



THE TABLETOP ROLEPLAYING GAME



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Introduction

What is *Herald: The Tabletop Roleplaying Game? Herald* is a young Eleanor Roosevelt with a Tommy gun tiptoeing through a creaky basement to shoot a sentient mound of pus leaking from the walls.

Herald is Salvador Dali at the entrance of a jungle-covered temple gateway, discussing points of entry with a massive split-brained slug gently perched on his shoulder.

Herald is Duke Ellington in a forgotten wing of Miskatonic University's library, reading the journal scraps of a dead archaeologist and discovering that the Amulet of Quetzahochel he thought protected him from the undead is in fact the cause of his recent hallucinations.

Herald is **You**, telling stories drawn from our collective historical mythology, with all its attendant rough and tumble character drama, apocrypha, victories, and tears.

This roleplaying experience is a wild blend of history, science, and magic, filtered through the cosmic horror of H. P. Lovecraft and paced with the speed of the pulp serials of the 1920s. It's fanatics, fantastic inventions, forbidden knowledge, twists, monsters, romance, conspiracies, heartache, and adventure in a world where everyone has secrets. But above all else, Herald is fast, furious, and fun.

This all started eons ago with the Great Old Ones, but our story begins when Amelia Earhart, engaged to Nikola Tesla, steals one of his unfinished magnetic engines and disappears while crossing the Atlantic on a solo flight. After Tesla asks Einstein for guidance, he's told to find H. P. Lovecraft, whose knowledge of the occult and other dimensions might provide a route to Earhart's escape from the Elsewhere dimension where reason and physics hold no authority.

While searching for an extant copy of the Necronomicon, H. P. and Tesla are pitted against a vast global cult of plain-clothed zealots determined to awaken mighty Cthulhu from his eternal slumber so that he may devour humanity. As the boys fight the Cult with the help of Mark Twain and Harry Houdini, a host of weird mysteries spring up all over the world, and time is running out.

These are the Roaring Twenties. Prohibition threatens to upend society as all walks of life struggle to maintain the appearance of post-war normalcy. But underneath it all, a cabal of smiling villains pushes their plan to relegate humanity to the ash heap of unrecorded history.

This is where you come in. The Mythos isn't going to banish itself, so steel your wits, sharpen your charms, and with some luck and possibly a few sticks of dynamite, choose from hundreds of interesting people from the 1920s and do your part to keep the world safe.

Herald the Tabletop Roleplaying Game is based on the ongoing Action Lab comic series Herald: Lovecraft & Tesla by John Reilly, Tom Rogers, and Dexter Weeks. This sourcebook expands the series into a fully-realized Savage Worlds setting that invites you to shape history to your will.

On a personal note, I've been playing/running tabletop RPGs and campaigns since I was 9, so believe me when I tell you that this game is a dream come true for a life-long nerd. The folks at Ravendesk are kindred spirits, and if they hadn't shown such excitement and deference to the source material, its characters, and the long-term plans for *Herald*, then this venture wouldn't have happened. The games you're about to jump into are in good hands.

I'm sure if you've gotten this far, then like me, you take great pleasure in telling and sharing stories with your friends, whether around a table with a bowl of snacks and a laminated grid map or online with the lights low and a nice headset to sell the creepy NPC whisper you rehearsed all day. I want you to know that we're interested in what you and your group come up with in this historical sandbox of magic and mayhem. We hope you'll share your *Herald* adventures with us.

~John Reilly





Part 1

Setting



LIFE IN THESE ROARING TWENTIES

For most of the Plain Janes and Regular Joes of the 1920s, life moves steadily along as it should. Life has never been easy, mind you, but today we have inventions and high technology built to make things easier. Technology of this modern era runs on electric currents as well as steam, coal, and other more traditional energy sources. We now build gargantuan dams to harness this power, and run electricity along lines from pole to pole, connecting towns to cities. We have finally achieved sustained flight, and the burgeoning aircraft industry is not just for the soldiers anymore. We now have dependable things. Between that and the influenza pandemic, there are very few who haven't come face to face with their own mortality over the last few years. But at the moment, societies are rebuilding themselves, redefining borders and cultures, and trying to get their bearings after so much death and destruction. There's hope, and it's worth fighting for.

In the United States, it's a dry decade where alcohol has been prohibited, creating an entire shadow industry run by criminals. Prohibition is a drastic social experiment that may prove to be a failure, but for now, it's the law of the land. Everywhere, folks wet their whistles in speakeasies



submarines and ways to dive deeper beneath the waves than we've ever been before. Steamers are making the trip across the Atlantic in just four and a half days! Automobiles are extremely popular and it seems the days of horse-drawn transportation are coming to an end. We're racing toward a day where transatlantic flights are possible and commonplace, a near future where taking an airplane from New York to Rome will be affordable for a factory worker. We're going to send dirigibles and other craft to the upper atmosphere and see what lies beyond. Someday far in the future, we'll likely be living on the Moon.

Those who endured the horrors of the Great War have returned home haunted, having seen terrible and most keep a hidden cabinet at home stocked with bootleg liquor. The Feds and local cops will make life unbearable if you're caught red-handed, but running afoul of bootleggers or gangsters could be even worse. Those tough guys like to shoot first and ask questions later.

Even though science is showing us that the mysteries once attributed to spirits and ghosts have perfectly clear explanations, spiritualism, mesmerism, and the supernatural are still all the rage. Those who believe the old tales often gather for séances, making an easy target for professional charlatans. Some, like Aleister Crowley, take this manipulation a step farther, gathering a cult of followers whom they can command to do terrible



things. There are others still who are devoted to the careful study and disruption of such groups.

But what happens when this cult worship is centered around things that mankind was not meant to know? Who makes sure humanity doesn't fall victim to sinister, unspeakable entities that may be older than our own galaxy?



THE MYTHOS RESISTANCE

In *Herald: Lovecraft & Tesla*, most of the world's famous scientists, artists, politicians, and celebrities are part of a secret conspiracy. The Mythos Resistance connects them all and ties their stories into an alternate 1920s where unnatural Mythos beings from beyond the stars are invading. Unspeakable elder gods and creatures are arriving from far, far away, while others are awakening at last from below. It's the job of the Mythos Resistance fighters to keep the world safe and ignorantly blissful. If the public were to discover how many of their idols are part of a vast underground global network, they'd never believe it. The brightest, best, and most connected make up the core of the Mythos Resistance fighters.

INVADERS FROM BEYOND THE STARS

Many of H.P. Lovecraft's stories aren't fiction: they're observation. His notebooks full of sketches make up perhaps the only field guide to the unnatural creatures and entities that have been investigated by the Mythos Resistance. Thanks to the compiling of extensive interviews and pertinent historical records, a bit of insight into what is really invading our planet is starting to emerge.

The invasion comes not only from behind Planet X and from the far reaches of the universe, but also from our oceans, materializing in mists, being thawed from Pleistocene ice, living in flows of lava, and in the eldritch visions of unfortunate individuals.

But what we think we know is just the tip of the iceberg. There are also threats on Earth that predate humanity, and a dimension called The Elsewhere where countless monstrous beings dwell.

These evils have been called by many names,



but Lovecraft is trying to categorize them into a definitive guide for his fellows in the Mythos Resistance. Instead of the latin names of binomial nomenclature, he is using the language of the Mythos itself. Thus, what has sometimes been called a star-crab is now being defined as a *Mi-Go, sentient fungi from Yuggoth*. See Part 7, Friends & Foes for more specifics.



