
Dex: 3d6 (11)

Worm That Walks (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

Horror (Shock): Willpower (Normal) –1d6
Action Points: 2
Damage Modifier: +0
Might: 5
Essence Points: 11
Initiative: 10
Move: crawl-walk 8, 4 mph
Hit Points: 11
Armor: Pulpish gelatin

Skills: Athletics 31%, Brawn 51%, Conceal 47%, Detection 47%, Evade 32%, Fortitude 50%, Stealth 72%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Creeping and Undulating): 31% (strangling hands or stumps 1d4+dm grip or strangle)

Larval Pool: Worms that walk typically inhabit crypts, and create swarming pits layered with silken webbing and teeming with larva. Anyone who steps into the silken carpet sinks into the mass of worms, and is immediately swarmed (a successful Athletics check avoids falling prone into the crawling carpet). Each of the worms has fed on the blood of an interred wizard, and is growing inexorably into a worm that walks; some of them may be large enough to possess rudimentary limbs. In the larval stage, the worms bite with lamprey-like mouths — causing –1d4 points of bleeding damage each round of exposure. Additionally, any actions taken while swarmed are made one degree more difficult (or three degrees harder while prone).

Sweltering Heat: Larval pools create a sweltering heat; within an infested crypt, the stifling air heats to over 130° Fahrenheit, and any long time exposure to its atmosphere may induce exhaustion and nausea.

Creeping Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, worms that walk inflict double the damage rolled, and make their attack checks two degrees easier.

Other Special Abilities: Adhering, Cannibalistic, Mutable (capable of squeezing its gelatinous body into impossibly small cracks of masonry or earth — to attack from surprise or to retreat from imminent destruction), Oozing, Scotopic, Supersensory (heightened taste and smell), Writhing; any number of special abilities may be granted to a worm that walks variant to make it unique, such as: Blood Drain (using an adapted lamprey-like orifice), Engulfing (for an unnaturally large specimen), Regurgitated Webbing (treated as spider's Webbing), Corrosive (with a spitting acid), or a low-level spell absorbed from the memories of the interred wizard

From "The Festival"

"For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fats and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl." —H.P. Lovecraft

Worm Thing (or Faceless One)

Traits: mockery of a man, devilish waxen human mask, corruption of horrid life, monstrous swelling, preternaturally soft, abnormally pulpy, faceless mass of maggoty flesh, dull scavenger

Motivations: sycophantic devotion to the Great Old Ones (especially of the King in Yellow), fulfillment of blasphemous rites and ancient prophecies, amassing and protection of esoteric knowledge, invasion of dreams, stealing of rationality and spreading of madness

See the "Undeath" spell in the "Magic" chapter for more information about worm things.

Str: 3d6 (11)
Con: 3d6 (11)
Siz: 2d6+6 (13 Medium)
Int: 2d6+6 (13)
Pow: 2d6+8 (15)
Dex: 2d6+3 (10)

Horror (Shock, if unmasked): Willpower (Hard) –1d10
Action Points: 2
Damage Modifier: +0
Might: 5
Essence Drain Modifier: +1d8
Essence Points: 15
Initiative: 12
Move: 8, 15 mph
Hit Points: 12
Armor: Grotesque fleshiness

Worm Thing (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

Skills: Athletics 21%, Brawn 24%, Common Knowledge 126%, Conceal 128%, Corruption (Worm Thing) 105%, Deceit 26%, Detection 28%, Evade 20%, Fortitude 22%, Influence 30%, Intuition 58%, Stealth 85%, Streetwise 90%, Unarmed 31%, Willpower 60%, (modify as needed)

Fighting Method (Dull Scavenger of Life and Hope): 31% (strangling hands 1d4+dm grip or strangle, plus special — use Essence Drain)

Occult (Dull Scavenger of Esoteric Secrets): 60% (various (possibility of knowing 1d3–1 spells), Cast Undeath (Worm Thing), Detect Magic, Detect Necromantic Magic, Divination (various), Dominate Carrion Horror, Evocation (Cthulhu), Evocation (Egregore), Evocation (The King in Yellow), Evocation (Tsathoggua), Invisibility, Rationality Drain, Summon Carrion Horrors, Summon Worms and Other Creeping Things)

Special Abilities: Corporeality, Disturbing (maggoty faceless flesh underneath its mask), Eldritch (terrestial weapons have no effect unless the worm thing becomes corporeal in our dimension; however, a worm thing is susceptible to magic), Essence Drain (touch, must exist in the same dimension as the target or be corporeal in our dimension), Etheric Vision, Invisible (unless made corporeal), Noxious (unless masking its stench), Senseless, Slow, Undeath (Worm Thing)

From "The Festival"

"Amid these hushed throngs I followed my voiceless guides; jostled by elbows that seemed preternaturally soft, and pressed by chests and stomachs that seemed abnormally pulpy; but seeing never a face and hearing never a word. Up, up, up the eerie columns slithered…Presently an old man drew back his hood and pointed to the family resemblance in his face, but I only shuddered, because I was sure that the face was merely a devilish waxen mask…the suddenness of his motion dislodged the waxen mask from what should have been his head." —H.P. Lovecraft

Yithian (from the Great Race of Yith)

Traits: enormous and iridescent cone, ridgy and scaly semi-elastic matter, enormous claws or nippers, trumpet-like appendages, yellowish globe with three great dark eyes, eight greenish antennae, fringed at the base with a rubbery and gray substance

Motivations: survival, colonization and enslavement, war and conquest, archival of esoteric knowledge, exploration and research, preservation of time continuum

Yithians are beings with vast intellectual and psychic abilities, capable of manipulating time and space. In the distant past, they escaped the destruction of their homeworld by swapping their minds with those of a species native to primordial Earth; presumably, the target minds suffered the fate of extinction that would have otherwise affected the genocidal Yithians. Their newly acquired bodies were cone-shaped, with myriad tentacled appendages and claw-like nippers. They reproduced by spores (though rarely, as they are capable of surviving near-eternal lifespans via body theft). Their movement was achieved via rubbery mollusc-like layers at the bases of the conical bodies. Out of a need for survival in their new home, they developed strict socialist communities and constructed great cities housing their knowledge of time and space (the greatest of these cities presently lying in cyclopean ruin under the sands of Australia). Though venerating quietude and intellectualism, they were nonetheless forced to develop and employ sophisticated technologies of war in order to combat the **polypous horrors** (the weapons ultimately failing to defend against the unceasing alien numbers, despite the ingenuity of the Yithians).

After living on this planet for millions of years into the late Cretaceous — and fighting an insurmountable war against the alien polypous horrors — they were again forced to flee to Earth's far future (but this time inhabiting the bodies of intelligent beetle-like creatures populating the now post-human world).

Except for those criminal factions exiled to empty pockets of spacetime or to isolated worlds, Yithians worship only themselves, their hyper-rational intellects, and their powers of self-preservation.

Yithian (optional hit locations) — Large

1d20	Location	Armor	HP
1-2	Radial Base	2	13
3-12	Iridescent Cone Body	2	15
13-14	First Appendage (Claw)	2	12
15-16	Second Appendage (Claw)	2	12
17-18	Third Appendage	—	12
19-20	Fourth Appendage (Head)	—	12
19-20	Head	—	5

Str: 2d6+33 (40)
Con: 2d6+11 (18)
Siz: 2d6+31 (38 Large)
Int: 2d6+16 (23)
Pow: 2d6+11 (18)
Dex: 2d6+2 (11)

Horror (Shock): Willpower (Hard) –1d8
Action Points: 4
Damage Modifier: +2d8
Might: 13
Essence Points: 18
Initiative: 17
Move: 6, 12 mph
Hit Points: 28
Armor: Ridgy, scaly matter 2

Skills: Athletics 31%, Brawn 51%, Common Knowledge 106%, Conceal 47%, Deceit 56%, Detection 47%, Engineering 146%, Evade 32%, Fortitude 50%, Influence 96%, Mechanisms 141%, Medicine 141%, Stealth 72%, Survival 76%, Swim 58%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Yithian Emissary): 31% (clawing nipper or physiology of host body 1d8+dm grip or stun)

Fighting Method (Yithian Inquisitor): 51% (clawing nipper or physiology of host body 1d8+dm grip or stun, Yithian repulsor — see "Yithian Repulsor")

Occult (Psionic Will): 136% (various, possibility of knowing 1d3–1 spells, Dominate (Hypnotic Will), various Spacetime Gate spells)

Mastery of Space and Time: Using specialized equipment, Yithians are able to travel through time by swapping minds with creatures of another era. This ability allows them to satisfy their interests in human events, cultures, and powers. The target possessed by a Yithian is "transferred" into a Yithian shell body (in primeval Earth) against its will. The "captive mind" is subsequently studied and queried by **INQUISITORS** (while the Yithian **EMISSARY** using the target's body travels as a dopplegänger). Yithians spend much of their research time studying and even manipulating the timestream that ensures their survival in the future. They are particularly concerned about shadows — eras in which the outcome of historical events are not guaranteed, or out of which multiple potential timelines emanate. One such shadow is the roughly thirty year period predating the Great War of humanity's twentieth century.

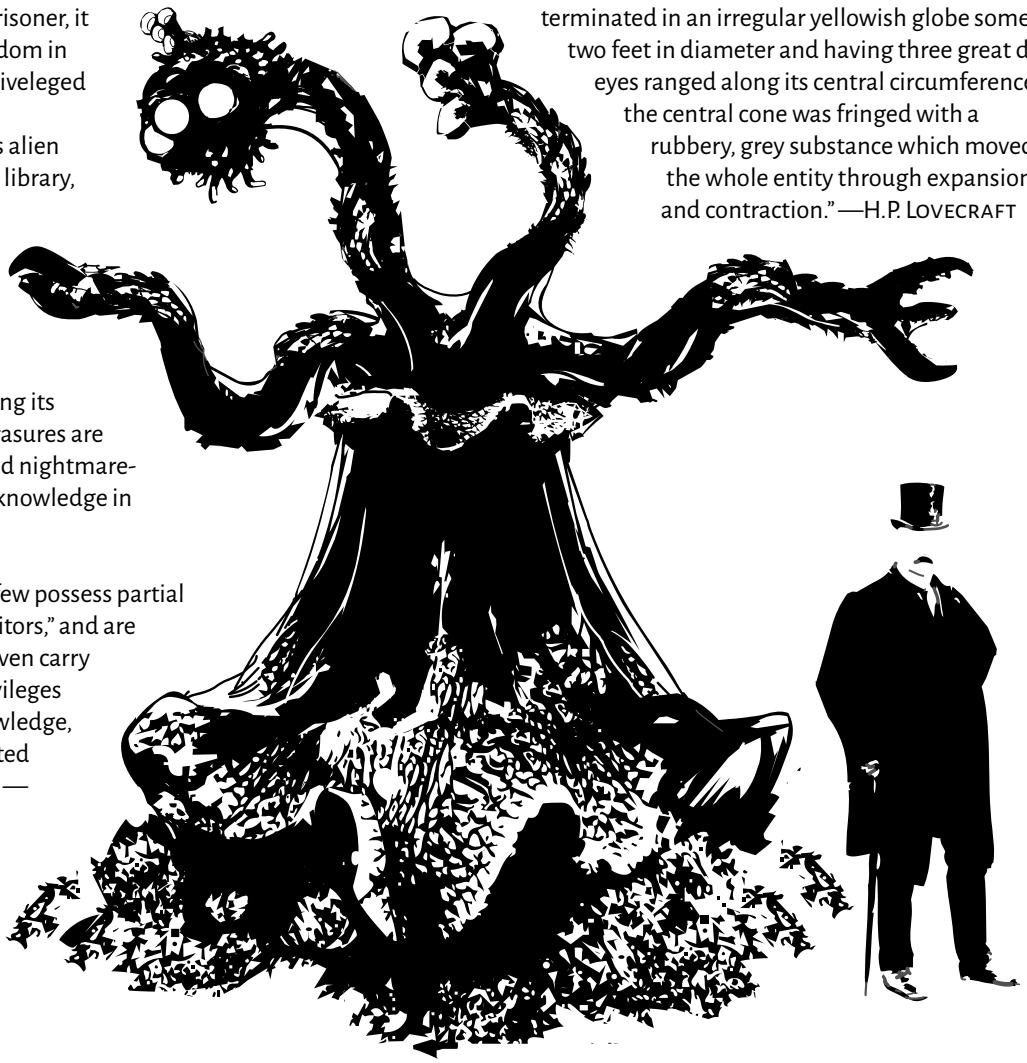
Although a possessed mind is a prisoner, it is nonetheless granted some freedom in exchange for its cooperation. A priveleged prisoner is allowed to explore the ancient Yithian city at will — in its alien body — and to browse its galactic library, which contains the recorded histories of uncounted alien races (including those of humanity). Once a Yithian has accomplished its task in history, the occupied being's intellect is swapped back, but only after having its memory erased. However, such erasures are rarely total, and often leave behind nightmare-inducing impressions and bits of knowledge in the fragile mind.

Conspirators and Spies: A select few possess partial knowledge about the "strange visitors," and are willing to keep their secrets and even carry out specific plots in return for privileges (such as historical and occult knowledge, technological formulae, abbreviated access to the Pnakotus fragments — detailing the vast histories of the Yithian race — or even trips in time).

Lost City of Pnakotus: Located in Australia's Great Sandy Desert, the primeval city houses the Yithian archives — an enormous library of knowledge and technological secrets. After the Yithians flee into Earth's future, the city succumbs to ruin, and later to an infestation of the alien polypous horrors.

From "The Shadow Out of Time"

"They seemed to be enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red, trumpet-like appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference... the central cone was fringed with a rubbery, grey substance which moved the whole entity through expansion and contraction." —H.P. Lovecraft



Yithian Repulsor

Mode*	Damage	Special	Base Range	Rate	Rounds	Reload	Malf	Armor	Enc
Lightning charge	3d6	electrify	50 yards	single	6 charges	2 AP	85—96	8	treat as small artillery
Particle accelerator	6d6	artillery	525 yards	single	1 charge	3 AP	—	—	—
Gravitational field	Can lift, push, pull, drag or crush (for 18 seconds per charge), within a range of 18 yards, with a Str of 80. Damage is 3d12+1d8 per turn, lifting 800 lbs. or dragging 1600 lbs. (without a Willpower roll) or lifting 1600 lbs. or dragging 3200 lbs. (with a successful Willpower roll). A recharge takes 3 Rnd, during which time the weapon is inoperable in any mode.								

*Changing modes costs 2 AP

Azathoth

Epithets & Variations: Monstrous Nuclear Chaos Beyond Angled Space, Magnum Innominandum, The Great Not-To-Be-Named, (create your own)...

Azathoth is the infinite space and formless matter, the chaos preceding the creation of the universe, against which the cultural hero deity of various ancient European and Eastern civilizations struggle; in various völkisch societies, it is often represented in tableaux of Chaoskampf (the German "struggle against chaos"), as a dragon or serpent in perpetual conflict with order (often symbolized as the storm god Thor or the Archangel Michael), or abstractedly as an ouroboros (philosophically, the universe will eventually succumb to destruction when the struggle ends, signifying both the futility of life and the stoic dignity of those opposed to their ultimate destruction). In modern times it is unknowingly worshiped by materialists, atheists, or nihilists — any and all making an idol of pure science or meaningless despair.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Azathoth (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Azathoth is chaos incarnate, an amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity, a blind, idiot god embodying the state of disorder to which all things — both living and unliving — are inexorably drawn; it rules all of time and space from its black throne at the centre of Chaos, encircled by its flopping horde of mindless and octopoid servitors (with their maddening beating of vile drums and thin monotonous whine of accursed flutes)

- Azathoth is Mana-Yood-Sushai, who sleeps eternally, lulled by the music of its attendant servitors who must drum forever — for when it wakes all of creation will be unmade; the drums and their attendants are located in the frozen wastes of Kadath, in the Dreamlands, and protected in our world by ancient secret societies

- Azathoth is the meaningless center of all spacetime, a massive singularity around which all of creation orbits — whose ebbing and flowing creates a "fluting resonance" across reality (its maddening frequencies perceptible to those telepathically attuned to it with "Night Hearing")

- Azathoth is a blind force of destructive nature worshipped or exploited by vastly superior alien intelligences — such as the fungal mi-go, the sociopathic Yithians, or the centipedal Yekubians — and made evident in the telluric currents of the Earth, the nuclear forces of matter, and the psionic resonances of Vril (all seemingly attuned to the cacophonous frequencies emanating from the center of all spacetime); atomic energy, Tunguska's destruction, Tesla's death ray, and the Last Redoubt are all products of its tapped power (and hidden horrors)

- Extant human followers of Azathoth seem to be either hopeless ideologues forming Romantic völkisch groups or anti-Romantic positivists dismissing all meaning save for that which mathematics provides; in modern times, both types are prevalent in Vienna (for some curious reason)

- Azathoth is the relativistic mechanism that momentarily guards against intrusion from unplumbed space but also allows invasion when its "stars are right"; several ancient cults attempted architectural structures or clockwork machines attuned to these millenial revolutions

Cthulhu

Epithets & Variations: Lord of the Star-Spawn, High Priest of the Great Old Ones, Great Dragon, Sleeper of the Deep, Lord of the Abyss, Beast from the Sea, Sleeping Serpent Who Cannot Be Summoned, Leviathan, Kushiruu, Tlaloc, Tulu, Kthulhut, Chaac, Koot Hoomi, Khlûl'-hloo, Tae-o-Tagaloa, Dagon, (create your own)...

Cthulhu is one of a multitude (and the high priest) of the star-spawn who once warred with other alien horrors inhabiting the Earth (before the dawn of man), but who now dwell in the fetid dark of their sunken city, R'lyeh, deep beneath the Pacific Ocean; they survive in a sleep of undeath, waiting until the stars are right and they are set free to rule the world.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Cthulhu (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Cthulhu's titanic form resembles that of his slime-ridden idols (atop pedestals covered in undecipherable glyphs), an anthropoid bloated corpulence with: an octopus-like head (and mass of writhing feelers); prodigious and flabby claws on hind and fore feet; and long, narrow wings behind

- Cthulhu sleeps from deep within his tomb in R'lyeh, but reaches out telepathically (but weakened beneath the water) to dreamers, artists and madmen (inspiring acts of strange worship, violent terror, and despairing madness across the planet)

- Cthulhu was worshiped in the ancient world — by human and inhuman sycophants — and known in many lands as Dagon

- The nightmare corpse-city of R'lyeh, with its monoliths and sepulchers, was built in Earth's forgotten history by the immense and loathsome shapes that seeped down from the dark stars; there lay great Cthulhu and his hordes, hidden in green, slimy vaults and awaiting a new age when they may once again ravage the Earth

- R'lyeh is located at either 47°9'S 126°43' or 49°51'S 128°34'W (though other conjectures place it elsewhere, such as in the Baltic Sea), depending on the source and on the current spatial-temporal realities of our universe; if the latter coordinates are accurate then R'lyeh is approximately 5100 nautical miles from Pohnpei, though both locations are close to the Pacific pole and to a point in the ocean farthest from any land mass

- Followers of Cthulhu speak of the ancient times when privileged few communed in dreams with the entombed Great Old Ones, the star-spawn of R'lyeh; today, these high-priests still summon the moldy and shadowy spirits of earth (full of dim rumors from caverns beneath forgotten sea-bottoms) and work with them to further the return of R'lyeh and the resurrection of its eternal rulers

- In the modern age, multifarious followers of Cthulhu have surfaced across the globe: from resurgent mystery religions in India, African and the Middle East to occult societies in the Americas, Europe and the Orient; at the center of them all lies the City of Pillars beneath the pathless deserts of Arabia

- Cthulhu is the genetic ancestor of various abominable races, from the repulsive deep ones — congregating in the shadows of ancient Massachusetts, across the abandoned archipelagos of the Spanish Empire, and near the haunted islands of the Pacific — to the malevolent Tcho-Tcho — exiled from their bloodsoaked jungles of Burma and now living clandestinely amidst human settlements across the world; it is through the miscegenation of these unholy bloodlines that Cthulhu corrodes humanity with its virulent malevolence

King in Yellow

Epithets & Variations: King in the Yellow Mask, High Priest Not to Be Described, Stranger in the Pallid Mask, King of Carcosa, Emperor of Kings, Obscene One, Lurker in the Dark, Feaster from Afar, Defiler, Gamaliel, Nameless Mist, Not-To-Be-Named-One, Eye in the Waste, Hoodrazai, Beli-yaal, Kaiwan, Hastur, Hali, (create your own)...

All who worship art and delusion — especially those who purposefully perpetuate knowledge (in their plays, novels, songs and prophecies) of Carcosa, the Yellow Sign, Hali and Hastur — further the King's agenda (through the memetic nature of ideas, working like diseases of the mind) and increase its powers to unmake reality and spread madness.

The King's followers are as multifarious as madness: a dread human corpse-eating cult in Central Asia; a commune of opiate-induced dreamwalkers on the shores of California; a circle of rich fantasists influencing publishing; a conspiracy of oracular theosophists in Berlin; a traveling circus infecting the American populace with addictive delusions; an orgiastic Orphic mystery cult in the Mediterranean; a Decadent movement of art and architecture in Vienna; an Exiles Club of depraved aristocrats in Britain; or a global cabal of occult inquisitors channeling monstrous powers from other dimensions.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of the King in Yellow (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- The King in Yellow is a multi-headed monstrosity dwelling in an alternate reality of oozing protoplasm and perpetual darkness; its worshippers in our world trick victims — through seemingly harmless but magically charged memetic devices (e.g., plays, religious pamphlets, music) — into astrally projecting themselves to the King's domain, after which their brains are siphoned and their essences collected (to live eternally in its domain of entropy and weeping)

- One aspect of the King is that of living darkness and madness, summoned with the ringing of three consecrated bells; it devours heretics exposing its sacred artifacts to the light, and anyone witnessing its countenance or artistic representation are hypnotically compelled to remove their own eyes (which is why its zealous cults worship in utter darkness and murder those making of it any graven images)

- The High Priest Not to Be Described dwells on the Plateau of Leng, in the bowels of a prehistoric and lightless monastery; it is a lumpish horror (concealed in yellow robes and a silken mask), sitting atop its throne of gold on a stone dais in utter darkness (beneath which yawns a portal of blood-stained altars spiraling to chaos) — surrounded by goatish, degenerate, human sycophants, and conveying its thoughts through a disgustingly carven flute of ivory

- The King in Yellow originates in the outer dark and resembles in our dimension a massive, fleshy marine worm with sensing chitinous bristles and razor-tipped feelers; its worshippers — through fasting, prayer and intoxicated dream-states — see it only as a phantasia of mythological imagery, but over time take on the pulpy and grotesque shapes of their master

- The King in Yellow is associated with dreamlike Carcosa coexisting on the shores of Hali (near Alar in the Hyades) and on the Plateau of Leng (itself shifting between the steppes of Central Asia, the jungles of Burma, the Dreamlands, and elsewhere); it is rumored that those who have inhabited the

city of Carcosa have suffered a form of dementia clouded with prophetic imagery (like scattered puzzle pieces) or simply succumbed to a madness of despair

· The Dreamlands house the noble dead and a multitude of alien intelligences, and host the delusions of dreamwalking travelers — it is a place of false hopes, unrealized utopias, and unplumbed horrors, ruled over by a Yellow King and his depressed oligarchs (those who choose illusion and madness over life and hope); the Dreamlands are also in a way the amorphous and ever-evolving essence of the King in Yellow itself, who grows in power and influence as its archetypal territories and fantasies bleed into our reality (as thoughtforms and altered physical realities)

· The King is Mana-Yood-Sushai, who created the Dreamlands then fell asleep; when he wakes — stirred to life by the visitors who colonize its territories of dream and steal its powers of unreality (through sorcery and deception) — it will undo the Dreamlands and the nature of reality as we know it

· In ancient days, the King was worshiped as Haïta the Shepherd, a misunderstood fertility god (also associated with an all-encompassing Dreamlands and with the astrological power of Aldebaran); its original mythology has been lost to history, though several of its orgiastic and bloodletting rites were later syncretized with the Orphic and Dionysian mystery religions

· The King in Yellow is an epithet of the Magnum Innominandum (the Nameless Mist and the Great Not-to-Be-Named), the possible progenitor of Yog-Sothoth or the consort of Shub-Niggurath, depending on the context of the text; the text does make clear the absolute danger — in both mind and body — to the sorcerer tampering with its influence

· The King in Yellow is an epithet of Hastur, a monstrous and shapeless deity of the outer dark associated in the Necronomicon with Yuggoth, Great Cthulhu, Tsathoggua, Yog-Sothoth, R'lyeh, Nyarlathotep, Azathoth, Yian, Leng, the Lake of Hali, Bethmoora, the Yellow Sign, L'mur-Kathulos, Bran and the Magnum Innominandum — its true nature is an eternal mystery, though its multifarious cults seem to draw power by ascribing to it specific attributes of madness and malevolence; likewise, its associated talisman is a nameless Yellow Sign, which either makes its bearer susceptible to mind control by the entity, or protects its user from the entity's influence

Nyarlathotep

Epithets & Variations: Crawling Chaos, Haunter of the Dark, Dweller in Darkness, Lord of a Thousand Forms, Servant of the Outer Spheres, Preacher of the Audient Void, Showman of the Sorrows, Man in Black, Black Man of the Witch-Cult, Sundered One, Promethean, Black Pharaoh, Empress of Agonies, Dullahan the Dark Rider, Nephren-Ka nai Hadoth, Faceless One, Skin Flayer, Hierophant, Wizard in Black, Necromancer, Baron Ferenczy, Ningauble of the Seven Eyes, Prince Duan, Aka Manah, Tezcatlipoca, Alhireth-Hotep the Prophet, Dracul, Eater of Worlds and of Children, Asag, Balor, Baal-Peor, Papa Lundi, Thoth, Lamashtu, Legion, Béla Renczy, Cassius MacCaulay, Drosta the Clown of the Traveling Circus, Edward Hutchinson, Be'er Shahat, (create your own)...

Unlike the other Ancient Ones, Nyarlathotep walks the Earth in the guise of a charismatic and enigmatic human being, typically appearing during times of calamity and sowing discord and deceit; his human skins are multifarious — an itinerant showman sharing technological wonders, a heirophant of miracles promising powers of resurrection, a carnival barker seducing attendants with otherworldy spectacle and amazement, a drifter in black offering secrets of the universe, a sorcerous advisor of court whispering conspiratorial suggestions, or a witch of the woods gathering a retinue of bedazzled believers — but his most frequent countenance is that of the Dark Man, an Egyptian Pharoah ushering in a new age of mankind.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Nyarlathotep (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

· While the other Ancient Ones are bound by the physical constraints of our universe or exiled to the stars or outer dark, Nyarlathotep freely walks from dimension to dimension and from universe to universe, assuming a myriad of forms (one for each parallel world it inhabits)

· All magic is alien science far beyond our mortal limits to truly understand and control, stolen by the Ancient Ones and gifted to mankind by Nyarlathotep as a means to increase its own power and eventually undermine creation itself; the myth of Prometheus is one cultural syncretization of this reality

· Nyarlathotep possesses a thousand shapes, and more, each more horrific than the last: an ashen bipedal giant with a goring horn, a corpulent and wormy creature wrapped in yellow silk and ruling over the Dreamlands, a bloodied and tentacle-headed abomination howling in the dark, a fifty-foot worm of violence and putrescence, a luminous wraith devouring children and their fears, a faceless abhorrence shrieking in the caverns of the Earth, or a bat-winged shadow fleeing from the light, among others

· Nyarlathotep's true shape cannot be summoned to our world without ushering in an Apocalypse (an event its worshipers are working feverishly to unleash); its avatars are merely human hosts gifted with immortality and possessed of a new insidious nature and hollowed-out identity

· Nyarlathotep is not an individual but an emanation of an Ancient One, a kind of three-dimensional appendage reaching into our world from the outer dark to enact the bidding of its parent entity

- While the other Ancient Ones are mindless or unfathomable, Nyarlathotep is truly malevolent, delighting in cruelty, deception and manipulation; it is the heartbeat of every human conspiracy throughout history, patiently cultivating its deceived followers and using propagandistic lies and trickery to achieve its goals

- Nyarlathotep is the Crawling Chaos — a messenger enacting the will of the Great Old Ones in the outer dark — and servant of Azathoth, its father (or possibly its avatar); as each Great Old One varies in its form and function, so too does Nyarlathotep as it represents any given task or master

- The innumerable cults of Nyarlathotep — from those of bloodletting witches, ravenous ghouls, insectoid mi-go, or degenerate Tcho-Tcho — each worship a singular vision of Nyarlathotep in one of its multitudinous cultural forms, possessing merely a shadow of knowledge about its true nature or intentions

- Nyarlathotep's true form cannot be understood by the human mind; we may at best see it only as a giant spider, as this shape is the closest approximation that our imaginations can fathom; or, to counter madness, our minds may fashion hypnagogic shapes of its essence from primitive fears and myths (e.g., darkness itself, sea creatures, mythological monsters, scuttling things, demonic beings, wrathful deities, serpents or dragons, clowns and other boogeyman)

- Nyarlathotep rewards its human thralls by eventually transforming them into creeping, immortal wretches — twisted into the shapes of rats, serpents, insects and other strange life, but wearing in some form the countenances of their past forms — to carry out innumerable horrible tasks, to teach forbidden knowledge to new sycophants, and to spy for their master

Shub-Niggurath

Epithets & Variations: Cybele, Pan, Magna Mater, Mother of Gods, Coatlicue, Sheol of a Thousand Young, (create your own)...

The oldest cults are those of Shub-Niggurath, each worshipping a different cultural aspect — the child mage in Stygia, the Great Mother in Catal Hüyük, Cybele in Phrygia, Ashteroth in Canaan, or Magna Mater in Rome; in these earlier incarnations she is the female, procreative force personified, the creator of pipes, drums, and medicinal herbs, and the watcher of the satyrs and other supernatural beings. In contrast, in ancient, witch-haunted Zugarramurdi, it took the form of a he-goat that turned human for the witches of the Zugarramurdi caves (the watchers of the "Cathedral of the Devil") — in order to procreate with its followers.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Shub-Niggurath (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Shub-Niggurath is the horrid plasticity of all fungal, animal and vegetable life — from which and to which all biological forms originate and return; her followers believe in the purity of this essential plasticity and seek to alter all organisms — through surgical, chemical or magical modifications — to more ably represent this purer, amorphous state

- When Shub-Niggurath materializes in our dimension, it contaminates its immediate environment with "super sargassos" — humid and dense pocket dimensions enshrouded in greasy fog and full of teeming life; unfortunate prisoners caught in these vortices are quickly consumed by their malignant inhabitants

- Shub-Niggurath's infernal consort is the Not-to-Be-Named-One, the Magnum Innominandum (an epithet common in the ramblings of extant druidic mystery religions); the true identity of the Magnum Innominandum — most commonly associated with Yog-Sothoth, the King in Yellow, or Yig — is a matter of violent contention between Shub-Niggurath's followers

- Shub-Niggurath is the Ashteroth of the Hebrew Bible, a Canaanite fertility goddess maligned by the Israelites as a demon of lust and unholy fecundity; her most common idol is that of a female with horns (symbolizing her sovereignty in the ancient Middle East, an occultic crescent moon, or the mountain peaks of her inhabitation in the lands of Bashan)

- Many of Shub-Niggurath's Greek and later Roman cults included rites to a divine Phrygian castrate shepherd-consort; various modern sects of Shub-Niggurath still demand initiate castration as a fulfillment to the Mother's consort (her Goat with a Thousand Young) who himself was ritualistically castrated in a state of delirium; where castration was outlawed and mystery cults feared (such as in Rome), bloody sacrifice to the Mother was offered instead as a lawful substitute; a bull or ram was slaughtered over a priest standing in a pit beneath a slatted wooden floor

- Shub-Niggurath was in her earliest incarnation portrayed as a corpulent woman — with powers over fertility, nature, sexuality, and war; associated with the lion, the horse, the sphinx, the dove, and a star within a circle indicating the planet Venus; and later syncretized with orgiastic mystery rites honoring Ishtar, Gaia, Rhea, Cybele, Astarte, and Magna Mater

- In ancient days, Mother Shub-Niggurath's amorphous and ravenous brood would roam the countryside accepting sacrifices, serving the Mother's savage druids, and spreading her influence and power

- Shub-Niggurath materializes from the Earth's fissures as a malevolent cloud-like entity, or coagulates in our dimension as a hovering egg sac-cluster pulsating with squirming life

- According to elders in Yemen, the Mother-of-All-Life dwells underground in the vast caverns of the Crimson Desert — the corridor between the an-Nafud in the north and the Rub' al-Khali in the south — and accepts tribute to its brood (Nug and Yeb) at the crystalline monliths of entombed Irem, City of Pillars

- In legendary Mu, sorcerers conflated the Mother-of-All-Life with the Goat with a Thousand Young (the Goat being a symbol of unsated sexuality and perpetual fecundity)

Tsathoggua

Epithets & Variations: Sleeper of N'kai, Lord of Refuse, Door to Saturn, Toad God, Gol-Goroth, Zhothaqquah, Xothoqquah, Thog, Saint Toad, Slithering Shadow, Abomination of the Pit, Bane of Klarkash-Ton, Master of the Monolith, (create your own)...

Tsathoggua is perhaps the most mutable of the Ancient Ones, and therefore difficult to describe with any certainty. Additionally, its power varies from testimony to testimony, with a vulnerable physicality — atypical of most Ancient Ones — suggested by these conflicting sources.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Tsathoggua (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Tsathoggua's true form is that of a monstrous, gliding, questing mantle of slime, which assumes the shapes and deified identities — a sloth-like toad-shaped idol of the voormis, a vampiric pseudopodal horror of the gnoph-keh, a grotesquely obese and greasy patriarch of the late-Atlanteans, and so on — absorbed from the frantic memories of its consumed victims

- Tsathoggua lies dormant in deep water inside an opalescent and quivering egg, yet exerts its influence over the crude life of the Earth — the worms, the toads, and the oozes — and any willing sycophants, telepathically suggesting they carry out its myriad obscene objectives

- Tsathoggua lives in a fecund depth of the outer dark, its numerous permutations birthing in our plane of existence as minor avatars evolving from the primordial muck; such an avatar crawling from its planar cloaca metamorphizes over a number of seasons of ravenous appetite — not unlike an amphibian crawling from its mother swamp

- When the stars are right, Tsathoggua is capable of traveling through space and time (which is how it arrived on Earth from Cykranosh, or Saturn); sorcerors seek Tsathoggua for its knowledge of the corrupting wormholes and entropic pockets it leaves behind

- Tsathoggua's common idol is that of a bloated human or monstrous hairy toad, these shapes being the rational mind's feeble approximation of its true nature (one of metamorphic fecundity, sedentary corpulence, and eternal consumption)

- Tsathoggua teaches to its elect the secrets of ancient powerful magic, but as its fickle attitude ultimately demonstrates, it consumes those practitioners (and their memories) who prove incapable of fulfulling their oaths

- Tsathoggua propagates itself by consuming a willing (or unwilling) victim, absorbing its memories and genetics, and then birthing a cloacal larva eventually capable of mimicking a crude likeness of the consumed; when first born to water, the mindless, writhing larva feeds ravenously, mutating over time into a human shape (the in-between stage creates an "obscene one," a shambling mockery of its soon-to-be human form with savage instinct and incredible appetite)

- Tsathoggua draws to itself followers with occult obsessions, as the creature promises them its vast wealth of sorcerous knowledge — obtained by its past consumption of Hyperborean, Atlantean, and Hyborian wizards

- Tsathoggua is an evolving hive mind of protean origins, crossing time and space and sharing with its followers an intoxicating and communal bond — one which inexorably changes its servants both mentally and physically; there is no one central Tsathoggua, only a fragmented colony of nameless shapes — each accompanied by its human and oozing sycophants — populating the fetid corners of the world (such as lightless N'kai)

- Tsathoggua's followers appropriate a culturally acceptable religion and its rituals to conceal their true practices; an outside observer looking closer at the superficial attention to Catholic sacraments, Shinto spirits, or Voodoo fetishes may discover the contradictions

- Tsathoggua's magic is as protean as its physical form, with each Evocation, Invocation, Repel, Spacetime Gate or Summon spell exhibiting a unique and unanticipated result upon its first casting

- Tsathoggua's cults — idolizing the basest and grossest desires — were without exception feared, hated and hunted throughout history by whatever host civilization they infected; this is why Tsathoggua is primarily a deity lost to time, and with so many contradictions about its true nature

Wendigo

Epithets & Variations: Desolation of the Winds, Wihtikow, Ithaqua, Wechuge, Wind-Walker, Ithaqua, Boreas, North Wind, Devouring One, (create your own)...

The Wendigo is an ancient and elemental force associated with famine, desolation, the horrors of nature and human depravity, and especially cannibalism. Failing to heed the boundaries or laws of the Ancient One leads to gruesome outcomes.

Unreliable Testimonies
One or more — or all or none — of these may describe the true nature of the Wendigo (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- The Wendigo — recounted in the legends of the Algonquian peoples as an emaciated horror and spirit of the cold winds — dwells in the frozen wastes and possesses unwary travelers with its senseless depravity and hunger for human flesh; those who indulge in cannibalism — even in times of desperate survival — are especially vulnerable to its powers

- The Wendigo is one aspect of Shub-Niggurath — the Law of Life (of survival of the fittest) and Call of the Wild (of consumption and renewal); those possessed of its spirit succumb to degeneration and cannibalism (congregating together as incestuous, bestial clans in the dark places of the Earth and hunting for human prey by night)

- The Wendigo curiously resembles (at least in some aspects) the corpse-eating jikininki of Japan, the bloodthirsty rakshasas of India, the shapeshifting skinwalkers of the Navajo, and the undead jumbee of the Caribbean

- The bloodletting, sacrificial cults of the Wind-Walker are mostly propitiatory (save for the few extant eaters of flesh); where they have historically failed to keep its forces at bay — such as during the Great European Famine of the fourteenth century, the Starving Time of colonial Jamestown, or the Dark Sleep of Tsan-Chan — cold desolation has overtaken the land, followed by gluttonous exploitation, desperate cannibalism, and ravenous violence

- The Wendigo materializes in the frozen north, but where there is no ice it can still possess its victims with inhuman malice; legends regarding the Sawney Bean clan, the butcher Andrew Christie, the Guercy cave Neandrethal massacre, the Siege of Ma'arra, the Qizilbash militants, among others throughout history, can in many cases be attributed to the Wendigo's infectious corruption

- The Wendigo is the Desolation of the Winds, a Great Old One materializing in the frigid wastes of our dimension (its imminence presaged by the glow of the aurora borealis) as a putrefying and emaciated giant with glowing red eyes, to stalk unwary and isolated travelers (either slaughtering them gruesomely or absconding with them to the cold hells of its boreal outer dark)

- The Desolation of the Winds is frozen entropy itself, to which all life (and our dimension) must eventually succumb; the ice ages of our past and future — devastating civilizations along with all of their petty and futile ambitions — have been mere heartbeats signaling its impending arrival

- The Ojibwe, Eastern Cree, Westmain Swampy Cree, Naskapi, and Innu believed in giants which grow amorphously in proportion to the sizes of their human prey and which are never satiated (forever roaming the cold dark and perpetually starving); according to these peoples, these giants are mere servile avatars of a Great Old One the ancient peoples called the Desolation of the Winds

Yig

Epithets & Variations: Father of Serpents, Quetzalcoatl, Set, Snake God, Kukulcan, Ix, Worm of Ishakshar, Great Serpent, Nagaraja, Q'uq'umatz, Serpent from the Hills, (create your own)...

Yig as a snake deity is the most ubiquitous of the Ancient Ones, as snake worship is so prevalent across ancient cultures — with the serpent being possibly the oldest and most widespread religious symbol (and source of fear and revulsion for humankind). Common symbolic themes include fertility and rebirth, protection and guardianship, poison (and its corollary, medicine), vindictive death and petty vengeance — though Yig's true nature dwells unconsciously in our primitive brain (as the monstrous creator of Earth's once dominant serpent folk).

Unreliable Testimonies
One or more — or all or none — of these may describe the true nature of Yig (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Yig is an obscure Native American deity, the father and vindictive protector of all serpents, somehow descended from Set (worshipped in sorcery-enshrouded, pre-cataclysmic Stygia and known later in Egypt), the giant, slow-coiled and devouring snake recounted in legends of extant saurian horrors

- Only individuals from serpent bloodlines may witness Yig's true form; it petrifies and necrotizes — by gaze or breath — those incapable of experiencing its countenance (legends of death-gazing creatures such as Medusa and the basilisk have originated from the remains of such encounters)

- Yig resembles the serpent-headed-human idols of various Amerindian snake sects or the seven-headed statuary of exiled Mediterranean mystery cults

- Those who have seen its brood — the multifarious, slithering life of the Earth — have known the shapes of the father; its eternal essence emanates from their collective existence

- Yig is a self-aware and radiant, snake-like plasma stabilized in a helical Spacetime Gate — the energy of which powers the ancient and atrophying technologies abandoned by their ophidian creators

- Yig is the lifeforce and racial memory of cold blood magic — passed down through Stygian royals to the dynasties of Egypt, inherited unknowingly in modern North and South America, India and the Far East — haunting the unsuspecting minds of its ancient bloodlines and calling sensuously to its purer children of the night

- Yig is the Vodun loa Damballah — the Sky Father and primordial creator of slithering or undead life

- Yig is merely one permutation of the collective myth of every snake god and cult throughout history, from ancient Stygia and dynastic Egypt, to modern India, Africa, the Americas and the Far East; there is not one shadowed recess on Earth untainted by the eternal presence of the Serpent or its brood

- Yig sheds its skin according to the oscillations of celestial bodies — bringing into being a renewed form appropriate to each epoch — and provoking in humankind all its baser, reptillian impulses

- Yig communicates clairvoyantly with its human-cloaked spies and sycophantic agents — those descendants of the Valusian serpent bloodlines who once ruled the Paleozoic, challenged the Thurians and Atlanteans, inspired history's snake cults, and later escaped to subterranean cities scattered throughout the world (such as Yoth, below blue-litten K'n-yan in Oklahoma)

Yog-Sothoth

Epithets & Variations: Lurker at the Threshold, Opener of the Way, Key and Guardian of the Gate, Beyond-One, All-in-One, Prolonged of Life, Most Ancient One, Umr at-Tawil, Eater of Souls, Sha'arei Mavet, Untranslatable Sign, Iog-Sotot, Aforgomon, (create your own)...

Yog-Sothoth knows the gate; Yog-Sothoth is the gate; Yog-Sothoth is the key and guardian of the gate; past, present, future, all are one in Yog-Sothoth; it knows where the Old Ones broke through of old, and where They shall break through again; it knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of Yog-Sothoth (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Yog-Sothoth is able to warp space-time, to create parallel timelines (altering our known history), and even to erase people and events from existence (and from memory)

- Yog-Sothoth materializes in our dimension as a congeries of iridescent spheres which upset the three-dimensional mind attempting to sort out its non-Euclidean colors and movements; it often leaves in its wake a radioactively or thaumaturgically charged cavity (or roaming, vaporous orbs capable of mutating and decaying terrestrial life)

- Yog-Sothoth — also known as Aforgomon in ancient times — is the All-in-One and One-in-All of limitless being — a nexus of all realities past, present and parallel — a thing not of one space-time continuum, but of all continuums simultaneously created and annihilated

- Outside of the constraints of time and space, Yog-Sothoth is the conglomeration of all consciousness, the reality of self devoid of self, the pantheistic and amporphous shape of all life; to experience it is to know annihilation

- Yog-Sothoth teaches its followers great sorcery, though those who misalign themselves with its motives or betray its demands are forever consumed in the eternal horrors of its mind, experiencing for all time the cyclical annihilation and resurrection of their being

- Yog-Sothoth — the Lurker at the Threshold — privileges a chosen few with impossible knowledge about past, present and future things, though the price for these secrets often entails human sacrifice, eternal servitude, or the possession of one's destiny and bloodline

- Those capable of encountering Yog-Sothoth and glimpsing the gates of its living multiverse — and without being devoured by time, contradiction or madness — may acquire a flood of knowledge overwhelming the self and empowering one with a horrible gnosis; such a survivor is either capable of drawing up powers of resurrection and protection or becoming a bonded servant to the All-in-One (living within its essence for all time)

- Yog-Sothoth is the descendant of the abhorrent Nameless Mists (which were born of Azathoth at the center of all creation) and — through procreation with Mother Shub-Niggurath — the ancestor of the twin obscenities Nug and Yeb, of Cthulhu (through parthenogenesis), and eventually of a bloodline of deep ones, Tcho-Tcho and other humanlike horrors dwelling in the dark recesses of our genealogy; for unspeakable reasons, Yog-Sothoth also periodically impregnates mortal women

— paralleling in its heinous invasion the blasphemies of the enigmatic Nephilim in the Hebrew Bible — who then give birth to hybrid and monstrous spawn

· All Spacetime Gates are emanations of the arterial body of Yog-Sothoth; by using them, travelers destabilize the rational order of the cosmos and empower the non-Euclidean abilities of the Ancient One

· To a select few, Umr at-Tawil is the non-malevolent avatar of Yog-Sothoth presiding over the timeless halls beyond the Gate of the Silver Key and the nigh-omnipotent Ancient Ones who dwell there, whose less-benighted shape is that of a manlike silhouette dwelling behind a shimmering veil; however, those trespassing and unprivileged have known only its form as Iok Sotot, the Eater of Souls

Cultists

Though the alien minds of the mythos cannot be understood by human standards, aspects of their true natures may be gleaned from the drives of their followers. When creating human faces representing the interests of a mythos horror, create some relevant drives to characterize their outlook and motivation — or roll (or pick a sensible choice) for a drive and any telltale corruptive themes on the table below. Do so for a leader or other key individuals in a group — perhaps creating a tension between members. Alternatively, two drives may be combined in the leadership for an interesting synergistic variation.

The gamemaster may consider assigning percentage scores to cultist drives (as outlined in "Character Creation"), and even competing bonds (e.g., a Cthulhu cultist possessing a thaumaturgic drive in conflict with her love for her child).

A few cultist subtypes: **haruspicer** (reads futures using human organs), **jostler** (poisons offenders by brushing them in crowds), **degenerate** (addicted to alcohol or cult opiate), **zealot** (disquieting obsession with the cult idol), **charismatic** (uncanny magnetism and attractive sychophants, perhaps even multiple offspring), **spider** (ensares offenders with inhuman patience, efficiency and cruelty), **hashishan** (kills while intoxicated on cult opiate), **butcher** (prepares victims for the ghoulish), **deathless** (somehow long-living), **deformed** (nauseating disfigurement), **snatcher** (of the living or the dead), **familiar** (hollowed out host body — human or animal — possessed of inhuman intelligence), **dealer** (procures and sells drugs and toxins), **antiquary** (collects old things), **bohemian** (in it for the "pleasure" or counterculture), **dreamer** (influences or utilizes the Dreamlands), **repairer of reputations** (somehow remembers altered timelines, or just schizophrenic), **smuggler** (moves people, drugs or equipment for the cult), **hermit** (loves the sanctuary the cult offers), **moonchild** (its magical birth was preordained generations ago), **avatar** (mythos in human skinsuit), **mother/father** (parents monstrosities), **sacrifice** (willing or unwilling), **spy** (undercover mole or otherwise innocent party wanting out), **sociopath** (loves hurting others — physically or emotionally; either the sociopath is using the cult or the cult is using the sociopath…in the end it probably doesn't matter), **mastermind** (hyperintelligent with criminal resources)

1d20	Drive	Corruptive Theme
1	**Anarchic**. We seek individuality and freedom at any cost.	Swift violence against petty offense
2	**Cannibalistic**. On some nights the hunger is overwhelming.	Lotteries drawn during scarcity
3	**Communal**. We have finally found our eternal family.	Overbearing insularity or hospitality
4	**Conspiratorial**. We are slowly assuming power.	Bureaucratic agents and charismatic con artists
5	**Crusading**. We will cleanse this earth of its scum.	Secretive martial training and operations
6	**Eugenic**. We must weed out the inferior stock.	Spawning pool or laboratory
7	**Innocent**. Help us.	Encoded, desperate or faceless communications
8	**Libertine**. We seek only sensual and dehumanizing pleasures.	Enterprises of vice to lure victims
9	**Maternal (Paternal)**. We are honored to birth (or father) its brood.	Busy purifying for the "ceremony"
10	**Misanthropic**. We loathe mankind and its tedious, petty pursuits.	Antiquated customs and technology
11	**Paranoid**. We must never stop insuring our security.	Obsessive elimination of suspected threats
12	**Prophetic**. We must know what it means.	Gruesome objects of occultism (e.g., entrails, insects)
13	**Rapacious**. Natural law demands we take from those who are weak.	Excessive industry and luxuries
14	**Scholarly**. We must correlate all the contents.	Labyrinthine paper stacks and dark, untended squalor
15	**Scientific**. We will discover the true laws of the universe.	Sociopathy, and inhuman curiosity
16	**Sedentary**. We must only hoard, feed, grow, excrete, hoard…	Clutter, corpulence, offal, flies
17	**Servile**. It will come in the night, but we pray for it to spare us.	Disquiet and drawn curtains
18	**Thaumaturgic**. Magic is life, knowledge and power.	Clandestine and profane rites
19	**Vengeful**. There is no safe haven from our retribution.	Unrelenting assassins and gruesome violence
20	**Vigilant**. We must appease it or guard its escape at all costs.	Unspoken sacrificial appeasement

Chapter 10: Setting Creation

The first step in organizing a campaign setting is developing its various playable locations — much of them in outline at the start of a campaign (to be fleshed out as the players choose to explore them). A location is loosely defined as the setting of a potential adventure — with all of the set pieces and atmosphere, conflicts, NPCs (e.g., patrons, allies, contacts, rivals, enemies), organizations, and special game structures which that setting suggests.

Much of the time, a historical or fictional location will immediately bring to mind some potential set pieces, factions, conflicts, and other elements. The Arabian desert promises an expansive wasteland full of lost cities buried in sand, tribal squabbles, ancient legends and daring explorations into unknown territories. Innsmouth conjures up a decaying and isolated seaside town with its degenerate inhabitants and horrible incestuous secrets. The gamemaster should keep a growing list of interesting locations — inspired by history or fiction — and note their possibilities for future development. At this point, these notes may be broad concepts, indicated as **location traits**.

Location Traits

A **location trait** is a simple phrase referencing the playable elements of an area. A remote Kentucky town may have the traits Natural Resources and Monster Colony, for instance, which may at a later time be unpacked with more detail: a labyrinthine mine in the hilltops infested with mi-go (who are manipulating a growing war between local families and an exploitative industrialist company).

Traits may also include descriptive phrases, thematic ideas or unresolved complications: Natural Resources (Abominable Rites) and Monster Colony (Mi-Go Subterfuge).

Some traits may change — as a campaign evolves — to reflect the adventurers' or an enemy's influence on the setting: Private Detectives (Price Tag on Charles Coffey's Head) or Corrupted Estate (Who is Esther Campbell?).

Some traits may change altogether after a twist, complication, or revelation occurs, such as with a previously misunderstood Blasphemous Cult (Sinister Cabal in the Mountains) becoming a Benevolent Order (Knights of Otranto).

Suggestions for location traits — separated into Adventure and Horror categories — are offered in the "Location Traits" section (though the gamemaster is encouraged to create his own traits as well).

The scope of any one region's content and its density of playable locations may vary greatly, depending on its relevance to the campaign's focus — and not necessarily based on the region's geographic size. One area, such as a remote island owned by a degenerate family, may contain just enough material — perhaps designated as a single location — for one adventure and its resolution, while Arkham may contain a renewable supply of unending conflicts — with various locations. A large city — such as London — may be broken up into manageable wards, neighborhoods or districts, with each area — such as Limehouse — providing its own location traits. A backwater village — such as Dorrance, Kansas — may be treated as one location only, or it may be later subdivided into more playable locations when the adventurers discover a growing conspiracy in the region going back 200 years!

The campaign will influence how any geographic area is subdivided into necessary locations. A campaign focused mostly on New England may subdivide Arkham into a multitude of distinct locations, each with its own location traits. In contrast, a campaign global in scope may treat Arkham with merely one or two distinct locations, and spread the others to various cities and geographic zones throughout the world. Even if a large area — such as Shanghai — is at the outset given only one playable location — perhaps a smuggler's cantina near the dockyards — the area may later be developed further with more locations as the campaign grows around the city — or as the setting's central mysteries draw the adventurers back to its environs — according to player choices.

When these location traits are turned into plot hooks, some locations will have only one hook, while some may have two or three (or possibly more).

There is no hard and fast rule about the number of locations needed at the start of a campaign. Ten is generally a good number, though each campaign will suggest its own requirements. As the campaign grows, new locations will suggest themselves, while resolved locations and conflicts may be checked off of an otherwise expanding campaign.

Lastly, location traits may be adventure-focused (devoid of any mythos elements), horror-focused, or a synthesis of the two. *Raiders of R'lyeh* accommodates a synthesis of adventure and horror, but may easily be modified for thrilling serial-style adventures (with the possibility for periodic supernatural elements) or for pure mythos nihilism, depending on player preferences.

Organizing Location Traits

The gamemaster needs a big picture of his world, and the interesting conflicts that players may come across in their travels. The gamemaster does not need to flesh out every corner of the campaign setting. In fact, at this stage, most of these details should be kept as short notes, to be developed as needed. For example, the gamemaster may create the very bare bones note: "Aleppo; Location traits: Blasphemous Cult (Cthulhu Assassins); Notes: medieval order of assassins who worship Cthulhu." Or: "Arabian desert; Location traits: Alien Architecture (Irem), Mercenary Company (German Forces); Natural Resources (Oil); Notes: Irem, lost older city explored by Abdul Alhazred."

Since players will have a say in where they want to explore, the gamemaster should leverage his time in developing those ideas that prove interesting to the players. Additionally, new ideas will invariably evolve out of a developing campaign; consequently, the gamemaster will want to leave room for these to occur.

Once a location's dramatic situation is outlined, it may be used in several ways. It may be developed further into a complete adventure (if adventurers decide to follow a plot hook to the location). It may operate in the background as its timeline advances offstage (potentially generating new plot hooks as the threat acts or as non-player characters react). It may connect with other locations in some way (perhaps suggesting a larger conspiracy). Or, it may remain inert (with the events occurring offstage but made apparent to the players only if and when they decide to explore the location, or if and when the gamemaster wishes to use it in a one-shot adventure or as part of a larger campaign).

Ideas may be kept in an "Adventure & Mythos Atlas" — a simple tool for organizing notes and collecting ideas — divided by area (e.g., city, town, other geographic designation). Each area may include a few notes about a potential conflict or interesting element, along with a few location traits. Some areas — such as Arkham — may include numerous entries (some with intersecting or isolated concepts). Some of these entries may be connected to other areas in a larger conspiracy.

Example Adventure & Mythos Atlas Entries

Area	Location Traits	Notes
Brazil	Ancient Ruins, Monster Colony	Lost city of Z, El Dorado
France	Monster Colony, Eldritch Scholarship, Degenerate Folk	Bibliothèque nationale de France, extensive ghoulish warrens, Dreamlands nexus, artists preoccupied with Cthulhu worship
Mexico	Treasure Vault, Blasphemous Cult, Mercenary Company, Ancient Evil	Lost relics of Pánfilo de Zamacona y Nuñez, Temple of the Snake

Brainstorming Location Traits

Originating a few elements for a location should not be too difficult, especially with the starting list of traits found in the "Location Traits" section. However, a few other suggestions for brainstorming follows.

1. Obviously, historical and fictional sources (as well as films and television) provide a wealth of ideas. Collect from these sources any interesting concepts which may be categorized for use in future locations. Categories may include: set pieces, atmosphere, NPCs (e.g., patrons, allies, contacts, rivals, enemies), organizations, plots (e.g., interesting setups, complications, twists), and special game structures. A Sherlock Holmes story may inspire an undercover organization (based on the Diogenes Club), an intriguing spymaster ally (based on Mycroft Holmes), or a useful motive for murder (based on the events of the "The Adventure of the Speckled Band"). Talbot Mundy's *King of the Khyber Rifles* may suggest a multiethnic character concept and the potential social conflicts inherently found in such a character (based on Captain Athelstan King). The films *Temple of Doom* and *Gunga Din* may suggest a variety of threats and set pieces, plot hooks, and useful character archetypes.

2. Published modules may be cannibalized for various concepts, characters and set pieces — even those designed for different genres. An uncharted island, a sprawling crypt, or a sorcerous lich from a fantasy module, as just a few examples, may each be reskinned into a usable element for a future adventure.

3. Consider the ideas developed by the adventurers and recorded on their character sheets (e.g., stated motives, backgrounds, connections, ties to organizations, circles of influence) when choosing or developing a location's traits — as these will invariably suggest more character-focused conflicts bound to involve the players. The more the players feel connected to the setting, the more invested they will be in investigating its mysteries, interacting with its environments, and resolving its conflicts.

4. Lastly, just as character concepts may influence location traits, these location traits may alternatively and in turn suggest character concepts (e.g., secret agendas related to the setting's intrigues; connections to the setting's important non-player characters; drives pushing characters into the setting's conflicts; backstories tying the adventurers to the setting's threats and challenges). Look for opportunities to integrate these concepts at the character creation stage, or into the origination of characters newly introduced to an ongoing campaign.

Location Traits

1 (on 1d3)

1d6	Adventure Trait	Horror Trait
1	Ancient Ruins	Alien Architecture
2	Archaeological Dig	Alien Artifact
3	Criminal Stronghold	Ancient Evil
4	Exotic Location	Blasphemous Cult
5	Holy & Unholy Powers	Corrupted Estate
6	Hostile Natives	Degenerate Folk

2 (on 1d3)

1d6	Adventure Trait	Horror Trait
1	Legendary Artifact	Dread Tome
2	Lost World	Eldritch Scholarship
3	Maddening Oppression	Entropic Forces
4	Mercenary Company	Hyperdimensional Anomaly
5	Mysterious Event	Inexorable Decay
6	Natural Resources	Infectious Meme

3 (on 1d3)

1d6	Adventure Trait	Horror Trait
1	Perilous Hazard	Monster Colony
2	Private Detectives	Sorcerer's Lair
3	Secret Cabal	Spectral Forces
4	Spy Headqaurters	Super Sargasso
5	Treasure Vault	Unreliable Reality
6	War Zone	Weird Science

Alien Artifacts

Antiquarian Spectacles — spectacles ground from the dust of powdered bone, allowing their wearer to see into realities beyond our own; Fire of Asshurbanipal — an opalescent glass sphere — allegedly buried somewhere in the Arabian desert — revealing secrets of the pre-deluge world, magnifying the magical potency of its possessor; Ring of Thoth-Amon — a copper ring (shaped as a snake with yellow-jeweled eyes, coiled three times and biting its own tail) empowering the magic of its possessor and reputedly the accursed ring of Thoth-amon of forgotten Stygia, handed down through the ages by foul cults of sorcerers, and today located somewhere in Hungary; Scroll of Nagob — a scroll protecting its possessor against the powers of the Ancient Ones, once in the possession of the ancient sorcerer T'yog, whose horrible fate was recounted in the works of Friedrich von Juntz; Silver Key — a key inscribed with Arabaesque markings, capable of opening doorways to the Dreamlands and drawing to it the attention of ghouls, possibly in the possession of a Randolph Carter (whose whereabout are unknown); Tulu Idol — a carven idol (in the form of Cthulhu, and disturbing strange dreams in those who possess it), recovered from a foul cult in the swamps of New Orleans by an Inspector Legrasse

List of Location Traits

Alien Architecture

The remains of a once prevalent alien empire — such as the psionic K'n-yan, the savage Tcho-Tcho, the subterranean serpent folk, the engineering crinoid things, the omnipotent Yithian, the crawling mi-go, or others — now fallen into a state of partial or complete disrepair — from natural disaster, from war and depopulation, or from more sinister or mysterious causes (**Horror**).

Variations: Mi-Go Hive, Yithian Outpost, K'n-yan Catacombs, Tcho-Tcho Temple, Crinoid Ruins, Pinnacles That Rise Blackly Babylonian Under Waning Moons, (create your own)...

Complications: A human cargo cult fortifies and guards the site against intrusion; The site contains still-functioning technology or minions and other perils; The site phases in and out of existence or somehow remains obscured through sorcery or technology; The site exists in another plane of existence entirely but may be accessed by magical means; The site's environment exhibits alien physical laws or geometries and may be dangerous, radioactive or disorienting to human physiology; The site is in actuality a biological entity whose chambers consist of organs and arteries; The site is concealed beneath a human habitation or ruin; The site imprisons a still living servant creature (or creatures)...

Alien Artifact

An object of inhuman origin, either crafted with alien intelligence or with human hands and inspired by an alien intelligence. It possesses advanced magical or technological powers, or aesthetically reveals some horrible truth about the universe or its inhabitants (**Horror**).

Variations: Doomed Cargo, Outsider Relic, Hyperdimensional Monument, Mythos Object, Yithian Device, (create your own)...

Complications: The object is protected by zealots willing to sacrifice themselves to avenge any theft or tampering; The object is being transported to a safer or sacred location; The object is enchanted through sorcery to look like an object of power but is in actuality a piece of worthless junk; The object is part of a collection of scattered remnants that collectively trigger a horrible effect; The object is one of cult worship or pilgrimage; The object has been appropriated into an otherwise human religious group as a sacred relic; The object is housed and studied by human scientists; Someone using the object leaves behind a trail of horrors...

Extras: See the "Occult Texts" section in the "Magic" chapter

Ancient Evil

The Abomination of the Pit, the Beast from the Sea, the Crawling Chaos, the Desolation of the Winds, the King of Carcosa, the Lurker at the Threshold, the Nuclear Chaos, the Mother of All Spiders, the Serpent from the Hills, the Sheol of a Thousand Young, the Sleeper of the Waste, the Wrath of Flames (**Horror**).

Variations: Ancient One, Great Old One, (create your own)...

Complications: The evil slumbers though its dreams corrupts those attuned to its thoughts; The evil is completely unaware of human life; Only a child can fully experience or witness the evil; The evil is a kind of gravitational well that draws to it humans with horrible intentions, or incites otherwise repressed innocents to unholy actions; The evil changes its environment to better accommodate its comfort (or changes reality itself); Human actions (e.g., violence, war, hate, avarice, genocide) inadvertently stir the evil from its sleep; The evil is summoned by a victimized people as retribution for human atrocities; The entity is terribly hungry for debauched entertainment and sycophantic worship...

Extras: See the "Extraplanar Entities" and "Mythos Creatures" chapters

Ancient Ruins

The remains of a once great human empire — in China, India, the Indus valley, Judea, Zimbabwe, Greece, Egypt, Rome, the Americas, or elsewhere — now fallen into a state of partial or complete disrepair — from natural disaster, from war and depopulation, or from more sinister causes (**Adventure**).

Variations: Mysterious Shipwreck, Temple of Doom, (create your own)...

Complications: Natives fortify and guard the site against intrusion; The site contains still-functioning traps and other perils; Locals move in and reestablish an ancient cult of evil once eradicated; Bandits use the site as a base of operations; A map or artifact pointing to the site incites violence...

Timeline of Archaeology

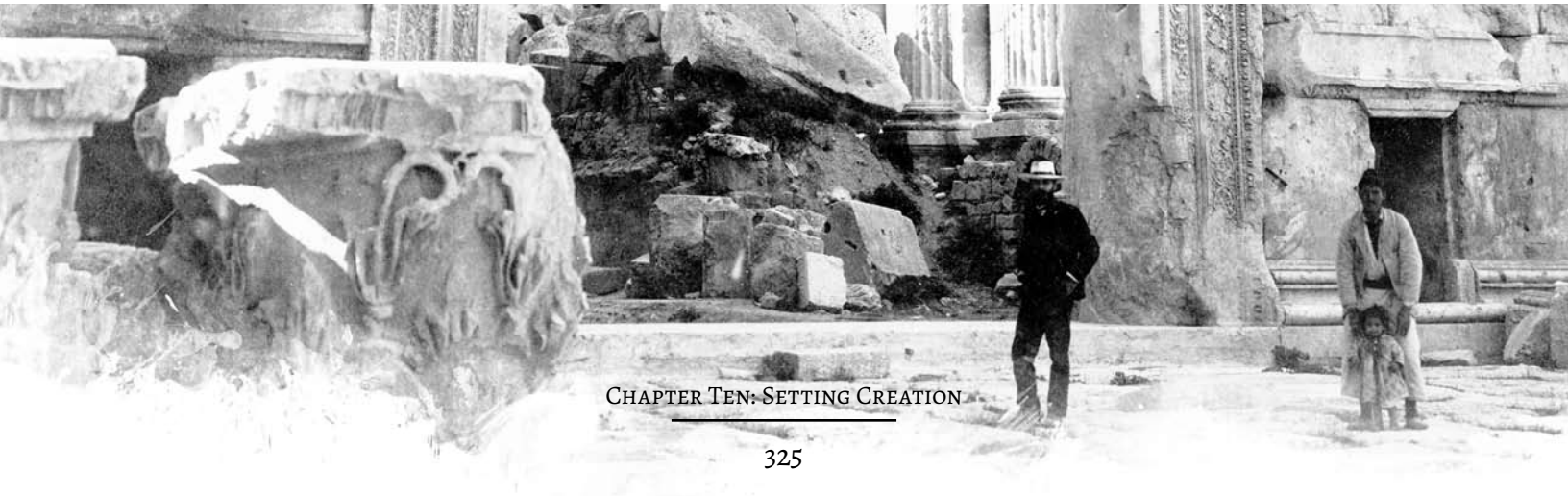
1900 Sir Arthur Evans excavates at Knossos, Antikythera mechanism and shipwreck discovered by Greek sponge divers off Point Glyphadia on the Greek island of Antikythera, Friedrich Delitzsch excavates at Assur, University of Pennsylvania concludes excavations at Nippur (began 1888), Gustav and Alfred Körte excavate at Gordium, Harriet Boyd excavates at Kavousi, Villa Boscoreale near Pompeii excavated, Hedeby on the Jutland Peninsula excavated, Mycenaean Greek clay tablets discovered at Knossos, Migdale Hoard discovered by workmen, Dr. James K. Hampson documents the find of a mastodon skeleton in Mississippi, Temple of Eshmun discovered in Lebanon

1901 Howard Carter discovers tomb KV44 at the Valley of the Kings, Leopoldo Batres excavates at Mitla, Harriet Boyd-Hawes and Blanche Wheeler Williams excavate at Minoan settlement in Gournia (until 1904), Code of Hammurabi discovered in Susa

1902 Leopoldo Batres excavates at Monte Albán, E. A. Wallis Budge excavates at Meroë (until 1905), Ludwig Borchardt and the Deutsche Orient-Gesellschaft excavate at the necropolis of Abusir, Altamira cave paintings (discovered in 1879 and dated to 12000 BC) authenticated, Howard Carter discovers tomb KV45 at the Valley of the Kings, Lansing Man discovered, Etruscan chariot discovered in Monteleone di Spoleto, Tuxtla Statuette discovered, ancient artifacts discovered in Bëyuk Dakhna, Saimaluu Tash petroglyphs discovered in Kyrgyzstan

1903 Thomas Gann explores Lubaantun, Raphael Pumpelly explores Anau in Turkestan, Robert Koldewey and the Deutsche Orient-Gesellschaft excavate at Assur (until 1913), Cheddar Man discovered, Howard Carter discovers tomb KV43 at the Valley of the Kings, Teoberto Maler publishes *Researches in the Central Portion of the Usumatsintla Valley*

1904 Leo Frobenius makes an expedition to the Kasai region of the Belgian Congo (formulating the African Atlantis theory during his travels), Edward Herbert Thompson dredges artifacts from the Sacred Cenote at Chichen Itza, Haakon Shetelig and Gabriel Gustafson discover a Viking ship and human skeletons at the Oseberg burial mound (until 1905), Ernesto Schiaparelli discovers tomb of Nefertari, Flinders and Hilda Petrie discover Proto-Sinaitic script in Sinai, Rudolf Ernst Brünnow and Alfred von Domaszewski publish *Die Provincia Arabia*



Timeline of Archaeology (continued)

1905 Leopoldo Batres excavates at Teotihuacan, Ernesto Schiaparelli excavates at Deir al-Madina, David Randall-MacIver excavates at Great Zimbabwe (until 1906), George Herbert (5th Earl of Carnarvon) first excavates in Egypt, G. Baldwin Brown publishes *The Care of Ancient Monuments*, J.R. and Robert Mortimer publish *Forty Years Researches in British and Saxon Burial Mounds of East Yorkshire*, Thomas Gann publishes first accounts of Lubaantun, Teoberto Maler discovers Naranjo, Caral (the oldest Andean city) discovered, F.O. Oertel discovers Lion Capital of Asoka at Sarnath, Principia of the Roman fort at Bremetennacum discovered, Arthur Weigall appointed to replace Howard Carter as Chief Inspector of Antiquities for Upper Egypt

1906 Hugo Winckler excavates at Boğazköy in Turkey for the Deutsche Orient-Gesellschaf (until 1911), T. May excavates at the Principia of the Roman fort at Bremetennacum (until 1907), Antiquities Act passed by United States Congress, Mesa Verde protected as a United States National Park, military balloon flies over Stonehenge (capturing the first aerial photography in archaeology), Ernest-Théodore Hamy publishes article about the Dumbarton Oaks birthing figure in the *Journal de la Société des Américanistes*

1907 Theodor Makridi Bey explores Alaca Höyük, Edward R. Ayrton discovers Tomb KV55 in the Valley of the Kings, William M. Ramsay and Gertrude Bell work in Turkey, John Garstang excavates at Sakçagözü (until 1912), Ernst Sellin excavates at Jericho, Aurel Stein discovers the Diamond Sūtra near Dunhuang, jawbone of Homo heidelbergensis discovered near Heidelberg, E. A. Wallis Budge publishes *The Egyptian Sudan: Its History and Monuments*, Aleš Hrdlička publishes *Skeletal Remains Suggesting or Attributed to Early Man in North America*, Howard Carter works for Lord Carnarvon

1908 Harold St George Gray excavates at Avebury, Harvard University excavates at Samaria, John Garstang excavates at Sakçagözü, V. L. Vyatkin discovers Ulugh Beg Observatory in Samarkand, Josef Szombath discovers Venus of Willendorf, Phaistos Disc discovered, Otto Hauser discovers 40,000-year-old Neandertal boy skeleton at Le Moustier in southwest France, A. Hadrian Allcroft publishes *Earthwork of England: Prehistoric, Roman, Saxon, Danish, Norman, and Mediæval*

1909 Charles Walcott of the Smithsonian Institution discovers the Burgess Shale Cambrian fossil site in the Canadian Rockies, Society of Antiquaries of London concludes excavation at Calleva Atrebatum (began 1890), Byron Cummings discovers Betatakin ruins

Archaeological Dig

An ongoing excavation of archaeological remains involving academics as overseers, bureaucrats as financiers, a workforce of natives or underlings, and possibly armed guards or soldiers — especially if the area is hostile (**Adventure**).

Variations: Forgotten Catacombs, Perilous Crypt, Sacred Ground, Deutsche Orient-Gesellschaft, (create your own)...

Complications: The site exists in an area of geographic or religious dispute or becomes a hot zone of competing empires; Bureaucrats hound the overseers with pedantic or political details; The site is built upon a lower mysterious ruin; The site exists under a densely populated urban sprawl; The site's environment or weather is hostile and inhospitable; The site is plundered by scavengers or tomb raiders; Dilettantes discover the site and bring with them roving groups of tourists and ne'er-do-wells; A mysterious disease plagues the site; Local saboteurs or sacred order assassins target the dig crew as invaders or heretics...

Blasphemous Cult

Unholy servants of the Ancient Ones gather in secret places — shrouded, haunted valleys; windswept, lonely plateaus; infested, fetid jungles; forgotten, inbred villages; moss-covered, isolated islands — to observe their horrible rites (**Horror**).

Variations: Servitors of Evil, Unholy Sect, (create your own)...

Complications: The cult is hidden behind a facade of normalcy (or uses the rituals of an accepted religion as a front); The cult has been shunned for centuries by the local population; The cult keeps its god at bay with periodic sacrifice; An entire population now serves in worship; The cult's bloodline is connected to an Ancient One; The cult has been destroyed by a mysterious third party (who covers up evidence of the violence); The cult is somehow beneficial to the local populace (who are willing to defend it against outsiders)...

Extras: See the "Organizations and Factions" section

Timeline of Archaeology (continued)

1910 Francis Llewellyn Griffith excavates at Nubia (until 1914), Edgar Lee Hewett excavates at Quiriguá, United Fruit Company purchases land in Guatemala (including the Mayan site of Quiriguá) and sets aside 30 acres around the ruins as an archaeological zone, National Museums of Kenya (with headquarters in Nairobi) is founded by the East Africa Natural History Society, Arthur Weigall appointed to replace Howard Carter as Chief Inspector of Antiquities for Upper Egypt

1911 Hiram Bingham III discovers Machu Picchu, Ludwig Borchardt of the Deutsche Orient-Gesellschaft excavates at Tell el-Amarna (until 1914), Ernst Herzfeld excavates at Samarra (until 1914), Max von Oppenheim excavates at Tell Halaf (until 1913), D. G. Hogarth of the Ashmolean Museum (with Leonard Woolley and T. E. Lawrence) excavate at Charchemish (until 1914), J. P. Bushe-Fox excavates at Hengistbury Head, Beit Shemesh excavated (until 1912), James Curle publishes *A Roman Frontier Post and its People: The Fort of Newstead*, Grafton Elliot Smith publishes *The Ancient Egyptians and the Origin of Civilization*, Venus of Laussel discovered, Sir John Marshall excavates ancient temples at Sanchi (until 1919), Viroconium excavated (until 1914), Deutsche Orient-Gesellschaft excavates at Uruk (until 1913)

1912 Walter Harvey-Brook excavates at St. Mary's Abbey, Piltdown Man hoax perpetrated, Cheapside Hoard discovered by workmen, Nefertiti Bust discovered by German archaeological team, Aleš Hrdlička publishes *Early Man in South America*

1913 German archaeological team excavate at Shechem, *National Geographic Magazine* devotes its April issue to Hiram Bingham III and Machu Picchu, E. Thurlow Leeds publishes *The Archaeology of the Anglo-Saxon Settlements*

1914 T. E. Lawrence and Leonard Woolley survey Negev, Katherine and William Scoresby Routledge survey Easter Island and excavate at Rano Raraku and Orongo, George Herbert (5th Earl of Carnarvon) and Howard Carter excavate at the Valley of the Kings, Traprain Law excavated, Tinkinswood excavated, Thomas A. Joyce publishes *Mexican Archaeology: An Introduction to the Archaeology of the Mexican and Mayan Civilizations of Pre-Spanish America*, Egypt Exploration Fund begins publishing *The Journal of Egyptian Archaeology*

Corrupted Estate

A house of evil repute (**Horror**).

Variations: Cursed House, Ancient Manor, (create your own)...

Complications: The estate exists atop a vastly older structure containing horrible secrets; The estate's architecture channels, contains or repels eldritch energies (disturbing its integrity may release these energies); The estate has been repurposed for public use yet it still harbors dangerous secrets; The estate is a living organism; The estate is fortified against trespass by a cult or criminal gang; Time slows within the estate's walls...

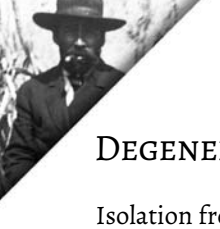
Extras: See the "Housing and Accommodations" section of the "Wealth & Equipment" chapter

Criminal Stronghold

A fortification built for criminal enterprise, defense against intrusion, and obfuscation from prying eyes (**Adventure**).

Variations: Customs Warehouse on the Waterfront, Confiscated Abandoned Mansion, Assassins' Fortification in the Mountains, Cavern Complex Crawling with Bandits, Criminal Mastermind's Headquarters, Den of Thieves, (create your own)...

Complications: The criminals control the local fiefdom of territory including any politicians and law enforcement; There is more than one stronghold and they are at war with one another or entangled in a tenuous business relationship; The criminals are anti-capitalist ideologues (e.g., anarchists, Bolsheviks, communists, violent socialists or feminists) whose efforts are gaining public support; The criminals have somehow acquired military-grade weapons (e.g., machine guns) and are either looking for buyers or planning to somehow integrate them into a criminal strategy; The local populace refuses to acknowledge the stronghold out of fear or respect, or for mutual gain; The stronghold is deeply entrenched with civilian spies scattered around its territory; The criminals have placed booby traps (e.g., improvised explosives, fougasses), escape routes (e.g., trenches, tunnels, safe houses), or cached weapons throughout its territory as failsafes against intrusion; The criminals are legitimized by a governor or warlord; The criminals are the local militia for a colonial power (with all of the financial support that such a relationship implies); Law enforcement has little to no control over the criminals; The stronghold is really a decentralized newtwork of cells (if one is destroyed, two seem to take its place); The stronghold is completely hidden from public notice or exists as a mere legend...



Degenerate Folk

Isolation from the modern world devolves the area's inhabitants into a subhuman state characterized by malice toward civilizations, animal urges, depraved instincts, or occultic obsessions (**Horror**).

Variations: Cursed Bloodline, Tcho-Tcho Clan, Incestuous Cannibal Family, Degenerate Kin, Martense Clan, They Hopped Irregularly, Inbred Horrors, (create your own)...

Complications: The folk are ruled by a sorcerous patriarch or matriarch; The folk have long ago retreated underground where they live as cannibals; The folk maintain an outward appearance of normalcy; The folk are protected by one or more sympathizers from the outside world (e.g., a relative with political connections, an opportunist with mutual interests, an outsider with sinister motives, a bribed or blackmailed ally); The folk are old money plutocrats with significant influence in the region (and possible tentacles reaching outside of their jurisdiction); The folk have a perpetual agreement with an inhuman race offering them supernatural power or wealth; The folk have thoroughly infiltrated their environment and subdued any resistance (making their jurisdiction a veritable fortification against intrusion); Members of the folk infiltrate civilization disguised as foreigners (seeking retribution for perceived wrongs or threats); Descendants of the folk (possibly unaware of their origins) possess tainted genetics or live among the world as sleeper agents; The folk have been exiled from their homeland and now live among us...

Dread Tome

A work containing esoteric knowledge, dangerous secrets, occult magic, ritual instructions, rare mythos magic, or a combination of these (**Horror**).

Variations: Necronomicon, Esoteric Book, Book of the Dead, Rare Text of Occult Value, Mythos Documents, Sorcerer's Magical Diary, (create your own)...

Complications: An academic opportunist replaces mythos documents with misleading forgeries; Access to archives is granted only to those of a particular order or faith; The tome curses anyone who reads it without first taking the proper precautions; Members of a cult or inbred clan are desperately seeking the knowledge; The archives (perhaps located in a crumbling medieval setting) are vulnerable to the elements or to theft...

Extras: See the "Occult Texts" section in the "Magic" chapter

Eldritch Scholarship

Lemuria, Mu, Atlantis, Leng, Xuchotl, Thule, Valusia, K'n-yan, Z...all legends that no academic would find credible. Though, somehow, someone has legitimized such questionable and esoteric research with financial backing, personnel, archives and other needed resources (**Horror**).

Variations: Museum of Artifacts, Creepy Collector, I Couldn't Live a Week Without a Private Library, (create your own)...

Complications: A shadowy patron plans to dispose of any scholars who happen across the mythos; A pedantic bureaucrat refuses access to information without the proper credentials; Religious zealots have targeted the scholars and their research for elimination; A conspiracy theorist or yellow journalist publicizes scandalous information about the scholarship; Scholars are hounded by secret society dilettantes and ne'er-do-wells; One or more scholars have disappeared and the group is now highly paranoid of an internal conspiracy; A scholar has gone missing but his journal has ended up in the hands of a relative...

Entropic Effects

Reality warps and the border between worlds thins (**Horror**).

Variations: Tainted Dreams, Call of the Wild, Unnatural Appetites, Twilight Zone, I Have Seen the Dark Universe Yawning, (create your own)...

Complications: Magic in the area is dampened or made malleable; An oppressive force follows any visitors out of the area; The area incites insatiable primal urges (e.g., cannibalism, violence); Time slows or advances; Forces of the area wax and wane according to the alignment of stars and planets; One or more individuals become possessed; One or more individuals experience prophetic visions while inhabiting the area; A primitive group guards the location (or something concealed within it) against intrusion or escape; A cargo cult uses the area for its savage sacrifices; A creature or curse of the ancient world is unleashed on intruders; The area triggers latent psychic abilities; Intruders are targeted for elimination by a savage cult or a devoted order; A local populace exposed to the forces devolve over generations into subhumans or creatures resembling a local Ancient One or other supernatural entity...

Exotic Location

An alien, hostile, inhospitable or otherwise uncharted and dangerous environment — in jungle-shrouded Brazil or central America, Central Asia's rugged wilderness, Africa's deep interior, the Arctic or Antarctic hinterlands, the Arabian desert, the Bermuda Triangle, the Devil's Sea, or elsewhere (**Adventure**).

Variations: Unexplored Country, Devil's Triangle, Inhospitable Environment, Arctic Wilderness, Desert Wasteland, Frontier Borderland, (create your own)...

Complications: Empires race for control of the area's rich resources or territorial zones; Native belligerents undermine any efforts at exploration; A celebrity explorer or otherwise important person mysteriously disappears in the region causing a public sensation; Dilettantes and ne'er-do-wells enter the region looking for fame or fortune; A cargo or crew is missing somewhere in the territory; Looters or scavengers explore the region for rumored treasures or other opportunities...

Holy & Unholy Powers

A place of spiritual significance for a sacred tradition or religion — a cave, grove, lake, series of menhirs, mountain, river, rock, altar, spring, cathedral, temple, tower, cemetery, monument or crypt, and so on (**Adventure**).

Variations: Religious Monument, Sacred Grove, Holy Cathedral, Infernal Monument, Templar Ruin, (create your own)...

Complications: The place is a hot zone of dispute with a history of contention between religious groups; The place houses an object of religious import; Sacred order zealots deal with any invaders with unmerciful retribution; The place is a center of pilgrimage or worship for a sacred order or secret society; A holy order guards the location (or something concealed within it) against intrusion or escape; The place offers sanctuary or other privileges to a select group of adherents; The site is a satellite of a larger institution; The site is also a fortified stronghold warehousing terrestrial or sacred inventory; The site has been appropriated by another religious group; The site is used as a dungeon or prison for heretics or as a training ground for crusaders; The site is mysteriously barren...

Timeline of Exploration

1887 Henry Morton Stanley traverses the Ituri Rainforest, explores the Rwenzori Mountains, and follows the Semliki River to its source (which he names Lake Edward) (until 1889)

1892 Robert Peary discovers and names Independence Bay and Peary Land

1893 Fridtjof Nansen and Hjalmar Johansen sledge to 86°13'06"N (their ship, the Fram, under Otto Sverdrup, drifts in the ice from the New Siberian Islands west to the northwest coast of Spitsbergen, reaching 85°55'05"N) (until 1896)

1898 Sverdrup and Gunnar Isachsen chart the western coast of Ellesmere Island and discover and name Axel Heiberg, Ellef Ringnes, Amund Ringnes, and King Christian Islands (until 1902)

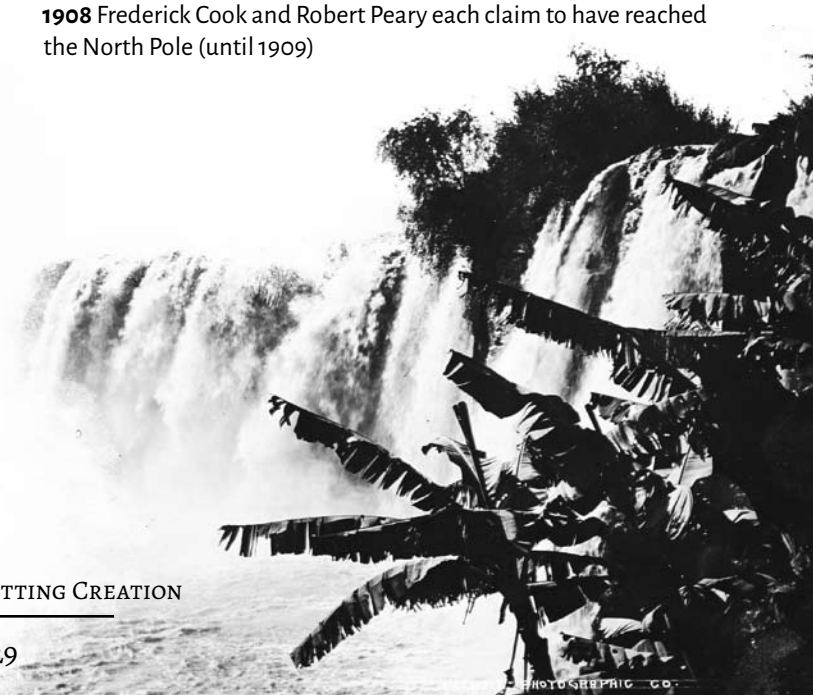
1900 Robert Peary explores the north coast of Greenland from Kap Washington to Kap Clarence Wyckoff, on the way reaching Cape Morris Jesup (the most northern point of mainland Greenland)

1902 Robert Falcon Scott explores the Ross Ice Shelf, discovers the Edward VII Peninsula, reaches about 82°11'S (traversing roughly 370 miles of the west coast of the shelf), crosses the Transantarctic Mountains, discovers the Antarctic Plateau (penetrating nearly 150 miles) (until 1904) and becomes the first to see the dry valleys of the Antarctic

1903 Roald Amundsen traverses the Northwest Passage in the sloop Gjøa (Godfred Hansen, his second-in-command, charts the east coast of Victoria Island north to Cape Nansen, at 72°02'N, 104°45'W) (until 1906)

1906 Ludvig Mylius-Erichsen and Johan Peter Koch chart the northeast coast of Greenland from Kap Bismarck (76°42'N) to Kap Clarence Wyckoff (82°52'N) and discover Danmark Fjord (until 1907)

1908 Frederick Cook and Robert Peary each claim to have reached the North Pole (until 1909)



Timeline of Exploration (continued)

1910 Bernhard Hantzsch crosses Baffin Island from Cumberland Sound to the Koukdjuak River and explores the west coast of the island north to 68°45'N (until 1911)

1911 Roald Amundsen is the first to reach the South Pole (until 1912) (Robert Falcon Scott and his team reach the Pole over a month later, all perishing on the return journey)

1913 Boris Vilkitsky and Per Novopashennyy discover Severnaya Zemlya and survey parts of its eastern coast from the Arctic Cape to Mys Vaygacha (its southeast point) as well as much of its south coast west to Mys Neupokoyeva (until 1914)

1915 Vilhjalmur Stefansson discovers Brock, Mackenzie King, Borden, Meighen, and Lougheed Islands (one of his men, Storker T. Storkerson, charts part of the northeast coast of Victoria Island, discovering the Storkerson Peninsula and Stefansson Island) (until 1917)

Hostile Natives

Fierce opposition to foreign intrusion characterized by deep animosity and violence, looting, sabotage, arson, poisoning, murdering, or kidnapping (**Adventure**).

Variations: Vengeful Locals, Rebel Bands, Guerilla Insurgents, (create your own)...

Complications: An opponent or enemy nation gains an alliance with the natives and leverages this relationship to their advantage; Journalists create either sympathy for or antagonism against the natives (perhaps making any retribution against them more politically complicated); The natives are armed and trained by a colonial overlord or territorial governor; The natives disrupt and threaten lucrative businesses or infrastructure in the area; The natives infiltrate enemy territory disguised as foreigners and seeking retribution for a past wrong...

Hyperdimensional Anomaly

A temporal-spatial bridge between destinations (**Horror**).

Variations: Dimensional Portal, Spacetime Gate, Breach Between Worlds, Non-Euclidean Space, (create your own)...

Complications: A scientific or occultic group make dangerous plans to explore the anomaly's reaches or to harvest its energy; The anomaly threatens to engulf its environment; The anomaly is of great interest to a mythos entity (e.g., mi-go, Yithians)...

Extras: See the "Spacetime Gate" spell in the "Magic" chapter

Inexorable Decay

Something toxic or mutagenic — other-dimensional entropy, tainted magic, an Ancient One's corrupting influence, a colour out of space, an invasive organism, Shub-Niggurath's transformative influence, and so on — threatens the area and its inhabitants (**Horror**).

Variations: Parasitic Infection, Nebulous Contaminations, Toxic Environment, Alien Blight, (create your own)...

Complications: An academic researcher or government bureaucrat is infected; Governmental agents work quickly to erase evidence of the blight; Strange lights and colors or inhuman activities draw publicity and dilettante investigators to the area; Human remains of powdery dissolution discovered in the area's outskirts incite a panic; Scavengers or squatters ransack abandoned homes; The blight leaves behind long-lasting animal or vegetable mutation; A creeping faceless wretch or tainted pet wanders far and spreads its blight; Relatives of blighted family demand an investigation; Expensive scientific equipment is left behind in the elements; Local officials wish to flood or incinerate the blighted countryside or city; People are trapped in a remote windswept farmstead or university research station; The blight is a terraforming technology developed by an alien race (such as mi-go) determined to harvest the renewed landscape; Cultists wish to use the blight to transform themselves or others in an unholy sacrifice...

Infectious Meme

A collective madness spreads rapidly through rumors, fear or supernatural means, acting as a mental contagion to anyone coming in proximity to it (**Horror**).

Variations: Phantom Illness, Mass Hysteria, Invasive Ideology, (create your own)...

Complications: An isolated population (e.g., ship's crew, island village, townsfolk) disappears or destroys one another; Patients in an asylum infect their doctors with a shared madness; The meme threatens to spread to a larger population unless it is somehow contained (or its carriers eliminated); As the madness spreads, an Ancient One (e.g., Nyarlathotep, Cthulhu, the King in Yellow) grows in power and abilities; The meme itself is an alien organism feeding on the imaginations of its hosts; The meme is used by a cult as a means of initiation or control; The meme feeds a sorcerer's magical ability; The meme affects only a certain demographic (e.g., children) or only individuals exposed to a specific experience (e.g., those with shell shock); The meme triggers latent psychic gifts in its victims; The meme allows one to see the "true nature" of a thing; The meme transports its hosts to the Dreamlands...

Legendary Artifact

An occult tome, the Fountain of Youth, a saint's relic, the Flame of Immortality, the Golden Chalice, the Sword of the Lake, a hand of glory, a black stone, the Spear of Destiny, the Ark of the Covenant, a Hessian relic, and so on (**Adventure**).

Variations: Fountain of Youth, Buddha Diamond, Black Stone, Spear of Destiny, (create your own)...

Complications: Several parties are currently hunting for the object or any clues leading to its location; The object of desire is a worthless forgery placed as a diversion; The artifact was previously stolen by a pirate or conqueror and moved to a secret location; The object has already been found and now resides in a heavily guarded treasure vault or private collections...

Lost World

A world out of place and time — such as Lemuria, R'lyeh, Atlantis, the Hollow Earth, and Mu — and believed by respected scholarship to be fictitious (**Adventure**).

Variations: Mysterious Island, Terra Incognita, Unknown Waters, Hollow Earth, (create your own)...