HISTORY IS YOURS TO RECREATE

Not everyone is a history buff. Some players will be content to focus on the adventure at hand and less so on the historical nature of the setting. That's okay! However, if you happen to be a fan of speculative historical fiction, the setting is a Pandora's box of exciting possibilities. The *what-ifs* that can be imagined with just a little research can really make the backgrounds and connections of the Mythos Resistance blossom and come to life. Perhaps it's an obscure historical article that sparks an idea, or a new theory surrounding an unsolved mystery of the day. Information like this will push the story to a place where everyone has that genuine moment of what if? Get creative!

Don't feel hindered by history, recreate it however you want!

Here are some possible *what-ifs*:

• What if Amelia Earhart and Nikola Tesla got married?

• What if young Adolph Hitler was approached by a powerful cult leader who taught him how to control minds?

• What if Jazz music could literally drive people crazy as some Holy Rollers claimed?

• What if Warren G. Harding didn't die of a stroke but went into hiding with Mark Twain?

• What if Teddy Roosevelt also faked his death and lived as a recluse in Yellowstone?

• What if when Vladimir Lenin died in '24 his autopsy revealed ghoulish results?

• What if J. Edgar Hoover was intentionally trying to bring down the Mythos Resistance from within?

• What if Harry Houdini was able to die and come back to life each time because he tracked down a powerful talisman?

• What if Benito Mussolini was assassinated by his own Fasci Italiani di Combattimento?

• What if "Black Tuesday," the event that kicked off the Great Depression, was caused by unnatural chaotic forces from beyond the stars?

• What if the majority of the artists, poets, and musicians from the Harlem Renaissance suddenly formed their own political party?

• What if Aleister Crowley's Thelema cult in Sicily was armed with some new technology and the island

of Cefalu declared independance?

• What if Eleanor Roosevelt ran for governor?

• What if Tesla-based technology was released for free and changed the world?

• What if discoveries in Antarctica set off a second World War in the 1920s? Would the continent be aggressively claimed by both America and the British, setting off a major dispute?

What if the late Rasputin was an avatar of Nyarlathotep? And that he had a son who is now a young man with his father's unnatural temperament?
What if Anastasia Romanov did indeed escape her fate and is now working with an anti-socialist rebel group in Siberia?

• What if the Territory of Hawaii declared independence from the United States and it sparked a conflict?

• What if television was perfected and marketed a few decades earlier?



A CUP OF COFFEE FOR A DIME

The value of the American dollar was much different in the 1920s. In terms of gameplay, it's an easy conversion: just move that decimal point. Figure that what costs \$10 today costs just \$1 in the 1920s.

Characters in the game can generally buy a simple



meal for 50 cents at a cafeteria, or overspend a bit and pay \$5 for a dinner at a nice restaurant. It's not exact, but it's a solid approximation for our purposes and makes incorporating your other beloved *Savage Worlds* settings into this game even easier.

This simple conversion might need a bit of adjustment when considering things that were rare or sophisticated. Radios or landline telephones nowadays are inexpensive, as is airfare. This need for adjustment becomes even more evident if you want a high level of realism for a specific date. For example, a Model T in 1920 cost quite a bit more than it did just nine years later when everyone was buying Model A's. The price of a stove dropped over 60% during the decade, but the price of a dozen eggs stayed the same. Certain items were still in short supply in the post-war early 1920s, but were on shelves everywhere by 1929. Attention to historical details can make the game more rewarding and memorable, but use your best judgment and try not to get bogged down.

NO ARCANE BACKGROUNDS

While the exclusion of Arcane Backgrounds from *Herald: Lovecraft & Tesla* might at first seem odd, it has been done for a very good reason. If the day-to-day reality of the game world is not grounded by mundane laws, then encounters with the unnatural will be less horrifying. It is precisely their difference from the normal world that makes them unnatural.

That's not to say that the game doesn't have magic and weird, scientific inventions—it's most

of what the Mythos Resistance deals with on a daily basis. But these occurrences spring from a separate, non-human origin. If humanity had the inherent power of magic, then the game changes and the invasion of Mythos creatures from beyond the stars loses much of its threat. The vast majority of the stories in Weird Tales Magazine and other cosmic horror-themed publications of the day are centered around the idea of universal insignificance, not power. It was almost certainly a reaction to the influenza pandemic and Great War that had recently ended, events that reminded the entire planet how small and fragile we humans really are. On the other hand, people believed that the Great War had ended wars for all time, and even the skies and the depths of the ocean are no longer out of reach with the aid of science. Herald: Lovecraft & Tesla takes place in a time of intense hope and bewildering discovery.

The introduction of otherworldly forces to this era of innovation is an opportunity for players to try and turn unnatural things against their masters. For example, Babe Ruth's baseball bat is carved from a type of wood found only in The Elsewhere. Mark Twain wears a powerfully restorative talisman around his neck that contains a small piece of flesh from a shoggoth. H.P. Lovecraft is able to read his tomes full of sigils and scratch elder signs of protection that come from a pre-human epoch. He may even release the occasional blast of energy from his hands when reciting something from his books, but he will not be able to do it on his own whenever he wants. Do not think of these events and items as





being the same as spells or magic weapons. They may seem like it, but these are powers of non-human origins that will never be understood or mastered. To try would be to give in to madness.

Throughout the Twenties, scientific geniuses like Tesla, Curie, Einstein, Bohr, and Carver are making discoveries at a dizzying rate. New planets are being discovered by astronomers, and the oceans are open to dangerous submarine exploration. Outside of labs and observatories, society is still struggling to accept science as the means for understanding our surroundings. Mysticism, mesmerism, and magic are all given credence by many well-respected individuals. The 1920s are full of strange stories of death cults and mass disappearances. There are dark corners of the world that haven't yet been explored. Antarctica is opening up at last and flying between the islands of the South Pacific is finally a possibility. This clash of superstitious history and amazing scientific discovery is what the decade is all about. Throw Prohibition, kidnappings, and other criminal activities into the mix, and now we're firmly set in the Roaring Twenties.

Science isn't *weird* at all: it is real. Technology and inventions came from us, not them. Even if it is influenced by unnatural factors, scientific achievements are ours. Inventing strange and fascinating machines and items is a big part of life for the players, but all the breathtaking results have their origin in human ingenuity. If it comes from our brains (and our dimension), then there's nothing weird about it. Tesla would be the first one to agree.

True Cosmic Horror means no Arcane Backgrounds—at least in this dimension. Remember, once players find themselves in The Elsewhere, the rules of reality are no longer a concern. See Rules of The Elsewhere in Part 5 (page 61) for more information.

The *Savage Worlds* game system easily allows you to adjust these and any other rules as you see fit. You want to play with power points? Go for it! It's your game after all. You're the almighty creator of realities, mad weaver of legends, and benevolent giver of Bennies! The rest of us are simply Wild Cards and Extras.



MADNESS AND THE MYTHOS

While *Herald: Lovecraft & Tesla* is, at its heart, an adventure, it's also chock full of cosmic horror. Finding oneself face to face with the violent, uncaring void of the Mythos takes a toll. The GM might ask the players to make a Fear roll when faced with something unnatural or horrific. This type of Spirit check works well for sessions where the focus is on the weird and unnatural. More on Cosmic Horror and Fear checks can be found under Special Setting Rules in Part 5: Running the Game (page 59).