Complications: A secret society guards the location (or something concealed within it) against intrusion or escape; Several parties are currently hunting for any clues leading to the location; Armchair academics populate the research field with erroneous scholarship; One or more artifacts connected to a lost civilization are now in the hands of a collector whose zeal has been raised to fanatical levels; A resurrected scion of the ancient civilization plots to renew the evils of the lost world or to rule over the modern world; A creature or curse of the ancient world is unleashed on modern civilization; The location is a graveyard of earlier explorers; Explorers or military personnel accidentally discover the remains of a long-lost civilization; Compasses fail to work properly (or the stars are strangely misaligned) making navigation difficult if not impossible; A coffined and mummified remnant of the lost world is discovered in a remote area (or drifting in the ocean after a seismic upheaval)...

Lost Treasures

Confederate Treasury Cache (Est. location: American South, Lost: est. 1865 AD, Contents: gold, documents)

Crown Jewels of Ireland (Est. location: unknown, Lost: est. 1907 AD, Contents: heavily jeweled insignia of the Most Illustrious Order of St Patrick)

French Treasuries of the Knights Templar (Est. location: Scotland, Lost: 1307 AD, Contents: gold and silver ingots, coinage, jewels, jewelery, gold and silver plate, land deeds, religious relics, weapons, documents and records, Middle Eastern trophies and artifacts, valuable curiosities and royal regalia held as securities)

King John's Treasure (Est. location: United Kingdom, Lost: 1216 AD, Contents: Crown jewels, gold goblets, silver plate, golden wand with a dove, the sword of Tristram, gold coins)

Kusanagi (one of the Three Sacred Treasures of Japan) (Est. location: off the Honshū coast, Lost: 1185 AD)

La Noche Triste Treasure (Est. location: unknown, Lost: 1520 AD, Contents: massive amount of gold and silver bullion looted from the treasure house of Moctezuma II during the Spanish conquest of the Aztec Empire)

Missing Kruger Millions (Est. location: South Africa, Lost: 1890 AD, Contents: gold ingots, gold dust, silver ingots and coins)

Oak Island Money Pit (Est. location: Nova Scotia, Lost: est. 1500 to 1700 AD, Contents: unknown, but rumors suggest Captain Kidd's treasure, Blackbeard's treasure, the Fortress of Louisbourg treasury, the missing jewels of Marie Antoinette, Spanish gold from a Shipwreck, the missing treasure of the Knights Templar, treasure of the Freemasons, a storage pit for walrus ivory, or documents of Sir Francis Bacon)

Secret City of Paititi (Location: Brazil, Lost: 1572 AD, Contents: Incan gold and artifacts, gold bars, jewelery)

Ships of the 1715 Spanish Treasure Fleet (Est. location: off the Florida coast, Lost: 1715 AD, Contents: jewels, gold goblets, silver plate, bullion, coinage)

Tokugawa's Buried Treasure (Est. location: Mt. Akagi, Lost: est. 1868 AD, Contents: Tokugawa shogunate treasury)

Treasure of Lima (Est. location: Cocos Island in Costa Rica, Lost: 1820 AD, Contents: gold, silver and jewelery)

Lost Treasures (continued)

Treasure of the Copper Scroll (Est. location: Holy Land, Lost: est. 100 BC, Contents: gold and silver coins, ingots and artifacts)

Treasure of the Flor de la Mar (Est. location: off the Sumatra coast, Lost: 1511 AD, Contents: gold goblets, silver plate and extensive gold bullion)

Tsar's Treasure (Est. location: off the New England coast, Lost: est. 1909 AD, Contents: $3 million in newly minted American double eagle coins destined to the Russian Baltic Fleet, an $800,000 U.S. government shipment in mixed coin to the American Atlantic Fleet, and the confirmed loss of $500,000 in passenger effects)

Legendary Objects

Holy Lance — also called the Spear of Longinus, the lance that pierced the side of Jesus as he hung on the cross; Carnwennan — the dagger of King Arthur, sometimes attributed with the magical power to shroud its user in shadow (allegedly used by Arthur to slice the Black Witch in half); Excalibur — sometimes attributed with magical powers or associated with the rightful sovereignty of Great Britain; Agneyastra — the weapon (once possessed by Agni, the god of fire) that spews flames; Sword of Attila — the legendary sword that was wielded by Attila the Hun (claimed to have originally been the sword of Mars, the Roman god of war); Aaron's rod — endowed with miraculous power during the Plagues of Egypt that preceded the Exodus; Shield of Joseph of Arimathea — that was carried by three maidens to Arthur's castle where (according to Arthurian legend) it was discovered by Sir Percival; Pandora's box — which once imprisoned all the evils of the world; Book of Thoth — (said to be buried with Prince Neferkaptah in Necropolis), which contains powerful spells and knowledge written by the god Thoth; Pashupatastra — a destructive personal weapon of Shiva and Kali, discharged by the mind, the eyes, words, or a bow; Tablet of Destinies — a clay tablet containing the power of creation and destruction; Pan's flute — which is played by the god of the wild; Horn of Gabriel — which announces Judgment Day

Maddening Oppression

A local power or foreign ruler compels a populace into indentured servitude or otherwise tyrannizes the citizenry (**Adventure**).

Variations: Exploitative Slave Labor, Colonial Atrocities, Civil Unrest, Plutocratic Tyrant, Local Genocide, (create your own)...

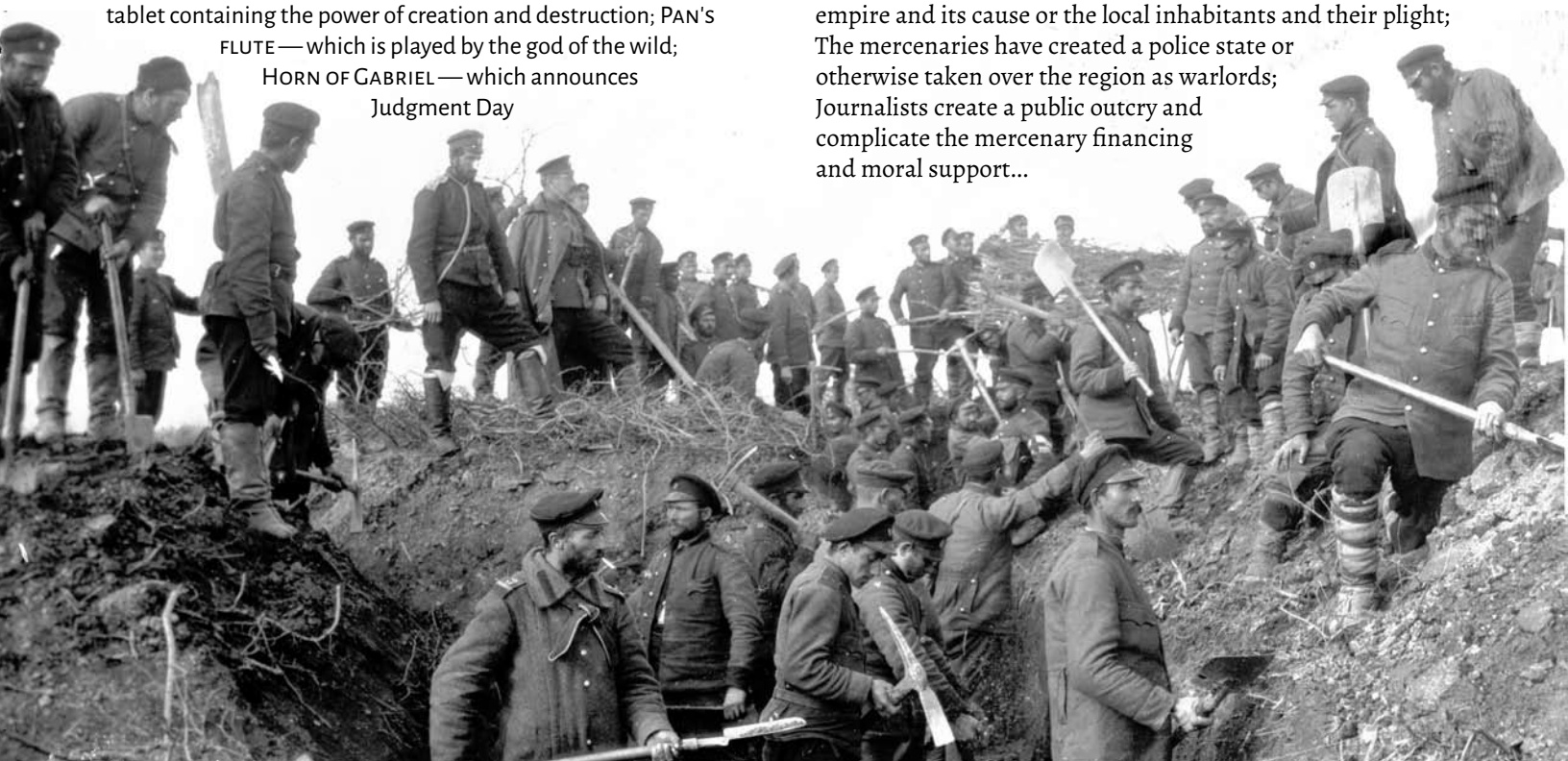
Complications: The territory is governed and its laws enforced by slavers; The populace is starving yet must pay exorbitant taxes to their overlords; Children of the populace are kidnapped and either brainwashed as combatants or sold into slavery; The oppressors are legitimized by a corporate state or other colonial power; A criminal fiefdom is established by foreign mercenaries; Journalists create a public outcry against the oppressors and complicate their moral support; A mercenary group has decided to defend the local populace against the oppressors; The oppressed have turned to a competing tyrant for help (potentially igniting a civil war)...

Mercenary Company

An armed conflict, civil war, hot zone or oppressive operation draws private militia, soldiers-for-hire and other combatants seeking adventure and fortune — in places such as the Belgian Congo, South Africa, China, Central Asia, or South and Central America, and elsewhere (**Adventure**).

Variations: Paramilitary Forces, Fortune Hunters, Rebel Forces, Feudal Warlord, Military Actions, (create your own)...

Complications: The area is entangled in a perpetual civil war between multiple forces with complex alliances; Nations backing sides threaten to expand a local conflict into a global war; The mercenaries are ideologically allied with either an empire and its cause or the local inhabitants and their plight; The mercenaries have created a police state or otherwise taken over the region as warlords; Journalists create a public outcry and complicate the mercenary financing and moral support...



Monster Colony

An infestation of mythos creatures or other supernatural threats, who have concealed themselves from the waking world — such as psionic K'n-yan, savage Tcho-Tcho, subterranean serpent folk, voracious ghouls, or other indescribable things (**Horror**).

Variations: Body Snatchers, Human Puppets, Mi-Go Colony, Ghoul Lair, Sleeping Abnormalities Wake to Resurgent Life, (create your own)...

Complications: One or more members of the local populace are tenuously allied with the creatures; The local populace is in debt to the creatures after making some infernal bargain; The creatures have somehow created human puppets from neighboring humans or replaced any witnesses with perfect copies; The creatures remain completely invisible to the local populace or fabricate an illusion obscuring their true natures; Humans have fashioned a cargo cult around the creatures and their powers; Humans breed with the creatures producing monstrous offspring or occultic bloodlines; Only a few creatures are alive yet they work tirelessly to resurrect or awaken the rest of the colony; Humans are at war with the creatures; Human activity (e.g., war, exploration) inadvertently disturb the colony; Humans have somehow managed to contain the creatures and are now guarding against their escape; Some horrible and perpetual sacrifice is made to maintain the status quo and to appease the overpowering creatures; One or more humans somehow survive in a population totally overtaken by the creatures; The colony is merely a fragment of a far larger empire; The creatures procreate using human genetic material...

Mysterious Event

An unresolved mystery with political implications — a slaughtered military unit, the Tunguska explosion, a cryptic telegraph sent prior to a sudden disappearance, saboteur activity with no suspects, a cargo ship gone missing or its crew vanished, the H.M.S. Terror incident, and so on (**Adventure**).

Variations: Missing Company, Derelict Ship, Science Gone Wrong, Sinister Mystery, Serial Murderer, (create your own)...

Complications: A conspiracy with powerful connections complicates or threatens any investigation; An important person has a stake in the mystery; The mystery carries with it political ramifications; Multiple nations are interested in resolving or obfuscating the mystery; The resolution of the mystery promises great financial reward drawing to it countless amateur investigators and outlandish rumors; One or more witnesses survived the event who are now missing or somehow incapacitated; A celebrity explorer was involved in the event; Evidence of the event is in the hands of a hostile or uncooperative party...

Natural Resources

An area rich in one or more coveted resources — diamonds, gold, coal, oil, and so on — possessing cisterns, derricks, refineries, or other significant infrastructure, or containing a strategically important border (**Adventure**).

Variations: Colonial Operations, De Beers, Mining Complex, Blood Diamonds, Oil Fields, (create your own)...

Complications: A workers' strike threatens security and profits; Internal strife or civil unrest occurs in the site's company town; A local populace is compelled or threatened into indentured servitude or slave labor; Warlords target the site for a violent takeover; The site becomes a hot zone between warring factions (fighting over territorial or sacred rights); Site operations create toxic effects on the local environment or populace; An anarchist group targets the site or its leaders for bombing, violent retribution, or theft; The site's workers mysteriously vanish; A local civil or criminal war causes complications for investors; The resource is controlled by a local plutocratic family; The resource is untapped because it is somehow concealed or protected as a sanctuary...

Perilous Hazard

A natural (and potentially perpetual) event — earthquake or avalanche, sinkhole collapse, coastal erosion or oceanic vortex, sweeping tsunami, volcanic eruption or geothermal activity, inhospitable temperatures, toxic vapor, cyclonic or lightning storm, devastating drought, and so on — threatening the environment and local populace (**Adventure**).

Variations: Volcanic Activity, Earthquake Tremors, Oceanic Vortex, Fire Storm, City Devastation, (create your own)...

Complications: Natural forces make exploitation of a coveted resource or discovery of an ancient ruin difficult; A local populace is displaced to another region causing social unrest; The local populace appeases the gods with sacrifice or ritual (or simply disposes of undesirables using the hazard); The local populace becomes isolated and alienated from the modern world and its customs; A state of emergency makes the area difficult to enter or to navigate; An important person has gone missing in the aftermath of a disaster...

Legendary Locations

Atlantis, Avalon, Aztlán, Camelot, Ciudad de los Cesares, El Dorado, Iram of the Pillars, Kitezh, Lemuria, Lost City of Z, Lyonesse, Mu, Otuken, The Seven Cities of Gold, Shambhala, Vineta, Ys

Private Detectives

Investigators or muscle hired by a patron or working independently to resolve a crime, right an injustice, break a strike or other union plot, track a criminal, and so on (**Adventure**).

Variations: Pinkerton Agents, Strikebreakers, Law Enforcement, (create your own)...

Complications: The detectives are nothing more than deputized outlaws or sociopathic drifters hired as muscle; The detectives are well-funded by an established agency; The detectives are the private enforcers of a powerful patron; The detectives are working incognito and cannot be identified from the criminals or local populace; Anarchists threaten the detectives with retribution or have scattered bombs across their jurisdiction; The detectives are corrupted by bribes or blackmail; The detectives are split into competing factions or companies with complicated alliances; The detectives are singularly focused on a specific gang of outlaws or criminal mastermind; The detectives have turned outlaw or otherwise decided to seize an irresistible criminal opportunity...

Timeline of Forensic Science

1806 German chemist Valentin Ross develops a method for detecting arsenic and investigating poison in a victim's stomach

1816 Clothing and shoes of a farm laborer are examined and found to match evidence of a nearby murder scene (where a young woman was found drowned in a shallow pool)

1827 Belgian statistician Adolphe Quetelet identifies correlations between crime and demographics (e.g., age, gender, education, socioeconomic status)

1836 English chemist James Marsh uses chemical processes to determine arsenic as the cause of death in a murder trial

1854 San Francisco becomes the first city in the United States to use photography for criminal identification

1859 Psychiatrist and criminologist Cesare Lombroso opens the Positivist School of Criminology and proposes psychological and biological links to criminal behavior

1879 French criminologist (and inventor of the mug shot) Alphonse Bertillon develops the anthropometric system — also known as the Bertillon system (a scientific and pseudoscientific system integrating various measurements of physical features and bones and racial stereotyping, and effectively reducing a criminal's information to a set of numbers)

1880 Henry Faulds and William James Herschel publish a paper describing the uniqueness of fingerprints, Francis Galton develops a fingerprinting system (identifying fingerprint patterns: plain arch, tented arch, simple loop, central pocket loop, double loop, lateral pocket loop, plain whorl, and accidental) for use in court

1884 French police used Bertillon's system to help capture 241 repeat offenders

1887 Coroners Act in Britain establishes that coroners are to determine the causes of violent and unnatural deaths, Arthur Conan Doyle publishes *A Study in Scarlet* (the first Sherlock Holmes story) in *Beeton's Christmas Annual of London*, R.W. McClaughry (warden of the Illinois State Penitentiary at Joliet) introduces the Bertillon system in the United States

1888 The Bertillon system is widely used throughout the United States and Europe

1889 Professor of forensic medicine Alexandre Lacassagne is the first to try to match bullets to a gun barrel (based on the number of lands and grooves)

Timeline of Forensic Science (continued)

1892 Argentinean police officer Juan Vucetich creates dactyloscopy (a system of fingerprint identification), Juan Vucetich is the first to use fingerprints as evidence in a murder investigation (positively identifying the criminal in a case where Francisca Rojas killed her two children and then cut her own throat, attempting to put the blame on the outside attacker), Francis Galton publishes *Finger Prints* (one of the first books to provide a scientific basis for matching fingerprints)

1893 Hans Gros publishes *Handbuch für Untersuchungsrichter, Polizeibeamte, Gendarmen* ("Handbook for Magistrates, Police Officials, Military Policemen") and establishes the field of criminalistics

1894 Alfred Dreyfus is convicted of treason based on a mistaken handwriting identification by Bertillon

1901 Karl Landsteiner discovers human blood grouping ABO, Dieter Max Richter adapts Landsteiner's findings to the analysis of bloodstains, Scotland Yard officially adopts the Galton-Henry system of fingerprint identification (which becomes the most widely used fingerprinting method)

1903 Fingerprint identification is determined to be more reliable than the Bertillon system (based on confusion about inmate William West's Bertillon measurements being identical to those of a murderer committed to prison in 1901), New York state prison system employs the first systematic use of fingerprints in the United States for criminal identification

1904 Georg Popp uses geologic evidence in a criminal case for the first time

1909 Rodolphe Archibald Reiss opens first school of forensic science in Switzerland

1910 Victor Balthazard and Marcelle Lambert publish the first study on hair (including microscopic studies from most animals) leading to the first legal case involving hair evidence, Dr. Edmond Locard ("father of crime scene investigation") establishes the first real crime lab in two attic rooms at the police department in Lyon

1913 Victor Balthazard develops methods of matching bullets to guns via photography (realizing that each tool that fabricates a gun barrel leaves a unique mark, and in turn each gun barrel leaves identifying grooves on any bullet fired through it), Hans Gross opens the Institute of Criminalistics, J.J. Thomson builds the first mass spectrometer (known as the hyperbola spectrograph)

1915 Leone Lattes develops the first antibody test for ABO blood groups

Secret Cabal

A group of individuals united by a secret cause, and potentially pulling strings from the shadows (**Adventure**).

Variations: Benevolent Order, Corrupt Town Council, Zealots Ostracized by the Church, Secretive Psychic Research Group, Socialite Dilettante Occultists, Shadowy Conspirators, Searchers After Horror, (create your own)...

Complications: The cabal consists of high ranking members of society; The cabal's members are dangerously ignorant about its true nature or is populated with crazy conspiracy theorists; The cabal is actually benign but nonetheless interferes with the business of another concerned party; The cabal knows everything about everyone and keeps a secured archives of this information; The cabal uses blackmail or murderous threats to achieve its aims; The cabal is desperate to erase all evidence of a past crime; The cabal is guarding a dangerous secret or prisoner; The cabal suspects there is a mole in its ranks and has become extremely paranoid; A plot of the cabal has grown completely out of its control or has attracted the attention of an even more powerful group; The cabal is an underground star chamber of inquisitors...

Sorcerer's Lair

A hidden crypt, ancestral estate, unassuming business, fortified library, labyrinthine catacomb, or other sheltered space built for sorcerous magic, defense against intrusion, and obfuscation from prying eyes (**Horror**).

Variations: Lich Crypt, Unnatural Life, Voivode of Darkness, Stranger in this Century, (create your own)...

Complications: The sorcerer travels from location to location with an entourage of minions; The sorcerer is an esteemed citizen of society with impeccable credentials; The sorcerer's lair includes a sizable infrastructure of support (e.g., front organizations, criminal accessories and consultants, safe houses, a shipping network); A person of authority (or an entire local population) is in secret controlled by the sorcerer; The lair is protected by a secret society or a criminal brotherhood sharing mutual interests; The lair is located inside or underneath an otherwise unassuming location; The crypt (and presumably its lich) is well-guarded with magic or traps or else was long ago plundered by tomb raiders; The lair is populated with unnatural creatures created by the sorcerer's experiments; The lair is a dungeon imprisoning enemies or innocents sentenced to experimentation; The local populace or several of its prominent citizens protect the sorcerer's privacy (as part of some mutually beneficial agreement); The lair's true nature is obscured by serpent folk (or some other form of sorcerous) enchantment...

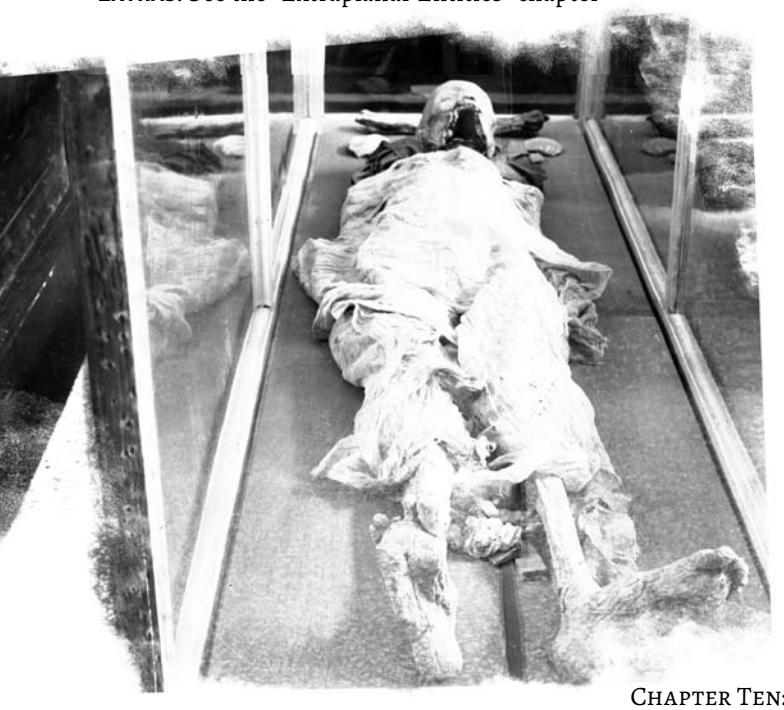
Spectral Forces

Something from the outer dark (e.g., a ghost, a demon, a spirit, an elemental, a god, a complex arrangement of information, an alien intelligence, some other form of supernatural agent, a facet of the caster's own consciousness) breaks through into our universe (**Horror**).

Variations: Monstrosities of the Outer Circle, Horla, Willows, Haunting, Antiquarian Curse, Unnamable Horrors Lurking Between the Spaces, (create your own)...

Complications: The spectral forces possess living hosts as they spread in influence and grow in power; The spectral forces incite primal urges; A cabal has somehow contained a summoned entity and now feed it with periodic sacrifice (to keep its wrath at bay, to obtain its secrets, or to see how it may grow in power); The spectral forces are the result of magic run amok; The spectral forces can be somewhat controlled by an arcane symbol or incantation; An antiquary (or antiquary society) accidentally releases the spectral forces from their prison; The spectral forces may be kept at bay only with a perpetual ritual (e.g., a melody played by a certain intrument, a seemingly random and obsessive activity); The spectral forces are somehow attuned to the repressed impulses of an otherwise innocent party; A curse which draws an entity's wrath can be lifted only by passing the curse to an unsuspecting victim; A spectral entity displays childlike intelligence, but is slowly evolving into something more sinister; Activities of an entity draw members of a psychical society (or similar organization); Extra-dimensional energies caused by the spectral forces irradiate anyone long exposed to them; One or more individuals are somehow attuned to the frequencies emitted by the spectral forces; The spectral forces convey sinister messages about one's past, present or future...

Extras: See the "Extraplanar Entities" chapter



Spy Headquarters

A spy ring operates out of a clandestine headquarters gathering intelligence, stealing assets, or sabotaging its enemies (**Adventure**).

Variations: Spy Ring, Secret Service, Shadowy Conspirators, Espionage, Front Organization, Intelligence Activity Run Amok, Hotbed of Intrigue, (create your own)...

Complications: One or more counterintelligence agencies are also operating in the area; The spy ring suspects there is a mole in its ranks and has become extremely paranoid; The spymaster has created a criminal front and consequently become overly invested in its profits and side benefits or overly friendly with its contacts; One or more attachés are found to be corrupted by bribes and in the secret employ of an enemy state; Contacts for the spy ring are betraying secrets to an enemy; The spymaster plans to betray his country for an irresistible opportunity or for a secret ideological cause; A blackmailer threatens to expose a list of undercover spies; A spy is suspected of being insane or sidelining as a murderous criminal; A list of undercover operatives or a topographic map of strategic locations is stolen; A spy has retired and now controls a significant resource or organization in the area; A spy has retired and sold his knowledge or skills to a third party; The headquarters doubles as a private or public institution (e.g., library, hotel, brewery, Masonic lodge, den of iniquity, saloon, farm, shipping business, news station); The spies are nothing more than criminals (e.g., murderers, torturers, smugglers, thieves, bandits, prostitutes, traffickers, confidence artists) organized into a special task force...

Anti-German Sentiment

Ever since its defeat of France in the Franco-Prussian War and its unification (1871), the German Empire has been a growing, formidable and militaristic threat to Europe and America. Though France has been its historical enemy, Britain now finds Germany to be its modern-day nemesis — even with the bombastic, overreaching and saber-rattling Kaiser Wilhelm II being related by blood to the late Queen Victoria. As Germany expands militarily, its naval buildup threatens Britain's one-time assurance of dominance at sea; its industrial might challenges the largest economies of the world; and its aggressive expansion into the Middle East and North Africa, as well as its newfound alliance with the Ottoman Empire, signal alarms to the rest of Europe (and especially to France and Russia). Rumors of German spies and "invading Huns" trouble imaginations in both Europe and America, stirred to life by spy thrillers (such as Robert Erskine Childers' *The Riddle of the Sands* and William Le Queux's *Spies of the Kaiser*) and provoking widespread, anti-German sentiment in the West.

Super Sargasso

A pocket dimension or alternate reality bleeding into our own, often fog-enshrouded and teeming with mutated or alien life (**Horror**).

Variations: Mist of Shub-Niggurath, Bermuda Triangle, Pocket Dimension, Otherworld Borderland, (create your own)...

Complications: A ship or colony of survivors trapped for years inside the anomaly has fortified itself and created its own hellish society (perhaps for several generations); A fog-enshrouded pocket of atmosphere spills into our world with its multitude of teeming creatures; The anomaly somehow draws people or ships into it with a kind of gravitational pull; Shub-Niggurath creates more anomalies around the world as it grows in influence and power; The anomaly is the product of an advanced alien technology; Within the anomaly the stars are strangely misaligned making navigation (and possibly escape) difficult if not impossible; The anomaly is a higher order architectural structure which may be properly navigated only with the correct map; The anomaly is used by a sorcerer or cabal as a place of exile; The anomaly is a graveyard of ships (ancient and modern)...

Treasure Vault

A well-defended or concealed vault containing great wealth or priceless artifacts (**Adventure**).

Variations: Precious Cargo, Artifact Warehouse, Private Collections, (create your own)...

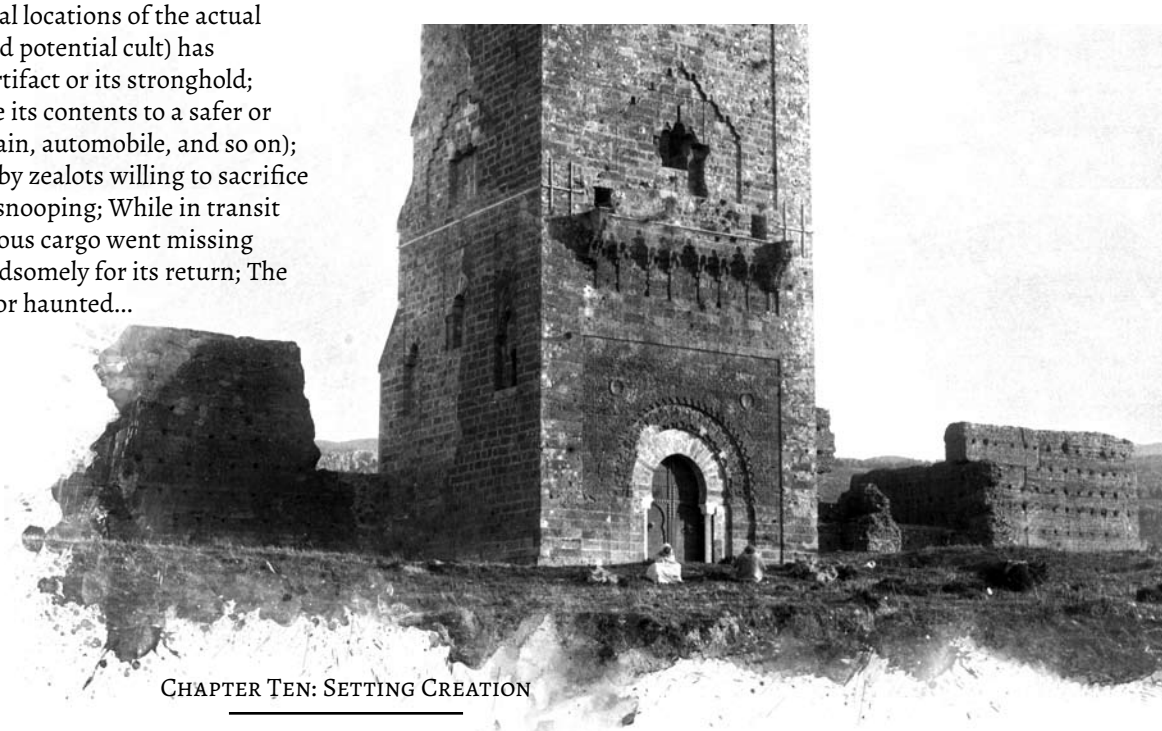
Complications: The vault is heavily fortified and protected by a secret service or royal guard; Someone inside is willing to betray the vault's security for a cut of its profits; The vault is a decoy or one of several potential locations of the actual treasure; A civilization of sorts (and potential cult) has developed around the site of the artifact or its stronghold; The vault's protectors plan to move its contents to a safer or unknown location (via steamer, train, automobile, and so on); The vault's contents are protected by zealots willing to sacrifice themselves to avenge any theft or snooping; While in transit through dangerous terrain a precious cargo went missing and its owner is willing to pay handsomely for its return; The treasure vault is reputedly cursed or haunted...

Unreliable Reality

Reality itself is undermined by some cosmic force or entity — the King in Yellow constructing unrealities, Yog-Sothoth spewing parallel timelines, Yithian travelers tampering with the natural course of history, cabalistic manipulations of consciousness, and so on — indicated by cryptic sigils scrawled in secret places, a night sky of alien astronomy, nonsensical phrases oft repeated as social memes, or relentless memories which cannot be discerned as fantasy or reality (**Horror**).

Variations: King in Yellow Phantasia, Yog-Sothoth Parallel World, Yithian Timeline, Temporal Anomaly, Beyond the Bounds of Infinity, (create your own)...

Complications: A building is constructed in jigsaw patterns containing rooms with no exits; City streets and landmarks are structured in occult patterns with dead ends of abyssal darkness; An artist keeps his "real" art in a secret room beneath a Baroque theater with moist and yellowed walls; A bohemian eccentric in an opiate haze reads subtle yet disturbing patterns of architecture; An informant for a cosmic power operates out of a Byzantine shop of antiquarian goods; A disoriented drifter recovers memories from a parallel reality; A malformed repairer of reputations targets seemingly innocent victims for correction or re-education; A musician with strange music or an artist with strange art disturbs the temporal-spatial geometries in a localized area; An architect possesses maps of cities that never existed in our timeline; Worm things erase any landmarks which trigger proper memories; A pornographer peddles in books of strange landscapes and cannibalistic exploits; A Yithian traveler disguised as a human inventor scours for makeshift parts for an alien device; Members of the aristocracy barter with cosmic powers to keep their memories; Shapeless egregores take fleshy quasi-human forms; Government encourages its citizenry to retire to suicide booths...



War Zone

A hot zone of competing factions and myriad alliances — such as those in North Africa, China, Central Asia, the Philippines, Arabia, Egypt, the Balkans, and elsewhere — teeming with emissaries, mercenaries, spies, smugglers, and other opportunists, and shadowed with intrigues. While not necessarily engaged in outright war, the territory is nonetheless set to ignite (**Adventure**).

Variations: Demilitarized Zone, Territorial Intrigues, Balkanization, (create your own)...

Complications: Perpetual civil unrest or a highly charged event threatens all out war; Language barriers between important persons cause dangerous miscommunication; A crime demands retribution by locals but the criminal is a protected outsider; A front organization (e.g., backwater saloon, foreign hotel, opium den) serves as the headquarters for a helpful smuggler or informant; An influential outsider has been adopted into a native culture and now suffers a conflict of interests; A city or territory is divided into fiefdoms ruled by competing factions; Anarchists or guerillas complicate and threaten foreign operations or investments; The area is so historically balkanized that only a native or expert can thoroughly understand its myriad hostilities and allegiances; Multiethnic or religious differences cannot be resolved (leading to excessive tribalism); A criminal mastermind or shadowy conspirator stokes the fires between factions to further an ideological or economic agenda...

Timeline of War Zones

Great Game (1813-1907), Spanish-American War (1898), Negros Revolution (1898), Second Samoan Civil War (1898-1899), Voulet-Chanoine Mission (1898-1900), Boxer Rebellion (1899-1901), Second Boer War (1899-1902), Thousand Days War (1899-1902), Philippine–American War (1899-1902), Acre War (1899-1903), Ashanti Uprising (1900), Somaliland Campaign (1900-1920), Anglo-Aro War (1901-1902), Holy Man's Rebellion (1901-1936), Bailundo Revolt (1902-1904), Venezuelan Crisis (1902-1903), May Coup in Serbia (1903), Ilinden Uprising (1903), British Expedition to Tibet (1903-1904), Saudi-Rashidi War (1903-1907), Sasun Uprising (1904), Herero Wars (1904-1908), Russo-Japanese War (1904-1905), Macedonian Struggle (1904-1908), Argentine Revolution of 1905, June Days Uprising in Poland (1905), Revolution of 1905, First Moroccan Crisis (1906), Maji Maji Rebellion (1905-1907), Dutch Intervention in Bali (1906), Bambatha Rebellion (1906), Theriso Revolt (1905), Romanian Peasants' Revolt (1907), Honduran-Nicaraguan War (1907), Young Turk Revolution (1908), Dutch Intervention in Bali (1908), Dutch-Venezuelan Crisis of 1908, De Zeven Provinciën Mutiny (1909), Second Melillan Campaign (1909-1910), Ouaddai War (1909-1911), Albanian Revolt of 1910, Revolution in Portugal (1910), Chinese Expedition to Tibet (1910), Sokehs Rebellion (1910-1911), Mexican Revolution (1910-1920), Mexican Border War (1910-1919), Mexican Bandit War (1910-1915), Albanian Revolt of 1911, Second Guangzhou Uprising (1911), Agadir Crisis (1911) Dominican Civil War (1911-1912), French Conquest of Morocco (1911-1912), Turco-Italian War (1911-1912), Chinese Revolution (1911-1912), Sino-Mongolian War (1912-1915), Balkan Wars (1912-1913), Albanian Revolt of 1912, Contestado War (1912-1916), United States Occupation of Nicaragua (1912-1933), Royalist Attack on Chaves (1912), Negro Rebellion (1912), Tikvesh Uprising (1913), Ohrid–Debar Uprising (1913), Zaian War (1914-1921), Great War (1914-1918)

Weird Science

Someone has legitimized questionable and esoteric scientific research with financial backing, personnel, equipment and other needed resources (**Horror**).

Variations: Reanimated Dead, Mad Inventor, Tillinghast Resonator, It Wasn't Quite Fresh Enough, (create your own)...

Complications: Graves are being emptied of their contents at an alarming rate; Corpses from far away are being smuggled into the area; Strange lights and sounds alarm the local populace or inspire the sensationalist newspapers; Body snatchers target the graves of famous individuals; A mysterious infectious outbreak occurs though the local authorities are quick to create a cover story; An explosive blast sears the night sky leveling the local environment; Private investors fund a Tesla tower or other equally strange structure; Half of a corpse is discovered neatly bisected as if by a massive cleaver (and smelling of ozone); Funding for research comes from high ranking members of society or from a wealthy but reclusive family; A scientist goes missing and the laboratory is ransacked; A pedantic bureaucrat entangles a scientific experiment with legal threats or governmental investigation; A powerful industrialist sends leg-breakers to a competing inventor or threatens the competition with a patent lawsuit; A scientist or assistant researcher succumbs to a horrific and mysterious illness; A potentially lucrative formula goes missing and an investigation ensues; Governmental agents or local militia raid a secret laboratory or order multiple exhumations; Mutilated bodies wash up in a remote area; Livestock (or human stock) is discovered partially dissected; Strange odors (e.g., ozone, chlorine, rot) periodically materialize; During an investigation law enforcement discovers an abandoned laboratory filled with strange devices or gruesome specimens; Animal parts stitched to human remains are abandoned in a laboratory or secret location; A demoralized inventor or scientist retreats from the public eye; A Yithian emissary (in human guise) helps a local inventor or several inquisitors target a group for elimination...

News Agencies with War Correspondents

Agence Havas (Paris), Asahi Shimbun (Japan), Associated Press (New York), Berliner Lokal-Anzeiger (Berlin), Berlingske Tidende (Copenhagen), Chicago Daily News, Collier's Weekly: An Illustrated Journal (United States), Corriere della Sera (Milan), Daily Chronicle (London), Daily Mail (London), The Daily Telegraph (London), Frank Leslie's Illustrated Newspaper (United States), Harper's Magazine (United States), Hearst Press (United States), Illustrated London News, The Illustrated War News (London), Jiji Shimpo (Tokyo), Le Journal (Paris), Le Temps (Paris), The Manchester Guardian, The Morning Post (London), The New York Globe, New York Herald, New York Journal, New York Post, The Outlook (New York), Reuter's Telegraph Agency (London), San Francisco Bulletin, San Francisco Examiner, Scribner's Magazine (United States), The Times (London)

Timeline of Science & Invention

1875 William Crookes invents the Crookes tube and studies cathode rays

1876 J. Willard Gibbs introduces chemical thermodynamics and publishes *On the Equilibrium of Heterogeneous Substances* (providing the first unified body of thermodynamic theorems), Pavel Yablochkov invents the Yablochkov candle (first practical carbon arc lamp), Alexander Graham Bell patents the first practical telephone

1877 Ludwig Boltzmann presents a statistical definition of entropy

1879 Thomas Edison and Joseph Wilson Swan patent the carbon-thread incandescent lamp

1880 Pierre and Jacques Curie discover piezoelectricity, Edison produces a 16-watt lightbulb, Fyodor Pirotsky invents and tests the first electric tram line near Saint Petersburg

1881 First electric streetlights appear on major boulevards in Paris, first houses lit by electricity

1882 Dr. Ernst Werner Siemens introduces the "Elektromote" (first trolleybus) in Berlin

1884 First commercial electric streetcars installed in the United States (Cleveland, Ohio)

1885 Carl von Welsbach invents the incandescent gas mantle

1887 Albert A. Michelson and Edward W. Morley experiments discount the concept of the luminiferous aether ("aether wind"), John Boyd Dunlop invents the first practical pneumatic bicycle tire

1888 Friedrich Reinitzer discovers liquid crystals, first model of the Kodak camera appears

1890 Rudolf Diesel invents the diesel engine, electric locomotives first used on the London Underground

1893 Nikola Tesla proposes high frequency and wireless electric lighting and performs public demonstrations (where he lights a Geissler tube wirelessly), GE introduces the first fully enclosed commercial carbon arc lamp

1894 D. McFarlane Moore creates the Moore tube (precursor of electric gas-discharge lamps)

1895 Wilhelm Conrad Röntgen discovers X-rays

Timeline of Science & Invention (continued)

1896 Henri Becquerel discovers radioactivity while working with phosphorescent materials

1897 J.J. Thomson identifies the electron as a particle

1898 Marie Curie discovers polonium and radium and coins the term "radioactivity"

1900 Max Planck introduces Planck's law of black body radiation (a basis for quantum theory), Theodor Kober designs the first Zeppelin, Roberto Landell de Moura transmits the human voice wirelessly (by radio) for the first time

1901 Guglielmo Marconi sends the first radio transmission across the Atlantic Ocean, construction of Nikola Tesla's World-Wide Wireless System (known as Wardenclyffe Tower) begins, Peter Cooper Hewitt demonstrates the mercury-vapor lamp, Hubert Cecil Booth invents the motorized vacuum cleaner

1902 First opera (sung by Enrico Caruso) recorded to phonograph

1903 Aegidius Elling invents the first successful gas turbine, Orville and Wilbur Wright fly the first (manually controlled, fixed wing) motorized aircraft at Kitty Hawk, Captain Levavasseur proposes designs for a military tank, New York Sun reports strange electrical phenomena at Tesla's tower as Wardeclyffe tests begin, Curies win the Nobel Prize for work on radioactivity

1904 John Ambrose Fleming invents the Fleming valve (the first vacuum tube and diode), Tesla's Colorado Springs laboratory demolished and his electrical equipment put in storage after the Colorado Springs power company sues Tesla (for electricity used at the station)

1905 Albert Einsten proposes special relativity in his paper "On the Electrodynamics of Moving Bodies"

1906 Walther Nernst develops the third law of thermodynamics, Wardeclyffe Tower construction ceases after J.P. Morgan withdraws financial support, Nikola Tesla builds the first and only air-friction speedometer

1907 Alfred Bertheim synthesizes arsphenamine (the first modern chemotherapeutic agent and the first effective treatment for syphilis), Paul Cornu performs the first flight of a rotary-wing aircraft, Leo Baekeland invents bakelite (the first fully synthetic plastic)

1908 Jacques E. Brandenberger invents cellophane, first Model T Ford sells, James Murray Spangler invents the first upright vacuum cleaner

1909 Fritz Haber introduces the Haber Process for the industrial production of ammonia, Sahachiro Hata discovers the antisyphilitic properties of arsphenamine, Robert Andrews Millikan conducts the oil drop experiment and determines the elementary charge of an electron, Georges Rignoux and A. Fournier perform the first instantaneous transmission of images (or television broadcast), Louis Blériot flies across the English Channel

1910 Georges Claude demonstrates neon lighting at the Paris Motor Show

1911 Ernest Rutherford discovers the atomic nucleus, Heike Kamerlingh Onnes discovers superconductivity, Charles Thomson Rees Wilson invents the cloud chamber (first particle detector), Günther Burstyn designs the first cross-country military tank with swiveling gun turret (though no prototype is produced)

1912 Alfred Wegener develops the concept of continental drift, Max von Laue observes X-ray diffraction (confirming that X-rays are a form of electromagnetic radiation), Lance de Mole proposes designs to the British War Office for a chain-rail vehicle (military tank), Wardenclyffe Tower equipment repossessed

1913 Henry Moseley justifies the concept of the atomic number, Niels Bohr develops the Bohr model of the atom

1915 Albert Einstein introduces general relativity, Karl Schwarzschild discovers the Schwarzschild radius (leading to the identification of black holes), Ernest Swinton invents the military tank

Raiders & Other Important NPCs

The following roster provides a cast of heroes, antiheroes and villains (along with associated organizations) for a campaign setting. These NPCs were inspired by generous backers of the *Raiders of R'lyeh* Kickstarter campaign (and many of the ideas were suggested by their input).

Aaron Burkett
and the Burkett Detective Agency

Aaron Burkett was born in October 20, 1873 in Black River, in the Piney Woods region of Louisiana.

The Burkett name is ubiquitous throughout the Black River and Piney Woods region as a family of lawmen, with patriarch William Burkett, Sr. — a retired Pinkerton agent — now operating as the county's aging sheriff.

Black River is the region's affluent capitol — a landscape of plantation homes still well tended by both old money families and newly immigrated foreign interests — surrounded by the Black River swamps and colloquial Fingers (a creeping mazelike river system festooned with floating shanty-homes, foreign hovels, and timber cabins). Canaan and Pony are both small off-the-road villages sheltered in the woods, and Flotsam is a "township" owned and run by descendants of the Sevier clan — consisting of a makeshift wharf and stable with attached waystation, watering hole and family graveyard — in actuality more of a homestead overtaken by the elements than a township. Flotsam intercepts small boats and steamers floating in and out of the Fingers, as well as automobiles, mail and cargo ferrying in from across the river (postage is typically stamped with one of the Sevier logotypes, either a whirpool representing the Black River sinkhole, or the diagram of a colonial frigate).

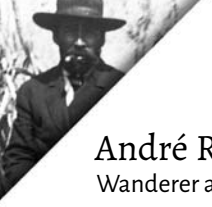
The Sevier clan was once a powerful Southern dynasty before the Civil War, but has since devolved into a littering of bickering families and one surviving scion of the Sevier estate (the notable Black River Plantation). Whispered rumors of its strange history still circulate throughout the region.

Aaron inherited the auspicious Burkett name, the Burketts being — even back in 1873 — a noted family of detectives, lawmen and secret service agents. His father, William Sr., was instrumental in helping the Philadelphia and Reading Railroad and their hired Pinkertons infiltrate the Molly Maguires secret society, leading to the labor organization's eventual demise. His brother, William Jr., a former secret service agent tasked with investigating the McKinley assassination in Buffalo, was a valuable consultant to the resultant forming of the Bureau of Investigation (created on July 26, 1908).

After earning a law degree from Brown University, Burkett decided against a formal practice (and desk job) and instead pursued an opportunity (through a family connection) with the Pinkerton Detective Agency. The questionable career change would soon prove fortuitous. Within a year's time, Burkett was solely responsible for the capture of the anarchist, Gioseffo Mose Stano (aka Joseph Stano, the "Maryland Butcher"), and the recovery of three missings persons — a totally serendipitous event resulting from the investigation into Stano's insurance fraud in Baltimore. The newsworthy capture — along with his family reputation — would gain him a post in the new Bureau of Investigation.

Campaign Leads and Opportunities: After the assassination of President McKinley, the Bureau of Investigation was formed under Attorney General Charles Bonaparte. Operating as more of an experimental task force, it was first used in the investigation of anarchist groups (with cults being an unpublicized subset) and the trafficking of prostitutes and sex slaves — a crime which newspapers and churches sold to the public as "white slavery," and which was targeted by the White Slave Traffic Act — or Mann Act — passed on June 25th, 1910. Burkett is currently investigating the whereabouts of missing persons connected to a Southern "swamp cult" (whose members were captured in the wooded areas south of New Orleans by local police official, John Raymond Legrasse).

Aaron Burkett's current plan is to leverage his notoriety — helped along with his bestselling book, The Joseph Stano Case — and hire his family partners and longtime professional associate Kate Flass, a private detective aiming to compete with "Boston's Sherlock Holmes," Peggy Carpenter — forming the Burkett Detective Agency (which will presumably operate in the U.S., Canada, and Mexico).



André Roy

Wanderer and Adventurer

André Roy was born (October 24th, 1872) in Halifax, Nova Scotia, as the fifth child of a prestigious banking family, and later raised in Montreal. He spent much of his boyhood in Hull, Quebec (where his family held notable timber investments) and Bermuda (where his father represented various Royal Banking interests). It was in Bermuda where he first encountered the word "R'lyeh" (mysteriously scrawled in his father's accounts book) — though it wouldn't be until years later in Afghanistan that the name would rematerialize.

Roy, at an early age, became painfully aware of the social divide in his home country and abroad. Consequently, rather than accepting his inherited post in the family business, he fled Quebec at age 17 to join the Army. During the Second Boer War — as part of the 1st Battalion in the Canadian Mounted Rifles — he impressed his commanding officers with his inborn talents for riding and combat (and with his insubordination under incompetent leadership). After narrowly escaping an improvised guerilla mission (which proved tactically successful while still killing four compatriots and infuriating a humiliated superior), he was faced with a court martial. In the final hour of the trial, his father intervened, gaining Roy an honorable discharge and an exit strategy with the De Beers corporation (just as the rebel Boers were entering into negotiations).

This new company position — headquartered in Pretoria but operating across the Transvaal and into far-flung African tribal territories — initiated Roy into the world of diamond trading (and smuggling). Starting as a mere gun thug and mercenary, within months he came full circle as a right hand to the same banking magnates he attempted to escape when first joining the military. After a two year stint traveling throughout the Middle East and Europe as bodyguard, courier, translator and armed advisor — and witnessing the complete decimation of various tribal peoples — Roy left De Beers in disgust, vowing never again to assist in any oppressive operations (unless he was serving up justice to the imperialists). This vow would prove almost impossible to fulfill, however; Roy's inherited fate seemed inescapable.

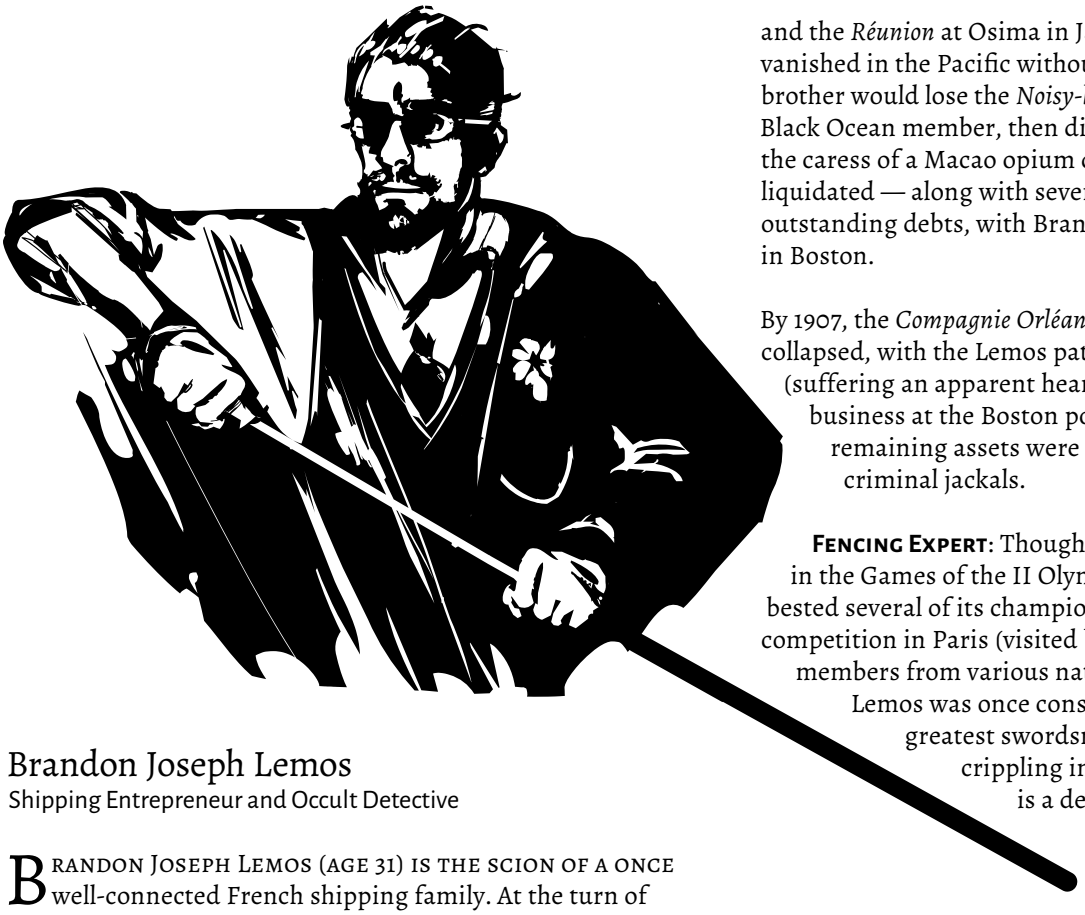
What then followed for Roy was a cacophony of events, one crashing into the other: as a "missionary" in Tibet (acting on orders for the British government); as an "advisor" to the Japanese during the Russo-Japanese War (as a spy for the Secret Service Bureau); and as a guerilla in the Bambatha Uprising (fulfilling a previously owed favor to a South African brother in arms). After this, Roy fell off the British roster for a number of years — though rumors circulated of his exploits in the Dutch intervention in Bali (in 1906), in the Romanian Peasant Revolt (in 1907), in the Persian Civil War (in 1908), and in the Incident at Mount Ararat (in 1909).

Mythos Knowledge: Owing to his extensive military history, Roy has stumbled upon various mythos-related adventures and figures involved in the occult. Rumors claim that Roy may be in possession of one half of a legendary map purportedly written by Alhazred himself, a map pointing to various mythos-related locations around the world (and even to R'lyeh itself). Among Roy's adventures, he discovered and explored Irem of the Pillars, and fought against a band of ghouls (an event which left him with several scars on his face and neck). He is still haunted in dreams by these events.

Uncanny Survival: Roy has an almost preternatural ability to escape certain doom; his body is riddled with scars testifying to this fact. On several occasions he has been left for dead, only to later return as if by miraculous power.

Campaign Leads and Opportunities: Roy finally found his escape in the eternally savage lands of Afghanistan, a place where the empires would never find their footholds. There he now lives inauspiciously as a "Kurdish merchant" seeking a rugged living among its hardened peoples, and inadvertently stumbling into any number of fortune hunting expeditions (one of which being the quest for a "blood-stained idol" hiding clues to famed R'lyeh). Though his Pashto is rough around the edges, he makes due with a menu of languages at his disposal, including: French and English (with complete proficiency); Afrikaans, Dutch, Russian, Kurdish and Farsi (with workable utility); and a collection of African dialects — among a few others.

Some in the upper British echelons believe Roy is still working for the empire, routing out Russian agents — and their minions — in the inhospitable Khyber wilderness.



Brandon Joseph Lemos

Shipping Entrepreneur and Occult Detective

Brandon Joseph Lemos (age 31) is the scion of a once well-connected French shipping family. At the turn of the century, his father co-owned — with a member of French Parliament — the small *Compagnie Orléans de Navigation a Vapeur*, a steamer service operating seven merchant vessels in Havre, Bordeaux, the West Indies, and Central America. The company also picked up contracts with the Algerian Sûreté, and even entered the opium trade — shipping thousands of tons of cargo throughout Southeast Asia over a five year period.

Brandon's mother was of Boston Brahmin stock and a relation of the New England Cabots, as well as a self-proclaimed medium and spiritualist. After suffering for several years, recurring narcotic premonitions about a family curse (involving dealings with strange foreigners with scorpion tattoos), Anna Lemos would eventually succumb to delirium and then death — with her dreams, in time, proving prophetic.

Within three years of Anna's demise, a series of calamitous events would destroy the Lemos fortunes and reputation. First, in 1904, the company partner found himself trapped in a political scandal, the consequent loss of his capital contributions, not to mention his connections, resulting in the Lemos clan desperately accepting a silent (and soon to be revealed criminal) partner into their circle. Then, within days of the scandal, the family solicitor died — of causes unknown.

By 1906, the company had lost five of their seven vessels, each to outrageous circumstances: *La Nouvelle-Orléans* wrecking off the coast of Brazil, the *Avignon* on Lobos Island in Mexico, and the *Réunion* at Osima in Japan. As for the *Wasquehal*: it vanished in the Pacific without even a trace. The oldest Lemos brother would lose the *Noisy-le-Grand* in a poker game to a Black Ocean member, then disappear forever (most likely into the caress of a Macao opium den). *La Garde* was soon after liquidated — along with several family estates — to pay off outstanding debts, with Brandon keeping the *Versaille* docked in Boston.

By 1907, the *Compagnie Orléans de Navigation a Vapeur* collapsed, with the Lemos patriarch following close behind (suffering an apparent heart attack while seeing to business at the Boston port). The family devastated, its remaining assets were efficiently picked clean by criminal jackals.

Fencing Expert: Though he did not officially participate in the Games of the II Olympiad, Lemos purportedly bested several of its champions in an underground fencing competition in Paris (visited by several High Society members from various nations). In the fencing world, Lemos was once considered to be one of the world's greatest swordsmen. Even today, with a crippling injury caused by a street brawl, he is a deadly assassin with a sword.

Shōjirō Minamoto: Shōjirō Minamoto (age 43) is a veteran officer from the Russo-Japanese War and the son of the prominent Minamoto family — a samurai clan who prospered greatly in the Meiji revolution in Japan. The family business today has contacts throughout Asia and the Pacific, with well-established connections to the Kokuryukai ("Black Dragon Society"). Shōjirō is also a close friend, business partner and ally to Lemos, after Lemos rescued Shōjirō in a gang fight in Yokohama. Shōjirō is currently investigating leads to an underworld figure known only as Skull-Face (who has somehow infiltrated the Black Dragon's territory in China's opium market).

Campaign Leads and Opportunities: For three years — and with only a paltry inheritance — Lemos survived on conspiratorial suspicions, investigating the phantoms of his mother's opiate delusions: from a "Temple of Dreams" in the seedy wharves of Limehouse, to a reputed "Black Lotus Society" operating across uncharted islands in the Devil's Sea. While meeting a contact in Yokohama (Shōjirō Minamoto), he killed three pursuers in a brutal street fight — suffering a crippling injury to his left arm in the process. One of the men — not to be the last — was marked by the scorpion. Now, weakened by combat, Lemos has become a recluse in Boston. He is currently searching for any leads to the enigmatic Black Lotus Society and a man (or creature) known in the opium underworld as Skull-Face.

Bret Kramer
and the Wanderer's Club

Bret "Deadman" Kramer — descendant of Heinrich Kramer, the infamous inquisitor and author of the *Malleus Maleficarum* — was only 17 when he joined William Quantrill's Confederate guerilla forces in Missouri. During the American Civil War, Kramer helped intercept mail routes, ambush couriers, attack patrols, and raid supply convoys (among other operations aimed at pro-Union militias, Jayhawkers and sympathizers). He earned his "Deadman" moniker after escaping several musket shots at close range — an event he today attributes to the grace of God.

In the aftermath of the war, the American South was a devastated ruin invaded by opportunists. It was a period of great confusion, during which time people, property and evidence could easily disappear without question. For the penniless and disaffected veterans like Kramer, it was a period of drifting from job to job and from town to town. In the decades following 1865, thousands of Union and Confederate veterans lived off the land as tramps, made informal brotherhoods, and developed their own ciphers of communication (the codes of which Kramer quickly became proficient).

It was during this desperate era of Reconstruction that Kramer was recruited into a small "task force" by clandestine members of the secret society Knights of the Golden Circle. The guerrillas were commissioned to: harass and sabotage federal operations; recover confiscated Confederate money from various federal banks; protect Southern civilians against pillaging; gather intelligence in support of the Southern cause; and, later, pursue a discovered trail of Confederate gold that went missing after the 1862 siege of New Orleans. At the time, Kramer was much obliged to join this wild bunch of raiders known as "The Harriers."

While on a mission to recover the missing Confederate gold, Kramer's life was forever changed. Not much is said by him about the Ouachita Mountain stronghold and its New Orleans contraband — though he does mention that more than gold was found there (including three coffins housing "things inhuman"). Years of followup investigations would uncover several uncomfortable theories, the journals and evidence of which are today protected in Richmond, Virginia.

The encounter in the Ouachita Mountains, and the conspiracy it suggested, would in time inspire a new organization. The secretive Wanderer's Club was formed — first as a loose affiliation of dispossessed veterans forged around the shared need for mutual aid, and much later as a rumored confederacy of learned men headquartered at Richmond College in Virginia.

Today, the roster of the Wanderer's Club is a matter of conjecture, though it is reputed as being "composed of the drift of the world, travelers, eccentrics, and all manner of men whose paths lie outside the beaten tracks of life."

Judge Scrivener: Over time, several hardworking Wanderers would infiltrate high positions in academia and even in public office — an example of such a Wanderer being law professor emeritus at Richmond College (and retired investigator of the occult) Judge Constantine Sergeant Scrivener. Today, at age 86, much of the Judge's work is accomplished from a desk — as a secret financier of the Club — with Bret Kramer still active in the field — as both an investigator and a Head of Acquisitions at Scrivener's privately funded Richmond Antiquarian Society (also known informally as the "Scrivener Society").

Campaign Leads and Opportunities: Off the books, the Wanderers pursue leads connected to the Occurrence at Ouachita Mountain — and by association, to the mysteries in New Orleans predating its 1862 Union siege. These include: the transport (both to Ouachita and to other unknown locations) of the Confederacy's gold and other holdings; the liquidation, smuggling, and disappearance of the city's occult contraband; the current whereabouts of New Orlean's secret societies (and purported cults) after scattering or escaping to Mexico, to the Caribbean, to Brazil, to Europe, or into the Contintental United States; and, the relationship of the pro-slavery secret society, Knights of the Golden Circle, to an older occult conspiracy dating back to Elizabethan England.

Of special interest to the Wanderers is the legendary — some say fictitious — Illuminati-like Order of Kallipolis, whose elusive members were alleged to be the true puppeteers of the more renowned Knights of the Golden Circle. While the prewar-era Knights of the Golden Circle plotted a vast American slave empire reaching across the Caribbean and into Central America, the rumored Order of Kallipolis wielded the more public Knights as a surgical tool against America — hoping to divide and conquer the nation. The Order's members and financiers are a mystery, though banking families in Europe were at first suspected — until the Wanderers uncovered a cache of strange gold ingots of mysterious origins, suggesting a more insidious source.

Though Kramer has his doubts, the Judge suspects the Order is still active — perhaps operating under various aliases and infiltrating a number of Masonic lodges, universities, or governmental offices.

Even at age 65, Kramer is enthusiastically engaged with Club investigations. However, as the original society members are close to retirement, he seeks younger candidates to renew its numbers and continue its mission.

At present, a contingent within the government is investigating the Wanderer's Club, conflating the Club's interests with those of the Knights of the Golden Circle. Several government spies — believing the Club's members are in actuality plotting a second rebellion against the federal government — have infiltrated Richmond College and are gathering (or falsifying) evidence in support of their eventual prosecution.

Christian Lehmann

Spymaster and Proprietor of the Baron Hotel

Christian Lehmann was born in April of 1865 in the Mitidja Plain of Algeria. His parents were Franco-German civil administrators, having invested heavily in the colony in the wake of the Algerian invasion of 1830. Lehmann would later recall the adventure of his family business as one of "festive indulgences and diplomatic privileges." It was during this time that he met his future wife, Elixa Ibarra, a French-Basque exile from Alsace-Lorraine, dabbling theosophist, rumored clairvoyant — and family friend to the Kaiser through her occultist connections in Berlin.

After a brief stint in the French military serving in the First Franco-Dahomean War (the record of which was later thoroughly expunged), Lehmann pursued an education at Berlin's Frederick William University (pursuing an interest in Natural History as a cover), where he and his wife were both ostensibly recruited by the German Army's Abteilung IIIb.

Spy Network and Safe House: Tasked with gathering information for German Intelligence in Morocco, the Lehmanns developed a spy ring operating out of their Baron's Hotel — the Lehmann family's opulent garden resort located just outside the Kasbah in Marrakesh. There they masquerade as socialite occultists hosting a secret "theosophist" society of French elites, trafficking in smuggled "occult" wares of the dilettante crowd, sheltering diplomats and celebrities, and operating as go-betweens for Abteilung IIIb.

Double Agent: However, in actuality, the Lehmann's are counter-espionage agents working for the French Deuxième Bureau, reporting secrets to their spymasters and undermining any German interests in Marrakesh.

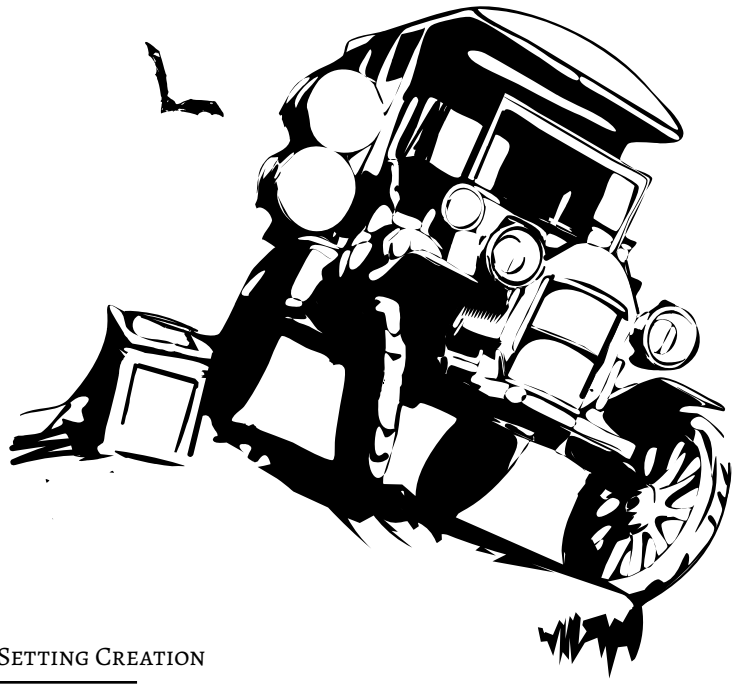
Spymaster: Lehmann is a spymaster with many French, German, Moroccan, and other foreign assets on his payroll. Two members in his secret society are in actuality French Ministry assets — who are also responsible for security at the hotel.

Krikor Petrosyan: Lehmann's right hand and bar manager is Krikor Petrosyan, an Armenian brute with a hatred for the Turks and a proficiency with both a garrote and a Luger pistol.

Campaign Leads and Opportunities: By 1910 Morocco's cities are twisting mazes of anarchy and intrigues, fueled by tribal rebellions, territorial scheming, and French and German interventions. France has mobilized its colonial troops in Oujda and Casablanca (and is plotting the seizure of Marrakesh), and consequently encounters resistance from Ahmed al-Hiba — known as the Blue Sultan, and pretender to the sultanate of Morocco — arriving from the Sahara and accompanied by his nomadic Reguibat tribal warriors. Imperial Germany and Ottoman Turkey, in turn, are attempting to cultivate alliances with several anti-French noble families, and hoping to leverage these alliances to resist the French takeover and impose a German protectorate in Marrakesh and across southern Morocco. Consequently, the city is teeming with Franco-German expatriates and spies, and Berber, Ottoman and Arab insurrectionists.

The Baron Hotel is a three story expanse of gardens and luxury rooms (30 in total), a posh lounge with nightly music, and a wood-paneled basement speakeasy for elite guests and "theosophist" members. Behind a liquor cabinet in the speakeasy's bar is a small armory with a collection of rifles, one heavy Hotchkiss machine gun, and three medium Hotchkiss M1909s. Within the armory is a walk-in safe containing a small treasury, including the secured holdings of various assets operating in Marrakesh, and several occult items recovered from the city's black market.

Inhuman Bloodline: Unbeknownst to Christian, his wife Elixa — who descends from a strange abominable "bloodline from the hills" predating even the Basque peoples — has recently been bewitched by an actual mythos power. Though her countenance appears human, something is slowly changing within, her clairvoyance provoking an unnatural obsession with the Great Old Ones.



Dominik Kolodzie

Criminal Mastermind

Doctor D.T. Kolodzie (born Kolodziej) — a man of noble heritage reputedly descended from Charles de Batz de Castelmore d'Artagnan — was born and privately tutored in Alsace. As a young graduate student at the University of Oxford, he wrote a revolutionary treatise upon the "Dynamics and Statics of Society," which earned him a reputation as the "Modern Descartes" and an honorary chair position at one of the smaller universities in England.

Despite the promise of an auspicious career, Kolodzie also possessed a streak of criminality and a fascination with the occult — qualities which were only emboldened by his academic genius and family connections. Rumors of conspiratorial intrigue followed him in his university town. After being implicated — along with the Ashmolean Museum in Oxford — in a foreign scandal involving smuggled relics at Knossos (and the inadvertent destruction of an advanced Cretian ruin), his bright light was somewhat dimmed — though not yet extinguished.

However, his opponents would eventually succeed in his removal as chair with the orchestrated accusation that he was a German spy. Although the accusation proved insubstantial (in truth Kolodzie harbored a fanatical hatred for the Germans, the cause of which originated in a family legacy linking back to the Franco-Prussian War) it was nonetheless damaging enough to raise eyebrows in Scotland Yard, compelling Kolodzie to resign his chair and to occupy a fortuitous opening at Harvard.

Once in New England, Kolodzie quickly entrenched himself in the establishment, using his academic credentials and noble lineage as fronts for his more diabolical pursuits — which involved the exhumation and transportation of bodies (and other relics) in both New England and as far away as the Middle East. Within a few years, he raised his academic reputation at Harvard while simultaneously growing a criminal web involving both naive academics and opportunistic smugglers.

Servant of Nyarlathotep: To his patrons — including the old money Waites and other prominent shareholders in the Arkham Commission for Antiquities — Kolodzie is a mere middleman, a broker of the macabre. However, even this face is a front for his more sinister apprenticeship to Nyarlathotep — who in his youth revealed to Kolodzie the prophetic markers of a New World Order, and the fortune and power awaiting him as an aristocratic lord in its glorious birth. Under the guidance of his dark eidolon, Kolodzie by 1910 has become one of the largest importers of occult objects into New England — with connections across Europe and the Middle East — and fashions himself in his imagination as a daring adventurer, a kind of reincarnated D'Artagnan.

At 5'7, 145 pounds, with a clever and amiable disposition, Kolodzie presents himself as a likable, humorous and unassuming gentleman. He speaks — fluently with perfect accent — German, English, and French, and excels at Greek and Latin. He is also a formidable fencer, rumored to have bested France's champion at the 1900 World's Fair in a private foil exhibition (though refusing to compete officially in such a bourgeois event).

His ornate, Craftsman office at Harvard is a museum of achievements, presenting artifacts acquired in his days with the Ashmolean Museum, curiosity cabinets housing treasures from every continent, rare books of inestimable value, and swords of various shapes and cultures (all of which he knows how to use with at least a minimum of proficiency if not outright precision).

Other centers of his operation include Little Oakley (a private island and colonial estate in East Arkham), the Château d'Artagnan (a reputed ancestral ruin in Alsace nominally under the dominion of Imperial Germany), and the Blue Lantern (a business front in Limehouse managed by the Chinese-Russian mistress of a Captain Seavey, Kolodzie's most trusted lieutenant) — though there are surely others. To this day, only the most brilliant of detectives have any suspicion of the professor's true enterprise much less the reach of its tentacles.

Kolodzie carefully hides his sociopathy under a persona of civilized breeding and bohemian affability. His greatest talent is using this charismatic mask to puppeteer servants — most of them unaware of their employer's true motives — to carry out his darker ambitions and to accept justice in his stead should his plans be intercepted by authorities.

Captain Seavey: Kolodzie's most trusted lieutenant goes by Captain Seavey (or simply, "The Captain"), a naval veteran of the Civil War and one time U.S. marshal turned smuggler. Seavey and his men, under cover of Kolodzie's "Oyster Imports," run a legitimate shipping operation in the northeastern United States — but enjoy second incomes as pirates: grounding cargo ships into rocks and stealing their cargoes; transporting women in the illegal prostitution trade; and hauling strange contraband from foreign lands (for Kolodzie exclusively). Seavey's ship, the S.S. Nadezhda, has also on occasion been employed by mafia, a connection which has proven advantageous to Kolodzie from time to time.

Campaign Leads and Opportunities: Kolodzie may serve as a smuggling node for a larger conspiracy, such as one temporarily working for the Glove, or one directly involving a cabal of Nyarlathotep worshipers working to summon the Ancient One to our world.

George Rothrock
Gentleman Thief

George Rothrock is not the real name of the man who uses it, for he understands that true names possess power. His various histories — like his aliases — are his inventions; only he can say which are truth and which are fiction. The following are mere rumors that vaguely outline a portrait.

Among his numerous aliases, the following are commonly encountered: George Jean Boileau, George Edward Forbes, James Jean von Rothschild, and Eduardo de Valfierno (also known as "The Marquis") — though Eduardo de Valfierno may very well be a separate, enigmatic individual.

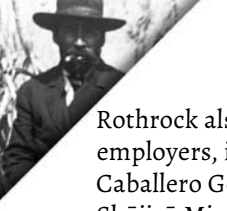
Based on the most tenuous of evidence collected during questioning, French detectives believe Rothrock (as George Jean Boileau) to be in actuality a British citizen — the son of a Scottish factory worker and a Portuguese prostitute.

Allegedly born in 1879, Rothrock escaped his "working-class" family at the age of 11 to become a sailor's apprentice. After a harrowing voyage across the Pacific, visiting China, Southeast Asia, and Australia, he deserted the crew. Later in life he would describe the world he experienced in these travels as a "bloody cruel scramble for self-preservation."

By the age of 21, Rothrock had honed his skills as a master impostor and a student of aristocratic habits. Masquerading as an illegitimate (but funded) heir of the Rothschild dynasty, Rothrock forged a deed to a London property worth nearly half a million dollars — then expertly liquidated it.

After escaping authorities in London, Rothrock — with his newfound wealth — made his way to the United States, where he infiltrated the Boston aristocracy as a wayward Rothschild, financier and art collector. Once realizing the potential market in New England for esoteric manuscripts and other objet d'art, he persuaded the rich and powerful to invest in his schemes. Soon, he would be traveling around the world in search of rare artifacts, in the lavish employ of wealthy American collectors.

In Kwangchow, Rothrock established a small black market enterprise using as an alias American George Edward Forbes (of the Bostonian Forbes) and operating out of the Thirteen Factories. Using twelve local accomplices, affectionately known as his Hog Lane Gang, Rothrock acquired numerous rare finds for his benefactors back in Boston. The most prestigious of the collection were the ancient occult texts known as the *Wusheng Laomu Jinian* ("Annals of the Ancient Unborn Eternal Mother") — the extrication of which brought unwanted attention to his lucrative operation.



Rothrock also periodically contracts out to other employers, including the real Marquis (see "Michael Caballero Gentleman Thief and Criminal Mastermind"), Shōjirō Minamoto (see "Brandon Joseph Lemos Shipping Entrepreneur and Occult Detective"), and even Sidney Reilly (of Britain's Secret Service Bureau).

Campaign Leads and Opportunities: In 1906, Rothrock inadvertently crossed paths with a major cult of Cthulhu operating in Boston (with connections in Kwangchow, and to a Chinese triad working secretly for the deathless cults of Leng). He now works, somewhat reluctantly, for members of this conspiratorial group which is well-established in the Boston and Kwangchow undergrounds — and he is somewhat educated as to their beliefs (about an End Times event involving Cthulhu and the other Ancient Ones). To Rothrock, these cults are rich though fanatical benefactors, though he is lately fearing that his life may be in danger once he serves his purposes to the organization.

Jorge Alejandro Vega

and Sangre Sagrada

The true history of the criminal cult known as Sangre Sagrada ("Sacred Blood") — and its elusive leader, Jorge Alejandro Vega — is occluded by rumor and superstition. Based on conjecture, Vega was born — sometime between 1880 and 1885 — in Morelos, Mexico to a wealthy hacendado family.

The Vega hacienda — as the legend recounts — expanded its plantation and mercantile operations rapidly under the imperialistic leniency of President Porfirio Díaz, subsuming neighboring businesses and subjugating the village locals under draconian rule. After falsifying land deeds and razing the township for railroad development, the Vega dynasty suffered a torturous and bloody retribution. Though an offshoot of the rebel Gorras Blancas was accused locally for the massacre of the wealthy Vega landowners — 23 in total murdered, including 3 loyal servants — Díaz loyalists in Mexico City blamed native vengeance. Justice against the peasantry was swift and brutal.

Folklore in Morelos suggests a different motive for the revolt, one involving the Vega family matron, Ivana — an alleged witch of criollo ancestry — and her heretical proclivities. The hacienda ruins in Madrina del Valle remain unvisited to this day, enshrouded in overgrowth and haunted by rumors. Descendants of Morelos whisper of El Ahijado del Valle ("The Godson of the Valley"), the child Jorge Alejandro who escaped his family's fate and now stalks the land, forever seeking gruesome revenge and fulfilling his mother's monstrous obsessions.

Years later, Sangre Sagrada emerged in the chaos of the Revolution; or, perhaps, it was eternally present — incubating in the blood-soaked soil of Mexico City's history and infesting its corridors as inevitably as weeds. No one knows when the small makeshift shrines — with their gilded crucifixes flanked by clay corpse-like statues of El Padrino and his escort La Madrina — started appearing on street corners or among the crowded tianguis. As quickly as they are destroyed, new effigies seem to materialize.

Adherents of the sect — criminals, smugglers, occultists, prostitutes, and, clandestinely, key figures in Mexico's leadership — all know about San Cipriano di Antiochia y Guardián de la Sagrada Fe ("Saint Cyprian of Antioch and Keeper of the Sacred Faith"). The mendicant style structure is a compromised Catholic church located at Sor Juana de la Cruz Street 16 in the Copal barrio — a labyrinthine criminal marketplace in Mexico City predating the Spanish conquest. The conquering Spanish constructed San Cipriano atop an Aztec temple once devoted to Mictlantecuhtli and Mictecacihuatl (married gods of the underworld). Cultist excavations in the church cellars have unearthed several twisting chambers and *tzompantli* ("human and horse skull racks") attributed to their worship. While the San Cipriano chapel serves a thinly populated Sunday service as a pretense (using a defrocked clergyman as its bribed official), its actual criminal affairs transpire in these torchlit catacombs.

Copal itself is perhaps the oldest of the barrios in Mexico City, called locally El Baluarte ("The Stronghold") and known for its steep and narrow tenements, colorful and smoke-filled tianguis, and disorienting alleyways and corridors. It was a violent criminal and mercantile center under the rulership of the Aztecs, and has only grown more fortified in its present state. Vega has spies and thugs everywhere.

Vega operates his cult from this base in Copal, promising his adherents magical protections and prophetic visions. It was during his black pilgrimage to Mexico's forgotten corners, long after the destruction of his ancestral home, that he bargained with higher powers for this secret knowledge. In his communion with the gods, he was promised an eventual rebirth of the Mexico of old — with himself seated at the apex of its greatest temple. The gods led Vega to San Cipriano, and planted in him a mission to renew an Aztec kingdom devoted to Huitzilopochtli — the "All-in-One" — and the other Ancient Ones.

Criminal Network: Vega's operation services criminals of all types — but especially key officials in government secretly opposed to a modernized and democratized Mexico. He has allies in both the office of President Porfirio Díaz and the inner circle of Francisco Madero. His most devoted spy is Mäda Protz Schenk-Schreier, an upper class German-Mexican intimately close to Madero's family, and with ties to Madero's occult advisor Heinrich Arnold Krumm-Heller. Mäda's public identity is that of the bohemian heir to the German Schreier's global holdings (including their Yucatán Xaltocan Brewery).

Her private and zealous loyalty, however, is to Vega and his seductive promise of divine power.

On the surface, Vega brokers information gathered by his network of spies, prostitutes and criminals, using blackmail and extortion as a secondary source of revenue. Sangre Sagrada is used largely to recruit the lost, the disaffected, and the victims of Revolution as informants and enforcers. He also collects tributes from drug traffickers (moving cannabis, opium, hashish, laudanum, and whatever contraband can be obtained and sold in the city), from a neighborhood brothel, and from other approved criminal enterprises operating in his barrio.

Cult of Yog-Sothoth: The tertiary business he keeps secret from all but his most protected clients, however, is human trafficking — with an emphasis on making specific individuals disappear forever. Only Mäda, a few key lieutenants, and a collection of well-paying spectators know the fates of the unfortunate victims sent to Vega for disposal. Vega tortures and sacrifices these individuals to Huitzilopochtli, supposedly drawing occult power and knowledge from their pain. In the last few years, he has moved this disposal operation from his hideout in Copal to a hacienda and silver mine in the Mexican Sierras, where he and his inner circle have consecrated the estate for the worship of their dark lords.

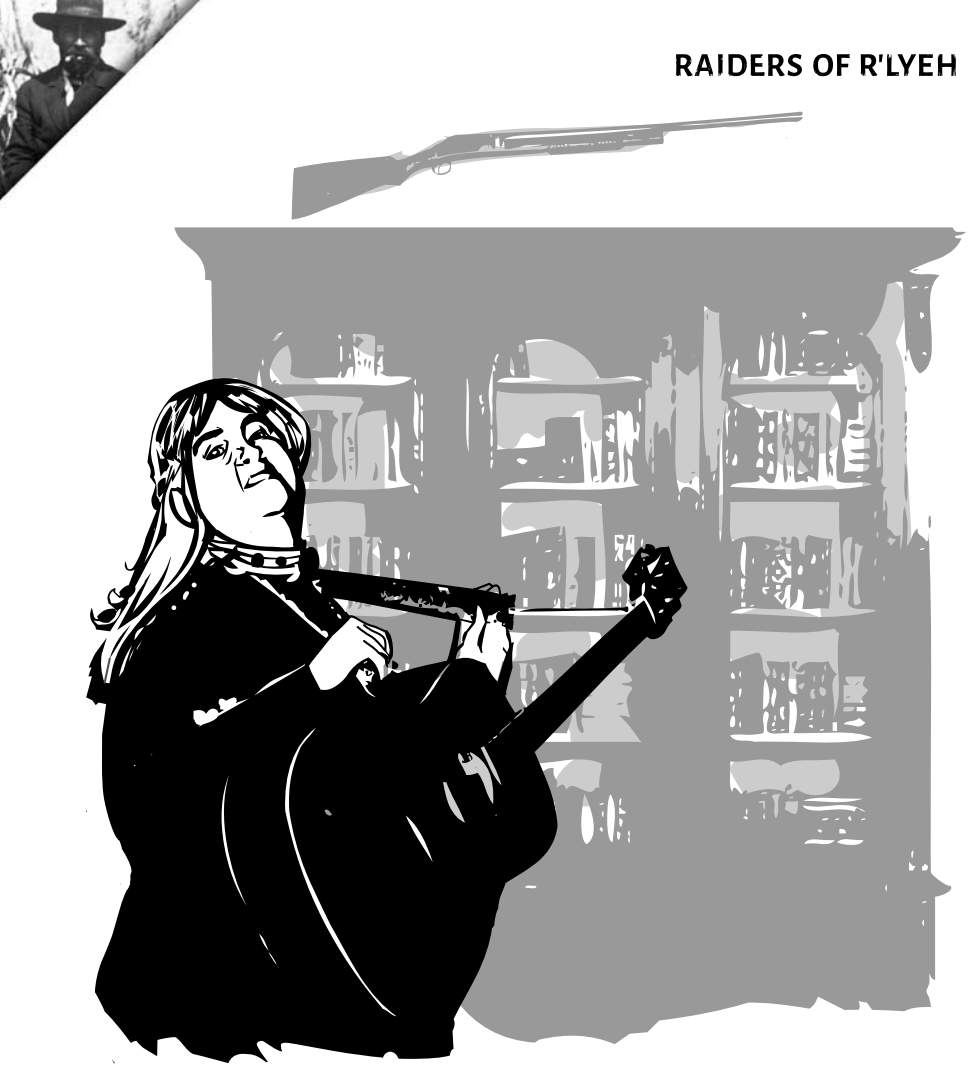
Campaign Leads and Opportunities: Unbeknownst to Mäda, Vega is scouring Mexico's occult underworld for a rumored resurrection formula (allegedly capable of bringing back his mother, Ivana, from the dead). If he can find the reputed spell, he will use Mäda's physical body as a host for Ivana's rescued spirit. He has already found several pages of an Aztec Codex that he believes contains information vital to the task. Vega is currently looking for an expert in Nahuatl to decode its secrets

Lynn "Maddie" Maudlin
and Madame Magdalen, Ltd.

Born in 1859 (in Chicago), Lynn Maudlin was a musician and Bohemian in her youth, traveling throughout America and Europe, meeting fellow eccentrics, and reading fortunes as "Madam Magdalen." She made numerous alliances during these travels, including one with fellow mysticist Edgar Cayce, and another with William James — through whom she would later meet and befriend Henry James (author of Turn of the Screw), writer and designer Edith Wharton, and Theodore Roosevelt (a former student of James'), among others.

Her associations with several psychic research groups — such as Cayce's Association of National Investigators in Hopkinsville, Kentucky, and the American Society for Psychical Research in Boston, Massachusetts — would only widen her social network in America and abroad. By 1910, she could include in her résumé such clientele as Woodrow Wilson, Thomas Edison and even Calamity Jane (now deceased). She was also acquainted with the late Moses Polock (renowned antiquarian and rare book dealer); the friendship would eventually inspire Lynn's interest in the rare books trade.

By 1901 — after acquiring a rare books collection through a private family trust, and using seed capital from her literary friends — Maudlin established Mme. Magdalen, Ltd. Headquartered in a back shop and basement at 1312 Chaffee Avenue in Cambridge, Massachusetts, the independently owned dealer has now become one of the most prestigious rare antiquarian booksellers in the United States — and perhaps in Britain as well.



Maudlin's largest competitors in the rare books trade — Abraham Simon Wolf Rosenbach (the nephew of Moses Polock), located in Philadelphia, and Gabriel Wells, located in New York City — are both resourceful rivals. However, Maudlin successfully monopolizes the Bible and occult text markets, by leveraging her specialized network of associates — often to the frustrations of Rosenbach and Wells.

By 1910, she claims Julius Rosenwald (of Sears, Roebuck and Company), J.P. Morgan, and Harry Elkins Widener (whose name will later be memorialized in the Widener Library at Harvard), as former or current clients. Various trusts at Harvard and Miskatonic Universities, and numerous other undisclosed patrons, also employ her services. Additionally, Maudlin periodically provides pro bono work for the Pinkerton National Detective Agency — for which she is fed inside information about black market and other criminal dealings — as well as for the church — through which a multitude of sordid but useful rumors flow.

Jack Bronsky: Maudlin keeps on retainer a personal bodyguard and driver (a 32-year old ex-fighter and criminal enforcer named Jack Bronsky, now a personal friend and confidante), and several investigators (one of whom is an ex-Pinkerton) who acquire these rare manuscripts — some even scouring the globe — for her high profile benefactors.

Shadow Out of Time: Maudlin is still sorting out what happened to her when she was eight years old, during a three month period she cannot remember; unbeknown to her, she was abducted by the Yith (for some unfathomable reason), transported psychically across time and space to an alien outpost, and granted privileged access to their academic quarters. She also met other abducted victims during her incarceration, including a King of Norway from 990 AD, book collector Harry Elkins Widener from 1912 AD (who himself would be returned to his body on the morning of April 12th, on the RMS Titanic, only to drown within hours of its sinking), and a fantasist from 2000 AD. After the ordeal of being trapped — as a mental essence — in the alien Yithian body — she was eventually returned to her own human form (existing in 1867). Though the Yith removed her memories of the experience, a piece of her host's consciousness remained lodged in her psyche (appearing as a periodic, hypnagogic suggestion of angelic visitation). After returning to her own body, and with some rehabilitation — learning to speak again — she then lived a reasonably normal life (but one still haunted by dreams of her lost time). The experience left in her both a Psychic Sensitivity and a Mythos Intuition, which she presumably puts to use in the resolutions of her particular business interests. These "abilities" are also problematic, causing an abnormal obsession with conspiracies, puzzles and book (especially esoteric) hoarding.

Bibliomaniac's Collection: Maudlin's "other" private collection exists in a secret, windowless and locked room beneath her shop, a dungeon of sorts with ceiling-high, maze-like shelves and an office (storing a wine rack on one wall and a wood-burning stove in the corner). The entrance to the downstairs is through a vault door, hidden behind a trick bookshelf. This area, and its contents — as well as any information about the mythos or contact information for the "real" book trade — are available only to allies and other important clients.

Campaign Leads and Opportunities: For her special clients, Maudlin's sideline — a natural outgrowth of her business — is secrets. Unlike most booksellers, she knows several rumors about the origination of *Al Azif*, and can pass on several leads to foreign contacts — in places such as Aleppo, Sanaá, Damascus, and elsewhere. As an adversary, she may offer a red herring, or — as a last resort — call in a favor from one of her clients or contacts (e.g., the Widener Estate, Kolodzie, the Burkett Detective Agency, the Pinkertons, Boston's Sherlock Holmes).

Mark Tresidder
Academic Adventurer

Tresidder was born in Syria in 1876 as the only son of renowned American archaeologist Abraham Tresidder. Initially following his father's passion for archaeological fieldwork, Tresidder would eventually earn dual undergraduate degrees in Linguistics and Egyptology from the University in Berlin (the first American to do so). In 1901, as an assistant professor under Dr. D.T. Kolodzie (professor emeritus at Harvard and collector for the Arkham Commission for Antiquities), he entered his first fieldwork in Egypt.

Tresidder's "academic" charter consisted of scouring the Middle East for lost treasures, establishing lifelong connections with antiquities dealers (both reputable and duplicitous), and networking with key British personnel in the region (including Lord Carnarvorn, archaeologists Gertrude Bell and Howard Carter, and Egyptologist E.A. Wallis Budge). In short time, Kolodzie would finagle for Tresidder an associate professorship in the History Department at Harvard, a perpetually neglected post that is, to this day, interminably filled by graduate instructors. However, the academic credential has proven itself a legitimizing cover for Tresidder and his mercenary pursuits.

With Kolodzie's resources and contacts, Tresidder forged important alliances with Egyptian authorities in charge of customs and antiquities (such as Gaston Maspero, the French director of the Cairo Museum and of the Egyptian Ministry's Department of Antiquities). Maspero controls which antiquities leave Egypt and which his agents intercept and transport to his Cairo facilities. While the director has cooperated as a pragmatic concession with some illicit operations in his territory, he has also been known to detain the innumerable antiquarians, occultists, archaeologists and field agents roaming the country, and even to torture rank and file thieves — especially those lacking academic credentials — in the interests of Egyptian preservation.

Tresidder's ever-changing relationship with Maspero is tenuously determined by whatever mutually beneficial arrangement they currently share. In private, without his public face of French civility, Maspero considers Tresidder "a reckless philistine of thieving and lawlessness, an embarrassment to academia, and a savage better suited for survival on Devil's Island than for scholarship at Harvard University!" However, much of what Tresidder smuggles out of the country is beyond even the privileged authority of Maspero — requiring more dangerous alliances arranged by Kolodzie.