Players with the Hindrance: Eldritch Visions will often find themselves experiencing them at the most inopportune moments. Recovering their senses requires a successful Spirit roll. Permanent madness is a danger, but rare. When that happens, it's usually the result of something extraordinary.

This game uses the standard *Savage Worlds* core rules as a base, adding several Edges, Hindrances, and other details while removing other aspects that do not go with a reality-based 1920s game setting. For more details on unique setting rules and New Edges & Hindrances, see Part 5: Running the Game (page 58).





Part 2

Creating Your Character





The Table Is Set

One of the most fun parts of *Herald: Lovecraft* & *Tesla*, or any other speculative historical fiction, is the attention to historical detail, and then the sly deviation from it. You don't need to know everything about the era. For some adventures, a GM might provide a specific date, sometime between the first day of 1920, and the last day of 1929. You can do a quick bit of research and see what the Wild Card was doing at that moment in history. Each character's biography and description allows for ways to incorporate actual history into alternate history.

While using any set date is always optional, it does allow for a bit more flavor and accentuates the speculative historical fiction aspects of the game. For example, if you're playing Winston Churchill, there is a big difference between his geo-political influence at the beginning of the decade and at the end of the decade. Or if your party needs to travel from New York to Paris, you might need to check that calendar. The first non-stop flight between North America and mainland Europe was in 1927, which changed the rest of the decade in terms of transportation. Details can be fun, but don't get tripped up with the minutiae.

Mixing famous historical personalities together in unexpected ways is exciting and gives *Herald: Lovecraft & Tesla* that "extra something" that some feel isn't present in other (excellent) Cthulhu-style RPGs. In the comic books, Tesla and Lovecraft manage to develop an awkward friendship while searching for Amelia Earhart. But now history

is entirely in your hands as players. How would Charlie Chaplin, Clara Bow, and Buster Keaton solve an unspeakable crime? What would Henry Ford say to Emma Goldman if they were trapped in a sinking steamship somewhere off Antarctica? Imagine Albert Einstein and Marie Curie investigating international murder mysteries with the help of Jack Dempsey, Pablo Picasso, and Ernest Hemingway. Shuffle them all together! They may have shared vastly different ideologies, but once you throw a common, unnatural enemy in the mix, the speculative historical fiction takes over and a shared sense of humanity pushes everyone together in wonderful ways. As long as the historical figures were alive at the same time, why couldn't they meet and join up with others of the Mythos Resistance? Which brings us to a big proverbial white elephant in the room...

A few of these historical figures actually *didn't survive the 1920s*. Fear not! Remember that this is speculative historical fiction, so a mere detail like death doesn't necessarily mean the end of the road (just ask Mark Twain). Deaths can be faked as the character goes underground to fight the invading cosmic horrors behind the scenes. Or perhaps the death that is reported to the public doesn't include the information about how they *really* died. Perhaps that fatal car crash reported in the newspaper was actually part of a cover-up where they died for a heroic reason in the defense of humanity, something the public will never know. Your alternate history can be as deep and as dark as you'd like it to be.



GREAT CHARACTERS

Most of us have either met or heard stories about an ancestor who lived in the 1920s. Why does everyone still talk about your Great-Great-Uncle Herbert? How amazing was your Great-Grandma Harriet? Did Grandpa Wilbur fight as a young man in the Great War? Where was Great-Great-Aunt Louisa spending the decade? Was that article about your Great-Great-Grandmother's second cousin true? So many fortunes were sought, so many new lives were made on distant shores.

If you are lucky enough to have (very old) relatives or friends that were kids during the 1920s, sit down with them and ask them questions about this exciting time in history. Cars and planes were new! Jazz was new! Penicillin was new! Modern art was new! Quantum physics was new! Film was new! The world was shrinking through humanity's latest technological breakthroughs, and if they were there to experience it, their insight is invaluable. Even if you don't ask them specifics that might pertain to this game, you should never pass up the opportunity to talk to your elders. They have wonderful stories and have seen life change in ways we simply can't understand. Maybe something they recall about the time will end up being the seed for you to create an epic adventure that covers the globe and involves them with the Mythos Resistance somehow. Respect your elders! Anyone who disagrees can get the heck off my lawn!

CHARACTER CONCEPTS

Certain players will most enjoy making a character that is already a notable historical figure, a real person who lived during the Jazz Age and who might have been involved in the Mythos Resistance. Perhaps they were famous in the Roaring Twenties (or would be eventually). They might have been a great writer, scientist, musician, business mogul, or notorious gangster. The decade was full of intriguing historical characters.

Some players might opt for creating someone entirely new to join the Mythos Resistance, a character that will find themselves on dangerous missions with folks they normally see in the moving pictures or read about in *Collier's Weekly*. Since there is so much secrecy and intrigue in the



ranks of the Mythos Resistance, they may not even know who their fellow members will be until they all show up at a shadowy meet-point. Imagine a regular Joe getting a letter from out of the blue with instructions. Hours later, they're jumping into a car with Buster Keaton, Clara Bow, and Robert E. Howard, speeding off toward Miskatonic Valley under a full moon. Notability isn't necessary to join the Mythos Resistance; the group is full of people who live their lives in relative anonymity. All it takes is one enigmatic letter from Mark Twain, Nikola or H.P. and they're ready for action.

Or maybe the character isn't even part of the Mythos Resistance group and their missions yet. Maybe they work as an iceman during the day and an amateur detective by night. And maybe, just maybe, they saw something one night that changed their life. Now they're trying to piece together bits of occult information to create a bigger picture—to understand just what it was that they experienced reaching out of the void in all its cosmic horror.

The following archetypal character concepts fit in well with *Herald: Lovecraft & Tesla*.



Adventurous Socialite **Aging Vaudeville Star Airplane** Mechanic **Amnesiac Hermit** Anarchist Spy Ancient History Professor Ancient Languages Scholar Art Collector Asthmatic Spelunker **Big Game Hunter Brave Little Tailor Bush** Pilot Cartographic Explorer **Coal Miner Cubist** Painter **Curious** Cop **Dangerous** Gangster **Deep Sea Diver Disillusioned** Author **Eagle-Eyed** Photographer **Electrical Engineer Escape** Artist **Fascist-Punching Wanderer**

Film Producer **G-Man Boy Scout** Gambling Rambler **Greedy Mesmerist** Honorable Rights Activist Insomniac Iceman Intrepid Archaeologist Jazz Musician Medical Doctor Mercenary for Hire Merchant Marine **Migrant Farmhand** Military Officer (Great War Vet) Military Soldier Mistreated Factory Worker Movie Actor Nervous Bootlegger Newspaper Journalist **Obnoxious Religious Missionary Occult Studies Professor Odd Inventor Olympic Athlete** Organized Crime Foot Soldier

Overwhelmed Geologist Perfectionist Chef **Political Cartoonist Private Investigator** Professional Goldfish Swallower Pulp Writer **Quantum Physicist Racing Enthusiast Resilient Refugee** Séance Medium Sly Smuggler Small Business Owner Smug Mathematician Tour Guide Trigger-happy Shopkeep **Trustworthy Translator Tugboat** Captain **U-Boat Sailor** Undercover Government Agent Underpaid Dock Worker Union Organizer Well-Meaning Politician Wunderkind Chemist

Once you've decided what sort of character you're planning to make, you're ready to move on to determining your traits. Grab that copy of the *Savage Worlds* core rules and a blank copy of the character sheet from the back of this book, and let's get into our four-step character creation.