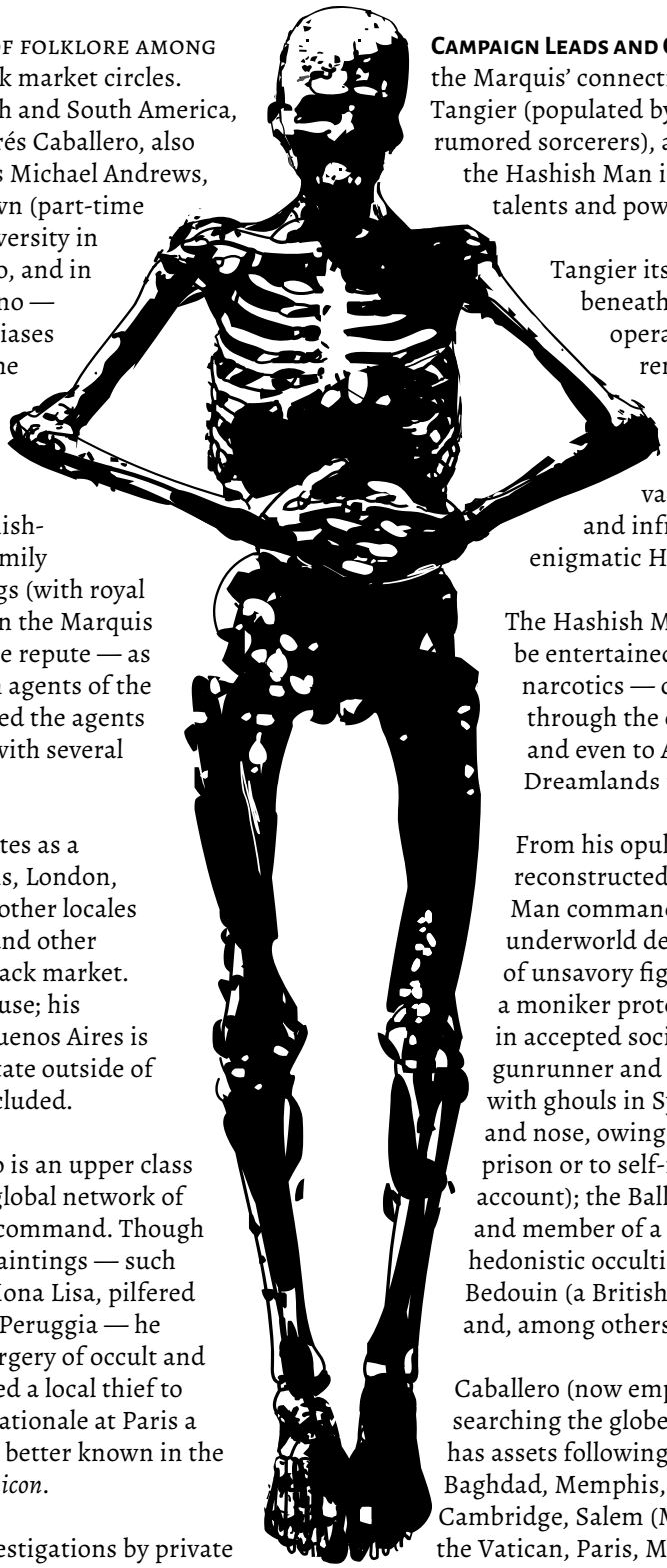
Campaign Leads and Opportunities: Kolodzie has tasked Tresidder with finding the sarcophagus of fabled Nitocris, Queen of Enemies and last pharaoh of the Sixth Dynasty of Egypt. Kolodzie's discreet clients insist the pharaoh existed — despite current beliefs in academia — and covet her remains for whatever ancient secrets they preserve.

In the *Histories of Herodotus*, Nitocris was a vengeful and cunning queen. She accomplished the efficient massacre of her conspirators by inviting them all to an evening banquet and then drowning them — using an elaborately constructed death chamber connected via secret tunnels to the Nile. According to a bloodied extract from *Al Azif* — recovered from Tresidder's contact at The Egyptian Hotel in Cairo — Nitocris was additionally responsible for resurrecting a long-abandoned cult of Nephren-Ka, the Black Pharaoh. During her reign, she financed the construction of lightless temples throughout her empire devoted to his monstrous worship. The most fortunate of the slaves working on these necropolises were eventually drowned. Allegedly, a sealed remnant of her ghoulish cult remains beneath the Sphinx of Giza. Within its sepulchral chambers, it is rumored, her high-priest-consorts agonize endlessly in their torments of undeath — kissed each with the Mad Sleep of Ghatanothoa.

Tresidder's relationship with his archaeologist father has been strained — to say the least — by this unconventional arrangement. Abraham Tresidder — himself a well-respected scholar of considerable academic achievements and connections — perceives his son as a trigger-happy rogue and opportunist, and his son's patron, Dr. Kolodzie, as an unorthodox scholar of disreputable theories and questionable motives. See "Dominik Kolodzie Criminal Mastermind" for more information.

Michael Caballero

Gentleman Thief and Criminal Mastermind



The Marquis is a figure of folklore among the bohemian set and black market circles. Investigators in Europe, North and South America, have records of a Miguel Andrés Caballero, also known in the United States as Michael Andrews, Doctor Edmund Andrew Brown (part-time consultant at Miskatonic University in Arkham), or Michael Caballero, and in Europe as Eduardo de Valfierno — but these could very well be aliases as fictitious as the forgeries the Marquis moves on the black market.

If the Marquis is in actuality Michael Caballero of the Spanish-Bolivian Caballeros, from a family descended from the Hapsburgs (with royal connections in Hungary), then the Marquis is indeed an aristocrat of some repute — as well as a man on the run from agents of the Glove after Caballero defrauded the agents and absconded to Argentina with several priceless occult treasures.

Safe Houses: Caballero operates as a socialite in Buenos Aires, Paris, London, New York, Tangier — among other locales where rare and occult books and other treasures are moved on the black market. In each city he owns a safe house; his underground apartment in Buenos Aires is particularly lavish, and his estate outside of Zugarramurdi is relatively secluded.

Criminal Network: Caballero is an upper class criminal mastermind with a global network of art thieves and forgers at his command. Though he moves occasional forged paintings — such as those produced from the Mona Lisa, pilfered from the Louvre by Vincenzo Peruggia — he specializes in the theft and forgery of occult and mythos books. In 1906, he hired a local thief to steal from the Bibliothèque Nationale at Paris a 17th century edition of *Al Azif*, better known in the United States as the *Necronomicon*.

After two years of intense investigations by private detectives (working for a secretive French cabal), the book was recovered. Detectives found the book outside of London, in the disheveled apartment of an Ian Turner-Karloff (the delusional anarchist and thief having committed suicide in such a gruesome manner that it entered the newspapers as a conspiratorial scandal), but not before the Marquis sold five forgeries of the supposed *Al Azif* on the black markets of three continents.

Campaign Leads and Opportunities: Of particular note is the Marquis' connection to the magical black market in Tangier (populated by outlandishly rich eccentrics and rumored sorcerers), at the center of which lies the Tower of the Hashish Man in the Berber hills (an occultist of rare talents and powerful mythos connections).

Tangier itself is a nexus of mythos activity — beneath its layers of spy intrigues involving operatives from various empires. The remnant of a Cthulhu cult descended from Barbary pirates — and still moving slaves across the Middle East — still thrives in the night-vaulted ruins of the Moroccan coastlands, and infrequently work as enforcers for the enigmatic Hashish Man.

The Hashish Man himself (or itself, if rumors are to be entertained) smuggles black lotus and other occult narcotics — collected by his contacts in Rangoon — through the city and across the ocean into Europe and even to America, and tortures souls in the Dreamlands for occult power and political secrets.

From his opulent palace in the Berber hills, reconstructed from a ruined citadel, the Hashish Man commands all manner of criminal and occult underworld dealings, drawing to him an assortment of unsavory figures. Each of these rogues possesses a moniker protecting his or her established identity in accepted society: the Jackal (an Egyptian aristocrat, gunrunner and smuggler, having made a blood pact with ghouls in Syria); the Corpse Eater (missing his lips and nose, owing to either a torturous stay in a Turkish prison or to self-mutilation, depending on who tells the account); the Balkan (a violent agent of the Black Hand and member of a Serbian Cthulhoid cult); the Beast (a hedonistic occultist with ties to British intelligence); the Bedouin (a British-Arab anarchist with deep one blood); and, among others, the Marquis.

Caballero (now employed by the Hashish Man) is currently searching the globe for clues to the original *Al Azif*, and has assets following leads in Sanaá, outside of Babylon, Baghdad, Memphis, Damascus, Constantinople, Aleppo, Cambridge, Salem (Massachusetts), Providence, Arkham, the Vatican, Paris, Manchester, Mortlake, Copenhagen, Karlsbad, San Lorenzo de El Escorial and Zugarramurdi. If the original *Al Azif* still exists, and if it is found by the Marquis, the Hashish Man will gift Caballero with power undreamt of in this world.

Peggy Carpenter

Boston's Sherlock Holmes

Peggy Carpenter is an antiquarian, bibliophile, oenophile, mnemonist, socialite among the Boston Brahmin, dilettante detective, and periodic investigative consultant for the Boston Police Department.

As the daughter of an Anglican missionary and a Boston socialite, with a relation to the Boston Coffins, she was born in China in 1871, spending much of her youth adventuring throughout Asia. Carpenter was eight when her family attempted a treacherous trek to Lhasa. The expedition proved a disaster: first, the hired guides deserted; then, the family was attacked by bandits, barely escaping; after a relentless storm, Peggy's mother became ill, eventually succumbing to frostbite. In the aftermath, the Carpenters returned to the United States.

In her early childhood while still in Lhasa, Carpenter experienced an otherwordly visitation — the aftermath of which afflicted her with a strange mental condition. Her friend and associate, the physician and philosopher William James, would later qualify her condition as a mystical gift of hyperthymesia (an unconscious ability to remember one's past history with extraordinary recall and detail), coupled with synesthesia (a neurological phenomenon in which one sensory experience triggers a secondary sensory effect). James' theoretical diagnosis would eventually help Carpenter comprehend and accept her mind's anxious and obsessive recall of details, and its perceived tastes, colors — and sometimes sounds — involuntarily accompanying certain memories and intuitions.

Eidetic Memory: With her hyperthymesia, Carpenter (obsessively) recalls otherwise forgotten biographical details about individuals and occurrences that even the targets would not remember. This talent has proven itself to be both a gift and a curse.

In 1895, the highly sensationalized H.H. Holmes murder trial — involving the infamous serial killer, his personally designed murder hotel, and dozens of his yet unidentified victims and unsolved mysteries — profoundly changed her wayward life. After seeing Holmes' picture in the newspaper, Carpenter realized that she had not only met the killer in 1893 (on several different days throughout a three month period) while visiting the Midway Plaisance at the Chicago World's Fair, but she had also met or witnessed several women and children accompanying him — perhaps potential victims who were still missing.

After contacting a friend at the Pinkerton National Detective Agency, and spending several months in correspondence with the intrigued investigator, the case and any further leads eventually dried up. The mysterious women and children, nine in all, still remain unidentified.

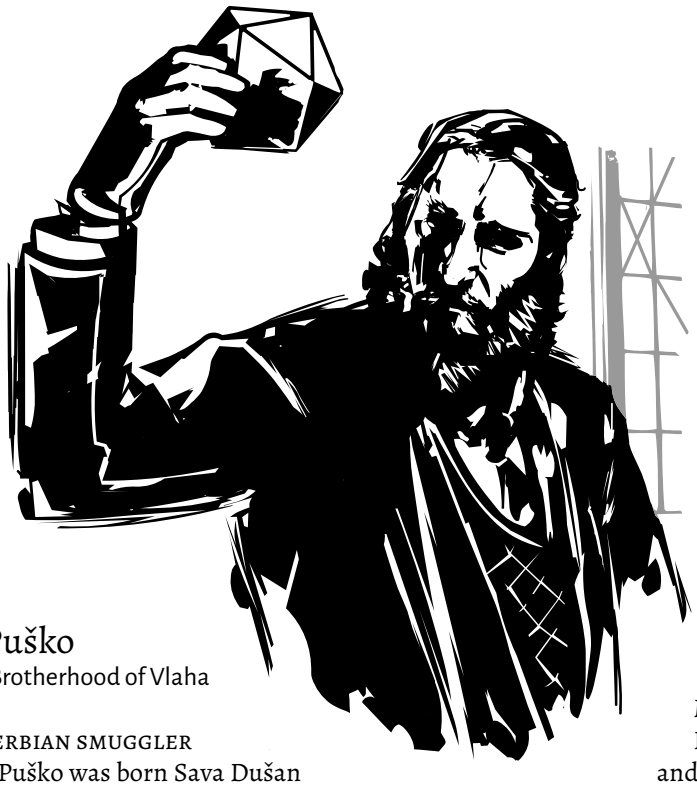
The mysterious strangers — and their unrevealed fate — somehow unlocked more memories for Carpenter, each connected to a potential intrigue. Already a bibliophile, Carpenter now began scouring nonfiction books and newspaper clippings — anything that could reveal grand conspiratorial patterns in her obsessive memories. In trying to correlate this chaos, Carpenter began sensing an occult undercurrent beneath all of these seemingly disparate memories.

Campaign Leads and Opportunities: In certain circles — among both the Boston Police Department and the Boston Brahmin — Carpenter is hired periodically as an investigative consultant and known affectionately as "Boston's Sherlock Holmes." Operating out of a family house — designed by Charles Bulfinch and located at 77 Mt. Vernon Street, in the Beacon Hill District — Carpenter uses her gift of encyclopedic recall to resolve mysterious crimes and impossible cases, and to correlate the various memories still haunting her from her past. On certain cases, Carpenter uses aliases, including socialite and magnate Margaret Coffin, and homeless harlot Madge Bundy.

Dr. Henry Jules MacArthur Andrews: Carpenter's ex-husband and confidante — Dr. Henry Jules MacArthur Andrews, antiquarian professor from Harvard University and ex-French Foreign Legionnaire — still assists Carpenter on several of her investigations.

Dreamlands Architect: Unbeknownst to Carpenter, her Eidetic Memory allows her to not only step into the Dreamlands, but to construct there a quasi-permanent settlement from her imagination. Much of this settlement, designed unconsciously by Carpenter in her dreams, correlates the various memories from her past into a conglomeration of architecture, cultures and environments. Buildings and spectacles from the Midway Plaisance at the Chicago World's Fair array themselves among meandering cliffside monasteries from Lhasa, all populated by teeming throngs of peoples and creatures from far-flung corners of the globe. Watchtowers and a wall — approximating in size and form the Great Wall of China — guard Carpenter's dreamland from the neighboring Plateau of Leng.

A mysterious group calling themselves the Architects (publicly known as either the Continental Trust Company or Emporium No. 88) — who use the Dreamlands for financial gain and various conspiratorial intrigues — are currently attempting to recruit Carpenter into their organization.



Sava Puško
and the Brotherhood of Vlaha

The Serbian smuggler

Sava Puško was born Sava Dušan Petrović (January 12th, 1873) on his family's estate in Vlaha (a medieval village a few miles outside of Rakovica, Belgrade).

As a member of the well-connected Petrović dynasty (second cousins descended from Đorđe "Karađorđe" Petrović, from the House of Karađorđević), Puško inherited a position in the family business — chiefly involving the exportation of pigs out of Serbia, and the evasion of aggressive economic and political sanctions imposed by the Austro-Hungarian Empire and the House of Habsburg.

Puško's other business was the illegal import and export of munitions (and other expensive goods) — using the family business as cover and its shipping alliances as accomplices — brokering agreements with various countries such as France and Bulgaria, and undermining Austro-Hungarian interests in Serbia. After Austria closed its borders to Serbian pork in 1906 — as a punitive action against Serbia — Puško's smuggling profits increased three-fold.

After the family's successful investment in the brutal assassinations of Serbian King Alexander Obrenović and his wife, Queen Draga — in the May Coup of 1903 — the Petrović clan gained political capital and Puško became a paid asset working under Serbian spymaster Rade Malobabić (a key figure in the Black Hand, the secret society responsible for the assassination of Archduke Franz Ferdinand of Austria in 1914). Puško's shipping experience made him the perfect kingpin of Malobabić's smuggling operation — moving weapons, medicine, liquor, people, and other contraband through various channels open to the Petrović pork trade.

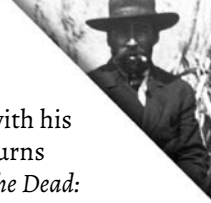
In addition to the Petrović connections to several Eastern Orthodox sanctuaries (some of which provided safe houses for Puško's underlings as well as the temporary warehousing of illicit goods), the family merchant vessel business in Thessaloniki (their capital ships being the Aglaia, the Thalia, and the Krinaia), and their overland black market routes throughout Serbia, Puško now possessed the tacit cooperation of customs officials and intelligence officers in Serbia and its bordering territories. These connections would later provide the infrastructure for the Black Hand's smuggling network. By 1910, very few illicit goods or foreign agents could move through the region without the alerted attention of Puško or his handler, Malobabić.

Puško is a sinister and imposing figure. One side of his face is etched with an almost symmetrical burst pattern — the result of a bad deal with a Sicilian agent in Aden (by the name of Filippo Tarantino), who scarred Puško (with a vial of acid) for a crate of British rifles and approximately ten thousand pounds. Years later, rumors floated through the Mediterranean that Puško tracked Tarantino to Porto Empedocle, captured the Sicilian after a brutal firefight, and shipped him as prisoner to Vlaha (where he fed the thief to his pigs after extorting a hefty ransom for his release from the Tarantino family). Puško has since grown his hair and beard overlong — to better conceal the scar — looking a bit more like a mad mystic out of the steppes of Russia than a lieutenant for Serbian intelligence.

Along with the scar, Puško's other trademark is his personal use (and avid collection) of weapon prototypes. His current treasured sidearm is a Stevens Model 520 pump-action slide shotgun, a prototype gifted to Puško through a Mormon missionary and gun dealer (and close associate of American gunsmith John Moses Browning) operating in Thessaloniki.

Puško uses several aliases, including Sava Jovanović, Dušan Jovanović and Kirk Barrett — the latter of which was the identity of a British gunrunner and intelligence officer in Thessaloniki who Puško coldly murdered in order to acquire the agent's Greek territory.

Puško's business is headquartered outside of Belgrade, on his family's estate in Vlaha (an eternally feudal village near Rakovica). The estate is a renovated citadel surrounded by stream-lined rolling hills and picturesque forest. Vlaha itself is a medieval village serving the Petrović family — a clan of seventy divided into two warring factions entrenched across Belgrade — with its rural acreage of once struggling vineyards now converted to the tasks of raising and slaughtering pigs (the stench of which, on warm days, is noticeable from the city).



Cult of Cthulhu: The village of Vlaha also happens to be the site of a burgeoning yet still invisible Cthulhoid cult — known only as the Brotherhood of Vlaha — masking itself as an autonomous Orthodox sect unaffiliated to any diocese and unrecognized by the Patriarch of Serbia. The cult is the unassuming (and therefore overlooked) hobby of Puško's deranged uncle Mihailo Petrović, a defrocked exile from the Orthodox church obsessed with Vlaha's natural history.

In actuality, the cult is nothing more than a dozen pig farmers, and three of Puško's wayward brothers, attending the family chapel — a weather-beaten Serbo-Byzantine structure built over the family crypt. Unbeknownst to Puško, however, Mihailo has discovered an immense prehistoric cavern beneath Vlaha, littered with ancient Vinča remains and other evidence of cannibalistic rituals — including those of the Serbian families predating the Petrović dynasty by several centuries. Though Mihailo's sect follows much of the Orthodox liturgy, Milhailo has subverted its symbolism to mask the true nature of their worship.

Inhuman Bloodline: Puško is most likely not yet aware of the strange blood that runs in his veins, nor of the mixed ancestry of his estate (a realization already made by Puško's uncle). If Puško comes into contact with a true mythos artifact, or somehow succumbs to a mental disorder, he will quickly become obsessed with the exploration of this inheritance — to the detriment of anyone who challenges this newfound passion.

Campaign Leads and Opportunities: It is unlikely that Puško would directly work with (or for) the adventurers, unless they were likely connected with an object of inestimable value (e.g., *Al Azif* or another equally invaluable treasure) or allied with Dominik Kolodzie (whose network is wide enough to engage Puško's interest in his operations). If Puško is not yet involved with the mythos, he may serve as a smuggling node for a larger conspiracy (e.g., the Glove). If and when he becomes engaged with the mythos, he will turn his shipping business into a front for an expansive seafaring syndicate (in service to the forces of Cthulhu).

Gregory Scott Turns

11th Baron of Redmoor and Dilettante Occult Detective

Gregory Scott Turns — born in 1873 — inherited the Barony of Redmoor by the age of 25. As the 11th Baron of Redmoor, he is a British peer, avid student of folklore and occult history, investigator of supernatural phenomena, amateur apiarist, and prolific author of novels, plays, short stories and essays.

As Lord Redmoor, he has written extensively about various subjects, including: spiritism and psychic phenomena; ghosts and the supernatural; British folklore; antiquarianism; cryptography; chess tactics and variations; and even beekeeping (a manual of which he coauthored with his wife, Lady Redmoor). Additionally, he has coauthored — with his youngest brother, The Honourable Bertram Stuart Turns (himself an antiquarian and missionary) — *What of the Dead: Modern Spiritism and the New Black Magic*, and *Cults of the Dead: Modern Heresies and Anarchies*. Much of his occult journalism is based on his own investigative case files.

Other notable publications include: *On Miracles and Deception, The Skeptical Guide to Apparitions and Remarkable Phenomena, Can Ghosts Be Investigated?, Memoirs of an Antiquary, The Haunting of Trevor Towers and Other Occult Mysteries, Gods of Strange Waters* (short story collection), *The Sphinx of Avalon and Other Tales* (short story collection), *The Nightmare Countries* (essay collection), and *Collected Fairy and Folktales of the British Isles*.

Redmoor is most well-known in Britain and abroad for his serialized (and in-joke) *Epicurean Club* stories — involving a secret society of eccentric detectives and their outlandish investigations of the supernatural. Characters in the fictionalized Epicureans, and their foes, are thinly veiled proxies for the author, his family, and their network of acquaintances — including journalist G.K. Chesterton and his wife Frances (close family friends), playwright George Bernard Shaw, Lord and Lady Dunsany, secret agent William Melville, spymaster Gustav Steinhauer, celebrity escapist Harry Houdini, Kaiser Wilhelm, King Edward VII, poet William Butler Yeats, occultist Aleister Crowley (despised by Lady Redmoor after one chance encounter), Redmoor's godmother, the late Queen Victoria, and a multitude of others. The majority of the stories are included in two collections: *The Epicurean Club: Epistolaries and Apocalypses*, and *The Epicurean Club: Whiskies and Other Strange Spirits*.

Lady Redmoor, born in New York as Yda Adlersparre, is the Swedish-American heir of a lucrative textile business — and herself an enthusiastic dilettante investigator and author, as well as châtelaine of Redmoor Manor, administrator of its demesne, and financier of Lord Redmoor's overseas investigations.

The Redmoor demesne includes a hamlet, parish, abbey (and its tombs), postal service, and private school. The manor itself is a refurbished Norman castle, built atop the ruins of Red Tor Priory. As a lover of all things mechanical, Lady Redmoor has outfitted the castle with full electricity, telephone systems, and several elevators — save for Lord Redmoor's private wing and study (as he detests the glare of electric light). Additionally, Lady Redmoor modified one of the large stables to accommodate the maintenance of three automobiles.

Campaign Leads and Opportunities: As a noted researcher of the occult, Lord Redmoor has been requested to consult on several high profile mysteries — some even in the United States, when his book tours have allowed an excuse for travel. Though a skeptic and debunker, the baron has found a few of these cases — both home and abroad — to be intriguingly inconclusive. The Disappearance at Flannan Isles, the Haunting of Trevor Towers, the Lascar Exorcism,

and the Mystery of the Moravian Brotherhood, are merely a few unsolved examples. Redmoor's investigation of alleged vampire activity in New England is still ongoing — as time and resources allow further inquiry. In another case involving the disappearance of a baronet's daughter, Redmoor uncovered a scandalous connection to occultist Aleister Crowley — a clue which the detective was delicately asked by a friend in Parliament to shelve.

When needing a specific partner for a case, Redmoor draws from his well-connected network of contacts, including: available members of the London-based Ghost Club; Harry Houdini — a reliable contact who has accompanied Redmoor on a few cases (and who has also taught the baron how to pick locks and escape restraints); James Quinn — Redmoor's loyal servant and former batman in the Boer War; Lady Redmoor (before giving birth in 1906 to their daughter, The Honourable Victoria Anne Turns); one or both of the baron's brothers; and, on one occasion, Redmoor's sister-in-law, Hetty Turns — a fierce explorer and one-time missionary to the Orient.

Both Redmoor and his middle brother, Lieutenant The Hounourable Sir Edward Emlyn Turns, served as officers in the Anglo-Boer War. While the baron returned in 1902 to Redmoor Manor, Sir Edward — with his German fluency, family connections to the Kaiser, aristocratic affiliations, and Boer and German contacts (mostly acquired through his experience with the Nachrichten-Abteilung, the German Admiralty's intelligence service) — was secretly recruited by a brain trust working for the British War Office. Sir Edward was to manage foreign intelligence and counterintelligence operations (monitoring anarchists and German spies). With some initial advisement from Lord Redmoor, Sir Edward helped the War Office build an impressive spy network, operated through various Masonic lodges and völkisch societies across Europe — infiltrating even the nudist colony at Monte Verità. Aleister Crowley is currently an active asset.

Stuart J. Milton

Medical Examiner

Stuart J. Milton is the alias of Dr. Stuart John Hamilton (a London identity now found on Scotlant Yard's roster of pending investigations). Milton, today in his late forties or early fifties, was once a physician with a penchant for disappearing undesirables — mostly criminals and prostitutes — with calculated efficiency.

Bodies of victims — or in some cases, of recent exhumations — would be transported (by Milton's assistant, George Gabbo, a war veteran with connections to the local hospital) to the subcellar beneath Milton's London practice, serving both as objects of forensics pathology, and as totems of dilettante haruspicy. Once studied, remains would then circulate into the medical black market.

Some of Milton's "research" provided the content of Dr. Stuart John Hamilton's publication, *Objects of Criminality* — a masterpiece of forensics pathology which ironically and inadvertently incriminated the doctor (and precipitated his flight to America under the pseudonymous Stuart J. Milton).

As Milton, the doctor fled to Chicago amidst the legions of eastern Europeans also immigrating into the city — taking with him his macabre obsessions. As an unassuming undertaker, he was able to quickly form relationships with local law enforcement and resume his field study at night.

Chicago's balkanized corruption proved the ideal environment for Milton's survival; and its rapid municipal expansion and factional warring (especially within law enforcement) provided an unforseen opportunity. Within a year's time, Milton had forged a partnership with Chicago detective Frank Forte (who knew only that the brilliant doctor had lost his license after some unfortunate indiscretion in London). Forte, on several cases (one involving a criminal informant in need of bullet extraction and suturing), used Milton's forensics expertise in exchange for protection from police inquiries into his unlicensed practices.

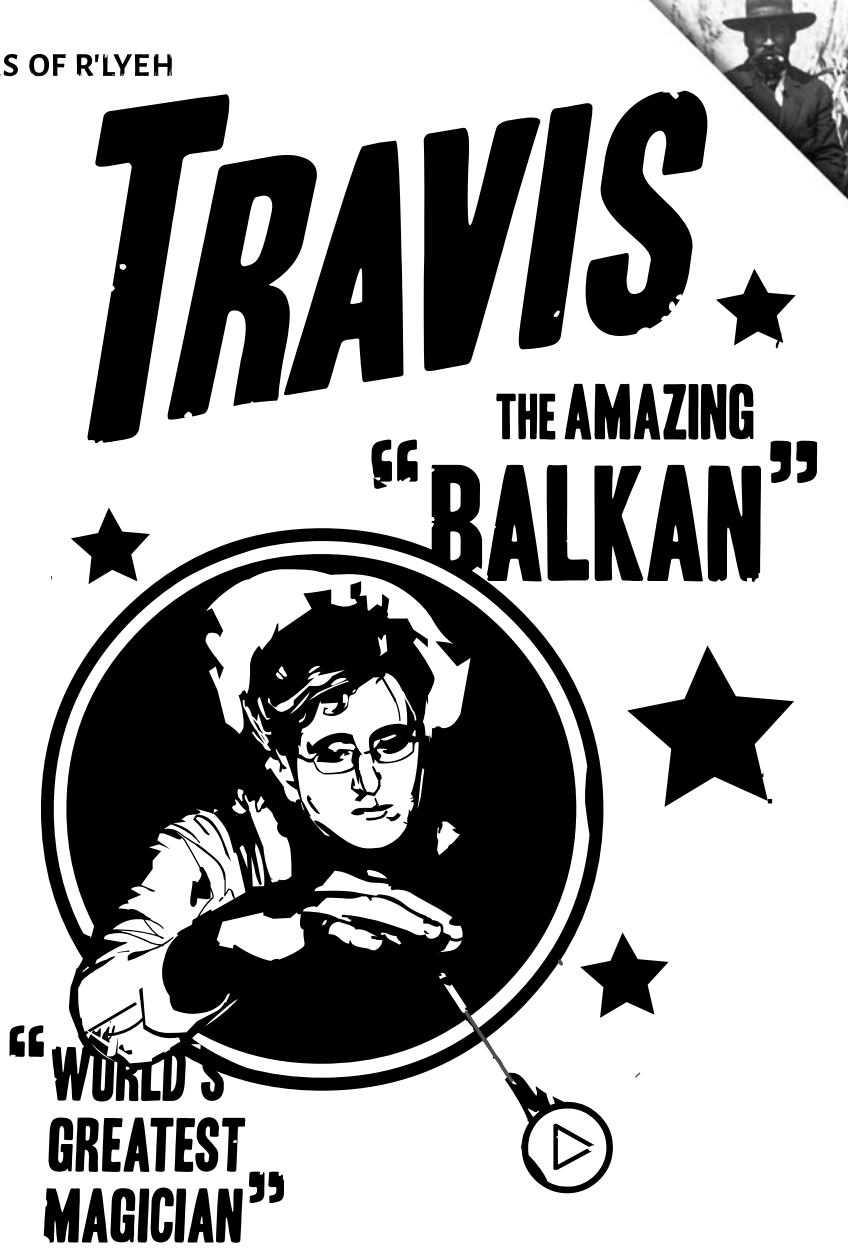
However, Forte's predeliction for alcholism and his insubordination under corrupt leadership eventually caused his resignation and consequent move to Arkham (as their new police chief) — with Milton later following as Forte's "off the books" medical consultant.

Forte arrived in Arkham during the chaos of its second mysterious "plague outbreak" — inheriting a post abandoned by its last chief (who was condemned to Danvers Asylum after witnessing "the dead rising and walking among us").

Campaign Leads and Opportunities: As of today, Milton's post is tenuously secured within Arkham's network of political interests (and his macabre proclivities overlooked, as they were in Chicago). His "undertaker" business occupies a three story Federal structure in Smuggler's Row, at 22 Union Street in east Arkham (within walking distance to the train station). Owned on paper by progressive industrialist Yancey Clagham (who has formed an unorthodox alliance with Forte against the town's obstructionist foundation), the building is an abandoned police precinct (having been a custom's house prior to this) with a spacious attic converted to Milton's specifications — what he cheerfully calls his "Blood Palace." For more, see "Police Chief Frank Forte" in "The Glove" chapter.

Forensic Laboratory: Entered via a creaking staircase twisting up through three stories to the attic, the Blood Palace's forensic laboratory is two connected chambers which look out through massive skylights onto the Atlantic Ocean. Fitting with Milton's precise cleanliness, the spaces are inhumanly organized: four rows of library shelves (with a neat organization of reference books), labeled and stacked boxes of dossiers, antique filing cabinets arranged in aisles, shelving as a small museum of haruspicy (housing clay models of human and animal livers), two Bunsen burners, a set of magnifying glasses, tweezers, camel hair brushes, sterilized paper for collection, cell-culture (Petri) dishes, a microscope, a spectroscope, a protected case of base chemicals (with alcohol, iodine, and solvents), powders and tobaccos arranged by color and composition, a cabinet for iodine fuming, and camera equipment (with a cloak room converted to a dark room). Below the station, the smuggler's tunnels have been converted for corpse storage (with access to the docks) and autopsies, storing: a refrigeration cabinet (designed by Milton himself), a bleached necropsy table, two sinks, a grossing station, full cabinetry, and a set of postmortem examination equipment.

Milton is a sociopath, yet one fascinated with human nature and dedicated to his own code of ethics (which allows him to victimize only those he deems unworthy of life, such as criminals and vagabonds). Though he suffers no remorse when killing, he has learned from his experiences in London to control his temptations and to conceal his odd nature beneath a carefully invented facade of British charm and manners. He is also a man obsessed with puzzles and the occult — interests which have somehow intermingled in his imagination. He claims to have resolved the Ripper case to his own satisfaction, and is currently scrutinizing the H.H. Holmes scandal for some conspiratorial pattern in its motive and methods.



Travis Arnold

the "Amazing Balkan" and Occult Detective Extraordinaire

The three Arnold children grew up following their preacher father across the United States on a traveling Chautauqua circuit. It was during this idyllic time they discovered a passion for stage magic and entertainment — inspired by the circuit's accompanying vaudeville actors, musicians, and magicians (and by their eccentric uncle, Arthur Banaster Barnham, himself an illusionist using the stage name, "Master Orek"). Travis was only 13 when he and his siblings performed their first amateur magic show for dozens of spectators. Their father happily encouraged the young troupe (whose act skeptically mocked séances and other spiritualist activities).

By the turn of the century, the Arnolds — as "Balkan, Blackwood & Company" — were well established in the Midwest with their illusionist vaudeville show. The performance consisted of Travis' older brother, Sidney Lawrence Sacheverell (as "Blackwood"), acting the incompetent and fumbling magician, and Travis (as "Balkan") and sister Mildred Chapman (as a plant in the crowd) revealing to the audience Blackwood's tricks (resulting in his feigned frustration and uproarious theatrics). Act two typically showcased the unique talents of each sibling: Mildred's comedic timing, sleight of hand, and uncanny impersonations of mannerisms and accents; Sidney's eidetic memory, powers of deduction, and "mind reading" (assisted by Mildred in the audience); and Travis' escapes from restraints and death traps. Uncle Arthur, by this time, served as silent partner and manager.

In 1903, the brazen Travis devised a dangerous prank to publicly tease President Roosevelt's secret service agents during a press event in Dayton, Ohio. While Mildred and Sidney caused a disruption in the crowd, Travis ably pickpocketed from the agents a handgun, a badge, and Roosevelt's private itinerary — items which were all immediately returned, with apology (and consequent laughter and applause from the crowd). An embarrassed Roosevelt was nonetheless impressed with the audacious stunt. Instead of prosecuting the Arnolds, he hired the magicians — to the dismay of his secret service — as consultants tasked with training his agents on matters of security, deception and fraud. The family of magicians would soon begin a new chapter in their careers.

Campaign Leads and Opportunities: Travis, the consummate marketer, used the publicity to expand the family business. With Roosevelt's public support, he and his family partners opened Chapman, Barnham, Blackwood and Balkan, Ltd., a magic shop — and private consultancy — located at 496 Sixth Avenue, New York. Initially consisting of a 6000 square foot first floor, with basement (refurbished into a private theater), the location soon evolved into a landmark headquarters for various magic clubs and private gatherings. Within two years, the family would own the entire building. Its second floor lounge, libraries and guest rooms — accessed by a birdcage elevator concealed behind a trick wall-bookshelf — is now reserved for its private consultancy operation, its clientele, and special visitors.

From time to time, whether from the echelons of government or from their eccentric network of fellow magicians, Travis and family are approached with "a case of the impossible." Such cases are those that defy a rational explanation and require the unconventional imagination and methodologies of a trained illusionist.

Human Forces

The following roster provides a cast of non-mythos personnel for a campaign setting. Note that some of these stats may be reskinned for other purposes (e.g., unique NPCs).

Bodyguards

Specialists at providing security, often with military training (or an equivalent background).

Average

STR 12	**CON** 15	**SIZ** 13	**INT** 12	**POW** 11	**DEX** 12	**CHA** 11
AP 2	**DM** +0	**MIGHT** 5	**EP** 11	**MOVE** 10 yards, 22 MPH		
INITIATIVE 12		**HIT POINTS** 14		**RATIONALITY** max 60%		

Muscled

STR 16	**CON** 15	**SIZ** 20	**INT** 13	**POW** 11	**DEX** 14	**CHA** 12
AP 3	**DM** +1D6	**MIGHT** 8	**EP** 11	**MOVE** 10 yards, 23 MPH		
INITIATIVE 14		**HIT POINTS** 18		**RATIONALITY** max 65%		

Skills: Common — Athletics (Str+Dex+50%), Brawn (Str+Siz+30%), Class & Credit 22%, Common Knowledge (Int×2+40%), Conceal (Int+Pow+30%), Deceit (Int+Cha+20%), Detection (Int+Pow+40%), Etiquette (Int+Cha+30%), Evade (Dex×2+50%), First Aid (Dex+Int+40%), Fortitude (Con×2+40%), Influence (Cha+Pow+20%), Intuition (Int+Pow+40%), Native Tongue (Int×2+40%), Research (Int×2), Stealth (Dex+Pow+50%), Streetwise (Pow+Cha+30%), Swim (Str+Con+30%), Unarmed (Str+Dex+70%), Willpower (Pow×2+40%), Professional — Intimidate (Siz+Pow+60%), (modify as needed)

Fighting Method (Military Training): Str+Dex+70% (rifle, handgun)
Fighting Method (Brawler, bonus abilities: Bashing, Bone Crushing, Grappling, Improvised Bleed/Impale/Stun, Knockout): Str+Dex+70% (knife 1d6+dm bleed or impale, improvised weapons, empty hands 1d6+dm)
Fighting Method (Garrote, bonus ability: Assassin): Str+Dex+70% (any improvised wire or cord 1d4+dm entangle, plus asphyxiation each round)

Special Ability: Combat Ready (automatic Normal Evade or Normal Unarmed with a Mettle Point expenditure)

Civilians

Average

STR 11 **CON** 10 **SIZ** 11 **INT** 11 **POW** 11 **DEX** 11 **CHA** 11
AP 2 **DM** +0 **MIGHT** 5 **EP** 11 **MOVE** 10 yards, 18 MPH
INITIATIVE 11 **HIT POINTS** 11 **RATIONALITY** max 55%

Street Urchin

STR 7 **CON** 8 **SIZ** 6 **INT** 10 **POW** 11 **DEX** 9 **CHA** 8
AP 3 **DM** –1D4 **MIGHT** 3 **EP** 11 **MOVE** 10 yards, 18 MPH
INITIATIVE 10 **HIT POINTS** 7 **RATIONALITY** max 55%

Skills: Common — Athletics (Str+Dex+10%), Brawn (Str+Siz), Class & Credit 16%, Common Knowledge (Int×2+35%), Conceal (Int+Pow), Deceit (Int+Cha), Detection (Int+Pow), Etiquette (Int+Cha+10%), Evade (Dex×2), First Aid (Dex+Int+10%), Fortitude (Con×2+10%), Influence (Cha+Pow), Intuition (Int+Pow+10%), Native Tongue (Int×2+35%), Research (Int×2), Stealth (Dex+Pow+10%), Streetwise (Pow+Cha), Swim (Str+Con+10%), Unarmed (Str+Dex), Willpower (Pow×2+10%), Professional — Drive (Horse-Drawn Carriage) (Dex+Pow+35%), (modify as needed)

Fighting Method (Ruffian): Str+Dex (broken bottle 1d6+dm bleed, pitchfork 1d8+dm impale, knife 1d6+dm bleed or impale, stick 1d6+dm stun, empty hands 1d3+dm)
Fighting Method (Instigator): Str+Dex+10% (.32 revolver 1d8 impale, stick 1d6+dm stun)
Fighting Method (Anarchist): Str+Dex+10% (lighted petrol bomb 2d6 explosive and incendiary, 3yd. area conflagration)

For **Roughnecks**, increase Athletics +5%, Brawn +10%, Evade +10%, Fortitude +10%, Influence +10%, Streetwise +10%, Unarmed +10%, and Ruffian Fighting Method +10%, and add Intimidate (Siz+Pow+10%) and Survival (Pow+Con+10%). For **Local Militia** (e.g., disorganized warlord troops, incited and slightly organized mobs, poorly trained conscripts), increase Athletics +5%, Brawn +10%, Evade +10%, Fortitude +10%, Influence +10%, and Streetwise +10%, and add a rifle to the Instigator Fighting Method and increase it +15%. For **Terrorists** (e.g., violent anarchists, militant protesters, guerilla insurgents), add Explosives (Int+Pow+20%), Intimidate (Siz+Pow+20%) and Survival (Pow+Con+20%), and possibly Tradeskill (Torture) (Dex+Int+40%); for a trained terrorist, use the Soldier template and add the Demolitions bonus ability.

Cultists

Average

STR 8 **CON** 11 **SIZ** 8 **INT** 11 **POW** 11 **DEX** 10 **CHA** 8
AP 2 **DM** –1D2 **MIGHT** 4 **EP** 11 **MOVE** 10 yards, 19 MPH
INITIATIVE 11 **HIT POINTS** 10 **RATIONALITY** max 55%

Brute

STR 15 **CON** 8 **SIZ** 20 **INT** 13 **POW** 11 **DEX** 14 **CHA** 6
AP 3 **DM** +1D4 **MIGHT** 7 **EP** 11 **MOVE** 10 yards, 20 MPH
INITIATIVE 14 **HIT POINTS** 14 **RATIONALITY** max 65%

Schemer

STR 9 **CON** 7 **SIZ** 10 **INT** 18 **POW** 18 **DEX** 14 **CHA** 18
AP 3 **DM** +0 **MIGHT** 5 **EP** 18 **MOVE** 10 yards, 20 MPH
INITIATIVE 16 **HIT POINTS** 9 **RATIONALITY** max 90%

Skills: Common — Athletics (Str+Dex+25%), Brawn (Str+Siz+10%), Class & Credit 16%, Common Knowledge (Int×2+40%), Conceal (Int+Pow+40%), Deceit (Int+Cha+30%), Detection (Int+Pow+10%), Etiquette (Int+Cha+10%), Evade (Dex×2+10%), First Aid (Dex+Int+10%), Fortitude (Con×2+20%), Influence (Cha+Pow+10%), Intuition (Int+Pow+20%), Native Tongue (Int×2+40%), Research (Int×2+20%), Stealth (Dex+Pow+30%), Streetwise (Pow+Cha+10%), Swim (Str+Con+20%), Unarmed (Str+Dex+20%), Willpower (Pow×2+40%), Professional — Intimidate (Siz+Pow+10%), Occult (Cha+Pow+20%), Survival (Pow+Con+10%), (modify as needed)

Spells (optional): various taught by leader

Fighting Method (Minion): Str+Dex+10% (broken bottle 1d6+dm bleed, pitchfork 1d8+dm impale, knife 1d6+dm bleed or impale, stick 1d6+dm stun, empty hands 1d3+dm)
Fighting Method (Enforcer): Str+Dex+10% (.32 revolver 1d8 impale, stick 1d6+dm stun)
Fighting Method (Arsonist): Str+Dex+10% (lighted petrol bomb 2d6 explosive and incendiary, 3yd. area conflagration)
Fighting Method (Jostler, special ability: Assassin): Str+Dex+10% (knife 1d6+dm bleed or impale, blowgun impale, both poison-tipped with curare, Potency 60%)

Cult Leaders

Increase: Common Knowledge +20%, Influence +30%, Research +30%, Willpower +30%, and Occult +60%

Spells (optional): Banishing, Binding, Detect Enemies, Divination (Necromancy), Drain (Blood Sacrifice), Evocation (various), Fortified Will, Invocation (Voracity of Yog-Sothoth), Ward of Protection, Wrack (Torturous Agony 1d8 bleed), **[seeking secret lore of Yog-Sothoth: Dho-Na Formula, Yi Nash Yog-Sothoth Invocation, Voorish Sign, Door of Yog-Sothoth, and especially Inhabitation of Immortality]**

Intelligence Officers

Intelligence Services: Secret Service Bureau, Nachrichten-Abteilung, IIIb, Okhrana, Deuxieme Bureau, Sûreté, Evidenzbureau, Office of Naval Intelligence, Black Dragon Society, (create your own)...

Professionally trained operative of a secret service or a military intelligence department, most likely with military training (or an equivalent background). Most case officers (or agent handlers) are intelligence officers, while their contacts and spies in the field (or assets) may originate from just about any military or civilian background (e.g., ship workers, attachés, businessmen, academics, aristocrats, criminals, smugglers, entertainers, missionaries, occultists, journalists).

Average

STR 12	**CON** 13	**SIZ** 13	**INT** 14	**POW** 11	**DEX** 12	**CHA** 13
AP 3	**DM** +0	**MIGHT** 5	**EP** 11	**MOVE** 10 yards, 20 MPH		
INITIATIVE 13		**HIT POINTS** 13		**RATIONALITY** max 70%		

Skills: Common — Athletics (Str+Dex+30%), Brawn (Str+Siz+20%), Class & Credit 20%, Common Knowledge (Int×2+40%), Conceal (Int+Pow+30%), Deceit (Int+Cha+10%), Detection (Int+Pow+30%), Etiquette (Int+Cha+30%), Evade (Dex×2+30%), First Aid (Dex+Int+30%), Fortitude (Con×2+40%), Influence (Cha+Pow+30%), Intuition (Int+Pow+10%), Native Tongue (Int×2+40%), Research (Int×2+30%), Stealth (Dex+Pow+30%), Streetwise (Pow+Cha+30%), Swim (Str+Con+30%), Unarmed (Str+Dex+25%), Willpower (Pow×2+20%), Professional — Command (Cha+Pow+20%), Disguise (Int+Cha+20%), Knowledge (Cartography) (Int×2+30%), Knowledge (Cryptography) (Int×2+20%), Knowledge (Espionage) (Int×2+40%), Knowledge (Tactics) (Int×2+30%), Languages (various and based on officer's assignments; each language at Int×2+30%/+20%/+10%/base, depending on experience), Survival (Pow+Con+40%), (modify as needed)

Fighting Method (Military Training): Str+Dex+45% (rifle, handgun)
Fighting Method (Hand-to-Hand, bonus ability: Knockout): Str+Dex+25% (knife 1d6+dm bleed or impale, empty hands 1d6+dm stun)

Special Abilities: Combat Ready (automatic Normal Evade or Normal Unarmed with a Mettle Point expenditure), False Identity, Handler, Tradecraft (various), Polyglot (average of 6 languages), Assets

For **Agent Provocateurs**, add Intimidate (Siz+Pow+30%), Criminal Reputation 15% and the special ability Friends in Low Places. For **Codebreakers**, add Linguistics (Int×2+30%), and increase Cryptography +20% and each Language +10%. For **Saboteurs**, add Explosives (Int+Pow+50%) and the Demolitions bonus ability. For **Spymasters**, increase Command +20%, and add the special ability Connections in High Places.

Police

Uniformed patrolmen, plainclothes detectives, or regular private detectives.

Average

STR 12	**CON** 13	**SIZ** 13	**INT** 12	**POW** 11	**DEX** 12	**CHA** 11
AP 2	**DM** +0	**MIGHT** 5	**EP** 11	**MOVE** 10 yards, 19 MPH		
INITIATIVE 12		**HIT POINTS** 13		**RATIONALITY** max 60%		

Special

STR 15	**CON** 13	**SIZ** 15	**INT** 13	**POW** 11	**DEX** 14	**CHA** 12
AP 3	**DM** +1D4	**MIGHT** 7	**EP** 11	**MOVE** 10 yards, 20 MPH		
INITIATIVE 14		**HIT POINTS** 14		**RATIONALITY** max 65%		

Skills: Common — Athletics (Str+Dex+15%), Brawn (Str+Siz+10%), Class & Credit 18%, Common Knowledge (Int×2+35%), Conceal (Int+Pow+10%), Deceit (Int+Cha+20%), Detection (Int+Pow+30%), Etiquette (Int+Cha+30%), Evade (Dex×2+10%), First Aid (Dex+Int+20%), Fortitude (Con×2+10%), Influence (Cha+Pow+30%), Intuition (Int+Pow+30%), Native Tongue (Int×2+35%), Research (Int×2+10%), Stealth (Dex+Pow+10%), Streetwise (Pow+Cha+20%), Swim (Str+Con+10%), Unarmed (Str+Dex+20%), Willpower (Pow×2+20%), Professional — Command (Cha+Pow+10%), Intimidate (Siz+Pow+10%), Knowledge (Law) (Int×2+30%), (modify as needed)

Fighting Method (Police Training): Str+Dex+30% (.38 revolver 1d6+2 impale)
Fighting Method (Hand-to-Hand): Str+Dex+20% (baton 1d6+dm stun, empty hands 1d3+dm)

Special Abilities: Police Instincts (spend a Mettle point to succeed automatically with an Intuition roll of Normal difficulty — or to make the difficulty one degree easier...), Detective's Instincts (for plainclothes or private detectives)

For **Mounted Patrolmen**, add Ride (Horses) (Dex+Pow+30%). For **Counterintelligence Police** (e.g., Bureau of Investigation, Special Branch of Scotland Yard), increase Unarmed +10%, Command +10%, Intimidate +10%, both Fighting Methods +10%, and Knowledge (Law) +10%. For **Special Police** (e.g., Tiger Brigades), increase Athletics +25%, Unarmed +20%, Command +10%, Intimidate +10%, Police Training Fighting Method +10%, Hand-to-Hand Fighting Method +20% (adding to it the bonus ability Knockout), and Knowledge (Law) +10%, and add the special ability Combat Ready (automatic Normal Evade or Normal Unarmed with a Mettle Point expenditure).

Gendarmes

A gendarmerie is historically a military force charged with police duties among civilian populations; its members are called **gendarmes**. For most gendarmes, use the Soldier template (increasing Detection +20% and Intuition +10%); for backwaters, conscripts (using the Civilian template) may be employed instead.

Soldiers

Regular soldiers from any modernized, imperial power (e.g., British Army, United States Marines, French Foreign Legion), gendarmerie, or well-trained, skilled or experienced militia from occupied territories (e.g., Boer commandos).

Average

STR 12	**CON** 15	**SIZ** 13	**INT** 12	**POW** 11	**DEX** 12	**CHA** 11
AP 2	**DM** +0	**MIGHT** 5	**EP** 11	**MOVE** 10 yards, 20 MPH		
INITIATIVE 12		**HIT POINTS** 14		**RATIONALITY** max 60%		

Elite

STR 15	**CON** 15	**SIZ** 15	**INT** 13	**POW** 11	**DEX** 14	**CHA** 12
AP 3	**DM** +1D4	**MIGHT** 7	**EP** 11	**MOVE** 10 yards, 23 MPH		
INITIATIVE 14		**HIT POINTS** 15		**RATIONALITY** max 65%		

Skills: Common — Athletics (Str+Dex+30%), Brawn (Str+Siz+20%), Class & Credit 16%, Common Knowledge (Int×2+35%), Conceal (Int+Pow+10%), Deceit (Int+Cha+10%), Detection (Int+Pow+10%), Etiquette (Int+Cha+10%), Evade (Dex×2+20%), First Aid (Dex+Int+40%), Fortitude (Con×2+40%), Influence (Cha+Pow+10%), Intuition (Int+Pow+20%), Native Tongue (Int×2+40%), Research (Int×2), Stealth (Dex+Pow+30%), Streetwise (Pow+Cha+10%), Swim (Str+Con+10%), Unarmed (Str+Dex+20%), Willpower (Pow×2+20%), Professional — Command (Cha+Pow+20%), Intimidate (Siz+Pow+20%), Knowledge (Cartography) (Int×2+20%), Knowledge (Tactics) (Int×2+20%), Survival (Pow+Con+30%), (modify as needed)

Fighting Method (Military Training): Str+Dex+40% (rifle, handgun)
Fighting Method (Hand-to-Hand): Str+Dex+20% (knife 1d6+dm bleed or impale, bayonet 1d6+1+dm bleed or impale, empty hands 1d3+dm)

For **Elite Troops** increase Athletics +20%, Common Knowledge +5%, Detection +20%, Evade +30%, Influence +10%, Stealth+20%, Streetwise +10%, Swim +30%, Unarmed +40%, Willpower +30%, Command +30%, Intimidate +30%, Hand-to-Hand Fighting Method +40% (adding to it the bonus abilities Assassin and Knockout), Military Training Method +30% (adding to it the bonus abilities Demolitions, Fortified, Marksman and Stalker), and Survival +20%, add Explosives (Int+Pow+40%), Languages (various and based on soldier's theater of operation; each language at Int×2+30%/+20%/+10%/base, depending on experience), and the special ability Combat Ready (automatic Normal Evade or Normal Unarmed with a Mettle Point expenditure). For **Mounted Troops**, add Ride (Horses) (Dex+Pow+50%) and the Mounted bonus ability to both Fighting Methods. For **Dog Handlers**, increase either Influence or Intimidate +20% (applicable to the soldier's training methods), and add the Trained Dog bonus ability to both Fighting Methods. Note that soldier skills and abilities may vary depending on division (e.g., infantry, calvary, artillery, armour); these are merely defaults.

Thugs

Any low-level criminal enforcer, raider, or bandit.

Average

STR 12	**CON** 12	**SIZ** 13	**INT** 11	**POW** 14	**DEX** 11	**CHA** 13
AP 2	**DM** +0	**MIGHT** 5	**EP** 14	**MOVE** 10 yards, 20 MPH		
INITIATIVE 11		**HIT POINTS** 13		**RATIONALITY** max 70%		

Goon

STR 15	**CON** 8	**SIZ** 20	**INT** 13	**POW** 11	**DEX** 14	**CHA** 6
AP 3	**DM** +1D4	**MIGHT** 7	**EP** 11	**MOVE** 10 yards, 21 MPH		
INITIATIVE 14		**HIT POINTS** 14		**RATIONALITY** max 65%		

Skills: Common — Athletics (Str+Dex+30%), Brawn (Str+Siz+20%), Class & Credit 16%, Common Knowledge (Int×2+35%), Conceal (Int+Pow+10%), Deceit (Int+Cha+10%), Detection (Int+Pow+10%), Etiquette (Int+Cha+10%), Evade (Dex×2+20%), First Aid (Dex+Int+10%), Fortitude (Con×2+30%), Influence (Cha+Pow+10%), Intuition (Int+Pow+20%), Native Tongue (Int×2+35%), Research (Int×2), Stealth (Dex+Pow+10%), Streetwise (Pow+Cha+30%), Swim (Str+Con+10%), Unarmed (Str+Dex+20%), Willpower (Pow×2+10%), Professional — Criminal Reputation 14%, Intimidate Siz+Pow+30%), (modify as needed)

Fighting Method (Gun Thug): Str+Dex+20% (.32 revolver 1d8 impale)
Fighting Method (Street Fighter): Str+Dex+20% (knife 1d6+dm bleed or impale, stick 1d6+dm stun, brass knuckles 1d3+1+dm stun, empty hands 1d3+dm)
Fighting Method (Arsonist): Str+Dex+20% (lighted petrol bomb 2d6 explosive and incendiary, 3yd. area conflagration)

For **Mounted Raiders (or Bandits)**, add Ride (Horses) (Dex+Pow+30%), Survival (Pow+Con+30%), and add a rifle to the Gun Thug Fighting Method. For **Muscleheads**, increase Athletics +10%, Brawn +20%, Unarmed +20%, and Street Fighter Fighting Method +20% (adding to it the bonus ability Knockout). For **Snipers**, add a rifle to the Gun Thug Fighting Method and increase it +10%.

Criminal Leaders

Increase: Common Knowledge +5%, Class & Credit +30%, Conceal +50%, Deceit +50%, Influence +50%, Intuition +20%, Streetwise +30%, Willpower +30%, Criminal Reputation +40%, and Intimidate +30%

Special Abilities: Criminal's Tenacity, Friends in Low Places, Police Connections, Base of Operations, one or more Bolt Holes, and Lucky Shot (when firing a specialty weapon, spend a Mettle point to choose which way to read the d100 result); also, add a retinue of Thugs, and possibly a Bodyguard

Beasts & Monsters

The following roster provides an assortment of non-mythos creatures for a campaign setting. Note that some of these stats may be reskinned for other purposes (e.g., original creatures).

Allosaurus

Str: 2d6+39 (46)
Con: 2d6+12 (19)
Siz: 2d6+43 (50 Huge)
Int: 1d3+4 (6)
Pow: 2d6 (7)
Dex: 2d6+12 (19)

Horror (Shock): Willpower (Normal) –1d3
Action Points: 3
Damage Modifier: +2d12
Might: 15
Essence Points: 7
Initiative: 13
Move: 12, 20 mph
Hit Points: 35
Armor: Tough skin 3

Skills: Athletics 65%, Brawn 96%, Detection 53%, Evade 38%, Fortitude 38%, Stealth 76%, Swim 65%, Tracking 45%, Willpower 14%, (modify as needed)

Fighting Method (Stalking Predator): 65% (kicking talons 1d10+dm bleed or grip, snapping teeth 1d10+dm grip or impale)

Camouflaged: See the "Camouflaged" sidebar.

Allosaurus (optional hit locations) — Huge

1d20	Location	Armor	Hit Points
1-2	Tail	3	17
3-5	Right Leg	3	17
6-8	Left Leg	3	17
9-11	Abdomen	3	18
12-15	Chest	3	19
16	Right Arm	3	16
17	Left Arm	3	16
18-20	Head	3	17

Camouflaged

The animal is able to camouflage itself in its native environment — making any opponent Detection rolls two steps more difficult. The details of this ability vary from creature to creature.

Bear, Brown

Str: 2d6+19 (26)
Con: 2d6+8 (15)
Siz: 2d6+22 (29 Large)
Int: 1d3+4 (6)
Pow: 2d6 (7)
Dex: 2d6+6 (13)

Horror: —
Action Points: 2
Damage Modifier: +1d12
Might: 11
Essence Points: 7
Initiative: 10
Move: 10, 30 mph
Hit Points: 22
Armor: Furry pelt 3

Skills: Athletics 59%, Brawn 85%, Detection 63%, Evade 26%, Fortitude 50%, Stealth 40%, Swim 51%, Tracking 61%, Willpower 14%, (modify as needed)

Fighting Method (Swipe and Bite): 39% (swiping claws 1d6+dm bleed or grip, grasping teeth 1d8+dm grip or impale)

Supersensory (Smelling): When applied to smelling (and when these senses aren't hindered by distractions), Detection and Tracking checks are made two degrees easier.

Brown Bear (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	3	10
4-6	Left Hind Leg	3	10
7-9	Hindquarters	3	11
10-12	Forequarters	3	11
13-14	Right Front Leg	3	10
15-16	Left Front Leg	3	10
17-20	Head	3	10

Camel, Dromedary

Str: 2d6+25 (32)
Con: 2d6+11 (18)
Siz: 2d6+26 (33 Large)
Int: 1d3+3 (5)
Pow: 2d6 (7)
Dex: 3d6 (11)

Horror: —
Action Points: 2
Damage Modifier: +2d6
Might: 12
Essence Points: 7
Initiative: 8
Move: 12, 35 mph
Hit Points: 26
Armor: Hide 3

Skills: Athletics 44%, Brawn 75%, Detection 42%, Evade 22%, Fortitude 86%, Stealth 18%, Swim 50%, Willpower 14%, (modify as needed)

Fighting Method (Kick and Bite): 44% (kicking hooves 1d6+dm stun, crushing teeth 1d6 grip)

Specialized Training: A camel by default will be skittish in battle and stubborn to control — indicated by a low Willpower score. Just as with its human counterpart, a camel may increase its Willpower (and Evade and Fortitude) through training.

Desert Immunity: In some cases, camels may survive up to six months (or more) without water (see the "Desert Immunity" sidebar).

Sprinting: A camel is capable of short bursts of speed. On average, a camel's top speed is 35 mph which may be boosted to 40 mph for the duration of one chase round (and only once per chase).

Hauling : A camel's carrying capacity (for dead weight cargo) is anywhere from 500 to 1000 lbs., depending on its strength and size, though it will refuse to carry loads that are not properly balanced (loading is checked with an appropriate Ride skill).

Trampling: See "Horse."

Camel (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	3	12
4-6	Left Hind Leg	3	12
7-9	Hindquarters	3	13
10-12	Forequarters	3	13
13-14	Right Front Leg	3	12
15-16	Left Front Leg	3	12
17-20	Head	3	12

Desert Immunity
Allows the animal to forgo exposure and thirsting checks in harsh desert conditions.

Chimpanzee

Str: 2d6+12 (19)
Con: 2d6+3 (10)
Siz: 2d6+5 (12 Medium)
Int: 1d3+5 (7)
Pow: 2d6 (7)
Dex: 2d6+12 (19)
Cha: 2d6 (7)

Horror: —
Rationality: max 35%
Action Points: 3
Damage Modifier: +1d4
Might: 7
Essence Points: 7
Initiative: 13
Move: 8, 25 mph
Hit Points: 11
Armor: Hairy flesh

Skills: Athletics 88%, Brawn 61%, Detection 24%, Evade 38%, Fortitude 20%, Stealth 76%, Swim 29%, Willpower 14%, (modify as needed)

Fighting Method (Mauling): 48% (mauling fists 1d4+dm stun or grip/take weapon, savage teeth 1d6+dm grip or impale)

Specialized Training: A chimpanzee may be trained to use melee weapons (e.g., cleavers, machetes), or to carry out certain tasks with human-like intelligence. A trained chimpanzee will in turn teach others of its kind to use such implements.

Chimpanzee (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	4

Crocodile, Nile

Str: 2d6+19 (26)
Con: 2d6+11 (18)
Siz: 2d6+19 (26 Large)
Int: 1d3+2 (4)
Pow: 2d6 (7)
Dex: 2d6 (7)

Horror: —
Action Points: 1
Damage Modifier: +1d12
Might: 11
Essence Points: 7
Initiative: 6
Move: 8, 8 mph
Hit Points: 22
Armor: Scaly hide 4

Skills: Athletics 23%, Brawn 52%, Detection 31%, Evade 14%, Fortitude 36%, Stealth 64%, Swim 94%, Willpower 14%, (modify as needed)

Fighting Method (Bite and Grapple): 33% (snapping teeth 1d8+dm grip or impale)

Camouflaged (and Rolling Attack): A crocodile is able to camouflage itself in swampy water — making any opponent Detection rolls two steps more difficult. If undetected, the crocodile may make a Surprise Attack from its position. Once the crocodile makes a successful attack in the water, it grapples and spins (potentially drowning its victim in the process).

Scotopic: A crocodile is able to navigate effectively in partial or total darkness.

For **saltwater crocodiles**, increase the Siz by up to 15 points (and the Str by half of this Siz increase). For **larger Nile crocodiles** or **American crocodiles**, increase the Siz by up to 10 points (and the Str by half of this Siz increase).

Crocodile (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Tail	4	10
4	Right Hind Leg	4	10
5	Left Hind Leg	4	10
6-9	Hindquarters	4	11
10-14	Forequarters	4	11
15	Right Front Leg	4	10
16	Left Front Leg	4	10
17-20	Neck and Head	4	10

Dog (or Wolf)

Str: 2d6 (7)
Con: 3d6 (10)
Siz: 1d6+3 (7 Small)
Int: 1d3+4 (6)
Pow: 2d6 (7)
Dex: 2d6+6 (13)

Horror: —
Action Points: 2
Damage Modifier: –1d4
Might: 3
Essence Points: 7
Initiative: 10
Move: 12, 30 mph
Hit Points: 9
Armor: Hair

Skills: Athletics 70%, Brawn 24%, Detection 63%, Evade 26%, Fortitude 20%, Stealth 70%, Swim 37%, Tracking 66%, Willpower 14%, (modify as needed)

Fighting Method (Biting): 30% (tearing teeth 1d6 grip or impale)

Specialized Training: A dog may be trained just as with its human counterpart, increasing various skills such as Athletics, Evade, Fortitude, Willpower and even Fighting Methods.

Arctic Immunity: A sled dog is one of the most resilient and effective companions for arctic conditions (see the "Arctic Immunity" sidebar).

Scotopic: A dog is able to navigate effectively in partial or total darkness.

Supersensory (Hearing and Smelling): When applied to hearing or smelling (and when these senses aren't hindered by distractions), Detection and Tracking checks are made one to three (depending on the breed) degrees easier.

Sprinting: A dog is capable of short bursts of speed (indicated by its top speed). The average breed listed here can reach a top speed of 30 mph, though faster breeds are known to reach 45 mph. For a sled dog in arctic conditions, the top speed is 10 mph.

For **wolves**, increase both the Str and Siz by 3 points, and increase Fighting Method +20% and Tracking +10%. Also note that wolves tend to attack in packs. If an alpha male retreats, then its pack will automatically follow.

Arctic Immunity

Allows the animal to forgo exposure and freezing checks in harsh arctic conditions.

Dog (optional hit locations) — Small

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	—	4
4-6	Left Hind Leg	—	4
7-9	Hindquarters	—	5
10-12	Forequarters	—	5
13-14	Right Front Leg	—	4
15-16	Left Front Leg	—	4
17-20	Head	—	4

Different Breeds and Customizations

There are a variety of dogs bred for different purposes. The statistics here show a sizable sled dog, though Str and Siz may change depending on the type of dog. A very large dog may increase both its Str and Siz by 5 points (or more).

Training Animals

Some animals may be trained to perform certain functions (obviously within the limitations of their innate abilities) or to even behave as NPCs (with their own stats). Thus, a dog may be given a number of skill points (perhaps 100 to 150) to allocate to a narrow range of task-related skills (e.g., Intimidate; Tracking; Tradeskills, such as Sledding, Bomb Sniffing, Sentry, Tunnel Rat, or Search & Rescue; Fighting Methods such as Grapple & Pin), as well as Improvement Points for skill increases at the end of scenarios. An animal may also learn new tricks (treated as special abilities) that are acquired in the same time frame as new skills are learned (and with similar Improvement Point expenditures).

A trained animal may also possess drives, bonds and temperaments (with percentages assigned to each), with any loyalties for its trainer tested for acquiescence to a command (or used to augment a command check).

A trainer may purchase a Tradeskill which is associated with the animal (e.g., Dog Training, Horse Training, Elephant Training) — to be treated like the Education Tradeskill (but applicable to the relevant animal) and to be used for the animal's skill increases through mentorship (see "Character Improvement" in the "Game Mechanics" chapter for "Learning Skills Through Mentorship").

To order an animal to perform a task, the trainer makes a command check, using Command, Influence or Intimidate — the choice of which is dependent on the mentor's training methodology. With a success, the animal cooperates. With a critical, the animal cooperates and its loyalty or bond with the trainer increases by 1d3 points. With a failure, the animal does not cooperate, but may be ordered again on the next round. With a fumble, the animal stubbornly refuses or loses morale for the time being (perhaps until a day passes); optionally, 1d3 points of trust or loyalty are lost.

Elephant, African

Str: 2d6+39 (46)
Con: 2d6+18 (25)
Siz: 2d6+54 (61 Huge)
Int: 1d3+5 (7)
Pow: 2d6+3 (10)
Dex: 2d6+4 (11)

Horror: —
Action Points: 2
Damage Modifier: +2d12+1d4
Might: 16
Essence Points: 10
Initiative: 9
Move: 8, 40 mph
Hit Points: 43
Armor: Rough hide 3

Skills: Athletics 57%, Brawn 107%, Detection 67%, Evade 22%, Fortitude 50%, Stealth 21%, Swim 71%, Willpower 20%, (modify as needed)

Fighting Method (Trample and Gore): 57% (trampling feet 1d8+dm stun, goring tusks 1d10+dm impale)

Specialized Training: A trained elephant by default will be skittish in battle and stubborn to control — indicated by lower Willpower and Evade scores — and less able to endure overexertion — indicated by a lower Fortitude score. Just as with its human counterpart, an elephant may increase these skills through training.

Elephant (optional hit locations) — Huge

1d20	Location	Armor	Hit Points
1-2	Right Hind Leg	3	21
3-4	Left Hind Leg	3	21
5-8	Hindquarters	3	22
9-12	Forequarters	3	22
13-14	Right Front Leg	3	21
15-16	Left Front Leg	3	21
17	Trunk	3	20
18-20	Head	3	21

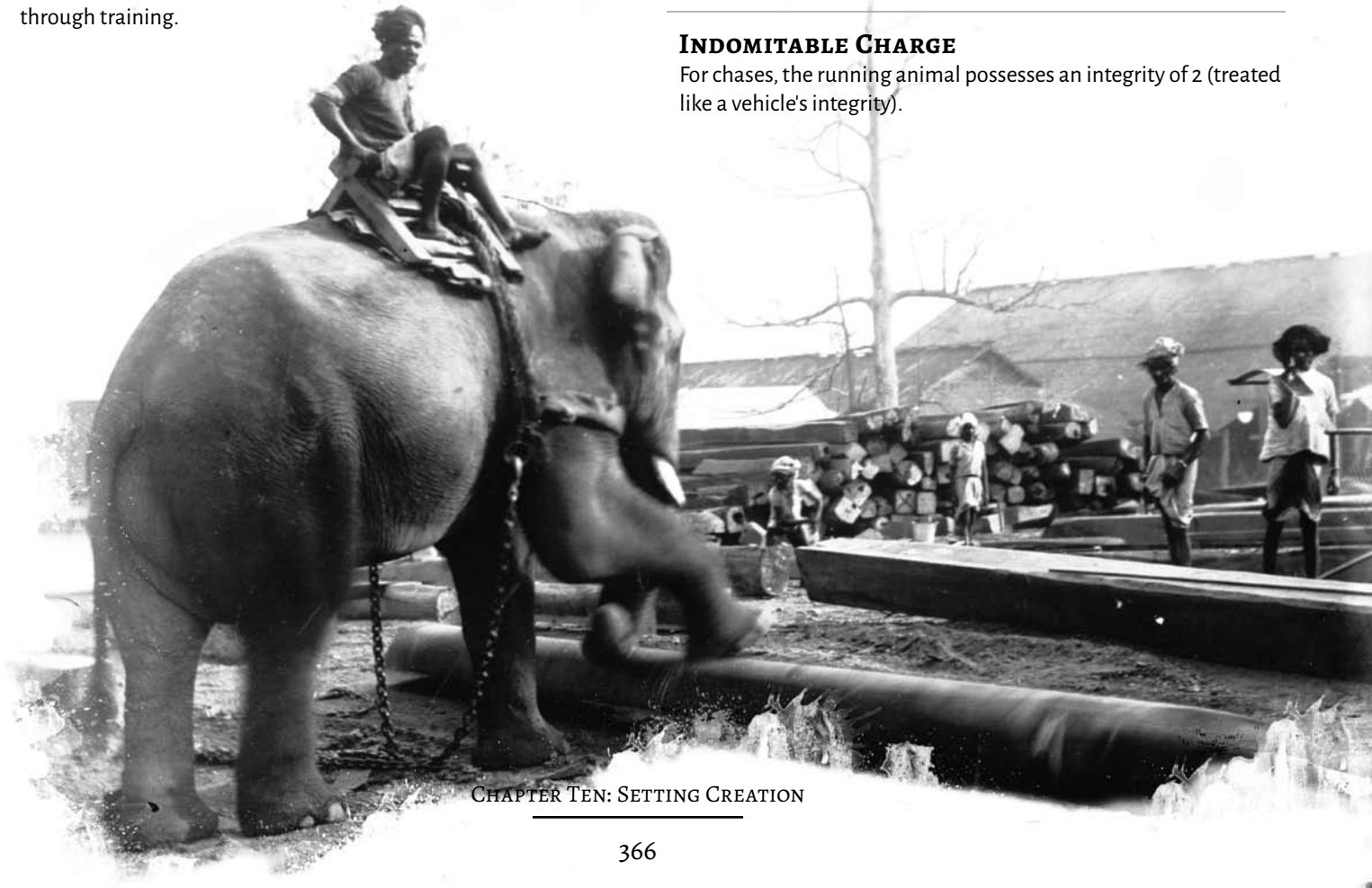
Hauling: Elephants are the strongest mammals (and the strongest land animals). Some African elephants can carry up to 19,000 lbs. (the equivalent of 130 adult humans).

Other Special Abilities: Beast of Burden (see "Horse"), Indomitable Charge (see the "Indomitable Charge" sidebar), and Trampling (see "Horse")

There are three main species of elephants: the African Bush, the African Forest, and the Asian. An **Asian elephant** is generally hairier and smaller, with smaller ears, than its African counterpart. The default statistics represent a larger African elephant; an Asian elephant may decrease both its Str and Siz by up to 5 points. Additionally, with the Asian elephant, only the male grows tusks. Note that the Ride (Elephants) skill translates without penalty between species.

Indomitable Charge

For chases, the running animal possesses an integrity of 2 (treated like a vehicle's integrity).



Gorilla

Str: 2d6+28 (35)
Con: 2d6+6 (13)
Siz: 2d6+16 (23 Large)
Int: 1d3+5 (7)
Pow: 2d6 (7)
Dex: 2d6+10 (17)

Horror: —
Action Points: 2
Damage Modifier: +1d12
Might: 11
Essence Points: 7
Initiative: 12
Move: 8, 20 mph
Hit Points: 18
Armor: Hairy flesh 1

Skills: Athletics 62%, Brawn 78%, Detection 24%, Evade 34%, Fortitude 26%, Stealth 44%, Swim 48%, Willpower 14%, (modify as needed)

Fighting Method (Mauling): 52% (beating fists 1d8+dm stun or grip/take weapon, savage teeth 1d10+dm grip or impale)

Gorilla (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Leg	1	8
4-6	Left Leg	1	8
7-9	Abdomen	1	9
10-12	Chest	1	10
13-15	Right Arm	1	7
16-18	Left Arm	1	7
19-20	Head	1	8

Reskinning Beasts & Monsters

Any of the beasts and monsters — or their hit locations tables — may be repurposed as templates for unique mythos creatures or minions of an Ancient One. For example, though it is not included in the mythos bestiary, the **white ape** from Lovecraft's controversial story, "Facts Concerning the Late Arthur Jermyn and His Family," may be derived from the gorilla write-up. Similarly the gorilla write-up may be used for mutated, **cannibalistic hill folk** descended from a once aristocratic Belgian family (now populating a forgotten stone city in the jungle), or — with a few extra special abilities — as the template for a **dimensional shambler**. The sea creatures at the end of this chapter may serve as lesser **minions of Cthulhu**, late-stage versions of **deep ones**, or even blood-seeking **star vampires** (with a few modifications). The allosaurus may double as a **Hound of Tindalos** or other **extradimensional hunter**. And so on.

Horse

Str: 2d6+25 (32)
Con: 2d6+11 (18)
Siz: 2d6+26 (33 Large)
Int: 1d3+3 (5)
Pow: 2d6 (7)
Dex: 2d6+6 (13)

Horror: —
Action Points: 2
Damage Modifier: +2d6
Might: 12
Essence Points: 7
Initiative: 9
Move: 12, 35 mph
Hit Points: 26
Armor: Leathery hide 2

Skills: Athletics 46%, Brawn 75%, Detection 42%, Evade 26%, Fortitude 76%, Stealth 18%, Swim 50%, Willpower 14%, (modify as needed)

Fighting Method (Kick and Bite): 46% (kicking hooves 1d6+dm stun, crushing teeth 1d6 grip)

Specialized Training: A horse by default will be skittish in battle and stubborn to control — indicated by a low Willpower score. Just as with its human counterpart, a horse may increase its Willpower (and Athletics, Evade and Fortitude) through training.

Sprinting: A horse is capable of short bursts of speed. A horse's top speed may be boosted an extra 5 mph for the duration of one chase round (and only once per chase).

Hauling : A horse can comfortably carry roughly 20% of its weight (for dead weight cargo, on average roughly 190 lbs.). Packs exceeding this limit result in the horse being overloaded with encumbrance. However, mules and sumpter horses have a Beast of Burden special ability, allowing them an easier recovery time from being overloaded (see the "Beast of Burden" sidebar).

Trampling: See the "Trampling" sidebar.

Beast of Burden

Allows the animal to travel overloaded without doubling its recovery time.

Trampling

The animal may attack or react by trampling its opponent, combining any required movement with its attack on the same turn. If successful, the resultant damage is doubled and the target must succeed with a Luck check, or else fall prone. The animal must be at least twice the Siz of its opponent.

Different Breeds and Customizations

There are a variety of horses bred for different purposes. The statistics here show a sizable riding horse, though Str and Siz, as well as carrying capacity and top speed, may all change depending on the type of horse. A few suggested modifications follow.

A **lighter horse** may decrease both its Str and Siz by up to 5 points.

A **sturdier horse** — such as a mule or sumpter horse used for carrying cargo — may decrease both its Str and Siz by up to 5 points, but increase its Willpower +25% and gain the Beast of Burden special ability.

A **larger horse** — such as a draft horse used for heavy labor — may increase both its Str and Siz by 5 points (or more).

A **cavalry horse** — one bred or trained for battle — may increase both its Str and Siz by up to 4 points, as well as its Athletics, Evade, Fortitude and Willpower +20%, +40%, or +60%, depending on the skill of its trainer and its innate potential.

A **race horse** may increase its top speed to 40 mph.

Additionally, a unique or trained horse (or dog, elephant, etc.) may be given drives and bonds (and temperaments) just like its human counterpart. A trained mount may have a strong loyalty to a specific rider, an obsessive like or dislike, or an attachment to a place, person or food (as just a few examples).

Horse (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	1	12
4-6	Left Hind Leg	1	12
7-9	Hindquarters	1	13
10-12	Forequarters	1	13
13-14	Right Front Leg	1	12
15-16	Left Front Leg	1	12
17-20	Head	1	12

Calculating New Prices for Mounts

Average costs for mounts vary wildly, depending on a myriad of factors (e.g., the breed, its availability, the location, the bargaining powers of the purchaser and seller). The gamemaster may find a basic cost listed in the "Wealth & Equipment" chapter, or instead use a simple formula based on the mount's attributes. For an average mount (e.g., draft horse, average dromedary), calculate its median market value (in dollars) by adding its Athletics, Fortitude and Willpower (e.g., $136); halve and double this value for a low and high range. For prestigious breeds (e.g. racing horses), multiply this value by a factor of 5 to 10.

Lion

Str: 2d6+15 (22)
Con: 2d6+6 (13)
Siz: 2d6+12 (19 Medium)
Int: 1d3+4 (6)
Pow: 2d6 (7)
Dex: 2d6+12 (19)

Horror: —
Action Points: 3
Damage Modifier: +1d8
Might: 9
Essence Points: 7
Initiative: 13
Move: 12, 50 mph
Hit Points: 16
Armor: Tough hide 1

Skills: Athletics 91%, Brawn 41%, Detection 63%, Evade 38%, Fortitude 26%, Stealth 76%, Swim 35%, Tracking 49%, Willpower 14%, (modify as needed)

Fighting Method (Pounce and Maul): 61% (tearing claws 1d6+dm grip or bleed, savage teeth 1d6+dm grip or impale)

Scotopic: A lion is able to navigate effectively in partial or total darkness.

Supersensory (Smelling): When applied to smelling (and when these senses aren't hindered by distractions), Detection and Tracking checks are made two degrees easier.

Camouflaged: See "Allosaurus."

Ox

Str: 2d6+37 (44)
Con: 2d6+12 (19)
Siz: 2d6+31 (38 Large)
Int: 1d3+3 (5)
Pow: 2d6 (7)
Dex: 2d6 (79)

Horror: —
Action Points: 1
Damage Modifier: +2d10
Might: 14
Essence Points: 7
Initiative: 6
Move: 8, 15 mph
Hit Points: 29
Armor: Tough hide 3

Lion (optional hit locations) — Medium

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	1	7
4-6	Left Hind Leg	1	7
7-9	Hindquarters	1	8
10-12	Forequarters	1	8
13-14	Right Front Leg	1	7
15-16	Left Front Leg	1	7
17-20	Head	1	7

Skills: Athletics 51%, Brawn 82%, Detection 32%, Evade 14%, Fortitude 58%, Swim 63%, Willpower 14%, (modify as needed)

Fighting Method (Trample and Gore): 51% (trampling hooves 1d6+dm stun, goring horns 1d8+dm impale)

Hauling: An ox can carry and drag loads up to 1.5 times its body weight.

Other Special Abilities: Beast of Burden (see "Horse"), Indomitable Charge (see "Elephant"), and Trampling (see "Horse")

Ox (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	3	13
4-6	Left Hind Leg	3	13
7-9	Hindquarters	3	15
10-12	Forequarters	3	15
13-14	Right Front Leg	3	13
15-16	Left Front Leg	3	13
17-20	Head	3	14

Rhinoceros

Str: 2d6+37 (44)
Con: 2d6+12 (19)
Siz: 2d6+31 (38 Large)
Int: 1d3+3 (5)
Pow: 2d6 (7)
Dex: 2d6+3 (10)

Horror: —
Action Points: 2
Damage Modifier: +2d10
Might: 14
Essence Points: 7
Initiative: 13
Move: 8, 30 mph
Hit Points: 29
Armor: Tough hide 4

Skills: Athletics 51%, Brawn 82%, Detection 32%, Evade 20%, Fortitude 58%, Swim 63%, Willpower 14%, (modify as needed)

Fighting Method (Trample and Gore): 51% (trampling feet 1d6+dm stun, goring horn 1d8+dm impale)

Special Abilities: Indomitable Charge (see "Elephant") and Trampling (see "Horse")

Rhinoceros (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Right Hind Leg	4	13
4-6	Left Hind Leg	4	13
7-9	Hindquarters	4	15
10-12	Forequarters	4	15
13-14	Right Front Leg	4	13
15-16	Left Front Leg	4	13
17-20	Head	4	14

Sea Monster

Abyssal Terror (squid-like)

Str: 2d6+42 (49)
Con: 2d6+8 (15)
Siz: 2d6+63 (70 Huge)
Int: 1d3+4 (6)
Pow: 2d6 (7)
Dex: 2d6+15 (22)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 4
Damage Modifier: +2d12+1d4
Might: 16
Essence Points: 7
Initiative: 14
Move: 12 (swim), 35 mph
Hit Points: 32
Armor: Tough skin 3

Skills: Athletics 71%, Brawn 119%, Detection 63%, Evade 44%, Fortitude 30%, Stealth 79%, Swim 114%, Tracking 71%, Willpower 14%, (modify as needed)

Fighting Method (Abyssal Terror): 71% (questing tentacles 1d8 entangle and grip/take weapon, engulfing maw 1d10+dm grip and engulf)

Aquatic: See the "Aquatic" sidebar.

Camouflaged (and Suprise Attack): The creature is able to camouflage itself in water — making any opponent Detection rolls two steps more difficult. If undetected, the creature may make a Surprise Attack from its position. Once the creature makes a successful attack in the water, it pulls its victim toward its engulfing maw.

Engulfing: See the "Engulfing" sidebar.

Grappling: The creature's natural instincts are to grapple, to grip, or to pin weapons.

Scotopic: The creature is capable of seeing in partial or total darkness.

Supersensory (Smelling): When applied to smelling (and when these senses aren't hindered by distractions), Detection and Tracking checks are made two degrees easier.

Writhing Horror (eel-like)

Str: 2d6+42 (49)
Con: 2d6+23 (30)
Siz: 2d6+63 (70 Huge)
Int: 1d6+3 (7)
Pow: 1d6 (4)
Dex: 2d6+12 (19)

Horror (Shock): Willpower (Normal) –1d6
Action Points: 3
Damage Modifier: +2d12+1d4
Might: 16
Essence Points: 4
Initiative: 13
Move: 12 (swim), 24 mph
Hit Points: 40
Armor: Vast heaving folds 3

Skills: Athletics 68%, Brawn 119%, Detection 33%, Evade 38%, Fortitude 60%, Stealth 23%, Swim 109%, Willpower 8%, (modify as needed)

Fighting Method (Writhing Horror): 71% (smashing body 1d10+dm stun, writhing corrugated tongue 1d10 impale and grip, engulfing mouth 1d10+dm impale and engulf)

Aquatic: See the "Aquatic" sidebar.

Aquatic

While in the water, the creature may use its Swim skill for Athletics and Evade checks. Additionally, the creature automatically succeeds with Swim checks for actions considered commonplace for its species.

Engulfing: See the "Engulfing" sidebar.

Grappling (tongue only): The creature uses its tongue (like a questing tentacle) to grip and pull opponents into its slavering mouth.

Mutable (tongue only): The tongue can change its shape and squeeze into confined spaces or through small apertures.

Oozing: The creature secretes a foul, oozing subtance.

Noxious: The creature exudes a stench that announces its presence with a successful Detection check, but also causes a nauseated reaction (save with Fortitude or lose one turn).

Scotopic: The creature is capable of seeing in partial or total darkness.

Supersensory (Smelling and Tasting): When applied to smelling and tasting (and when these senses aren't hindered by distractions), Detection checks are made two degrees easier.

Writhing: The creature (and its tongue) is two steps more difficult to grip or grapple, due to its squirming nature.

"Rising above the bulwarks...is a vast slobbering mouth a fathom across. From the huge dripping lips hang great tentacles...It is rising, rising, higher and higher. There are no eyes visible; only that fearful slobbering mouth...I can hear it sniffing with a vast indrawing breath...from the mouth of the Thing there flashes forth a long, broad blade of glistening white, set with fierce teeth."
—William Hope Hodgson ("A Tropical Horror")

Abyssal Terror (squid-like) (optional hit locations) — Huge

1d20	Location	Armor	Hit Points
1	Tentacle 1	1	15
2	Tentacle 2	1	15
3	Tentacle 3	1	15
4	Tentacle 4	1	15
5	Tentacle 5	1	15
6	Tentacle 6	1	15
7	Tentacle 7	1	15
8	Tentacle 8	1	15
9-11	Longer Tentacle 1	1	15
12-14	Longer Tentacle 2	1	15
15-20	Mantle	3	16

Engulfing

After a successful grapple, and if its target fails its first escape attempt, the creature swallows or smothers its prey. When engulfed, the target suffers asphyxiation each round (see "Drowning, Asphyxiation & Suffocation" in the "Game Mechanics" chapter). The engulfing predator must be at least twice as large as its opponent to use this ability.

Writhing Horror (eel-like) (optional hit locations) — Huge

1d20	Location	Armor	Hit Points
1-5	Tail/Rear Section	3	19
6-15	Mid Section	3	20
16-17	Fore Section	3	20
18-19	Head	3	19
20	Tentacle-like Tongue	1	10

Shark, Hammerhead

Str: 2d6+33 (40)
Con: 2d6+10 (17)
Siz: 2d6+33 (40 Large)
Int: 1d3+1 (3)
Pow: 2d6 (7)
Dex: 2d6+9 (16)

Horror: —
Action Points: 2
Damage Modifier: +2d8
Might: 13
Essence Points: 7
Initiative: 10
Move: 12 (swim), 35 mph
Hit Points: 29
Armor: Tough skin 3

Skills: Athletics 56%, Brawn 80%, Detection 60%, Evade 32%, Fortitude 34%, Stealth 23%, Swim 107%, Tracking 70%, Willpower 14%, (modify as needed)

Fighting Method (Feeding Frenzy): 56% (chomping teeth 1d8+dm impale and grip)

Aquatic: See "Sea Monster."

Scotopic: A shark is capable of seeing in partial or total darkness.

Supersensory (Smelling): When applied to smelling (and when these senses aren't hindered by distractions), Detection and Tracking checks are made two degrees easier.

For **great white sharks**, increase the Siz by up to 10 points (and the Str by half of this Siz increase), and add the Engulfing special ability (see "Sea Monster").

Shark (optional hit locations) — Large

1d20	Location	Armor	Hit Points
1-3	Tail	3	14
4-13	Hindbody/Forebody	3	15
14	Right Fin	3	13
15	Left Fin	3	13
16-20	Head	3	14

Chapter 11: Organizations

An organization is any structured, motivated and dynamic group — large or small — that constitutes a dramatically interesting element of the setting. Organizations can represent monarchs and their machinations, secret societies and their intrigues, cults and their schemes, spy networks and their plots, military units and their missions, criminal syndicates and their rackets, sorcerous cabals and their conspiracies, or player-centered parties and their pursuits (either selfless or mercenary).

Organizations Versus Factions

Though the terms may sometimes be used interchangeably, in most in-game usages a faction is a potentially divisive clique (or powerful individual) within the larger organization, a subgroup with its own motivations (e.g., drives and bonds) or agenda. A faction does not necessarily have to cause overt conflict, but by defining a faction the gamemaster is determining that an area of the organization is set apart from the group as a whole. A faction may also be created as a fictional offshoot of a historical organization (e.g., a Cthulhu-worshipping sect secretly operating within the Black Ocean Society)

Organizations animate a setting, turning locations into places of territorial dispute, artifacts into foci for competing interests, and the mythos into evolving intrigues.

Organizations are necessary only when the gamemaster desires them as campaign tools, or when the players desire one as a base of operations. They offer specific benefits to a campaign. For the gamemaster, they aid in organizing the setting into more manageable parts. Keeping shorthand records of one or two large powers, and several smaller competing factions, is much easier to administer than tracking a cast of hundreds. Additionally, organizations inspire plot hooks, rumors and ongoing drama. While an isolated location may yield a session or two of conflict, a stocked and motivated faction — whether ally or adversary — supplies a renewable source of ideas. For players, organizations offer structure with concrete goals — without eliminating the free agency so important to a sandbox.

Factions and the Imperial Age

In-game factions — and their shifting allegiances, diplomatic missions, political tensions, and chess-game-intrigues — also model the shifting landscapes of the Victorian and Edwardian eras — from the global scale of empires competing for territory, down to the local scale of occult lodges squabbling over leadership. Factions and their internecine struggles represent a reality of the era — one which will inevitably draw the world into a catastrophic war — and are therefore given careful consideration in Raiders of R'lyeh.

Organization Types

What follows is a suggested list of organization types, each with a few (inexhaustive) ideas for subtypes. Each type is also connected to a broad circle of influence (see the "Circles of Influence" in the "Character Creation" chapter for a summary explanation of each category). In reality, some organizations will be a mix of types (e.g., a spy ring using a business or bohemian front, a criminal organization operating a nightclub, a mercantile operation employing private militia), and the gamemaster is encouraged to look for these creative synergies.

It is important to note that not every group needs to be developed into an organization. If a group serves as more of a background element than as a source of conflict and intrigue, then it may be best left as a descriptive note. Such groups that suddenly prove more interesting can always be developed into full-fledged organizations. In contrast, fully developed organizations that remain inert can always be demoted to mere background elements.

Academic

Academic societies, institutions and universities...

Type of Academic Organization?

1d12	Type	1d12	Type
1	Antiquarian society	7	Library
2	Auction house	8	Monastic or hermetic school
3	Gallery or museum	9	News organization
4	Geographic society	10	Research facility
5	Ghost or psychical society	11	Sanitarium
6	Laboratory or observatory	12	University

Bohemian

Bohemian societies, sets and clubs...

Type of Bohemian Organization?

1d12	Type	1d12	Type
1	Art, illustration or music movement	7	Avant-garde clique or epicurean society
2	Acting troupe, production company or theatrical set	8	Gang of art thieves or forgers
3	Anti-capitalist agitators (e.g., anarchists, Bolsheviks, communists, feminists, socialists)	9	Hidden shop or gallery for those with exotic tastes, or black market group
4	Arts and crafts society or commune	10	Society of art patrons or private collectors
5	Traveling carnival	11	Stage magician society
6	Brothel or drug parlor	12	Underground nightclub or exclusive brasserie

Colonial (or mercantile)

Colonial cartels, companies and guilds...

Type of Colonial (or Mercantile) Organization?