CHARACTER CREATION PROCESS

Making a character in *Herald: Lovecraft & Tesla* is quick and easy and follows the basic *Savage Worlds* character creation process.

1) Select Traits

Traits are the Attributes, Skills, and derived statistics that make up your character and determine what they are capable of.

A character's traits are characteristics that are rated by a single polyhedral die. The more sides the trait is rated in, the better the character is at the trait, ranging from a 4-sided die (d4, the lowest) to a 12-sided die (d12, the highest).

Attributes

Characters start with a d4 in each of their five attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute a die type costs 1 point, and you may not raise an attribute above d12.

Skills

Characters have 15 points with which to buy skills. Raising a skill by a die type costs 1 point as long as it is no higher than its linking attribute (clearly indicated on the character sheet). It costs 2 points per die type to raise a skill over its linked attribute.

All standard skills in *Savage Worlds* are available, except for arcane skills, since this game does not allow characters to select Arcane Backgrounds. Languages are marked under Background; there is no need to spend skill points for Knowledge (Language).



Part 2: Creating Characters

To see which of the five attributes each skill is linked to, see the table below.

Agility	Smarts
Boating	Gambling
Driving	Healing
Fighting	Investigation
Lockpicking	Knowledge
Piloting	Notice
Riding	Repair
Shooting	Streetwise
Stealth	Survival
Swimming	Taunt
Throwing	Tracking
Spirit	Strength
Intimidation	Climbing
Persuasion	

Skills and Linked Attributes

Secondary Stats

Charisma is a measure of your character's likeability. This modifier gets added to Persuasion and Streetwise rolls. All characters start with (+0), but this may change with certain Edges or Hindrances.

Pace is equal to 6" unless changed by Edges or Hindrances. Distances in *Savage Worlds* are measured in inches to make it easier to use miniatures in the game.

Parry is equal to 2 plus half your Fighting die type. Edges, Hindrances, and some types of equipment can modify your Parry score.

Toughness is equal to 2 plus half your Vigor. Edges, Hindrances, and wearing armor can modify your toughness.

2) Select Hindrances & Edges

Herald: Lovecraft & Tesla introduces new Edges and new Hindrances. For a list of the few disallowed Edges from *Savage Worlds*, see New Edges & Hindrances (page 18).

All characters start with one free Edge. They must meet all the requirements of this and all other Edges.

Now decide if you want your character to have any Hindrances. If so, you may use the points you earn from Hindrances to gain one of the benefits below. You may choose one Major Hindrance (worth 2 points) and up to two Minor Hindrances (worth 1 point each). The sections on Edges and Hindrances on pages 18 and 20 tell you what choices are available, in addition to those in *Savage Worlds*.

For 2 Hindrance points you can:

- Raise an attribute one die type
- Choose an Edge

For 1 Hindrance point you can:

- Gain another skill point
- Gain an additional \$50

Don't forget to check and see if any Edge or Hindrance choices have changed your derived Secondary Stats (see above).

3) Select Gear

Characters start with \$50 cash. For a list of basic items and weapons available to buy, see Part 3: Gear (page 26). When referring to prices listed in the *Savage Worlds* corebook, simply drop a zero (divide by ten).

You'll likely use most, if not all, of this starting money to purchase weapons, armor, and other equipment. You may want to save some money for pocket cash to use for day-to-day expenses.

4) Write Background

Your character's background is where the details of their lives give a glimpse into their personality. How old are they? What do they look like? Where are they from? Do they have friends and family? What about a job or hobbies? Do they realize that Mythos creatures are invading? If so, what do they plan to do about it? What else has happened in their life to bring them to this point?

If your character speaks another language, then mark this down here. If you'd like, your character may select a number of languages equal to half their Smarts die.

Also, look to the Hindrances and Edges you've just selected: they will guide you and focus your description to the basics of what drives them. Your character should have character.

Lastly, you might choose to tie them into the overarching plot of the Mythos Resistance group. If they are part of it, briefly explain how they were recruited and by whom.





New Edges and Hindrances for *Herald: Lovecraft & Tesla*

This game uses the standard Edges and Hindrances as detailed in the *Savage Worlds* core rules with a few exceptions. Some of the Edges found in *Savage Worlds* do not fit with this alternate but realistic decade of the Roaring Twenties. For more insight on why Player Characters in *Herald: Lovecraft & Tesla* don't use Arcane Backgrounds, see page 11. All of the other Edges found in the *Savage Worlds* core rules are available.

Disallowed Edges from the Savage Worlds core rules:

Arcane Background, Arcane Resistance, Improved Arcane Resistance, New Power, Power Points, Rapid Recharge, Power Surge, Improved Rapid Recharge, Soul Drain, Adept, Champion, Gadgeteer, Holy/Unholy Warrior, Mentalist, Mr. Fix It, and Wizard.

New Edges for Herald: Lovecraft & Tesla

We've added nine new Edges at both the Novice and Seasoned levels.

Edge	Requirements	Effect
Connect the Dots	Novice, Smarts d6+, at least two other Knowledge skills at d6+	+1 Investigation, +2 Toughness when suffering damage from Mythos creatures.
Sound Mind	Novice, Scholar, Smarts d8+	+2 to resist tests of Will, reroll 1 Smarts-based roll per session.
Live Wire	Novice, Smarts d8+, Repair d8+, at least two other Knowledge skills at d6+	+2 Repair rolls. With a raise, they halve the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, someone with Live Wire could finish the job in one-quarter the time with a raise.
Mover-Shaker	Novice, Charismatic, Spirit d8+, Persuasion d6+	Persuasion +1, Intimidation +1, call upon one powerful friend.
Pulp Writer	Novice, Spirit d6+, Vigor d8+	+2 Toughness when suffering damage from Mythos creatures, reroll 1 Spirit roll per game session.
Tinkerer	Novice, Smarts d8+, Repair d8+, at least two other Knowledge skills at d6+	May jury-rig a device once per game session.
Bane of Mythos	Seasoned, Spirit d8+	+1d6 damage when attacking Mythos creatures.
Detectorist	Seasoned, Alertness	+1 Notice, +2 Stealth.
R'lyeh-terate	Seasoned, Pulp Writer	Character can inexplicably read the glyphs of the Mythos and channel occult effects, +2 damage when attacking Mythos creatures.



Connect the Dots

This character is one of those strange few who willingly gravitate toward the truly mysterious and macabre. These odd sleuths can add +1 to all Investigation rolls, and their weird mental fortitude adds +2 to their Toughness when battling any Mythos creatures.

Sound Mind

The character is much more than just a scholarly type. Their intellect defines them and gives them an unshakable confidence, adding +2 to both their Spirit and Smarts rolls when resisting Test of Wills attacks. Characters also get one Smarts-based reroll per game session; it's as if this character carries around a bookshelf full of encyclopedias in their noggin.

Live Wire

From advanced electronics to simple objects, your character is one of those rare people who can put



Part 2: Creating Characters

things back together almost as fast as they're taken apart. Add +2 to their Repair rolls. With a raise, the character repairs it in half the time. (If a Repair job already states that a raise repairs it in half the time, someone with Live Wire could finish the job in onequarter the time with a raise).