1d12	Source of Capital	Industry	Industry
1	Church or other evangelical source	Art or archaeological treasures	Oil
2	Combination of vested interests (more than one source)	Banking	Opium (or other drugs)
3	Independent colonial entrepreneurs with tenuous profits	Coal	Precious gemstones (e.g., diamonds in South Africa, rubies in Burma)
4	Family or clan-run company (e.g., zaibatsu) or plutocracy	Crops (e.g., tobacco)	Railway development and related infrastructure (e.g., cables, telegraphs)
5	Mercantile guild	Exotic (e.g., smuggled contraband, stolen medical supplies)	Rubber
6	Private investors or diversified shareholders	Intelligence (military or otherwise)	Sex trafficking
7	Privately or royally-owned colony (e.g., Belgian Congo) or autocracy	Invention (e.g., engineering, scientific, medical)	Shipping (or smuggling)
8	Smugglers or mercenaries with profit shares	Livestock or fishing	Slaves
9	State-backed private trading company	Lumber	Steel
10	State-owned corporation	Metals (e.g., gold, silver, copper)	Vice (e.g., gambling, loan sharking)
11	Tycoon using private capital	Newspaper (or other media)	Textiles
12	Tycoon backed by private banks or by the state (or by both)	Occult objects	Weapons (manufacturing or smuggling)

Criminal

Criminal gangs, syndicates and brotherhoods...

Type of Criminal Organization?

1d12	Type	Crime (or Crimes)	Smuggling & Trafficking
1	Crime family	Assassination or protection	Corpses (e.g., body snatching, tomb raiding)
2	Criminal mastermind	Counterfeiting or fraud	Currency (e.g., paper money and coins, gold and silver bars)
3	Ethnic gang	Kidnapping	Information
4	Ideological group (e.g., anarchists, radical nationalists)	Loan sharking, extortion, or protection rackets	Foodstuffs and livestock
5	Illicit business cartel	Money laundering or business espionage	Medical supplies
6	International syndicate	Political corruption and bribery	Natural resources (e.g., oil, water)
7	Outlaw brotherhood	Robbery (e.g., banks, trains)	Occult objects
8	Prison gang	Smuggling and trafficking (roll for type)	Opium (or other drugs)
9	Revolutionary group (e.g., guerillas)	Spying and blackmail	Precious gemstones (e.g., diamonds, rubies)
10	Rogue agency	Terrorism and sabotage	Prostitutes, slaves, or illegal immigrants
11	Street gang	Vice (e.g., drugs, gambling, prostitution)	Textiles (or other goods)
12	Terrorist organization	Warfare (e.g., guerilla violence)	Weapons

Intelligence

Governmental agencies, branches and bureaus...

Type of Intelligence Organization?

1d10	Type	1d10	Type
1	Army intelligence	6	Gendarmerie
2	Brain trust or cryptoanalytic agency	7	Naval intelligence
3	Bureau of investigation (local or municipal)	8	Private detective agency or intelligence team
4	Bureau of investigation (state or federal)	9	Secret police
5	Front organization (using another organization type)	10	Spy branch or secret service

Martial

Martial units, fleets and warbands...

Type of Martial Organization?

1d12	Type*	1d12	Type*
1	Armed detail or private security	7	Occupier force (foreign officers with trained locals)
2	Army group (e.g., artillery, calvary, infantry)	8	Posse or armed task force
3	Guerillas (local militia)	9	Special forces
4	Guerillas (trained rebels or vengeful fedayeen)	10	Trained mercenaries
5	Marauders (e.g., raiders, robbers, pirates)	11	Traitorous renegades
6	Naval group	12	Tribal or clannish warband

*Scale of the unit can be based on its defensible area (from a small neighborhood on up to a city, or larger), or on the equivalent rank of its leader and the implied number of men under his command. For the former, refer to the "Population Sizes" table, and for the latter, refer to the "Simplified Hierarchy of British Combat Ranks" table, both included in the "World Sourcebook" section of the appendices.

Occult

Secret societies, orders and lodges...

Type of Occult Organization?

1d20	Type	1d20	Type
1	Anti-capitalist agitators (e.g., anarchists, Bolsheviks, communists, feminists, socialists)	11	Hidden inner circle (of another occult organization)
2	Antiquarian society	12	Inbred family or mutant clan
3	Backwoods or outsider cult	13	Masonic lodge or secret society
4	Cabalistic or inquisitorial religious, monastic or mendicant order	14	Plotting camarilla
5	Congregational offshoot	15	Revivalist tent church
6	Debauched epicures	16	Secret military order or brotherhood
7	Ethnic brotherhood	17	Sorcerous cabal
8	Exclusive or clandestine gentleman's club	18	Star chamber
9	Front organization (using another organization type)	19	Theosophist camp
10	Hermetic order	20	Witch or Voodoo coven

Organization Ideologies

An organization may possess drives and bonds just as an individual does. A drive represents the organization's worldview, philosophy, beliefs or ideals (e.g., imperialist, anti-imperialist, nationalist, anti-capitalist, capitalist, isolationist, progressive, Marxist, socialist, anarchist, occult, feminist, nihilistic, Bolshevist, racist, racial, evangelistic, epicurean, antiquarian, eschatological, gnostic, mercenary, covetous, hedonistic, greedy, pseudoscientific, reactionary, revolutionary, vigilant, protective) and a bond designates its loyalties, allegiances, connections, passions, or rivalries, and so on (e.g., Faith in Prussian Might, Defense of the Crown, Bringing the World Under British Rule, Take Up the White Man's Burden, Manifest Destiny, Rivalry Against the Germans, Expansion is Everything, Loyalty to the Tsar, Devoted to a Kingdom of Serbia, Rivalry Against the Sultan, Dedicated to American Isolationism, Revolt Against Foreign and Christian Invaders, Unification or Death, Loyalty to the Slavic Race, Loyalty to the Yellow King, Worship of Cthulhu). These motivations may be used to define a group's limitations as well — anything it finds absolutely abhorrent or otherwise against a code (i.e., the lines which cannot be crossed).

Recent Events Shaping Ideologies

Empires: Great Britain, France, Germany, Italy, Russia, Austria-Hungary, Japan, and the United States; recently dissolved or in decline: Spain, Turkey (Ottoman Empire)

Significant Treaties and Agreements: Treaty of Frankfurt (1871), League of the Three Emperors (1873-1887), Treaty of Berlin (1878), German-Austrian Alliance (1879), Triple Alliance (1882), Reinsurance Treaty (1887), Franco-Russian Alliance (1894), Treaty of Paris (1898), Anglo-Japanese Alliance (1902), Entente cordiale (1904), Treaty of Björkö (1905), Taft–Katsura Agreement (1905), Japan–Korea Treaty of 1905, Anglo-Russian Entente (1907), Triple Entente (1907), Japan–Korea Annexation Treaty (1910), Racconigi agreement (1909)

Wars: Austro-Prussian War (1866), Franco-Prussian War (1870-1871), Russo-Turkish War (1877-78), First Boer War (1881-82), First Sino-Japanese War (1894-95), Spanish–American War (1898), Second Boer War (1899-1902), Philippine–American War (1899-1902), Russo-Japanese War (1904-05), Turco-Italian War (1911-12), Balkan Wars (1912-1913)

Events: The Great Game (1813-1907), Panic of 1873, Irish Home Rule (1873-1920), Congress of Berlin (1878), Scramble for Africa (1881-1914), Anglo-Sudan War (1881-1899), Wounded Knee Massacre (1890), Panic of 1893, Plessy v. Ferguson (1896), Fashoda Incident (1898), Annexation of Hawaii (1898), Boxer Uprising (1900), Venezuela Crisis (1902–03), Partition of Bengal (1905), First Moroccan Crisis (1905-1906), Atlanta Race Riot (1906), Panic of 1907, Bosnian Crisis (1908), Agadir Crisis (1911), The Sinking of the Titanic (1912), The Dublin Lock-Out (1913)

Organization Goals

An organization's general **goals** are ongoing and broad (e.g., amassing wealth, investigating mysteries, worshipping Cthulhu), while their **objectives** are specific, cumulative, related to their broader goals, and achievable in a given timeframe (e.g., establish a landholding in Brazil, investigate the disappearance of Alonzo Typer, capture and detain sacrifices for the Night of Purging). Depending on the organization and its current status, its goals may present a variety of ideas for objectives.

Academic goals: preserving knowledge, collecting artifacts, teaching scholarship, investigating mysteries, controlling politics, performing research, protecting secrets and harboring conspiracies, amassing wealth, making powerful allegiances

Bohemian goals: changing perspectives, escaping reality, pursuing truth and beauty, shocking tastes, inciting rebellion, enjoying worldly pleasures, creating art, avoiding responsibility, finding meaning, indulging appetites

Colonial (or mercantile) goals: maximizing profits, controlling resources, aquiring colonial territories, preserving power, growing industries, monopolizing goods, selling services, dominating banking, swaying politics, amassing power, enforcing draconian rule, running smuggling operations

Criminal goals: plotting crimes, enforcing ideologies, organizing coup d'états, acquiring and controlling resources and territories, acquiring and preserving power, growing industries, monopolizing goods, selling illegal services, dominating illegal businesses, swaying politics, running smuggling operations

High Society goals: controlling public opinion, maintaining law and order (or exercising tyranny), acquiring and controlling resources and territories, acquiring and preserving power, growing industries, swaying politics, legitimizing land claims, finding new sources of wealth and prestige, practicing philanthropy, seeking existential truths, brokering agreements, traveling and adventuring

Intelligence goals: gathering intelligence, protecting an ideology or motherland, hunting criminals, controlling threats to security, investigating mysteries, manipulating populations, plotting revolutions, developing spy networks, crushing anti-establishment dissent and labor union organization

Martial goals: completing military objectives, acquiring and defending territory, persecuting threats, neutralizing enemies

Occult goals: acquiring esoteric knowledge, pursuing occult power, summoning otherworldy forces, combating supernatural dangers, seeking ancient artifacts, promoting ideologies, mastering magic, gathering intelligence, recruiting followers, providing camaraderie, facilitating anarchy, harboring conspiracies, plotting revolutions, developing spy networks

Imperialism

Related Drives & Bonds: Imperialistic, Traditional, Aristocratic, Industrialist, Faith in Prussian Might, Defense of the Crown, Bringing the World Under British Rule, Take Up the White Man's Burden, Manifest Destiny, Rivalry Against the Germans, Expansion is Everything, Loyalty to the Tsar, (create your own)...

A belief in the legitimacy of empire (in Latin, the "imperium"). Imperialist policy advocates the spread of power and influence through colonization, military force and various other means, and espouses the benefits of imperial intervention in its colonies, namely: territorial protection, social advancement, and the rapid spread of Western ideas, technologies and industries.

The big empires of the Imperial Age include Great Britain, France, Germany, Italy, Russia, Austria-Hungary, Japan, and the United States, with the Ottoman Empire ("The Sick Man of Europe") in rapid decline, and Spain (after its loss of territories to the United States in the Spanish-American War) and Russia (after its demoralizing defeat in the Russo-Japanese War) both on the brink of implosion. Citizens from empires in their nascent stages — such as Germany, the United States, or Japan — are more apt to be optimistic or protective about their empire's expansionism and colonial possessions, while those from countries in decline are more likely to be questioning — and in many cases revolting against — the old imperialist policies and their social consequences. Several empires, such as Austria-Hungary and Russia, struggle with ruling over a nation of multiple languages, cultures, ethnicities, and religions.

Hidden Agendas & Secret Knowledge

An organization may have a hidden agenda, a plotting faction or inner circle, or a secret treaty with another organization, or it may possess forbidden knowledge about the mythos (even partial or incorrect information). With any hidden agenda, followers may or may not understand the true motives of the organization. A faction within the organization may possess secret knowledge or a hidden agenda, even if the organization as a whole is ignorant of the faction's true purpose. A hidden agenda is generally an overarching plan (that may take an entire campaign to fulfill), consisting of smaller objectives designed to help the organization reach its ultimate goal. A few examples of mythos goals follow.

Mythos goals: awakening or unleashing an Ancient One (or other monstrous master), appeasing an Ancient One (or other monstrous master) or compelling it through supernatural means to uphold the divine order, executing an elaborate ritual, collecting lost knowledge (or ancient supernatural objects), conducting a holy inquisition (against unholy agents), conducting a shadow inquisition (against any opposing threats), destroying occult objects, destroying a timeline, guarding or imprisoning an Ancient One (or other monstrous master), investigating or destroying a conspiracy, learning ancient sorcery or technology, locating R'lyeh or another lost world, protecting a timeline, scouring the globe for possessors of ancient wisdom (both living and dead)

Muscle, Funding and Power

Each organization has a support structure made up of **Muscle** (e.g., security, defenses, force of arms), **Funding** (e.g., capital, resources) and **Power** (e.g., influence, reputation, control over opinion) — with each described as one or more assets (e.g., banks, warehouses, barracks, churches) within the organization. A unique asset may provide even more Muscle, Funding or Power for the group, depending on its purpose.

Muscle represents the organization's force of arms, or its ability to apply physical force or violence to its opponents and to martially defend itself. A military unit would logically possess armed and trained soldiers, while a library most likely would be lacking entirely any means of defending itself (unless it contracted with armed security). Organizations lacking Muscle may have goals to increase this deficit, or may look for alliances with other organizations with Muscle.

Funding describes the organization's wealth or means of financial support. A bank would logically possess an expansive infrastructure providing immediate access to wealth, while a military unit most likely would require the financial backing of a government or patron (unless the unit was a self-employed group of mercenaries). Organizations lacking Funding may have goals to find backers, or may look for alliances with other organizations with financial means.

Power corresponds to the organization's social influence, reputation and overall presence, as well as to its command over the public and its ability to sway others to its ideology. It is possible for a nation or empire (e.g., Spain, Russian, Turkey) to have strong Muscle and Funding, yet suffer an eroding Power as its populace embraces anti-establishment values. Similarly, it is possible for a faith, cult or revolutionary group (e.g., fascist nationalists, communists, Bolsheviks, anarchists) to amass Power as its message spreads, while lacking any real Muscle or Funding. Organizations lacking Power may turn to propagandistic means or to alliances to remedy their positions, or may compensate by increasing their Muscle and Funding or relying on draconian measures to enforce their authority.

Anti-Imperialism

Related Drives & Bonds: Anti-Imperialist, Nationalist, Marxist, Bolshevist, Anti-Capitalist, Anarchist, Progressive, Socialist, Isolationist, Anti-British, Devoted to a Kingdom of Serbia, Rivalry Against the Sultan, American Isolationism, Revolt Against the Tsar, Revolt Against Foreign and Christian Invaders, Unification or Death, Loyalty to the Slavic Race, (create your own)...

An opposition against colonialism, imperialism, and territorial expansion of a country beyond its established borders. Anti-imperialists often view imperialists as unjustly excusing exploitation, the decimation of cultures, and other atrocities as necessary means to an end. Anti-imperialism may be associated with nationalism (and with those wishing to secede from a larger multi-ethnic state), or with anti-capitalism (and with those believing strongly in Marxist theories).

Several recent historical events, still fresh in the public's collective conscious, have stoked anti-imperialist sentiments. Europe's "Scramble for Africa" in the "Dark Continent" has resulted in crises such as the Boer War and the Belgian Congo atrocities. Weaknesses in a decaying Ottoman Empire, exploited by its enemies and the scavengers of its possessions, have resulted in unrest and nationalism in the Balkans, and in the independence of its former territories (such as Romania, Serbia and Bulgaria). Germany's vested interest in the Ottoman Empire and its intervention in North Africa has recently challenged France's protected claim over Morocco and Algeria, and the loyalties of France's closest allies, nearly provoking a global war in the process. Austria-Hungary's imperialist stake in the Balkans has threatened Russia's protective interests in the territory's Slavic race. In China, the Boxer Rebellion (against an eight-nation alliance) has stirred other agitators around the world. America's interventionist policies in South America, its acquisition of Spain's former territories, and its involvement in the Philippine–American War, have likewise incited its own anti-imperialist sentiments.

Doubt and Anxiety

As with many of the other declining empires, much of Britain's anti-imperialism stems from a growing doubt and anxiety about its future. After Britain suffered an economic downturn (in the 1880s) resulting partly from cheap agriculture flooding its markets from Germany, the United States and Australia, many of its workers left the country for jobs in the cities; the aristocracy sold off estates and treasures, and entered into marriages with American millionaires, all in order to weather their declining fortunes. Additionally, the Boer War (1899-1902) in many ways eroded much of Britain's hubris, and revealed to the world the empire's antiquated military tactics and the appalling physical condition of its soldiers. In its search for new alliances, Britain turned surprisingly to Japan, then to its former enemy France, and later to Russia — breaking from its long and "splendid isolation."

Unique Assets

An organization's unique assets are equivalent to a character's special abilities. It is assumed that all organizations will have at minimum a Base of Operations, and answers as to their Muscle, Funding and Power. But not all organizations will possess or need a unique asset (or some may be plotting to acquire one as part of their overarching ambitions).

The list of unique assets is merely a starting point; the gamemaster is encouraged to add new ones as the setting or organization demands them. With a bit of adjustment, it is possible to turn a special ability (e.g., Religious Authority, Friends in Low Places, Police Connections, Amazing Derring-Do, Merchant Vessel, Medical Authority, Journalistic Access, Private Collection, Bolt Hole, Legal Authority), an Occult path or Fighting Method, a spell or ritual, a special character, or even another faction into a unique asset applicable to the organization as a whole. In other words, with a little creativity, just about anything can be made into a unique asset.

Academic Influence

The group has infiltrated a university (or other institution) within its jurisdiction, and is able to leverage this influence to obtain favors, information or expertise from those in academia. Either its own members hold key positions, or the group has somehow earned the sympathy or loyalty of several important figures (in some cases, bribery or blackmail may be involved, or a patron has been swayed using Invasive Ideology). As a variation, the group has established a secret society apart from but within the confines of the institution.

Unique Assets

1d20	Unique Asset	Unique Asset
1	Academic Influence	Special Equipment
2	Assassins	Specialized Training
3	Bank & Loan	Smugglers
4	Brain Trust	Spies
5	Criminal Racket	Stronghold
6	Den of Iniquity	Thugs
7	Detectives	Transport & Shipping
8	Dominion	Zealots
9	Expert	Dark Pact
10	Front Organization	Dimensional Gate
11	Informants	Doppelgängers
12	Invasive Ideology	Eldritch Abomination or Lair
13	Laboratory	Forbidden Knowledge
14	Masonic Lodge	Inhuman Servitors
15	Military	Lost World
16	Natural Resource	Monster Colony
17	Network	Mythos Archives
18	Political Influence	Mythos Magic
19	Religious Influence	Mythos Object
20	Shadowy Benefactor	Spawning Pool

Assets in small caps are exclusively mythos-based.

Assassins

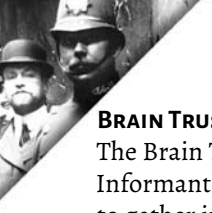
Assassins murder key targets for the group — using a specific modus operandi (e.g., explosives, poisoning) — but may arouse the attention of authorities, especially if the nature of a target's death is especially gruesome or unusual. When paired with the Zealots asset, an Assassin's fanaticism may outweigh his consideration for concealment.

Bank & Loan

The group has influence over or control of a banking institution or its financial powers, and is able to leverage this influence to obtain favors from those in positions of authority. Either its own members hold key positions, or the group has somehow earned the sympathy or loyalty of several important figures (in some cases, bribery or blackmail may be involved, or a patron has been swayed using Invasive Ideology). If Bank & Loan is used for illicit activities, then a very visible paper trail is apparent to anyone making a reasonable investigation — unless the group also possesses one or more Front Organizations concealing such activities.

Base of Operations

The group possesses a central headquarters — which may be upgraded into a Stronghold if the group becomes powerful enough. By default, each group has at least one Base of Operations (though more may be added if a group increases its scale or territory).



Brain Trust
The Brain Trust offers its notable expertise, exploits Informants, Detectives, Thugs, Spies or Smugglers as assets to gather intelligence, and suggests informed avenues of strategy which the group would otherwise overlook. A Brain Trust could consist of a solitary solicitor offering legal advice and resources — on a smaller scale — or a sovereign's trusted advisors with the resources and information of the realm at his disposal — on a larger scale.

Criminal Racket
The group monopolizes a criminal opportunity in its jurisdiction, which is most likely very apparent to anyone making a routine investigation. A Criminal Racket increases the criminal influence of all of its members but also makes the group vulnerable to reprisals from rival organizations (which may result in conflicts over key territories and resources).

Dark Pact
The group or its ancestors made a covenant with an Ancient One (or other supernatural horror) for wealth or prosperity, in exchange for what seemed, at first, a meager payment. Over time, the true horrible price became evident. The Dark Pact cannot be broken without cataclysmic consequences.

Den of Iniquity
The group controls a seedy, smoky, greasy parlor of disquiet and disease — wherein desperation and deals are brokered. A Den of Iniquity may exist in a colonial safety zone, in a backwater wharf, or in the industrial labyrinth of a city — sometimes in the guise of a seemingly legitimate and pedestrian business (see "Front Organization"). A Den of Iniquity may increase the reach and influence of the group's Network (especially one connected to criminality), provide a natural hub for the group's informants, or entrap an influential member of society in a scheme of blackmail.

Detectives
The group has in their employ a number of detectives who investigate and make inquiries, gather rumors and intelligence, hide evidence of wrongdoing, or make subtle threats. Combined with the Thugs asset, the Detectives may also act on these threats or eliminate evidence of wrongdoing through murder or sabotage.

Dimensional Gate
The group furthers a Spacetime Gate's growth or attempts its decay. Their goal may be: making some pact with what lies on the other side; sending unwitting explorers into it; combating periodic visitors creeping into our world; or, keeping its growth at bay with ritual sacrifice. A long-existing gate corrupts its environment and the local inhabitants with a kind of eldritch radioactivity.

Dominion (territory)
The group controls a swath of territory — as small as a neighborhood or as large as a colony — within which it exerts an inordinate amount of control (and in some cases, violence). While a Dominion increases the group's power base, it also occupies much of its resources in its management and protection (controlling a Dominion is a very public affair which most often draws opposition and challenges to the group's authority). Once a Dominion is secured, the group also has access to any Natural Resource or Stronghold within its borders.

Doppelgängers
At some point some or all of the group's members have been replaced with copies — perhaps imperfect copies at closer inspection (or in a certain light). The Doppelgängers will attempt a facade of normalcy, but this approximation of human behavior and appearance may slip at times.

Eldritch Abomination or Lair
The group exists within proximity of a mythos entity or other supernatural threat, and may be attempting to summon it wholly into our world, to guard it against intrusion, to bring it periodic sacrifices, to keep it sealed behind a barrier, or to eradicate it forever. As a variation, the group may be attempting at any cost to locate the entity or its lair.

Expert (type)
The Expert possesses either a suitable skill or a special ability which proves critically important to the group's operations. Certain assets (e.g., Mythos Object, Forbidden Knowledge, Mythos Archives, Mythos Magic, Specialized Training) may prove unusable by the group without a proper Expert who knows how to exploit it. It is up to the gamemaster to determine which assets absolutely require such an Expert.

Forbidden Knowledge
With a preexisting Laboratory asset — as well as an Expert who may exploit the asset — the group is capable of performing weird experiments — outside the current limitations of science (e.g., reanimating the dead, creating chimeras). As a variation, the group may be attempting at any cost to locate the Forbidden Knowledge or an Expert capable of exploiting its secrets.

Front Organization
The group may have other legitimate businesses, but this one needs hiding or laundering. Contraband, slaves, illicit information…a basic operation is established with whatever requisite infrastructure, personnel and informants are necessary to conceal the group's activities from prying eyes.

Inhuman Servitors
The group works as emissaries for the inhuman servitors of an Ancient One, who have concealed themselves from the waking world (such as psionic K'n-yan, savage Tcho-Tcho, subterranean serpent folk, or other indescribable things). Most likely, the group acts as a kind of cargo cult mimicking the impenetrable rituals of their inhuman masters.

Informants
The group has spies — most of whom appear inconspicuous — positioned strategically within its jurisdiction. By default, these spies operate at a street level — picking up rumors and any evidence of investigation — but may also be embedded in positions of authority (such as when the group also possesses Political Influence).

Invasive Ideology
The group possesses a significant amount of influence — gained through cunning, planning, marketing or persuasion — when dealing with adherents, when infiltrating universities, or when operating in its jurisdiction or network. An Invasive Ideology asset provides the groundwork for legitimizing a dangerous cult, leeching the estate and resources of a powerful follower, softly preparing a populace for their new masters, or supplying an ancient evil with a pool of willing sycophants. A powerful ideology can provoke revolution or anarchy, or inspire fanatical followers willing to sacrifice for a cause. An ideology can be set up with charismatic leaders, with political influence, with armed resistance, or with disenfranchised devoted. A group may spend considerable time just growing this influence.

Laboratory
The group is able to perform Laboratory experiments — within the current limitations of science. Having a Laboratory presupposes access to personnel with the proper expertise to use the facilities.

Lost World
The group exists atop the buried ruins of a lost civilization — such as K'n-yan in Oklahoma — or visits it as some form of unholy pilgrimage. There is a chance of the Lost World being inhabited by its original founders — such as the psionic and autocratic K'n-yan, or the sadistic serpent folk of Yoth — or a conquering enemy — such as the voracious minions of Tsathoggua. As a variation, the group may be attempting at any cost to locate the Lost World.

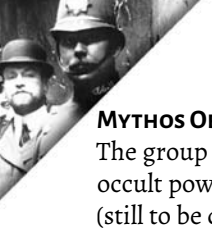
Masonic Lodge
The group controls a Masonic lodge (or one that to a layman appears to be practicing Freemasonry) and any occult resources found therein. A Masonic Lodge that gains notoriety for the activities of its members may attract important figures to its cause, which could help the group in obtaining other assets — such as Political Influence, Academic Influence, Bank & Loan, and so on. For a smaller group, a Masonic Lodge may be used as a Base of Operations, or even upgraded to a Front Organization (for a spy ring) or a Den of Iniquity (for a criminal enterprise). Combined with a Network, the group may strategically establish more lodges as its territory expands. If a cult sets up a lodge, it may be capable of hiding its true idol behind a mask of accepted Freemason ritual.

Military
The group has access to and proficiency with military weapons, personnel or supplies. Depending on the size and logic of the group (to be determined by the gamemaster), Military may translate into mercenaries — on the lower end of the scale — or into a standing army or fleet — on the higher end. However, just because a group has access to such a powerful asset, does not mean its infrastructure may support it. While Military increases the group's strength of arms, it also occupies much of its resources in its management and funding.

Monster Colony
The group is entangled with a neighboring infestation of mythos creatures or other supernatural threats, who have concealed themselves from the waking world (such as psionic K'n-yan, savage Tcho-Tcho, subterranean serpent folk, or other indescribable things). The attitude of the group's members may be belligerent or servile, depending on the nature of the creatures and the needs of the group. As a variation, the group may be replaced with Doppelgängers.

Mythos Archives
The group has access to significant mythos information (but may not necessarily know how to interpret it fully). Their goal may be: using it in some arcane ritual; seeking an Expert who may translate its secrets; exploiting its power (or learning how to exploit its power); or, concealing it from the world or outright destroying it. As a few variations, the group may be attempting at any cost to learn more about the mythos, to hunt down and destroy the mythos, or to use the mythos for some infernally selfish purpose. Additionally, a known Mythos Archives may be targeted by very dangerous people or creatures.

Mythos Magic (specific spell or spells)
The group has access to mythos-based magic (but may not necessarily know how to control it fully). Their goal may be: seeking an Expert who may translate its secrets; using it in some arcane ritual; exploiting its power (or learning about how to exploit its power); or, concealing it from the world. As a variation, the group may be attempting at any cost to acquire Mythos Magic.



Mythos Object
The group is in possession of a mythos object (or an artifact of occult power). Their goal may be: combining it with another (still to be discovered) artifact; selling it to another group or individual; using it in some arcane ritual; exploiting its power (or learning how to exploit its power); recruiting an Expert who can investigate its purpose; or, concealing it from the world. As a variation, the group may be attempting at any cost to locate the Mythos Object.

Natural Resource
The group controls a coveted resource — such as a diamond, gold or coal mine, major cistern, oil derrick or refinery, or strategically important territory, among other possibilities. As a variation, the Natural Resource is essential to the group's existence, and most likely targeted by one or more third parties.

Network (type)
The group has a prominent influence and presence within a specified network (e.g., Academic, Bohemian, Colonial, Criminal, Intelligence, Martial, Occult) — from which its members may more easily obtain the network's services and information.

Political Influence
The group has infiltrated the political system within its jurisdiction, and is able to leverage this influence to obtain political (and sometimes legal) favors from those in positions of authority. Either its own members hold key positions, or the group has somehow earned the sympathy or loyalty of several important figures (in some cases, bribery or blackmail may be involved, or a patron has been swayed using Invasive Ideology). The gamemaster should determine if the asset includes law enforcement, or if Law Enforcement Influence should be a separate asset entirely.

Religious Influence
The group has either infiltrated a religious group within its jurisdiction, and is able to leverage this influence to obtain favors (e.g., information, cover-ups, sanctuary) from those in positions of authority. Either its own members hold key positions, or the group has somehow earned the sympathy or loyalty of several important figures (in some cases, bribery or blackmail may be involved, or a patron has been swayed using Invasive Ideology). If a cult has infiltrated the religious group, it may be capable of hiding its true idol behind a mask of accepted theology.

Shadowy Benefactor
The group is used or backed by a powerful and resourceful patron, perhaps one well-positioned in polite society but concealing his or her true nature and motivations. As a variation, the Shadowy Benefactor is in secret a puppet of a mythos entity.

Smugglers
The group has connections with Smugglers, who in turn have access to hard-to-acquire goods outside of the group's jurisdiction. However, Smugglers may be duplicitous with their loyalties, sometimes betraying their contracts for better opportunities (or to avoid entanglements with the law). Smugglers may use other available assets, such as Dens of Iniquity, Front Organizations, Military, Networks, Transport & Shipping, or Thugs (as just a few examples).

Spawning Pool
Not only does the group have access to Inhuman Servitors, but its members are also tasked with guarding or managing a Spawning Pool (e.g., shoggoth pit, mi-go bioengineering farm). The group may or may not have control over the powers that issue forth from its infernal womb. As a variation, the group attempts to keep the Spawning Pool contained, or participates in a periodic ritual to appease its inhabitants.

Special Equipment
The group is in possession of unique or valuable equipment (which may also include military weapons or caches, or advanced medicine or technology). Their goal may be: selling it to another group or individual; using it in some larger operation; exploiting its power (or learning how to exploit its power); seeking an Expert who may know how to exploit its potential or to teach the group how to use it; or, concealing it from the world until they determine how to leverage the situation to their advantage. As a variation, the group may be attempting at any cost to locate the Special Equipment.

Specialized Training (type)
The group possesses knowledge in one specific area of expertise — typically represented by a skill or more than one closely related skills — and is able to train others. Specialized Training requires one or more Expert assets.

Spies
The group has connections with Spies, who in turn have access to unique information outside of the group's jurisdiction. Spies operate like Informants, though with a broader reach and more clandestine activity. However, Spies may also be duplicitous with their loyalties, sometimes operating as counter-agents or as mercenaries selling out to the highest bidders. Spies may use other available assets, such as Assassins, Military, Front Organizations, Dens of Iniquity, Criminal Rackets, or Thugs (as just a few examples).

Stronghold
The group upgrades a Base of Operations to a fortification or a geographically strategic area (e.g., island base, underground bunker, mountain citadel) — one less easily breached or investigated.

Thugs
Thugs intimidate, extort, murder or sabotage for the group — but generally retreat when encountering stronger and well-armed adversaries.

Transport & Shipping
The group controls part or all of a Transport & Shipping infrastructure (e.g., dockyards, customs warehouses, merchant vessels), expanding its reach beyond its natural jurisdiction. If illicit goods are transported, the group will need to hide its activities — especially as its enterprise grows in size. Such a group may find itself approached with lucrative smuggling opportunities. However, without proper Front Organizations and Smugglers, the Transport & Shipping asset is vulnerable to the whims of authorities controlling territories within the group's shipping routes (which may result in conflicts over key Dominion assets).

Zealots
Zealots are a potential outcome of an Invasive Ideology, and are willing to sacrifice their possessions and any relevant resources (and even their lives) for a group's cause.

Organization Scale and Structure

Scale
An organization's scale is an abstraction suggesting the overall reach of its operations, the population of its members, and the complexity of its hierarchy. Scales are listed in the "Population Sizes" table of the Appendix. For example, a faction influencing a neighborhood or border tribe (or an area of roughly 30 to 150 people) may have a scale of one; an organization with a global reach and influencing a province or state (or an area of roughly 3 to 10.5 million people) may have a scale of 6. However, in lieu of an actual number, the gamemaster may just as easily use a descriptive phrase such as "Control of the City's Old District" or "Sweeping Global Reach."

Optionally, the gamemaster may apply a Muscle, Funding or Power scale to a unique asset — with a zero indicating an asset's meager strength, resources or influence, and an 8 indicating strength, resources or influence on the level of an empire — and even use these scales to determine advantages in opposed skill checks between groups (matching the scale difference of Muscle to Muscle, Funding to Funding, etc., between one's asset and an opponent's asset). See "Artillery and Other Scaled Weapons" in the "Game Mechanics" chapter.

An organization may have a goal of increasing an asset's scale, which may increase (or decrease) according to the logic of the situation. In general, each step in scale should be exponentially more difficult to achieve than the last (or outright impossible at higher scales); any asset statted with Hit Points that is damaged to half its total — or equivalently damaged financially, politically, and so on — may decrease a step. In lieu of such mechanical complexity, the gamemaster may simply roleplay these dramatic turns as he sees fit.

Statting an Organization (optional)
An organization, faction or asset may in some cases be statted like a character — such as when a faction or one of its assets is challenged openly by a rival group. The statistics for an organization, faction or asset are equivalent in value to the statistics for a typical representative within that group — but scaled to an appropriate level (see "Artillery and Other Scaled Weapons" in the "Game Mechanics" chapter). Thus, a cult consisting of 12 members may be statted with Hit Points and skill percentages equivalent to an individual cultist — but with a Muscle rating of one. The cult stronghold may be statted with a Muscle rating of 3.

For example, a cult attempting to infiltrate a rival cult's stronghold may make an opposed test of its Stealth against the stronghold's Detection (in this case the gamemaster determines that a Stealth check is affected more by Power and does not require a difficulty penalty, even if the Muscle scales between assets are different; however, if the cult outright assaulted the stronghold, it would suffer a Daunting difficulty to its Fighting Method to account for the two steps difference in Muscle).

The result of such a test — typically rolled during downtime — provides narrative information for the gamemaster to use how he sees fit (e.g., the cult's infiltration succeeds, undermining the stronghold's future plans for their stolen artifact; the infiltration fails, resulting in a firefight and resultant explosion, the news of which ends up in the local paper; the infiltration fumbles, resulting in the invaders being caught and tortured). Note that such events may simply be determined by the gamemaster — without the complexity of such statistics — according to the logical narrative of the setting.

Cultist Gang (roughly 12 members)

STR 12 **CON** 11 **SIZ** 12 **INT** 12 **POW** 13 **DEX** 12 **CHA** 13
AP 2 **DM** +0 **MIGHT** 5 **EP** 13 **MOVE** 10 yards, 19 mph
INITIATIVE 12 **HIT POINTS** 12 **ARMOR** none

Rationality: 25% (max 65%), Drives & Bonds (or Mental Disorders) — Anarchist 25%, Profiteering 25%, Loyalty to Cthulhu 89%, Psychopathy, Goals — appeasing Cthulhu, enforcing anarchist ideology, expanding influence and territory, terrorizing civilians with bloody work

Skills: Common — Athletics 49%, Brawn 34%, Class & Credit 16%, Common Knowledge 74%, Conceal 65%, Deceit 55%, Detection 35%, Etiquette 35%, Evade 34%, First Aid 34%, Fortitude 42%, Influence 36%, Intuition 45%, Native Tongue 64%, Research 44%, Stealth 55%, Streetwise 36%, Swim 43%, Unarmed 44%, Willpower 66%, Professional — Criminal Reputation 16%, Intimidate 65%, Occult 46%

Fighting Method (Thugs): 44% (.32 revolver 1d8 impale, knife 1d6+dm bleed or impale, hatchet 1d8+dm bleed or stun)

Unique Assets: Criminal Racket (robbery) (Funding 1), Dominion (control of a small neighborhood) (Power 1), Occult Expert, Stronghold (fortified tenement building) (Muscle 3), Thugs (Muscle 1)

Structure

An organization suggests a certain hierarchy of powers, with minions (e.g., workers, initiates) at the bottom level, lieutenants (e.g., managers, zealots) in the middle, and leaders (e.g., commanders, masters) at the top. Depending on the scale of the organization, it may contain three, four or five (or more) levels — as well as some methodology for progressing its members through the ranks.

The **leader** (or governing group) of an organization or faction sits at its apex, exhibiting superiority in one or more of its assets (e.g., Muscle, Funding, Power). Typically, if the leader (or leaders) is eliminated, the asset crumbles. However, some organizational structures (such as cells) can absorb such blows and reliably adapt to the elimination of a leader.

Lieutenants may serve a variety of roles within the organization — especially if they provide major support or leadership to its Muscle, Funding or Power infrastructures. Typically, if the lieutenant is eliminated, the connected infrastructure suffers a massive blow and must be somehow repaired (with a reluctant alliance, a desperate maneuver, or the absorption or enticement of another faction, and so on).

Minions may serve in minor support roles, or have responsibility over part of an organization's infrastructure. Typically, the minion is replaceable if eliminated, though such a blow may cause an inconvenience or setback to the organization as a whole. Most minions, however, are easily replaceable.

Important parts of an organization's infrastructure, including its key personalities, locations, unique assets, and other personnel, can be diagrammed as a family tree or flow chart of interconnecting **nodes** and hierarchical levels.

Some organization flow charts may look like pyramids, with clear leaders at their tops, while others may contain multiple leaders and look more like genealogical trees (with various factions vying for control). Additionally, a node may itself have its own smaller internal hierarchy (a faction within a faction).

An organization may be tight and regulated, loosely knit and open, or structured into self-contained cells. Similarly, an organization's members may be aware of the overall structure and leadership of the group, or completely ignorant about its hierarchy or about who controls its upper echelons (possibly knowing only one or a few contacts in the organization's chain of command).

Secrecy and Links Between Nodes

There are several types of connections (or communication) between nodes inside an organization or conspiracy — indicated by a line between the nodes. These may serve as leads between nodes if they're discovered by the adventurers.

A **shared link** — designated as a two-way arrow — indicates that both parties or nodes can directly communicate with each other.

A **one-way link** is designated as an arrow going one way, with the node at the receiving end of the arrow being incapable of communicating at will with the other connected node.

A **secret link** — designated as a one-way link that is dashed — indicates that the party or node on the pointed end isn't even aware of its position in a larger hierarchy. They may not even realize who they are working under until they are contacted (after which the line between nodes becomes solid).

A **severed link** — designated as a space without a line — indicates a floating node (one potentially linked to the organization, but detached or cut off for the time being).

Mapping a Campaign Like an Organization

An entire campaign may be mapped as a hierarchy of nodes, with each node representing an important faction, location, unique asset, or support structure (providing Muscle, Funding, or Power) making up a larger conspiracy.

Such a conspiratorial flow chart may contain important revelations to be discovered, as players investigate its various nodes and navigate their way up the hierarchy to its hidden shadowy masters. The bottom nodes in the hierarchy could serve as introductory scenarios leading into the campaign, and the other nodes in the infrastructure run like a campaign-wide network of interconnecting, potential adventures. Nodes could also lead tangentially to nodes in other organizations (revealing a widening conspiracy), or even be expanded into their own internal hierarchies, according to the direction of the campaign.

Some nodes within the hierarchy may have their own individual objectives. For example, a faction in colonial Africa could be attempting to control a Natural Resource (which the gamemaster determines to be a major objective requiring five downtime sessions to complete, with possibly other objectives attached as prerequisites).

Players who investigate, sabotage or otherwise interrupt these schemes may suffer retaliation from within the conspiracy. However, schemes that initially go unnoticed may still produce suspicious activity (e.g., evidence of foul play, rumors at the street level, sensationalized news items, various plot hooks filtered down through a circle of influence) for the players to later discover.

Organization Objectives

An objective is any kind of specific goal that is achievable in a given timeframe: a cult attempting to steal an occult tome, an archaeological team attempting to locate a significant site, or a secret society attempting to recruit an influential member into its ranks. An organization or faction may have one or more objectives; similarly, one (or more) of its supporting nodes may have its own objective.

A node's objective is any concrete task that has a definitive end point, after which the node's conditions change (a group in the node acquires an object or information, accomplishes a task, establishes an asset, or builds, sabotages, attacks or destroys something, and so on).

An objective reaches its completion after a certain number of downtime sessions occur (tracked with checkboxes). The number of required sessions depends on the complexity and difficulty of the objective — generally one to two sessions for a **minor objective**, three to four sessions for a **moderate objective**, and five to seven sessions (or more) for a **major objective**. The gamemaster measures each objective's progress as a series of checkboxes — with each completed checkbox ticked off during the improvement phase (or during another interval of time determined by the gamemaster).

It is up to the gamemaster to determine whether an objective is minor, moderate or major. A cult attempting to steal a fairly common occult tome from an unguarded library may require one session to complete (a minor objective), while the same cult attempting the same action but with an extremely rare artifact located in a well-secured estate may require five sessions (a major objective). Additionally, the gamemaster may determine that a complex task cannot be completed without first accomplishing a number of prerequisite objectives. For example, a cult attempting to establish a stronghold in a city may first need to create an infrastucture of sycophantic support, legal protections, and political influence (with each of these three being an objective of varying difficulty and complexity).

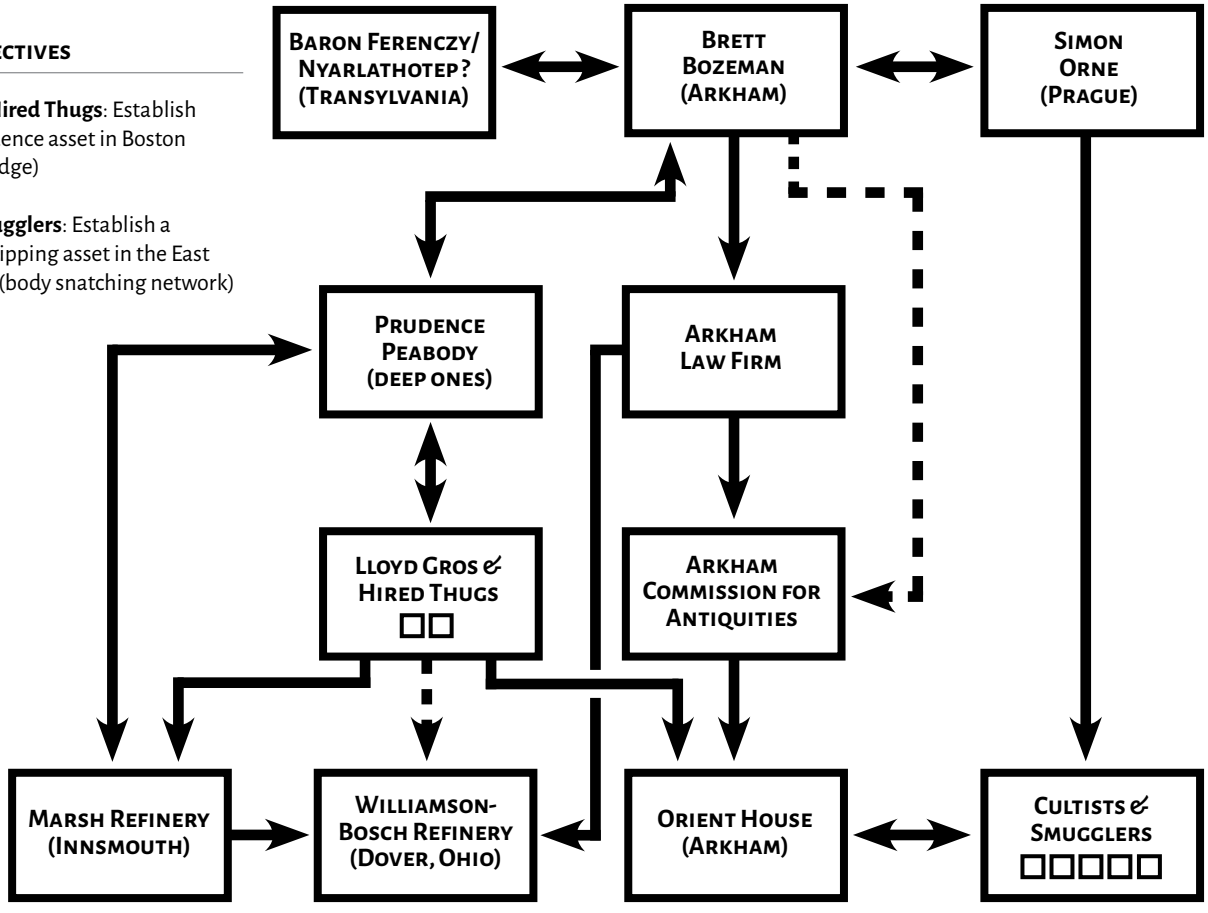
At any one time, an organization, conspiracy or other node map may contain various objectives all running in parallel. As a checkbox is ticked for an objective, the action may suggest some narrative effect on the environment. For example, the cult attempting to burglarize the guarded estate may be staking out the location — with a tick mark of the objective indicating their progress and a passerby witnessing the suspicious activity (a detail that could potentially end up in the hands of the players as evidence, a rumor or a plot hook). Note that some objectives may be subject to an independent timeline, with their ultimate completion dependent on a specific event or date occurring (regardless of the difficulty and complexity).

Organization hierarchy example

Current Objectives

Lloyd Gros & Hired Thugs: Establish a Political Influence asset in Boston (blackmail a judge)

Cultists & Smugglers: Establish a Transport & Shipping asset in the East Arkham docks (body snatching network)



Organization Responses

When adventurers interfere with the plans of a conspiratorial organization, or in some way harm part of its infrastructure, the conspiracy may invariably strike back.

Responses may escalate in severity, depending on how the conspiracy views the threat of the adventurers. Adventurers who stubbornly insist on investigating or tampering with a conspiracy, despite warnings, will most likely escalate the conspiracy's reactions. Responses are generally organized as a hierarchy of levels, with each level labeled as minor, moderate, major or imminent; a response may be triggered as a threat level increases (see the "Investigation and Skill Checks" section of the "Skills" chapter) or according to the gamemaster's discretion.

A set of responses follows, which may be modified or used as inspiration for new response hierarchies. How a conspiracy responds to an escalating threat depends on the nature of its members (as well as the resources at their disposal). A criminal mastermind with a mind for manipulation may have an entirely different set of responses than a bureau of investigation beholden to the justice system.

When creating an original hierarchy of responses, the gamemaster should consider that a response can be a way of feeding leads to the players (even if the leads are dangerous).

Minor Responses

Disturbed Sanctuary

One or more of the adventurers have their homes (or private spaces) changed in a subtle way, making it known that someone or something invaded their security. Perhaps an emptied glass of milk is left on a table, or a set of furniture is maneuvered into an odd configuration, or an object of import to an adventurer is moved from one space to another. Alternatively, perhaps the invader provides a veiled clue to the adventurer in the form of a taunting puzzle (that only the adventurer can interpret).

False Job

The adventurers are hired for a job by a third party who is secretly a member of the conspiracy. The goal may be to gather intelligence about the adventurers, to establish trust, or to plant a mole (posing as a helpful associate of the third party) inside the adventurer's party. Alternatively, the third party may clandestinely be looking for a contact of one of the adventurers (or suspect the contact sent the group incriminating evidence about the conspiracy), thinking the adventurers could at some point expose the contact's whereabouts. Or, the third party may be allowing the adventurers to do all of the dirty and dangerous work of a job, only to later betray them and steal their accomplishments (once the job is completed).

In Dreams

One of the adventurers — most likely the one with the highest POW or with divinatory abilities — receives invasive dreams about the conspiracy. The dreams may escalate as the adventurers get closer to the truth, but each invasion costs the dreamer one point of Rationality, plus a Horror check if appropriate. Alternatively, the dream may be a literal haunting by a spectral entity (performing the same function). A dream or haunting may be a way to pass along a subtle or cryptic lead.

Isolation

One or more adventurers are somehow isolated from their normal resources. Perhaps an important connection is threatened or bribed, the adventurer is implicated in a crime with false evidence, or the adventurer is suspiciously fired from his civilian job.

Shadowing Presence

The adventurers are being followed (with human or inhuman operatives gathering information about the adventurers or their contacts), or simply made to feel a presence watching from the shadows. Alternatively, a close connection to one of the adventurers is shadowed, making the connection uneasy, and sending a clear message to the adventurer about the conspiracy's control over his privacy.

Unsolicited Helper

Someone from within the conspiracy, perhaps a terrified witness or a disgruntled employee, mysteriously and indirectly contacts the adventurers — typically with a warning or cryptic information. The helper won't initially expose his identity, but may feed repeated leads to the adventurers throughout a campaign. Information may be slipped under a door crack (in a grease-stained envelope), solicited over telephone (in a whispering, or oddly buzzing, voice), or mailed (without return address). As the threat level increases, however, the helper may be exposed, blackmailed into joining the adventurers as a mole (or into feeding them dangerously misleading information), or somehow used in a setup to entrap the adventurers.

Moderate Responses

Bait and Switch

The adventurers are provided with a lead that puts them in harm's way or puts them in a compromised position. For example, the conspiracy could inadvertently point the adventurers to a location, only to have them placed at the scene of a crime (e.g., dead bodies, explosives rigged to a public building). Alternatively, the adventurers could be lured into a dangerous situation in which their reactions and skills are assessed by the conspiracy.

Mole
The conspiracy inserts a double agent, sleeper agent, or doppelgänger into the adventurer's party (or turns an already Unsolicited Helper into a mole or doppelgänger), to gather information about the adventurers, to lead them into a trap, to feed them misleading information, or to betray them at the most inopportune time.

Two Birds with One Stone
The adventurers are led into a collision with a third group, perhaps through a false lead. This third group is an ongoing problem for the conspiracy that it passes off onto the adventurers, hoping the two sides will combat each other rather than continuing their interference with the conspiracy's business. The third group may also have a useful lead about the conspiracy, if they are made to cooperate.

Violent Goons
One or two minions are sent to rough up one of the adventurers. Alternatively, the goons instead ransack the adventurer's home either looking for incriminating evidence or sending a message. Perhaps the goons provide a valuable lead if they are interrogated or intimidated.

Major Responses

Thirty Pieces of Silver
The conspiracy makes a tantalizing deal with an adventurer to betray his group's interests, enticing the adventurer with a resolution to one of his personal milestones, drives or bonds. The gamemaster may make this deal in secret with the player, perhaps offering 3 to 5 Improvement Points for the pursuit of a drive or bond under extreme circumstances, and for the betrayal itself.

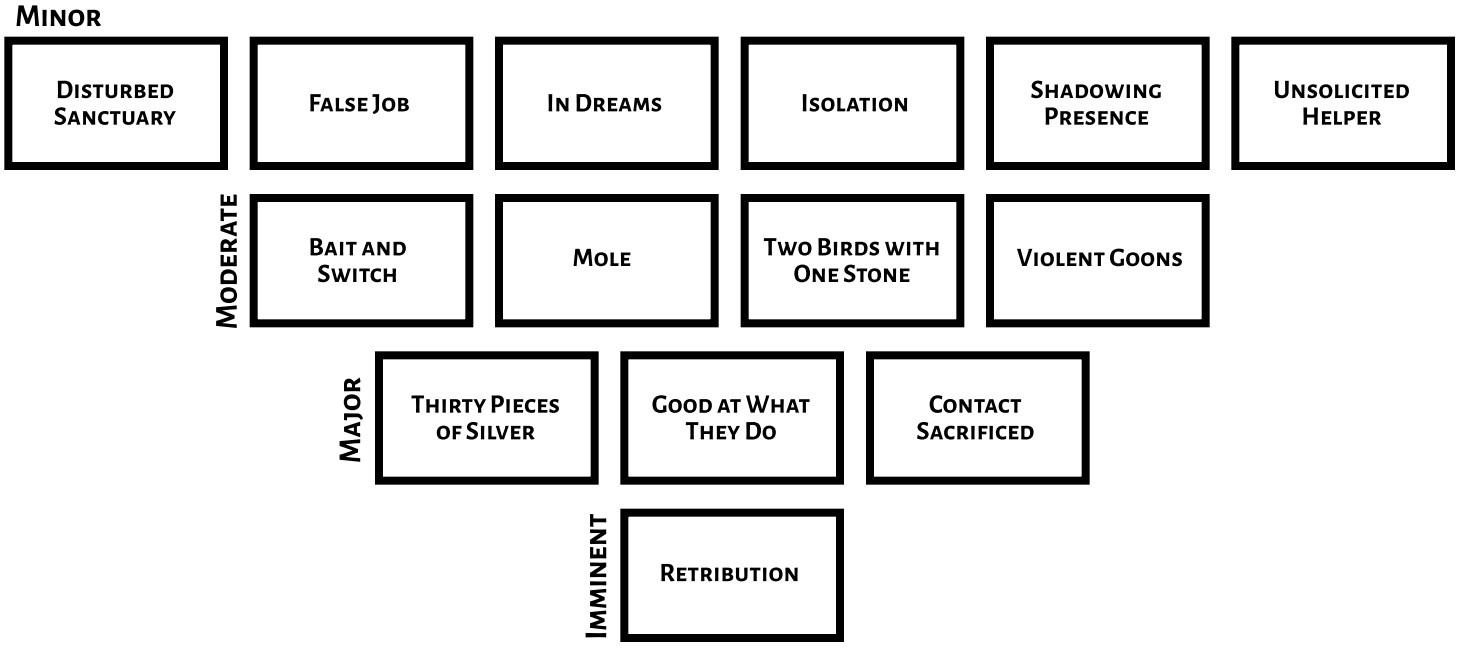
Good at What They Do
One or two specialists are sent in to threaten one of the adventurer's loved ones or important allies. It is made clear that the warning will turn into murder if the adventurer doesn't stop. Alternatively, the specialists kidnap the connection (perhaps sending a token of violence to the adventurer).

Contact Sacrificed
A contact is killed — with poison, explosives, butchery, and so on — in a way that sends a clear message to the adventurers. Even better if the crime can be pinned on the adventurers.

Imminent Response

Retribution
The adventurers are outright assaulted, or lured into an impossible trap (e.g., a building wired with explosives, a temple with a monstrous entity awaiting its sacrifice). Alternatively, the conspiracy sends in all of its resources to destroy the adventurers.

Organization Responses as Location Traits
Conspiracy responses may also be directed at NPCs and other organizations — the results of which could produce collateral damage, threats to connections, or newspaper snippets for the adventurers to investigate. Perhaps a journalist pushes too far into the inner workings of a corrupt company, only to come home to find his place ransacked by enforcers. Perhaps an explorer learning the truth about her employers goes missing on an expedition. Such conspiracy responses — such as Violent Goons or Retribution — could themselves be turned into location traits for the adventurers to investigate.



Intelligence Organizations

Secret Service Bureau (est. 1909)

Prior to 1909, intelligence efforts in Britain were split between the War Office Intelligence Department (W.O.I.D.), the Naval Intelligence Department (N.I.D.), and the Special Branch (S.B.) — the latter of which was created within the Metropolitan Police in 1882 to combat the threat of anarchists and Fenians. In 1909, the Special Service Bureau was made official as a joint initiative of the Admiralty and the War Office.

As of 1910, the Secret Service Bureau is split into naval and army sections (which will eventually grow to number sections MI1 to MI19) specializing in foreign espionage and internal counter-espionage. Vernon Kell (code name "K") runs its counter-intelligence division (soon to become the Home Section, and later the Security Service, the forerunner of MI5), which deals with investigating threats at home. Mansfield Smith-Cumming (code name "C") runs the other division (soon to become the Foreign Section, and later the Secret Intelligence Service, the forerunner of MI6), which deals with gathering intelligence abroad — excepting France as a diplomatic ally against a common enemy in the Kaiser. Though the Foreign Section technically covers all of Britain's vast empire, its particular focus is on Germany's maritime activities (including the buildup of its fleet of dreadnoughts) and its expansion into the Middle East. Immediate concerns include: Germany's nascent alliance with the Turks, its efforts to connect Arab oil supplies to Germany via a proposed Berlin-Baghdad Railway, and its aggressive movements threatening Britain's control of Egypt and the Suez.

The Secret Service Bureau functions include: controlling intelligence operations inside Britain and overseas; serving as screens between the Admiralty and the War Office and foreign spies with information they wish to sell to the government; conveying information to the Home Office and assisting county and borough police in the monitoring of foreign espionage activity within the Empire (sending agents to ascertain threats, when necessary); and, serving as intermediaries between the Admiralty and the War Office and the agents employed in foreign countries. A particular concern of the Secret Service Bureau is the monitoring of activities of Imperial Germany (whose growing economic and military powers, naval buildup, intervention in the Middle East, and incursions into Britain's imperialist concerns, threaten the Empire's global hegemony).

Under Mansfield Smith-Cumming, the Foreign Section relies heavily on the skills and connections of Smith-Cumming's operative, Sidney Reilly (the infamous Ace of Spies). However, given the Secret Service Bureau's vast territory, its budgetary limitations (lasting until the outbreak of the Great War), its need for subtlety and secrecy, and the Empire's diplomatic concern for popular native support in the lands it governs, the Secret Service Bureau must often add to its ranks of ex-military operatives "casual agents" (those with unsatisfactory performance) and civilian recruits with convenient cover stories, specialized skills particularly useful to the service, and local connections or privileges in the territories of concern. Such recruits vary from region to region, but the Foreign Office draws from a pool of smugglers, shippers, diplomats, attachés, consulars, aristocrats, entertainers, celebrities, members of High Society, archaeologists, explorers, academics, occultists, and the like.

Factions: A clique of assets recruited by C but paid off by the Germans to operate as double agents; A rogue aristocratic German asset feeding information to Britain through the illicit affair with a member of High Society, and in the secret employ of the Glove; An unblinking independent asset (of Middle Eastern descent) housing an impressive assortment of rare books and artifacts, and with an unprecedented intelligence-gathering network — located throughout the Holy Land — at his disposal; A bohemian member of High Society pulling strings, who also happens to be a member of a family tainted by the deep ones and connected to the New England set; Sidney Reilly, the Ace of Spies (see the associated sidebar); A rogue group of operatives working as opium smugglers with a business front located in Limehouse

William Melville

William Melville (code name "M") is the first chief of the Secret Service Bureau, with an extensive history in espionage predating the existence of an official intelligence agency. Born in Ireland in 1850, Melville's resume to date includes: a career as an Irish detective; a stint as the head of Scotland Yard's Special Branch (where he reputedly learned lock picking from Harry Houdini after Houdini showcased his abilities to the department); the foiling of the Jubilee Plot against Queen Victoria (in 1887); an assignment to protect the Shah of Persia during his state visit (in 1888); a campaign of raiding and wrecking anarchist clubs and underground printing houses, resulting in the personal arrest of bomber Théodule Meunier at Victoria Station (in 1891); and, the recruitment of Shlomo Rosenblum (later known as Sidney Reilly, the Ace of Spies) as an informant thwarting an organization of Russian agitators (in 1896). In 1906, Melville worked tirelessly as an operative to uncover Germany's financial support to the Boers. In his investigation, he hired a Courage Brewery representative in Hamburg to supply intelligence for him and in 1909 went to Germany himself to recruit more agents.

Vernon Kell

Vernon Kell (born in 1873 in Great Yarmouth) is the first director of the British Security Service. Kell's military background is extensive: service in China (during the Boxer Rebellion) and Russia; work on the intelligence staff in Tientsin and as the foreign correspondent of the Daily Telegraph; operations with Special Branch; and, employment with the War Office (where he analyzed German intelligence). Consequently, he is widely traveled and speaks a number of languages fluently, such as German, Italian, French, Polish, Chinese and Russian. Kell is currently investigating suspicious German activity in Britain, surveilling a suspected German spy ring, and compiling a secret register listing suspected threats to the Empire. In 1914, his team will be responsible for the arrest of 22 German spies and the neutralization of an entire German spy ring.

Mansfield Smith-Cumming

Mansfield Smith-Cumming (born in 1859 in South London) is the first director of the British Secret Intelligence Service. He is the great grandson of John Smith (a director of the South Company and the East India Company), husband to the rich May Cumming (whose surname he appropriated as part of his lucrative marriage settlement), and a former member of the Royal Navy (where he served in operations against Malay pirates in 1875 to 1876, and in Egypt in 1883). In 1885, Smith-Cumming was deemed "unfit for service" due to poor health and seasickness, but was later recruited for intelligence duties in 1898. He is known for his eccentricities, one of which includes the theatrical use of his prosthetic wooden leg. If rumors are to be believed, Smith-Cumming is known for abruptly stabbing his wooden leg with a pen knife while interviewing potential agents; if an interviewee flinches, then the candidate is deemed unfit for the job.

Sidney Reilly (The Ace of Spies)

Sidney George Reilly (possibly born between 1870 and 1880 in the Russian Empire) is the legendary "Ace of Spies" and an integral part of the British Secret Service Bureau (though he is alleged to work for at least four different powers). Much of Reilly's background is a mix of truth and embellishments — involving his stowing away to Brazil (to earn wages as a dock worker and plantation laborer named Pedro); his work as a cook for a British intelligence expedition (where he saved his employers' lives from hostile natives); his robbery of two Italian anarchists on the streets of Paris (where he slit the throat of one of his victims); his peddling of medicines for his own front organization (the Ozone Preparations Company) in London; and his use as an informant for Scotland Yard's Special Branch.

Likewise, much of his work remains a mystery to the intelligence agencies that come across his trail. According to some accounts, he was born Zigmund Markovich Rozenblum on 24 March 1874 in Odessa (a Black Sea port of the Russian Empire) to a stockbroker (and shipping agent) and a mother descended from an impoverished noble family. However, depending on Reilly's shifting testimony, he may alternatively be the son of an Irish merchant marine captain or of a Jewish doctor named Mikhail A. Rosenblum.

According to his various passports (perhaps issued by William Melville), at any point Reilly may be an Irish clergyman, a shipping magnate and aristocratic landowner, or the habitué of the Imperial court of Tsar Alexander III of Russia. As a master of languages and a lover of epicurean pleasures, he is rumored to have a different accent and wife (or mistress) for each of his public covers in each of his ports of call.

Reilly's exploits (both real and fictitious) are too numerous to list, but his resume of activities runs parallel with some of the more exciting events of the early twentieth century, including: the Russo-Japanese War (involving oil deposits in the Caucasus and war profiteering in Port Arthur); the D'Arcy Affair (involving intrigues with the Rothschilds, and with William Knox D'Arcy's oil concessions from the Persian government); and the Frankfurt International Air Show (involving the theft of a German magneto).

Reilly will continue playing a dynamic and significant role in the intelligence community throughout the Great War (later providing Ian Fleming with much of the inspiration for his fictional spy, James Bond).

Deuxième Bureau (1871 to 1940)

The Deuxième Bureau is France's primary military intelligence service (which originated after France's war with Germany in 1870). After France's defeat and its loss of Alsace-Lorraine to Germany, France set up the Statistical and Military Reconnaissance Section, tasked with collecting intelligence on German troops in France's former province. After 1873, the agency became the Service de Renseignement (also known as S.R.), with operatives in Berlin, Vienna, Dresden, Leipzig, Frankfurt, Cologne, and Mannheim. In 1899, during the politically disastrous Dreyfus Affair (involving a number of S.R. members), the Deuxième Bureau's counter-espionage duties were consequently assigned to the Sûreté Générale (France's equivalent of Britain's Special Branch, responsible for order enforcement and public safety). The Deuxième Bureau was reassigned some of its original counter-espionage responsibilities in 1906, resulting in the current professional rivalry with the Sûreté Générale.

Factions: A clique of rogue spies now working as smugglers for the Marquis (see "Michael Caballero Gentleman Thief and Criminal Mastermind"); A disaffected asset known only as the Syrian, claiming to be the descendant of the legendary Mad Arab Abdul Alhazred, and using Ministry resources for the spread of anarchy and the pursuit of strange antiquarian artifacts; Christian Lehmann, spymaster and proprietor of the Baron Hotel (see "Christian Lehmann Spymaster and Proprietor of the Baron Hotel")

The Dreyfus Affair

Captain Alfred Dreyfus (born in 1859) was wrongly condemned for having sold documents to Germany, an event which resulted in a political scandal between the years 1894 and 1906. The resultant judicial process revealed corruption in France's government, divided the country, exposed issues of anti-Semitism, and brought into question the honor of the army.

Tiger Brigades

Georges Clemenceau (known as Le Tigre) runs a special police unit called the Tiger Brigades (which Clemenceau created in 1906). Equipped with automobiles and trained in savate, the officers are tasked by the Ministry of the Interior with handling counter-espionage operations and controlling rampant crime in the city.

Cryptanalytic Bureaus

With its various cryptanalytic bureaus (including the Foreign Ministry's Cabinet Noir), France is Europe's top cryptanalytic service. Since the 1890s, its various bureaus are capable of decrypting various diplomatic telegraphic cables, including those originating from Britain, Germany and Turkey. In 1912, these bureaus will be subordinated to the Ministry of War.

Abteilung IIIb (1889 to 1918)

Abteilung IIIb (also known as IIIb) is the military intelligence service of the German Army, and one of the world's most sophisticated agencies. It possesses one of the largest spy networks, and advances methods in the technologies of espionage, cryptology and signals intelligence. It expends a budget larger than any other intelligence service in the world (excepting Russia's), and since the turn of the century has grown its staff to over 120 officers running spy operations from war intelligence posts in Belgium, Switzerland, Britain, Italy, Spain, Luxembourg, Denmark, Sweden, and Romania, among others (including funded activity in the Americas, North Africa and the Middle East, and extensive networks in France and Russia).

IIIb on the surface must conform to Germany's Weltpolitik (or "world policy"), an aggressive and imperialist agenda advanced by Kaiser Wilhelm II and his scheming inner circle, and enthusiastically promoted by Germany's educated middle classes. Weltpolitik demands of the world that Germany has its "place in the sun" along with its rivals, Britain and France; consequently, its foreign policy has catalyzed a series of colonial adventures — in Africa, Asia, and the Pacific — as erratic as the Kaiser. Rather than expanding the Empire's sphere of influence through a clear set of objectives, Germany's ill-defined and unpredictable foreign policy has confused its subordinates, unnecessarily alarmed its rivals, weakened its trust with potential allies, and even undermined its own expansion efforts.

Despite this confusion of leadership (or perhaps because of it), some IIIb operatives experience more freedom than many of their intelligence counterparts. Many have entrenched themselves in lucrative positions around the world as landholders and socialites, as owners of hotels, shipping businesses and landed estates, or as invited members in the soirées and affairs of High Society. Some are no more than con artists feeding creative "intelligence" to their handlers for money upfront. Others merely collect general information from daily presses, parliamentary records, service journals, cartographic publications, and even postcards (offering little to no deep strategic value). Due to the stigma against spying and Imperial directives, most of Germany's military and naval attachés merely cultivate social contacts — taking part in the club life of their assigned country but eschewing espionage as an ungentlemanly insult to their hosts. However, when the Great War eventually empties the world of its customs and courtesies, IIIb will have saboteurs undermining key infrastructure of its enemies (including the explosive sabotage of munitions at Black Tom Island in New Jersey, and the attempted destruction of Elephant Butte Dam in New Mexico).

Factions: Baron August Schluga (see the "Assets of the German Empire" sidebar); Baron Ferenczy in Romania, acting as an independent asset for the German Empire (or as a double-agent on behalf of the Americans, the Russians, or another third party); Deutsche Orient-Gesellschaft (see the associated sidebar); An aristocratic spymaster working with Sangre Sagrada in Mexico, and working to undermine America (see "Jorge Alejandro Vega and Sangre Sagrada")

Assets of the German Empire

As with other secret services, German intelligence exploits — oftentimes through bribery or blackmail — civilians who are already critically positioned in a targeted society.

One such asset is Baron August Schluga (designated by IIIb as Agent 17), operating in Paris and occasionally delivering to the Prussian military attaché intelligence about enemy strategies (especially those of Austria and France). To IIIb, Schluga is an ideal asset: mannered, educated, aristocratic, experienced in diplomacy, and long-respected by his peers. As far as IIIb knows — and based on Schluga's possible cover — he was born in Zsolna, Hungary, and was a member of the Austrian infantry (where he fought bravely at Magenta and Solferino in 1859), before being promoted to a general staff position; he eventually resigned to manage the vast landholdings acquired through his lucrative marriage arrangement, but not before securing loyal contacts at the Austrian army headquarters. In truth, however, Schluga, his sources, and his personal activities, are mostly a cipher to his German spymasters; even his name may be a pseudonym, and his history an embellishment. IIIb allows Schluga to deflect inquiries into his life, and they rarely call on his talents — preferring to protect his activities from suspicion and to reserve his talents for the most opportune times. Just prior to the Great War, IIIb's patience will pay off when Schluga delivers a critical document to IIIb revealing France's key mobilization plans.

It is certainly possible that IIIb harbors other mysterious and aristocratic assets throughout the world, each with an entrenched position in a foreign territory and a wide network of contacts. Schluga could be a template for other such cryptically numbered agents or double agents (such as Baron Ferenczy in Romania).

Deutsche Orient-Gesellschaft

The Deutsche Orient-Gesellschaft (also known as the D.O.G., and in English as the German Oriental Company or German Oriental Society, est. 1898) is an Eingetragener Verein (a registered voluntary association) formed in 1898 and based in Berlin. In competition with similar organizations in France and Britain, the D.O.G.'s goals include fostering public interest in oriental antiquities and promoting related archaeological research, with an increased focus on the Holy Land and its surrounding areas (and on their various cultures from early times to the Islamic period).

Founders of the D.O.G. include well-connected and wealthy members of German society, including Henri James Simon and banker Franz von Mendelssohn, with protection and grants provided by Kaiser Wilhelm II (who is obsessed with archaeology and often operates from his summer palace of Achilleion in Corfu) and the Imperial treasury. Their investments enable the D.O.G. to undertake expensive excavations in the Middle East. However, as an official subsidiary of the German museum administration, its finds become the automatic property of the Prussian state. Safeguards and assistance are offered by the Ottoman Empire (a contract influenced by the current friendly relations between Turkey and Germany).

Factions: IIIb undercover operation in the Middle East; Vril Society, or Aryan or "Volkish" occult group who are potentially useful puppets of the Vril Society; Proto-Thule Society; Civilian archaeological society devoid of any clandestine connections

Current Excavations of the Deutsche Orient-Gesellschaft

As of **1899 (and until 1917)**, the D.O.G. is excavating at Babylon (with director Robert Koldewey), and will uncover the Ishtar Gate, the palaces of Nebuchadnezzar, and the Hanging Gardens of Babylon. Koldewey will soon claim to discover the Tower of Babel.

In **1902**, Ludwig Borchardt led D.O.G. excavations in Egypt at the Ancient Egyptian necropolis of Abusir. In 1911 (until 1914), he will excavate at the ruins of Tell el-Amarna (and discover the famous bust of Nefertiti and other sculptural artifacts in the workshop of the sculptor Thutmose).

As of **1903 (and until 1914)**, Walter Andrae and the D.O.G. excavate at the Assyrian capital of Assur.

As of **1906**, Hugo Winckler and the D.O.G. excavate at Boğazköy in Turkey, and will discover Hattuša, the capital of the Hittite Empire.

Other excavations taking place across the Fertile Crescent - in Mesopotamia, Turkey, Palestine and Egypt - before the Great War (after which time most will be terminated) include those at: Megiddo, Capernaum, Borsippa, Hatra, Jericho, Kar-Tukulti-Ninurta, and Uruk.

Nachrichten-Abteilung (1901 to 1919)

The Nachrichten-Abteilung (also known as N) is the naval secret service of the Admiralstab (German Imperial Admiralty Staff). Its chief goal is gathering intelligence concerning the maritime and military capabilities of France, the United States and the British Empire, with the primary target of N being the British Royal Navy (Germany's principal rival for naval supremacy). Originally formed to monitor the movements of foreign warships and to supply naval support in wartime, N operates and recruits in and around ports of call throughout the world (anywhere where it can meddle into the diplomatic affairs of its enemies), as well as in the Middle East (where Germany is currently focusing its efforts on acquiring colonies and allies such as sultans, merchants, smugglers, attachés, consulars, archaeologists, academics, occultists, war correspondents and a variety of Germans, sympathizers or natives already entrenched in the region).

Unlike its counterpart (the more independent British Secret Service Bureau), N is directly integrated into its Admiralstab, with its staff serving stints in intelligence before rotating back out into mainstream naval careers. The staff consists typically of two types of recruits, Berichterstatter (reporters) and Vertrauensmänner (confidential men), with the former responsible for gathering maritime intelligence on foreign navies, and the latter responsible for the supply of German warships and equipment in wartime. The commanders of individual German battleships are typically responsible for recruiting agents in each of their ports of call. Although the Nachrichten-Abteilung is capable of recruiting from a worldwide network of German shipping companies and the German diplomatic service, its cohesiveness and effectiveness are handicapped by internecine rivalries within the Imperial German Navy, competition with the German Army's secret service (Abteilung IIIb, also known as IIIb), and the demoralization caused by the Kaiser's bombastic leadership.

N recruits reserve German army officers working abroad (when it can, as the practice often results in complaints from the army), as well as employees of the various global-reaching, German steamship companies (such as the Hamburg America Line). N regards such shipping employees as ideal recruits, as they are widely traveled, stationed across the world with convenient covers, and in many cases already knowledgable about naval matters.

Factions: A clique of spies recruited by N but paid off by the Russians to operate as double agents; A rogue team of N operatives working on the side as smugglers; An inner circle of N operatives in the secret employ of the Glove; A missing ship and crew once handled by N now turned into a cult of Cthulhu

Gustav Steinhauer

Gustav Steinhauer (born in Berlin in 1870) is a former officer of the Imperial German Navy who in 1901 became head of N's British section. With former training at the Pinkerton Detective Agency in Chicago, he demonstrates perfect fluency in English with an American accent. In 1901, as part of Kaiser Wilhelm II's security entourage at the funeral of Queen Victoria, he helped foil an assassination attempt (by a faction of Russian anarchists) on the Kaiser's life. At the time, Steinhauer was working alongside British detective and spymaster William Melville (a relationship forged before the current tensions existed between their respective empires). Steinhauer is currently creating a network of German operatives in Britain (consisting mostly of German businessmen residing in the United Kingdom, and recruited through encrypted letters).

Intelligence Agent (N Operative)

Names: Wilhelm Diederichs, Hans Brecht, Reiner Stark, Friederich Abel
Roleplaying: Bits of sardines caught in his mustache; Looks for any opportunity to interrupt with fantastic accounts of his exploits and world-wide contacts; Overly friendly and hospitable to strangers

STR 12 **CON** 13 **SIZ** 13 **INT** 14 **POW** 11 **DEX** 12 **CHA** 13
AP 3 **DM** +0 **MIGHT** 5 **EP** 11 **MOVE** 10 yards, 20 MPH
INITIATIVE 13 **HIT POINTS** 13 **ARMOR** none

Rationality: Rationality: 63% (max 70%), Drives & Bonds (or Mental Disorders) — Imperialist 27%, Loyalty to Germany 72%, Anti-Russian Sentiments 51%, Goals — gathering maritime intelligence, protecting Germany from foreign threats, developing spy networks

Skills: Common — Athletics 54%, Brawn 45%, Class & Credit: 20%, Common Knowledge 68%, Conceal 55%, Deceit 35%, Detection 55%, Etiquette 57%, Evade 54%, First Aid 56%, Fortitude 66%, Influence 54%, Intuition 35%, Native Tongue (German, French) 68%, Research 58%, Stealth 53%, Streetwise 54%, Swim 55%, Unarmed 49%, Willpower 32%, Professional — Command 44%, Disguise 47%, Knowledge (Cartography) 58%, Knowledge (Cryptography) 48%, Knowledge (Espionage) 68%, Knowledge (Tactics) 58%, Language (Chinese) 28%, Language (Dutch) 28%, Language (English) 58%, Language (Russian) 38%, Survival 64%

Fighting Method (Military Training): 64% (rifle 2d6+4 impale, Luger P08 pistol 1d8+1 impale)
Fighting Method (Hand-to-Hand, bonus ability: Empty Handed): 49% (knife 1d6+dm bleed or impale, empty hands 1d6+dm stun)

Special Abilities: Combat Ready (automatic success for Normal Evade or Normal Unarmed, with a Mettle Point expenditure), Polyglot (English, Russian, Dutch, Chinese, plus 3 more), False Identity, Handler, Tradecraft (Spymaster, Surveillance), Assets

Rationality, drives, bonds, and goals may change from operative to operative (e.g., Ariosophist, Racist, Loyalty to Völkisch Occult Society, Double Agent Selling Secrets to Russia, Member of a Secret Faction Loyal to Cthulhu, Yithian Doppelgänger)

Okhrana (1881 to 1917)

The Department for Protecting the Public Security and Order (commonly abbreviated from its Russian tongue as Okhrana) is a secret police force of the Russian Empire and part of the police department of the Ministry of Internal Affairs. As the Tsarist secret police (aided by the Special Corps of Gendarmes), its primary concern is monitoring the activities of Russian revolutionaries abroad. Originally formed to protect the Russian monarchy's authority and to combat violent anarchy and left-wing revolutionary activity, the Okhrana operates offices throughout the Empire, with satellite agencies in a number of foreign nations (most notably in Paris, where it surveils exiled enemies of the Tsar), and with Tsarist agents (posing as shooting parties, scientific explorers, or armed Cossack patrols) undermining British authority in the mountain passes of India's northern border, in Afghanistan, and in other untamed regions demarcated in the Great Game. Britain, in turn, undermines Russian interests with its recent alliance with Japan, and also by offering asylum to Russian revolutionaries — who consequently set up their bases of operations and underground printing houses in London's East End. The Okhrana employ a variety of methods, including: covert operations; undercover agents; disinformation campaigns; "perlustration" (the reading of private correspondence); and, agent provocateurs infiltrating and disrupting revolutionary organizations (for which the agency is notoriously known). Many accuse the agency (and its unorthodox methods) of actually contributing to the domestic unrest and revolutionary terror in Russia and abroad. After the soon-to-occur exposure of Okhrana involvement in a number of assassinations, these rumors will explode into a public scandal.

Factions: A clique of Okhrana agents exposed to the horrors from the Plateau of Leng, and now devoted to the Ancient One ruling its borders; A cult of agents — centered around a Russo-Chinese aristocrat communicating telepathically with a mysterious group living in a future epoch — devoted in secret to bringing about the future Tsan-Chan Empire; An inner secret society of Okhrana operatives tasked with placating an ancient entity known as the Mistress of Misfortunes — who demands human sacrifice on a massive scale

Attachés of the Russian Empire

Though it is considered an ungentlemanly act of poor conduct to do so, many of Russian's military attachés are involved in espionage (especially those operating in Germany and Austria-Hungary). As of 1906, these agents report to the 7th Section of the 2nd Executive Board of the great imperial headquarters (a major hub for all information collected by Russia's attachés and from its numerous military districts).

The Russian Count Alexei Alexeyevich Ignatyev (born in 1877 in St. Petersburg) is a former bodyguard to the Tsar, member of the General Staff Academy, and veteran of the Russo-Japanese War; he currently works (in Denmark, Sweden and Norway) as a military attaché of the Russian Empire in Western Europe, and controls a large network of spies across Europe and especially in Germany. Other Russian attachés running spy networks include Colonel Bazarov (in Berlin), Colonel Zankevich (in Vienna), and General Leont'ev (in Constantinople). Many of these attachés will be discovered as the Great War approaches; Austro-Hungarian counterespionage will soon detect Zankevich's network (populated by traitorous military and police personnel).

Though Russia is greatly weakened and demoralized by the Russo-Japanese War, its operatives (originating from any of Russia's European, Caucasian, Siberian, Turkestan, or Amur forces, or its frontier districts) and their underlings (connected with Russia proper, with the Cossack service, with Finland, or with the territories under Russian rule) could show up anywhere where the Great Game survives in spirit: in Afghanistan, in India, in Tibet, and elsewhere in Central Asia.

Kokuryukai (1901 to 1946)

The Kokuryukai (known in the West as the Black Dragon Society or the Amur River Society) is an ultranationalist, pan-Asianist organization serving the interests of a traditional Japan. Its stated goal is promoting a strong foreign policy and keeping the Russian Empire out of east Asia (and from descending south of the Amur River), though its factions increasingly display expansionist goals as Japan annexes territories in Korea and elsewhere, and spreads to Manchuria (and especially after the defeat of Russia in the Russo-Japanese War).

Originally descended from the Genyosha (Black Ocean Society), and despite initial restraint, the Kokuryukai has adopted much of the former group's criminal activities and alliances as a necessary evil, using these assets alongside the Kokuryukai networks of cabinet ministers, high-ranking military officers, and professional intelligence operatives.

The Kokuryukai operates throughout Asia and as far north as Siberia, with operatives even moving into a number of foreign nations (most often through business or criminal fronts), and with bosses, blackmailers, thugs, assassins, agents, and sympathizers (posing as businessmen, fishermen, archaeologists, academics, and the like) undermining Russian authority and, increasingly, the interests of other western countries.

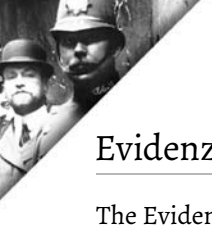
The group regularly indulges in espionage, sabotage and assassination, and employs a variety of methods, including: forging alliances with anti-Manchu triads, Chinese nationalists, military personnel, and Buddhist sects throughout Asia; organizing Manchurian guerillas, Chinese warlords, saboteurs, and bandit chieftains against Russian personnel and infrastructure (and especially as agents of terror against Russian civilians and homesteads along its southern border); using its network of brothels, opium dens, gambling houses and night clubs across Asia and abroad as front organizations for gathering information; and, developing the various business interests of its zaibatsu investors.

Factions: An inner circle of Japan's old elite — made up of samurai families using zaibatsu, Shinto and criminal front organizations — now devoted to the creation of a global Japanese empire (and to their god, Cthulhu), currently spread throughout the Pacific (as far east as Hawaii), from its southern islands to even the northern Russian territories;

A gang of Black Dragon associates working with Honghuzi bandits, a Chinese secret society known as the Righteous and Harmonious Fists (who employ spirit possessions and invocations of eldritch entities), and various minions all aligned with Nyarlathotep and the Ancient Ones on the Plateau of Leng; High Society and military-backed Black Dragon agents working with a Russian criminal cartel (connected to the Ohkrana) to infiltrate various European and American colonial territories; A clique of Black Dragon agents operating as ruby smugglers in Burma, and headquartered in Rangoon

Ryōhei Uchida

Ryōhei Uchida was born in 1873 in Fukuoka prefecture. He is a former member of the Genyosha (an ultranationalist group advocating for an aggressive foreign policy against Russia and for military expansion across Asia and its mainland), a graduate of Toyogo University (where he studied Russian and visited Siberia), a discipline of traditional Japanese martial arts (including kyudo, kendo, judo and sumo), and the founder of the Black Dragon Society. After the Russo-Japanese War, he began advocating for the annexation of Korea (and is currently one of the sponsors of the pro-Japanese political party in Korea).



Evidenzbureau (1850 to 1918)

The Evidenzbureau is the military intelligence of Austria-Hungaria (and the world's first permanent organization of its kind). Agents report to the Foreign Ministry Chief of Staff (Generalstabschef) on a daily basis, and to Emperor Franz Joseph (using longhand submissions) on a weekly basis. Headquartered in Vienna, where it works with state police, the agency is currently understaffed with only 20 officers (a fraction of the numbers employed in the German or Russian services).

Since the crisis of 1908 — when Austria-Hungary announced the annexation of Bosnia and Herzegovina, and consequently provoked their Balkan neighbors, Serbia and Montenegro, as well as various rival empires — the Evidenzbureau focuses much of its attention on opposing nations and peoples (including Russia, Italy, and especially Serbia). The crisis will prove in time to lay much of the groundwork for the Great War, with relations permanently damaged, the Russian Empire hastening its military buildup, and Serbian insurrectionists plotting against Austria-Hungary.

Factions: Alfred Redl, working as a double-agent for Russia (see the associated sidebar); Simon Orne, in Prague, and Baron Ferenczy, in Romania, both acting as independent assets for the Austro-Hungarian cause, but in reality using the intelligence apparatus for their own smuggling, human trafficking and body snatching networks; Max Zeno, a Hungarian emigrant and ex-associate of the Evidenzbureau, now operating as a genius detective and spymaster from his brownstone in New York City (as he never leaves his perpetually cool-aired residence, he recruits for his various assignments from a pool of dilettante detectives, all hired by Zeno's protégé, Captain Corwood Fletcher)

Alfred Redl

Colonel Alfred Redl (born in Lemberg, Galicia, Austrian Empire, in 1864) is a former Austrian officer and the current director of the Evidenzbureau. As one of the formative figures of pre-War espionage, he is both an innovator of advanced technologies and an adept at ensnaring foreign intelligence agents. He is also a traitor in the secret employ of the Russian Empire (as their leading spy). Redl was compromised in 1901, after Russian agents discovered that Redl is a homosexual (information which Russian intelligence used to blackmail and manipulate him).

In 1902, when Redl passed Austro-Hungarian war plans to the Russians and signaled a leak to his associates, Redl strategically identified several low-level Tsarist spies within the Austrian agency (with the approval of his Russian handlers) and thereby cemented trust with the Foreign Ministry.

As a well-paid asset of the Tsarist government, Redl enjoys a lifestyle far beyond his station. Though Redl will continue passing critical information to his masters — including the identities of Austrian agents in Russia, and Plan III, the entire Austrian invasion plan for Serbia, prior to the Great War — his vanity and love of danger will eventually trap him in a noose of his own creation. In 1913, after state police discover his treachery, Redl will shoot himself and consequently provoke a severe political and military crisis for Austria on the eve of the Great War.

Black Hand (1901 to 1917)

The Black Hand (also known in 1911 as Unification or Death) is a secret military society consisting of officers in the Army of the Kingdom of Serbia and led by Dragutin Dimitrijević (code name "Apis"). The society originated out of the group that brutally killed the pro-Austrian, Serbian royals (King Alexander Obrenović and his wife, Queen Draga) in 1903. Its goals include the liberation of all South Slavs, especially Serbs, from Austro-Hungarian rule (including South Slavs in Bosnia, Herzegovina, Croatia and Vojvodina), and the unification of all South Slavic territories not ruled by either Serbia or Montenegro. The organization is modeled after German secret nationalist associations and the Italian Carbonari.

The Black Hand shares strong affiliations with other similar pan-Slavic organizations — including Narodna Odbrana ("National Defense") and Mlada Bosna ("Young Bosnia") — who demonstrate an interest in liberating Serbs under Austro-Hungarian occupation, and who employ propaganda, sabotage, assassination and various acts of terror.

The Black Hand is organized into 3 to 5-member cells, with members in each cell knowing only the members of their own cell and one superior above them. Districts of the organization are supervised by a 10-member central committee in Belgrade, which in turn is directed by Apis. Members include terrorists and agitators of the infamous Narodna Odbrana, established members in the army and government, and sympathizers from Austrian-occupied territories.

Members of the Black Hand, upon initiation into the organization, swear the following oath:

> I (...), by entering into the society, do hereby swear by the Sun which shineth upon me, by the Earth which feedeth me, by God, by the blood of my forefathers, by my honour and by my life, that from this moment onward and until my death, I shall faithfully serve the task of this organization and that I shall at all times be prepared to bear for it any sacrifice. I further swear by God, by my honour and by my life, that I shall unconditionally carry into effect all its orders and commands. I further swear by my God, by my honour and by my life, that I shall keep within myself all the secrets of this organization and carry them with me into my grave. May God and my brothers in this organisation be my judges if at any time I should wittingly fail or break this oath.

As part of the pan-Slavic movement that assassinated Archduke Franz Ferdinand and his wife in Sarajevo (in June of 1914), the Black Hand will play a large part in the outbreak of the Great War. Left unhindered, its history will play out as follows...

Factions: Sava Puško and the Brotherhood of Vlaha (see "Sava Puško and the Brotherhood of Vlaha"); Any secret society in the world may employ the Black Hand's cell structure and hierarchy

Events Leading to the Great War

In **June of 1914**, Archduke Franz Ferdinand (heir apparent of the Austro-Hungarian empire) and his wife Sophie (the Duchess of Hohenberg) is assassinated by Black Hand associate Gavrilo Princip.

Austria — already looking for an opportunity to crush Slavic rebellion in the Balkans — moves against Serbia (which it rightfully perceives as the nation providing sanctuary and support for the forces rebelling against the 1908 annexation of Bosnia).

On **July 23**, after a month of tension between nations, Austria delivers its ten-point ultimatum to Serbia. Serbia delivers a reply to the Austrian minister in Belgrade ten minutes before the July 25 six o'clock deadline, agreeing to all but one condition. Austria (already long-decided on its course of action against Serbia), proceeds against Serbia, despite their concessions. At six o'clock Vienna ends diplomatic relations with Serbia. Austrian troops deploy to the border. The Serbian king, along with his staff and the national treasury, moves inland as a defensive action.

On **July 27**, Austria invades Serbia, triggering a chain reaction of counter-moves by allied empires: Germany with its commitment to Austria-Hungary, Russia with its commitment to Serbia, and France with its commitment to Russia. Russian troops deploy to the German border (despite Kaiser Wilhelm's threats).

On **July 31**, a German agent reports that Russia is fully mobilized. The Kaiser orders Germany's troops mobilized.

August 1, Germany invades Luxembourg as a proactive move attempting to neutralize France before the Russians can launch an effective attack. On the same day, Germany declares war against Russia.

Three days later, Germany invades Belgium. England, with its commitment to Belgium, joins the war.

On **August 6**, Austria-Hungary declares war on Russia.

Dragutin Dimitrijević

Dragutin Dimitrijević (born in Belgrade, in 1876) is a brilliant tactician, a former member of the General Staff of the Serbian Army, and later a leader of a military group that organized the May Coup of 1903 (which involved the assassinations of King Alexander and his wife Queen Draga). As Apis (his code name), he is the leader of the Black Hand (and a "saviour of the fatherland," according to the Serbian parliament) — an organization which will eventually claim responsibility for the assassination of Franz Ferdinand, Archduke of Austria, in June of 1914 (among other key political murders).

Bureau of Investigation (est. 1908)

The Bureau of Investigation — officially named as such in 1909 — is a small investigative force created within the United States Justice Department, and the progenitor of the Federal Bureau of Investigation. Its special agents, originally culled from a pool of former detectives, the Secret Service, the Department of Justice, and the Treasury, are tasked with the investigation and enforcement of federal crimes. As of 1910, these federal crimes consist of national banking, bankruptcy, naturalization, antitrust, peonage, and land fraud violations. After the White Slave Traffic Act (also known as the Mann Act) is passed in June of 1910, the Bureau will focus heavily on houses of prostitution and on any violations involving the transport of women over state lines for immoral purposes. Additionally, the White Slave Traffic Act will increase the Bureau's jurisdiction over interstate crime, allowing its agents to investigate criminals who evade state laws but lack prior federal convictions.

Though the United States was slow to officially adopt a federal investigative agency — due to a fear that such an organization would threaten state powers or even produce a secret police force — several factors influenced the Bureau's eventual formation. The assassination of President McKinley in 1901 created in the public an awareness of the threats of anarchy and of other anti-establishment movements in the country. Sensationalized accounts of "white slavery" further incensed the public to support the policing of such threats to civilization. Though the Justice and Labor Departments had for years kept records of anarchist and criminal activities, President Roosevelt advocated for a centralized power that could more effectively monitor them. Likewise, federal crimes — including those involving interstate commerce — enabled by the rapid progress of transportation and communications, logically required an enforcement unit with broader powers of investigation. Given these realities of twentieth century law enforcement, President Roosevelt tasked Attorney General Charles Bonaparte with creating an autonomous and federal investigative service that would report only to the Attorney General.

Initially, Bonaparte and the Department of Justice managed only a few special agents — who carried out specific assignments — and a group of examiners trained as accountants — who reviewed the financial transactions of federal courts. Private detectives and investigators from other federal agencies (such as the Secret Service) were hired on an ad hoc basis and as the budget allowed for them. However, soon after Congress enacted a law preventing the Department of Justice from hiring Secret Service operatives (in 1908), Bonaparte appointed a permanent group of special agents directly to the Department of Justice. These agents would report to Chief Examiner Stanley William Finch.

Consequently, Finch (born in Monticello, New York, in 1872) would become the first Director of the Bureau of Investigation. The Bureau, originally consisting of 34 agents, was thus established; within a few years, this number of agents would increase to more than 300 (accompanied by another 300 support staff).

Currently, Director Finch reports to Attorney General George W. Wickersham. The Department headquarters — which includes the offices of the Director and the Attorney General and his staff — are located in the Baltic Hotel building on K Street between Vermont Avenue and Fifteenth Street (in Washington, D.C.). Other officers in the Department are scattered throughout various buildings in the capital. The Department library is located a half mile away in the former Corcoran Art Gallery, and agents in the field use either their own offices or those provided by U.S. district attorneys. These field offices, mostly located in major cities, are each controlled by a Special Agent in Charge who reports to Washington. Field offices located near the Mexican border concentrate on smuggling, neutrality violations, and intelligence collection (focused largely on the Mexican Revolution).

Factions: A task force investigating anarchist activity that discovers a cold case involving occultism, human trafficking and slavery, a swamp cult in New Orleans, and the recent disappearance of the local investigator attached to the case, John Raymond Legrasse; Bonaparte's former task force — consisting of Freemasons and detectives from the Bureau — still deeply involved in an ongoing and secret, undercover investigation of a Masonic lodge, its wealthy socialite members, and their suspected criminal and espionage activities

White Slave Traffic Act

The White Slave Traffic Act (also known as the Mann Act, passed on June 25th, 1910, and named after Congressman James Robert Mann of Illinois), is one of several legislative protections of the progressive era aimed at moral reform. The act makes it a felony to engage in interstate or foreign commerce or transport of any woman or girl for the purposes of prostitution or debauchery (or for any immoral purpose, the definition of which is left fairly broad). The act's stated aim is to address rampant issues of prostitution, immorality and human trafficking. In practice, the act also broadens the investigative powers of U.S. law enforcement.

"The men and the women who engage in this traffic are more unspeakably low and vile than any other class of criminals... there is no more depraved class of people in the world than those human vultures who fatten on the shame of innocent young girls. Many of these white slave traders are recruited from the scum of the criminal classes of Europe. And in this lies the revolting side of the situation. On the one hand the victims, pure, innocent, unsuspecting, trusting young girls not a few of them mere children. On the other hand, the white slave trader, low, vile, depraved and cunning, organically a criminal."
—Edwin W. Sims, U.S. District Attorney in Chicago

Office of Naval Intelligence (est. 1882)

The Office of Naval Intelligence (also known as O.N.I.) — created under the provisions of General Order No. 292 — is America's first true intelligence service. Its broad goals include: the collection and analysis of naval information which may be useful to the Department of the Navy (especially information involving a nation's construction of battleships, cruisers, or torpedo boats); the translation and correlation of contents collected by various naval bureaus; and, the organization of these materials at the Navy Department Library (the task of which was initiated by Lieutenant Theodorus Bailey Myers Mason, the first head of O.N.I., a translator for the Secretaries of the Navy, and a linguist of renown). Of particular concern is the effect of radio technology (first installed on ships in 1903) allowing for the real-time distribution of intelligence and for the interception of such intelligence by foreign powers.

More specifically, and in the words of the Navy Department (as stated in a memorandum sent from William E. Chandler, Secretary of the Navy, to Lieutenant Theodorus B. M. Mason, in Charge of the Office of Naval Intelligence, on July 25th, 1882), O.N.I.'s tasks include the collection, compilation, recording and correcting of information on the following subjects:

1st: The cruising fleets of foreign powers.
2nd: The war material of foreign powers.
3rd: The nautical personnel of foreign powers.
4th: The armament of foreign ports including their lines of communication.
5th: The facilities of foreign governments for transporting troops and material.
6th: The facilities of foreign governments for improving torpedo boats and torpedo defenses.
7th: The facilities on foreign coasts and in foreign ports for landing men and supplies.
8th: The facilities for obtaining coals and supplies in all quarters of the globe.
9th: The actual capabilities of foreign merchant steamers and the true routes followed by regular steamship lines.
10th: Information in regard to our own Navy.
11th: Information in regard to our mercantile marine.
12th: Information in regard to our coast defense.
13th: Information which may be of use to our officers in their professional studies.
14th: Information which may be of use to our mercantile marine.

Prior to the Spanish-American War, O.N.I. staff was meager, consisting of only three officers overseeing the collection of intelligence in six countries (including Spain, with an extensive spy network headquartered in Madrid). After America's war with Spain and the consequent expansion of America's reach and powers, the number of O.N.I. officers increased to eight (plus support staff), and their headquarters moved from the State, War and Navy Building to the Mills Building on the corner of Seventeenth Street and Pennsylvania Avenue (in Washington, D.C.).

They currently maintain networks across the world, with cooperating attachés and other sympathizing agents (including civilians and aristocrats loyal to American interests) in areas as diverse as London, Peking, Seoul, Paris, Berlin, Rome, St. Petersburg, Madrid, Vienna, and Tokyo, among others (including territories once controlled by the Spanish Empire), and with junior officers stationed in Tokyo under a Japanese language study program. They maintain records on the navies of Argentina, Austria, Brazil, Britain, Chile, Denmark, France, Germany, Greece, Holland, Italy, Japan, Portugal, Russia, Scandinavia, Spain, and Turkey (among others), with a current focus especially on Germany and Japan (and their ramp-up of maritime powers).

O.N.I. operates under the cognizance of the Aid for Operations (currently, Rear Admiral Richard Wainwright, one of four aids who advise the Secretary of the Navy and who head the four Navy administrative divisions). As Aid for Operations, Wainwright meets with the Secretary of the Navy (as part of his council) on a weekly basis. Captain Templin Potts is O.N.I.'s current Chief Intelligence Officer (a title which will be renamed Director of Naval Intelligence, in 1911).

Factions: The Antiquarian Society (see the associated sidebar)

The Antiquarian Society

After the United States Government passed the Antiquities Act of 1906 — originally an attempt to protect native prehistoric ruins — then President Roosevelt showed an interest in securing native monuments as national treasures and sponsoring small nonprofit archaeological and preservationist organizations. On paper, the Antiquarian Society is merely one of these small, academic institutions with connections to the local university and to a network of scholars. However, its secondary and clandestine objective is reporting all useful intelligence — gathered in its day-to-day operations — to an Office of Naval Intelligence mediator.

This arrangement originated from a strange confluence of forces. In 1908, an Inspector John Raymond Legrasse approached the nascent Antiquarian Society (est. 1866) with concerns about his ongoing investigation. He claimed at the time that he had uncovered a dangerous anti-government movement spreading across the American South. The Antiquarian Society was to decipher items of anthropological importance found in connection to a crime scene. It was these items — and Legrasse's testimony — that excited the interest of a certain professor at Brown University.

This professor — covertly a consultant for the Office of Naval Intelligence — quickly deduced conclusive connections between Legrasse's suspects and similar movements discovered by O.N.I. in Latin America, Asia, and Europe.

Using the Antiquities Act as a justifying cover, the patron now finances the team and consequently keeps an ear to these activities. The organization, a motley assortment of scholars and other specialists, acts as a true academic society — but reports its findings to its O.N.I. handler on behalf of the interests of the United States.

The society also assists with Legrasse's investigation of anti-government activity, and reports any new leads to its contact at Brown. The patron is especially interested in any German or Japanese involvement, and has proven willing to broker arrangements — using O.N.I. resources and personnel — for scholarly expeditions to corners of the world where these nations show interest, academic or otherwise. Any Japanese or German activity in Latin America is of immediate concern. (As a twist, Legrasse went missing a few months ago, and much of his paperwork — with cryptic annotations — was sent to the Antiquarian Society for correlating.)

Pinkerton Detective Agency (est. 1850)

Established in 1850 by Scottish immigrant Allan Pinkerton, the "Pinkertons" were America's first private police force. During the nineteenth century, they became known to the public for their: intelligence-gathering operations (including secret intelligence service work for General George B. McClellan's Army of the Potomac in the Civil War); manhunts of Old West outlaws and train robbers (such as Frank and Jesse James, the Reno Gang, and Butch Cassidy and his Wild Bunch); infiltrations of criminal gangs (such as the Irish Mollie Maguires); detailed record keeping of criminal profiles, politician activities, newspaper clippings, mug shots, and case histories (predating the collection of such records by governmental agencies); security assignments for industrialists, railroads and presidents (such as Abraham Lincoln); arrest of the infamous serial killer H.H. Holmes (in 1895); forward-thinking espionage capabilities (before the existence of the professional intelligence officer in America); and, aggressive actions against labor strikes (as enforcers for America's industrialists and other elites).

Though Allan Pinkerton died in 1884 (with control of his agency falling to his two sons, Robert and William, and to Robert's son Allan after Robert's sudden death in 1907), the company continues to grow (at one point to over 2000 detectives and over 30,000 reserves) — with headquarters in Chicago (run by William) and offices in other major cities across the country (including New York, whose office is run by Allan). However, in some states (such as Ohio), the Pinkertons have been outlawed entirely, owing to their perceived potential for becoming a private mercenary force.

Within a decade, much of the Pinkerton's duties will be absorbed by governmental agencies (such as the nascent Bureau of Investigation), though for now the company (and its various competitive offshoots) still offers viable security, investigative and intelligence-gathering services for its private clients. The Pinkerton logo is an eye (the likely origin of the term "Private Eye"), and its motto is "We Never Sleep."

Factions: Aaron Burkett and the Burkett Detective Agency (see "Aaron Burkett and the Burkett Detective Agency"); Cherokee Scout (see the associated sidebar); A Native American asset sworn by a blood oath into an ancient Comanche death cult devoted to barbaric violence and torturous sacrifice, to the overthrow of American invaders, and to the worship of Yig

Allan Pinkerton

Allan Pinkerton (1819 to 1884) formed the Pinkerton Detective Agency after meeting Chicago attorney Edward Rucker in a local Masonic lodge. Among his legendary achievements, Pinkerton's largest was perhaps his introduction of modern investigative and intelligence methods in America. In 1856, he hired 23-year old widow Kate Warne (the first female detective in the United States), who demonstrated to the intelligence community the unique and valuable capabilities that women bring to detective work and to espionage; so great was her contributions to the company that after her death in 1868, Pinkerton had her buried in his family plot. During the Civil War, Pinkerton (a firm abolitionist) ran spy networks for the Union and infiltrated southern sympathizer groups in the North. He also developed record-keeping techniques — keeping a rogue's gallery of mug shots and case histories to track wanted criminals and their known associates — that would later revolutionize law enforcement.

As a man of strict ethics, Pinkerton vetted his employees carefully (in contrast to some competing firms who employed less savory characters or outright outlaws) and enforced an uncompromising set of principles and guidelines for his agents, such as those listed in his Pinkerton Code:

Accept no bribes
Never compromise with criminals
Partner with local law enforcement agencies
Refuse divorce cases or cases that initiate scandals
Turn down reward money
Never raise fees without the client's pre-knowledge
Keep clients apprised on an on-going basis

Cherokee Scout

Though the United States Curtis Act of 1898 dismantled tribal governments, courts, schools, and other civic institutions, the Cramps (an Anglicization of their Cherokee surname) had long ago transitioned from leaders in tribal government to private law enforcers — headquartered in Indian Territory and today operating in the U.S., Canada and Mexico as the Cherokee Scout Detective Service Company (patterned after the Pinkerton Detective Agency).

Cliff Cramp, a former Pinkerton employee, established Cherokee Scout as a competitor to the Pinkerton agency. Today, it is a small operation, well behind the Pinkertons, the Burns Detective Agency, Mooney and Boland's Detective Agency, and the Thiel Detective Service Company — but most acquainted with mythos activity in the United States.

One of the company's first employees was John Dadlez, an ex-Catholic priest, former Rhode Island police officer and bodyguard to Cramp. In 1902, Dadlez was appointed manager of Cramp's Boston office, and in 1911 will oversee Cherokee Scout's operations in its other offices, after Cramp goes missing during an investigation into worker strikes in the Kentucky coal country.

Cliff Cramp is of Cherokee-German descent, with his father James (a former Civil War spy and Pinkerton employee) known as Bear Ghost among the Cherokee nation and in newly established Oklahoma, and his mother Edna distantly related by blood to the Rothschilds in Berlin. How his parents met is of some interest to the U.S. government, who suspects Cramp may have loyalties to Germany (though this suspicion is merely conjectural and based on Cramp's participation in the Boer War against the British). He is a highly efficient detective and staunch Southern Baptist, with safe houses in both Indian Territory and Berlin, and various offices throughout the United States, Canada and Mexico.

Occult Organizations

Freemasonry (est. 1717)

> "There is in Italy a power which we seldom mention in this House…I mean the secret societies…It is useless to deny, because it is impossible to conceal, that a great part of Europe—the whole of Italy and France and a great portion of Germany, to say nothing of other countries—is covered with a network of these secret societies, just as the superficies of the earth is now being covered with railroads. And what are their objects? They do not attempt to conceal them. They do not want constitutional government; they do not want ameliorated institutions…they want to change the tenure of land, to drive out the present owners of the soil and to put an end to ecclesiastical establishments. Some of them may go further…"
> —Benjamin Disraeli, in the House of Commons, July 14, 1856

Freemasonry is the oldest and largest esoteric group in the West, claiming a membership of millions (accounting for both recognized Masonic lodges and unrecognized, or "irregular" offshoots). Freemasonry originally evolved from the stonemason guilds and cathedral builders of the Middle Ages — adopting much of its symbology from these groups — and later assimilated the rites and trappings of ancient religious orders and chivalric brotherhoods. The first Grand Lodge — with its organization of subordinate lodges — was founded in England in 1717, with other Grand Lodges founded in countries where Freemasonry was accepted. The Grand Lodge of Massachusetts originated in the 1730s, with a past membership claiming a number of Revolutionary War patriots. Believed to be the third oldest Grand Lodge in existence — after the Grand Lodges of England and Scotland — the Grand Lodge of Massachusetts is considered one of the most influential Grand Lodges in the United States.

Freemasonry is populated by a significant amount of individuals with esoteric or occult interests; however, many join for more practical purposes. While containing some of the elements of a religion — with its teachings of morality, charity, and citizenship, and its requirements of a belief in both a Supreme Being and the immortality of the soul — Freemasonry is in practice a social medium through which its influential citizens make secret and informal political and economic alliances and agreements. Members may network with other Freemasons and visit associated lodges anywhere in the world; most of these lodges are amenable to sharing both esoteric knowledge and valuable connections.

During the Edwardian period, an official lodge is populated almost entirely of white Protestant members — for the most part excluding Jews, Catholics, and non-whites (and rejecting the various irregular offshoots, such as the once-affiliated, black Masonic lodges attached to the Prince Hall Grand Lodge of Massachusetts, in Boston).

Factions: Esoteric Order of Dagon, the Masonic lodge in Innsmouth appropriated by the deep ones for sacrificial worship; The Lamplighters, evolved into an incestuous secret society connected to the Esoteric Order of Dagon, with a meeting hall located near Miskatonic University (on the second story above the curtained office of Saltonstall, Warren, Wigglesworth & Weld), and appearing to prying eyes as a lesser Masonic lodge; Any secret society in the world may be modeled on the Masonic lodge structure (see "Hermetic Order of the Golden Dawn")

Freemasonry in Arkham

As with other towns and cities in New England, Arkham's secret societies, Masonic lodges and other fraternal organizations — whose rosters are populated by some of the more influential members of the community — are strongly represented. Arkham possesses, in fact, a suspiciously large number of these groups, with several recognized Masonic lodges, a growing collection of irregular offshoots, and a number of theosophical groups, among other less public orders and fraternities.

Arkham's recognized lodges operate under the authority of and in connection to the state's Grand Lodge — the Grand Lodge of Massachusetts — mirroring the organizational structure of all recognized lodges under their respective state Grand Lodges. Most typically, a member from one lodge is granted access to other recognized lodges (even those under the authority of other Grand Lodges in other states and countries).

Unrecognized by the Grand Lodges are the various offshoots — or irregular Masonic groups — whose trappings may resemble those of mainstream Freemasonry, but are otherwise independent or unacknowledged. Of this second category of Masonic groups, Arkham (and its environs) claims many.

Freemasonry and the Glove

The Glove treats the various Masonic lodges around the world — as well as the unrecognized orders and other fraternities — with cold indifference, but understands the utility of placing spies in the more influential groups (where it is practical to do so). With a legion of lawyers and politicians under its command, it has proven fairly easy to place lieutenants in key leadership positions, or — where an opportunity to place such a spy is lacking — to blackmail or bribe connected members to enact all manner of intrigues and subterfuge. For most assets, these relationships are always clandestine — established by an underling through a front, and never pointing back to the founding houses.

Hermetic Order of the Golden Dawn (est. 1888)

The Hermetic Order of the Golden Dawn is a quasi-Masonic society founded by Freemasons and dedicated to the teaching of "true" magic (also spelled "magick"). Though generally patterned after Freemasonry's lodge hierarchy, the Golden Dawn's structure, titles and costuming combine these Masonic elements with Egyptian motifs. Its teachings, according to its founders, are derived via direct instruction (in the form of "cypher manuscripts") from enigmatic higher-order beings known as Secret Chiefs. Within this structure of incremental degrees, the Golden Dawn's outer order teaches basic lessons in Hermetic philosophy, while a more protected inner order shares secrets of magic and engages in innovative and esoteric practices.

With the acceptance of both male and female initiates, the Golden Dawn claims a diverse roster of influential members (both past and current), including: infamous Aleister Crowley, Macgregor Mathers, A.E. Waite, Moina Mathers, actress Florence Farr, poet W.B. Yeats, authors Arthur Machen and Bram Stoker, Irish revolutionary Maud Gonne, tea-heiress Annie Horniman, Western Buddhist Allan Bennett, Evelyn Underhill, novelist Sax Rohmer (creator of Fu Manchu), and, according to rumors, King Edward (while he was still just the Prince of Wales). Many of these members will in time prove influential to the various magical movements and philosophies of the twentieth century (including Thelema, Wicca, and neopaganism, another others).

By 1910 — owing to a past schism between founding members and the consequent disruption of several lodges — the Golden Dawn has been fractured for a decade. Of the Golden Dawn's three originators, only Macgregor Mathers (as the sole leader of the original order in its last years) is still active in magical work, with a small number of members remaining loyal to him. Currently, his offshoot is known as the Alpha et Omega, and is governed from a distance by Mathers (residing in Paris), with day-to-day operations in England managed by J.W. Brodie-Innes. Other offshoot organizations (each in rebellion to Mathers) include the Stella Matutina — directed by Dr. Robert Felkin, a former medical missionary in Africa — the Isis-Urania Temple — run by A.E. Waite — and the order of the A.∴A.∴ — founded by Aleister Crowley and George Cecil Jones.

Factions: A full-blown cult of Cthulhu masquerading as a secret society for moneyed socialites, governed by a former Golden Dawn initiate (with Golden Dawn member fame and influence), and set up using member cells instead of lodges (see the "A ∴ A ∴"); A nascent headquarters for the Glove masquerading as a Hermetic order and establishing itself in a foreign city

A ∴ A ∴ (est. 1907)

The A ∴ A ∴ is a magical order founded by former Golden Dawn members Aleister Crowley and George Cecil Jones, six years after Crowley left the divided Golden Dawn and three years after he purportedly received the Book of the Law from a higher-order being.

Crowley originated the A ∴ A ∴ largely to promulgate his new Law of Thelema, a philosophy based on his Book of the Law. Originally penned in 1904 — during a honeymoon in Cairo — the Book of the Law is reputedly a transcription of teachings received from Crowley's guiding spirit, "Aiwass." According to Crowley, it was his wife, Rose Edith Kelly, who (after surviving an unsolicited mystical visitation, despite Kelly having no prior experience with the occult or supernatural) imparted to Crowley the unorthodox instructions for contacting Aiwass. During Crowley's ritual, a shadowy presence materialized and identified itself, then dictated to the occultist the Liber AL vel Legis (or "Book of the Law"). According to Aiwass, the twentieth century would usher in a new Aeon (or threshold of spiritual development); humanity previously lived under the Aeon of Osiris, which was an age defined by Man's subservience to authoritarian gods and slave religions. In the new Aeon of Horus, however, humanity would abide only by the laws of freedom, magick and evolution, believing the dictate, "Do what thou wilt shall be the whole of the Law," and unshackling itself from the repressive burdens of prior centuries.

Though the A ∴ A ∴ patterns its system of degrees on that of the Golden Dawn and similar groups, its overall structure is both more clandestine and strict about its magical teachings. Instead of lodges, the society uses cells, with each member of a cell knowing only his immediate superior and any students he may have brought into the order. Its magical training consists of a regimented order of grades, with ascension merited only by a successful outcome of rigorous testing in both magical theory and practice. The A ∴ A ∴ espouses a "scientific illuminism" (with its motto, "The method of science, the aim of religion") and often engages its adherents in experiments using Eastern methodologies (such as yoga and meditation) and psychedelic substances (such as marijuana, hashish, opium, and ether, among others).

Though the A ∴ A ∴ is commonly translated as Argentinium Astrum (or "Silver Star"), its true name is kept a secret.

Factions: A full-blown bacchanalian cult — in secret resurrecting ancient pagan religions devoted to Nyarlathotep, Hastur and Tsathoggua — masquerading as an occult group and recruiting the well-to-do members of High Society

Cult of the Yellow Sign

The enigmatic Cult of the Yellow Sign (alternatively known as the Brothers of the Yellow Sign) is allegedly comprised of technologically-advanced immortals — or perhaps just their sycophantic followers — originating from subterranean K'n-yan. Their order is believed to be global in scope and somehow violently opposed to the mi-go, though their organizational structure and true purpose are mysteries.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of the cult (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

1. The cult is in actuality commanded by extant serpent folk from ancient Valusia (who fled to red-litten Yoth, beneath the ruins of K'n-yan, in order to escape the destruction of Valusia). If true, perhaps the K'n-yan identities are illusions created by serpent folk magic.

2. The cult worship the King in Yellow, among other Ancient Ones — perhaps through ritual taught by their advanced masters. The King in Yellow grants them abilities akin to those mastered by the K'n-yan, including telepathy (through drug-induced states), the ability to dematerialize from our reality (perhaps by utilizing portals in the Dreamlands), and perhaps even temporal-spacial travel (allowing them to inhabit alternate timelines of our own history, or other planes of existence such as Carcosa).

3. The K'n-yan are sadistic beings from another world, though they have fashioned for themselves humanlike bodies (which allow them to survive in our otherwise inhospitable atmosphere). They originally mimicked forms similar to cultures in prehistoric Oklahoma (their original base of operations), and are thus mistaken for Native Americans.

4. Because of their multifarious powers — including nigh-immortality, telepathy and the ability to dematerialize at will — the K'n-yan were once worshipped as gods by the natives in North, Central and South America.

5. Cult members adopt the depraved practices of the K'n-yan — including ritualistic sacrifice and orgies, extended public torture, horrific body modifications, and the mutilation of slaves as entertainment — in order to appease their masters' time-dulled boredom or to earn advancement. In return, the cult gains access to (with little understanding of) advanced scientific lore (either derived from serpent folk sorcery or from K'n-yan technologies).

6. The human cult is used by their abominable masters to eradicate mi-go (or other mythos horrors) wherever they may be found on the planet. Technological or sorcerous gifts are sometimes given to cell leaders to help in these endeavors.

7. The K'n-yan once utilized undead slaves, reanimated from the bodies of ancient enemies or from inferior members of their ruling classes. Some members of the cult have access to these necromantic arts.

8. The Cult of the Yellow Sign is a myth propagated by Nyarlathotep to place suspicion on any human group opposed to its objectives. Perhaps the legend has become so expansive that multiple copycat Brotherhoods of the Yellow Sign now exist — with each acting as a kind of cargo cult mimicking one or more aspects of its mythic source.

9. The cult is attempting to create a parallel world — perhaps by changing the events leading up to the great War — involving an Imperial Dynasty of America, among other offshoots of our known history. This parallel reality would most likely be one more amenable to the strange rulership of the King in Yellow. With every successful step, the cult unmakes one aspect of our reality.

10. The cult's masters are at war with the deathless ones inhabiting Tibet or the Plateau of Leng (whose unwitting pawns may be the abominable mi-go).

Aleister Crowley

Aleister Crowley (born as Edward Alexander Crowley in Royal Leamington Spa, Warwickshire, in 1875) is an occultist, ceremonial magician, novelist, poet, and mountaineer (as well as a rumored spy for the British government). As an infamous figure in occult and bohemian circles (whose reputation as the "wickedest man in the world," in time, will reach international dimensions), he has by 1910 already influenced various magical movements and penned an impressive collection of occult work, including: the Goetia (a modern translation of a medieval grimoire used for summoning demons), 777 (an occult encyclopedia essential for practicing magicians), the Book of the Law (a work allegedly received by a higher-order being named Aiwass), and the Equinox (Crowley's ongoing journal of occult teaching). As a world-class mountain climber (currently holding half of the world's records) and adventurer, he has visited far-flung corners of the globe, including the Yucatan, the Gobi desert, and the interior of China, among others rarely seen by Western civilization. Throughout the Edwardian period, Crowley's exploits — including his rumored work for the British government as a spy, his debauched tours around the world (e.g., Mexico, Algeria) invoking Enochian aethers and seeking esoteric knowledge, and his socially unaccepted activities (e.g., sex practices, drug and occult experiments) — will prove legendary (many of them perhaps embellished by Crowley himself).

Cults of Cthulhu

The multifarious cults of Cthulhu may be active anywhere in the world, either as clannish bloodlines (perhaps tainted through miscegenation with ancient monstrous races), as isolated populations corrupted by prophetic dreams, or as infiltrators of otherwise socially accepted sects. Their sycophantic appeasement of Cthulhu is the drive cementing these groups, a bond which transcends caste, privilege or culture.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of the cult (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

1. The cults have no real center (other than Cthulhu itself, with its tenebrous and terrible telepathic orders), though somehow — perhaps through dreams or hypnotic suggestions — they can influence sycophants and assassins to act on their behalf.

2. Cthulhu is only one of many Great Old Ones — which once ruled the earth but who now slumber. Remains of their influence may still be found as cyclopean stones on islands in the Pacific, or in vast sepulchers beneath the oceans.

3. Cthulhu is worshiped among groups as disparate as degenerate Moro of the Philippines, scheming merchants in Constantinople, debauched theosophists of California, incestuous dynasties in Europe, extant assassin-clans in India, and vicious and desperate appeasers in Africa, Haiti, South America, Alaska, or inner Asia — though the center of these heterogenous groups lay amid the pathless deserts of Arabia, in Irem, the City of Pillars.

4. Corrupted men and women each gifted with horrible eternal life — such as the deathless Chinamen — coordinate the dreams and actions of the oldest extant cults of Cthulhu from their twilight borderlands.

5. Cultists tainted with deep one blood are strongly attuned to the dreams and desires of the Great Old Ones. These corrupted members are most prevalent in seaports around the world — and mistaken or disregarded as lower castes of mixed blood — though deep ones have also infiltrated (through slow, inexorable miscegenation) some of the ancient, extant houses of the aristocracy in Britain, France and elsewhere.

6. Each cult has a different motive inspired by ignorance. Some await the glorious resurrection when the stars are right, and in their vigilance evangelize the name of Cthulhu through violent rites. Others seek to accelerate the day of resurrection through ceremony and magic. Yet others confuse their idols, religions and prophecies with the dreams of Cthulhu, or simply revel in murder and mayhem.

7. Most cults are organized around (and corrupted by) small idols brought by Great Ones in dim eras from dark stars.

8. In the elder time chosen men had talked with the entombed Old Ones in dreams, but then something had happened. The great stone city R'lyeh, with its monoliths and sepulchers, had sunk beneath the waves; and the deep waters, full of the one primal mystery through which not even thought can pass, had cut off the spectral intercourse. Then came out of the earth the black spirits of earth, moldy and shadowy, and full of dim rumors picked up in caverns beneath forgotten sea-bottoms (who communicate to their high priests the strange visions and dark powers of the Old Ones).

Starry Wisdom Sect (est. 1844)

The Starry Wisdom sect was a cult — originally located in Providence, Rhode Island — that worshiped the Haunter of the Dark (a monstrous aspect of Nyarlathotep trapped in darkness and vulnerable to light). Archaeologist and occultist Professor Enoch Bowen founded the sect after returning from Egypt with the Shining Trapezohedron — an ancient "crazily angled stone" discovered in the tomb of the pharaoh Nephren-Ka and capable of communicating with and summoning into our world the Ancient One's horrible avatar. In return for its cruel and limitless secrets, the entity demanded from the group outrageous sacrifices — which Bowen was willing to oblige. At its height, the cult's membership grew to 200, though its activities were eventually discovered (in 1877) by local citizens and authorities. After the discovery, the sect disbanded and 181 people fled Providence.

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of the cult (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

1. A posse of the local citizenry — horrified by the cult's activities — rounded up its members and summarily executed them. The story involving the cult disbanding is merely a cover-up. However, the current location of the Shining Trapezohedron is a mystery (though it most likely ended up in the collection of a private museum for safekeeping).

2. The sect kept an extensive library of occult (and dangerous) literature, much of which was stolen after the group disappeared. Several occult folios, however, remain in hidden caches (either under the church property or in secreted areas somewhere in Providence).

3. Some escaped members of the cult — or family of its incestuous circle — changed their identities and are still living in Providence as respected citizens (and perhaps as members of the local Masonic lodge or other fraternities of social privilege).

4. The cult — or factions of it — have appeared in other places around the world (including Yorkshire, Chicago, Arkham, San Francisco, and backwater regions of Canada or Equatorial Guinea).

5. The remnant of the sect fractured into two or more factions — with each faction adopting the practices of a socially-accepted religion as a cover. These factions dispute the succession of leadership after the death of Brother Bowen (and may in actuality be at war with one another).

6. There is more than one Shining Trapezohedron.

Servants of the Great Race (of Yith)

Yithians spend much of their research time studying and even manipulating the timestream that ensures their survival in the future. They are particularly concerned about shadows — eras in which the outcome of historical events are not guaranteed, or out of which multiple potential timelines emanate. One such shadow is the roughly thirty year period predating the Great War of humanity's twentieth century. A select few humans possess partial knowledge about the "strange visitors," and are willing to keep their secrets and even carry out specific plots in return for privileges (such as historical and occult knowledge, technological formulae, abbreviated access to the Pnakotus fragments — detailing the vast histories of the Yithian race — or even trips in time).

Unreliable Testimonies

One or more — or all or none — of these may describe the true nature of the cult (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

1. The Yith have broken into factions and are conducting a shadow war during our Edwardian era — using human spies, either as sympathizers or as possessed hosts — to carry out their agendas against each other.

2. The Yith are using human agents to stop the Great War (or possibly to ensure it).

3. In order to carry out their plans, the Yith have abducted the minds and possessed the bodies of several important individuals, including well-respected members of the aristocracy.

4. The Vril Society — believed to be a fiction of Edward Bulwer-Lytton — is in actuality a secret society comprised of Yith (inhabiting human bodies) and human agents. Their true purpose is a mystery, though they have operatives placed inside the Deutsche Orient-Gesellschaft.

5. The Vril Society — or any other human group serving the Great Race — has access to advanced alien science.

6. Shadows — the anomalies that disturb the outcome of historical events — have something to do with the temporal-spatial nature of polypous horrors. Perhaps the Great Race wishes to root them out (and the whorls of space-time they leave behind) and destroy them.

7. The Great Race use human sleeper agents to carry out their agendas. A Yithian sleeper agent has been previously kidnaped, embedded with special skills or abilities, then implanted with false memories (with an advanced form of cryptanalysis). At key moments, the sleeper agents are either triggered to act out their specific missions, or possessed by Yithian intelligences to similarly carry out critical tasks.

8. The Great Race are particularly concerned with a human individual (from the Edwardian era) who inadvertently invented a time machine (using the powers of a spacetime gate).

Chapter 12: The Glove

The Glove — as a vast conspiracy of ruling houses — is designed to fit into the loose mythos canon (suggested by Lovecraft's core stories and the generally accepted mythos timeline) and to easily connect with other published scenarios — for the gamemaster looking to create these connections. Many of these preexisting scenarios provide occult artifacts or secrets that would be of great interest to the old families.

The Glove as a conspiratorial organization is designed to be modified by the gamemaster as he sees fit. Locations are left as broad sketches, to be developed into full scenarios. Characters and situations are suggested, that may be integrated into a campaign. While a few skill check suggestions are offered throughout the chapter, these are provided merely as models to inspire the gamemaster's own creativity. Finally, some questions about the Glove are left unanswered: What is the nature of the Glove's activity in Britain? Where else in the world is the Glove operating? Where do the Blalocks travel, and for what reasons? What are the details of Bozeman's business with the sorcerers in Prague and Transylvania, and what happens if he connects a Spacetime Gate to these other locales? How powerful is the Glove in Boston and elsewhere, and how exactly may the organization be undermined? What is the deep ones' endgame in Innsmouth, and how much influence does the Glove have over their activities? These and other questions are left for the gamemaster to develop further.

Glove Patrons

The addition of the Glove (and especially the three major sorcerers outlined at the end of the Chapter) is the result of the incredibly generous backing of Bret Bozeman, Jason Blalock, and Doug Ten Napel.

Overview of the Glove

"Certain documents by and about all of these strange characters were available at the Essex Institute, the Court House, and the Registry of Deeds, and included both harmless commonplaces such as land titles and bills of sale, and furtive fragments of a more provocative nature. There were four or five unmistakable allusions to them on the witchcraft trial records; as when one Hepzibah Lawson swore on July 10, 1692, at the Court of Oyer and Terminer under Judge Hathorne, that 'fortie Witches and the Blacke Man were wont to meete in the Woodes behind Mr. Hutchinson's house', and one Amity How declared at a session of August 8th before Judge Gedney that 'Mr. G. B. (Rev. George Burroughs) on that Nighte putt ye Divell his Marke upon Bridget S., Jonathan A., Simon O., Deliverance W., Joseph C., Susan P., Mehitable C., and Deborah B.'" —H.P. Lovecraft ("The Case of Charles Dexter Ward")

The Edwardian was an age of old money families and industrialist upstarts merging interests to consolidate power and control over the globe. Many a conspiracy theory follows the connections of the Morgans, the Rockefellers, and the Rothschilds (and the web of the other established dynasties as well as supposed Illuminati figures) — the houses and corporate interests of the Glove would fit nicely in their company, with the added detail of their bloodlines connecting to ancient horrors.

The Glove is merely one unofficial name for the conspiracy, an ancient cabal comprised of powerful and evil-minded individuals who plot in the shadows behind the events of history. In simplest terms, the Glove is an octopus of businesses and powers — reaching into oil, gold, and other resources, and especially into information (both intelligence and occult). Many private interests — or even governmental agencies — may not even know they are unwitting pawns or front organizations for these families.

The Glove takes inspiration from several sources, one being the Edwardian era itself and the actual politics and practices of these emerging corporate and banking dynasties. Lovecraft references several old money families and European dynasties tainted by the Ancient Ones, such as the van der Heyls in "The Diary of Alonzo Typer," the de la Poers in "The Rats in the Walls," or the Waites in "The Thing on the Doorstep."

Much of the Glove's history is occluded by the revisionism of its nigh-immortal members or by conspiratorial rumors. When a conspiracy is populated by individuals capable of escaping death, outliving their competitors, and overcoming the limitations of time, its members have the luxury of cultivating their own legacies. Rumors claim that a few members of the Glove knew the Black Pharaoh of Ancient Egypt (this is surely the wildest conjecture) or that others participated as officers in the First Crusade, under Walter the Penniless (a more possible scenario). Undoubtedly, the Glove in its modern incarnation was a merger of select individuals in both Boston and New Amsterdam, predating the founding of the American colonies — their privileged numbers culled from Spanish, Dutch, British and, later, American dynasties. If the Glove was influential as a conspiracy before this merger, it was known by another name.

The Black Brotherhood

"Outside the ordered universe...that amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity — the boundless daemon sultan Azathoth, whose name no lips dare speak aloud, and who gnaws hungrily in inconceivable, unlighted chambers beyond time and space amidst the muffled, maddening beating of vile drums and the thin monotonous whine of accursed flutes." —H.P. Lovecraft ("The Dream-Quest of Unknown Kadath")

"He must meet The Black Man, and go with them all to the throne of Azathoth at the centre of ultimate Chaos...He must sign in his own blood the book of Azathoth and take a new secret name...What kept him from going with her...to the throne of Chaos where the thin flutes pipe mindlessly was the fact that he had seen the name 'Azathoth' in the Necronomicon, and knew it stood for a primal horror too horrible for description." —H.P. Lovecraft ("The Dreams in the Witch-House")

"In his dreams, Gilman is introduced by Mason to a figure he had never seen before--a tall, lean man of dead black colouration but without the slightest sign of negroid features: wholly devoid of either hair or beard, and wearing as his only garment a shapeless robe of some heavy black fabric. His feet were indistinguishable because of the table and bench, but he must have been shod, since there was a clicking whenever he changed position. The man did not speak, and bore no trace of expression on his small, regular features. He merely pointed to a book of prodigious size which lay open on the table..." —H.P. Lovecraft ("The Dreams in the Witch-House")

The Glove is comprised of various factions — both human and monstrous — that together form a loose hierarchy. Most of its human members descend from a preexisting, seventeenth century coven that worshipped Nyarlathotep, Yog-Sothoth and Shub-Niggurath, among other Ancient Ones earlier introduced to humanity by the deep ones. Some of these Puritan and colonial worshipers were eventually prosecuted under Judge Hathorne (in 1692) and other witch-hunters (throughout the seventeenth and even eighteenth centuries), though the more powerful members eluded authorities or forged a mercantile front organization under the guidance of the enigmatic Black Man of the Woods (an avatar of Nyarlathotep).

Of the original "witches" who escaped persecution, the most cunning made unholy pacts with their master, who, as a representative of the vast powers of Azathoth, had their names written into the mad god's book of life. In return for their eternal allegiance to Azathoth, each was granted a magical alias — Aepep, Ormond, Exonophon, Kamog, Varick, Vesna, Bellona, and Nahab, among others — and gifted with the knowledge of eternal life. Once reaching old age, a member in this inner circle could rejuvenate himself by drinking human blood or by using black magic to swap his mind with that of a younger relative, thereby escaping death and achieving a kind of gross immortality.

Each member of this coven owes eternal allegiance to his Ancient One masters — an allegiance drafted in blood by the Black Man of the Woods. This cabal has existed throughout mortal history, comprised of the **Elect of Azathoth**, and led by its malevolent messenger Nyarlathotep in its guise as a charismatic prophet. Not all who are called are forever inscribed into the Book of Azathoth, but for those who follow that path of oblivion: they are ultimately and irrevocably transfigured into beings of horrible power.

These few are the **Ascendants**: Nahab of the Timeless Woods, the Nine Unknown of the Ancient Ones, the Deathless Ones of Leng, among others of terrible legend — each granted unnatural powers over life, space and time, and each loosed upon the sedentary world to further the worship of the Old Ones and to spread misery and chaos. Ascendants are few in number, though their existence — outside of our normal perception of space and time — appears timeless from our vantage.

However, some of these Elect of Azathoth — unwilling to submit totally to the Ancient Ones and clinging desperately to their fleshly existences — rebelled and betrayed their infernal vows. These betrayers devote their lives to gaining knowledge, immortality and power — each suffering a vampiric life of terrible fear and delusion, and averting by any means the doom that awaits them after death at the Ascendant Court of Azathoth.

The Elect remain uncounted, yet are far greater in number than their Ascendant counterparts. And unlike the Ascendants — who are effectively immortal, yet monstrous in aspect and motive — the Elect retain their human countenances and their mortal attachments to this world, prolonging their desperate lives through vampirism and foul sorcery (in some cases, for centuries). Many spend considerable time and energy discovering new methods of prolonging one's life or of outright escaping the inevitability of the Ascendant Court. Much of their activities involve the collection and correlation of occult knowledge, and much of this tedious activity is expedited by stealing the corpses of ancient sorcerers, raising their souls through foul necromancy, and torturing their secrets from them. Other Elect devote themselves to the building of dynasties and vast intelligence networks, and have consequently populated much of the New England and European upper classes with their scheming progeny and labyrinthine intrigues.

Most of the Glove's ruling class is comprised of this **black brotherhood**, condemned individuals now banded together in fear of the awful powers of Azathoth, its messenger Nyarlathotep, and the various minions of the Ancient Ones. They are each immensely powerful, but also equally terrified of what awaits in the outer dark, once death finally achieves its victory. Though they fear the other minions of the Ancient Ones, such as the deep ones and other horrible hybrids, they reluctantly subjugate themselves to their mysterious agendas. The monstrous factions of the Glove in turn rely upon the Elect to represent their interests in the mortal world. The black brotherhood are the rational minds directing the conspiracy's diseased anatomy, and keeping it from rotting in the sun entirely.

Tainted Families

> "The eyes of these pictures haunt me. Is it possible that some of them are emerging more distinctly from their shrouds of dust and decay and mould? The serpent-faced and swine-faced warlocks stare horribly at me from their blackened frames, and a score of other hybrid faces are beginning to peer out of shadowy backgrounds. There is a hideous look of family resemblance in them all—and that which is human is more horrible than that which is non-human. I wish they reminded me less of other faces—faces I have known in the past. They were an accursed line, and Cornelis of Leyden was the worst of them." —H.P. Lovecraft and William Lumley ("The Diary of Alonzo Typer")

Other scions of the corrupted nobility (such as those of the van der Heyls) owe their long lives to more mysterious pacts, inviting miscegenation of their offspring and the Ancient Ones, the deep ones, and other nightmarish minions, or blood sacrifices of their progeny in exchange for eternity.

By 1910, tens of thousands live among the human population as secret descendants and carriers of this tainted blood — each one potentially awakened by strange dreams, gifted abilities, or antediluvian memory.

Van der Heyl Cabal

The van der Heyl mansion and demesne — a festering, colonial remnant of Dutch occupation and dark sorcery — lies in the backwater village of Chorazin, a day's ride by carriage from Yalding (in upstate New York). Its extant, degenerate townsfolk and hybrid minions occupy the surrounding shanty towns and putrescent marshlands, dissuading by rumor and ritual any intrusion from the outside world. At the heart of the subterranean tunnels beneath the van der Heyl mansion, and imprisoned by ancient menhirs, a spawn of the Ancient Ones calls out in dreams to the naive descendants of the van der Heyls — beckoning them home, to the heart of Chorazin, and eventually to sacrificial suicide (to the ancient horror itself).

Order of Kamog

Ephraim Waite is perhaps one of the oldest surviving members of these tainted New England dynasties (though there exist rumors of members surviving the Crusades and even earlier eras). As the leader of an ancient cult called the Order of Kamog, Waite originally descended from a seventeenth century colonial whose name is now closely guarded by the sorcerer. Some believe Ephraim is not even human anymore, his consciousness now replaced with the essence of some monstrous entity from the outer darkness (or even with an avatar of Yog-Sothoth itself).

The Order of Kamog protects a megalithic site in the woods near Chesuncook, Maine, underneath which resides the Pit of a Thousand Stairs and its hellish lair of shoggoths. Even among the Elect of the Glove, many fear Ephraim Waite — and especially the horrors Ephraim protects in Chesuncook — knowing that several underlings of the order have at the end of their usefulness been delivered to the pit's inhabitants.

Innsmouth

Prior to the War of 1812, a Glove subsidiary known as the Imperial Fruit Company forged a business partnership with Captain Obed Marsh (a native Innsmouth sailor who, before the war, had already established a respectable merchant business). The joint stock company was based in Boston and operated by various Glove financiers — predominantly from old money families in New England — as shareholders. Had Imperial Fruit survived its original mission, it would have founded and nurtured numerous plantations in the East Indies, eventually expanding its fleet and market. Had it survived into the twentieth century, Imperial Fruit may have eventually mirrored other corporate colonies in Central and South America, with a fleet of steamships, a private militia, an infrastructure of railroads and telegraph networks, and a total dominance over the native market and its colony's governmental powers (all secured by bribed American politicians and U.S. military might). Instead, the Imperial Fruit Company dissolved and its interested parties coalesced into an incestuous conspiracy.

The War of 1812 marked the decline of Innsmouth. Its trade dwindled, its mills closed, and its men died privateering (or in related shipping disasters). During this period of calamity and despite the fall in merchant enterprises, the Glove (operating through the Imperial Fruit Company) financed numerous East Indies voyages chartered by Captain Marsh. Marsh and crew, sailing aboard the Sumatra Queen, in time initiated a lucrative partnership with the inhabitants of Rupehu-Lahai, an island east of Otaheite (Tahititi). Their local contact was Chief Walakea, who eventually divulged to Marsh the origins of his peoples' otherworldly gold jewelry, the connection of their prosperity to a neighboring volcanic islet, and their intractable pact with the powerful denizens from below.

In 1831, Captain Marsh converted an old mill on the lower Manuxet to a makeshift gold refinery. Humans in league with Marsh — and utilizing the Glove's legal assistance and connections — melted down the gold artifacts procured from Walakea's tribe and created minted bullion — to be sold through the Glove's cleverly designed gold network.

Between 1838 to 1846, Captain Marsh discovered that Walakea's tribe had been destroyed, their population vanished and structures razed, with extant bizarre symbols scattered on the volcanic islet. After returning to Innsmouth, with his profitable source of trade dissolved, Marsh urged the townsfolk to abandon conventional religion. He hinted of gods and powers that would bring them limitless material prosperity (in the forms of gold, fish, and exotic wares from the ocean depths, among other gifts). In desperation and with the tacit cooperation of the Glove, he established a pact with the deep ones who previously manipulated Walakea's doomed tribe. Within a short period of time, church leaders were forced out of town or simply made to disappear.

Marsh's new religion — clumsily hiding itself as a Christian sect and pastored by corrupted members of Marsh's crew — monopolized the town's spiritual affairs and focused its liturgy on the occult powers of the town's new masters.

Secret rituals occurred on Devil's Reef, where Marsh dropped a magical lead artifact (inherited from Walakea) into the ocean and summoned with inhuman prayers the deep ones. Witnesses saw Captain Obed Marsh from his dory dropping mysterious burdens into the Devil's Reef waters (and later connected the recurring incidents to the various missing citizens of Innsmouth). Glove members witnessed first hand the powers of the deep ones and — with the added incentive of promised wealth — became quickly complicit with their enigmatic agenda. With their assistance, the gold refinery operations were renewed and in time expanded. A branch railroad was established in Innsmouth, and a sister mining site in Ohio targeted for acquisition, as part of the Glove's plan for expansion and legal subterfuge. Fishing became bountiful, with local cargos sold in neighboring towns. After several Kingsport fishermen went missing, the Glove established for the Innsmouth industries several business fronts providing legal barriers to keep outsiders out — without the need for violence. The Esoteric Order of Dagon was founded, subverting the local Masonic lodge — over the objections of the First Mate of the Sumatra Queen, the Mason Matt Eliot, who subsequently disappeared.

Marsh's partnership with the deep ones provided a means for the creatures to infiltrate New England's elite in secret and to intermarry with established families in the colonies (some of them already populated by sorcerous Elect). Imperial Fruit dissolved by the twentieth century, outlived by Captain Marsh's pact with the outsiders. The old money families were either integrated into the deep ones' colonization efforts — through forced miscegenation — or expediently eliminated. Innsmouth was at first seduced by gold and then eventually infiltrated and corrupted entirely. Several powerful members of the Glove were made to serve their masters as their puppet representative in Boston — tasked with carrying out indefinitely a myriad of horrible tasks and keeping their existence in New England a secret (presumably until the stars aligned on a new age of terror).

During the years between 1838 and 1846 (and beyond), as Innsmouth was forced under the rule of Marsh's pact, the established shareholder families were each approached and coerced to participate in the deep ones' subtle infiltration and colonization of New England. Allegiances were largely enforced through foul intermarriages with the creatures — with many of the ceremonies taking place in the appropriated Masonic lodge of Innsmouth or in one of the estates owned by the Waite family. Members who rebelled (such as those of the Arkham Cabots or of the Beverly Farms Coffins) disappeared, while a Peabody member (with seven daughters available for arranged marriages and a wife easily dispatched) was appeased with money and land.

The Waites and Ornes largely capitulated to the demands of the deep ones (with the pacts brokered through Glove lawyers), and profited materially in the exchange. Consequently, some notable members of the Glove include Marshes, Waites, Pickmans, Cabots, Coffins, Peabodies, and Ornes, with only a few Cabots, Coffins and Peabodies surviving the original vetting.

Demands were different for each family and according to its particular vices or vulnerabilities. By 1910, each of the various dynasties have devolved in its own peculiar way. For one family, miscegenation completely deformed its now-inbred members — who all lurk in their remaining estate, shuttered against the world and protected from intrusion by Glove minions. For another, the deformations occurred internally, their effects now hidden behind vacant, human-faced masks.

In the early years of infiltration, members of cooperative families were given specific, preparatory instructions for warding themselves and their homes from invasion on fog-enshrouded nights when the sea would birth its abominations. The warding involved human sacrifice, the splashing of blood on the thresholds of the protected homesteads, and the carrying of lanterns in ritual congregations around the structures to be protected. On subsequent nights when the deep ones revisited Innsmouth or its environs, families would signal to the monsters and to each other in the fog, using the same lanterns — directing in code the terrible actions of the creatures or pointing out to them a treasonous household to be dispatched or otherwise punished. In time, these Lamplighters evolved into an incestuous secret society connected to the Esoteric Order of Dagon (itself the Masonic lodge in Innsmouth appropriated for sacrificial worship), with a meeting hall located near Miskatonic University (on the second story above the curtained office of Saltonstall, Warren, Wigglesworth & Weld), and appearing to prying eyes as a lesser Masonic lodge.

In 1846, disappearances and witness accounts drew a local investigation to Innsmouth — despite the Glove's protection. A gunfight occurred near Devil's Reef, between investigators led by selectman Nathaniel Mowry and Captain Marsh and his men. The aftermath resulted in Captain Marsh and 32 accomplices being imprisoned. Two weeks after the Devil's Reef incident, a mysterious, nighttime incursion claimed half the population. In the chaos, Captain Marsh and his men were freed from prison. The Glove fabricated a public narrative attributing the disappearances in Innsmouth to an influenza outbreak. The followup investigation — consisting of a demoralized team of three crusading detectives working in Arkham — was expediently dissuaded (with one investigator disappearing to Europe and two vanishing in the night entirely).

After the Devil's Reef Incident of 1846, the Glove increased its political control in Boston and elsewhere in New England as a safeguard against future intrusions. Throughout the next decade — with the help of the deep ones and their hybrid accomplices — they carefully expanded their criminal bureaucracy in the city, slowly subsuming several judicial and departmental positions, and placing spies in key locations (in Masonic lodges, at local newspapers, or in the halls of university, among other areas).

The Glove was able to tie up any further investigations by utilizing a corrupt prosecutor in Boston and the prosecutor's band of well-paid thugs (licensed as private detectives). After the prosecutor's disappearance in 1872, the Glove was eventually able to find replacement lackeys in Woodrow Trumble — a puppet groomed in one of their dummy law firms — and in Horace Allen — a young justice married off to the beautiful Delilah Waite (of the Innsmouth Waites) and unwittingly enslaved to her horrible family. The Glove's byzantine Boston network protected Innsmouth, for a time, from further local investigations.

As the American Civil War ended, many of the Glove founders (consisting of pureblood humans and Elect) feared that their usefulness to their masters was nearing its end. After years of building a well-oiled and self-regulating octopus of businesses, many of these members became New England recluses, almost mythical figures in the shadows — controlling their empire through several key lieutenants.

Without direct management, Innsmouth deteriorated. Its population declined further. Businesses and factories closed. To the public eye, shipping ceased, the harbor choked up, and the public rail service was abandoned (used only intermittently for shipments of bullion to the Ohio location). Activity continued on Devil's Reef, with strange figures seen entering the Manuxet River from the reef. In towns, attics were increasingly boarded up, while there were suggestions of occupancy in seemingly deserted houses.

Today, Glove founders reputedly whisper irrational accounts to their trusted employees about the horrors hiding in the houses of Innsmouth, about its church festivals (occurring only twice yearly, on April 30th and October 31st), and about the multiple disappearances occurring in nearby Monolith (a tiny hamlet of 112 people — estimated by the best census — located in the hills west of Arkham and near the shadow of Signal Hill, within walking distance of Fort Red Rock).

Front Organizations

Though Imperial Fruit is a distant memory, the Glove still influences numerous merchant vessel companies, either as fronts arranged through fictitious businesses, or simply as charters with otherwise unaware smaller companies or charitable organizations. Most of the time, these merchant vessel companies are employed through a third party (typically an eager and charismatic solicitor with a briefcase of neatly organized papers and an efficiently wired sum of money, and operating either out of Boston, or — in London or other foreign territories — out of a field office near an American embassy).

Even these solicitors are unaware of the echelons of their command, being themselves hungry workers typically employed — as not-too-connected climbers from any of the law schools in New England — by one of the sequestered and well-funded Arkham firms run by partners connected obliquely to various New England families (e.g., Waites, Pickmans, Cabots, Coffins, Peabodies, Ornes) and titled with any combination of prosaic and forgettable monikers (e.g., Gardner & Sons; Endicott & Endicott; Chafee, Appleton & Homes; Lawrence & Lodge; Bacon Brothers; Saltonstall, Warren, Wigglesworth & Weld). The rare inquiry by an employee into his upper management or into any illicit dealings typically concludes with an undeniable justification: the job of law is invariably entangled in corruption. The rarer crusader may be bribed and quieted with a peculiarly beautiful wife from a connected family, the kind of girl with a mysterious charm but over-protuberant eyes.

The Glove treats the various Masonic lodges — as well as the unrecognized orders and other fraternities — with cold indifference, but understands the utility of placing spies in the more influential groups (where it is practical to do so). With a legion of lawyers and politicians under its command, it has proven fairly easy to place lieutenants in key leadership positions, or — where an opportunity to place such a spy is lacking — to blackmail or bribe connected members to enact all manner of intrigues and subterfuge. For most assets, these relationships are always clandestine — established by an underling through a front, and never pointing back to the old families.

The firms are the Glove's spine of control, and through them they wield their influence. Lawyers become local politicians, and local politicians carve out fiefdoms. Under a few of these well-placed lieutenants, native secrets are guarded and lines of commerce entrenched (especially those of Innsmouth and of the other quiet backwater colonies known to the Glove).

Collectively, the Glove — through its front organizations — does in actuality control much of Arkham, and the darker corners of Boston and its environs, with various scions set up in key positions of authority or married into families in Europe, and with unknowing descendants eventually introduced into the fold — if such introductions prove useful to the conspiracy's interests.

Through its subsidiaries, the Glove controls various industries across the globe (connected to oil, steel, rubber, railroads, tobacco, shipping, banking, and myriad trusts and utilities, among others). Well-placed minions (some even established as assets in the intelligence communities) are powerful enough to monopolize the local fiefdoms, but never quite powerful enough to invite factional wars with a magnate like Morgan or Rockefeller, or with one of their many federal or international connections. Where secrecy is desired and intrigues fail, a fiefdom may be conceded to such adversaries, and underlings even sacrificed violently as pawns to avoid suspicion. It is not inconceivable for members of the Glove to aid an investigation or to sabotage their own infrastructure, against their own interests, in service of protecting the endgame of their masters.

The Foundation

Following the paper or money trails from any one of the Glove's law firms, subsidiary businesses, or industrial operations, would eventually point an investigation to the Foundation, a trading company comprised of the entrenched, old money, New England families "running Arkham." Some members of this secretive company of shareholders descend from the financiers of the now defunct Imperial Fruit Company and its various voyages throughout the world (one of them being Captain Obed Marsh's mid-nineteenth century trip to Otaheite). Other members share lineages with the French, Dutch, Spanish, and British dynasties predating the American colonies.

Some partial genealogies of the entrenched New England families — such as those of the van der Heyls, the Waites, and the Ornes, among others — are available at the Essex Institute in Rhode Island, the Miskatonic University Museum at Arkham or the Arkham Historical Society, as well as in the mildewing record rooms and basements of the older newspapers in Arkham, Salem and Boston.

Mysteriously, not much is known or recorded of the Bozemans, the Blalocks, or the ten Napels, or their relationship to the other New England dynasties. Researching these family names at any of the public sources may turn up only occluded histories (exhibited by a pattern of torn pages, excessive charcoal erasure marks, outright missing folios, or the periodic disappearance of a genealogist). Even more mysterious is the expunction of the Bozeman, Blalock, and ten Napel names from public memory — even from the ancient imaginings of extant citizens from the old country, who are otherwise capable of recounting detailed adventures of Marshes and Curwens predating the Revolution. One could almost assume that the Bozeman, Blalock and ten Napel genealogies had been deliberately obfuscated from public scrutiny.

However, one may find, intermixed at various junctions in the octopus-like Marsh and Waite family trees, an infrequent Bosch or Buschman and, even more infrequently, a suggested connection between a ten Napel and a Van Der Heyl or Sleght. Ship manifests of the early colonies may turn up the Blalock name as an enigmatic passenger with connections to the British court or to the discredited Blelloch house of seventeenth century France, and suspiciously without any other noted associations with the colonial adventure or New England censuses. Establishing definitive links between these obfuscated families — or, for that matter, connecting the Bozemans, the Blalocks or the ten Napels to any of the organs of the Glove (such as the now defunct Imperial Fruit Company in Boston, the Williamson-Bosch Mining & Smelting Company in Dover, Ohio, or its sister Marsh Refining Company in Innsmouth, Massachusetts) — would prove merely speculative.

Refining Companies

Two of the Glove's long-lived front organizations — inherited from its long-dissolved Imperial Fruit Company — are the **Marsh Refining Company** in Innsmouth, Massachusetts and its sister **Williamson-Bosch Mining & Smelting Company** in Dover, Ohio. It is through these twin refineries that the inhabitants of Innsmouth smuggle their gold and the Glove launders some of its profits.

In 1831, Captain Obed Marsh converted an old mill on the lower Manuxet to a makeshift gold refinery, wherein strange artifacts — first procured from Walakea's tribe and later brought out of the ocean by the deep ones on moonless nights — were melted down and reformed into gold ingots. In time — with the Foundation's legal assistance and connections — the ingots would be sold as bullion in the commodity markets, earning significant revenues for the Foundation members.

The concealment from authorities of the Innsmouth operation required the clever laundering abilities of the Foundation — who over a decade built an infrastructure to support such a complex network. By 1848, the Foundation acquired the Williamson-Bosch Mining & Smelting Company in Dover, Ohio — after arranging the marriage of Innsmouth's Eliza Orne to the Ohio company's scion, James Williamson.

On paper only, the facility of origin for Innsmouth's bullion is in Dover, Ohio — with each gold or silver bar marked with a colonial ship engraving and an accreditation stamp (consisting of an eight-digit identification number, a logotype for Williamson-Bosch underlined with the words "Dover, Ohio" in Roman serif), indicating the Foundation's mint. By using dummy law firms and paying off local politicians, the Foundation arranged this accreditation, listed the Innsmouth-based company as a notable mint (with its faked facility of origin in Dover), staffed the Williamson-Bosch Mining & Smelting Company's refinery with Foundation relatives and desperate immigrants, and secured a reliable network (through its firms) to sell the bullion in the commodity markets.

The gold is in actuality refined and made into bullion in Innsmouth, using the deep ones' trinkets, jewelry, and other rescued artifacts stockpiled in the smuggling tunnels beneath the Innsmouth refinery (itself a rotting, brick, colonial-era mill overlooking the town from the lower Manuxet falls).

Machinery and lighting in the structure are both powered by a converted Model-T belching black smoke and rigged to operate as a factory motor. The gold is first melted down in a furnace and then parted using a stream of chlorine gas. Impurities are skimmed off as chloride slag into a large, fuming crucible — with some of the slag further refined to create silver bullion (or other metal bars sold for industrial uses).

The refining process takes roughly six hours in the dripping and cavernous mill, with shuffling hybrid deep ones sluggishly fumbling through the process and barking orders to one another. As their containment of fumes is imprecise, chlorine gas sometimes escapes and sickens the crew (with the poisonous odor wafting into the town proper). A relevant Science (such as Chemistry) may anticipate the poisonous chlorine produced in the smelting process (and with an Easy Engineering, Mechanisms, or defaulted Detection check, know how to sabotage the machinery to release the gas as a chemical weapon into the mill or its subterranean vault), or identify the disparate equipment, chemicals or slag as components used to refine gold and other metals.

In the last few years, the refinery has operated only once or twice a month — for a few days at a time at each interval — producing on this schedule enough bullion for the Foundation's annual quota. On off days, a half-dozen members of the crew keep watch over the mill, and attend to the monstrous shoggoth living in its steam-humid vaults. Each guard is armed with a knife, a baton, or a pistol or rifle (e.g., Springfield Model 1892-99, 1873 Trapdoor Springfield, Springfield Model 1895, Smith & Wesson .38 Single Action) — but each firearm is either in severe disrepair or contains only one to 3 rounds.

The gold is then shipped once a month to the Orient House in east Arkham, where it is stored until being transported to the Ohio facilities, or sent by rail (or shipped) to various participants in the bullion market (e.g., bankers, fabricators, refiners, vault operators, transport companies, brokers). The Foundation rewards loyal investors — those who prefer gold bullion over paper assets, who believe in hedging against currency and inflation risks, or who seek diversification for their investment portfolios — with discounted rates. Some of the Foundation's key lieutenants receive payments in bullion as well.

The Marsh Refining Company office is located two blocks from the mill, heading into Innsmouth, near the river's edge, and across the town square from First National grocery store, Boston's diner, Chester's drug store, and a wholesale fish dealer's office (with its broken signage reading "Cabot's"). The refinery office is kept locked; its interior paperwork offers nothing more than a few deeds for local buildings. A small safe under the desk contains $500 dollars, a wedding ring stained with blood, and a loaded .38 Special (covered in greasy gelatin and reeking of fish). Any investigation of the Williamson-Bosch Mining & Smelting Company — a fairly desolate property staffed with a few hybrid deep ones and a dozen naive immigrants (mostly Greeks or Italians) — will turn up even less information. However, a search of either refinery will result in a calculated reprisal from the deep ones, or from a Foundation underling. Paperwork connecting the two refineries or revealing the accounting of the network may be found only at one of the Foundation's private mansions.

A decrepit belfry crowns the mill — with its tower reached by a ladder located at the back of the refinery. Should its bell — or any of the dozens of bells placed throughout the town — be rung in alarm (during a break-in or other such intrusion), a dozen armed deep one hybrids or town sympathizers will be summoned to deal with the intruders. From its tower, a deep-one-sympathizer (such as deranged Civil War veteran Trenton Moses, or his three grandchildren each betrothed to a deep one) or hybrid may have a perfect view of the mill property and town square for sniping (Tactics may quickly identify this combat advantage, as well as the dry, combustible, wood frame of the tower's construction).

The mill's vault feeds into the town's catacombs: joining in their disarrayed networks a series of sewers, mine shafts, Revolutionary War bunkers, crypts, smuggling tunnels, and sea caves; connecting surface area landmarks and strategic structures to one another via secret entrances; and providing quick and concealed routes from one area to another. Several connecting cellars have been sealed with thick vault doors (and these secured cells are still being constructed), with each cellar containing stores of food, specialized equipment, stockpiled weapons, or horrific creatures imprisoned for unfathomable purposes. Each of the vault doors resembles in its construction the complexity of the safe at the Orient House (see "The Orient House"). A Knowledge (Tactics) check may: determine the various military uses of the catacombs; anticipate some of their escape routes; with reconnaissance or an inside informant, analyze the defensive planning and martial competency of the townsfolk; identify ways of securing an area against attack; or, use the underground terrain to one's advantage.

The Arkham Commission for Antiquities

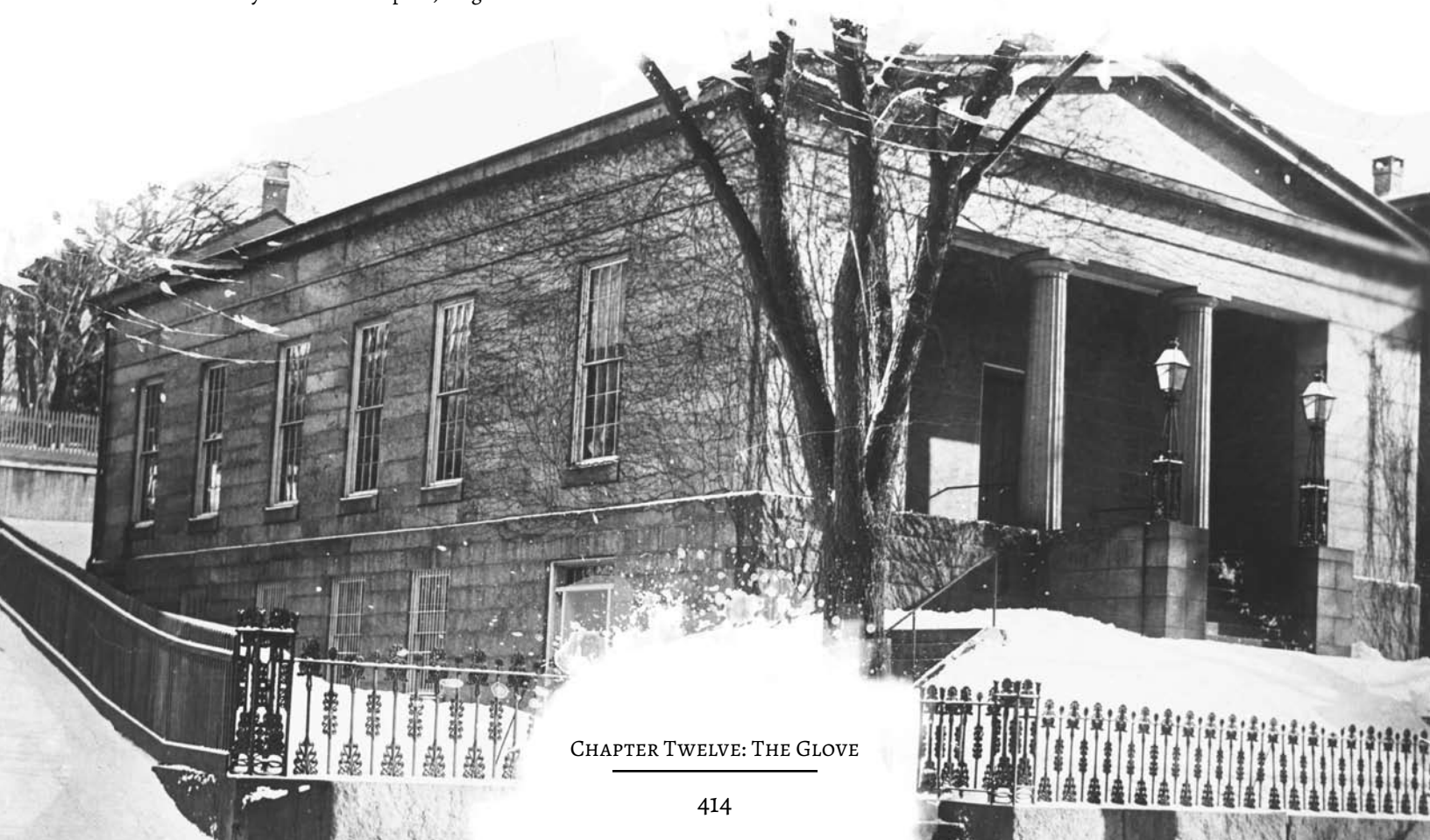
"It is true that a few scholars, unusually versed in the literature of occultism and magic, found vague resemblances between some of the hieroglyphs and certain primal symbols described or cited in two or three very ancient, obscure, and esoteric texts such as the Book of Eibon, reputed to descend from forgotten Hyperborea; the Pnakotic fragments, alleged to be pre-human; and the monstrous and forbidden Necronomicon of the mad Arab Abdul Alhazred. None of these resemblances, however, was beyond dispute; and because of the prevailing low estimation of occult studies, no effort was made to circulate copies of the hieroglyphs among mystical specialists. Had such circulation occurred at this early date, the later history of the case might have been very different; indeed, a glance at the hieroglyphs by any reader of von Junzt's horrible Nameless Cults would have established a linkage of unmistakable significance. At this period, however, the readers of that monstrous blasphemy were exceedingly few; copies having been incredibly scarce in the interval between the suppression of the original Düsseldorf edition (1839) and of the Bridewell translation (1845) and the publication of the expurgated reprint by the Golden Goblin Press in 1909. Practically speaking, no occultist or student of the primal past's esoteric lore had his attention called to the strange scroll until the recent outburst of sensational journalism which precipitated the horrible climax."
—H.P. Lovecraft and Hazel Heald ("Out of the Aeons")

The Arkham Commission for Antiquities was founded in 1833 by philanthropic members of the Foundation, basing their vision for a private member antiquarian society on the Athenaeum and Lyceum in Liverpool, England.

Their headquarters originally housed an expansive library, a gallery (of both sculptures and paintings), an eclectic assortment of natural curiosities and antiquities from New England, and even a laboratory — and has since expanded to include several satellite buildings in Arkham and Boston.

Patrons originally paid a yearly subscription fee of ten dollars for access to the society's private rooms and various services; however, currently, memberships cost ten times that amount (and are available only to individuals with academic credentials, or to those whom the Foundation deem socially acceptable or otherwise useful to their agenda).

The original headquarters for the society was located in the Thibeault Waite House — an old property of the Waite family located near Christchurch Cemetery — but later moved to the Arkham Athenaeum building — designed for the specific needs of the society by Edward Clarke Cabot and erected in 1853 at 11 1/2 Garrison Street, near the Miskatonic University campus. In 1903 the society acquired several collections from the now defunct Boston Museum (located at 28 Tremont Street near the Massachusetts Historical Society and the King's Chapel Burying Ground, the oldest cemetery in the city), when the museum went out of business. Today, the society controls four properties, with one of them located in Boston (the shuttered Boston Museum) and three of them located in Arkham (including the Arkham Athenaeum, the Thibeault Waite House now appropriated by Miskatonic University's natural history department, and the old Orient Shipping Company building, known as the Orient House, a warehouse in the darkened Smuggler's Wharves of east Arkham).



The Boston Museum

The Boston Museum, built by Bostonian politician and showman Moses Kimball in 1841, was in its day a spectacle of eclectic venues — housing a theater, a wax museum, a natural history exhibit, a menagerie, and several art collections. As a close associate of P.T. Barnum, Kimball was a like-minded entertainer perpetually boasting in the newspapers and florid street posters about the museum's incomparable exhibits (the "largest and greatest in America"): the uncanny wax statuary of historical figures; the theater with its roster of notable celebrities (such as Lawrence Barrett, Edwin Booth, John Wilkes Booth, Annie Clark, Richard Mansfield, E.H. Sothern, Mary Ann Vincent, and William Warren, among others); the immense collection of birds, beasts, fish, insects and reptiles; the halls of Egyptian and Peruvian mummies; the duck-billed platypus; the elephants and orangutans; and, especially, the "curious half-fish, half-human Fejee Mermaid."

After a half-century of entertainment, the museum closed its doors to the public in 1903 — eight years after the death of its owner. Many of the taxidermy exhibits — the ones which were not fanciful chimeras or nightmarish oddities — were sold off to the Boston Society of Natural History. Most of the Greek sculptures were purchased by the Museum of Fine Arts. And the Egyptian and Peruvian mummies — as part of Kimball's trust — were gifted to the Cabot Museum of Archaeology.

The Arkham Commission for Antiquities purchased the remaining exhibits and the property in 1903 (which now remains shuttered at its current location at 28 Tremont Street). The property itself has a rear alley entrance (with a lift into its storage tunnels), two front entrances — one at 18 Tremont Street and the other at 28 Tremont Street — and several storefronts between them. The museum's three top floors represent its art history, natural history and strange curiosity exhibits, respectively, with its upper floor looking up through ornate skylights and its lower floor claustrophobically routed through maze-like arteries of curiosity cabinets and wax statuary.

Though the museum has an alleged reputation for occult phenomena — heightened by the investigations and testimonies of the American Society for Psychical Research — and an aura of menace about its strange objects and darkened corridors, the building is largely devoid of anything of real occult value. Any artifacts that were once connected with the mythos have since been moved to the Orient House or to a private Foundation mansion.

The society may openly and happily allow red herring explorations of the building (especially for individuals they perceive as harmless to their agenda). Under certain circumstances, they may lure troublesome and ambitious investigators into the structure as a ruse (only to have a patrol of their detectives kill the intruders in defense of the property or, at the very least, prosecute them for breaking and entering). Additionally, the deep ones and their accomplices will at one point transport several shoggoths to the location and to its greasy, damp storage tunnels beneath the streets of Boston (but for what foul purpose one can only guess).

The museum — and its environs — is patrolled by its own internal security. The security team is publicly run by **Lloyd Gros** — an ogreish, foul-mouthed, and semi-retired member of the Boston Police Department — but financed by **Prudence Dow Peabody**, a hybrid minion of the Foundation whose husband's name (with any cursory investigation) may be found on the lease of the Boston Museum property.

Prudence Dow Peabody originates from Innsmouth as one of three monstrous progeny of Obed Marsh and a nameless deep one — her siblings long ago losing any semblance of their human ancestry. Prudence is a gelatinous giant of a woman — at 6'3 and 325 pounds — and surlier and more violent than any of the men in her security team. In the last year, the deep one taint has slowly crept upon her — the effects of which she attributes to the "ailment that runs in her family." Her second-in-command, Lloyd Gros, who understands what dwells in the waters of Innsmouth and who has witnessed Prudence in a blind fury hatchet to death an associate police officer, knows better than to explore any further inquiries into the nature of her Innsmouth disease or her agenda for the Foundation.

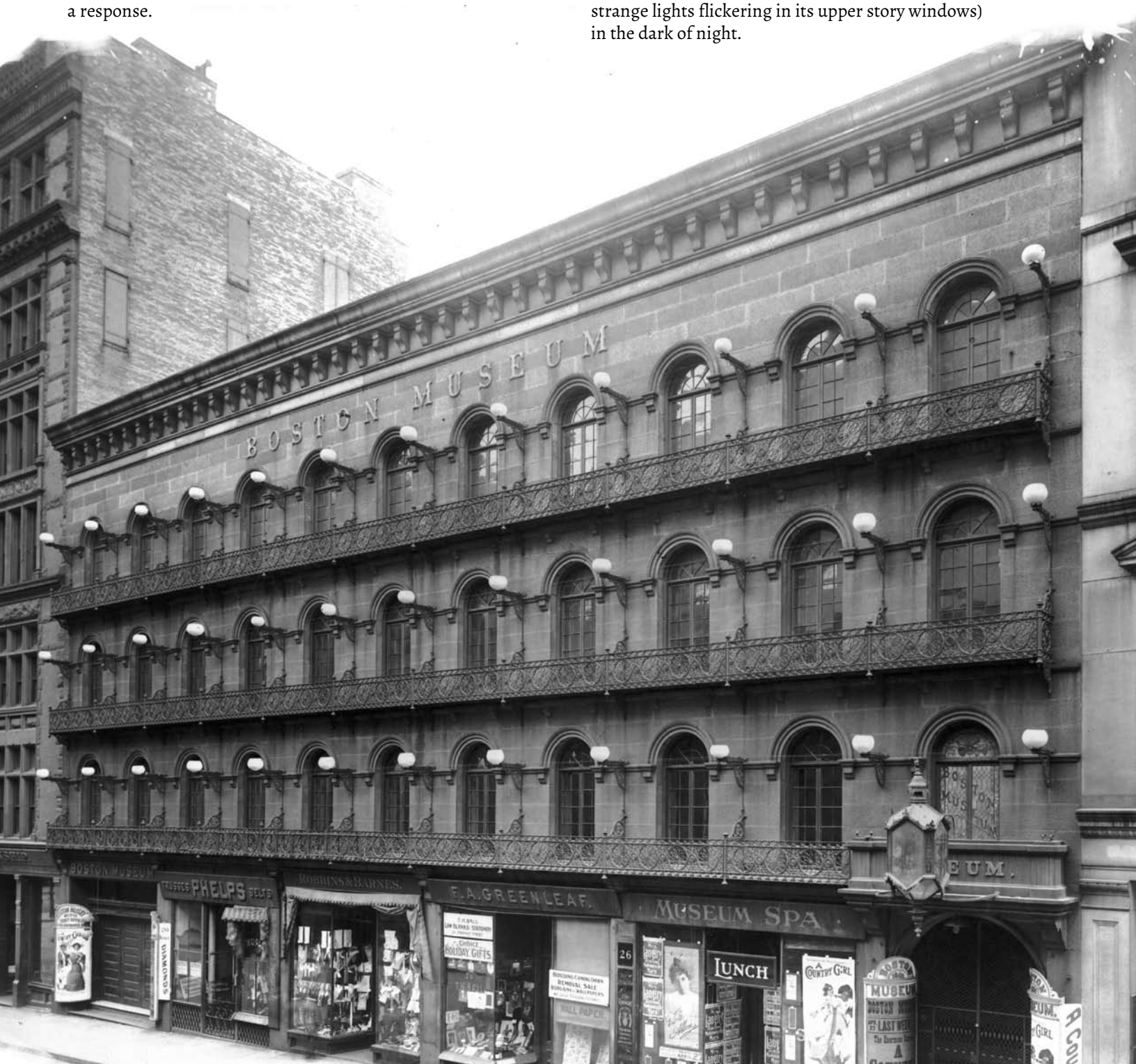
Prudence inherited the Boston property, and the responsibility as an enforcer for the society, from her frail and temperamental husband (the one-time Foundation member Ephor Vernon Peabody). After once threatening to expose Prudence and her family to authorities in a drunken rage, Ephor was removed from his position in the Foundation; more precisely, Prudence removed Ephor's arms and legs from his body and imprisoned him beneath the family estate, in a makeshift bedroom in their cellar (where he still resides, writhing in a permanent delirium).

Though she knows how to summon to her aid more deep ones, Prudence would rather use Lloyd Gros and his men for most of her needs than risk publicly exposing the truth about Innsmouth. When she inhabits Boston — which is becoming rarer and rarer — Prudence occupies either an office on the seventh floor of the Hemenway Building (located at 16 Tremont Street next door to the vacated Boston Museum) or the catacombs of the Boston Museum (when secrecy is desired). However, as of late, she has taken more of her work back to her family estate in Innsmouth, where she can better "take care of her poor old man Ephor."

RAIDERS OF R'LYEH

The security office on the seventh floor Hemenway building — consisting of one bedroom and three studios sparsely furnished with a few desks and chairs, a row of filing cabinets (containing a .38 Special, a box of 50 rounds of ammunition, ongoing casework from Gros' investigations, and three ledgers covering some legal accounting of the Boston Museum and the Arkham Commission for Antiquities), a damp Victorian couch, a three year old wall calendar, a fireplace dusted with oily ash, a small stove, a pile of bourbon bottles, and a frozen-in-time grandfather clock — is advertised on the frosted-glass front door as "Lloyd Gros Private Detective Agency." When no one answers the office door — which is most typical — the patron is instructed on the door's placard to slide any inquiry through the mail slot, in a dated manila envelope addressed to the agency, and to wait patiently for at least 48 hours for a response.

Lloyd Gros — an oddly-shaped brute — appears sausage-like in his too-small, sweat-soaked suit. At age 52, he is still associated with the Boston Police Department through the Boston Social Club — advocating for better pay and rights for the city's police. In reality, he uses the club to recruit griping officers as lackeys for his agency — which, unbeknownst to Gros' underlings, operates under the purview of Prudence Dow Peabody. The agency, offering an officer three times his normal pay (anywhere from $3000 to $9000), asks its employees to carry out both aboveboard jobs — such as those involving investigation and enforcement — and unsavory tasks (without questions asked) under the guise of the society's security — even ones involving theft, torture, kidnapping, extortion, and murder. They're also paid to ignore the occasional strangers entering the museum's subterranean corridors (and the strange lights flickering in its upper story windows) in the dark of night.



Unlike the men under his command, Gros knows about the horrors of Innsmouth — at least about some of them — and is terrified of Prudence and her family. He represses his fear under a mask of bitter violence, which occasionally erupts in a bout of relentless battery against a weaker opponent. Though he has sworn allegiance to Prudence, he is stockpiling his income in a safety deposit box and secretly planning to escape from Boston to Los Angeles — when the time is right — with his mistress, Mimi (an indentured prostitute working in Boston's Chinatown); he'll be leaving his wife, Ruth, and his four children behind in the move.

Gros also clandestinely reports to Brett Bozeman, who promises a doubling of the detective's paycheck and protection from the deep ones, in exchange for the routine accomplishment of several tasks (most of which involve the securing of important loyalties in the city's legal infrastructure) essential to Bozeman's agenda. If Gros is ever captured, he may divulge some of what he knows (under threat of torture). His men, however, know only scant details about the day to day operations of Gros' business, and even less about the agenda of the society. Most of them have never met Prudence in person, and none of them knows that she is the boss behind Gros.

Currently, Gros has four men working underneath him: Virgil Wright, a handsome 29 year old who used to work nights for the local mafia; Earl Truck, aged 45, who left the department after pummeling a lieutenant; Milt Folsom, aged 32, a cousin-in-law to Gros needing the extra pay to support a growing family; and, 49 year old Percival "Frenchie" French, who is currently buried in debt to a loan shark. The men carry a variety of firearms — most notably .38 Smith & Wessons, Colt New Police Revolvers, and Colt Model 1905s — as well as batons, knives and brass knuckles. Virgil Wright also carries (and enjoys using) a garrote.

The Arkham Athenaeum

The Arkham Athenaeum is a testament to Arkham's old money, surpassing in grandeur many of the modern edifices in Boston. The three story, ivy-enshrouded, Greek Revival edifice — designed by Edward Clarke Cabot — was erected in 1853 at 11 1/2 Garrison Street, near the Miskatonic University campus. Cabot designed the galleries to be spacious — with high vaulted ceilings and expansive windows — and ornate — with several recesses featuring busts of Revolutionary figures and Foundation scions.

Resources of the Athenaeum include: a large circulating book and rare edition collection (including works of Walt Whitman, Herman Melville and Louisa May Alcott, diaries of George Washington, and copious genealogical records going back to before the Revolution); a gallery of Greek statuary; the Red Room (exhibiting a rare set of Goya's "Los caprichos"); a thousand volumes of seventeenth and eighteenth century folklore, memoirs, travels and explorations in Arkham and its environs; a collection of anti-slavery and temperance tracts; a sizable Civil War exhibit; materials related to the Indian Rights Association of Boston; records of early shipwrecks, funeral orations, and local governance; and, an eclectic assortment of natural curiosities and antiquities from New England (arranged in cabinets lining the building's ornate corridors).

Though the society's non-circulating collections are private and exclusive, guests are allowed entry to their stacks if escorted by a member. In the past, the Athenaeum has been honored with notable guests and speakers such as author and educator Booker T. Washington (despite the club being largely exclusionist to non-whites), philosopher and reformer John Dewey, famed illusionist Harry Houdini, local magnate and philanthropist Yancey Clagham, and Presidents Taft and Roosevelt. Several celebrity portraits — as well as colonial-era portraits of Foundation scions — line the building's galleries (as part of the library's impressive John Singleton Copley collection).

The Athenaeum serves as both a public front and a testament of the Foundation's charitable contributions to the community. By design, the Athenaeum is entirely staffed by well-respected academics — who are mostly unaware of the mythos or of the true nature of the society's founders. Despite this, in ignorance a mythos work is periodically sorted into its uncataloged stacks (which are located in the building's underground tunnels). Foundation representatives use the institution's prestige or a promise of membership as enticements to potential academic adventurers. Deals are often made — amidst a fog of pipe and cigar smoke — in the Athenaeum's opulent second floor lounge (notable for its Corinthian columns, Greek entablatures and marbled fireplaces).

Thaddeus "Tad" Coolidge is the Athenaeum's curator and director. Coolidge is a 42 year old British gentleman recently divorced from a moneyed family — as well as from his aristocratic wife, Harriet, whom he still lovingly refers to as "Old Harry" — and dispossessed of his rather affluent lifestyle in Cornwall. He is a sharp-dressed man with handsome and hawkish features, wearing a dark suit, white waistcoat, and dotted necktie, and choosing for his headwear in the field a fashionable Homburg hat. As the public face of the Athenaeum, he embodies for the institution the qualities of propriety and éclat. Additionally, with his respected expertise in medievalism and his Oxford and family connections, he has proven himself as more than a reputable representative of the society's interests in the Ivy League circles.

It is through Coolidge that many antiquarian investigations — employing eager graduate students and various field experts — are arranged by the society under the guise of scholarship (though Coolidge is unaware of any diabolic agenda underlying these subsidized trips). Coolidge is largely ignorant of the mythos and of the true nature of his employers, though in the last year he has grown somewhat suspicious of the Foundation after the strange disappearance of a graduate student at Miskatonic University — resulting in Coolidge's clandestine investigation of the society's accounting ledgers. As an honorable man, he may soon seek outside help in pursuing justice should the truth come to light.

The Thibeault Waite House

The Thibeault Waite House — a restored estate originally owned by the Waite family and located near Christchurch Cemetery — was the original headquarters for the society, before being loaned in 1855 to Miskatonic University's natural history department. As a three-story Georgian Colonial built in 1769 (previously used as a warehouse for privateers in the American Revolution), it is considered one of the oldest brick mansions in Arkham. Through it, the society subsidizes many of its more mysterious acquisitions and stewards various academic adventures and excavations in both New England and abroad.

Unlike the society's other public facades, the Thibeault Waite House hides several mythos objects in plain site, some of them among exhibits of otherwise mundane origins — with its Miskatonic University staff kept ignorant of the truth. Among its collections of African and North American (especially New England) mammals, birds, and reptiles, its hall of oceanic life, its human origins and African peoples exhibits, its Appalachian and Wampanoag pieces, its subterranean floor dedicated to Mexico and Central America, its west wing of earth and planetary sciences, and its assortment of fossils found throughout America, the society brazenly displays several mythos objects.

These objects include: an ashen and fossilized cranium of a mi-go — still capable of spontaneous regrowth if exposed to a vacuum — erroneously placed among a collection of antediluvian coral specimens discovered in the Appalachians; a meteorite twelve feet in diameter — mislabeled as Martian in origin — incubating a radioactive "colour out of space"; and three leprous and malformed mummies discovered outside of Puerta de Tierra and displayed in glass coffins (in actuality the remains of three deep ones). Additionally, the director keeps an assortment of taxidermic oddities in the basement (nicknamed the Morgue and available for viewing by appointment only), easily confused with mythos phenomena: an eight-legged calf, a two-headed coyote, an otter-shaped creature with oddly human hands and no eyes (in actuality, another malformed deep one), and several tableaux of animals or humans exacting terrible cruelty on one another (including the scene of three Apache warriors peeling the face off of a fourth prostate victim). A mythos-based Occult skill may identify the mythos associations of one or more of the pieces (or the Apache tableaux as dramatizing the flaying ritual of an obscure cult of Yig).

Unlike the other society institutions, the Thibeault Waite House is open during the week to the public. The museum exhibits (except for the Morgue) are open for free on Sundays, from 2 p.m. until 5 p.m. The first floor exhibits are open gratis on Mondays, Tuesdays and Saturdays from 10 a.m. until 10 p.m., while the other floors are open on Wednesdays, Thursdays, and Fridays, from 10 a.m. until 6 p.m. (during which time, admission is one cent, with an annual membership costing two dollars).

One of the regular staff, **Constance Eloise Heath**, welcomes visitors with eager enthusiasm but often loses her focus due to the onset of dementia (already at only 43 years of age). At age 3, Constance witnessed a shoggoth consume her father — an event which forced her into a temporary catatonic state and forever changed her memory and personality. Of the event, she remembers only the field of wildflowers at the beach's edge where the attack occurred. When stressed, her sentences turn momentarily to nonsensical and girlish prattle: "Oh, how they laugh and cry and tumble in the water and play and play and play…"

Osteologist and academic rogue **Major Caspar Clark** — a charismatic and imposing man of 50 — is the department's public face and director. As an outlandish theorist — with his espousal of James Churchward's pseudoscientific beliefs, his pursuit of the lost continent of Mu, his obsession with cryptozoology, his mishandling of university funds, his close association with local occult investigator and writer Alonzo Hasbrouk Typer, and his patronage of other nonacademic laymen, not to mention his perpetual alcoholism and serial adultery — Clark is also both an embarrassment to the institution and an unknowing puppet of the Foundation. His protected academic post is generally believed by other staff as owed to some form of nepotism — or perhaps to some favor repaid by a higher-up to a brother-in-arms. The truth is that the Foundation sees in Clark an ignorant fool, one easily manipulated into unknowingly carrying out various mythos inquiries veiled as fringe scholarship. Though Clark lacks any true, cohesive knowledge of the mythos, he — and the various fairy-chasers, charlatans, so-called psychics, and other crackpots he often employs — nonetheless serves the Foundation's interests. Clark's first impression is one of roguish charm and physical strength. It is only after repeated experiences with him that one may intuit how much of this first impression is part of a shallow veneer.

The Orient House

The Orient House was a warehouse — located at No. 1 Waterfront Street in the now-haunted docks of east Arkham — once owned by the Orient Shipping Company but later acquired by the Foundation when the company moved its facilities to Boston. The darkened two story structure flanks the northern edge of the Miskatonic River's estuary and feeds out into the Atlantic Ocean — isolated on a pier once dedicated entirely to the company's operation. Now the entrance, accessible only by a quarter mile walk from Waterfront Street, is guarded by a two story wall (lined at its top with mortared, shattered glass), a cast iron fence (still emblazoned with the Orient Shipping Company's monogram), and four vicious mastiffs trained by Lloyd Gros.

In its day, the Orient House employed a motley crew of 300 foreign laborers, and covered an area of approximately 20 acres, with three entrances on the Miskatonic and three on the Atlantic, a water-room housing five vessels, a storage capacity of 50,000 tons of goods (plus its cellars and upstairs offices), and a furnace and sweeping chimney (where in colonial days confiscated goods, spurious gold and silver wares, and adulterated tea and tobacco would be incinerated). Today, the warehouse's storage facility and vaults contain smuggled goods and peoples coming in and out of Arkham under the cover of night, as well as Innsmouth-marked gold and silver bullion (amounting to $250,000), and several off-the-books occult artifacts (stacked in crates marked with six-digit identification numbers and addressed to various ports throughout the world), all isolated by the Arkham Commission for Antiquities.