Mover-Shaker

The character feels that charisma can be used like a blade, to harm or to help. Conversations are double-edged: they're able to move back and forth between persuasive arguments (add +1 to Persuasion rolls) and intimidating verbal onslaughts (add +1 to Intimidation rolls). They have also garnered the respect of at least one very influential and loyal friend whom they may call upon if needed.

Pulp Writer

Not every writer is able to weave tales of cosmic horror the way a genuine Pulp Writer can. Putting themselves through so much mental anguish does have an upside—your character's brilliant mind has become used to mentally resisting the Mythos. Add +2 to your character's Toughness when suffering damage from Mythos creatures, and reroll one Spirit roll per game session.

Tinkerer

The character always seems to be fidgeting and tinkering with some little toy or simple machine. Their pockets are often full of screws, clasps, gears, cogs, wires, and clamps that are just the right size or just the right fit. If your character wants to jury-rig a device once per game session, they'll know just how to do it.

Bane of Mythos

It may not even be something your character is aware of, but there is something... *special* about them that most others don't have. For those horrifying moments when the character fights a Mythos creature, they add +1d6 points of damage with each attack. The downside is that this character's powerful aura is sometimes more easily detected by the creatures of cosmic horror.

Detectorist

Your hard-nosed character's eyes are always peeled and their ears are kept to the ground. If it







happened near them, they know about it. If they need to stay silently hidden for hours on end gathering intel, they can. This is so much more than just being observant, this borders on obsession. The character adds +1 to Notice rolls, as well as +2 to Stealth rolls.

R'lyeh-terate

While direct contact with the unnatural beings and concepts of the Mythos is never advised, studying them can lead to great insight. Your character might find themselves inexplicably able to read weird glyphs, odd sigils, elder signs and non-Euclidean diagrams. Perhaps the character might even channel occult effects or see the cosmic horrors as they truly are, gaining +2 damage when in battle with any Mythos creature. If a character also has the skill Knowledge: Mythos, then deciphering mysterious symbols and signs becomes even easier.

New Hindrances for *Herald: Lovecraft & Tesla*

Hindrances found in the *Savage Worlds* corebook are all available and we've added 5 new Hindrances from which to choose.



Part 2: Creating Characters

Hindrance	Туре	Effect
Tethered	Minor	Cannot travel to the <i>Elsewhere</i> dimension. Also, all Mythos creatures inflict +2 damage with each attack and focus their attention on this character in battle.
Sleep Paralysis	Minor	-1 Charisma; Fatigue roll once a day.
Eldritch Visions	Minor/ Major	Character suffers from minor or major hallucinations; migraines cause visions and blackouts. Spirit roll once a day to avoid d8 hours of catatonia.
Xenophobe	Minor/ Major	-1/-2 Charisma; character afraid to interact with those outside their ethnicity and/or gender.
Misled	Major	-2 Persuasion; character follows a dangerous person or ideology and will not be convinced otherwise.

Tethered

Characters who are Tethered cannot travel to the Elsewhere dimension. While this may not seem like that big of a deal to the common person, for the members of the Mythos Resistance in *Herald: Lovecraft & Tesla*, needing to travel to The Elsewhere is always a very real possibility. All Mythos creatures inflict +2 damage with each attack and will always focus their attention on this character in a battle.

Sleep Paralysis

This nightmarish condition happens every time your character sleeps. They experience a feeling of being conscious but unable to move, their mind is awake and yet their body is not, and the hallucinations feel very real. Upon waking, they are often irritable and exhausted. A character with Sleep Paralysis permanently loses -1 to their Charisma score. They must also succeed in a Fatigue roll once a day or temporarily lose an additional -1 to their Charisma for 24 hours.



Eldritch Visions

More than just powerful headaches, these debilitating flashes cause the character to suffer from minor hallucinations and nausea. These short but excruciating visions cause migraines and blackouts and occur once a day, requiring a Spirit roll. Success means a quick recovery and maybe even some Eldritch insight or odd clues about the Mythos dangers they face. Failing this Spirit Roll results in d6 hours of catatonic stupor.

Xenophobe

This character is afraid to interact with those outside their own ethnicity, culture, gender, etc. They're also probably not a pleasant person to be around, and most others pick up on this. A character with Xenophobe (minor) permanently loses -1 to their Charisma score, and a character with Xenophobe (major) permanently loses -2 to their Charisma score.

Misled

Your character follows a dangerous person or ideology and will not be convinced otherwise. This will almost certainly cause major social complications and distrust among all who interact with the character. They lose -2 to all Persuasion rolls, even with those who share their dangerous views.

OUR FLAWS ARE WHAT MAKE US HUMAN

Keep in mind that Hindrances are more than just interesting flaws that round out your character: they are the driving force in most of your interactions





in-game. While an Edge might tell you what a character is good at, a Hindrance tells them what they need to overcome in order to succeed.

Most attentive GMs look to keep the stakes raised and the conflict sharp by finding a way to bring players' Hindrances into the story. *Savage Worlds* isn't about optimized power-leveling (unless you really, really want that). If you think you have created a character who will be prepared for every situation they might face during a session, you're in for a rude awakening.

Embrace your Hindrances: make them an important and active part of what pushes your character. The most memorable game sessions usually shine because of what was accomplished in spite of what the group was anticipating and prepared for.

It's important to consider everyone sitting around the table. There is no reason to make players uncomfortable in real life just because you're playing a character with the Xenophobe Hindrance. Be smart about it. Make intolerance something for your character to overcome or to succeed in spite of. Not all players will be interested in this subject, so it's important to keep things Fast! Furious! and Fun! For more on approaching this and other sensitive (but unfortunately historically accurate) topics, see page 59.

Savage Walkthrough: Example Character Creation

So you want to create a character, huh? Let's do it. Some players will create a character from

a notable historical figure, others will create a person from scratch. Making a character in *Herald: Lovecraft & Tesla* requires the *Savage Worlds* corerules. The following example breaks down the character creation of a fictitious (but appropriate) person.

First, the concept: Oh Henry! Let's create a Novice level character of Miskatonic University's very own ornery librarian, Dr. Henry Armitage. He's got a lot of knowledge of occult-related Mythos since he has experienced quite a few unnatural things in his 73 years. He can take care of himself in a fight, but these days he's more of an investigateand-surprise kinda guy than a toe-to-toe scrapper.

Next, we'll move on to determining traits. Traits are the character's Attributes, Skills, and Secondary Stats.

For Attributes, Henry starts with a d4 in each of the following: Agility, Smarts, Spirit, Strength, and Vigor. Let's distribute 5 points among them evenly, since we want Henry to be well-rounded. Raising an Attribute a die type costs 1 point. We'll spend 2 points on Smarts to bring that d4 up to a d8. Then we'll spend 1 point on Spirit, 1 point on Strength, and the last point on Vigor to raise each of them up from d4s to d6s.

Henry's Attributes are now Agility d4; Smarts d8; Spirit d6; Strength d6; and Vigor d6.

Skills are next. We now get to distribute 15 points to purchase skills for Henry.

All standard skills in *Savage Worlds* are available. We'll make sure we're spending the right amount of points depending on a skill's linked Attributes. Raising a skill by a die type costs 1 point as long as it is no higher than its linking Attribute (see Skills and Linked Attributes Table, page 17). It costs 2 points per die type to raise a skill above its linked Attribute.