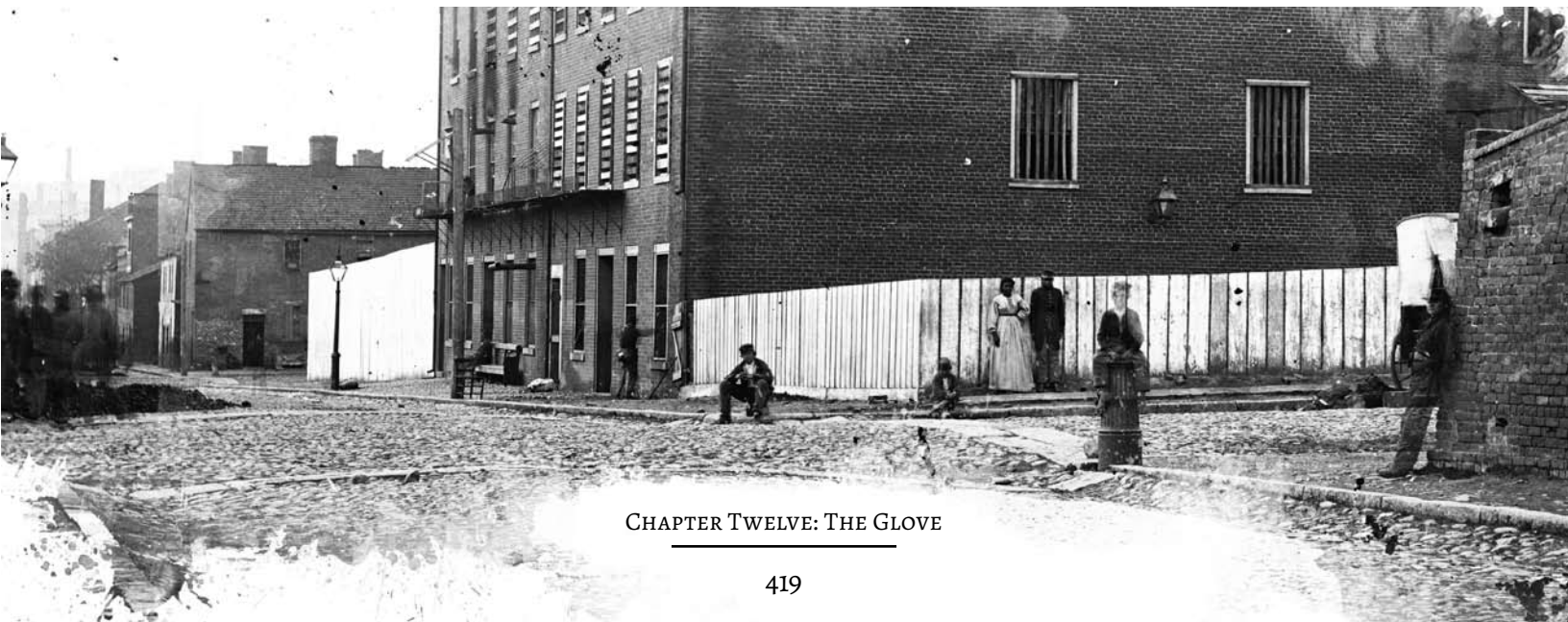
The bullion and a few select artifacts are kept inside a twenty-by-thirty foot vault. The vault is constructed of steel-reinforced concrete, and fastened to a thick concrete foundation secured to the ocean floor beneath the docks. Its walls and door are 2 and 4 feet thick, respectively. The lever on the door is a theft-proof combination lock which works on a timer — meaning that its mechanism may be turned only from 3 a.m. to 4 a.m. each morning, a window of time too short for any concentrated series of skill checks attempting to overcome the (Engineering 120%) lock. Any attempt to force the mechanism outside of this window will immediately fasten the door with internal reinforced steel rods.

However, a successful Engineering or Mechanisms roll will reveal to the observer that small grooves in the vault's door frame — designed to prevent the door from being levered open — may allow enough room for an explosive ingredient such as liquid nitroglycerine to be introduced. With a successful Explosives check, one may know: how to produce such an ingredient (by boiling dynamite in a kettle of water and skimming the nitroglycerin off the top); how to safely transport the nitroglycerin to the vault's location without unwittingly setting off a premature explosion; and, how to drip the volatile liquid into the door grooves to blast the door open.

Outside of a few Foundation members, only Lloyd Gros knows the protocols for successfully opening the vault. However, any skill check attempting to Intimidate (or otherwise threaten) Gros (or his family) will prove Daunting; he's a hardened police officer (who sees his family as expendable) and he's simply more afraid of his employers. However, Gros is weak when it comes to sexually aggressive women, and may succumb to divulging information after a successful opposed check of a female's Seduction versus his Intuition of 51%.

A patrol of a dozen immigrants are always present — all of them inhabiting (and never leaving) the property — and checked daily by one of Lloyd Gros' detectives (most typically, Virgil Wright). Each of the immigrants speaks broken (almost barking) English, and not one of them looks ethnically related to the Chinese, Portuguese, Polish, Greek or Italian immigrants common to the industrialized factories of Boston or north Arkham — though an outsider may see a resemblance to one or more of these ethnicities in any one of them. A relevant Knowledge check (e.g., Anthropology) may suggest any one of the following scant details about the culture of the immigrants: that their religion in a superficial way resembles that of some Western African tribal groups or related Voodoo sects; that their facial features somewhat suggest Asiatic or possibly native-American origins; that their dwarfish statures may place them in any number of isolated jungles in South America, interior Africa or central Asia; or, that their language sounds remotely Basque.

There is something unnatural and off-putting about their mannerisms and movements (not to mention their religious practices involving chickens and bloodletting), and even Lloyd Gros and his men feel uncomfortable around them (sharing in private all manner of imprecise racial slurs to describe their "swarthy, oily and inhuman faces and habits"). Virgil, especially, would enjoy ending each one of them, given the opportunity or command to do so — and never enters the Orient House facilities without a loaded pistol. Strangely, each of the mastiffs also appears uncomfortable around the immigrants, slinking in a wide circle around them when they approach, always with a tail tucked low.



The immigrants live in a tenement haphazardly constructed at the back of the Orient House docks and consisting of four shanties — with each shanty containing: an unkempt chicken coop; four crude beds; a littering of garbage and bones; an assortment of utensils, machetes, hatchets and cleavers hanging from the ceiling like gruesome wind chimes; several rudimentary stoves made from tin cans and alcohol; and, shipping crates (repurposed for the storage of rusted equipment, ratty clothing, M1895 Lee Navy rifles in badly treated conditions, and ammunition boxes).

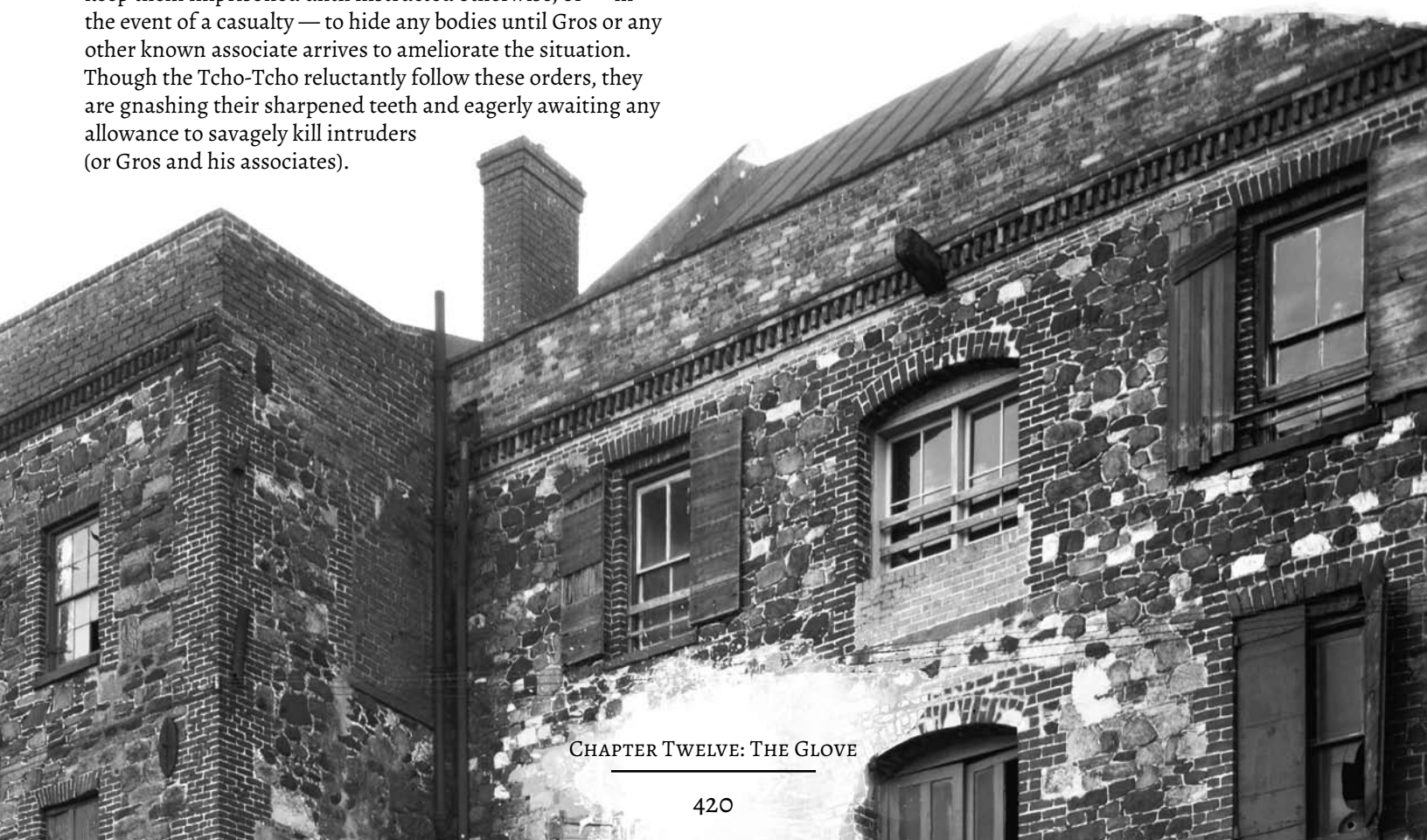
In the fourth shanty is erected a three-foot tall amorphous sculpture — made from chicken bones, human vertebrae (identifiable with a relevant skill check), and excrement — and encircled by candles made from wax and human fat.

Only a mythos-based Occult skill may identify the immigrants as **Tcho-Tcho** and their statue as a shrine dedicated to their foul gods, **Lloigor and Zhar the Twin Obscenities** — though simply seeing and smelling the sculpture (and being swarmed by its attendant cloud of flies) results in a Rationality check testing Fortitude (Normal), for –1d4 points of potential dread.

The Orient House Tcho-Tcho (routinely shipped in by a Foundation contact overseas) are faithful minions of the deep ones in Innsmouth — though they are ordered by Prudence Dow Peabody to follow the instructions of Lloyd Gros and any of his employees. Gros knows the savage creatures will turn on him or his employees if the deep ones order them to do so. Their instructions — beyond following the day to day upkeep of the Orient House — is to capture any intruders and keep them imprisoned until instructed otherwise, or — in the event of a casualty — to hide any bodies until Gros or any other known associate arrives to ameliorate the situation. Though the Tcho-Tcho reluctantly follow these orders, they are gnashing their sharpened teeth and eagerly awaiting any allowance to savagely kill intruders (or Gros and his associates).

In the event of a total siege by authorities, the Tcho-Tcho are to entrench themselves in the warehouse with their rifles (as they have been taught various sniping tactics by Virgil Wright) — until Gros' lawyers arrive with their legal countermeasures. If given free rein, the Tcho-Tcho would prefer to use only a few snipers to confuse any intruders, while the rest of the contingent sneaks from the shadows and through the facility's network of smuggling tunnels — employing claws, teeth, cleavers and machetes — killing their quarries outright or capturing prey alive for ritualistic torture.

Though the Tcho-Tcho know how to summon the deep ones, they rarely do. Outside of Prudence and a few other human-appearing hybrids, the deep ones never expose themselves at the Orient House — save for a few select nights during the year (one of them being Walpurgis on April 30th) devoted to the Twin Obscenities. On these dedicated nights, for payment to the Tcho-Tcho, a group of deep ones rise from the greasy water at the edge of the Orient House with two attendant shoggoths. As the Tcho-Tcho believe the shoggoths to be the living avatars of their gods, the deep ones allow the Tcho-Tcho to sacrifice twin victims (whose captures are arranged by Foundation minions) to the monsters — which, in mere seconds, rend, tear and suck the victims apart while the Tcho-Tcho dance and writhe in orgiastic ecstasy. During the ritual, the terrified mastiffs are kenneled in their quarters near the Orient House entrance. Anyone suffering to witness this scene must make a Rationality check testing Willpower (Hard), for –1d20 points of shock and awe. If exposed to outsiders during the ritual, the deep ones and their shoggoths will immediately retreat into the water, while the Tcho-Tcho savagely attack.



Brett Bozeman

Shipbroker, Sorcerer and Descendant of Yog-Sothoth

To the commoners of New England, philanthropist and recluse Brett Bozeman is a relatively recent artifact of New England's changing demographics, a scion (allegedly born in 1843) of Boston's new money, and a phantom inspiring numerous sensationalized stories — none of which are taken seriously by anyone of worth. Though a figure of legend and rumor, Bozeman is nonetheless respected as a charitable and valued citizen of the state. Eccentricity becomes a virtue when one is fabulously wealthy and influential.

Though no one has seen Bozeman outside of his Essex mansion since 1878, his commercial influence in New England is deeply felt. A stable of loyal servants convey his orders from his family estate (north of east Arkham), attend to his needs, and keep his secrets. Those who break their contractual obligations are quickly dismissed (and even legally prosecuted), while those who prove their loyalty are generously rewarded. Rumors which have slipped past Bozeman's control include details about his paranoia and slipping reason, his fastidious attention to cleanliness and diet, his unnaturally youthful appearance (for a man of 67), and the claustrophobic corridors of bookshelves and occult artifacts in his warren-like study.

In truth, Bret Bozeman was born in Arkham — as Reginald Bret Buschman — in 1777. However, falsified records state he was born to immigrant parents at his family estate in 1843. Though his real age is 133 — and his age understood by outsiders is 67 — Bozeman appears to be 35 (to the disconcertment of anyone who meets him in person).

Though no record will reveal it, Buschman was one of the many descendants of Edward Hutchinson — an extant colonial sorcerer now living in Transylvania as "Baron Frenczy," and the one-time associate of the New England witch coven of Nyarlathotep — who in 1650 offered his own daughter Caledonia to diabolical communion with Yog-Sothoth. Consequently, as part of Yog-Sothoth's expansive bloodline, Buschman was born human in appearance (though later transforming), intellectually superior (though sociopathic), and effectively ageless (unless destroyed by magical means).

Prior to the War of 1812, Reginald Bret Buschman established himself as a prosperous shipbroker and merchant operating out of Arkham's east port — establishing trade between New England and distant countries, and employing veteran mariners and servicemen from Salem and Arkham (and later from various ports around the world). Throughout their profitable ventures, Buschman's ships made voyages to the East Indies, to China and Japan, and to Africa and the Middle East — importing sugar, molasses, pepper, tea, textiles, and eventually gold, opium and more exotic goods from these far-flung ports, and making connections with strange and powerful figures from foreign lands.

After the war, and the consequent economic and population decline of Innsmouth (due to both the closing of its mills and the loss of its men to privateering and other shipping disasters) Buschman helped form a joint stock company called the Imperial Fruit Company, consisting of various wealthy New England families (known collectively as the Foundation). The newfound company would soon finance numerous East Indies voyages chartered by Captain Obed Marsh of Innsmouth — among several other ventures chartered by foreign merchants.

At some point between the years 1812 and 1815, Buschman (with Captain Obed Marsh) visited the secluded Rupehu-Lahai, where he was eventually initiated into Chief Walakea's secret society (mistakingly known to the neighboring Tahitians as the cultish Arioi). Over a course of three nights, Buschman and Marsh were enticed into trance-like states, during which time they witnessed sacrificial rites and the orgiastic commune of the cult's members (some of them involving Marsh's men). Buschman would later recall in his magical diary the strange figures rising out of the waters and the consequent befoulment of the society's most beautiful members.

After his visitation with the inhabitants of Rupehu-Lahai, Buschman returned to New England, at first living vigorously and prospering materially — and in turn prospering the Foundation with his business acumen and inhuman insights. In time, however, as his occult studies matured and his awareness advanced, Buschman turned more and more to seclusion from the deep ones and his Foundation duties — when he wasn't being forced to carry out their various heinous acts as their representative in New England. At some point between 1838 and 1846, as punishment for perceived rebellion, Buschman was dragged to the Pit of a Thousand Stairs (incubating in its humid depths its brood of nightmares) and shown just a fragment of the powers controlled by the deep ones.

Sometime between 1864 and 1865 (during the tumultuous onset of the American Civil War), Reginald Bret Buschman disappeared entirely from public record — having adopted the name and fictitious origin of Brett Bozeman. It was during this period that he traveled to strange ports of call, to the center of Arabia, and to the castle of Baron Ferenczy in Romania, as part of a dark pilgrimage to learn about his heritage and to seek communion with Yog-Sothoth. After returning to New England in 1878 (the year that Captain Obed Marsh died), Brett Bozeman never again left his secured mansion — now fortified entirely against occult attacks and against the deep ones (see "The Saltonstall Mansion").

Soon after his dark pilgrimage, Bozeman (as he was now called) felt possessed by a preternatural genius. At times, it felt to him as though he could see all angles of a complex problem simultaneously — even angles that emanated from outside of our linear timeline. As the years wore on, and as Bozeman failed to age, his mind began to slip in and out of hallucinatory paranoia and his body began to transform into something less than human. Though his face somehow remained youthful in countenance — with its pleasant, welcoming smile — his hair thinned into greasy strands, his teeth softened, his eyes grayed and lightened (revealing a strange effulgence in the dark), and his skin beneath his chin and on the back of his neck loosened into soft rolls. He was at first able to conceal these changes with an oversized suit and hat, but in time his lower extremities changed as well. His torso and legs grew out of proportion to his upper body, and eventually they fattened into blobbish clumps — the hidden flesh grew thick with black fur, and from his chest, abdomen, and back protruded thousands of tendril-like filaments (each capable of feeding on the blood of other organisms). Several insectile, monstrous orbs erupted — without any discernible pattern — upon his chest, back and shoulders; in time, these unblinking, eye-like structures allowed him to see through walls and around corners — as if viewing our terrestrial space from a higher dimension. Soon, Bozeman's walk became a padded, whispered shuffle. By 1878, he was a total recluse, shambling about his mansion in an elaborate oriental robe (somewhat capable of hiding the horror of his lower form).

Bozeman is now a hybrid **spawn of Yog-Sothoth**, though with the ability to reason with his human accomplices (such as the other members of the Foundation and their various minions). Bozeman is partially motivated by his contempt for the deep ones (a contempt somehow rooted in the byzantine intrigues between the minions of the Ancient Ones), by an insatiable desire to transcend space and time and to ascend to godhood, and by his total and malevolent devotion to Yog-Sothoth. Additionally, he suspects that his ancestor, Edward Hutchinson (also known as Baron Ferenczy) may in actuality be an avatar of Nyarlathotep, a revelation which he wishes to further explore in his studies. Though he is compelled to carry out the orders of the deep ones (as other minions representing the will of the Ancient Ones), he in secret employs his resources in the pursuit of occult knowledge which may overcome or reveal any weaknesses of the deep ones (or their nightmarish shoggoths).

Bozeman's powers are already impressive, though they grow in strength and number as he ages. He has lately gained an ancestral memory, which allows him to mentally travel back through time and to explore the experiences and stored knowledge of his parentage (which commits him to long days of deep and undisturbed meditation).

Intelligence & Smuggling Network

Somehow related are his attempts to sense Spacetime Gates and to walk between dimensions (a set of skills he has not yet totally achieved). He hopes to bridge instantaneous connections not only between worlds, but between his Saltonstall Mansion and the estates of his black brothers now living in Austria-Hungary. **Simon Orne** (going by Joseph Nadek) inhabits a sprawling medieval citadel in the Old Jewish Quarter of Prague, while **Edward Hutchinson** masquerades as Baron Ferenczy in his fortified Carpathian fortress. Together they control their own intelligence networks in Europe and the Middle East, feeding information not only to high-ranking agents in Austria-Hungary, but also to agents in Germany, Turkey, and Russia — who in turn provide valuable resources and access to their ancient relics. Bozeman has so far been unsuccessful in his attempts to connect these destinations via Spacetime Gates, though from time to time he can create a slight temporal-spatial phasing between east Arkham, Prague and Transylvania, allowing for intermittent, phantasmal communication between the sorcerers.

Additionally, though Bozeman is able to rapidly regenerate Hit Points, he is still vulnerable to magic. If his Pow is ever reduced to zero or less, then Bozeman's body will rapidly putrefy and dissolve into a greenish, bubbling slime. In turn, Bozeman received from his All-Father an increased intellect and a storehouse of occult knowledge. Several spells were instantly acquired in the transaction — though it took Bozeman a few years to actually make use of them.

The Saltonstall Mansion

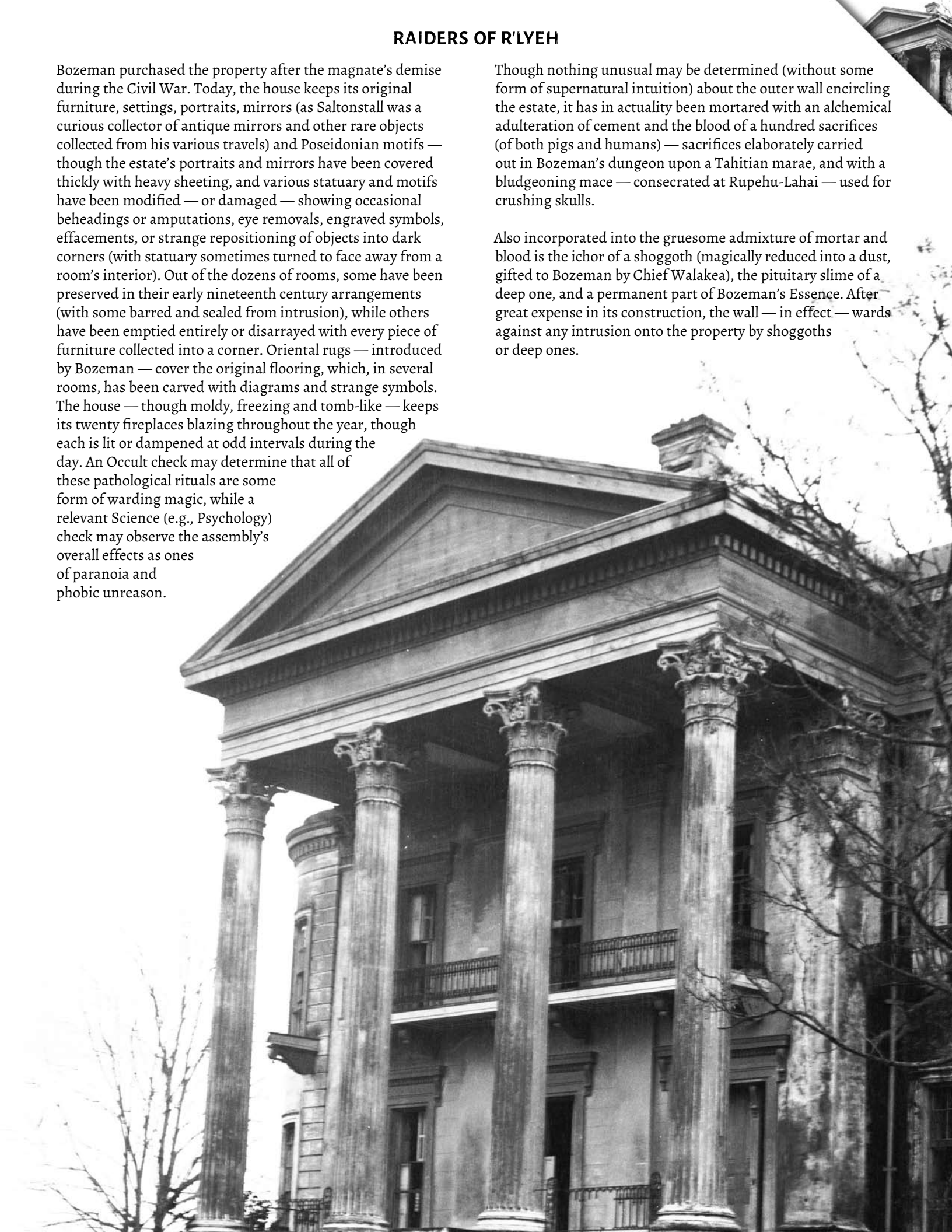
Bozeman's mansion lies near the coastline — just north of east Arkham — off the quiet highway to Manchester-by-the-Sea. Originally built in 1838 by the industrious Wallace T. Saltonstall as a Greek Revival masterpiece, and having the facade of an ancient Greek temple, the mansion — now weathered by the incessant erosion of tide and time — sleeps tomb-like and forbidding in the midst of a constant fog. Two Doric-columned lamps at the base of its front stair, dim and desperate in the eternal quiet, announce the presence of the sickly life within.

Saltonstall was a prominent Arkham shipbroker and former associate of Reginald Bret Buschman, until the shipbroker's death in 1865 at the outset of the Civil War. Saltonstall erected the mansion — with its majestic Greek proportions and Doric columns, and its statuary, fountains, pilasters, and entablatures all dedicated in their shapes and suggestions to Poseidon and various sea motifs — as a testament to his vast travels and wealth, and as an homage to the work of architect Benjamin Latrobe. Beneath the property lies the foundation of a razed Federal-style estate, whose remnant is now reduced to a warren of cellars, tunnels and dungeons once used for Masonic and anti-English conspiracies.

Bozeman purchased the property after the magnate's demise during the Civil War. Today, the house keeps its original furniture, settings, portraits, mirrors (as Saltonstall was a curious collector of antique mirrors and other rare objects collected from his various travels) and Poseidonian motifs — though the estate's portraits and mirrors have been covered thickly with heavy sheeting, and various statuary and motifs have been modified — or damaged — showing occasional beheadings or amputations, eye removals, engraved symbols, effacements, or strange repositioning of objects into dark corners (with statuary sometimes turned to face away from a room's interior). Out of the dozens of rooms, some have been preserved in their early nineteenth century arrangements (with some barred and sealed from intrusion), while others have been emptied entirely or disarrayed with every piece of furniture collected into a corner. Oriental rugs — introduced by Bozeman — cover the original flooring, which, in several rooms, has been carved with diagrams and strange symbols. The house — though moldy, freezing and tomb-like — keeps its twenty fireplaces blazing throughout the year, though each is lit or dampened at odd intervals during the day. An Occult check may determine that all of these pathological rituals are some form of warding magic, while a relevant Science (e.g., Psychology) check may observe the assembly's overall effects as ones of paranoia and phobic unreason.

Though nothing unusual may be determined (without some form of supernatural intuition) about the outer wall encircling the estate, it has in actuality been mortared with an alchemical adulteration of cement and the blood of a hundred sacrifices (of both pigs and humans) — sacrifices elaborately carried out in Bozeman's dungeon upon a Tahitian marae, and with a bludgeoning mace — consecrated at Rupehu-Lahai — used for crushing skulls.

Also incorporated into the gruesome admixture of mortar and blood is the ichor of a shoggoth (magically reduced into a dust, gifted to Bozeman by Chief Walakea), the pituitary slime of a deep one, and a permanent part of Bozeman's Essence. After great expense in its construction, the wall — in effect — wards against any intrusion onto the property by shoggoths or deep ones.



The blood-stained, green-stoned marae originates from Rupehu-Lahai as well, reconstructed piece by piece and transported by ship back to Arkham (a relevant Knowledge skill, such as Anthropology, Archaeology, or History, may reveal the stone's resemblance to a Tahitian marae and its connection to sacrificial and other religious functions). The marae's diameter reaches to thirty feet, and its height to four feet, with its top carved into a series of tributary channels and gutters, and its circumference emblazoned with Cthulhoid motifs (identified as such only with a mythos-based Occult check). The marae's vaulted chamber beneath the estate serves as the substructure's heart, both magically and geographically, with a dim effulgence and sickening warmth radiating (waxing and waning) from the stone itself. The chamber — two to three times the length of the marae — forms a perfect circle, with a number (five to seven, as the number cannot be counted reliably and objectively) of doors leading into the substructure's arteries. A blood-caked trench — ten feet deep and six feet wide — encircles the altar. Anyone witnessing the grisly chamber (or attempting to count its doors) and breathing its abattoir-stench — or finding the bludgeoning mace ceremoniously displayed on hooks — must make a Rationality check testing Fortitude (Normal) for –1d6 points of potential dread and despair.

The arteries leading in out of the marae chamber form a multileveled and webbed network of smuggling tunnels and cells underneath the estate — with each corridor twisting and turning or terminating in thick, paneled doors (crafted during the colonial days) opening confusedly onto more corridors or onto descending stone staircases. Corridors near the mansion narrow into brick passageways with claustrophobic ceilings (lit haphazardly by electrical lamps fed from the house wiring), and near the marae widen into flagstone caverns with groin vault ceilings (lit augustly with oil lanterns or torches).

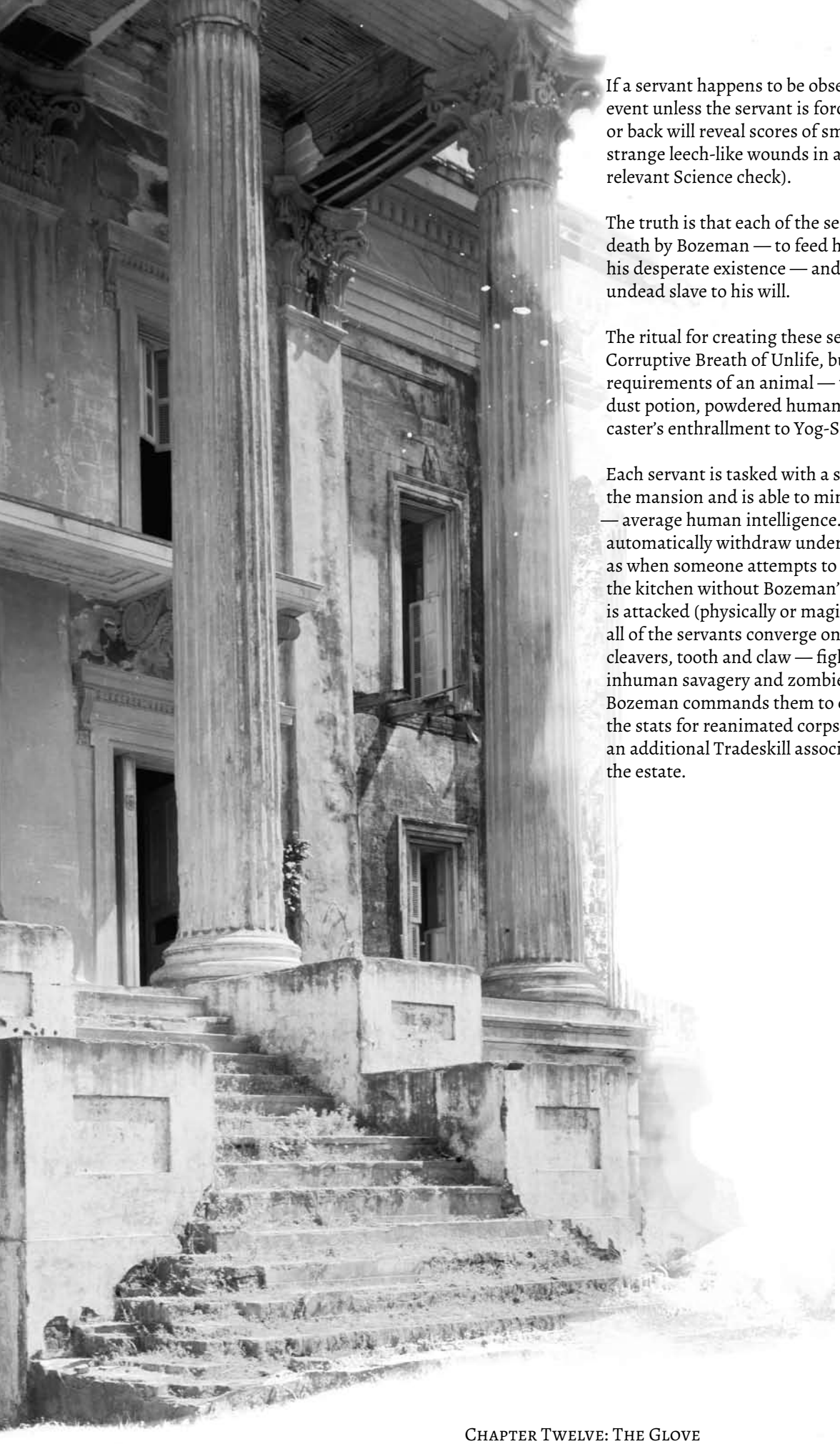
One chamber near the marae drops abruptly and precipitously into an array of oubliettes — whose open circular portals may be noticed (by torchlight) with a successful Detection check (otherwise plunging a victim twenty feet onto cold, hard flagstones below). These dungeons are used periodically for the storage of illicit cargos or the occasional prisoner.

Near the oubliette lies a room of more recent occupancy — Bozeman's study — outfitted with oil heaters and bookshelves, and furnished with rugs and antique pieces from the mansion above. Several cabinets and desks line the walls, each littered with artifacts, with papers and books in varying states of study, analysis, decryption or disarray, and with oil lamps and candles still reeking of incense.

One of these smuggling tunnels runs for three quarters of a mile — under the highway, through a portcullis, and then down cavernous and slippery steps to the beachside cliffs — to the estate's docks (where strange visitors periodically arrive in the night to anchor their ships and to unload their cargos).

The subterranean tunnels may be reached from the mansion through a thick oak door — concealed behind a disorienting enchantment — located in the mansion's kitchen. Without concerted effort (tested with a defaulted Detection check) or supernatural aid (using a relevant Occult check, ability, or spell), one cannot observe the door (as it vanishes into non-Euclidean space, near the entrance to the butler's pantry, when directly observed). The kitchen itself is large (sixteen-by-sixteen feet) and unassuming — even quaint in its Victorian design by the era's standards — with its hulking, iron-plated, British close ranged stove built into the home's original hearth, a wall-mounted porcelain-on-iron sink scrubbed to a polish, its walls and ceiling surmounted with ornamental hooks and hanging an array of French pots and pans, rolled cabinets (each filled with mason jars, utensils and other cookware) surrounding a thick oak work station (with various knife blocks and hanging cutlery), and clean white tiles layering the floors and climbing the walls to their high counter backsplashes (creating the effect of a surgery room). At various times during the day, three to four of the mansion staff may be preparing and cooking meals (unusually edible considering the inhabitants) and in the process counteracting any of the strange odors wafting up through the cellar door.

Anyone making an Etiquette roll (either from within the house or after a day's surveillance) may notice that the mansion is staffed like a British estate with its servants numbering into the dozens (see the "Wealth & Equipment" chapter for a typical roster of estate staff). A successful Etiquette check will additionally reveal with accuracy the expected routine of each of the staff, as well as the location of the servant quarters. None of the staff, if questioned, can coherently communicate his or her credentials or training. Each one, upon inspection, is well-mannered and pleasant enough (if a bit humorless and slow-witted), but conspicuously ignorant about matters not related to the household tasks — or, for that matter, about Bozeman's secrets. At night, each retreats to the servant quarters — consisting of two floors of seven-by-seven foot bedrooms — reached through a corridor in the kitchen. Any Intuition, Etiquette or Science (Psychology) check will reveal how unnatural (or inhuman) it is for an entire staff to be so lacking in any signs of bitter grievances, gossip or backstabbing (even when prodded or offered safe opportunities to reveal them).



If a servant happens to be observed without a shirt (an unlikely event unless the servant is forced to disrobe), his or her chest or back will reveal scores of small marks — identified as strange leech-like wounds in appearance (with a Forensics or relevant Science check).

The truth is that each of the servants has been drained to death by Bozeman — to feed his insatiable need to continue his desperate existence — and then brought back to life as an undead slave to his will.

The ritual for creating these servants is similar to the Corruptive Breath of Unlife, but with slight variations (special requirements of an animal — typically a pig — sacrifice, black dust potion, powdered human bone fragments, and the caster's enthrallment to Yog-Sothoth).

Each servant is tasked with a singular prosaic job within the mansion and is able to mimic — with some proficiency — average human intelligence. These masks of servility automatically withdraw under special circumstances — such as when someone attempts to breach the enchanted door in the kitchen without Bozeman's permission or when Bozeman is attacked (physically or magically). Under such circumstances, all of the servants converge on the offender — with knives, cleavers, tooth and claw — fighting the trespasser with inhuman savagery and zombie-like perseverance, or until Bozeman commands them to cease. Mechanically, servants use the stats for reanimated corpses, though with each possessing an additional Tradeskill associated with his assigned task on the estate.

Jason Blalock

Socialite, Conspirator and Sorcerer of the Haute Vienne Coven

Joseph Blaylock (the reputed ascendant of Jason Blalock) — born 1578, and allegedly living until 1628 — was a passenger on the Mayflower and a signer of the Mayflower Compact. Genealogists suspect he was a merchant from London — connected to the Merchant Adventurers — but unusually for Mayflower records little is actually known of him or his family. Upon arriving in the New World, Blaylock was a participant in the early explorations of Cape Cod and in the first encounter against hostile natives. In 1623, he received ten acres of land in Plymouth near the Eel River, and reputedly sought to bring a family of five from England — though this family seemed to be interminably delayed from travel and they never arrived in the Americas.

In 1626, Blaylock became involved with a colony joint-stock company of early settlers. However, after a mysterious controversy in 1628 (involving accusations of witchcraft), Blaylock disappeared at sea and was presumed dead, after which time his charter was to be protected by a stewardship (previously arranged by Blaylock and the Plymouth Court), and to be inherited by his eldest son Nathaniel (presumably now living in the British West Indies). Nathaniel finally arrived in New England (in 1634) to claim his inheritance, having already established himself in the British West Indies as an entrepreneur and plantation owner, and associate by marriage to the lucrative house of de Marigny (at the time a prominent family of slaveholders and merchants owning property throughout the West Indies and later the Louisiana territory).

In truth, Joseph Blaylock was a long-lived sorcerer born in 1066 and his reputed son Nathaniel was simply an alias used by Joseph (a ruse which the sorcerer employed for centuries throughout the ages of exploration to conceal his nigh-immortality). Originating from the French house of Blelloch, the sorcerer fought alongside Walter Sans Avoir against the Turks (at the beginning of the First Crusades), and was known in the Crusades as Enguerrand of Haute-Vienne, and in secret by the magical name Exonophon (among his companions in the Haute Vienne Coven).

The Haute Vienne Coven was a black brotherhood not unlike that of the Glove, and was in fact comprised of several immortal members who would eventually integrate themselves with the elite of the old money families in New England. The coven had long ago summoned and worshipped the vast, nameless, amorphous shape slumbering beneath the Rochechouart crater (an entity spawned and sent from Azathoth and possibly serving as an avatar of Nyarlathotep) and surviving on our world for hundreds of millions of years.

These original members of the Haute Vienne Coven made pacts with the creature (as a representative of Azathoth). Some became powerful Ascendants, while Blalock (among others) escaped with his newfound gifts to accumulate material wealth and occult power — first in the Crusades where he spent considerable time slaughtering Mohammedans and scouring the Holy Land for occult lore, and later as a rich merchant sailing throughout the world and eventually settling in the Americas.

Saracen Sword

Shortly after leaving the Haute Vienne Coven, Blalock retrieved from an occultist in Yemen a magical Saracen sword, a saber styled after those of the Mamluks of Egypt and allegedly blessed by the gods of the dead. In caverns beneath the Empty Quarter in Arabia, in the company of an escort of ghouls, he inscribed his true name EXONOPHON — in Greek letters — into its damascus blade (effectively imbuing a part of his essence into the steel).

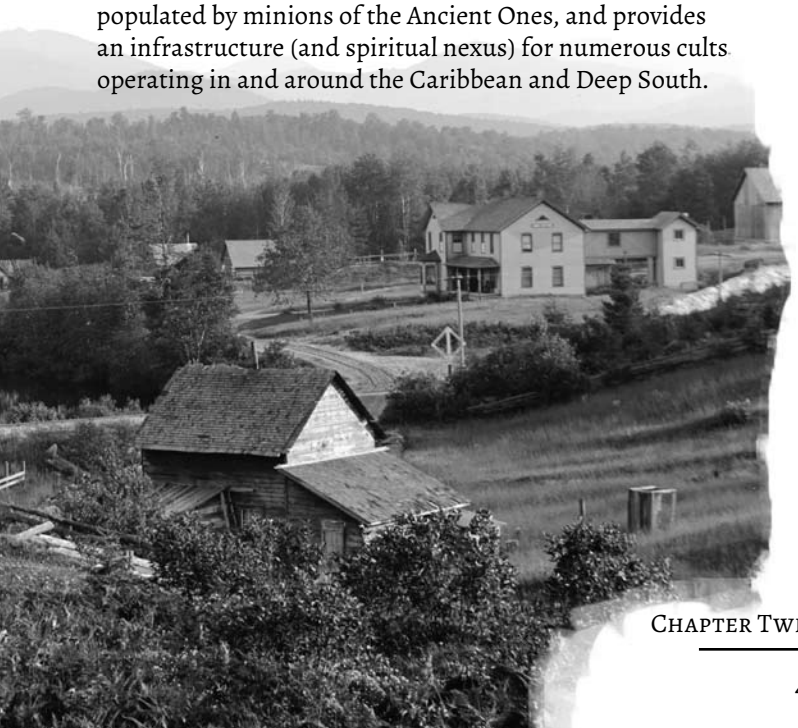
When wielding the weapon, Blalock is able to inflict 1d10 points of sundering, bleeding damage to his enemies. When he focuses his mind on the strike, he may spend one or more of his Essence Points and automatically add to the damage a value equal to this expenditure. Additionally, when imbued with the wielder's essence, the steel turns white and burns cold for one round, its touch eating away at the flesh of its enemies — and disallowing the rapid regeneration of Hit Points for the wound (for creatures that possess such an ability, such as shoggoths or various minions of the Ancient Ones). The wound burns hot — with preternaturally cold fire — for a number of rounds equal to the Essence Point expenditure, taking damage — treated as concentrated acid — until the rounds run their course; however, such damage effectively cauterizes any bleeding. Anyone using the weapon — other than Blalock — must make a successful Luck check after imbuing the blade, or else instantly age a number of years equal to the Essence Points expenditure. The blade — once imbued — also draws the attention of any ghouls within a 6-mile range (with a duration of 1d6 hours).

As the age of exploration ended and the modern world dawned, Blalock devised a strategy to grow a powerful dynasty and to expand his fortunes. He found a perfect match in **Ezra de Marigny** — a hybrid daughter of the Ancient Ones concealing her true form behind the illusory facade of a youthful, Creole beauty — whose family had long ago succumbed to powers from the outer dark and intermarried with their minions.

The merged clan and its myriad descendants thrived as slaveholders in the Caribbean and the American South, until slave revolts in the West Indies — many of them invoking the name of and worshiping Nyarlathotep — and later the Civil War in America, devastated their enterprises and eroded their profits. Fortunately for the immediate family, Blaylock had long ago protected his interests and those of his kinship by helping establish the Foundation in New England, through which the dynasty restructured its businesses and recouped many of its material fortunes (though its occult treasures were almost entirely lost in the Siege of New Orleans, in 1862).

Today, Jason Blalock (aged 844 but appearing to be in his early thirties) and his wife Izora (aged 290 but appearing to be in her late teens or early twenties), are part of the Boston and New Orleans high societies, but are in secret the elder Enguerrand of Haute-Vienne and his foul beloved Ezra de Marigny, powerful sorcerers (each knowing a multitude of mythos spells and rituals), and coconspirators of the Glove and its myriad subsidiaries. They own various estates throughout the world and are the progenitors (along with a series of ensorcelled concubines loyal to Blalock) of hundreds (if not thousands) of children in the Americas, Europe, the Middle East and even Asia — though many of these distant relations are completely unaware of their true parentage or potential powers.

Of the family's various properties, two are immediately notable: Castillo de Puntilla — historically a pirate's refuge turned leper colony, and today used as a deep one stronghold (not unlike the one in Innsmouth) — and Black River Plantation — a haunted, vestigial remnant of the American South, in the backwaters near Shreveport. Each location is populated by minions of the Ancient Ones, and provides an infrastructure (and spiritual nexus) for numerous cults operating in and around the Caribbean and Deep South.



Castillo de Puntilla

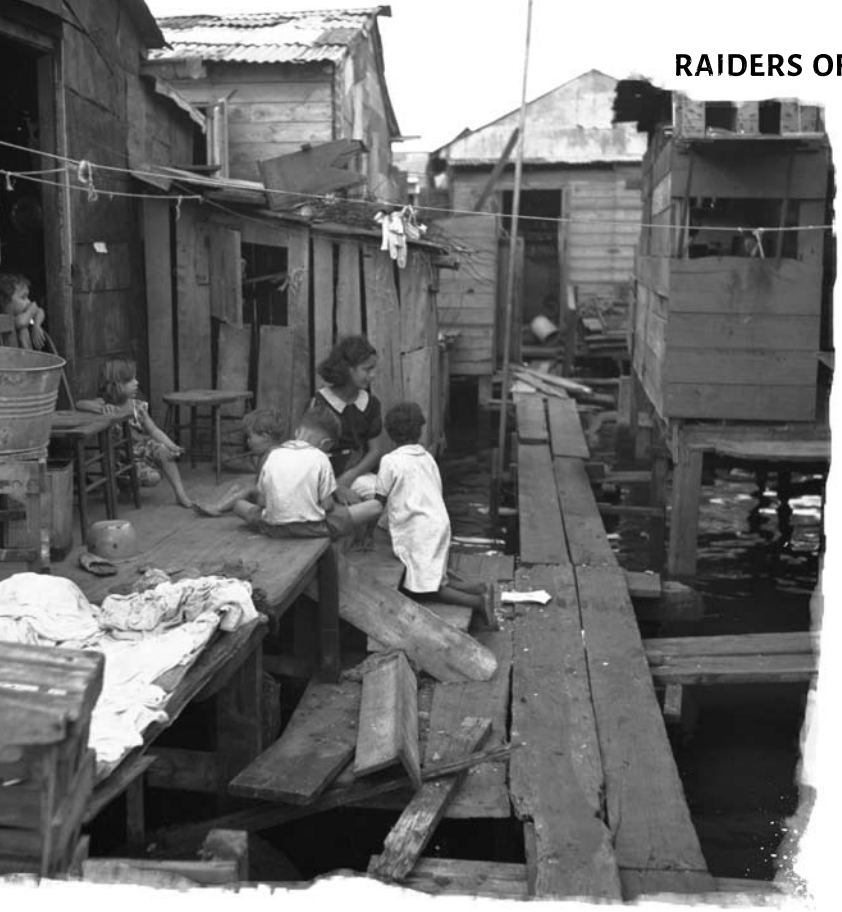
The Puntilla, the pirate's cove and old town of Puerta de Tierra (in Puerto Rico) was at one time a thriving port in the Spanish Empire, until it became a cursed and isolated leper colony served only by a hermetic Jesuit sect. By the nineteenth century, its causeway to Puerta de Tierra was destroyed by fire and its surrounding estuary turned to festering marshland. The once prosperous peninsula was effectively erased from history, but not from local folklore.

The Puntilla is also known as the Castle (or Castillo, to the locals) — named after the sixteenth century landmark protecting the harbor. The Castillo — ordered by King Charles V of Spain and engineered by Juan de Tejada and Juan Batista Antonelli — was constructed between the years 1554 and 1583. Its primary functions during the Age of Exploration included controlling San Juan's harbor and providing defense against pirates and hostile nations. Over the 200 years following its initial construction, new structures were erected around the original fortification: an 18-foot outer wall, an additional perimeter around the village itself, sentry towers overlooking the harbor, bridges and twisting corridors with intermittent and defensible gates, and the lighthouse (destroyed in 1898 during bombardment of the point by the United States).

In the early nineteenth century, the town council of San Juan repurposed the Castillo for the housing of lepers (and other diseased or exiled indigents), whom the authorities removed from the streets of San Juan. Isla de Cabras — a maritime quarantine station half a mile off the coast of Puntilla — was established in 1877. After the destruction of the causeway to Puerta de Tierra (in 1882), exiles were transported to the Puntilla leper neighborhoods — now called lazarettos — by boat.

Father Philip Ruiz Damien — a Jesuit priest from a noble Spanish family — traveled as a missionary to Castillo de Puntilla in 1856. After contracting leprosy himself, he took up permanent residence in the colony and established a sect of worshipers made up of both Spanish and native populations — all banded together around their shared malady.

In 1864, Damien made a pact — not unlike the one in Innsmouth — with a Caribbean-based deep one colony. In contrast to the Puritans in New England who initially resisted the deep ones' influence, Damien's cult of lepers quickly made adaptations to their faith and accommodated the strange creatures from the sea. The Jesuit mission at the Castillo rather easily concealed its worship of Dagon, Cthulhu, Hastur and other horrible minions from the Outside behind a facade of Catholic worship and saints' idols — though the sect was later excommunicated after the disappearance of two Irish recruits sent to the colonies (secretly as investigators for the Vatican).



During the next quarter century, secret rituals occurred periodically on Castle Reef, and women regularly disappeared from the vulnerable shanty towns in Puerta de Tierra. The public attributed most of these events to the poor conditions of the region and to its rampant spread of leprosy and other diseases; supernatural explanations were simply denied by the authorities in San Juan. Though the authorities connected the disappearances to the Caribbean's underground slavery and smuggling markets, investigations were often restrained with bribes paid in gold bullion.

After the Spanish lost their territories in the Pacific, Puerto Rico was inherited by the United States, but Castillo de Puntilla — including its citadel, ancient village, dockyards and surrounding marshlands — was purchased by the Foundation (a deal arranged directly by Blalock). Today it houses a small fishing population of 300 — descendants of the old empire and Jesuit colony — and a crumbling but operational gold refinery on its lonely north shore. Castillo de Puntilla serves not only as one of the Glove's major sources of gold (as part of its import and export network, and employing Damien as a dangerous liaison to the deep ones), but also as one of Blalock's many safe houses and cult strongholds throughout the world.

Black River Plantation

Black River is the local, colloquial name for the swamplands outside of Palestine (a backwater within a day's travel to Shreveport, Louisiana). The complex of canals carries its wayward travelers throughout an ethereally beautiful landscape of old-money plantation homes, floating shanty-villages, foreign hovels, and timber cabins. Congregations of families — many descended from the original natives and Acadian settlers — haunt the coastal and peninsular swamps, including those of Canaan, Pony and Flotsam.

Flotsam is a township — consisting of a makeshift wharf and stable with attached way station, watering hole and family graveyard — owned and run by descendants of the Sevier clan. In actuality, the area is more of a homestead overtaken by the elements than a township. Flotsam intercepts small boats and steamers floating in and out of the Fingers — a creeping mazelike river system festooned with floating shanty-homes — as well as automobiles, mail and cargo ferrying in from across the river.

The Sevier clan — descended from the Blalock and de Marigny houses — was once a powerful Southern dynasty before the Civil War, but has since devolved into a littering of bickering families and one surviving scion of the Sevier estate (the notable Black River Plantation). Whispered rumors of its strange history still circulate throughout the region.

According to Acadian lore, the Sevier family escaped to Louisiana in 1791, after losing their fortunes during a massive slave uprising in Haiti. The revolt was led by a faction of houngans making a blood pact with their Voudun gods (in reality, Nyarlathetop and the Ancient Ones) at a sacred location in Bois-Caiman. Followers of the cult vowed to liberate the island from the French, to kill all of the white population, and to dedicate the land to their new masters (serving them into the next two centuries). After the blood-soaked uprising, the cult grew in power in Haiti and later infiltrated the Southern United States as voodoo and occult sects — with various offshoots represented by Acadian, French, African, Native American, and other mixed groups.

In Louisiana, the Sevier family continued their slave-based agricultural operations, and in time became the richest dynasty outside of Shreveport (as well as spies for the French during the various colonial intrigues of the nineteenth century, and later acquaintances by marriage with a governor of Louisiana).

Blalock and his wife — identified at the time as John Andrews and Ezra Elizabeth Sevier — built Black River Plantation in 1842. The mansion was designed by Blalock — according to occult geometries — in the elaborate Greek Revival and Italianate styles, and was one of the largest antebellum estates ever constructed in the South. Surrounded by 7000 acres of sugar plantations, cypress swamps, and intricate waterways, the house's masonry stands 65 feet, and supports five floors containing over ninety rooms (including a dungeon of jail cells). At its height, its operations enslaved more than 175 workers producing over a half a million pounds of sugar each year.

The Sevier children — innumerable by the Civil War — were all privately tutored. Many of them were sent overseas to intermarry with established families in the old world (such as those in witch-haunted Bayonne, France), though the stunningly beautiful Belle de Maurigny Sevier kept her quarters at the family plantation, in time inspiring legends of tragedy, intrigue and even horror.

Soon after the American Civil War collapsed the plantation economy, the Sevier family patriarch and matriarch (Blalock and his wife) abandoned the estate. Their dynasty in Black River suffered diminishing fortunes and eventually devolved into warring factions. Over time, the descendants intermarried with local inhabitants of the region — with French colonists from New Orleans who migrated after the French and Indian War, with French colonists from Acadia who had been expelled by the British in 1755, and even with the Houma tribes from the northwest bayou.

Though still haunted by several Sevier members, the largely abandoned, post-War mansion fell into disrepair, its ornate structures quickly overcome by Louisiana's harsh environment. The local Sevier descendants attempted periodic restorations during the next forty years, but without Blalock's intervention, none possessed adequate resources to bring the estate back to its pristine life, or to halt the perpetual and seemingly preternatural rot of the swamp.

The remaining inhabitants of Black River Plantation — consisting of the once ravishing Belle de Maurigny Sevier (now a monstrous minion of the Ancient Ones) and several long-lived Sevier members (as slaves to her will) — have become servants entirely to the forces from the Outside. The Sevier descendants still living in and around Black River — many complicit in the conspiracy to conceal the true nature of the town and its history — pathologically cover up any crimes and disappearances attributable to the old dynasty. They all fear retribution from Maw Maw ("Grandmother") — who inhabits the lairs beneath the plantation's miasmal remains — if they fail the family.

Maw Maw

Details about Maw Maw, the Blalocks, and the rest of the Sevier clan, cannot be easily or accurately gleaned from academic sources or genealogical data. Blalock thoroughly destroyed much of these records and obfuscated the truth about the family. However, some of these details may be discovered through careful interviews with locals (conducted with discernment and propriety), with successful skill checks (using Etiquette, Influence, Intuition, Streetwise, and so on), and especially with established connections in the region.

The creature known by the Sevier descendants as Maw Maw is in actuality the aged **Belle de Maurigny Sevier**. Belle de Maurigny Sevier was born in 1850 at Black River Plantation, as one of the special children of Jason Blalock and Izora de Marigny (recorded in genealogies as John Andrews and Ezra Elizabeth Sevier). Though the child was astonishingly beautiful in its youth, it carried the genetic abnormalities of its mother, who herself was a descendant of Hastur, the King in Yellow (whose foul taint entered the de Marigny dynasty when the family was still operating slave plantations in Les Cayes, a small village in Haiti).

Belle was in fact one of several bloodline children promised to Hastur in the family's historical blood pact with the Ancient One — who in turn provided the dynasty with vast wealth, seemingly endless prosperity, innumerable occult secrets, and perpetual fecundity.

Even at age 13 — while still beautiful — Belle was deeply feared by the slaves on the plantation and by locals outside of the family. She developed a reputation for unnaturally strange habits, which included promiscuous meetings in the woods at night, and associations with dark figures in the bayou. Men who entertained her seduction — initially locals but later suitors from foreign counties — often disappeared (or were reported to have "gone home in disappointment").

Close members in the family knew the truth about the child, and even feared her growing powers as a minion of ancient, foul blood. In subservience to Hastur, they would periodically bring potential suitors (in reality, naive sacrifices) to the plantation, and Belle would enjoy her illicit pursuits with them.

These meetings varied in their schedules, and according to the vagaries of the constellations. In secret, progeny were sometimes birthed from these meetings, but always after astonishingly short prenatal periods — and mysteriously without the physical toll on the mother normally attributed to childbirth.

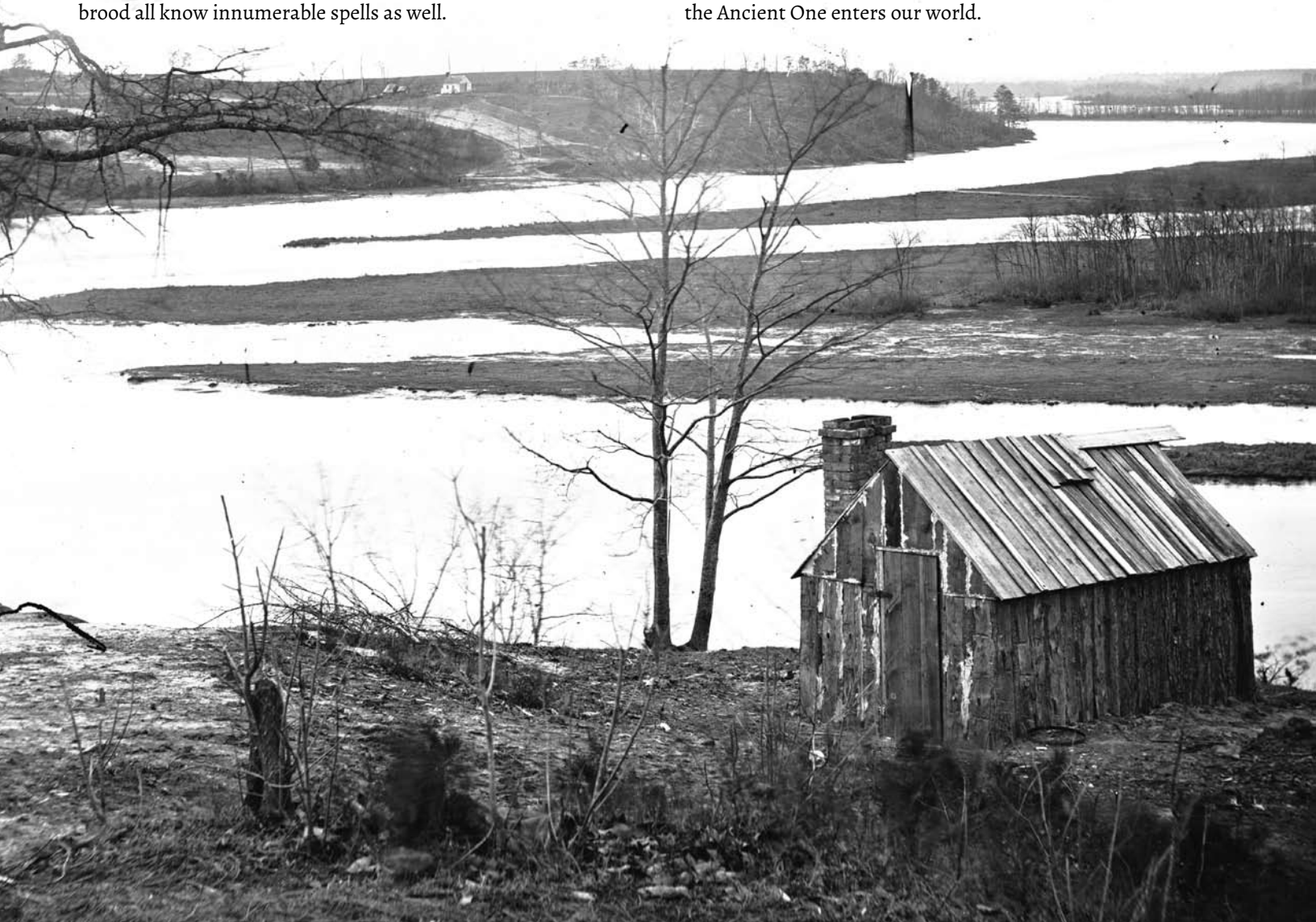
After consummation, a suitor was quickly eliminated. Some suitors were sacrificed within a night's time, while others were lavishly entertained on the estate for up to a week and then eliminated. Initially, a few of these unwary men were warned away in secret by slaves, until these interfering subjects were also dispatched by Belle.

The methods of death also varied. Some victims were drugged into a stupor (during a sumptuous meal) and then savaged by Belle with a meat chopper. Some victims were drugged in their sleep by a patiently waiting Belle, then carried — with a preternatural strength — to the basement, placed on a table, and dissected (dissection being one of Belle's peculiar hobbies). Still others were bludgeoned from behind and then dropped into hog-scalding vats, covered with quicklime, or quartered and fed to the estate pigs.

In truth, it was Belle, her insatiable hunger for murder, and the monstrous, mewling spawn she produced (now inhabiting the sprawling lair beneath the estate), which caused Blalock and his wife to eventually abandon Black River Plantation. By the time of the American Civil War, Belle had physically changed as well, inheriting the physical abnormalities of her parentage. She is today a nine foot giant of a creature, with unnaturally squashy flesh (covered in putrid folds and baring leathery, pendulous breasts) and a bewhiskered, quasi-suilline face. Her children are mostly humanoid in outline, though monstrous in growth and appetite, with hardened, gangrenous skins, boar-like and slobbering mouths (some with several tongues), and brutish, corrugated paws. Though Belle is able to speak in the English and French languages of her youth (but now with a guttural choking), her children whine and squeal in humanlike mockery. They brandish farm and butcher implements, or rip and tear with teeth and claws — though Maw Maw and her brood all know innumerable spells as well.

Voodoo practitioners and swamp-priests in the neighboring squatter villages all believe that Maw Maw is a zuvembie, a vengeful woman turned by foul magic into something less than human. It is told in Haiti, by drums and moonlight, that the zuvembie has become one with the Black World, able to command the unnatural things of the earth and even the darkness itself. It lives forever, they say, and cannot be slain by lead or steel. It cannot speak human words anymore, nor even think as a human, but can mesmerize the living with the sound of its voice. When it slays a man, it can command his lifeless corpse, and it delights in the slaughter of innocents. On moonless nights, when the monstrous squeals of Belle's children can be heard calling to their father, the houngans hide in terror — attributing the dread chorus to the lost souls of the dead let loose from hell itself for a momentary interval.

Their true natures are far worse than can be imagined by the local houngans. In truth, Maw Maw is a walking **SERVANT OF HASTUR** (one of several inhabiting the world, each descended from Blalock's marriage). Blalock and his wife are now beholden to Hastur, tasked by the Ancient One with scouring the world for specific ritualistic artifacts, and with drafting into service other cults devoted to the King in Yellow. They periodically report back to the clan in Black River when not conducting pilgrimages to their other children of Hastur (all scattered around the globe), who are each awaiting the appointed time at which it may become a vessel through which the Ancient One enters our world.



Douglas Richard ten Napel

Haute Vienne Sorcerer and Member of the Van Der Heyl Dynasty

Even among the established houses of the Glove, the man or creature known as "Douglas Richard ten Napel" — or as one of his (or its) various aliases, or as Aepep among the black brotherhood of colonial Salem — is a cipher and a figure of suspicion and caution. Theories are propounded, but currently none of these have been evidenced. The most credible theory suggests that ten Napel is a sorcerer of great repute, a descendant of the Haute Vienne Coven, and relation to the New Amsterdam van der Heyls, later appearing as the "Slender Man" (as witnesses record he stands at 6'8) accompanying the Black Man of the Woods in ceremony and ritual. Ten Napel may alternatively be the "Hashish Man" known in Tangier's magical black market, whose tower in the Berber hills entertains opium dealers, relic hunters and occult traffickers, and purportedly treasures secrets of and portals to mythical Yian-Ho. The most fanciful of theories attaches ten Napel to the Rochechouart meteor in Haute-Vienne, and identifies the man as either the antediluvian monstrosity birthed from the meteor's infernal arrival or even Nyarlathotep itself. Ten Napel may be all these things, or just an enigmatic and charismatic Glove benefactor wielding vast power and deeper mysteries.

Alonzo Typer, the defamed New England occultist missing since 1908 and last seen in upstate New York, believes in the former theories suggesting that ten Napel is in actuality, and beneath his human facade, an entity of formidable strength and malevolence. Hidden in Typer's unpublished journals (in decayed stacks concealed beneath a bungalow in the outskirts of Boston) are several notes attempting to correlate his various dissociated bits of lore and theories.

"The name Douglas," according to Typer, "in its etymology comes from Gaelic Dubh glas, or 'dark water,' while Richard descends from Old High German Ricohard, or 'strong in rule.' Ten Napel is a strange Dutch configuration offering, 'from Napel,' which I suspect may be a misspelling of Nepal. In all, the name in its variations all suggest some ominous meaning, which could be something akin to 'The Ruler from Dark Waters in Nepal,' if I were to make a tentative guess. More interesting are the numerological values calculated from the letters in the name. In two of the possible configurations I arrived at a figure equating to numerological values for Nyarlathotep!"

Typer goes on to suggest (though incredulously) that he himself may in fact be an heir of the van der Heyl dynasty in New Amsterdam, and that the Boston van der Heyls, along with the Sleghts, may in fact be descendants and relations of the ten Napels from the early Dutch colonies and their associated merchant trading companies. Though Typer quickly dismisses the suggestion, he nonetheless entertains the idea of a future exploration of his theory, in the ruined village of Chorazin (outside of Yalding, within a day's ride to Attica) — an idea that will eventually lead to his disappearance (in 1908).

The following information is culled from Typer's unreliable testimonies, and therefore offers merely a potential reality.

Records of the ten Napels in the colonies originate from the First Reformed Dutch Church of Brooklyn, date from 1660 to 1696, and are transcribed and published in the Holland Society Year Book for 1897. A family tree therein branches out to Sleghts, Ryckens, Coreys and Suydams, and in one isolated corner, to a few ten Napels. A Jacob Rykken ten Napel is mentioned in the entry for a baptism in 1666.

These mysterious ten Napels were possibly landholders from Flanders and Utrecht who collaborated in the original draining and cultivation of uninhabited swampland in the western Netherlands, and who aided the early County of Holland in its emergence as a global center of power. It is possible that during this period the family became associated with the Haute Vienne Coven and its ominous patriarch, the Black Man of the Woods. As merchant nobility, they were also allied to the conservative cause in the Hook and Cod Wars (between 1350 and 1490) and later to the English-aided Dutch rallied against the Spanish. In the Dutch Golden Age of the seventeenth century, the ten Napels thrived as shipbrokers and merchants (of mostly tea, opium, and spices), with several of their minions establishing contacts in colonies and trading posts all over the world (including Asia, the Americas, and Africa). Most likely, during a venture in China or Japan, the dynasty came into contact with the *Wusheng Laomu Jinian* (or "Annals of the Ancient Unborn Eternal Mother") and became enchanted by its demonic secrets and promises of power.

The ten Napels who arrived in the Americas — and changing their names to van der Heyls — were already by that time enthralled to the Ancient Ones (a connection most likely conjured out of the dread *Wusheng Laomu Jinian*, or less likely from the *Necronomicon*). Depending on which occult record is consulted, the family owed a blood allegiance to the amorphous **Shub Niggurath**, to the **High Priest Cthulhu**, to foul **Tsathoggua**, or to the more enigmatic **Serpent from the Hills**. Irregardless, the pact involved the intermarriage between the van der Heyl progeny and the minions of the Ancient Ones, as well as the future sacrifice of select descendants of their abominable bloodline. In return, the ten Napels (now as van der Heyls) would live as monstrous immortals with vast powers, secluded in their fortified estates scattered throughout the world and attended to by various aberrations from other dimensions and from far-flung ports of call. Some of the offspring of these original van der Heyls still represent their family's interests as intermediaries and as shareholders in the Glove.

Douglas Richard ten Napel figures into this conspiracy as a living ancestor of the dynasty, who either travels freely among men — brokering deals with the powerful and malevolent — or slumbers spellbound, bunkered deep in his wizard's tomb beneath a rotting family estate (most likely in ruined Chorazin). If he slumbers, he has arranged — through strange magic — to be guarded by worms that walk.

Chorazin and the Van Der Heyl Estate

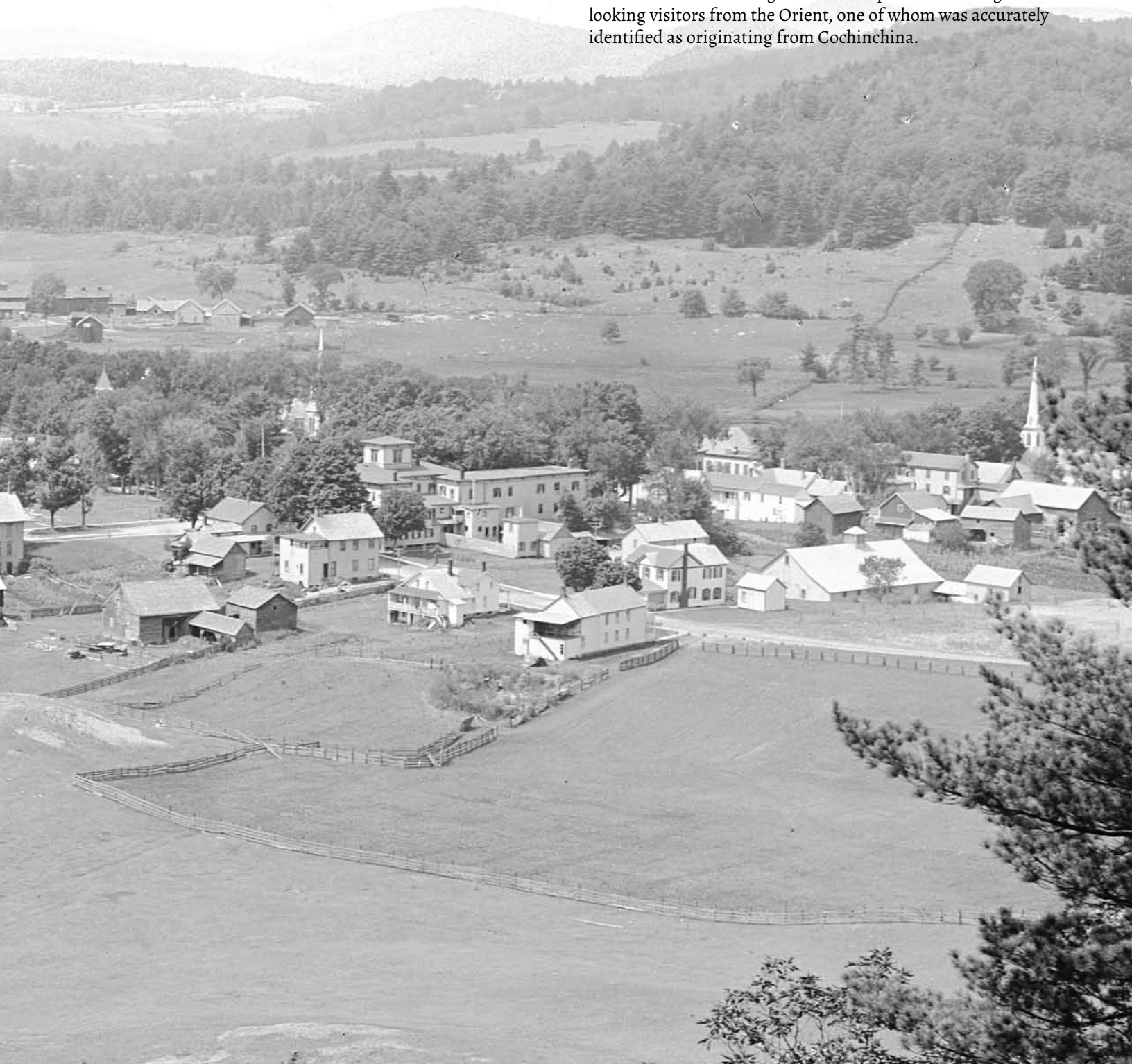
The ancient village of Chorazin is strangely absent from modern atlases, though any mention of it by locals or by antiquarians will be made in connection to Yalding, a sleepy hollow nestled in the quaint, quiet hills north of Attica (which is itself a 14 hour train ride from Boston). From Yalding, Chorazin is a day's ride by rickety carriage through lonely marshlands and oppressive briars — a ride arranged only by a driver willing to make the trek. To the Protestant citizenry of Yalding, Chorazin is a land cursed by God and inhabited by halfbreed squatters.

One may make inquiries into the ancient, ruined habitation at Yalding's deputy's office (a small building next to the First Presbyterian Church) or at its antiquary society (open on Tuesdays and Thursdays, at the residence of Gerald and Phidelia Pleasant). A ten Napel family of five, whose patriarch manages the local bank, reside in a hamlet a mile from Yalding's town center, but they have long been disassociated from their ancestry. They do, however, possess in their estate's attic cumbersome family records that may reveal some of Chorazin's true history. Additionally, the eldest son James ten Napel, 20 years of age (and studying to be a solicitor and steward of his family's finances), may offer his weekend time as a guide to the ancestral village — with the ulterior motive of assessing its property value and assets.

Yalding's antiquary society knows a few sordid details about Chorazin and its founding family, the van der Heyls, though most of their information — outside of some incomplete genealogies, witness reports, scattered birth and death records, and newspaper clippings — will prove to be nothing more than unsubstantiated rumors or uninformed gossip.

The wealthy van der Heyls, according to records, arrived from Albany in the early to mid eighteenth century and built their mansion near the Indian settlement and ancient menhirs of Chorazin. According to records, a village of Dutch settlers and native inhabitants grew around this estate and survived until 1872, when the isolated family seemed suddenly and mysteriously to disappear and to abandon their home to the elements.

Since then, the village has degenerated into a population of tribal squatters and ramshackle tenements. Criminal records associate 3 unexplained deaths, 5 disappearances, and 4 cases of insanity (all connected to foreigners visiting the area) with the environs, while more fanciful accounts attribute "black mass groups and cults of dark significance" to these unsolved mysteries. The property today is owned on paper by the late Charles A. Shields and his son Oscar S. Shields of Buffalo — both attorneys working on retainer for a small New England law firm — who have left the demesne in absolute neglect, and dissuaded any inquiries about or travel to the region. In the last forty years, the only investigators (as intruders against the wishes of the Shields) have been students of the occult, private detectives, and newspaper men. More disturbing to the citizens of Yalding are the infrequent and strange-looking visitors from the Orient, one of whom was accurately identified as originating from Cochinchina.



On the way to Chorazin, as the road turns to meandering and interminable dry-riverbed, travelers may pass the Indian Threshold, an ancient totem (nearly thirteen feet tall), carved out of oak into monstrous faces, and now weathered by sun and sand.

The van der Heyl demesne is entirely suffocated by a cavern-like overgrowth of briars intersected with twisting foot paths. One path meanders for a quarter of a mile to a neighboring hillock devoid of briars but crowned with the burnt remains of forest, and surmounted with a thirty-foot diameter circle of eight menhirs. The menhirs are each misshapen and eroded, roughly thirteen feet in height, and blackened at its base. Scorch marks lead from the circle's center to the menhir foundations, suggesting the obvious connection of ritual bonfires. A Geology check may suggest the resemblance of the menhirs to the Carnac stones in Brittany — dating from 3000 to 4500 B.C. — and reveal the rarity of such standing stones in North America.

Beyond its rusted gate perimeter, the abandoned van der Heyl mansion lies entombed in brambles and sinking in its foundations. Its central, wooden structure looks New England colonial in style, with a chaotic assortment of wings — each added at various dates — sprawling out from this hub. A small pillared porch — near to collapse or to dissolution — overshadows the entrance. Though its front door is unlocked, the furnished interior — with a collection of antiques predating the Revolution — oddly remain undisturbed by the local villagers. The mansion's inner depths appear interminably black (obscuring even torchlight) and mold-caked with ankle-deep dust, its windows permanently sealed in suffocating and mummified vines.

Portraits of the van der Heyls — in the style of John Singleton Copley and representing multiple generations — line the claustrophobic corridors. All of the Dutch and Dutch-Indian countenances appear raven-haired, porcelain-skinned, and classically chiseled, though somehow unnervingly miserable or malicious in expression. The wearing of time has molded many of the faces, and some now present greenish, almost serpentine or toadish, features in their weathered and cracking colors. Within the mansion's tomb-like interior, paper-peeling corridors with worm-eaten paneling wind and branch in a disorienting fashion, leading to doors, to dead ends, or to spacious parlors (some with circling staircases ascending or descending to more wings).

The cellar of the house, a network of stonework tunnels, connects via narrow passageway to a large chamber overwhelmed with nitrous encrustations. A choking, less-than-shoulder-width crawlspace leads for a quarter of a mile along a scraping brick wall to a steep anteroom and impenetrable, iron door (sealed magically). The area is caked with a greasy, black slime that smells like putrefying tar (unidentifiable with a skill check). A relevant skill check (such as Architecture) may reveal evidence in the masonry of eighteenth-century workmanship, most likely pre-Revolutionary.

An Occult check may reveal Aklo (or at least magical) symbols on the ironwork—engraved locks, and a Detect Magic spell (or equally relevant magical ability) may reveal the magical seal on the door. An Explosives check may reveal that any attempt to blow through the door would invariably destroy the tunnel's support structure before breaching the vault that lies beyond the door. An Archaeology, Architecture, Cartography, or Geology (or defaulted Detection) check may notice that the iron door and vault lies directly beneath the stone menhirs.

Elsewhere, a spacious attic stores several chests of powdering books — all of them written in alien letters and magical alphabets. A relevant skill check (e.g., Occult) may identify Aklo as the language, as well as translate a few of the words: Yian-Ho, Shub-Niggurath, Cthulhu, Tsathoggua, Xin, Maker of Moons, Hastur, and Yig (and any backstory, atmosphere or clues that the gamemaster wishes to include).

A cryptic passage in one of the journals reads (mysteriously) in the reader's native language: "...the dead plains of Black Cathay...have crossed the mountains of Death, whose summits are above the atmosphere....have seen the shadow of Xangi cast across Abaddon...better to die a million miles from Yezd and Ater Quedah than to have seen the white water-lotus close in the shadow of Xangi...such beings may be made solid and visible...shall dare this materialization...the perils are great..." An expert in the occult may identify the text as belonging to the legendary Wusheng Laomu Jinian. Upon reading this excerpt, the journal dissolves to dust, and the reader loses one point of Rationality (and for effect, the gamemaster should not repeat the phrasing).

The In-Between and the Village-Outside-of-Space-and-Time

Chorazin itself is built over a Spacetime Gate — whose central vortex lies beneath the menhirs and behind the iron door in the mansion's subterranean passages. If breached, the iron door opens upon the Spacetime Gate's vortex in one of its configurations: either as an inner stone chamber covered in scorch marks and foul tar (at the gate's weakest stage), or onto a black pitch portal leading to illimitable space (at the gate's strongest stage). At the gate's absolute zenith (during the full moon, and for only 1d6 hours), an avatar of an Ancient One materializes from the Outside — awaiting its sacrifice.

During this period, the entire village of Chorazin shifts to the In-Between, an inter-dimensional wasteland of perpetual twilight, yellow dust, overwhelming brambles, and lightning storms — from which no one may escape its time loops and non-Euclidean angles (all leading back perpetually to its heart at the menhirs). A dolmen appears at the center of the menhirs, the standing stones grow in size and change in composition (to an almost snake-like and greenish texture), and the village squatters devolve into misshapen things — free to roam in our world and to savagely hunt anyone trespassing in the region. When captured, victims are brought to the dolmen at the center of the menhirs and offered to the avatar, which materializes from below, as lightning strikes the circle and energizes the portal.

The avatar — after feeding or after Chorazin shifts again — dematerializes, leaving behind its foul stench and black tar. If no worthy sacrifice is made, 1d6 villagers fade from reality to the outer dark, when the avatar dissipates.

As the gate periodically opens and closes onto other realities, its multidimensional ebb and flow causes mild to severe entropic effects (from Intensity 1 to Intensity 24, depending on the gate's current configuration). These oscillations alter the landscape of Chorazin throughout its periodic intervals, shifting: time and space and memory; architectural features within the mansion; geological realities in the surrounding landscape; and, most astonishingly, anatomical and physiological features of the villagers of Chorazin. Even at weak intervals, misshapen things may still appear during the night — either invading dreams as hypnagogic visions or as incorporeal phantoms roaming the estate and village. Their horrible and malevolent forms may be observed watching hungrily from a distance, peering malevolently in reflections, or retreating maliciously into darkness.

Chorazin is an incestuous community of squatters who have been trapped inside its inter-dimensional geometries — some for a thousand years. Outsiders who remain within its perimeter for too long become trapped as well (eternally enduring its hellish tribulations). When the village shifts, some of its members become replaced by misshapen things, while others remain behind as witnesses (for reasons that are unclear). Each human villager, during the In-Between, has carved an alien glyph — representing one of the Signs of Koth — over the entrance to his weathered domicile (most likely a swamp shack constructed from desiccated scrap wood). The glyph somehow wards the entrance from intrusion (by both misshapen things and by any innocents caught in the In-Between).

Human villagers who aid outsiders in any way are committed to sacrifice, while villagers who are taken by outsiders back to the real world disappear from our reality — once they cross the Indian Threshold on the way to Yalding — and reappear back in Chorazin. Additionally, the entropic effects in Chorazin have a way of altering the memories of the population in Yalding. Citizens from Yalding who disappear in Chorazin eventually also disappear from the memory of outsiders, somehow wiped clean from our history. Even parents who have lost children to Chorazin — such as the Pleasants in Yalding — now cannot remember this reality, though they still feel pangs of inexplicable sorrow from time to time.

The Wizard's Tomb

If Douglas Richard ten Napel slumbers spellbound (and effectively ageless while doing so), he has arranged to be protected within the wizard's tomb beneath the van der Heyl property. A lonely path leads east from the mansion — in the opposite direction from the menhirs — to an ancient cemetery of eroded headstones — all overgrown in briars. Beneath the headstone marked "NAPHTALI" — and buried five feet deep, lies a vertical iron door barring passage to the tomb's entrance.

The iron door is similar in construction to the one beneath the menhirs, and is likewise sealed by magic. It may be opened by an enchanted iron key — unknowingly inherited by the ten Napel family in Yalding, and currently located in a trunk in their attic — or by a Bypass Magic spell. When using Bypass Magic, the Occult skill of the caster must be over twice that of the Occult skill of the sorcerer's apprentice who sealed the door (the apprentice's Occult skill was 35% at the time). A generous gamemaster may offer instructions for the Bypass Magic spell in diaries found in the van der Heyl mansion attic (or in other notes, perhaps found in connection to Alonzo Typer). Lastly, the barrier's seal fades away temporarily (for a few hours only) at cyclical times throughout the year, when Chorazin shifts to the In-Between (presumably once a month during a new moon). However, during this time when the seal fades (leaving the door vulnerable to intrusion), the misshapen things from the village-outside-of-space-and-time are free to roam in our world and to savagely hunt anyone trespassing in the region.

The reinforced iron door is extremely difficult to lift. The gamemaster may ask for a Brawn roll (against a Siz of 50), or simply allow three or more adventurers in unison to dramatically lift the door. Once the barrier is breached, a noxious and high temperature (roughly 130° Fahrenheit) vapor escapes from below — with a hissing rush of wind.

From the entrance, one hundred earthen steps lead down to a shaft — reinforced with beams — which runs in a complete circle around an inner chamber (itself roughly fifty feet in diameter). Five portals — spaced evenly along the path — open from this outer shaft to the central room. The chamber itself is a barren cistern appropriated for use as a tomb; within, even without torchlight, the walls glow dimly and preternaturally. Its stifling air heats to over 130° Fahrenheit, and any long time exposure to its atmosphere may induce exhaustion and nausea.

In the middle of the sweltering room, the wizard known as Douglas Richard ten Napel sleeps — suspended by magic — on a stone slab, his pallid, near-bloodless body covered only by a silken veil. While in this state, he is totally vulnerable to harm, and even if woken — by magical means only — he is effectively an invalid until he regains his strength by gorging for a full day on living blood.

The chamber's floor is carpeted by a velvety, silken film. A Biology or Natural History check may identify the webbing as similar in material to that produced by silkworms. Upon close observation, the silken carpet appears to writhe, caused by thousands of hissing, maggot-like, sausage-sized creatures swarming beneath — resulting in a Rationality check testing Fortitude (Normal), for –1d6 points of potential dread. The previously rolled Biology or Natural History check may reveal that a swarm of maggots this size could theoretically create the intense heat in the room — though these creatures are unidentifiable as any type of worm known to science.

Anyone who steps into the silken carpet sinks a foot deep into the mass of worms, and is immediately swarmed (a successful Athletics check avoids falling prone into the crawling carpet). Each of the worms has fed on the blood of the wizard, and is growing inexorably into a worm that walks; some of them may be large enough to possess rudimentary limbs. In the larval stage, the worms bite with lamprey-like mouths — causing –1d4 points of bleeding damage each round of exposure. Additionally, any actions taken while swarmed are made one degree more difficult (or three degrees harder while prone).

Three of the larvae have grown into adult worms that walk, each mimicking in grotesque, naked likeness the humanoid form of the wizard. They can squeeze their gelatinous bodies into impossibly small cracks of the chamber's masonry — to attack from surprise or to retreat from imminent destruction. Two of the worms that walk are totally blind — their faces nothing more than congealed, translucent jelly terminating in jawless, funnel-like mouths. The third possesses a milky, marble-like eye protruding from its cheek — and tilts its head in a pantomime of human observation. All three taste the air for their prey — which they ravenously hunt in the dark and from which they guard their wizard-father. Witnessing a worm that walks, and recognizing the humanlike approximations of its form, results in a Rationality check testing Willpower (Normal), for –1d6 points of potential shock.

For each adult worm that is destroyed, there is a 50% chance that the wizard will awaken. If he does, he will use his magic to slip into another dimension (to the In-Between) or to transport himself to another hidden cavern beneath Chorazin — taking 1d3 rounds to do so. While hidden, he can regenerate his strength and youthful countenance after a day of feeding on living blood (drained from creatures in the earth, or, more preferably, from human victims).

At full strength, ten Napel may use any one of his innumerable spells, summon to his aid the misshapen things from the village-outside-of-space-and-time (if Chorazin has shifted to the In-Between), or telepathically call to anyone in his bloodline (effectively disorienting them or sending them into a dreamlike hallucination, if a Willpower check is failed).

He may also travel freely through the various dimensional configurations of Chorazin (effectively walking through walls or teleporting himself from space to space). However, to do so, he must first become incorporeal. To become incorporeal, the wizard must first spend 3 Essence Points. In incorporeal form, ten Napel is invulnerable to normal damage (but still vulnerable to magic). The wizard can sustain himself as an incorporeal being for 5 seconds per one point of his current POW. While in this extraplanar form, and within the borders of Chorazin, he may travel between dimensions, teleport from point to point within Chorazin (every 10 rounds), or attack as an extraplanar entity (even using extraplanar abilities such as Body Snatcher or Possession, which is two degrees harder to resist if the victim is related somehow to the wizard).

In corporeal form, ten Napel is able to rapidly regenerate Hit Points, though he is still vulnerable to magic. If his POW is ever reduced to zero or less, then ten Napel's body will dissolve and then fade away. It is not known whether he can return from this dissolution.

Adversaries of the Glove

Occult Investigator Alonzo Typer

Alonzo Typer (born April 17th, 1855) is a student of antiquities (and former graduate of both Columbia and Heidelberg Universities), a psychical researcher, an explorer of obscure borderlands, and a self-proclaimed expert in the occult. He has traveled extensively, according to his own testimony, having visited Nepal, India, Tibet, Indochina, and most recently, Easter Island. In 1902, after a notable series of controversies, Typer resigned from the Society for Psychical Research and started his own organization — in actuality, a one-man operation publishing an infrequently circulated, amateur periodical called *The Lantern*. *The Lantern* ran for five years, with a circulation of roughly 200 subscribers, and filled 31 issues full of Typer's investigations into vampirism, ghouls, poltergeist phenomena, ancient cults, and fanciful conspiracies.

Infrequently acknowledged throughout issues of *The Lantern* is an enigmatic figure (noted only as "V—"), whose identity is never disclosed but who is nevertheless suggested as a financial and spiritual benefactor to Typer's efforts. This figure may very well be a high-ranking member of the Glove, perhaps even a van der Heyl.

Typer disappeared on April 17th, 1908, while on an investigation to a place called Chorazin. He was last seen at the Hotel Richmond in Batavia (near Attica, New York). Back issues of The Lantern, as well as Typer's extensive notes and unpublished journals, are full of intriguing leads as to his fate — as well as to numerous other cases involving at least peripherally conspiracies involving the Glove and other mythos activities (including intriguing leads about an Inspector LeGrasse, also now missing, and his investigation into several cults of Cthulhu in Louisiana). Typer's estate was divided among his cousins in New York City, though the majority of his unpublished notes and journals are hidden in decayed stacks (concealed beneath a bungalow in the outskirts of Boston). Taken together, these sources attempt to correlate his various dissociated bits of lore and theories.

The horrible truth is that Typer was a descendant of the van der Heyls of New England, who sacrificed him to the Ancient One living beneath the family estate in Chorazin.

Industrialist and Magnate Yancey Clagham

Yancey Clagham (born September 15th, 1856) is a prominent American banker empowered by the post Civil War global financial market. Originating from Philadelphia — as the oldest son of the Clagham dynasty — he was the dominant partner of Clagham Fairchild & Company, until Fairchild's death resulted in Clagham's subsequent control of the organization. After merging Clagham Fairchild with several London families (in 1891), Clagham became one of the youngest magnates on the eastern American seaboard. With offices in New York, the newly formed merchant banking partnership served faithfully its European investors in the United States, venturing into railroad expansion, securities markets, and various acquisitions. When residing in Arkham, Clagham inhabits a sprawling estate — designed in a Mediterranean Revival style considered outrageously gaudy by Arkham locals — situated in the newly developed properties just south of Arkham.

Clagham's obsessive interests in New England — and especially in Arkham and its environs — are the result of his prophetic financial insights mixed with personal hubris. Clagham — and his eager investors in London — plan to connect Boston to Arkham and Kingsport via electric tram, to rebuild the environs of Kingsport and Martin's Beach into a Coney Island amusement park and seaside resort, and to raze several villages in the area (as well as eastern Arkham on the seaboard north of Martin's Beach). In Clagham's words, part of this modernization agenda consists of "bringing Arkham into the twentieth century" and "transforming Miskatonic University into New England's next Harvard." His profit projections for investors are in the billions.

By 1907, as part of his initiatives in New England, Clagham finalized his development plans (blueprinted as early as 1900) and secured the loyalties of a key politician. After these plans were fast-tracked, a secret war erupted between industrialists and the members of the Foundation. In 1908, through his connections in government, Yancey Clagham brought state-run compulsory schooling to Arkham and its environs, attempting to consolidate his power in the Miskatonic River Valley.

Mass education riots against the new policies resulted (with Innsmouth quarantining itself from the mainland, destroying more rail infrastructure, sabotaging its bridge over the estuary, and in the process compromising the operations of its lucrative gold bullion network).

The Foundation's legal arsenal in Boston proved almost supernaturally formidable for Clagham. In turn, members of the Glove for the first time felt the threat of federal intrusion into Innsmouth (an idea suggested amidst halos of cigar smoke between Foundation representatives and Clagham in the magnate's Arkham estate or at one of the upscale gentleman's societies in Boston).