Henry ends up with Driving d4 (cost: 1 point), Fighting d4 (cost: 1 point), Lockpicking d4 (cost: 1 point), Shooting d4 (cost: 1 point), Stealth d6 (cost: 3 points, since Stealth is linked to our low Agility). We want his Investigation skill to be a strong d8 (cost: 3 points), and we'll give him two different Knowledge Skills, both at d6: Knowledge: Mythos d6 (cost: 2 points) and Knowledge: Anthropology d6 (cost: 2 points). So far we've



spent 14 of our 15 available skill points. Our last point will be spent on bringing Persuasion up to a d4 (cost: 1 point). That's it. All other skills are untrained.

Figuring out Henry's derived Secondary Stats (Charisma, Pace, Parry, and Toughness) is next.

Charisma is equal to the standard (+0). Pace is equal to the standard 6". Parry is equal to 2 plus half Henry's Fighting (d4). His Parry is 4. Toughness is equal to 2 plus half Henry's Vigor (d6), for a total Toughness of 5.

We may need to come back to adjust these secondary stats if they become affected by our choices of Edges, Hindrances and armor.

Now we're on to Edges and Hindrances. All characters start with one free Edge. Let's choose one from our brand new *Herald: Lovecraft & Tesla* Edges.

Since Henry spends his time trying to decipher lost languages and occult symbology, a good choice would be Edge: Connect the Dots. Let's first make sure he fulfills the requirements.

To choose this Edge, a Novice character would need to have Smarts d6+ and at least two other Knowledge skills at d6+. All good to go! We'll mark it down on the character sheet and note that this Edge gives Henry +1 to his Investigation rolls and +2 Toughness when suffering damage from Mythos creatures. That was our Freebie. If we want

more Edges, we'll need to pay for them by selecting some Hindrances. Let's do that!

Remember, for 2 Hindrance points, we can either raise an Attribute one die type or choose an Edge. For 1 Hindrance point we can either gain another skill point to spend or put another \$50 in Henry's pocket. What to do?

We'll choose one Major Hindrance: Overconfident (major) worth 2 Hindrance points, and two Minor Hindrances: All Thumbs (minor) and Mean (minor), worth 1 Hindrance point each. Enter these into your character sheet and note any specific penalties the character will suffer from them. With 4 Hindrance points total to spend, we have some good choices we can make.

Let's decide that with our 4 available Hindrance points, Henry will gain an additional Edge (cost: 2 Hindrance points) and gain another 2 skill points to spend (cost: 2 Hindrance points). Let's select an Edge, then go back and distribute those skill points.

Henry will add Edge: Sound Mind. Add this to the character sheet and note the effects. It will give Henry +2 to resist tests of Will. It will also allow him to reroll 1 Smarts-based roll per session.

With those 2 additional skill points, we'll go back and make Notice (d4) and Intimidation (d4).

At this point, we'll need to check and see if any Edge or Hindrance choices have changed any derived Secondary Stats. One does! In the description for Henry's Hindrance: Mean (minor), it dictates that he suffers -2 to his Charisma score. Since his standard Charisma is was +0 to start with, his Charisma is now -2. Persuasion and Streetwise rolls are going to suffer -2 to the totals, and it's likely that most who interact with him won't like him. Henry doesn't give a rip: he has bigger things to worry about.

That's it for the number-crunching. Now let's spend his starting \$50 on gear.

Remember that *Herald: Lovecraft & Tesla* is set in the 1920s, so when referring to the prices listed in the *Savage Worlds* corebook, simply drop a zero (divide by ten). Easy enough.

Henry will want a weapon to protect himself from cultists and the many unnatural threats he knows exist. He spends \$15 on a Colt Police .38 pistol and another \$7 on a switchblade. We'll round it all out with a \$2 flashlight, a satchel filled with books for \$3, a change of clothing (fancy)

for \$20 and a \$.05 umbrella. Total money spent: \$48. The remaining \$2 is pocket money Henry might use for transportation, food, and other day-today expenses.

We're in the home stretch now. Henry's background is the last bit we need to fill in.

Looking to the choices of Hindrances and the Edges as a reference is a good idea. We know that Henry may be Mean, Overconfident and All Thumbs, but he has a Sound Mind and can Connect the Dots. Henry is an educated person who speaks four languages (the number of languages equal to half his Smarts, d8). Lastly, how might Dr. Henry Armitage tie into the overarching plot of the Mythos Resistance group? We'll add that, along with other details of his personality, to his background.

We did it! Dr. Henry Armitage is ready to roll up his sleeves and join in humanity's fight against the unnatural entities of the Mythos!

Dr. Henry Armitage

Henry Armitage (A.M. Miskatonic, Ph. D. Princeton, Litt. D. Johns Hopkins) is a well-respected figure in the tightly-wound circles of anthropology and academic occultism. He is revered not only for his breadth of knowledge and understanding but also for his humility in the face of all that he, and by extension all mankind, does not yet know. Humility doesn't equal likeability, however. Most consider him to be a mean son-of-a-gun. This is likely due to the frustration he feels when folks come to him with small-minded questions they should know the answers to. If he feels particularly ornery behind the main desk, he will refuse to answer

students' questions unless they are asked in Latin, Ancient Greek, Aramaic, or Sanskrit (all of which he writes and speaks fluently). He is also respected for his physical prowess, as his robust health and physical presence belie his seventy-three years. He retired from active teaching ten years ago but has served as the head librarian of The Miskatonic University Library ever since then. This position, still in academia yet removed from the classroom, is actually a much better fit for his antisocial personality than the lecture hall.

Dr. Henry Armitage is one of two Librarians at Miskatonic University. Now working the night shift, Dr. Armitage is known for his intelligence and deep knowledge, as well as his grumpy disposition.

Rank: Novice

Attributes: Agility d4; Smarts d8; Spirit d6; Strength d6; Vigor d6 Skills: Driving d4, Fighting d4, Lockpicking d4, Shooting d4, Stealth d6, Investigation d8, Knowledge: Mythos d6, Knowledge: Anthropology d6, Notice d4, Intimidation d4, Persuasion d4 Charisma: -2, Pace: 6; Parry: 4; Toughness: 5 Edges: Connect the Dots, Sound Mind **Hindrances:** Overconfident (major), All Thumbs (minor), Mean (minor) Gear: Switchblade (Damage: d4), S&W (.357) (Damage: 2d6, Range: 0, AP: 1, ROF: 1), flashlight, change of clothes (fancy), satchel. umbrella. Money: \$2







Gear



GEAR & INVENTIONS

In this section you will find an assortment of vehicles, weapons, and equipment to outfit your characters. The items described here are by no means the final word on what is available for use in your *Herald* game sessions, though! If there is something that you want to make available in the game, just ask yourself if it would have been available in the 1920s, or if it could have been a secret, experimental invention created by Nikola Tesla (or some other industrious inventor in the time period). There is a list of weird, theoretical inventions at the end of the chapter which can help provide inspiration.

When deciding what items cost, just remember the simple conversion: \$1 in the game is equivalent to \$10 today. So, if something you would buy today costs \$100, it should cost \$10 in the 1920s. This isn't a perfectly accurate historical conversion but it's pretty close. Just use your common sense and refer to the items shown here for a frame of reference. Experimental technology and strange inventions should not be available for purchase from the Sears & Roebuck catalogue; rather, they should require a connection to an inventor as part of a plotline or else a generous investment in an inventor's laboratory to gain access to the items.

CLOTHING

The clothes that you wear in the 1920s send a message. Are you loose and comfortable with a low-waisted party dress or a pair of Oxford bags, in keeping with the latest fashions? Or are you a member of upper-class society with a Homburg hat and spats over your brogue shoes? Waltzing into a coffee shop filled with working-class folks while wearing a top hat might put you on the outs with certain people. Wearing a loose-fitting suit at the height of fashion isn't going to make you many friends at an exclusive cigar club for the gentry. So remember to dress accordingly—pick up some boots and a paperboy or flat cap if you're planning on rubbing elbows down by the docks.





Here are some examples of clothing:

Business suit: \$20	Fashionable suit: \$25
Cheap suit: \$10	Flat cap: \$1
Party dress: \$12	Bowler hat: \$2
Jewelry: \$10-\$300	Work boots: \$2
Cloche hat: \$2	Hiking boots: \$3
Racoon coat: \$200	Designer flapper dress and
Fancy shoes: \$20	accessories: \$300

A Word About Hats

Hats are an almost necessary piece of clothing in the 1920s, whether for a man, woman, or child. The 1920s have seen a rise in popularity of several men's hat styles, including the flat-brimmed and crowned straw boater, the similarly shaped "pork pie," made of felt and favored by Buster Keaton, the wide-brimmed Fedora and its narrow-brimmed little sister, the Trilby. The Panama hat is a straw variation of the Fedora but often with a convex top crease, as opposed to the Fedora's concave top crease. Flatcaps and newsboy-style caps are also worn but more often by children than by adults. The Homburg and Derby styles are still popular but more formal, and high-pocket gents still wear top hats, either in felt or in collapsible silk forms.

The most common women's hat of the era is the cloche, a close-fitting, bell-shaped hat with a mild flare instead of a true brim. Mushroom hats may have a crown similar to a cloche, but they feature a definite, wider brim that curves downward (like a mushroom cap). Cartwheel hats are similar to straw boaters or pork pies, except they have a significantly broader and somewhat relaxed brim (often two feet wide).

Different hats are worn for different seasons, usually felt for the winter and straw for the summer. "Straw Hat Day" is a common observance that marks the transition from one season to another and therefore from one hat type to another. This day varies by region, and the same name is often used to apply to both the spring day that marks the start of straw-hat season and the fall day that marks the end of it. Young ruffians often mark Straw Hat Day by snatching and stomping straw hats worn by strangers after the day. In September 1922 in New York, this observance degenerated into the eightday-long Straw Hat Riot, which resulted in hundreds of arrests and hospitalizations as those who resisted having their hats stomped were beaten by groups of ruffians.

FOOD & DRINKS

The prohibition of alcohol in the 1920s has prompted a surge in the production and consumption of soft drinks. In the U.S. Anheuser-Busch began producing Bevo in 1916, initially sold on military bases since alcohol prohibition on military posts preceded nationwide prohibition by four years. Bevo is a "near-beer" or a malt-flavored nonalcoholic soda. Colas and lemon-lime sodas have also seen a surge in production, and A&W has distributed root beer syrup to the many restaurants it has sold franchise rights for, beginning in 1921 in Sacramento. Of course, many people still brew their own root beer at home, adding sugar and yeast to extract-flavored water until it carbonates in the bottle. Of course, if you "forget" about your root beer and leave it too long, why, it just might make that drink alcoholic! Perish the thought!

Convenience food is a growing trend in the 1920s. Automat restaurants are very popular in major cities in many countries. These cafeteria-style restaurants feature an entire wall of coin-operated glass doors, so that diners can drop a nickel, open the door, and grab a food item à la carte. The first White Castle hamburger stand opened in Wichita, Kansas, in 1916, and by 1927 they have three restaurants in Kansas and Indiana, while there are 35,000 fish and chip shops across England in the 1920s.

Italian food has seen a dramatic rise in quality and popularity in America, thanks to Prohibition. As many of the speakeasies have been opened by Italian-Americans, more Americans have been exposed to Italian food, with its larger emphasis on meats and cheeses that the American abundance afforded the cooks. This has refined the American palate toward a style of Italian food that is distinct to the New World. Pasta has gone from insipid, near-gelatinous mush cooked only by the poor as a substitute for potatoes to main courses piled high with meat and cheese-laden sauces richer than any Italian has ever dreamed of. Chinese food, a newfound novelty for many Americans at this time, is also common.



Americans have an undeniable sweet-tooth in the 1920s. The fruit cocktail is widely popular, as well as the pineapple upside-down cake and gelatin molds of all kinds. Chocolate bars were an integral part of soldiers' rations in the Great War, and their popularity has increased in the 1920s with the inventions of the Milky Way, Butterfinger, and Baby Ruth bars, among many others.

Military rations after the Great War are called "Reserve Rations" and consist of an 8-oz. can of corned beef, an 8-oz. can of pork & beans, two 8-oz. cans of hardtack biscuits, 1.16 oz. of ground coffee, and packets of sugar, salt, and pepper. This is supplemented by hard chocolate and a separate "tobacco ration" of 10 rolling papers and 0.4 oz. of tobacco.

Vegetarianism is also growing in the 1920s, with the humble peanut becoming more widely sought as a protein source after George Washington Carver's paper "How to Grow the Peanut and 105 Ways of Preparing it For Human Consumption" was published in 1916. Contrary to popular belief, Carver did not himself invent peanut butter, but advances in production and packaging have also seen peanut butter go from a boutique homemade item to being readily available in markets.

GENERAL EQUIPMENT

Backpack: \$3	Flint and Steel: 50¢
Bedroll: \$2	Grappling hook: \$2
Camera: (portable) \$10	Handcuffs: \$5
Candle: 1¢	Lockpicks: \$10
Canteen: \$1	Rope (10"): 15¢
Flashlight: \$2	Shovel: \$2
Oil lantern (provides light	Tool Kit: \$10
in 4" radius): \$3	Umbrella: \$1
Lantern oil: 25¢	Whistle: 2¢
Carbide lamp	Whetstone: 1¢
(see below): \$3	Diner meal: \$2
Can of carbide lumps: 25¢	Dinner w/ drinks: \$5
Flask: \$1	Trail rations: \$1

Carbide Lamp: This item is commonplace in the 1920s but may need some explanation. These brass lamps use the reaction of calcium carbide pellets and water to produce and burn acetylene gas. Carbide lamps are used in mining headlamps, hand lanterns, and as vehicle headlights (on early Model Ts, etc.). While battery-powered flashlights are common in the 1920s, carbide lamps are included here because, if they are thrown into a fire or shot, they will produce an incendiary explosion.

Toughness: 4; Damage: 2d6, Small Blast Template; treat as a small target called shot (-4) for detonation via firearm.

VEHICLES

These are the days of the automobile and the airplane! All vehicles come with a built-in toolbox and a spare tire. There are, of course, many other makes and models of vehicles available to the average consumer, and the GM should feel free to see the examples and stats we have included here as guidelines for any other choices the players may desire.

AUTOMOBILES

There are some features of automobiles that were unique to the 1920s:

Touring bodies: Automobiles are only a few steps removed from the horseless carriage and they do not all feature enclosed passenger compartments. "Touring" models have their passenger seating in a bucket-like body, with only a forward windscreen and a collapsable fabric canopy overhead for protection from the elements. Even if there is a hard, permanent roof, the sides are still often left open. In the 1920s, passenger compartments that are completely enclosed with wooden or steel walls, a roof, and glass windows are becoming more available (especially in colder climates), but openair passenger seating is still very common.