After using the education riots as political leverage, Clagham was able to acquire land deals that ultimately destroyed many of the old dilapidated homes in and around the Signal Hill outskirts of Arkham, displaced native villages and squatters, and depopulated Monolith. Fort Red Rock was renovated into a summer retreat with lavish hotels. The backwoods began disappearing as the New England automobile circuit was established throughout Essex County. Fort Red Rock and its environs were advertised to the public as the town of Mystic (a retreat for the wealthy), with its luxurious resorts and automobile stops (e.g., The Hotel Puritan, Lake Mystic, The Gables) and its convenient connections to Arkham via electric tram.

In 1909, Clagham's lawyers forced Arkham to contend with newly mandated fire amendments and renovations, in the process providing lucrative construction contracts for Clagham's associates (suspiciously, much of old Salem will in 1914 be lost to fire). Clagham seduced the powers at Miskatonic University with philanthropic charities (some of them involving bribes to newly immigrated university personnel).

In short time, throughout Arkham and its environs (and especially in and around Lake Mystic), rumors circulated about strange "shapeless things" moving about during the night. Each member of the law firm Pritchett, Fogg & Atwood (who at one time represented Clagham's interests) met an untimely end (all in the span of six months): Harry Pritchett disappeared on a vacation in the Canadian wilderness; Charles Fogg, his wife and family all succumbed to a typhoid-like fever; Francis Atwood ended up at Danvers after the sudden onset of madness (attributed by doctors to the final stages of syphilis, though the rapid disintegration of Atwood's facial tissue seemed unusually aggressive for the disease), followed by suicide (doctors recorded his irrational accounts of creatures coming out of the water near Kingsport).

Today, rumors of a strange disease that rots the flesh and deforms the face (and an ongoing case study of twenty victims at the university) haunt Lake Mystic and its construction projects. This, coupled with the later Great War, will ultimately undermine the efforts at Lake Mystic.

The Foundation wishes to recruit Clagham — as well as several of his investors in London — into their fold, and eventually seduce him with promises by the Black Man of the Woods. If any of these powerful members are secretly recruited, then anyone working for such a patron would be in grave danger. If this recruitment effort fails then, after the War, members of the Foundation will buy out The Gables and draw Clagham into several legal battles over his other pet projects. Lake Mystic and the Hotel Puritan will open its doors as the War breaks, and then continue losing profits into the twenties. Arkham's reputation will be saved only by heavy foreign investment, bribes to the newspaper, and a major philanthropic upgrade to the university (specifically, to its political and medical science departments, both of which will consequently earn national prestige).

Arson and the Fire Department

In 1908, a local Salem councilman, Franklin H. Wentworth advocated for more stringent fire protections in both Salem and Arkham. By 1909, he was able to pass an exhaustive regulatory amendment. Even though the amendment passed, in 1914 an industrial explosion and resultant unrelenting blaze will end up decimating over 1300 buildings in Salem before retrofitting is accomplished. In Arkham, however, Clagham's philanthropy fast-tracked the rebuilding progress but also introduced unwanted influence from powerful industrialist capital. The newly modernized fire department (and the rebuilding of much of historic Arkham) revitalized the community, but also increased Yancey Clagham's influence over the town. Nearly all of the firefighters are outsiders hired by Clagham's company, with 36 year old John Noble Shippey — a recruit from Philadelphia recommended by Wentworth — brought in as the fire chief. Shippey — who is currently investigating a rash of arson fires in Arkham and Boston — has recently come to Forte for help after suspecting his family may be in danger.

Police Chief Frank Forte

In the last year, Clagham has forged an alliance with Arkham's 42 year old police chief, Frank Forte. Before his tenure in Arkham, Forte was a Chicago detective navigating the city's balkanized corruption. Forte's predilection for alcoholism and his insubordination under corrupt leadership eventually caused his resignation and consequent move to Arkham. Forte arrived in Arkham during the chaos of its second mysterious "plague outbreak" — inheriting a post abandoned by its last chief (who was condemned to Danvers Asylum after witnessing, in his own drooling testimony, "the dead rising and walking among us").

To the Foundation, Forte was a non-native burnout from Chicago who could be easily puppeteered from the shadows. Within a month of active duty, his record demonstrated otherwise. Despite the best estimation of the town council, Forte proved quite efficient and capable with the few cases brought to his attention. He quickly demonstrated more competence in his work than the town council was comfortable controlling. However, after solving the notorious Meredith Wilkie murder case — with Stuart J. Milton's essential forensic assistance (see "Stuart J. Milton Medical Examiner") — and earning an unlikely celebrity, the town council found their situation politically complicated.

After the Meredith Wilkie incident, Forte used his newfound, newsworthy celebrity as leverage over the council, first by firing the council-appointed deputy (a relative of the Cabot family, used as a mole), and then replacing him with his own man. The council, in turn, denied any request for more deputies (even today Forte must make do with only three deputies for policing all of Arkham), and in two major cases frustrated Forte's attempts to use Miskatonic's medical and coroner offices. These events resulted in Forte's secret employment of Stuart J. Milton (as his off-the-books forensic expert), as well as his tenuous, and ultimately undesirable, contracts with private investigation agencies and local dilettante detectives. Some of Forte's more controversial cases have been privately funded by Yancey Clagham and his foreign investors — who are looking to invest heavily in the expansion and development of east Arkham's coastline and islands. Forte is not necessarily comfortable with being on retainer for Clagham and his cohorts, though his position offers him considerable advantage over the council's power.

In turn, the Foundation is getting uncomfortable with Forte's aggressive and relentless investigation into cold cases best left cold (and trails leading through secret societies, monies suspected laundered through various enterprises in Arkham, questions of Miskatonic University's history, and connections with ancestral homes and their finances). Whether or not he suspects it, Forte's current position — and consequently, Milton's as well — is threatened by powerful interests.

Arkham has been an incorporated municipality since 1890. It maintains a local county seat and town council, which in turn employs the police chief and deputies. The historic courthouse is used for some local civil and criminal cases, though more often higher profile cases are moved to Salem (or even to Boston). The police station is a three story converted Georgian, and its jails (used mostly for processing and overnight holding) are located in the cellars.

The elected town council positions historically have been occupied by local families such as the Waites and Ornes — or by members vetted through the Foundation, likewise controlled by Arkham's entrenched patriarchs. However, recently, a few Clagham investors and outsider Miskatonic University alumni have crept into the once insular society.

With the Foundation's funding, Miskatonic University has been upgraded with new medical facilities, and has expanded its borders by purchasing some of the older mansions in the community; the Usher House (and its elaborate shanghai tunnels) is a nineteenth century mansion converted to a morgue and medical forensics department (primarily in use by the Miskatonic University medical staff and on loan to the police chief, though permission to the chief is rarely granted by the Foundation-influenced employees).

Forte keeps a record of his cold case files — including audio recordings made on a detective's dictograph — in an unmarked storage facility (owned on paper by his former wife, Estelle) in east Arkham. Should anything happen to him, a trusted investigator (chosen by the gamemaster) will inherit the contents of the storage facility.

Patrons and Connections

The following individuals represent merely some of the local factions connected to the Glove, acting as accomplices, third parties with their own agendas, or as opponents. Each may serve as a patron, a connection, or an NPC, depending on the needs of the campaign.

1. An excitable, fastidious solicitor representing a Foundation law firm (such as Saltonstall, Warren, Wigglesworth & Weld), the Arkham Commission for Antiquities, or any of the Foundation's subsidiary mining companies.

2. Lloyd Gros, representing the interests of his own Lloyd Gros Private Detective Agency, his allies in the Boston Police Department, the Arkham Commission for Antiquities, or any of the Foundation's subsidiary mining companies.

3. Tad Coolidge, representing the interests of the Arkham Athenaeum or the Arkham Commission for Antiquities.

4. Major Caspar Clark, representing the interests of the Thibeault Waite House or the Arkham Commission for Antiquities.

5. Yancey Clagham, representing the interests of his foreign shareholders and investors in Boston and Arkham.

6. Police Chief Frank Forte, with his own ongoing investigation into the various corrupt families in Arkham, or representing the interests of Yancey Clagham.

In addition, several other groups have vested interests in a Glove investigation, such as the Vatican — who seeks answers to the disappearances at Puerta de Tierra — and the church-related Ossuary — an underground movement of occult investigators.

Researching the Glove

"At the Essex Institute, which was well known to him from former sojourns in the glamorous old town of crumbling Puritan gables and clustered gambrel roofs, he was very kindly received, and unearthed there a considerable amount of Curwen data. He found that his ancestor was born in Salem-Village, now Danvers, seven miles from town, on the eighteenth of February (O.S.) 1662–3; and that he had run away to sea at the age of fifteen, not appearing again for nine years, when he returned with the speech, dress, and manners of a native Englishman and settled in Salem proper." —H.P. Lovecraft ("The Case of Charles Dexter Ward")

"I did, however, improve my stay in Arkham by collecting some genealogical notes I had long wished to possess; very rough and hasty data, it is true, but capable of good use later on when I might have time to collate and codify them." —H.P. Lovecraft ("The Shadow over Innsmouth")

At some point, players may initiate an inquiry into public records at court houses, museums, antiquary societies, or newspapers (such as the *Arkham Gazette* or *Arkham Advertiser*), among other locations. Clues and leads may be handed out, or the representatives of such institutions made into moles for the Glove (within reason), based on the needs of the setting and according to the gamemaster's discretion. A few locations are provided, though the list is by necessity merely a sampling of possibilities.

1. The Cabot Museum of Archaeology, located in a converted private mansion in Boston's Beacon Hill District (on Mt. Vernon Street). Notably, the museum warehouses a collection of unidentified occult objects and mummies, some connected directly to the mythos (for more details, read "Out of the Aeons" by H.P. Lovecraft and Hazel Heald). The museum's assistant director is Georgia Hutchens, secretly a cousin to a tainted Cabot clan directly associated with the Foundation; she will report directly to Foundation members any investigation into the mythos or into the corrupted families of New England.

2. The Orne Library, located on the campus at Miskatonic University. Henry Armitage (born 1855) is the chief librarian, and is well-connected to other academies and institutions throughout New England, including Meadow Hill Library (formerly, the Arkham Library, a mouldering Georgian, with a small special collections in the basement), and the Arkham Historical Society (staffed with several veterans of recent wars, and housing one of the largest genealogical records in Massachusetts). Armitage has been a recipient of several of Yancey Clagham's philanthropic donations, and may be able to arrange an audience with the industrialist.

3. Madame Magdalene, a private bookseller in Cambridge. The bookseller is one of the best sources of occult and biblical texts in New England (see "Lynn 'Maddie' Maudlin and Madame Magdalen, Ltd.").

4. The Essex Institute, a literary, historical and scientific society (credited with numerous scholarly publications), consisting of a museum, a library, and a neighborhood of historic houses — all facilitated by a director and 8 regular staff. Its main building, an Italianate structure built in 1857 and decorated with gold-leaf pillars and busts of Nathaniel Bowditch and George Peabody, is located at 132 Essex Street, in Salem, Massachusetts. The library's special collections houses early works of Nathaniel Hawthorne and the original 1692 Salem witchcraft trial papers (with genealogical clues about the Glove dynasties, as well as witness testimonies of the Black Man of the Woods and the "fortie witches" of the Elect), among other New England records.

5. 49-year-old veteran and priest John D'Astoli at St. Luke in Arkham runs an Ossuary cell of occult investigators — codenamed 3 Lich Street — with connections to Vatican exorcists and several local investigators.

Chapter 13: Story Creation

By default, Raiders of R'lyeh supports a non-linear and open-ended setting — sometimes referred to as a "sandbox" — allowing for the adventurers' exploration and investigation of its expanding mysteries and opportunities. There are no mandated story lines to follow, the adventurers' plans are not always assumed or predetermined, and their choices are not confined to any preordained script — or "railroad."

Instead, the gamemaster seeds the setting with conspiratorial possibilities and interesting plot hooks tailored to the players' adventurers — with each hook suggesting potential timelines, enemies, artifacts, monsters and set pieces — and it is up to the players to determine which locations are worth exploring, which conspiratorial plots are worth investigating, and how they will react to events that unfold in response to their intervention or nonintervention. In turn, it is the gamemaster's responsibility to create a living, breathing world which responds in meaningful and dramatic ways to the players' choices. Unlike the author of a story, the gamemaster responding to the setting's unfolding events is not required to predict and account for every possible "plotline" that may occur. Instead, the gamemaster is in charge of reacting to player choices — as they forge their own paths through the evolving world — and to suspenseful rolls of the dice when their output is required.

The open-ended nature of such a play style may be tricky to run without sufficient planning and creativity. Adventurers without purposeful motivations or clear directions from the gamemaster may wander aimlessly in a completely unfocused environment (needing more structure before becoming proactive); likewise, a disorganized or uninspired gamemaster may end up with a disconnected series of plot threads leading nowhere. Again, with some structured planning, these threads may eventually suggest a growing threat and unfolding drama (should the players be coaxed into following its leads). If structured with a modicum of care, the open-ended campaign should yield benefits for the players — one of which being a sense of purposeful attachment to the setting — and for the gamemaster — whose allowance for flexibility may surprise him as well as the players as new unplanned revelations come to light in play.

This chapter offers some guidelines and resources for developing plot hooks around player interests, and then expanding these into full adventures if and when players pursue them. As the emerging threads of adventures and the player actions suggest connections to new locations and unfolding mysteries, the gamemaster may develop these connecting threads into a larger campaign. A campaign links a web of adventures together into a larger unfolding drama. For example, a seemingly minor villain may escape from the players, only to emerge later as an empowered agent of a dangerous organization with global reach. In contrast, a seemingly significant "mastermind" may be defeated earlier than expected, to be later exposed as a mere pawn of a shadowy benefactor. A cheap artifact discovered as a side quest in one adventure may in the campaign's future reveal its true occult importance. A vague reference to a church called the Servants of Men may inspire players to pursue this lead as a hook in an unanticipated direction. And so on.

Is a Sandbox Style of Play Mandatory?

There is no rule stating that the gamemaster must organize an adventure non-linearly (or his campaigns as a sandbox); nor is there any implied judgment regarding linear adventures. The game supports both linear and non-linear adventures. The tools provided here may also be applied to the creation of linear adventures (or their periodic inclusion in an otherwise open-ended campaign).

Running a Sandbox Adventure

While adventures each take a session or two to complete, a campaign may take dozens of sessions — or may continue indefinitely. If an adventure is somewhat akin to an episode in a television series, then a campaign is the season long story arc that reveals its mysteries as the episodes develop. However, the difference between a television episode and an adventure in *Raiders of R'lyeh* is that in the game's world the players decide which leads to pursue — and therefore which "episodes" to explore — as well as how they will react to the threats of the setting — and therefore which "plots" will emerge out of the players' crucial decisions.

Rather than scripting a story, the gamemaster creates the world's setting and triggers its conflicts, and it is the player who drive the game's "narrative" based upon the consequences of his actions.

Considering this allowance for player freedom, the gamemaster is encouraged to take note of the following best practices.

- The gamemaster outlines the big ideas of the setting, such as its key locations or set pieces, its big threats, and a few organizations that are relevant to the developing conflicts — noting that some of these ideas may evolve as the adventurers interact with the campaign's world.

- The gamemaster recycles, recombines, and reskins set pieces, character archetypes, and plot ideas, where appropriate, to make the best use of his time and to avoid reinventing the wheel.

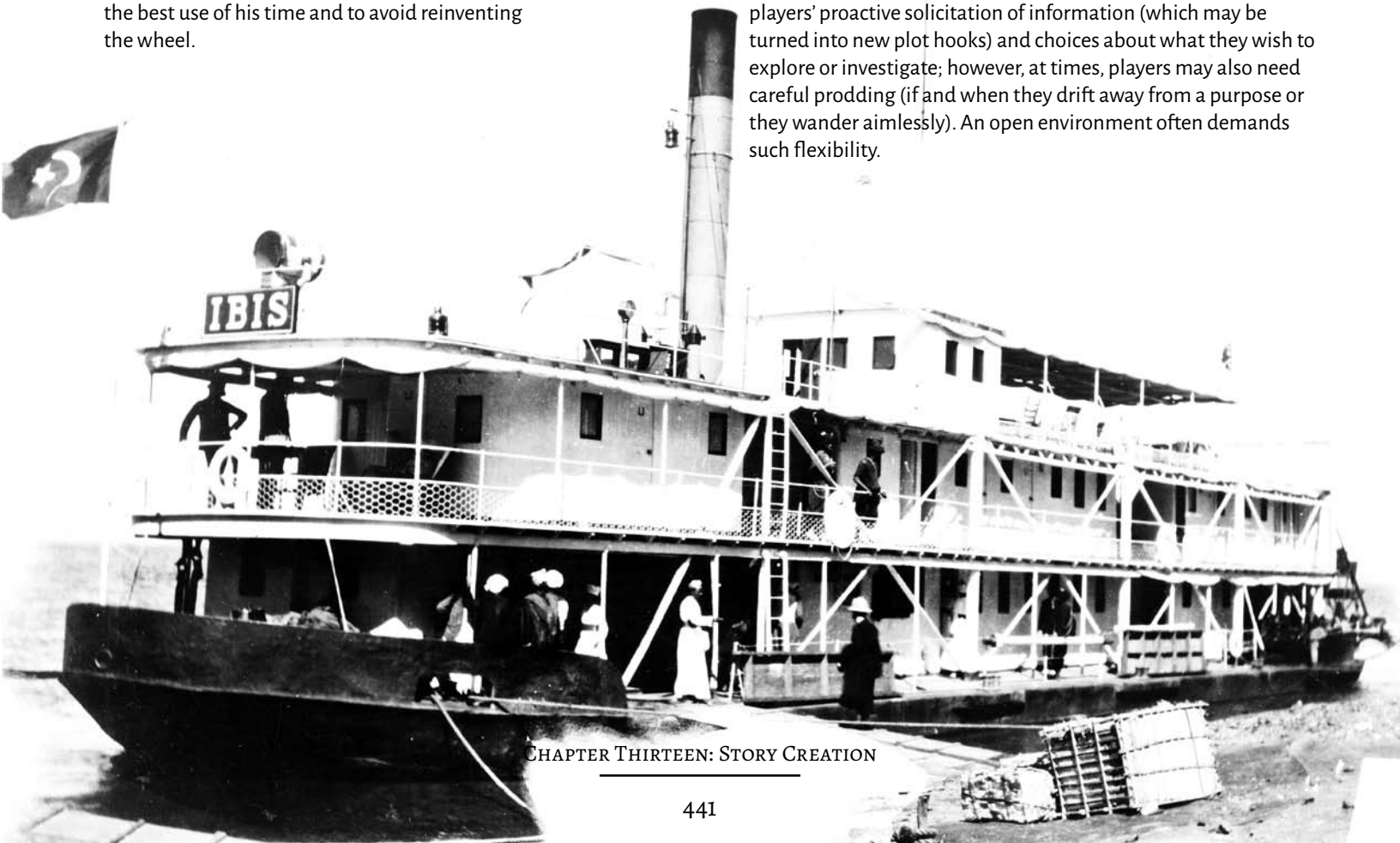
- The gamemaster connects the players' backstories to the setting — when this is feasible to do so. Each developed character sheet reveals a player's interests in his chosen skills, special abilities, drives, circles of interest and essential natures. These character sheets provide opportunities for the players to share in the creation of the setting — as they each develop a unique background, motivations and supporting or adversarial connections. A player developing these elements is providing potential story seeds for the gamemaster to plant in the campaign world.

- The gamemaster organizes only as much material as is needed at the outset of a campaign (much of it in outline and shorthand forms), being aware that things may change. As players take control of their choices, the gamemaster will need to adapt to new directions and unanticipated choices.

- The gamemaster develops just enough content to be able to stay one step ahead of the players and to maintain a wealth of plot hooks in reserve. There is enough of this collected material to run the current adventure and to react to player choices regarding their next direction once the adventure's core challenge is resolved.

- The gamemaster asks the players at the end of an adventure or session (during downtime) about which direction the adventurers are pursuing in the next play session — giving himself enough time to adequately prepare the next adventure, from his outline of locations and ideas, in response to these choices.

- In an ongoing campaign, the gamemaster encourages the players' proactive solicitation of information (which may be turned into new plot hooks) and choices about what they wish to explore or investigate; however, at times, players may also need careful prodding (if and when they drift away from a purpose or they wander aimlessly). An open environment often demands such flexibility.



Ongoing Timeline of Events

An adventure running as an open-ended or free form exploration or investigation assumes an ongoing timeline of events independent of the players. In other words, the antagonists of a designated location are presumed to be engaged in their varied schemes despite the actions of the players; if any adventurers enter the location, they are intruding upon these plans in motion. It is then up to the adventurers to formulate their strategies, to conduct any investigation, and to intervene with the situation (or not).

There are no planned scenes (though the gamemaster may anticipate the likelihood of some of them), only the eventualities prescribed in a timeline — should the players not engage with the inherent conflicts of the location. The resolution of an unchallenged timeline may result in a location's conditions changing. Perhaps an occult faction increases in power or spreads its influence into a neighboring area. Perhaps an unlucky witness — one who could have provided help to the adventurers at some point — is eliminated. Such resolutions and condition changes may then lead to a new antagonist scheme (with its own refreshed timeline). Note that some locations may not have a timeline at all, but instead just a general ongoing plot without a considered conclusion. In such cases, the status quo of the location remains as is, until the adventurers or some third party intrudes upon it and intervenes with its schemes.

As an example, Innsmouth's early history — taken from "The Shadow Over Innsmouth" — could be set to a timeline as Obed Marsh's cult challenges and takes over the townsfolk over a period of years. The timeline's resolution would result in the population being wholly subsumed into the deep one's collective. By 1910, however, the degenerate Innsmouth would have just an ongoing plot — involving the daily nefarious business of its devolved inhabitants — without any imminent change in its condition. This is not to say that an inventive gamemaster could not create a new timeline for the location! Perhaps Innsmouth is involved in some global conspiracy, in which deep ones are plotting the destruction of a colonial holding in the Pacific (a situation which could warrant a timeline of scheming minions interacting with other deep one strongholds throughout the world)?

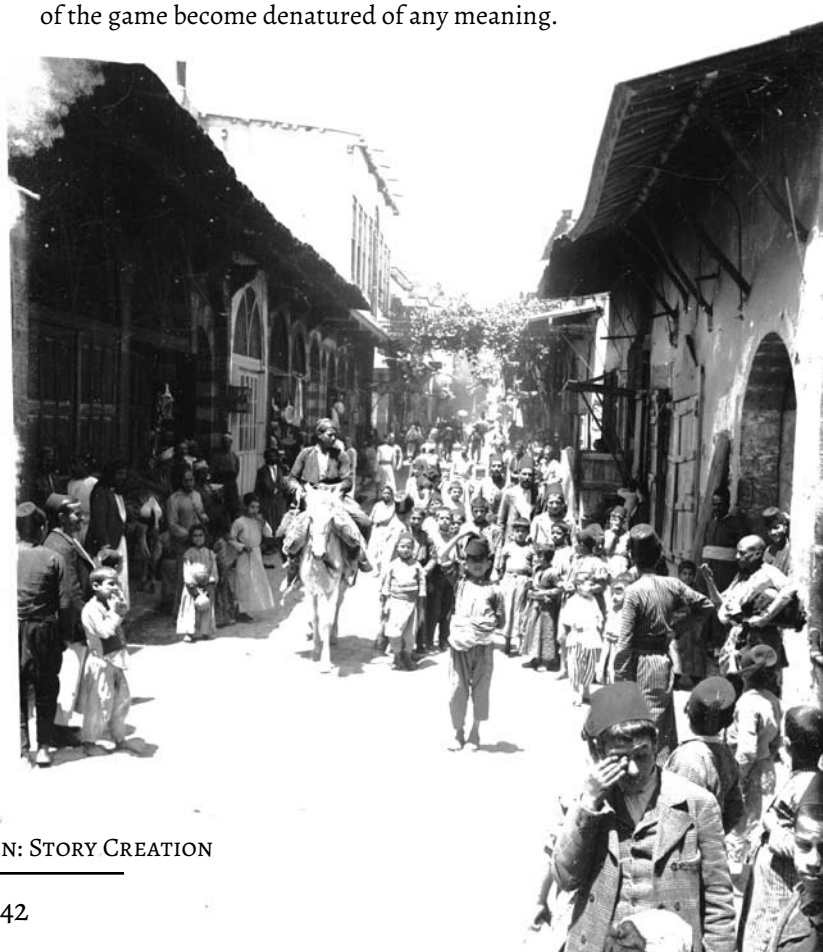
Given the open-ended nature of such adventures, the gamemaster will rarely predict how the players will interact with the outlined material. Though his planning should remain flexible and allow for improvisational interpretation (and especially for crazy schemes by the adventurers), there should be just enough structure for contingencies and unanticipated rabbit trails.

Dangers of the Setting

In *Raiders of R'lyeh*, adventurers are mortal while their enemies are often stronger (or more knowledgeable or powerful). There is no guarantee that a particular enemy can be overcome with brute force, or that every combat encounter is survivable, and the gamemaster is free to remind players of these facts. In other words, an open-ended setting can get players into trouble quickly.

Communication is key, and adventurers should be encouraged to strategize escape routes, facilitate negotiations, plan intrigues, invent alternate solutions (e.g., stakeouts, confidence tricks, use of hirelings) or otherwise use their wits to overcome uneven odds. Even if combat ensues, the gamemaster may consider outcomes other than death (e.g., capture — followed by jailbreaks; sudden flights — followed by wild chases through treacherous terrain and local habitations; surrender — followed by interrogations), or at the very least the deployment of minions who are more easily overcome by the adventurers in a straight-up brawl. Also consider that some mythos enemies may have more nefarious reasons to keep their victims alive (e.g., sacrifice, torture, questioning, feeding to their brood), potentially allowing time for last ditch efforts at survival.

That said, the gamemaster is the final arbiter in situations where players have been given fair warning. Though he should be amenable to daring creativity, he should also allow for the consequences of rebellious or risky choices. In other words, characters may die, and the gamemaster should allow for this eventuality and inclusion in the setting's ongoing and unfolding plot. The possibility of death provides weight to a setting, and without its overhanging threat, the overall stakes of the game become denatured of any meaning.



Determining the Central Threat

Once a few locations are chosen and tagged with several traits, these traits should start suggesting a few ideas for potential conflicts. The next step in organizing a campaign setting is determing the nature of each location's central threat (or the central threat affecting a number of locations).

The **CENTRAL THREAT** may be a human or supernatural enemy, or some inhuman or impersonal force. Some questions to consider:

What does the central threat want?

How does it go about obtaining this want (and does it employ minions, agents, helpers, sympathizers, and so on, in this mission)?

How does this want affect the area and its inhabitants ?

What happens if the threat gets what it wants (and what evidence will it leave behind of its activity)?

Who is most affected by this threat (either directly or tangentially)?

How does the central threat — especially a mythos or criminal one — conceal its activity from the workaday world, and what kinds of resources — both human and supernatural — does it employ to effectively achieve this concealment?

Generating Plot Hooks

A **PLOT HOOK** is a type of lead — either suggested to the adventurers by the gamemaster or directly solicited by the players — which points to a location and its potential adventure.

A plot hook for any given location is best developed using the adventurers' stated interests, connections and circles of influence, but this is merely a suggestion and not necessarily required for every situation. A plot hook may take one of many forms.

1. The plot hook is presented through a circle of influence.
2. The events of a location appear in an obscure newspaper article, as a strange unresolved mystery.
3. The plot hook is collected together with other seemingly random plot hooks, as part of another investigator's scattered notes or rambling journal.
4. An individual or organization "in the know" and with a secret agenda feeds plot hooks to the adventurers as part of an ongoing mission.
5. The adventurers are hired by a third party — someone with a vested interest or connected by profession or by blood to a person intimately involved in the conflict.
6. A missing person, connected to the location, is related to one of the adventurers.
7. The adventurers just happen to be traveling in a location when they come across a witness or a secondhand rumor, or inadvertently stumble into a situation.

The last two suggestions are one-offs; plot hooks such as these may work at the outset of a campaign, but wear thin quickly when repeated coincidences occur to the same protagonists. How many times can an adventurer just happen to stumble into a wild adventure or into a mythos conflict? However, by connecting the adventurers' circles of influence to the dramatic situations, the gamemaster may more easily generate a replenishing source of hooks without straining credulity.

Additionally, in an ongoing campaign, new plot hooks may suggest themselves in the interconnecting threads between locations, or in the insights made by adventurers about their own characters and connections. Adventurers may end up following a missing person's breadcrumbs or a mysterious trail from one location to another, fulfilling an owed favor for a former connection, or participating with an investigating organization, and so on.

To generate a strong plot hook, the gamemaster must consider what the adventure is about (see "Plot Ideas").

Expanding a Location Trait (an example)

The gamemaster decides that a remote Kentucky town has the traits Natural Resources (Coal) and Monster Colony (Mi-Go Subterfuge), and expands these with more detail: a labyrinthine mine in the hilltops infested with mi-go (who are manipulating a growing war between local families and an exploitative industrialist company).

Based on some quick research about Kentucky mining towns at the turn of the century, and based on other suggestions in the location traits, the gamemaster makes note of a few more elements: a company town built by the mining industry that employs and houses the locals; a concerned investor; warring factions (two ruling local family clans and the investor's strikebreakers); and an artifact of occult or legendary value.

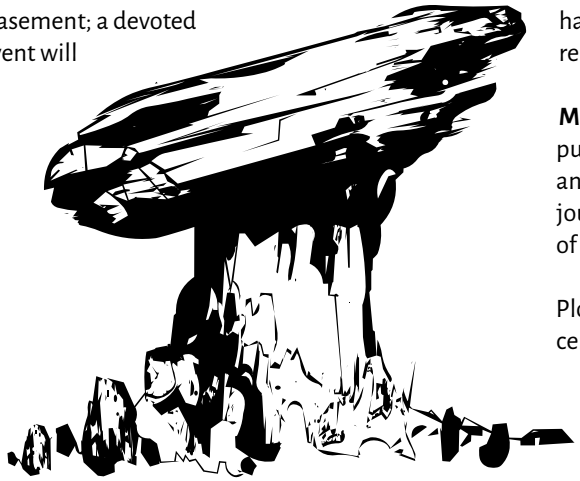
Going through his checklist of central threat questions, he comes up with the following.

Central threat: A colony of mi-go invading the hills above the mining town.

What they want: They're mining for fragments of an alien meteor — a rare black rock — to be used for some infernal purpose (possibly as an energy source for their technology, or as an ingredient in some nefarious mythos ritual); they may also be hoping to recover a legendary object of occult power rumored to be hidden in the hills.

How the area and its inhabitants are affected: The locals have witnessed recurring strange phenomena in the hills and are in fear for their safety; a few key personnel have gone missing; one family is threatening to organize a strike unless working conditions improve and an investigation into three missing persons is carried out; an investor is losing time and money while locals become more hostile to the encroaching company and the potential dangers in the area.

What happens if the mi-go get what they want: They will eventually abandon the hills after stripping it of its resources, leaving behind an alien radiation that will infect the water supply and deform the populace over several generations — but not before sacrificing seven humans to an Ancient One as a means of appeasement; a devoted investigation into the event will eventually uncover legends about similar colonies throughout the world (and several theories about what may happen if the alien visitors obtain enough black rock).



Mi-go minion

Who is most affected: Anyone living in the company town is immediately threatened, while relatives of the involved families are also concerned; the family members of the missing persons; the investor, who has time and money to lose (as well as any shareholders in the company).

How are the mi-go concealing their activities: They've done a poor job so far, considering the town is on the edge of an internal war and threatening a full-blown investigation; however, the mi-go may be able to replace a few key family members with impostors who may quell the town's suspicions, or, failing that, shift blame for the missing persons onto the company (the mi-go can manufacture duplicates of the victims, and place their corpses in such a way to make their deaths the results of company malfeasance).

The gamemaster considers generating some plot hooks based on his players' circles of influence, and finds the following plot hooks may be possible:

Intelligence Network: The owner of the company town is hiring private detectives from outside the community to go undercover and to investigate the disappearances of the local town's folk (and to report on any potential strikes or other threats).

Occult (or Academic) Network: There has long been a floating rumor about an ancient artifact of occult power buried in the hills of Kentucky; a fellow Mason or professor (or friend of a friend), known for his outlandish conspiracies, has somehow connected the legend to the disappearances reported in the local newspaper.

Military (or Bohemian) Network: There may be a publishable story of company corruption, strikebreaking, and interfamily war in the hills of Kentucky (for the journalist looking for a sensational scandal or tale of injustice).

Plot hooks connected to the other circles of influence are certainly possible with a bit of creativity.

Plot Ideas

1d12	Plot Type	Plot Type
1	Assault Operation	Prison Break
2	Big Heist	Relic Hunt
3	Catch Them If You Can	Rescue Operation
4	Circle the Wagons	Restoring Order
5	Clock is Ticking	Sabotage Operation
6	High and Low	Scouting Mission
7	In Media Res	Smuggling Operation
8	Kick the Hornet's Nest	Sting Operation
9	Matters of Diplomacy	Terra Incognita
10	Morning After	Tomb Raid
11	Mystery	Twilight Zone
12	Pandora's Box	Who's in Charge Here?

Objectives, Resolutions and Milestones

Rather than scripting a linear story which the players must recreate, the gamemaster should instead: create a dramatic situation that demands the players' interests; anticipate a number of logical objectives and resolutions for the players to achieve in the adventure; allow the players to go about solving these objectives creatively; remain flexible to the players' free agency; and, react to the players' choices as they forge their own paths through the evolving setting.

A **plot** is situational, fluid and dependent on player choices. It emerges out of the choices players make as they engage with the various conflicts and intrigues seeded by the gamemaster.

Objectives are the various goals the players should strive to accomplish to reach an adventure's (or campaign's) successful resolution, and **resolutions** are the logically possible conclusions to an adventure (or campaign).

Players may fail to accomplish all of an adventure's objectives (or may solve them in ways unanticipated by the gamemaster or by a scripted adventure), but there should be at least one possible resolution met to conclude the adventure (whether the resolution is one anticipated by the gamemaster or one resulting from player agency).

A **milestone** is a bigger, campaign-wide objective — which may be personal to a specific character (or based on one of his drives or bonds), or based on an ongoing mystery or conflict. The resolution of a milestone generally signals a new direction in the campaign, the revelation of a major secret, the dramatic change in a character or his mission, or some form of catharsis. Milestones may or may not occur in a given adventure.

Plot Ideas

Assault Operation

Players must analyze a military or otherwise hostile target (perhaps using a map or other gathered intelligence), develop an informed strategy, and outright attack the enemy or stealthily invade its territory. The enemy is most likely entrenched in a fortified area (e.g., a military compound, a secluded castle, a gang hideout, a cultist stronghold, an Ancient One lair, an isolated village, an enemy-occupied neighborhood), with superior forces, allies, or minions.

Big Heist

Players must plan and execute a heist or an escape, typically taking place in a heavily secured area with patrols and other failsafes (e.g., a Turkish prison, a sorcerer's tower, a government warehouse, an industrialist's fortified estate, an armored train, an ocean liner populated with undercover detectives, a dirigible protected by private security, an armed escort, a state-of-the-art bank vault). For some heists, players may have to recruit specialists to overcome some of the mission's more unique obstacles.

Catch Me If You Can

Players must catch a retreating enemy (e.g. an escaped convict, a fleeing creature, a minion now in possession of a powerful occult tome and rushing back to safety) before it reaches its native nation, underground bunker, home dimension or protected lair. If the enemy succeeds, then it may be difficult if not impossible to catch the enemy once it has retreated, and the setting will invariably become a more dangerous place. In some cases, the enemy is hiding in a specific area or bolt hole until the time is right for it to make its escape (allowing the players some time to investigate its whereabouts before it makes its final run).

Circle the Wagons

Players must defend an area against an overwhelming enemy (e.g., a zombie horde, deep one invaders, local bandits). Given enough preparation time, players may fortify the area, train the defending populace in warfare, gather extra equipment, or use the environment to one's advantage (e.g., setting booby traps, creating bottlenecks). Internal strife and intrigues may cause complications: increasing paranoia; religious fanaticism; votes for leadership or sacrifice; threats of a traitor, mole or body snatcher in the group; or, an outright fight between bickering factions.

Clock is Ticking

Players must overcome a challenge or solve a mystery within a given time frame — or else suffer dire circumstances. Perhaps an anarchist's bomb will explode at a given hour, or an infernal creature will devour the players or their allies on a given day.

High and Low
Players must search "high and low" — through careful investigation — to find a missing person (or people). Some kind of trail is left behind (e.g., a journal with clues, witness accounts, a cryptic message, a ransom note) by the victims, the witnesses, or possibly the abductors. As an added complication, the missing person is related to a powerful figure — someone capable of creating added political or media tensions or of drawing unwanted attention or third parties to the situation.

In Media Res
Players at the outset find themselves in the middle of an adventure (the details of which may be filled in with backstory) or of an already compromised situation (from which they must now figure out how to extricate themselves). For an added complication, see "Morning After."

Kick the Hornet's Nest
While traveling, exploring or conducting another mission, players happen upon an apparently unrelated dangerous situation (e.g., a secret group engaged in some illicit or dangerous operation, a secret nest of criminals, an illegal archaeological dig, a warlord and his bandits preparing for an invasion, a mi-go or deep one colony). Now they must decide whether they should retreat entirely, intervene, or attempt to warn the authorities or any potential victims. For added complications, perhaps the authorities are actually allied with the new threat, or perhaps the players' patron knew about the new threat and was secretly setting up the players.

Matters of Diplomacy
Players must accomplish a very important negotiation, establish critical political or trade relations, win a high-stakes game played by members of High Society, or conduct a business deal of great importance — and most likely against powerful and connected opponents, and in a hostile territory where the players are at a social and physical disadvantage. Most likely, the players must attempt to navigate secret agendas, shadowy intrigues, and foreign customs without offending the wrong party or looking idiotic. Oftentimes, the players (and enemies) will have a secondary and secret agenda (e.g., Big Heist, Mystery, Relic Hunt, Rescue Operation) underlying the diplomatic objective.

Morning After
Players at the outset find themselves in the middle of an already compromised situation and must figure out how and why they got into the predicament in the first place. Because the adventurers have no recollection of how they arrived at this moment (perhaps they were drugged, or had their memories erased, or are suffering from some sort of delusion or madness), they must now solve the mystery of their past actions in order to overcome the current challenge.

Mystery
Players — through careful investigation — must find the answer to a mystery (e.g., the identity of a killer, the location of a missing artifact, the explanation for a strange occurrence).

Pandora's Box
Enemies attempt to release or summon something dangerous into the world (e.g., a quarantined disease, an inconvenient truth or damning evidence, an otherworldly entity), and the players must stop the event from happening. As an added complication, the solution to the problem involves a terrible compromise (e.g., the sacrifice of an innocent, a pact with an evil third party, an extortionist ransom).

Prison Break
Somehow, players or their allies have ended up in a prison, and they must now escape (also, see "Assault Operation"). As an added twist, perhaps the adventurers wish to be captured, as the prison proves to be a place to gather strange rumors, crucial leads, fresh plot hooks, or unlikely allies. The prison itself may be more than just a building (e.g., an island owned by a demented doctor conducting cruel experiments, a pocket dimension ruled by a sorceress and her foul minions, a walled town overrun with deep ones who have cut off all communication and travel to the outside world).

Relic Hunt
Players must overcome treacherous obstacles and enemies in order to locate an object (or sometimes an animal) of inestimable value.

Rescue Operation
Players must must analyze a hostile situation (perhaps using a map or other gathered intelligence), develop an informed strategy, and rescue a third party (e.g., church missionaries, captured soldiers, slaves of a colonial holding, victims of human trafficking, innocents sentenced to sacrifice). Perhaps the players are hired by a powerful patron, or are contacted via a crackly distress signal, divinatory dream, or cryptic telegraph message. As an added complication, the rescue is in actuality a trap (or perhaps the players are the intended targets). Also, see "Assault Operation."

Restoring Order
Players must secure an area that is under hostile control. Sometimes the task requires the elimination of one instigator (e.g., a gang lord, a cult leader, a political rival) or of dangerous information, while other times the mission requires an ongoing effort over the course of several adventures (e.g., establishing a viable business or working infrastructure in an otherwise chaotic territory).

Sabotage Operation
Players must analyze a target (perhaps using a map or other gathered intelligence), develop an informed strategy, stealthily invade the enemy's territory, and cripple or outright destroy its infrastructure. Also, see "Assault Operation."

Scouting Mission
Players must work surveillance (e.g., using disguises or false identities, going undercover, employing assets), and in general gather information about an enemy — all without being discovered or getting involved in their affairs (beyond the parameters of the mission). As an added complication, the enemy suspects danger and is using some form of counter-intelligence measures.

Smuggling Operation
Players must develop an informed strategy to move contraband illegally through a foreign territory. For some operations, players may have to recruit specialists to overcome some of the mission's more unique obstacles. Also, see "Big Heist."

Sting Operation
Players must develop an informed strategy to lure criminals into a trap — the aim of which may be to draw them out from hiding, to incriminate them, to observe them, or possibly to blackmail them.

Terra Incognita
Players must enter a (typically unmapped or politically compromised) territory, to either explore it, to map it, or to clear it of danger and make it safe for other people (see "Restoring Order"). The area is typically populated with dangerous opponents (e.g., Belgian Force Publique, hostile natives, violent warlords, unearthly creatures) and obstacles (e.g., virulent diseases, treacherous country and climate, man-eating creatures) — and the players are typically accompanied by various hirelings serving as guides and extra manpower.

Tomb Raid
Players must develop an informed strategy to enter and explore a dungeon or other claustrophobic environment — hopefully to retrieve an object of inestimable value. All manner of situations may complicate the raid, including guardians or third parties who are also in pursuit of the treasure (or who have already claimed it and set traps or an ambush for the players).

Twilight Zone
Players at the outset find themselves in the middle of an inexplicable and possibly supernatural situation (e.g., Yith extraction, time loop, super sargasso, house in the borderlands, dreamlike unreliable reality), and must figure out how and why they got into the predicament in the first place — and how to escape from it. Also, see "Morning After."

Who's in Charge Here?
Players are in charge of some kind of operation (e.g., a plantation in a colonial holding, a fortified embassy in enemy territory, a front organization secretly serving as a criminal safe house), and must keep its day-to-day routines going until reinforcements or replacements arrive. Most likely, the players lack the requisite knowledge for the operation, and are struggling against the odds. The situation may at some point devolve into a bigger conflict (e.g., Circle the Wagons).

Using Plot Ideas
Plots ideas are loosely defined, and may be layered or stacked together in interesting combinations (e.g., Smuggling Operation and Terra Incognita, Matters of Diplomacy and Assault Operation). Or, players may start out with one type of mission (perhaps a Mystery), only to have it suddenly turn into a very different and more pressing type of mission (e.g., Circle the Wagons, Twilight Zone).

Though the topic is not covered in detail here, the gamemaster may also consider experimenting with subplots and multiple points of view. For example, players could temporarily control alternate characters (not their own) in a prologue, dream sequence, or occult vision, or be allowed to take over the actions of a hireling for a specific scene.

Structuring an Adventure

An adventure's structure is based on the specifics of the setting and how the characters are currently interacting with it.

When an adventure becomes focused on the room-by-room (or area-by-area) exploration of a specific architectural or geographic space, then a **CRYPT CRAWL** structure (also known as a "dungeon crawl") may be the best tool — one which indicates each significant area and its geographic relationship to other areas, as well as the physical routes or corridors by which the characters may navigate this map.

When an adventure becomes focused on the discovery of leads pointing to other locations or people (not necessarily in the same geographic space), then a **CLUE WEB** structure may be the best tool — one which indicates each possible discovery (such as a location to visit or a person to interrogate) and its relationship to the other discoveries in the web, as well as the leads by which the characters may navigate this information network.

A **LEAD** is a special type of clue that reveals to the adventurers something significant — such as a new location or an important NPC — that they may then follow and investigate. Players love finding leads in an investigative adventure, because each lead acts as a form of reward for good role-playing, and because it opens up a new avenue of the setting for exploration.

With a crypt crawl, the location may have one or more objectives — a secret room, a hidden adversary, an important clue, and so on — for an adventurer to find. In some cases, a location may be seeded with multiple potential conflicts allowing for the players to define their own objectives.

With a clue web, the network may have one or more revelations — a perpetrator's identity, an important address, a previously hidden lead, a hideout's location — for an investigator to discover. In some cases, an information network may be seeded with multiple potential clues allowing for the players to pursue the most intriguing leads.

In a crypt crawl the gamemaster may describe a room of a house to the players, with several potential compass directions for them to explore — such as a door in the north landing, two doors in the east wall, and a darkened stairwell leading down into a basement. Incidentally, there may also be a secret passage hidden behind a bookcase located on the west wall, if a thorough search of the room reveals this to the players.

In the crypt crawl, the adventurers choose a cardinal direction to explore (e.g., the landing door in the north, one of the two doors in the east wall, the darkened stairwell leading down, the secret door in the west wall — if it's discovered), based on the information provided in their current space.

In contrast, in a clue web, the gamemaster may describe a crime scene to the players (as just one example), one in which the adjacent rooms are less relevant than the leads discovered at the scene. After a thorough search of the area, the gamemaster may reveal to the players a ledger with an address inscribed on its inside cover (lead no. 1) and a matchbook from a restaurant (lead no. 2). Additionally, there may also be an especially helpful third lead (lead no. 3) discovered with the proper analysis of the area's muddied footprints — if a successful skill check reveals this to the players — as well as a few other relevant clues.

In the clue web, the investigators choose a node (e.g., a location) to investigate (e.g., the address in the ledger, the restaurant which originated the matchbook, the secret lead — if it's realized), based on the clues discovered at the current node.

In *Raiders of R'lyeh*, a crypt crawl works best when it provides an adequate focus — meaning the players have one or more goals in mind outside of wandering aimlessly through an environment — and when it offers meaningful choices within the confines of that environment — meaning the players don't feel confined to a single route or, worse, blocked by a dead end or an unlucky Detection check (such as one hiding a secret door essential to the progress of the exploration).

Likewise, a clue web works best with an adequate focus and meaningful choices. Just as with the crypt crawl, players should have one or more goals in mind in their investigation, as well as multiple paths — or leads — for achieving these revelations; they shouldn't feel confined to a preordained plot or blocked by an unlucky investigative skill check (such as one hiding a revelation essential to the progress of the investigation).

DUNGEON/CRYPT CRAWL EXAMPLE

KEY*	ROOM
1a	Entrance hall (secret crawlspace through chimney)
1b	Cloak room
2	Moldering library
3	Servant's hall (Lihao's bed)
4	Kitchen and pantry
5	Scorched landing
6	Emptied drawing room (occult symbols)
7	Butler's pantry
8	Dining room
9	Reception room (ceremonial storage)
10	Landing well and debris
11	Weapon cache
12	Storage cellar and moldering crates (12 makeshift beds)
13	Secret chamber (occult symbols) and crypt

*See adjacent map.

Clues Versus Leads

Clues are hidden pieces of information scattered throughout an adventure. Not all clues are essential to the successful resolution of an adventure, but each should provide some form of reward to the player who finds it — whether this reward is an insight about the nature of an enemy, a revelation about an adventure's central mystery, or a lead to a new node.

A lead is a specific type of clue that points the player to a new location, character, or event. In some way, a lead between nodes (in a clue web) acts like a corridor between rooms (in a crypt crawl). By mapping an adventure's clue web, the gamemaster may check to make sure that enough leads are provided for the players to navigate its central mysteries. Once the gamemaster maps these essential leads during the development of a clue web, he may then overlay additional — but nonessential — clues which provide new insights about the adventure's central mystery, critical information concerning its hidden threats, or other advantages for the players who find them.

A typical adventure may employ multiple game structures, with each serving a specific need. A clue web in a remote village may eventually lead adventurers to an abandoned castle (which itself is structured as a crypt crawl). In contrast, a crypt crawl may be littered with clues, some of them providing leads to a broader clue web. Most adventures also include opportunities for combat (another type of game structure), and some include suggestions for chases.

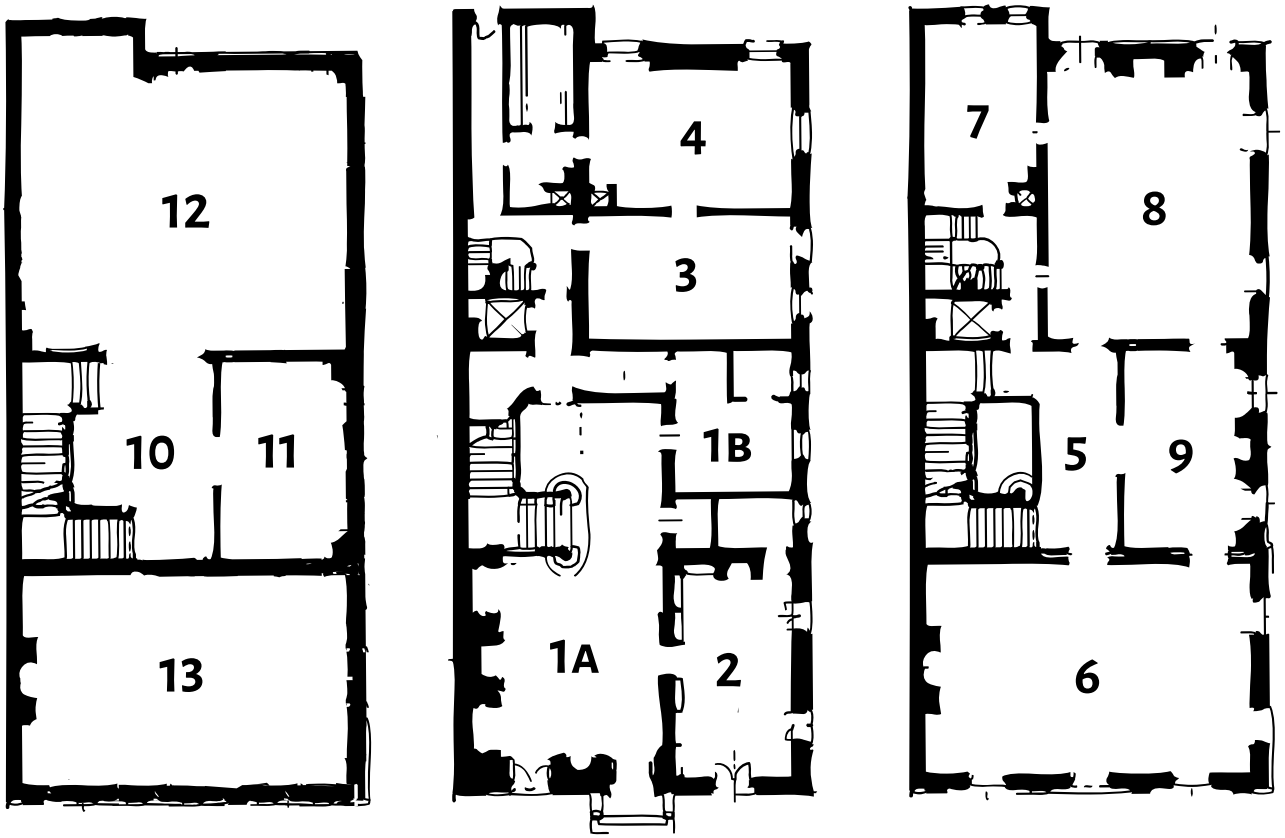
Other structures are certainly possible, such as hex map explorations and traveling (using random encounters) — which are briefly discussed in the "Movement, Exploration & Encumbrance" section of the "Game Mechanics" chapter. Unique structures may be developed as adventures suggest them. For example, a Limehouse adventure may include a mini-game for Fan-Tan and gambling. Or, an adventure aboard a merchant vessel may include a structure for the day-to-day progress of a steamer mission.

Mapping an Adventure

Crypt crawls are mapped with geographic areas connected to each other by paths (e.g., corridors, trails, doors, other physical spaces), and often contain important locations or set pieces to be found.

Clue webs are mapped with nodes (e.g., locations, people, other secret destinations) connected to each other by leads, and often contain important revelations to be discovered.

Marsten house and cultist hideout (dungeon/crypt crawl example)



Creating a Clue Web

A clue web is an organizational map that shows the interconnecting nodes of a scenario. With it, the gamemaster may more easily check the various leads in the adventure and the paths of investigation and exploration available to the players. As a diagram, it also provides a quick reference in lieu of reading through a dense layer of text.

A **node** may be a key location full of clues or a character with important information. It may be an abstracted area, such as a network of streets full of random encounters. It may be an entire hex or crypt crawl, each with its own hex or location map keyed by area or room. A node may be another adventure entirely (creating a path into a larger campaign) or it may even contain its own interior clue web.

A basic clue web has a beginning (or **introductory node**), the node at which the players are introduced to the network with a hook of some sort, several other nodes in its network connected by various leads (provided to the players or found by them with clever investigation and exploration), and one or more **objectives** (with an objective being a **concluding node**, revelation or other information which the players hope to find). Additionally, one or more **secret nodes** — each providing helpful additional information if the players are able to find them — may be included.

Though the adventurers navigate a clue web according to their own proactive choices, it is the gamemaster who determines the parameters in which they do so (by designing the various paths and information available to the players). A clue web should provide enough structure so that players understand their choices, but also enough flexibility so that the gamemaster may adapt the node network to unanticipated creativity.

A lead in a clue web is made apparent to the players in various ways. The easiest and most obvious lead is provided for free by the gamemaster, once the players enter a node. An example of such a lead would be one provided as a plot hook. Sometimes, several of these "freebies" are provided once an introductory node is adequately explored by the players.

It is often a good idea to give the adventurers a few leads — and therefore options — at the outset of an adventure. Such choices are fun for the players, provide various routes by which they decide how to navigate the adventure, and engage the players with strategic planning.

A gamemaster may also provide a suboptimal lead in each essential node as a default path, for those players failing to obtain any better-won leads. Other types of leads are provided in the "Lead & Clue Types (most common types)" section.

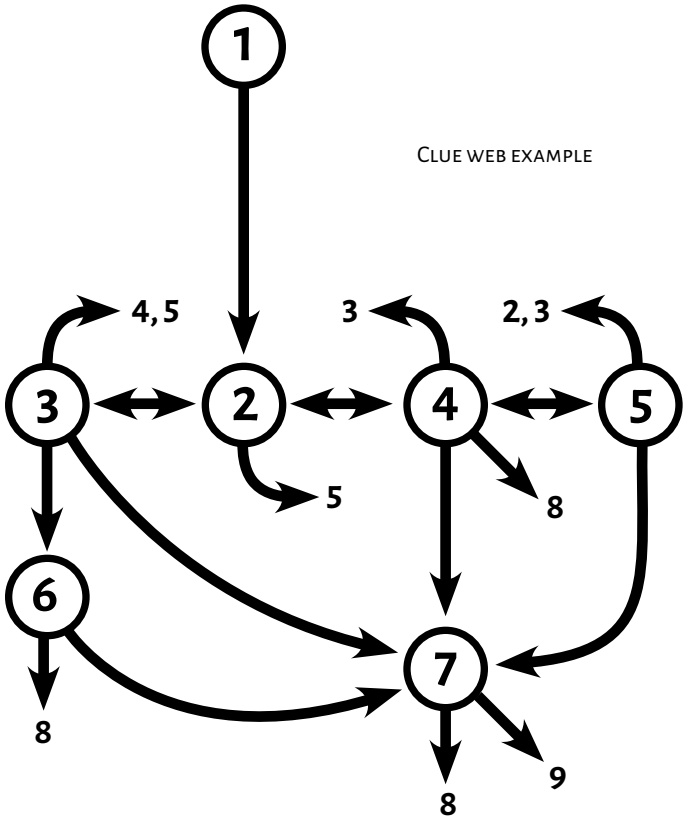
Node Key Example*

No. 1	Introductory node
No. 2	Town square
No. 3	Abandoned sheriff's post
No. 4	The Derrickson Hotel
No. 5	Marsten house and cultist hideout (crypt crawl)
No. 6	Old marsh (hex crawl) and refinery (crypt crawl)
No. 7	Sacrificial stone (potential concluding node)
No. 8	Blue Lantern in Limehouse (separate scenario)
No. 9	Thirteen Factories in Kwangchow (separate scenario)

NPC Encounters

Node	Potential Encounter
2	Town populace
2 to 4	Mr. Derrickson (Derrickson Hotel proprietor, potential ally)
5 or 7	Lihao (cult leader)
any	Lihao's cultists
5	Marsten (sorcerer)
6	Swamp inhabitants and shanties
6	Reanimated dead
6	Shoggoth (possibly mimicking human likeness)

*See adjacent clue web.



Clue web example

Lead & Clue Types (most common types)

Note that these categories are numbered, for the gamemaster wishing to roll for ideas when designing an original clue web, or to roll for redundant clues for a preexisting scenario.

1. **Network**: The lead or clue is obtained by tapping into one's circle of influence — using Influence — or by otherwise petitioning an organization or faction for help. Network leads also originate from patrons, allies, contacts, enemies, rivals, hirelings, and other associates of the adventurers. Sometimes a connection or a known expert — one with an especially unique specialization or critical piece of information — may need to be consulted or persuaded somehow. Network leads provide opportunities for third parties and their minions to enter the adventure — especially if a rival faction is also attempting to resolve a similar objective.

2. **Archive**: Archives include museums, universities, libraries, newspapers, and various other locations where detailed records are kept. An archive lead or clue is most often discovered with Research, but a creative player may try other means (such as petitioning a competent connection or bribing a relevant official). Archive leads are not always anticipated by the gamemaster in the design of a clue web, though players may suggest them in play nonetheless (e.g., asking if the town has a local library that may provide some useful information). Though one may assume that some locations — such as those found in a wilderness — lack opportunities for archive clues, a clever gamemaster will invent adequate sources (e.g., the adventurers must break into the tent of a field archaeologist wherein her complete dig notes are kept under guard).

3. **Rumor**: The lead or clue may or may not be true, or may be purposely misleading (a reality with the other clue types as well, but especially relevant here). Some rumors are obtained with Streetwise, and often from disreputable sources or unreliable witnesses, though they may also be gifted by connections, or otherwise obtained through an interrogation or with the creative application of a social skill (e.g., Etiquette, Seduction, Intimidation). Some rumors take the form of scandalous, sensational or cryptic newspaper headlines (or otherwise mundane snippets dogeared and annotated by a frenzied third party). Though rumors most often provide incomplete information, their leads still provide dramatic and suspenseful opportunities for the adventurers.

4. **Object**: The lead or clue is discovered through simple observation or with Detection, either in plain sight or with a bit of simple investigation. Ledgers, diaries, cargo crates, shipping manifests, postage, matchbooks, and other such objects may all provide specific names or addresses pointing to a relevant node.

5. **NPC**: The lead or clue may be obtained from an assortment of potential friends or enemies (or otherwise insignificant bystanders or in-over-their-heads witnesses). An NPC may show up once and then disappear from the adventure, or may prove to be a useful wealth of information or source of assistance. NPCs are also capable of lying, obfuscating, setting traps, betraying, or moving from node to node (or of being a key node themselves). Additionally, a talented or dangerous NPC who fails to be recruited by the adventurers may end up in the employ of an enemy (or vice versa).

6. **Surveillance (or Reconnaissance)**: Surveillance or reconnaissance leads are discovered through tailing or tracking suspects, planning stakeouts, spying (sometimes with the use of local assets), and running sting operations, among other options. Such leads are often affected by the timeline of the enemy.

7. **Puzzle**: The lead or clue is only partially revealed, and must be combined with other components or made apparent through some form of translation or decryption. The puzzle may be something as simple as a map fragment or ancient script, or as complex as a magical device with an arcane encryption. A puzzle piece is sometimes found in the hands of an enemy (who is likewise seeking a missing component possessed by the adventurers). Similarly, an expert may hold the key to unlocking a puzzle (and therefore be in considerable danger from forces wishing the information to either be revealed or remain concealed).

8. **Expertise (use of an adventurer's skill)**: The lead or clue is obtained with a skill check (e.g., Knowledge, Science, Forensics, Detection). The lead may provide a significant advantage to the investigator, but may also be tricky to acquire if the skill check is botched.

The gamemaster should look for opportunities to connect the acquisition of leads and clues (as well as other challenges) to the essential natures of the player characters. If an outsider shines when surviving a weird encounter, then perhaps a rumor can be earned during such an event. Likewise, if a tough shines when roughing up a suspect, then such an opportunity may present itself with an NPC hiding a significant lead. See "Essential Nature" in the "Character Creation" chapter for more.

Creating Leads

A clue web should be layered with opportunities for the discovery of leads. However, not every seeded lead or clue in a scenario will be found by the players — nor should this be expected. The reason for layering the nodes with potential clues is that players are liable to find at least one path of exploration, even if this path is a less optimal one. Note that "less optimal" does not mean "less fun," but rather less advantageous to the adventurers. When designing or analyzing a scenario's structure, it is often a good idea to consider the following guidelines.

Redundant leads — using a variety of clue types — provide similar information about a particular path. A node may include one lead with the roll of a Knowledge check, or failing that, another similar lead offered by a duplicitous NPC. In the former case, the resolving of the skill check puts the information in the adventurers' hands quickly, while in the latter the same information is still acquired but only with some time and effort and the possibility of involving a third party — which could prove detrimental later in the scenario. The gamemaster may even layer in a third potential surveillance lead (e.g., allowing the players to tail a suspect). Redundancy ensures that essential information flows to the adventurers, regardless of any one failed skill check.

A character-focused and tiered clue (see "Using Skill Levels" in the "Skills" chapter) provides information especially catered to the adventurers and their skill sets. For instance, partial information may be provided without a skill check to the player with expertise in the given skill; however, more elaborate detail is revealed only with a followup (successful) skill roll. This is not to say that every node must be made to match the proficiencies of the players' characters — nor would this be an ideal. But allowing opportunities for each adventurer to use his unique areas of expertise — at least once in a scenario — is a good way to connect the players to the setting in a meaningful way.

Scenarios should be designed around failures (i.e., failed skill checks) as much as they are around successes. In other words, when rolls are failed, interesting consequences should occur (rather than just no consequences). A failed opportunity may result in the antagonist moving one step closer to achieving his goals, or in his minions intercepting the adventurers, as just a few examples. Failed opportunities also engage the players with more dangerous paths (such as those suggested by redundant leads).

Some adventures are layered with random encounters or subject to a timeline. Random encounters may provide more opportunities for acquiring clues or for otherwise interacting with elements and characters relevant to the adventure's central threat. A timeline of events that trigger at specific intervals may inspire more dramatic consequences for failure (and more opportunities for engagement with the scenario's conflicts).

Avoiding Choke Points

When developing a clue web, it is important to balance the adventure's structure with enough choices so that players don't run into choke points — which may happen if all the forward progress of an adventure relies on a solitary skill check. To counteract this, the gamemaster may use redundant leads, character-focused and tiered clues (using skill levels), interesting consequence for failure (and the design of clue webs around failed skill checks), and some common sense preparation. As more advanced options in an adventure, timelines and random encounters (also seeded with redundant leads) may prove useful. Additionally, a clue connection table — outlining the essential leads in an adventure and their connected nodes — provides a quick and helpful references for the gamemaster (in both the design and the execution of the adventure).

Example of Leads (from node 4, "The Derrickson Hotel")*

Lead	Type	Obtained from...	Leads to...
Missing sheriff...	Rumor	Mr. Derrickson	Abandoned sheriff's post (node 3)
Abandoned mansion...	Rumor	Mr. Derrickson	Marsten house (node 5)
Strange occurrences...	Rumor	Mr. Derrickson	Sacrificial stone (node 7)
Cultist ledger	Object	Hidden in room 5	Marsten house (node 5)
Cult hideout	NPC	Cultist in room 5 (interrogation)	Marsten house (node 5)
Overseas shipments	NPC	Cultist in room 5 (interrogation)	Blue Lantern in Limehouse (node 8)
Cult activity	Surveillance	Shadowing cultist in room 5	Sacrificial stone (node 7)
Derrickson's corpse	Forensics, Knowledge or Science	Hotel cellar	Marsten house (node 5)
Note in corpse pocket	Object	Hotel cellar	Abandoned sheriff's post (node 3)

*See "Creating a Clue Web."

Developing a Campaign

Some adventures are isolated affairs, played once to completion with no connection to any larger storyline. However, when seeds from one adventure lead players to more adventures — and to a larger unfolding plot — then these adventures are connected together in a campaign.

When developing a campaign, the gamemaster needs to leverage his time wisely. On one hand, the gamemaster wants enough structure — or some kind of framework — that defines the campaign and provides enough guidance when extrapolating its unfolding events. On the other hand, he wants to allow enough flexibility — for the players to react to these events and to make meaningful choices that drive its plots.

Frameworks

Generally, campaigns require an overriding concept that unifies the setting around a central theme or major threat, and which explains the ongoing motives of the adventurers in the setting. Another way to think of the framework is as the campaign's "series pitch." A framework includes details about the organizations and important NPCs whom the adventurers will encounter. Other questions that a framework will consider include:

What is the common bond between adventurers in the setting (e.g., obsession with the occult, survival, missing time, one big last score)? What types of adventurers are best suited to this campaign?

Are any unique skill sets particularly advantageous?

Why do they continue exploring or investigating even as the threats escalate? How are new replacement adventurers added to the ongoing plot, in the event of a main character perishing?

What is the big central threat or Ancient One at the center of the conspiracy (the threat may change as the setting evolves), and what are the stakes involved should the players fail?

What is the overall feel of the setting (e.g., adventure or horror)?

How well known is the mythos and how is it kept hidden?

Does the conspiracy have an inherent source of renewable plot hooks (e.g., a recurring patron, a conspiracy box)?

Are there any special rules or game structures involved?

What is the setting's central pitch — or what does the setting most resemble?

Are there any references (e.g., films, books, television shows) for the players to help them understand the setting?

Conspiracy Box

A strong framework often includes a **conspiracy box**. A conspiracy box is any source providing the adventurers renewable plot hooks, setting information or leads. Examples include: a victim's journal, an actual box of disparate clues, a mysterious collections room, or a knowledgeable contact feeding information to the group. The conspiracy box allows a fallback when dead ends occur in an adventure or campaign, and provides the team an open-ended structure for exploration and investigation.

Common Bonds

A common bond unites the adventurers around a shared goal. Character motivations may be mined for ideas, or natural connections between the various professional backgrounds may be discovered. An example of a common bond is "obsession with the occult," meaning that each of the characters in the framework share this motivation in some way. Any of the following may inspire a common bond: an ideal, a belief, a fear, an obsession, a big mystery, or a shared enemy. The overarching conflicts of the setting will also suggest ideas. If the gamemaster has a major antagonist in mind for the campaign, he may subtly suggest some themes appropriate for a team's unifying concept.

The gamemaster and adventurers should work out a common bond that works for everyone. Players may generate a concept that inspires the gamemaster, and the gamemaster may in turn generate a campaign hook that excites the players.

A strong common bond sometimes inspires a better motivation for an adventurer than the one the player originally conceived. Players may make modifications to their motivations in the initial stages of character generation, if common bond suggestions by the gaming group improve on the original character concept.

Players and Hooks

It is generally a good idea to keep the players' hooks replenished (three is a good minimum, though more is certainly better as long as players do not feel overwhelmed with choices), so that they always have options to explore. A hook may be any piece of information leading characters to a new potential adventure: an unresolved question from a past scenario; a favor requested by an ally or contact; a worrisome debt (or worse) owed to an enemy or rival; or, a floating job offer by a mysterious patron. Unresolved campaign objectives and character milestones may also serve as effective hooks. As hooks are explored by the players, new ones may be generated by the gamemaster as the campaign evolves. Additionally, the gamemaster should look for opportunies to connect hooks to a larger framework — even if these connections are loosely defined at first (e.g., the cult that escaped from the adventurers in New England may in fact be connected somehow with the group in Britain).

Framework Examples

Ghost Society

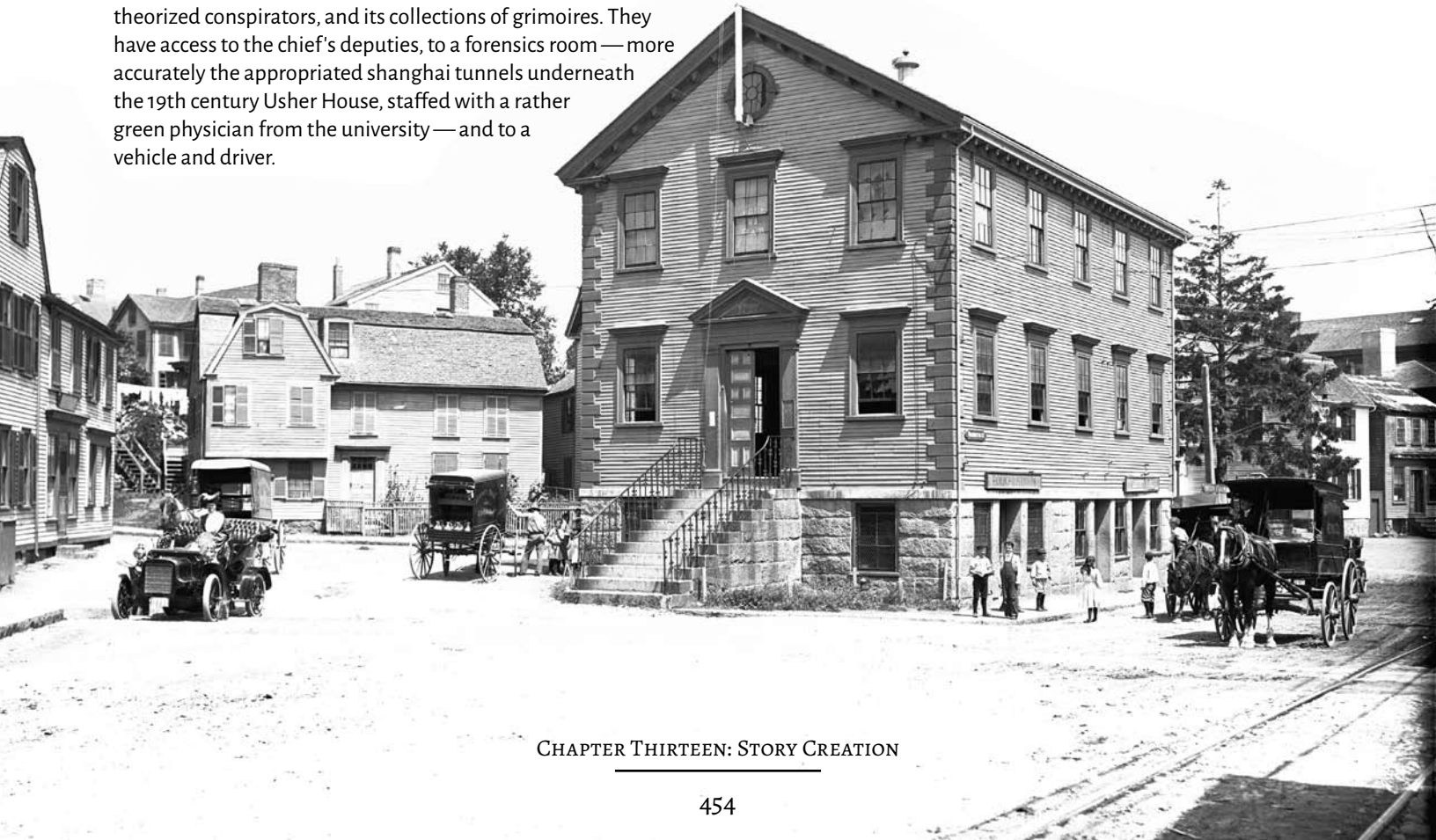
Common Bond: Obsession with the Occult

The ghost society — a circus of fairy-chasers, charlatans, so-called psychics, crackpots and debauchers — was an embarrassment to the university and to the name of Arkham. Headquartered in a colonial estate owned by their rather eccentric ringleader, the ghost society infiltrated the academic network with their outlandish theories, and traveled the expanse of New England with their ridiculous methods. They partnered with yellow journalists and a profiteering mayor to paint the local university as an "Illuminati Headquarters!" and the town as a "Legendary Haunt of Specters and Strange Phenomena!" It wasn't until the members of the society all went missing that any of their theories were taken seriously. When the first body part materialized in a factory in Old Town, the Chief of Police suddenly found himself in the vortex of a real conspiracy. Within weeks, a few family members related to the ghost society also went missing, and then more body parts showed up in the French quarter, at Monolith Hill, and in the Hockomock. After exhausting any leads, and finding himself out of his element entirely, the chief relented under pressure from the mayor, hiring "honest-to-goodness experts!" And by experts he meant dilettante detectives, occultic specialists, celebrity authors, and ghost hunters, the kinds of people who could provide wild insights about the founding ghost society and its investigations. It is with great reluctance that the chief hires the players's team. They are to start their assignment at the ghost society's headquarters, with its labyrinthine basement of newspaper stacks, its cabinets of curiosities, its dossiers of theorized conspirators, and its collections of grimoires. They have access to the chief's deputies, to a forensics room — more accurately the appropriated shanghai tunnels underneath the 19th century Usher House, staffed with a rather green physician from the university — and to a vehicle and driver.

The Fugue

Common Bond: Missing Time

The members call it the Fugue. If one has suffered through it, he will instantly understand its meaning. It is called the Fugue, for the emptiness it leaves in its victims, but also for the strange cacophony it imprints in the mind. All of its victims can hear it, the almost imperceptible refrain of the universe — a kind of ebbing and flowing, a "fluting resonance," as one of the members once remarked. For some of them, entire days, months, and even years, are missing from memory — as if they never lived them. For others, details about the world are different and no one else seems to notice: an acquaintance that some undoubtedly believe existed, now seemingly erased from the world; a historical event, once recorded in every account across the world, now inexplicably deleted from record; a familiar location — remembered by some — now, oddly, remembered by no one else. Little details, things once held with certainly, now ebbing and flowing from reality with the nauseating strains of the fluting resonance. Lives have been ruined and erased, and the only thing each of them knows for sure is that nothing is for sure anymore. The organizing patron — in a former life a powerful figure — has been devastated by the trauma of the Fugue. He or she has assembled the team — from all walks of life — to put the pieces of its members' histories back together and to find the blanks in time, if this is at all possible. Amassed in this leader's estate is a storeroom of copiously collected evidence, and with this — and working together — the team must correlate the contents and discover the meaning of the Fugue.

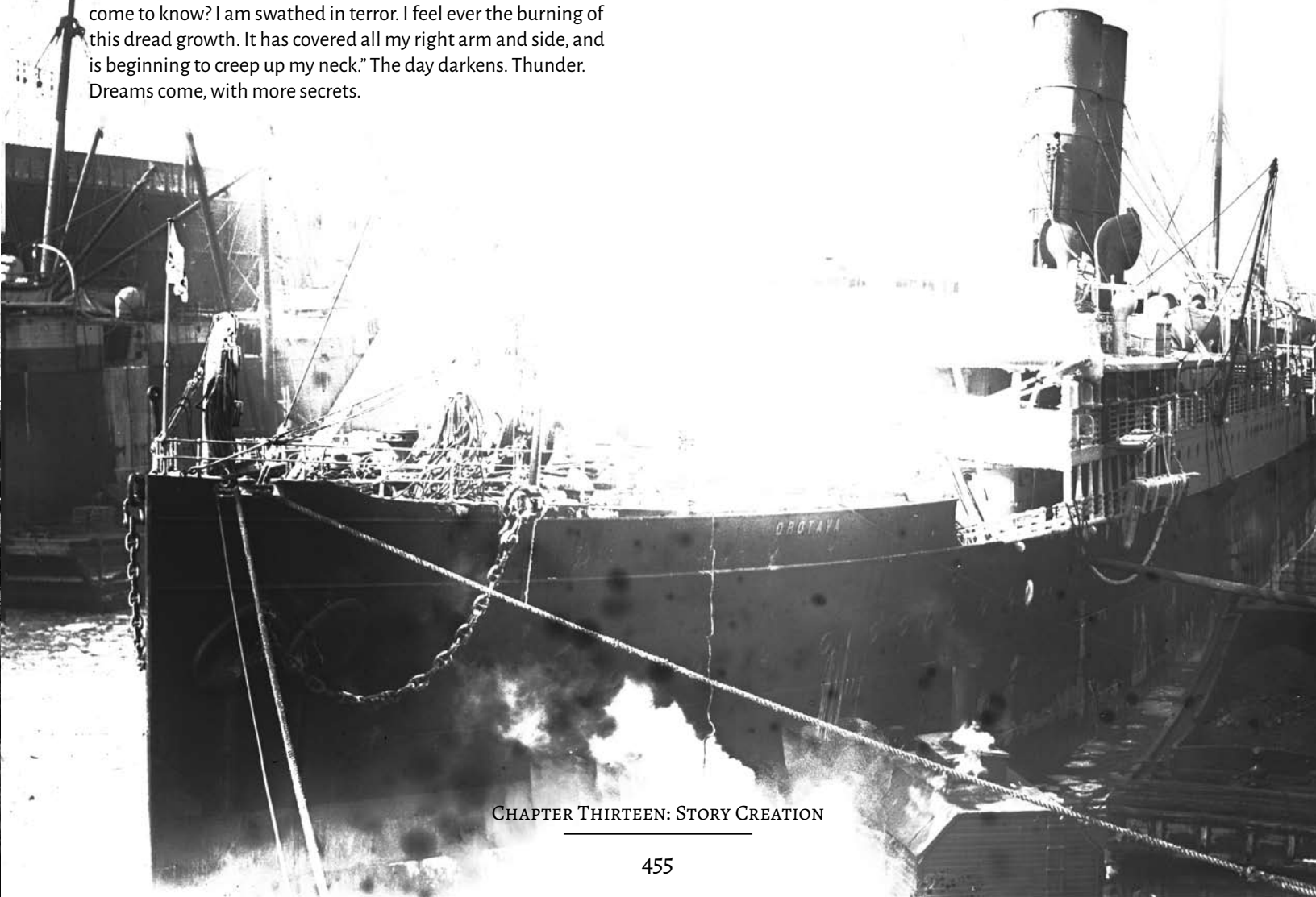


House on the Borderlands
Common Bond: Survival

It is a vast plain, and in the distance are hills, monoliths...a greenish, squalling sky belches lightning. The people are all scattered like sleeping dolls across this landscape: a soldier, a gentleman, a lady (and her dog), a ruffian, a corpse (immolated), a long-corroded automobile half-buried in caked earth...one of them (a professor?) stumbles along a path, gazing at the ground and muttering, "...temporal spacial, temporal spacial, temporal..." They possess no recollection of who they are, only their clothing, a few pocket items, and a strange mark etched into each of their arms. In fact, each of them are marked in a similar fashion (they discover after some time). Combined, these marks mean something — if they could only decipher the language. There is a great house in the midst of this alien landscape, made of human masonry but as ill-fitting to this world as the strangers. It sinks ever so slightly into its foundation, as if melting. Inside the great house, they find more secrets. A small cache of tools and weapons as old and weathered as the automobile. A sitting room. A desiccated carcass. A long-abandoned hearth with piles of ash. And the stacks of journals. Inside of each, entries in various languages — some understood by a few of the companions, and some not yet understood. "March. They come in the night," one entry reads. Another entry, a map of some unknown region, with potential answers, with possible escape. Another entry: "Six days, and I have eaten nothing. It is night. I am sitting in my chair. Ah, God! I wonder have any ever felt the horror of life that I have come to know? I am swathed in terror. I feel ever the burning of this dread growth. It has covered all my right arm and side, and is beginning to creep up my neck." The day darkens. Thunder. Dreams come, with more secrets.

Lady of the Shroud
Common Bond: Shared Enemy (Nyarlathotep)

Signora della Sindone — the "Lady of the Shroud" — is a chapel and medieval outpost overlooking the sparkling Mediterranean. It is now privately owned, fortified with high walls, encircled by a maze of villages and informants, and secured by secrecy. The man inside wears a mask, a mockery restoration of the original face that was reduced to an unsolvable jigsaw of flesh. While his right torso ends at the clavicle — a stitched and cauterized ruin of trauma — his left hip wears a Luger pistol, for a left hand still unaccustomed to drawing it. This is the team's patron, a man of so many means but very few options. The Signora della Sindone is his restored chapel — now looking more like a gypsy tavern or maybe a war room — tapestried with maps and photographs and diagrams, bound with collection boxes and artifacts, and wired for telegraphs. He has gathered the group together from all corners of the world. Their target is one individual, who is neither man nor woman, but something else entirely. They have all encountered it and somehow survived, but each of them has faced a different manifestation of its true form — in one country a heirophant of sycophants, in another a sower of conspiracies, and in yet another a beast of nightmare. The patron reveals that these are all illusory aspects of the same horrible identity, and theorizes that its true powers are legion. He has channeled his fortune into assembling this motivated team of hunters — each with a personal contempt for the target — and tasked them with purging its forces from the world.



Structuring a Campaign

Just as with an adventure, a conspiracy may be organized as its own clue web or as an organization's hierarchy, with each node representing a single adventure within the larger campaign or an important faction, location, unique asset, or support structure (providing Muscle, Funding, or Power) making up a larger conspiratorial organization (for the latter, see the "Organizations" chapter). The leads between these adventure nodes may be distributed to players just as they are inside the individual adventures.

In other words, the organization of a conspiracy resembles the organization of an adventure — with its own conspiracy outline resembling an adventure outline — just on a macro scale.

Outside of the introductory adventure which starts a campaign, each of the other adventures in the campaign are only *potential* gaming sessions. In other words, beyond the initial adventure, each of the other scenarios are engaged only if the players choose to explore or investigate them.

Additionally, the nodes of a campaign may grow as the campaign world evolves according to the choices of the players. The gamemaster will inevitably add new nodes (each representing a potential adventure) — or even repurpose previously unused nodes — as the conspiracy grows. Because these adventure nodes are only potential scenarios, the gamemaster may leave the majority of them undeveloped in full, with merely a few location traits or generalized summaries of their contents. If and when players choose to explore them should the gamemaster develop their outlines into full-fledged scenarios. At the outset of a conspiracy, the gamemaster may develop a few key scenarios in full, then leave the rest of the adventure nodes as intriguing sketches.

In doing this, the gamemaster is organizing just enough material — using shorthand notes (e.g., location traits, adventure & mythos atlas) — to run his campaign, yet is still allowing players to make significant choices in the setting.

The gamemaster may develop as much of the world as he wishes, but at the outset is encouraged to develop only as much as is needed, and in a way that is easily accessible to him at a later date. As players take control of their choices inside the campaign's setting, the gamemaster will need to adapt to these new directions and unanticipated choices — which is easier to do with a worksheet outlining the conspiracy in broad strokes than it is to do with a campaign predicting a preordained plot.

Mapping a Campaign Like a Clue Web

Note that the clue web of a campaign resembles that of a smaller adventure — with its various leads, antagonists, locations, encounters (and possible timelines) and other moving parts — only on a macro scale. With a conspiracy's clue web, for instance, each node more than likely represents a single adventure (rather than just a location). Leads found in one adventure may point players to an entirely new node in the conspiracy's web of scenarios; or, NPCs encountered in the adventurers' various circles of influence may present the players with new hooks leading to these nodes. As the conspiracy grows and new plots suggest themselves, new nodes will be added to the overall framework — and old explored nodes will be crossed out.

Hot and Cold Adventure Nodes

Adventure nodes in the conspiracy's web may be either **hot** or **cold**.

A **hot adventure node** is one that exists on a timeline — whose conditions potentially change if the players fail to interact with it. For example, a cult in a specific node may amass power or even resurrect an entity if enough time passes without interference from a third party.

A convenient way to track a hot node's activity is to assign it a specific objective, and to mark the objective's progress (using a checkbox) during the improvement phase. See "Organization Objectives" in the "Organizations" chapter for more.

A **cold adventure node** is one that sits inert until the players ineract with it — it is presumed that the conflicts within it are ongoing but so localized and cyclical that the adventurers' inattention won't affect whether or not the node changes the campaign's setting. For example, the horrible deep ones within Innsmouth may be busy going about their plans (which continue indefinitely without outside interference) but these plans may not show any discernible effects (for the time being) on the outside world.

Of course, a cold node may at any point become a hot node, if the gamemaster chooses to make it more important to the setting. In contrast, the gamemaster may wish to ease the workload of juggling several hot nodes, choosing consequently to make several of them cold (and perhaps keeping hot one or two nodes containing major threats to the campaign world). As a conspiracy grows, this becomes a balancing act, with the results dependent on where the gamemaster wishes to focus his attention at any given time.

Appendix: World Source Book

Population Sizes (early twentieth century)

Scale	Area	Population
1	Border tribe or nomadic clan	30 to 150
2	Tiny hamlet or backwater outpost	300 to 1500
3	Rural village or fisher-port	3,000 to 15,000
4	Small city	30,000 to 150,000
5	Moderate city	300,000 to 1.5 million
6	Major city	3 million to 10.5 million
7	Nation or empire	30 million to 100.5 million
8	Major empire	300 million or more
21	World total	1.75 billion

City or Town Infrastructure (early twentieth century)

Feature	Backwater (Dorrance, KS)	Industrial (Chicago, IL)	Progressive (Paris, FR)
Law enforcement	Possibly	Multiple precincts or garrisons	Multiple precincts or garrisons
Roads (breakdown of the total area)*			
Surfaced	5%	35%	50%
Unsurfaced	45%	55%	45%
Primitive	50%	10%	5%
Street lighting (breakdown of the total area)			
Gas (less than 1% of it gasoline)	35%	70%	55%
Municipal electricty	10%	20%	40%
No lighting	55%	10%	5%
Telegraph stations	1d4–1	Multiple	Multiple
Train stations (or steamer ports)	One or none	Multiple	Multiple
Trolleys or streetcars	—	Multiple	Multiple

*Driving conditions: surfaced = favorable , unsurfaced = rural, and primitive = wild or hostile

World Leaders (1900-1914)

Austria-Hungary

Dates	Monarch
1848-	Franz Joseph I

Britain

Dates	Monarch	Dates	Prime Minister
1837-1901	Victoria	1895-1902	Marquis of Salisbury
1901-1910	Edward VII	1902-1905	Arthur James Balfour
1910-	George V	1905-1908	Henry Campbell-Bannerman
		1908-	Herbery Henry Asquith

Belgium

Dates	Monarch	Dates	Prime Minister
1865-1909	Leopold II	1899-1907	Paul de Smet de Nayer
		1907-1908	Jules de Trooz
		1908-1911	Frans Schollaert
1909-	Albert I	1911-	Charles de Broqueville

France

Dates	President
1899-1906	Emile Loubet
1906-	Armand Fallieres

Germany

Dates	President
1888-	Kaiser Wilhelm II

Japan

Dates	Monarch	Dates	Prime Minister
1867-1912	Emperor Meiji	1898-1900	Yamagata Aritomo
		1900-1901	Itō Hirobumi
		1901-1906	Katsura Taro
		1906-1908	Saionji Kinmochi
		1908-1911	Katsura Taro
1912-	Emperor Taishō	1911-1912	Saionji Kinmochi
		1912-1913	Katsura Taro
		1913-1914	Yamamoto Gonnohyoe

Russia

Dates	Monarch
1894-	Tsar Nicholas II

United States

Dates	President
1897-1901	William McKinley[R]
1901-1909	Theodore Roosevelt[R]
1909-1913	Wllm. Howard Taft[R]
1913-	Woodrow Wilson[D]

R=Republican, D=Democrat

World Populations at a Glance

By Continent	
Africa	124,638,566
Asia	911,604,958
Europe	444,008,363
North America	131,668,651
Oceania	53,114,151
South America	50,014,241
Total	**1,715,048,930**

Africa	
Abyssinia	5,000,000
Anglo-Egyptian Sudan	2,600,000
British Colonies	34,999,986
Egypt	11,287,359
French Africa	24,576,850
German Africa	14,120,000
Italian Africa	450,000
Belgian Kongo	15,000,000
Liberia	2,120,000
Morocco	5,000,000
Portuguese Africa	8,248,527
Spanish Africa	235,844
Turkish Africa	1,000,000
Total	**124,638,566**

Asia	
Afghanistan	5,900,000
Bhutan	250,000
Ceylon	4,109,054
Cyprus	273,857
China	433,553,039
French Indo-China*	16,598,442
Hongkong	366,145
India, British	315,132,537
Japan	68,147,255
Kiauchau	168,900
Labuan	6,546
Malay estates	1,035,933
Nepal	5,000,000
Oman	500,000
Persia	9,500,000
Poruguese Asia	895,789
Russia in Asia	24,889,000
Samos	53,424
Siam	6,686,846
Straits Settlement	707,523
Turkey in Asia	17,683,500
Weihaiwei	147,177
Total	**911,604,958**

*Including French India

Europe	
Andorra	5,231
Austria-Hungary	49,161,766
Belgium	7,516,730
Bulgaria	4,329,108
Crete	310,200
Denmark	2,775,076
France	39,601,509
Germany	64,903,423
Great Britain	45,613,637
Greece	2,666,000
Iceland	85,089
Italy	34,687,000
Luxemburg	259,891
Monaco	19,121
Montenegro	250,000
Netherlands	5,945,155
Norway	2,391,782
Portugal	5,668,954
Roumania	6,966,000
Russia	135,859,400
San Marino	10,489
Servia	2,911,701
Spain	19,588,688
Sweden	5,521,943
Switzerland	3,741,971
Turkey	6,130,200
Total	**444,008,363**

North America	
Bahamas	55,944
Bermuda	18,944
Canada	7,204,527
Costa Rica	379,533
Cuba	2,220,278
Curacao	52,741
Danish West Indies	27,086
French Islands	397,000
Greenland	11,893
Guatemala	1,992,000
Haiti	2,029,700
Honduras	553,446
Honduras, British	40,510
Jamaica	831,383
Leeward Islands	127,189
Mexico	15,063,207
Newfoundland*	242,966
Nicaragua	600,000
Panama	419,029
Porto Rico	1,118,012
Salvador	1,700,000
Santo Domingo	673,611
United States†	95,580,356
Windward Islands	329,246
Total	**131,656,462**

*Including Labrador †Including Alaska

Oceania	
Australian Federation	4,455,005
Borneo and Sarawak	700,000
Dutch East Indies	38,000,000
Fiji Islands	139,541
Gilbert Islands	29,475
Guam	11,973
Hawaii	191,909
New Caledonia*	85,800
New Guinea, British	272,057
New Guinea, German†	357,800
New Zealand	1,071,428
Philippine Islands	7,635,426
Solomon Islands	150,000
Tonga Islands	23,737
Total	**53,114,151**

*Including other French dependencies

†Including Samoan and other German islands

South America	
Argentine Republic	6,989,023
Bolivia	2,267,935
Brazil	21,461,100
Chile	3,500,000
Colombia	4,320,000
Ecuador	1,500,000
Falkland Islands	2,272
Guiana, British	296,041
Guiana, Dutch	85,094
Guiana, French	27,000
Paraguay	800,000
Peru	4,609,999
Trinidad	330,074
Uruguay	1,112,000
Venezuela	2,713,703
Total	**50,014,241**

Colonies and Dependencies of Each Nation or Empire (as of 1910)

Colony or Dependency	Sq. Miles	Population
Austria-Hungary		
Bosnia and Herzegovina	19,702	1,568,092
Belgium		
Kongo Free State	900,000	15,000,000
China		
Chinese Turkestan	550,340	1,200,000
Manchuria	363,610	16,000,000
Mongolia	1,367,600	2,600,000
Tibet	463,200	6,500,000
Denmark		
Greenland	46,740	11,893
Iceland	39,756	78,470
West Indies	138	30,527
France		
Algeria	343,500	5,158,050
Annam	52,100	6,124,000
Cambodia	37,400	1,500,000
Cochin China	20,000	20,000
Comoro Isles	620	47,000
Dahomey	60,000	1,000,000
Guadeloupe	688	182,110
Guiana	30,500	32,910
Guiana, French	95,000	2,200,000
India, French	196	275,400
Ivory Coast	120,000	2,000,000
Kongo, French	450,000	10,000,000
Laos	98,400	650,000
Madagascar (and islands)	227,950	2,644,700
Martinique	380	203,780
Mayotte	140	11,640
New Caledonia	7650	53,350
Oceanic establishments	1520	29,000
Reunion	970	173,200
Sahara, western	1,944,000	800,000
St. Pierre and Miquelon	92	6250
Senegal	9070	107,800
Senegambia and Niger	370,000	8,000,000
Somali Coast	12,000	50,000
Tonquin	46,000	10,000,000
Tunis	64,000	1,900,000
Great Britain		
Aden and Perim	9080	41,222
Ascension	34	410
Australia	3,063,113	5,623,375
Bahamas	5540	59,142
Barbados	166	196,287
Basutoland	10,293	347,731
Bechuanaland	275,000	130,999
Bermuda	20	17,535
Borneo and Sarawak	73,106	660,000
British Guiana	90,277	306,959
British Honduras	7562	41,007
British New Guinea	90,540	350,000
Canada	3,745,574	5,371,574
Cape Colony	276,995	2,470,289
Ceylon	25,332	3,578,333
Cyprus	3584	237,022
East Africa Protectorate	175,590	4,038,250
Falklands Islands	6500	2065
Federated Malay states	26,380	871,974
Fiji	7435	125,085
Gambia	3619	90,354
Gibraltar	2	26,830
Gilbert Islands	180	35,000
Gold Coast	119,260	1,697,000
Hongkong	390	437,270
India	1,766,642	294,361,056
Jamaica	4200	830,261
Labuan	30	9000
Leeward Islands	701	133,310
Malta	117	206,690
Mauritius	840	382,972
Natal	35,371	1,151,910
Newfoundland-Labrador	163,734	232,780
New Zealand	104,751	936,309
Northern Nigeria	256,400	7,164,751
Nyasaland	43,608	928,481
Orange River Colony	50,392	387,315
Rhodesia	435,000	1,492,982
St. Helena	47	3526
Seychelles	153	21,781
Sierra Leone	30,000	1,027,000
Solomon Islands	8360	150,000
Somaliland protectorate	68,000	300,030
Southern Nigeria	77,260	6,000,000
Straits Settlements	1600	611,790
Tonga Islands	390	22,011
Transvaal	117,732	1,355,440
Trinidad and Tobago	1868	273,898
Turks and Caicos Islands	165	5287
Uganda	223,500	2,540,000
Weihaiwei	285	131,000
Windward Islands	672	372,631
Zanzibar protectorate	1020	200,000

Colonies and Dependencies of Each Nation or Empire (as of 1910 continued)

Colony or Dependency	Sq. Miles	Population
Germany		
Bismarck archipelago	20,000	188,000
Caroline and Pelew Islands	560	50,000
German East Africa	384,180	7,010,000
German Southwest Africa	322,450	200,000
Kaiser Wilhelm Land	70,000	110,000
Kamerun	191,130	3,500,000
Kiauchau Bay	200	33,000
Marianne Islands	250	2000
Marshall Islands	150	15,000
Samoan Islands	1000	33,000
Solomon Islands	4200	45,000
Togoland	33,700	1,500,000
Italy		
Eritrea	88,500	450,000
Somali coast	100,000	400,000
Japan		
Formosa	13,458	2,860,374
Pescadores	85	55,410
Sakhalin	14,669	14,000
Netherlands		
Bali and Lombok	4065	1,041,696
Banca	4446	106,205
Billiton	1863	43,386
Borneo	212,737	1,087,597
Celebes	71,470	884,141
Curacao	403	53,486
Dutch Guiana	46,060	75,465
Java and Madura	50,554	28,746,688
Molucca Islands	43,864	410,190
New Guinea	151,789	200,000
Riau-Linnga archipelago	16,301	86,186
Sumatra	161,812	3,052,699
Timor archipelago	17,698	119,239
Portugal		
Angola	484,800	4,119,000
Cape Verde Islands	1480	147,424
Damao, Diu	169	56,285
East Africa	293,400	3,120,000
Goa	1469	475,513
Guinea	13,940	820,000
Macao	4	63,991
Prince's and St. Thomas	360	42,103
Timor	7330	300,000
Russia		
Bokhara	80,000	1,250,000
Khiva	22,320	800,000
Spain		
Balearic Islands	1900	325,703
Canary Islands	2800	419,809
Fernando Po (part of Spanish Guinea)	780	21,946
Rio de Oro and Adrar (Spanish Sahara)	70,000	130,000
Rio Muni (part of Spanish Guinea)	9800	140,000
Turkey		
Bulgaria	38,080	4,035,623
Crete	3365	310,185
Cyprus	3710	237,000
Samos	180	53,424
Egypt	400,000	9,734,405
Sudan	950,000	2,000,000
United States		
Alaska	590,884	63,592
Guam	210	9000
Hawaii	6449	154,001
Panama Canal Zone	474	—
Porto Rico	3435	953,243
Philippines	115,026	7,635,426
Samoan Islands	77	5800

Simplified Hierarchy of British Combat Ranks (based on military structures of The Great War)

Officer Ranks

Army Rank*	Command (Army)	No. Men (Army)	German Equivalent	French Equivalent	Equivalent Naval Rank
Field-Marshal	Army Group	2,000,000	Generalfeldmarschall	Maréchal de France	Admiral of the Fleet
General	Army	300,000	Generaloberst	Général d' Armée	Admiral
Lieutenant-General	Corps	60,000	General der Infanterie/ Kavallerie/ Artillerie	Général de Corps d' Armée	Vice Admiral
Major-General	Division	12,000	Generalleutnant	Général de Division	Rear Admiral
Brigadier-General or Colonel	Brigade	3500	Generalmajor or Oberst	Général de Brigade or Colonel	Commodore 2nd Class or Captain
Lieutenant-Colonel	Battalion (commanding officer, or "CO")	1000	Oberstleutnant	Lieutenant-Colonel	Commander
Major	Battalion (second in command)	1000 (second in command)	Major	Commandant	Lieutenant-Commander
Captain	Company	200	Hauptmann	Capitaine	Lieutenant
Lieutenant or Second Lieutenant	Platoon	50	Oberleutnant or Leutnant	Lieutenant or Sous-Lieutenant	Sub-Lieutenant or Ensign

Enlisted Ranks

Army Rank*	Command (Army)	No. Men (Army)	German Equivalent	French Equivalent	Equivalent Naval Rank
Sergeant	Platoon (second in command)	50 (second in command)	Feldwebel or Sergeant	Sargent	Petty Officer
Corporal or Lance Corporal	Section	12	Unteroffizier or Gefreiter	Caporal	Leading Seaman
Private	—	—	Soldat	Soldat	Seaman

*British ranks (and American equivalents)

Note that ranks are grossly simplified for ease of gaming; actual hierarchies were considerably more complex (e.g., the British army distinguishing between ranks and appointments, as well as between substantive, brevet, temporary and acting ranks; variations in nomenclature such as a private being called a guardsman in the Guard or a sapper in the Royal Artillery, or a Hauptmann in the German infantry being called a Rittmeister in the cavalry; changes in operational duties when non-commissioned officers and junior officers took temporary command above their stations; variations in ranks of other cultures; the complexity of lower ranks, specializations and assignments — especially in a navy).

Military Ranks & Free Skill Points (for character creation)

Tier	Age	Enlisted Rank	Officer Rank	Free Skill Points	Maximum Increase
2	2d6+8 (10-20)	Private or Lance Corporal/Seaman	—	50	+10
3	**2d6+18 (20-30)**	**Corporal/Leading Seaman**	**Second Lieutenant/Ensign**	**100**	**+15**
4	2d6+28 (30-40)	Sergeant/Petty Officer	Captain/Lieutenant	150	+20
5	2d6+38 (40-50)	Sergeant Major/Chief Petty Officer	Major/Lieutenant-Commander	200	+25
6	2d6+48 (50-60)	Sergeant Major/Chief Petty Officer	Lieutenant-Colonel/Commander	250	+30

Police Ranks & Free Skill Points (for character creation)

Tier	Age	Boston Police Department	Arkham Police Department	Free Skill Points	Maximum Increase
3	**2d6+18 (20-30)**	**Patrolman**	**Deputy or Consultant**	**100**	**+15**
4	2d6+28 (30-40)	Inspector	Deputy or Consultant	150	+20
5	2d6+38 (40-50)	Sergeant	Deputy or Consultant	200	+25
6	2d6+48 (50-60)	Lieutenant	Deputy or Consultant	250	+30

Ranks of the Peerage (Britain)

From highest to lowest rank (excluding the monarch); note that not all of the complex rules can be covered in such a short space (e.g., dowagers, odd ranks, presumptives). Quick tip: old villages or other lost place names (often found on antique maps) offer great ideas for fictional baronies, titles, etc.

Duke

The duke (male) or duchess (female) is either a monarch ruling over a duchy or a member of the nobility (as the highest rank below the monarch). Historically, a duchy is the territorial domain, within which the duke has significant land holdings, unique legal privileges (e.g., sovereignty, manorial rights, entitlement to certain duties or income from residents). However, in the present, the title is not necessarily attached to a duchy.

Addressed: As "your grace" by subordinates; those who are considered familiars are allowed "Duke" or "Duchess" or the relevant title (e.g., "Wonderful evening, Somerset!"). The duke's family name (e.g., Burkett) is rarely or never used as an address.

Family: The wife is called the duchess. Together they are the duke or duchess of something (e.g., Duke and Duchess of Somerset). The surname of the duchess will in practice always be attached to her first name (e.g., Elizabeth Booth will formally use Elizabeth Somerset). The eldest son as heir is often addressed as the next lowest ranking peer (e.g., marquis) as a courtesy title (though in some cases this may be earl, viscount, and so on). The other sons are given the courtesy title of Lord, plus the first name (Lord Gregory Somerset, but never "Lord Somerset"). Daughters are given the courtesy title of Lady (Lady Mary Somerset, but never "Lady Somerset"). If she marries a commoner (e.g., Smithborn), she retains the title and takes the husband's surname (Lady Mary Smithborn). If she marries a peer, she adopts the husband's title (if she marries the Earl of Carnarvon, she becomes Countess Carnarvon, also addressed as Lady Carnarvon); if she marries a husband with a courtesy title, she may choose to use his title or her own birthright title.

Inheritance: If the heir has a son before becoming duke, the son will take the next lowest courtesy title, and if the heir dies before his father, the heir's son will become the new heir apparent (with his father's title).

Marquis (or Marquess)

In Great Britain and Ireland, the correct spelling of the aristocratic title of this rank is marquess (although for aristocratic titles on the continental mainland, the French spelling of marquis is often used in English). The term is also used to translate equivalent Asian ranks, such as those in imperial China, Japan, and Korea.

Addressed: By subordinates as the Marquis of something (e.g., Hallifax, Dorchester), or just Lord (Hallifax, Dorchester, etc.); those who are considered familiars are allowed the relevant title (e.g., "Nice shooting, Hallifax!"). (Pronounced *markwess*.)

Family and inheritance: The wife is called the marchioness (pronounced *marshuness*), and addressed similarly (e.g., Marchioness of Hallifax, or just Lady Hallifax). Rules for children are similar to those for the duke.

Earl

Addressed: By subordinates as the Earl of something (e.g., Earl of Carnarvon), or just Lord (Carnarvon, etc.); those who are considered familiars are allowed the relevant title (e.g., "Earl"). A few earls use their surname (e.g., Earl Herbert).

Family and inheritance: The wife is called the countess, and addressed similarly (e.g., Countess of Carnarvon, Countess Carnarvon, or Lady Carnarvon); she will sign herself as (Heather, Elizabeth, etc.) Carnarvon. All rules for children are similar to those for the duke, except that the younger sons are "the honorable" which is used only in formal settings.

Viscount

Addressed: As the Viscount plus something, with no "of" (e.g., Viscount Weatherly), but usually as Lord (Weatherly, etc.) or just (Weatherly, etc.).

Family and inheritance: The wife is known as Lady (Weatherly, etc.) and signs herself as (Edith, Wilhemena, etc.) Weatherly. All children are known as "the honorable," with no special title for the heir apparent.

Baron

The baron is the lowest rank in the peerage. The wife is the baroness. They are referred to as Lord and Lady, and she signs her name as her first name plus title (e.g., Louisa Dunsany). Rules for children are the same as those for the viscount.

Baronet

The baronet is next in rank and not included in the peerage. He is addressed as "Sir" plus his first name and surname (e.g., Sir Henry de la Poer). His wife is therefore Lady de la Poer (and never "Lady Ava de la Poer," unless she is the daughter of a duke, marquis, or earl); she signs herself as "Ava de la Poer."

Knight

Same rules as the baronet, but without the inheritance.

Great Cities of the World (as of 1910)

City	Population	City	Population	City	Population
London	7,217,941	Budapest	732,322	Suchau	500,000
New York	4,113,043	Chungking	702,000	Milan	493,241
Paris	2,763,393	Peking	700,000	Sydney	487,900
Chicago	2,166,055	Shanghai	651,000	Lyon	472,114
Berlin	2,040,148	St. Louis	649,320	Breslau	470,904
Vienna	1,999,912	Manchester	643,148	Leeds	470,268
Tokyo	1,818,655	Fuchau	624,000	Rome	462,743
Philadelphia	1,441,735	Brussels	623,041	Cleveland	460,327
St. Petersburg	1,429,000	Boston	602,278	Sheffield	455,453
Moscow	1,359,254	Amsterdam	564,186	Odessa	449,673
Constantinople	1,106,000	Naples	563,540	Hyderabad	448,466
Calcutta	1,026,987	Baltimore	553,669	Cologne	428,722
Buenos Aires	1,025,653	Birmingham	553,155	Copenhagen	426,540
Siangtan	1,000,000	Madrid	539,835	Rotterdam	390,364
Singan	1,000,000	Munich	538,983	Buffalo	381,819
Osaka	995,945	Barcelona	533,000	Kyoto	380,568
Canton	900,000	Stockholm	533,000	Santiago	378,000
Glasgow	847,584	Hankau	530,000	Pittsburg	375,082
Rio de Janeiro	811,265	Melbourne	526,400	Lisbon	356,009
Hamburg	802,793	Marseilles	517,498	Detroit	353,563
Bombay	776,006	Dresden	516,996	Lodz	351,570
Warsaw	756,426	Madras	509,346	Hangchau	350,000
Tientsin	750,000	Leipzig	503,672	Belfast	349,180
Liverpool	746,144	Bangkok	500,000	Edinburgh	345,747

Boston Police Department Hierarchy (early twentieth century)

Position	Headquarters	Bureau of Criminal Investigation	First Division (of 16 total)
Board of Police Commissioners	4 civilians and retired officers	—	—
Superintendent (equiv. to Chief of Police)	1	—	—
Superintendent of Intelligence Offices	—	1	—
Deputy Superintendents	2	—	—
Chief Inspector of Police	1	—	—
Chief Inspector of the Bureau of Criminal Investigation	—	1	—
Inspectors of Police	2	3	—
Assistant Inspectors of Police	—	1	—
Captains	8 (one being Property Clerk of HQ)	1	1
Lieutenants	2	—	2
Sergeants	3	—	3
Inspectors (detectives)	—	20	—
Patrolmen	—	7	85 (10 plainclothes)
Reserve officers, clerks, civilians	5 clerks, 12 civilians	4 reserve officers, 5 clerks	10 reserve officers, 2 clerks

Special Positions: Clerks (e.g., Property Clerk, Clerk to the Superintendent of Police, Clerk to the Board, Chief Clerk of the Department), Telegraphers, Patrol Drivers (one-horse carriage with wooden wheels and canvas roof), 1 Chauffeur (civilian with patrol automobile), Coroner (civilian), various civilian assistants and consultants, 1 Harbormaster (at the rank of Deputy Superintendent) at Eighth Division only, Patrolmen (on foot, on bicycle, and mounted)

Boston Jails (early twentieth century)

Name and Location	Notes for Current Year
Boston Police Division Building	Temporary holding cells*
House of Correction, Deer Island	Approx. 700 males, 300 females (1 escape, 15 inmate deaths, 4 inmates sent to lunatic hospital)
House of Reformation, Rainsford Island	Approx. 120 juveniles (3 escapes, 1 inmate death)
Parental School at West Roxbury	Approx. 200 juveniles (2 escapes)
Suffolk County Jail (at 215 Charles Street)†	Approx. 200 males, 40 females (6 inmates sent to lunatic hospital)

*Each of the sixteen division buildings is a three-story brick Georgian or similar nineteenth century structure (some with mansard roofs) — with the dungeon-like basements converted to temporary holding cells.

†The jail is constructed in the form of a cross — with a central octagonal rotunda forming an atrium (90 feet tall). Four wings of Quincy granite extend from this center, allowing segregation of prisoners by sex and offense. Thirty arched windows, each 33 feet high, provide natural light. The prison contains 220 granite cells (each eight-by-ten feet).

Boston Population: 602,278

Arkham Police Department Hierarchy (as of 1910)

Position	Numbers
Town Council (Board of Selectmen)	5 to 7 old money family members
Police Chief	1 (42 year old Frank Forte)
Deputies	3 currently (Police Chief appointed)
Reserve officers, clerks, civilians	2 clerks, 1 off-the-books Forensic Expert*
Courthouses and jails†	1 of each

Special Positions: various civilian consultants (private detectives)

*Although Miskatonic University has a new morgue and Department of Forensic Medicine, its doors are rarely opened for the police chief. He secretly employs Stuart J. Milton (as his off-the-books forensic expert) — who runs an undertaker business in a three story Federal structure in Smuggler's Row, at 22 Union Street in east Arkham (within walking distance to the train station).

†Arkham has been an incorporated municipality since 1890. It maintains a local county seat and town council, which in turn employs the police chief and deputies. The historic courthouse is used for some local civil and criminal cases, though more often higher profile cases are moved to Salem (or even to Boston). The police station is a three story converted Georgian, and its jails (used mostly for processing and overnight holding) are located in the cellars.

Arkham Population: 33,000

Historical City Populations

	Cities with populations over...						
Date	**100,000**	**200,000**	**500,000**	**1,000,000**	**2,000,000**	**5,000,000**	**Largest City in the World**
1360 BC	1	—	—	—	—	—	Thebes (Egypt)[A]
650 BC	3	—	—	—	—	—	Nineveh (Iraq)[B]
430 BC	12	2	—	—	—	—	Babylon (Iraq)[C]
200 BC	14	4	—	—	—	—	Patna (India)[D]
100 BC	16	6	2	—	—	—	Rome (Italy)
361 AD	12	6	—	—	—	—	Constantinople (Turkey)[E]
622 AD	8	5	1	—	—	—	Constantinople (Turkey)[E]
800 AD	14	6	2	—	—	—	Chang'an (China)[F]
1000 AD	17	5	—	—	—	—	Córdoba (Spain)
1200 AD	24	5	—	—	—	—	Hangchow (China)
1400 AD	23	9	—	—	—	—	Nanking (China)
1500 AD	23	11	2	—	—	—	Peking (China)
1600 AD	37	15	3	—	—	—	Peking (China)
1700 AD	41	20	7	—	—	—	Constantinople (Turkey)[E]
1800 AD	65	24	6	1	—	—	Peking (China)
1850 AD	110	44	11	3	1	—	London
1875 AD	165	73	17	6	2	—	London
1900 AD	301	148	43	16	4	1	London

A=near present Luxor, B=near present Mosul, C=near present Badghdad, D=previously Pataliputra, E=later changed to Istanbul, F=later changed to Xi'an

A Few Academies, Societies and Institutions (as of 1910)

Name	Type	Location	Founded	Unique Features
Alpharabian Society	Ghost society	Chicago, Illinois	1885	Eldritch Scholarship, Blasphemous Cult
American Archaeological Society	Geographic society	St. Louis, Missouri	1903	Benevolent Order
Antiquarian Society	Antiquarian society	Arkham, Massachusetts	1899	—
Arkham Commission for Antiquities	Antiquarian society	Arkham, Massachusetts	1833	Eldritch Scholarship, Treasure Vault
Ashmolean Museum	Museum	Oxford, England	1683	Treasure Vault
Barnett College	University	Fairfield, New York	1823	—
Bibliothéque nationale de France	Library	Paris, France	1461	Eldritch Scholarship*, Private Detectives
Boulaq (Council of Antiquities)	Antiquarian society	Cairo, Egypt	1858	Treasure Vault, Mercenary Agents
British Museum	Museum	London, United Kingdom	1753	Eldritch Scholarship*, Mercenary Agents
Brown University	University	Providence, Rhode Island	1764	Eldritch Scholarship*, Eldritch Tome
Bureau of Antiquities	Antiquarian society	Baltimore, Maryland	1906	Treasure Vault, Private Detectives
Cabot Museum of Archaeology	Museum	Boston, Massachusetts	1823	Treasure Vault, Eldritch Scholarship
Cairo University	University	Cairo, Egypt	1908	Treasure Vault
Cambrian Archaeological Association	Society	Holywell, Wales	1846	Eldritch Scholarship
Church of Starry Wisdom	Monastery	Providence, Rhode Island	1844	Blasphemous Cult, Alien Artifact
Erzgebirge Priory	Monastery	Karlsbad, Austria-Hungary	981	Ancient Evil, Benevolent Order
Harvard University	University	Cambridge, Massachusetts	1636	Eldritch Scholarship*, Criminal Mastermind
Huntington Estate	Library	San Marino Ranch, California	1903	Treasure Vault, Eldritch Tome
Imperial Capital University of Peking	University	Peking, China	1898	—
Imperial University	University	Tokyo, Japan	1630	Eldritch Scholarship, Weird Science
King's College	University	Cambridge, England	1441	Eldritch Scholarship, Eldritch Tome
Lahore Museum	Museum	Lahore, Punjab, Indian Empire	1865	Alien Artifact, Mercenary Agents
Lund University	University	Lund, Sweden	1425	Eldritch Scholarship
Marshall College	University	Bedford, Connecticut	1853	—
Meiji University	University	Tokyo, Japan	1881	Eldritch Scholarship, Private Detectives
Miskatonic University	University	Arkham, Massachusetts	1763	Eldritch Scholarship*, Weird Science
Musée du Louvre	Museum	Paris, France	1792	—
National Geographic Society	Geographic society	Washington, D.C.	1888	—
Place of the Sheikh	Monastery	Bete Amhara, Ethiopia	1721	Eldritch Tome, Blasphemous Cult
Richmond College	University	Richmond, Virginia	1830	Eldritch Scholarship, Benevolent Order
Société de géographie	Geographic society	Paris, France	1821	Eldritch Scholarship, Private Detectives
Saint Petersburg Imperial University	University	Saint Petersburg, Russia	1724	—
Tokyo Imperial Household Museum	Museum	Tokyo, Japan	1872	Eldritch Scholarship
Tulane University	University	New Orleans, Louisiana	1834	Benevolent Order
United States National Museum	Museum	Washington, D.C.	1846	Treasure Vault, Mercenary Agents
University of Barcelona	University	Barcelona, Spain	1450	Eldritch Scholarship
University of Bologna	University	Bologna, Italy	1088	Eldritch Scholarship, Benevolent Order
University of Buenos Aires	University	Buenos Aires, Argentina	1821	Eldritch Scholarship*, Benevolent Order
University of Cambridge	University	Cambridge, England	1209	Eldritch Scholarship*, Benevolent Order
University of Oxford	University	Oxford, England	1167	Blasphemous Cult, Eldritch Tome
University of Seville	University	Seville, Spain	1505	Eldritch Scholarship
University of St. Andrews	University	St. Andrews, Scotland	1413	Eldritch Scholarship, Treasure Vault
University of Wittenberg	University	Halle, Germany	1502	Treasure Vault, Eldritch Tome
Vatican Secret Archives	Library	Vatican City	1475	Treasure Vault, Mercenary Agents

*Actively searching for Al Azif (also known as the Necronomicon); at Harvard, private patronage of magnate and bibliophile Harry Elkins Widener

Miskatonic University Departments (as of 1910)

Established: 1763 (Arkham, Massachusettes)

Motto: Ne transgrediaris terminos antiquos quos posuerunt patres tui ("Remove not the ancient landmark, which thy fathers have set").

Degrees: Bachelor's (3 year course), Master's (4 year course, sciences made prominent, discipline and morals enforced)

Department of...	Notable Staff	Notable Courses or Features
Anthropology	Professor emerita Helen Cook	Expeditionary, naval consultant and specialist in former Spanish colonies
Arts of Design	—	Interns placed at Arkham Gazette and Arkham Advertiser
Astronomy	Professor emeritus George Eddington	Meredith Wilkie Clock Tower (dedicated to the memory of selectman John Wilkie's daughter); Eddington on sabbatical leave to Transvaal Observatory
Bibliography	Assistant professor Henry Armitage	Orne Library (also known as the Vault, or the Dungeon)
Biology	Assistant professor West Lake (1913)	Cryptozoological research (unofficially affiliated with the department)
Chemistry	Professor Henry Shaw	First full-time black professor at Miskatonic University
Civil Engineering	—	Restoration of the Arkham Lighthouse and other local projects
Classical Languages and Literatures	Assistant professor Warren Rice	Biblical Literature and History, Greek Literature and History, Indo-European Philology, Latin, Old French, Philology, Roman Literature and History, Semitic Languages and New Testament Greek
English Literature and Language	—	Belles-lettres, Folklore, Medieval Literature, Oratory, Rhetoric
Fine Arts and Music	—	Bach, Chapel Choir, History of Art, Figure Drawing, History of Music, Plein Air Painting, Theory of Music
Forensic Medicine	Guest lecturer Police Chief Frank Forte (Criminal Law, pending), guest lecturer Inspector Robert Quint (Criminal Law, pending)	Botany, Chemistry, Comparative Anatomy, Criminal Law (pending), Forensic Science, Surgery, Materia Medica, Theory and Practice of Medicine; department recently defunded by the board for inexplicable reasons
Geology	Professor William Dyer	U.S. Navy funded investigation of H.M.S. Terror (Dyer as consultant)
Germanic and Romance Languages	Professor Reiner (Ray) Stark	Investigation of ties to Berlin and of suspected German espionage (1915)
History	—	European History, History of New England (undergraduate course), Medieval and Church History, United States History
Mathematics	Dean Eugene Horn	Guest lecturer in Europe on model theory and interpenetrating dimensions
Mechanical Engineering	Graduate teacher Frank H. Pabodie	Mechanical Drawing, Engineering, Patent Law
Medicine	Dean Dr. Allen Halsey	State of the art Clagham Medical Building (built 1910); typhoid scare
Medieval Studies	Honorary lecturer Tad Coolidge (Archaeology, Christian Art and Archaeology, Medieval Manuscripts)	Department created for honorary lecturer Thaddeus "Tad" Coolidge (sponsor of the Antiquary Club), with a grant from the Arkham Athenaeum
Military Science	Dean James North Grant	U.S. Navy funded investigation of H.M.S. Terror (Grant as consultant)
Natural History	Dean Major Caspar Clark	Museum of Natural History at the Thibeault Waite House
Natural Philosophy	Dean Alfie Bartosz (soon to retire, with the department)	Dean Alfred "Alfie" Bartosz (born 1843), veteran of the Franco-Prussian War, town "crackpot," and mythos crusader
Philosophy	Dean Lane Scott Pearcey	History of Philosophy, Apologia, Logic, Metaphysics, Moral Philosophy, Pedagogy, Psychology
Physics	Professor August Ryan	Electrical Engineering; Thomas Fortune Ryan Building (advanced facilities)
Social and Political Science	Dean Nathaniel Wingate Peaslee (on leave since 1908)	Political Economy; John D. Rockefeller opens Rockefeller Hall for social organization (built 1906)
Theology	Dean Thomas Eton Inchausti	Archaeology, Christian Art and Archaeology, Gospel History, Medieval Manuscripts, Orthodoxy
Zoology	Dean William Eatton Le Conte (Entomology)	Assistant professor Conrad Dexter (Zoology, and assistant curator of the Peabody Museum in Cambridge, Massachusetts) becomes dean (1912)

Other: Arkham Board of Curators, Chancellor (ceremonial title), Vice-Chancellor, Provost, affiliated Women's Academy (opened 1892), Newspapers (Miskatonic Reader, The Antiquary), Secret Societies (7 Society [mysterious club with symbols hidden on campus], Fabian Society, Antiquary Club [and journal], Alfred Bartosz [private investigators, rumored to be losing his mind]), nickname (The Puritans), political science department defamed in papers, investigation of German espionage in 1915 (in Department of Medicine, and of anyone with ties to Germany or with German family, such as Herbert West)

Chronology of Recent Wars (as of 1910)

Spanish-American War, 1898

Maine blown up	February 15
Diplomatic relations broken	April 21
Cuban blockade declared	April 22
War declared by Spain	April 24
War declared by United States	April 25
Dewey's victory at Manila	May 1
Hobson's Merrimac exploit	June 3
U.S. army corps lands in Cuba	June 21
Battle at El Caney and San Juan	July 1
Cervera's fleet destroyed	July 3
Santiago de Cuba surrenders	July 17
Peace protocol signed	August 12
Surrender of Manila	August 13
Peace treaty signed in Paris	December 12

Philippine War, 1899-1902 (and beyond)

Hostilities begun	February 4, 1898
Battles around Manila	February 4-7, 1899
Battle at Pasig	March 13, 1899
Santa Cruz captured	April 25, 1899
San Fernando captured	May 5, 1899
Battle of Bacoor	June 13, 1899
Battle of Imus	June 16, 1899
Battle of Colamba	July 26, 1899
Battle of Calulut	August 9, 1899
Battle of Angeles	November 14, 1899
Major John A. Logan killed	December 10, 1899
General Gregorio del Pilar killed	December 19, 1899
General Lawton killed	February 25, 1900
Taft Commission appointed	March 23, 1901
Aguinaldo captured	April 30, 1902
End of the war (officially)*	April 30, 1902
Military governorship ended	July 4, 1902

*Protracted Moro Rebellion, 1899-1913

Anglo-Boer War, 1899-1902

Boers declare war	October 10, 1899
Boers invade Natal	October 12, 1899
Battle of Glencoe	October 20, 1899
Battle of Magersfontein	December 10, 1899
Battle of Colesburg	December 31, 1899
Spion Kop battles	January 23-25, 1900
Kimberley relieved	February 15, 1900
General Cronje surrenders	February 27, 1900
Ladysmith relieved	March 1, 1900
Mafeking relieved	May 17, 1900
Johannesburg captured	May 30, 1900
Orange Free State annexed	May 30, 1900
Pretoria captured	June 4, 1900
South African Republic annexed	September 1, 1900
General Methuen captured	March 7, 1902
Treaty of peace signed	May 31, 1902

Russo-Japanese War, 1904-1905

Hostilities begun by Japan	February 8, 1904
War declared	February 10, 1904
Petropavlovsk sunk	April 13, 1904
Battle of the Yalu	May 1, 1904
Battleship Hatsuse sunk	May 15, 1904
Cruiser Yoshino sunk	May 15, 1904
Nanshan Hill battles	May 21-27, 1904
Dalny captured	May 30, 1904
Vafangow captured	June 14, 1904
Kaiping captured	July 8, 1904
Port Arthur invested	July 20-31, 1904
Newchwang evacuated	July 25, 1904
Haicheng evacuated	August 3, 1904
Port Arthur naval battle	August 10, 1904
Battle of Liaoyang	August 26-September 4, 1904
Battle of Sha River	October 12-19, 1904
Dogger bank affair	October 22, 1904
203 Meter Hill captured	November 30, 1904
North Keekwan captured	December 18, 1904
Ehrlungshan captured	December 25, 1904
Sungshushan captured	December 31, 1904
Port Arthur surrendered	January 1-2, 1905
Battle of Heikoutai	January 27-February 4, 1905
Battle of Mukden	February 24-March 12, 1905
Battle of Sea of Japan	May 27-28, 1905
Roosevelt peace proposal	June 7, 1905
Sakhalin captured	July 21, 1905
Portsmouth peace conference	August 9-29, 1905
Treaty of peace signed	September 5, 1905

Chronology of Recent Exploration (as of 1910)

Arctic				Antarctic			
Year	**Explorer**	**Deg.**	**Min.**	**Year**	**Explorer**	**Deg.**	**Min.**
1871	Captain Hall	82	16	1774	Captain Cook	71	15
1876	Captain Nares	83	10	1823	Captain Weddell	74	15
1879	Lieutenant De Log	77	15	1842	Captain Ross	77	49
1882	Lieutenant Greely	83	24	1895	Carsten Borchgrevink	74	10
1890	Lieutenant Peary	83	50	1898	Adrien de Gerlache	71	36
1891	Lieutenant Peary	83	24	1900	Carsten Borchgrevink	78	50
1895	Fridtjof Nansen	86	14	1902	Captain Scott	82	17
1900	Duke d'Abruzzi	86	33	1909	Lieutenant Shackleton	88	23
1902	Lieutenant Peary	84	17	1911	Roald Amundsen	90	(Pole)
1904	Anthony Fiala	83	13	1911	Lieutenant Shirase (pending)	—	—
1906	Commander Peary	87	6				
1909	Commander Peary	90	(Pole)				

American Professional Baseball Teams (1910)

American League of Professional Baseball Clubs

New York Highlanders (become the New York Yankees in 1913)
Boston Red Sox (Boston Americans pre-1908)
Chicago White Socks (Chicago White Stockings pre-1903)
Cleveland Blues (become the Cleveland Indians in 1915)
Detroit Tigers
St. Louis Browns (Milwaukee Brewers pre-1902)
Philadelphia Athletics
Washington Senators

National League of Professional Baseball Clubs

Chicago Cubs (Chicago Orphans pre-1903)
New York Giants
Pittsburg Pirates
Philadelphia Phillies
Cincinnati Reds
Brooklyn Superbas
St. Louis Cardinals
Boston Doves (Boston Beaneaters pre-1907, Boston Rustlers 1911, Boston Braves post-1911)

Boston Red Sox Home Field	Boston Doves Home Field
Huntington Avenue Fairgrounds 1901-1911	South End Grounds 1894-1914
Fenway Park 1912	Fenway Park 1914-1915

Trolley Trips through New England (from Boston, 1910)

Destination	Distance	Hrs : Min	Avg. Fare
Arkham, MA	29 miles	2:15	.15 to .29
Bridgeport, CT	153 miles	11:45	.77 to $1.53
Framingham, MA	23 miles	1:45	.12 to .23
Hartford, CT	102 miles	7:45	.51 to $1.02
Lynn, MA	13 miles	1:00	.07 to .13
New Haven, CT	138 miles	10:30	.69 to $1.38
New York City, NY	230 miles	17:45	$1.15 to $2.30
Salem, MA	22 miles	1:45	.11 to .22
Springfield, MA	92 miles	7:00	.46 to .92
Portsmouth, NH	57 miles	4:30	.29 to .57
Portland, Feeding Hills, MA	97 miles	7:30	.49 to .97
Providence, RI	50 miles	3:45	.25 to .50
West Farms, Bronx, NY	203 miles	15:30	$1.02 to $2.03
Worcester, MA	47 miles	3:30	.24 to .47

Calculating Average Ticket Costs*

Type	First Class/Second Class/Third Class
Stagecoach or carriage	.09 to .10/.07 to .09/.05 to .07 per mile
Steamer	.03 to .07/.02 to .03/.01 to .02 per nmi
Train	.04 to .05/.03 to .04/.02 to .03 per mile
Trolley or electric streetcar	.02 to .03 per mile

*×2 to ×3 (or more) the cost for premium (e.g., high-speed train, elite cabin suite, private sleeper car, extra luxuries)

Distances to Principal Seaports, in Nautical Miles (1 nmi = 1.15 miles)

Port	New York	New Orleans	San Francisco	Port	New York	New Orleans	San Francisco
Aden	6532	11,500	11,300	New Orleans	1741	—	13,539
Antwerp	3325	13,671	14,446	New York	—	1741	13,089
Batavia	10,182	7800	7600	Nome	15,840	16,249	2705
Bombay	8120	9780	9580	Odessa	5370	6760	14,897
Brest	2954	13,209	13,984	Pernambuco	3696	3969	9439
Buenos Aires	5868	7511	8286	Port Said	5122	6509	12,810
Calcutta	9830	8990	8896	Port Townsend	13,848	14,298	775
Callao	9603	4012	4769	Punta Arenas	6890	7340	6199
Cape Town	6815	10,454	11,229	Panama	2028*	1427*	3277
Colombo	8610	8900	8700	Rio de Janeiro	4778	5218	8339
Colon	1981	3324*	4090	San Francisco	13,089	13,539	—
Gibraltar	3207	12,734	13,509	St. Petersburg	4632	6223	14,960
Hamburg	3652	13,998	14,773	San Juan, P. R.	1428	1539	12,199
Havana	1227	12,900	13,675	Singapore	10,170	11,560	7502
Havre	3169	13,307	14,082	Sitka	14,391	14,841	1302
Hongkong	11,610	6086	5886	Shanghai	12,360	13,750	5550
Honolulu	13,269	2097	2370	Tehuantepec	2036	812	2189
Liverpool	3053	13,503	14,278	Valparaiso	8460	8733	5140
Manila	11,556	6289	5993	Vladivostok	17,036	17,445	4706
Marseilles	3876	13,324	14,099	Wellington	11,500	11,773	5909
Melbourne	12,670	12,933	7040	Yokohama	13,040	14,471	4538
Naples	4172	5562	13,699	*Via Panama Canal (officially opened in 1914)			

Average Voyage Times (from England, by ocean liner, 1910)*

Destination	Time	Destination	Time
Aden	19 days	King George's Sound	39 days
Adelaide	43 days	Madras	30 days
Alexandria	12 days	Malta	9 days
Batavia	36 days	Manila	50 days
Bombay	24 days	Mauritius	30 days
Brisbane	50 days	Melbourne	45 days
Cádiz	5 days	Natal	25 days
Calcutta	33 days	New Zealand	45 days
Cape Town	19 days	Port Said	12 days
Colombo	25 days	Shanghai	45 days
Constantinople	16 days	Singapore	34 days
Corfu	21 days	Suez	13 days
Gibraltar	5 days	Sydney	48 days
Hong Kong	42 days	Tasmania	50 days
Ismailia	13 days	Yokohama	53 days
*Via Brindisi: Melbourne (33 days); Bombay (14 days); Shanghai (30 days)			

Destination from New England (or from New York)	Time
England (e.g., Liverpool, Southampton, Plymouth)	5 days

Calculating Average Voyage Times for Other Vessels*

Vessel	Service Speed	Treacherous Route
Sailing	5 to 8 knots	×1d6 days
U-boat	Surface: 8 knots	Add 1d20+4 hours
	Submerged: 10 knots	
Tramp	Average tramp: 8 to 10 knots	Add 1d100 hours
	Fast tramp: 11 to 15 knots	
Freighter	Cargo ship: 8 to 10 knots	Add 1d100 hours
	Specialized freighter: 11 to 15 knots	
Liner	Cargo vessel: 10 to 15 knots	Add 1d20+4 hours
	Cargo & passenger: 10 to 20 knots	
	Express ocean liner: 21 to 30 knots	

*Voyage time (in hours) = distance (in nautical miles) ÷ service speed (in knots); divide by 24 for voyage time in days; add extra time for a treacherous route (e.g., dangerous weather).

Note that default times presume travel along chartered shipping routes.

Average Travel Times (by train, 1910)

Destn. from Paris	Time	Destn. from London	Time
Amsterdam	11 hours	Aberdeen	11 hours
Antwerp	8 hours	Bath	2 hours
Athens	45 hours	Birmingham	2 hours
Averoigne	7.5 hours	Bournemouth	2.25 hours
Basle	8.5 hours	Bradford	4 hours
Berlin	19 hours	Brichester (Severn V.)	2.25 hours
Bremen	17 hours	Brighton	1.5 hours
Brussels	4.5 hours	Bristol	2.25 hours
Bucharest	39 hours	Cambridge	1 hour
Budapest	28 hours	Dover	2.5 hours
Calais	4.5 hours	Dublin	9.25 hours
Constantinople	63 hours	Eastbourne	1.5 hours
Copenhagen	27 hours	Edinburgh	8 hours
Geneva	12 hours	Glasgow	8 hours
Genoa	22 hours	Leamington	2 hours
Gibraltar	32 hours	Leeds	3.75 hours
Hamburg	17 hours	Liverpool	3.75 hours
Karlsbad/Erzgebirge	17 hours	Manchester	3.5 hours
Lisbon	35 hours	Newcastle	5.25 hours
London*	8 hours	Nottingham	2.5 hours
Madrid	26.5 hours	Oxford	1.25 hours
Marseilles	12 hours	Paris*	8 hours
Monte Carlo	15.5 hours	Scarborough	5 hours
Munich	19 hours	Sheffield	3.5 hours
Prague	27 hours	Southampton	1.75 hours
Rome	30 hours	York	3.5 hours
St. Petersburg	46 hours		
Strasbourg	8 hours		
Turin	16 hours		
Varna	53 hours		
Versailles	.5 hours		
Vienna	22 hours		
Warsaw	29 hours		

*Via ferry connecting Calais and Dover

Travel Notes: Second class is usually good, but third class rail is very fair in Germany, Belgium, etc. Always take first class in Italy and Spain.

Destination from Berlin	Time
Moscow†	54 hours

†Travel Notes: By Nord Express, via St. Petersburg — which is preferable to the direct route to Moscow as the Nord Express train service is fast and excellent.

Destination from Moscow	Time
Vladivostok‡	8.5 days

‡Via southern Siberia on the Trans-Siberian Railway

Average Travel Times (by train, 1910)

Destn. from Boston*	Time	Destn. from Boston	Time
Arkham/E. Arkham	1 hour	New Oreans	54 hours
Attica/Yalding	14 hours	New York†	7.5 hours
Aylesbury/Dunwich	2.5 hours	Philadelphia	11 hours
Chicago	35 hours	Providence	1.5 hours
Cincinnati	31 hours	Richmond	18 hours
Cleveland	23 hours	San Antonio	3 days
Dean's Corners	2.75 hours	San Francisco/San Ibarra	4.75 days
Foxfield	2.25 hours	Seattle	4.5 days
~~Innsmouth~~	~~1 hour~~	Shreveport/Palestine	50 hours
Kansas City	44 hours	St. Louis	41 hours
Los Angeles	4.5 days	Toronto	19 hours
Louisville	35 hours	Washington	15 hours

*Leaving from South Central Station — the busiest train station in the United States — and most likely connecting with other lines

†Before September 8, 1910, arriving at the old New York City-area terminal across the Hudson River at Exchange Place in Jersey City; after September 8, 1910, arriving at the impressive Pennsylvania Station

Calculating Average Railway Times*

Train	Service Speed	Notes
Older	15 to 25 mph	Potentially bumpy, overcrowded, uncomfortable (with poor ventilation, heating or cooling), 3rd class may prove insufferable
Modernized	26 to 35 mph	Modern speed and comforts
High-speed	36 to 50 mph	Infrequent stops, premium prices

*Travel time (in hours) = distance (in miles) ÷ service speed (in mph); divide by 24 for travel time in days; add extra travel time — decreasing the average service speed by 10 to 30% (or more) depending on the train and circumstances — for frequent stops, maintenance issues, poor track conditions, or other factors.

Note that default times presume a service speed of 30 mph with infrequent stops, but these variables may change drastically depending on geographic region and railway company.

A Few Long-Distance Passenger Train Services (1910)

Berlin-Naples-Palermo Express	Nord-Sud Express
Berlin-Vienna Express	Orient Express
Bombay Express	Ostende-Vienna Express
Calais-Mediterranée Express	Paris-Barcelona Express
Cairo-Luxor Express	Peninsular Express
Lloyd Express	Trans-Siberian-Express

A Few Orient Express Destinations (until 1914)

Paris	Budapest
Strasbourg	Bucharest
Munich	Varna
Vienna	Constantinople

Bibliography

For the gamemaster and players wishing to absorb themselves in the feel of the period, the following recommended resources may prove useful.

For television and film: the first season of **Downton Abbey** offers a look into the drama and feel of an Edwardian estate. The film **Titanic**, while not without its flaws and melodrama, provides a deeply-researched period piece full of accurate set design, architecture, and costuming, perfect for explaining the look and feel of a steamer voyage to Port Sa'id (or to any exotic port). For something entirely different but relevant, the **Wild Bunch** is a Western set in 1910, and dramatizing the rapid transition between the old and new world and how this affects the outlaws (and antiheroes) trying to survive on the fringes of polite society. Likewise, **Duck, You Sucker!** (also known as **A Fistful of Dynamite**) is a Western set in revolution-torn Mexico (in 1913). One cannot do better than David Lean for luxurious set pieces and atmosphere, and both **Doctor Zhivago** and **Lawrence of Arabia** are worth exploring with multiple viewings. The film **Out of Africa**, and the television series, **The Flame Trees for Thika**, both illustrate colonial relationships and struggles in Africa during the era. Surprisingly, one can find a fun overview (albeit one that is oversimplified greatly, with uneven storytelling) of the time period in the series **Young Indiana Jones Chronicles**; at the very least, the sheer number of historical locations, set pieces and costuming, are all elaborate and well-researched.

For fiction, one should read "Than Curse the Darkness" by David Drake. Apart from it being one of the great Lovecraftian tales not written by Lovecraft, it synthesizes perfectly the history of King Leopold's horrific Congo Free State with the nihilism of the Cthulhu mythos. Also, to balance "Darkness" with adventure and thrills, be sure to read "The Trail of the Blood-Stained God" (the original draft by Robert E. Howard, in which the adventure is set in Afghanistan, and not the L. Sprague de Camp redraft, in which it is set in the Hyborian). P.G. Wodehouse's **Reginald Jeeves** stories illustrate — with wit — the relationship of the aristocrat and his valet; Arthur Conan Doyle's **Sherlock Holmes** collections are also valuable and relevant (especially the few ones set in the Edwardian, such as "The Adventure of the Six Napoleons," "The Adventure of the Red Circle," "The Disappearance of Lady Frances Carfax," "The Adventure of the Mazarin Stone," and "His Last Bow").

The following is a mere sampling of resources used in the development of *Raiders of R'lyeh*. The following is certainly not the definitive collection on these subjects — if such a thing exists — but rather a rough record of the author's meandering trails of research. Given the nature of developing a setting with such scope, many of the fertile ideas culled from these sources remain yet unfulfilled. Despite this, the author hopes enough of the material found its way to the finished game, in spirit. Players are highly encouraged to explore this list further for resources, ideas and inspiration.

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Thank You!

Sorcerers: Brett Bozeman, Jason Blalock, Doug TenNapel

Raiders (our generous backers): 7Tigers, Aaron Burkett, Adam Alexander, Adam Crossingham, Adam Flynn, Adrian Romero, Ala Fedorova, Alan B, Alex EDWARDS, Alex Jeffries, Alexander Janssen, Alexander Lucard, Alistair Warmington, Anders Håkon Gaut, AndP, Andre Roy, Andreas Sewe, Andrew Churchill, Andrew Cowie, Andrew Lee, Andrew Walker, Angelo J L Chiriaco, Antoine Drouart, Asa Enochs, Avery Cahill, Barry Backer, Barry Preston, Bart Gerard, "Battlefield Press, Inc.", Beej, Ben Mihill, Benjamin Iannetta, Benoist, Bentley Burnham, Bigbywolfe, Bill Ashbaugh, Bob Simons, Boris J. 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Thompson, jonathan wilson, Jordi Rabionet Hernandez, Jorge Alejandro Vega, Jorge Caballero Becerril, Josef Kennig, Joseph Austin Christopher Delaney, Josh Buschbacher, Joshua Ramsey, jowell hearn, JR Geronimo, Jussi Kenkkilä, K Peterson, karla Turner, Karsten Brand, Kate, Keegan Fink, Keith Mount, Keith Preston, Kelly Van Campen, Ken D. Webber, Ketil Perstrup, Kevin Crawford, kirkesque, KJ Potter, Kolja Dimmek, Kris Hume, Kurt McMahon, Kyle, Lars Holgaard, Laura Matuszek, Laurence J. Cornford, Lin Wyeth, Lippai.Peter, Lisa Padol, Liz Spain, Luke McDonald, Lynn Maudlin, M. Sean Molley, Marc Margelli, marcied, Mario Bacci, Mario Rousseau, Mark Grehan, Mark Tresidder, Markus Plötz, Mathieu Giacomo, Matt, Matt Whalley, Matthew Capizzi, Matthew Robinson, Matthew Robinson, Matthew Storms, Max Moraes, Michael & Rebecca Daumen, Michael B. Moe, Michael Beck, Michael Bowman, Michael C, Michael Crenshaw, Michael J. 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(B.J.) Altman, William Stowers, WL Frye, Wynand Hart, Wyng'd Lyon Creations, Yomi Akins, Yosef Maayan

RAIDERS OF R'LYEH

Adventurer's Name _____ Social Standing _____ Standard of Living _____

Cultural Background _____ Professional Background _____ Religion _____

Birthdate _____ Zodiac _____ Native Languages _____ Years of Education _____

Age	Str	Con	Siz
	Int	Pow	Dex	Cha

Initiative	Action Points	Damage Modifier	Move
		Might:	10 yards Top Speed:

Common Skills	Base Value	%
Athletics	Str+Dex	
Brawn	Str+Siz	
Class & Credit	—	
Common Knowledge	Int×2	
Conceal	Int+Pow	
Deceit	Int+Cha	
Detection	Int+Pow	
Etiquette	Int+Cha	
Evade	Dex×2	
First Aid	Dex+Int	
Fortitude	Con×2	
Influence	Cha+Pow	
Intuition	Int+Pow	
Native Tongue	Int×2	
Research	Int×2	
Stealth	Dex+Pow	
Streetwise	Pow+Cha	
Swim	Str+Con	
Unarmed	Str+Dex	
Willpower	Pow×2	

Professional Skills	Base Value	%

Rationality

Trauma:

Fighting Methods	Base Value	%	Bonus Abilities
	Str+Dex		
	Str+Dex		

Weapons:

Occult Paths	Base Value	%	Bonus Abilities
	Cha+Pow		
	Cha+Pow		

Spells:

Personality Traits & Eccentricities

Drives & Bonds (or Mental Disorders) %

Equipment	Enc

Overloaded:

Essence Points

Unconsciousness				1	2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28

Hit Points

Death Spiral			0	1	2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20

Wound:

Weapons (& Ammunition*)	Damage	Special Effects	Base Range	Rate of Fire (& Rounds)	Reload	Armor	Enc	Malf
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA

*Or **size** (small, medium, large, huge, enormous, or colossal) and **reach** (touch, short, medium, long, or very long) for melee weapons

Improvement Points ○○○○○○○○○○

Significant Possessions, Clothing, Assets

Connections

1.
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

Circles of Influence & Organizations

Injuries, Illnesses, Conditions

Fatigue Level	Effect
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

1d20	Hit Location	Armor | Enc*	Hit Points
1-3	Right Leg		
4-6	Left Leg		
7-9	Abdomen		
10-12	Chest		
13-15	Right Arm		
16-18	Left Arm		
19-20	Head		

*Overloaded if armor Enc ÷ armor locations is greater than 5

Special Abilities

Mettle

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

Mettle ○○

Secret Agendas, Backstories, Unresolved Mysteries, Investigative Methods & Other Notes

RAIDERS OF R'LYEH

Adventurer's Name: HARLEY WARREN | Social Standing: Lower Middle Class | Standard of Living: Frugal ($750/year)

Cultural Background: South Carolina | Professional Background: Occult Researcher | Religion: Catholic?

Birthdate: January 14, 1878 | Zodiac: Capricorn | Native Languages: English | Years of Education: 13

Age	Str	Con	Siz
32	14	14	15
Int	**Pow**	**Dex**	**Cha**
14	13	13	12

Initiative	Action Points	Damage Modifier	Move
14	3	+1d2	10 yards
		Might: 6	Top Speed: 48 (20mph)

Common Skills	Base Value	%
Athletics	Str+Dex	52
Brawn	Str+Siz	54
Class & Credit	—	22
Common Knowledge	Int×2	68
Conceal	Int+Pow	27
Deceit	Int+Cha	26
Detection	Int+Pow	62
Etiquette	Int+Cha	36
Evade	Dex×2	26
First Aid	Dex+Int	37
Fortitude	Con×2	28
Influence	Cha+Pow	25
Intuition	Int+Pow	47
Native Tongue	Int×2	68
Research	Int×2	63
Stealth	Dex+Pow	26
Streetwise	Pow+Cha	40
Swim	Str+Con	28
Unarmed	Str+Dex	42
Willpower	Pow×2	61

Professional Skills	Base Value	%
Create Art (Writing)	Int+Pow	40
Knowledge (Archaeology)	Int×2	38
Knowledge (Cartography)	Int×2	28
Knowledge (Cryptography)	Int×2	28
Knowledge (History)	Int×2	53
Knowledge (Theology)	Int×2	43
Language (Latin)	Int×2	38
Language (Spanish)	Int×2	28
Mechanisms	Dex+Int	27

Rationality: 70

Trauma: 7

Fighting Methods	Base Value	%	Bonus Abilities
Infantry	Str+Dex	52	—
	Str+Dex		

Weapons: rifle, handgun

Occult Paths	Base Value	%	Bonus Abilities
Hermeticism	Cha+Pow	55	Goetia, Theurgy
	Cha+Pow		

Spells: Banishing, Binding, Evocation (*various*), Invocation (*various*), Ward of Protection

Personality Traits & Eccentricities

Aloof, powerful-looking, sardonic sense of humor, stubborn

Drives & Bonds (or Mental Disorders)	%
Antiquarian. I am fixated on old books, ancient histories, dusty libraries, and rare antiquities.	61
Inquisitive. My passion for occult mysteries often overrides my common sense.	67
Loyal to My Inner Circle. They know who they are.	51

Equipment	Enc

Overloaded: 29

Essence Points

Unconsciousness				1	2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28

Hit Points

Death Spiral			0	1	2	3	4
5	6	7	8	9	10	11	12
13	14	15	16	17	18	19	20

Wound: 8

Weapons (& Ammunition*)	Damage	Special Effects	Base Range	Rate of Fire (& Rounds)	Reload	Armor	Enc	Malf
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
Colt Single Army Action revolver (.45 Colt)	1d10+2	impale	15 yards	single (6)	3 AP	4	1	97—00
Springfield M. 1892-99 rifle (.30-40 Krag)	1d12+2	impale	175 yards	single (5 rotary)	3 AP	5	3	88—00

*Or **size** (small, medium, large, huge, enormous, or colossal) and **reach** (touch, short, medium, long, or very long) for melee weapons

"I'm sorry to have to ask you to stay on the surface, but it would be a crime to let anyone with your frail nerves go down there. You can't imagine, even from what you have read and from what I've told you, the things I shall have to see and do."

IMPROVEMENT POINTS ○○○○○○○○○○

1d20	Hit Location	Armor | Enc*	Hit Points
1-3	Right Leg		
4-6	Left Leg		
7-9	Abdomen		
10-12	Chest		
13-15	Right Arm		
16-18	Left Arm		
19-20	Head		

*OVERLOADED if armor ENC ÷ armor locations is greater than 5

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

A rare edition of *Cultes des Goules*, "Theories of Non-Euclidean Geometries and n-Dimensional Manifolds" (Bernhard Riemann 1864), Robert Boyle, Franciscus Sylvius, Ramon Llull, René Descartes, Johann Joachim Becher, *Book of Dzyan*, *Picatrix*, *Coffin Texts*, *Poligraphia*, *Daemonolatreia*, *Alphabet of Sirach*, and of course, *Key of Solomon* and *The Book of Abramelin*

CONNECTIONS

1. Amélie de Marigny (see notes)
2.
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

CIRCLES OF INFLUENCE & ORGANIZATIONS

Academic Network (12 networking points/12 left)

Occult Network (12 networking points/12 left)

American Society for Psychic Research (New York)

Wanderer's Club (Richmond)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL	EFFECT
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

SPECIAL ABILITIES

SECOND LANGUAGE (USED AT CHARACTER GENERATION)
Unlock a Language for free, starting the skill at its base value. You can still choose the Language as one of your three Professional skills, adding 10 points to its base value when you do so.

HIGHER LEARNING (USED AT CHARACTER GENERATION)
Add 20 free points to one of your scholarly Professional skills.

ACADEMIC AUTHORITY
Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on the inside), and an appropriate difficulty modifier.

PRIVATE COLLECTION
Gain a contact allowing access, with eccentric stipulations, to her private collection (such as a library of moldering tomes or a basement of rare artifacts).

METTLE
Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

Invocation: *Mercurial Erudition* (Intensity 1). Increases Research by 10%. Produces nervousness and arouses the attention of elementary spirits.

Amélie de Marigny: wealthy contact descended from the New Orleans Sevier clan of Black River Plantation and seeking her family heirloom of the *Book of Eibon* (a William of Moerbeke edition), which was plundered during the siege of New Orleans; there is a rumor that I am involved romantically with the older (yet still striking) patron, who allows me periodic access to her private occult library and wine cellars

RAIDERS OF R'LYEH

Adventurer's Name PETRA VOXLEY ✔ Social Standing Lower Middle Class Standard of Living Frugal ($650/year)

Cultural Background Bostonian Professional Background Escapist Religion Baptist

Birthdate March 17, 1880 Zodiac Pisces Native Languages English Years of Education 16

Age	Str	Con	Siz
30	11	12	9
Int	**Pow**	**Dex**	**Cha**
9	14	11	14

Initiative	Action Points	Damage Modifier	Move
10	2	–1d2	10 yards
		Might: 4	Top Speed: 53 (22mph)

Common Skills	Base Value	%
Athletics	Str+Dex	57
Brawn	Str+Siz	20
Class & Credit	—	14
Common Knowledge	Int×2	48
Conceal	Int+Pow	33
Deceit	Int+Cha	45
Detection	Int+Pow	38
Etiquette	Int+Cha	28
Evade	Dex×2	67
First Aid	Dex+Int	20
Fortitude	Con×2	44
Influence	Cha+Pow	43
Intuition	Int+Pow	28
Native Tongue	Int×2	53
Research	Int×2	18
Stealth	Dex+Pow	35
Streetwise	Pow+Cha	65
Swim	Str+Con	23
Unarmed	Str+Dex	22
Willpower	Pow×2	63

Professional Skills	Base Value	%
Commerce	Int+Cha	43
Disguise	Int+Cha	33
Knowledge (Christian Scripture)	Int×2	23
Mechanisms	Dex+Int	55
Seduction	Cha+Pow	63
Sleight of Hand	Dex+Int	70

Rationality 70

Trauma: 7

Fighting Methods	Base Value	%	Bonus Abilities
Concealed Weapons	Str+Dex	42	—
Fencing	Str+Dex	27	—

Weapons (Concealed Weapons): revolver, derringer | Weapons (Fencing): sword

Occult Paths	Base Value	%	Bonus Abilities
Dabbler in the Occult	Cha+Pow	28	—
	Cha+Pow		

Spells:

Personality Traits & Eccentricities

Somewhat covetous, industrious, rarely pious (except when thinking about my adoptive parents), intrepid

Drives & Bonds (or Mental Disorders)	%
Mercenary. I dream of the windfall that will save me from these circumstances.	59
Desperate. I don't know what will happen if I don't pay them back.	42
Loyal to My Adoptive Parents. They took me in when no one else would.	73

Equipment	Enc

Overloaded: 20

Essence Points

Unconsciousness 1 2 3 4
5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20
21 22 23 24 25 26 27 28

Hit Points

Death Spiral 0 1 2 3 4
5 6 7 8 9 10 11 12
13 14 15 16 17 18 19 20

Wound: 6

Weapons (& Ammunition*)	Damage	Special Effects	Base Range	Rate of Fire (& Rounds)	Reload	Armor	Enc	Malf
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
British Bull Dog revolver (.442 Webley)	1d8	impale	10 yards	single (5)	3 AP	3	1/c	91—98
Remington Model 95 derringer (.41 Short)	1d4+2	impale	10 yards	single (2)	3 AP	3	1/c	90—99

*Or **size** (small, medium, large, huge, enormous, or colossal) and **reach** (touch, short, medium, long, or very long) for melee weapons

"I can escape anything, it seems, except my past."

Improvement Points ○○○○○○○○○○

Significant Possessions, Clothing, Assets

Mysterious locket allegedly gifted from my biological mother (with a faded portrait in its secret compartment)

1d20	Hit Location	Armor | Enc*	Hit Points
1-3	Right Leg		
4-6	Left Leg		
7-9	Abdomen		
10-12	Chest		
13-15	Right Arm		
16-18	Left Arm		
19-20	Head		

*Overloaded if armor Enc ÷ armor locations is greater than 5

Connections

1. Stepparents (see notes)
2. Rival (to whom do I owe money?)
3.
4.
5.
6.
7.
8.
9.
10.
11.
12.

Circles of Influence & Organizations

Bohemian Network (14 networking points/14 left)

Baptist Church of New England (Boston)

Chapman, Barnham, Blackwood & Balkan (see notes)

Injuries, Illnesses, Conditions

Fatigue Level	Effect
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

Special Abilities

School of Hard Knocks (used at character generation)
Add 10 free points to Streetwise and unlock a Professional skill related to your street survival or childhood labor for free, starting the skill at its base value. You can still choose this skill as one of your three Professional skills, adding 10 points to its base value when you do so.

Mentored on the Street (used at character generation)
Add an influential childhood mentor — suitable to your background — to your roster of connections.

Life on the Stage (used at character generation)
Unlock two more of the entertainer's Professional skills for free, each starting at its base value.

Eccentric Friends
Add two eccentric contacts — suitable to your background — to your roster of connections.

Master of Escape
Spend a Mettle point and roll Sleight of Hand to escape an otherwise impossible restraint. With a success, a key or lockpick is produced (even if the escapist is stripped naked) or a weakness in the restraint is otherwise exploited. Qualifying restraints include: handcuffs, chains, ropes, straitjackets, and prison shackles. Even jail cells, nailed packing crates, buried coffins, and sealed containers may be escaped with an extra degree of difficulty (and gamemaster allowance).

Mettle
Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

Mettle ○○

Secret Agendas, Backstories, Unresolved Mysteries, Investigative Methods & Other Notes

Rumor: I am the orphaned daugher of an illicit tryst between an Austro-Hungarian aristocrat and a member of the Boston Brahmin (perhaps someday I'll find out of this is true or a cruel hoax perpetrated at the orphanage)
Stepfather & Stepmother: pastor, missionary and explorer & teacher, missionary, and dilettante archaeologist
Chapman, Barnham, Blackwood & Balkan: magic shop and private investigative consultancy located at 496 Sixth Avenue, New York

Conspiracy or Location:	**Traits:**
Adventure elements*:	**Mythos elements*:**

Central threat considerations — What does it want? How does it go about getting what it wants? How does this want affect the area and its inhabitants? What happens if the threat gets what it wants and what evidence of its activity does it leave behind? Who is most affected by this threat — either directly or tangentially? How does it conceal its activity from the workaday world? What are the resources — both human and supernatural — that it employs to effectively achieve this concealment?

*Element Types: Perils & Horrors (i.e., the central threat) — Evidence & Atmosphere — Places & Pitfalls — Allies & Contacts — Enemies & Rivals

1. Networks (e.g., circles of influence, organizations, factions, third parties)	**2. Archives (e.g., libraries, newspapers, records)**
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.

3. Rumors (obtained with Streetwise and random encounters, newspapers, etc.)	**4. Objects (e.g., ledgers, diaries, cargo crates, postage, matchbooks, artifacts)**
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.

5. NPCs (e.g., potential friends or enemies, hirelings, bystanders)	**6. Surveillance (affected by timelines, encounters, stakeouts, stings, etc.)†**
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.

7. Puzzles (e.g., map fragments, incomplete decryptions, untranslated writings)	**8. Expertise (clues discovered with Knowledge, Science, special skills, etc.)**
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.

†In a wilderness, Surveillance becomes "Reconnaissance" (affected by natural terrain, Tracking, Stealth, etc.)

Plot Hooks (including plot types & interested third parties)	**References (e.g., books, films) & Additional Notes**

Clue Connections (using leads)

Node	Lead	Type*	Obtained from...	Leads to...	Notes

Additional Clues

Node	Clue	Type*	Obtained from...	Clue reveals...

*Lead & Clue Types: 1. Network — 2. Archive — 3. Rumor — 4. Object — 5. NPC — 6. Surveillance — 7. Puzzle — 8. Expertise

Node Key

No. 1	No. 13
No. 2	No. 14
No. 3	No. 15
No. 4	No. 16
No. 5	No. 17
No. 6	No. 18
No. 7	No. 19
No. 8	No. 20
No. 9	No. 21
No. 10	No. 22
No. 11	No. 23
No. 12	No. 24

Clue Web

Special Game Structures (e.g., hex crawl, crypt crawl)?

Campaign Overview*

*__Campaign overview considerations__ — What types of adventurers are best suited to this campaign? Are any unique skill sets particularly advantageous? What is the common bond between adventurers in the setting (e.g., obsession with the occult, survival, missing time, one big last score)? Why do they continue exploring or investigating even as the threats escalate? What is the big central threat or Ancient One at the center of the conspiracy (which may change as it evolves)? What is the overall feel of the setting (e.g., adventure versus horror)? How well known is the mythos and how is it kept hidden? Are there any special rules or game structures involved? What is the setting's central pitch — or what does it most resemble? Are there any references for the players to help them understand the setting?

Adventure & Mythos Atlas

Area	Location Traits	Notes
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
18.		
19.		
20.		

Organizations, Factions & Important NPCs	Timeline Events
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.

Plot Hooks (including plot types & interested third parties)	References (e.g., books, films) & Additional Notes

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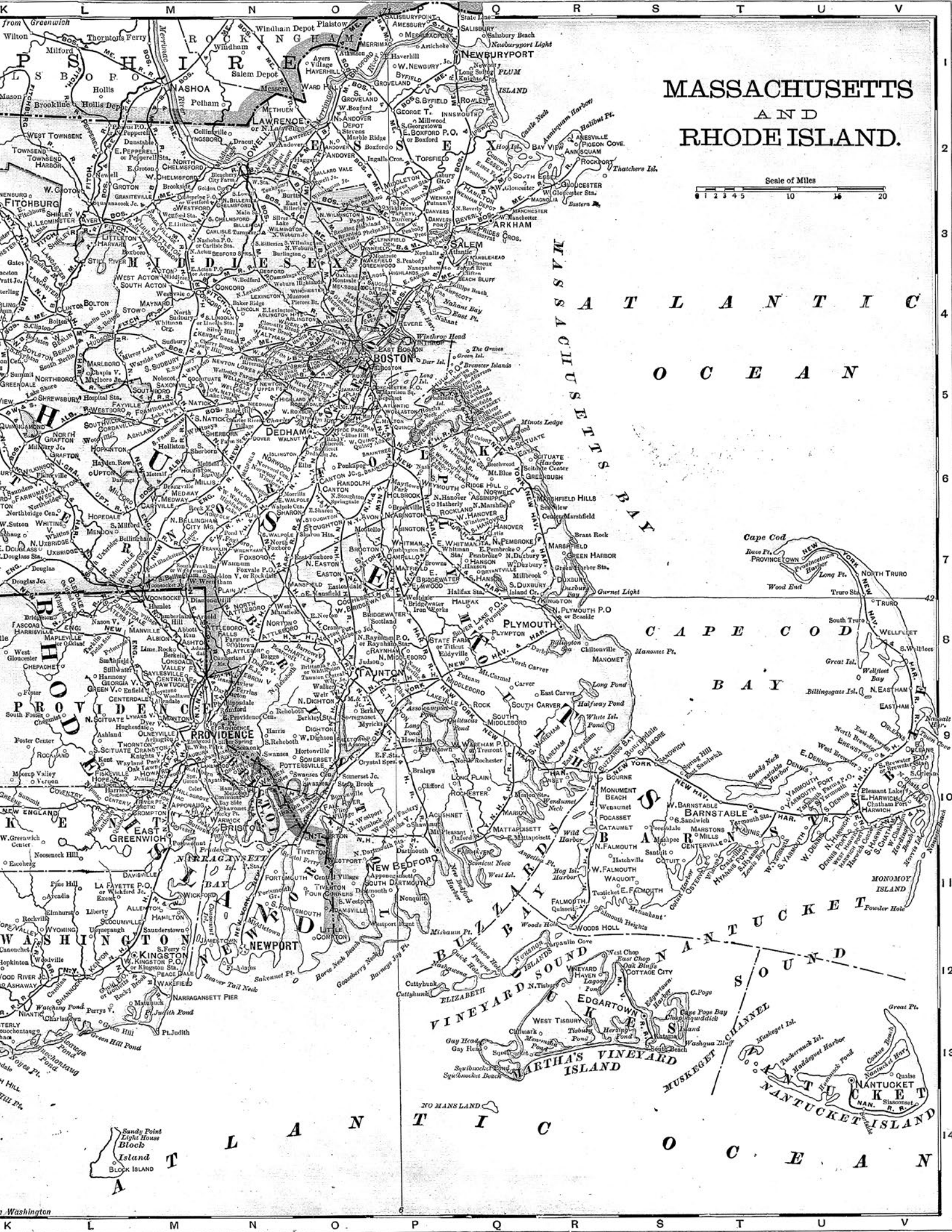
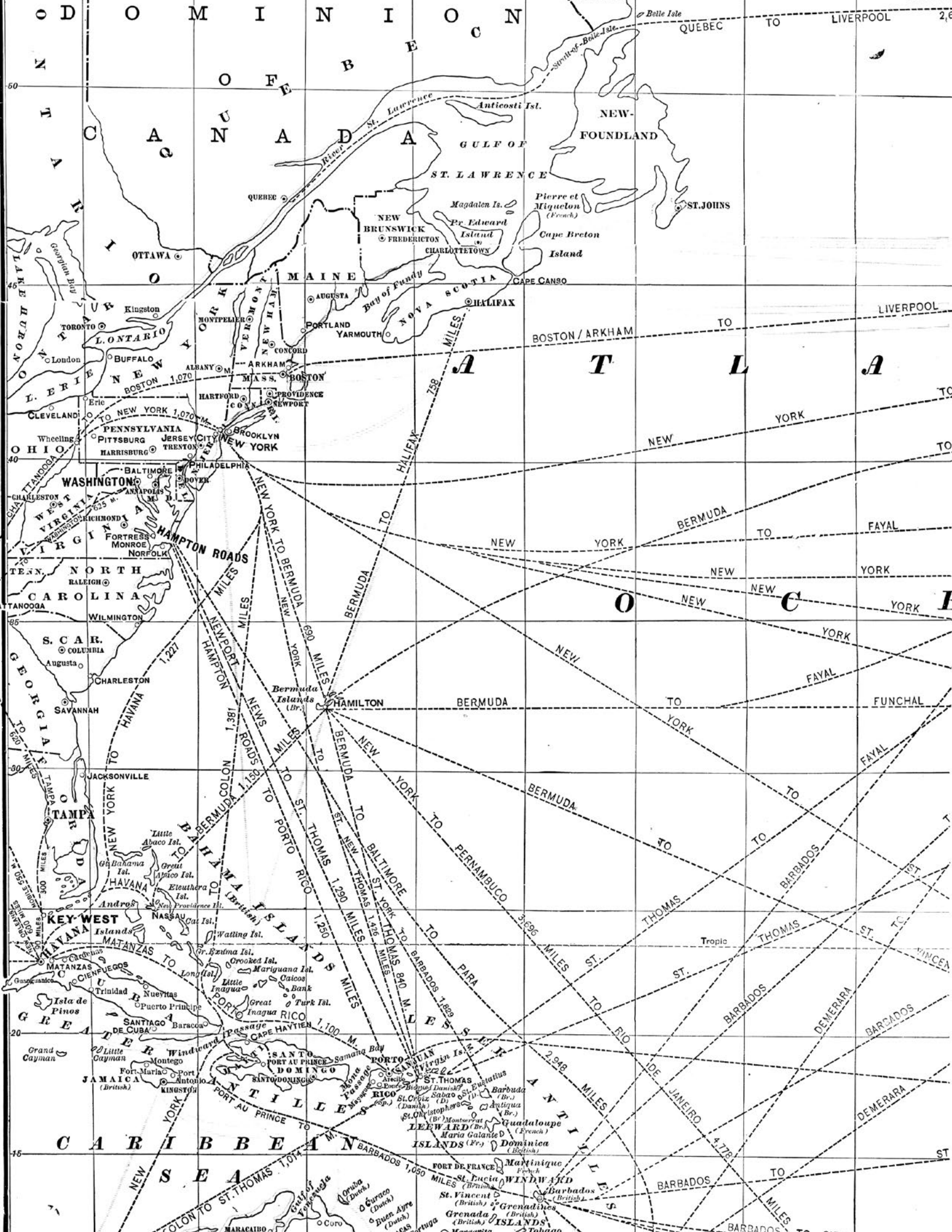
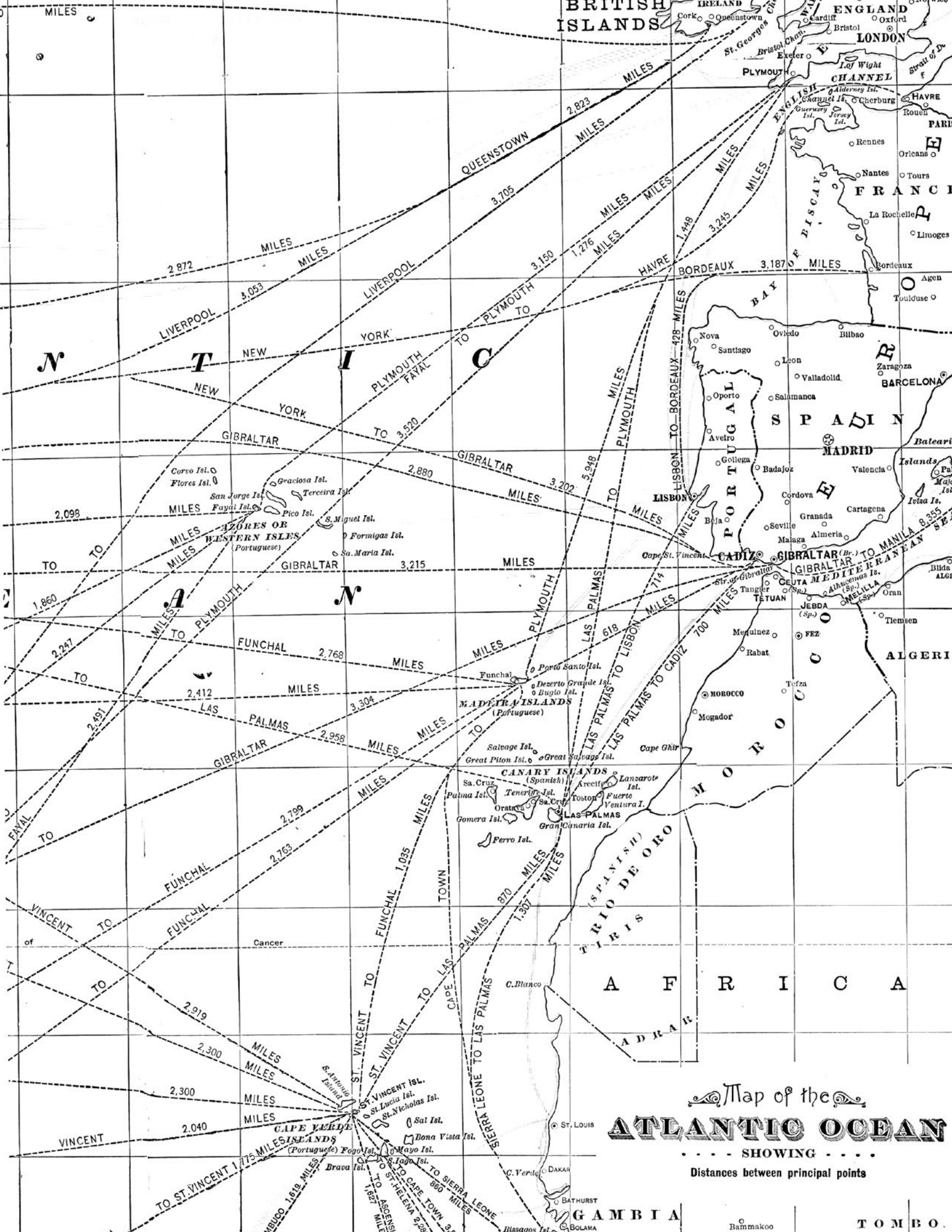
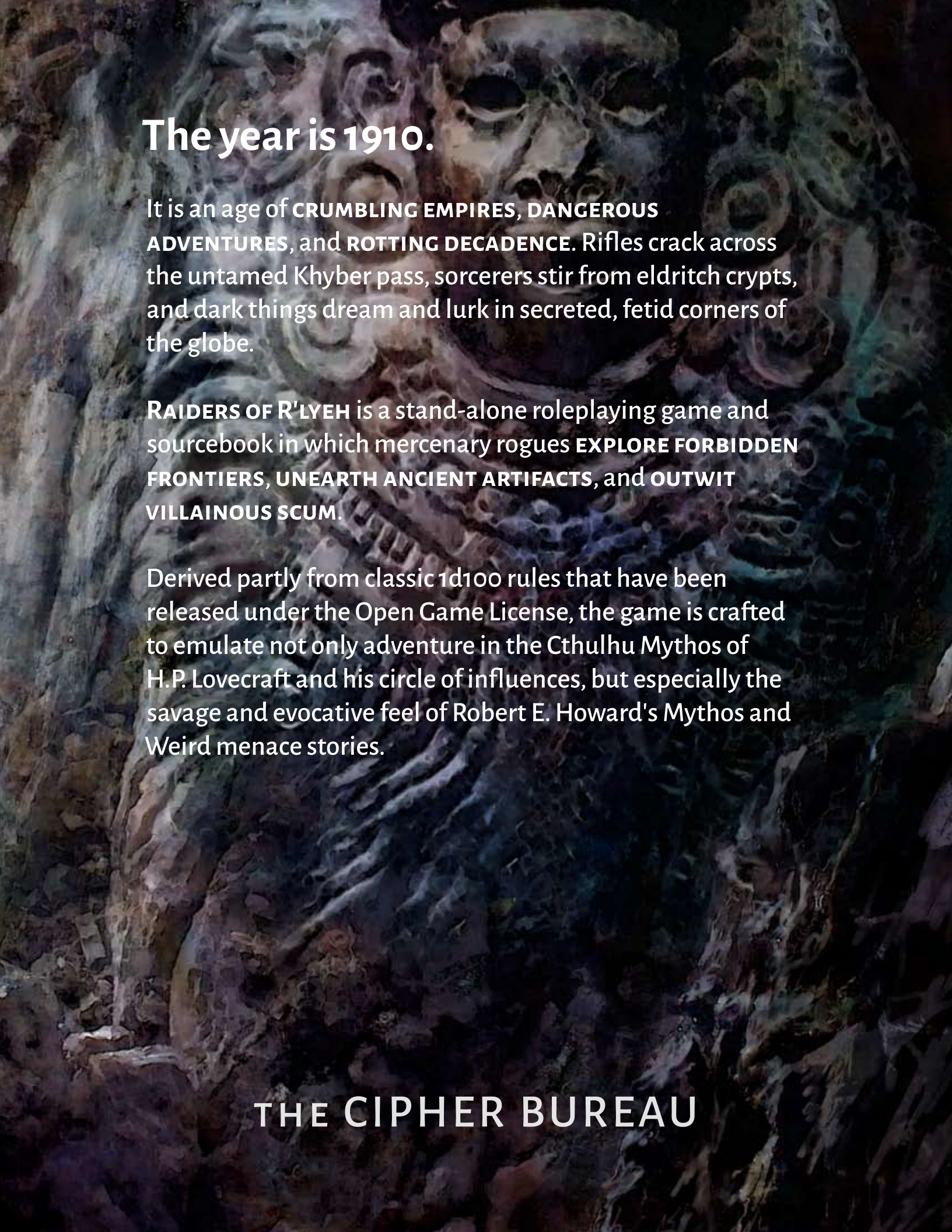

MASSACHUSETTS
AND
RHODE ISLAND.
Scale of Miles
0 1 2 3 4 5 10 15 20
ATLANTIC OCEAN
MASSACHUSETTS BAY
CAPE COD BAY
BUZZARDS BAY
VINEYARD SOUND
NANTUCKET SOUND
MUSKEGET CHANNEL
NO MANS LAND
ATLANTIC OCEAN
BOSTON
PROVIDENCE
NEWPORT
NEW BEDFORD
FALL RIVER
WORCESTER
LOWELL
LAWRENCE
SALEM
PLYMOUTH
TAUNTON
BARNSTABLE
NANTUCKET
MARTHA'S VINEYARD
ISLAND
BLOCK ISLAND
NARRAGANSETT BAY
MIDDLESEX
ESSEX
NORFOLK
BRISTOL
PLYMOUTH
BARNSTABLE
DUKES
NANTUCKET
ROCKINGHAM
HILLSBOROUGH
WORCESTER
PROVIDENCE
NEWPORT
WASHINGTON
KENT
BRISTOL
NEW LONDON


DOMINION OF CANADA
Belle Isle
QUEBEC TO LIVERPOOL
Strait of Belle Isle
St. Lawrence River
Anticosti Isl.
NEW-FOUNDLAND
GULF OF ST. LAWRENCE
QUEBEC
Magdalen Is.
Pierre et Miquelon (French)
ST. JOHNS
NEW BRUNSWICK
FREDERICTON
Pr. Edward Island
CHARLOTTETOWN
Cape Breton Island
OTTAWA
MAINE
AUGUSTA
Bay of Fundy
NOVA SCOTIA
CAPE CANSO
HALIFAX
LAKE HURON
Georgian Bay
Kingston
TORONTO
LAKE ONTARIO
MONTPELIER
VERMONT
NEW HAM.
PORTLAND
YARMOUTH
BOSTON / ARKHAM TO LIVERPOOL
London
BUFFALO
ALBANY
ARKHAM
CONCORD
MASS.
BOSTON
BOSTON 1,070 MILES
L. ERIE
NEW YORK
HARTFORD
PROVIDENCE
NEWPORT
CONN.
Erie
CLEVELAND
TO NEW YORK 1,070 M.
Wheeling
PENNSYLVANIA
PITTSBURG
JERSEY CITY
TRENTON
BROOKLYN
NEW YORK
HARRISBURG
OHIO
PHILADELPHIA
BALTIMORE
DOVER
WASHINGTON
ANNAPOLIS
D. C.
CHARLESTON
WEST VIRGINIA
625 M.
RICHMOND
VIRGINIA
FORTRESS MONROE
NORFOLK
HAMPTON ROADS
TENN.
NORTH CAROLINA
RALEIGH
WILMINGTON
S. CAR.
COLUMBIA
Augusta
CHARLESTON
SAVANNAH
GEORGIA
JACKSONVILLE
TAMPA
FLORIDA
KEY WEST
HAVANA
MATANZAS
CIENFUEGOS
Cardenas
Guanguanico
Trinidad
Nuevitas
Isla de Pinos
Puerto Principe
SANTIAGO DE CUBA
Baracoa
CUBA
GREATER ANTILLES
Grand Cayman
Little Cayman
Montego
Fort-Maria
Port Antonio
JAMAICA (British)
KINGSTON
CAPE HAYTIEN
SANTO DOMINGO
PORT AU PRINCE
SANTODOMINGO
Windward Passage
Mona Passage
PORTO RICO
SAN JUAN
Virgin Is.
ST. THOMAS
Arecibo
Ponce
Vieques (D.)
Culebra (D.)
St. Croix (D.)
St. Eustatius (D.)
Barbuda (Br.)
Antigua (Br.)
St. Christophers (Br.)
Montserrat (Br.)
Guadaloupe (French)
LEEWARD ISLANDS (Fr.)
Maria Galante
Dominica (British)
Martinique (French)
FORT DE FRANCE
St. Lucia (British)
WINDWARD ISLANDS
Barbados (British)
St. Vincent (British)
Grenadines (British)
Grenada (British)
ISLANDS
Tobago
CARIBBEAN SEA
Gulf of Venezuela
Coro
Curaçao (Dutch)
Buen Ayre (Dutch)
MARACAIBO
COLON TO ST. THOMAS 1,014 MILES
BARBADOS 1,050 MILES
ATLANTIC OCEAN
NEW YORK TO BERMUDA 690 MILES
NEW YORK TO HAVANA 1,227 MILES
NEWPORT NEWS TO HAVANA 1,381 MILES
BERMUDA TO HALIFAX 758 MILES
BERMUDA TO HAMILTON
Bermuda Islands (Br.)
HAMILTON BERMUDA TO FUNCHAL
NEW YORK TO FAYAL
BERMUDA TO FAYAL
NEW YORK TO BERMUDA
BERMUDA TO NEW YORK
BERMUDA TO BARBADOS
BERMUDA TO PERNAMBUCO 3,696 MILES
BERMUDA TO RIO JANEIRO 4,778 MILES
BERMUDA TO DEMERARA
BARBADOS TO DEMERARA
BARBADOS TO ST. THOMAS
BARBADOS TO ST. VINCENT
BARBADOS TO
ST. THOMAS TO PORTO RICO 1,250 MILES
ST. THOMAS TO BARBADOS 840 MILES
ST. THOMAS TO BARBADOS 1,829 MILES
ST. THOMAS TO BARBADOS 2,948 MILES
PORT AU PRINCE TO
NEW YORK TO PORT AU PRINCE
COLON TO HAVANA 1,150 MILES
TAMPA TO HAVANA 300 MILES
KEY WEST TO HAVANA 200 MILES
MATANZAS TO HAVANA
Bahama Islands (British)
Little Abaco Isl.
Great Abaco Isl.
Eleuthera Isl.
New Providence Ilt.
Andros
NASSAU
Cat Isl.
Watling Isl.
Gr. Exuma Isl.
Crooked Isl.
Mariguana Isl.
Caicos
Bank
Turk Isl.
Long Isl.
Little Inagua
Great Inagua
Tropic
50
45
40
35
30
25
20
15


Map of the
ATLANTIC OCEAN
SHOWING
Distances between principal points
NORTH ATLANTIC
SOUTH ATLANTIC
BRITISH ISLANDS
IRELAND
ENGLAND
FRANCE
SPAIN
PORTUGAL
AFRICA
MOROCCO
ALGERIA
AZORES OR WESTERN ISLES (Portuguese)
MADEIRA ISLANDS (Portuguese)
CANARY ISLANDS (Spanish)
CAPE VERDE ISLANDS (Portuguese)
TRIO DE ORO (SPANISH)
TIRIS
ADRAR
GAMBIA
QUEENSTOWN 2,823 MILES
LIVERPOOL 3,053 MILES
LIVERPOOL 2,872 MILES
NEW YORK 3,705 MILES
NEW YORK TO PLYMOUTH 3,150 MILES
NEW YORK TO GIBRALTAR 3,520 MILES
PLYMOUTH FAYAL 1,276 MILES
HAVRE BORDEAUX 1,448 MILES
BORDEAUX 3,187 MILES
3,245 MILES
LISBON TO BORDEAUX 428 MILES
PLYMOUTH TO GIBRALTAR 2,880 MILES
5,948 MILES
3,202 MILES
LISBON 2,098 MILES
GIBRALTAR 3,215 MILES
PLYMOUTH TO FUNCHAL 1,860 MILES
FUNCHAL 2,768 MILES
2,247 MILES
2,412 MILES
LAS PALMAS 2,958 MILES
3,304 MILES
2,491 MILES
GIBRALTAR 2,799 MILES
FAYAL TO FUNCHAL 2,763 MILES
PLYMOUTH TO LAS PALMAS 618 MILES
LAS PALMAS TO LISBON 714 MILES
LAS PALMAS TO CADIZ 700 MILES
GIBRALTAR TO MANILA 8,355 MILES
FUNCHAL TO ST. VINCENT 1,035 MILES
TOWN TO LAS PALMAS 870 MILES
1,307 MILES
ST. VINCENT TO CAPE VERDE 1,775 MILES
ST. VINCENT TO SIERRA LEONE 560 MILES
SIERRA LEONE TO LAS PALMAS 1,619 MILES
TO ST. HELENA 2,285 MILES
TO ASCENSION 1,627 MILES
TO CAPE TOWN 3,
2,919 MILES
2,300 MILES
2,300 MILES
2,040 MILES
VINCENT TO FUNCHAL
VINCENT TO
TO
Cancer
Corvo Isl.
Flores Isl.
Graciosa Isl.
San Jorge Isl.
Terceira Isl.
Fayal Isl.
Pico Isl.
S. Miguel Isl.
Formigas Isl.
Sa. Maria Isl.
Funchal
Porto Santo Isl.
Deserto Grande Isl.
Bugio Isl.
Salvage Isl.
Great Piton Isl.
Great Salvage Isl.
Sa. Cruz
Palma Isl.
Tenerife Isl.
Orotava
Gomera Isl.
Ferro Isl.
Arecife
Lanzarote Isl.
Toston
Sa. Cruz
Fuerte Ventura I.
LAS PALMAS
Gran Canaria Isl.
Cape Ghir
Cape St. Vincent
CADIZ
GIBRALTAR (Br.)
Str. of Gibraltar
CEUTA (Sp.)
TETUAN
Tangier
JEBDA (Sp.)
MELILLA (Sp.)
Alhucemas Is. (Sp.)
Oran
Tlemsen
FEZ
Mequinez
Rabat
Tefza
MOROCCO
Mogador
C. Blanco
C. Verde
DAKAR
BATHURST
BOLAMA
Bissagos Isl.
ST. LOUIS
S. Antonio Island
ST. VINCENT ISL.
St. Lucia Isl.
St. Nicholas Isl.
Sal Isl.
Bona Vista Isl.
Mayo Isl.
Fogo Isl.
Brava Isl.
S. Iago Isl.
Nova Scotia
Santiago
Oviedo
Bilbao
Leon
Valladolid
Zaragoza
BARCELONA
Oporto
Salamanca
Aveiro
MADRID
Balearic Islands
Gollega
Badajoz
Valencia
LISBON
Cordova
Cartagena
Beja
Granada
Seville
Malaga
Almeria
Ivisa Is.
Nantes
Tours
La Rochelle
Limoges
Bordeaux
Agen
Toulouse
Rennes
Orleans
HAVRE
Rouen
PARIS
Cherburg
Channel Is.
Guernsey Isl.
Jersey Isl.
Alderney Isl.
PLYMOUTH
Exeter
Bristol
Cardiff
Oxford
LONDON
I. of Wight
CHANNEL
ENGLISH
Straits of Dover
St. George's Channel
Bristol Chan.
Cork
Queenstown
Bammakoo
TOMBO



The year is 1910.

It is an age of **CRUMBLING EMPIRES**, **DANGEROUS ADVENTURES**, and **ROTTING DECADENCE**. Rifles crack across the untamed Khyber pass, sorcerers stir from eldritch crypts, and dark things dream and lurk in secreted, fetid corners of the globe.

RAIDERS OF R'LYEH is a stand-alone roleplaying game and sourcebook in which mercenary rogues **EXPLORE FORBIDDEN FRONTIERS**, **UNEARTH ANCIENT ARTIFACTS**, and **OUTWIT VILLAINOUS SCUM**.

Derived partly from classic 1d100 rules that have been released under the Open Game License, the game is crafted to emulate not only adventure in the Cthulhu Mythos of H.P. Lovecraft and his circle of influences, but especially the savage and evocative feel of Robert E. Howard's Mythos and Weird menace stories.

THE CIPHER BUREAU