Rumble seats: Coupe and roadster-style cars, which usually only sit two people, can often be purchased with the option of having the trunk replaced with a fold-out bench seat, called a "rumble seat" or a "mother-in-law's seat." These bench seats usually accomodate two extra people, but are also completely exposed to the elements. Often there is still enough room in the leg space of a rumble seat for it to function as luggage storage, but only if two extra people are not expected to ride in back.

Open cabs: Pick-ups and larger trucks often have open cabs. A large truck cab often only has



a windshield, a solid roof, and half-height doors with no windows, leaving the drivers exposed to the elements from the waist up at the sides.

Hand crank starters: By 1920, almost every car in production has an electric starter motor installed at the factory. However, not every car on the road will be brand-new, and cars that require the driver to insert a handle and manually crank the engine to start will still be common.

Fenders and side rails: Most automobiles follow the same basic body pattern, and this almost always involves arched fenders over the wheels, joined by a side rail that is also a step board that runs just outside the doors. The reason many cars follow this pattern is simple—mud. Not only are many streets not yet paved outside of major urban areas but horse-drawn transport is still fairly common, and mud is everywhere. For the purpose of telling a Savage Tale, the prevalence of side rails and runner boards makes for an easy way to fire a Tommy gun from the standing position while hanging on to the outside of the car with the other hand. **Ford Model-T:** The automobile for the multitudes! The classic reliable, four-cylinder motor car, complete with electric headlamps and an automatic starter. Available in any color so long as it's black. The coupe version seats two, and the touring and sedan versions seat four.

Acc/Top Speed: 5/16; **Toughness:** 8 (2); **Crew:** 1+1 or 1+3; **Cost:** \$350

Ford Model-TT Pickup: A heavier Model-T variety with an enclosed cab and pickup bed. Capable of hauling loads of up to a ton, or 8 passengers in back.

Acc/Top Speed: 4/14; **Toughness:** 9 (2); **Crew:** 1+1; **Cost:** \$300

Kissel Speedster "Gold Bug": For those who want a sportier car without the race-car price tag, there's the Gold Bug. This little speedster also has a rumble seat trunk and is popular with many celebrities, including Fatty Arbuckle, Douglass Fairbanks, and Amelia Earhart.

Acc/Top Speed: 15/30; **Toughness:** 7 (2); **Crew:** 1+3; **Cost:** \$1000







Willys-Knight Model 20: A five-seater sedan at a moderate price, available in touring (open) or sedan (enclosed) versions.

Acc/Top Speed: 8/30; **Toughness:** 10 (2); **Crew:** 1+4; **Cost:** \$1200

Duesenberg Model A: This is the first automobile in series production to have hydraulic brakes, which is important when you've got a straight-8 engine under the hood. This five-seat touring car is a luxury item and a status symbol for those who can afford it.

Acc/Top Speed: 10/30; **Toughness:** 10 (2); **Crew:** 1+4; **Cost:** \$6500

Mack Truck, AC Model: This diesel workhorse, nicknamed "the Bulldog," has a chain-driven rear axle, a 2-½ ton capacity, and a reputation for reliability it earned on the battlefields of the Great War. Mack has even built a passenger rail car on top of this chassis as a "rail bus" to supplement the New York, New Haven, and Hartford rail line. Available in a variety of configurations.

Acc/Top Speed: 4/12; **Toughness:** 14 (3); **Crew:** 1+1; **Cost:** \$5500

MOTORCYCLES

Indian Scout: This air-cooled 37 cubic inch motorcycle is stylish, easy to maintain, and can be fitted with a custom sidecar, allowing a passenger to ride in comfort. Player gets -1 to driving rolls with sidecar attached.

Acc/Top Speed: 20/40; **Toughness:** 5 (1); **Crew:** 1+1 (w/ sidecar); **Cost:** \$250

Mercer Series 5 Raceabout: A racing classic now available to the general public, the Series 5 raceabout is expensive but one of the fastest automobiles money can buy. Available in two- or four-seat models.

Acc/Top Speed: 20/40; **Toughness:** 9 (2); **Crew:** 1+1 or 1+3; **Cost:** \$2000

Packard Twin Six Sedan: A luxurious sevenseater with an enclosed cab and a 12-cylinder engine, the Packard can't be beat for comfort on long rides at high speed: *just ask the rider who owns one.*

Acc/Top Speed: 15/35; **Toughness:** 12 (2); **Crew:** 1+6; **Cost:** \$2500



Scott Squirrel: The 486cc Scott Squirrel is the latest in British motorbike design. Lighter and more powerful than the models deployed in the Great War, this three-speed bike is a frontline contender for any speed nut anxious to leave the competition in the dust—either on the road or off.

Acc/TS: 25/50; Toughness: 5 (1); Crew: 1; Cost: \$200



AIRCRAFT



Cierva C.6 Autogyro: Powered only by a forward propeller, the autogyro produces lift with an unpowered overhead rotor. The faster the autogyro flies, the more lift it generates, making it tricky to fly at low speeds (-2 to piloting rolls during takeoff and landing or when flying at very slow speeds). **Acc/Top Speed:** 7/28, **Toughness:** 8(2), **Crew:** 1+1, **Climb:** 1, **Cost:** \$6000

Curtiss CR: Single seater racing bi-plane, available with wheels, landing skis ,or pontoons for sea landing.

Acc/Top Speed: 25/50, **Toughness:** 7(1), **Crew:** 1, **Climb:** 1, **Cost:** \$8000



Lockheed Vega: A new design for the 1920s, this powerhouse of a monoplane can carry six passengers up to 725 miles. **Acc/Top Speed:** 30/60, **Toughness:** 8(2), **Crew:** 1+6, **Climb:** 2, **Cost:** \$12000

Curtis JN4 "Jenny": A reliable biplane commonly employed for commercial and private flying. The Jenny is the well-known workhorse of the US Postal Service.

Acc/Top Speed: 10/30, **Toughness:** 8(2), **Crew:** 1+1, **Climb:** 0, **Cost:** \$800

Fokker Trimotor: A long-distance monoplane airliner with three powerful engines, capable of carrying 12 passengers thousands of miles without refueling.

Acc/Top Speed: 50/100, **Toughness:** 11(2), **Crew:** 1+12, **Climb:** 1, **Cost:** \$30000

Supermarine Sea Eagle: A flying boat biplane capable of carrying six passengers. With its pushertype propeller and open cockpit above the enclosed, boat-shaped passenger cabin, she may look odd but she's the best way to get around when islandhopping.

Acc/Top Speed: 20/40, **Toughness:** 11(2), **Crew:** 1+12, **Climb:** 1, **Cost:** \$25000



R34 Airship: A 600-foot long rigid steel frame that encloses several separate internal gas balloons. Nearly silent and capable of reaching altitudes beyond the range of most ground weapons and even some contemporary airplanes, airships are known for stealthy approaches under cover of darkness. The 26-person crew is distributed among four underslung gondolas and several machine gun positions, connected by ladders to corridors inside the rigid frame above. She can carry 2200 pounds of bombs or cargo.

Acc/Top Speed: 15/45, Toughness: 20, Crew: 26, Climb: 2, Cost: Military only

LZ 120 Bodensee Airship: A 400-foot long rigid steel frame that encloses several separate internal gas balloons. This luxury airliner was launched by Germany in 1919, carrying passengers across the Atlantic. In 1921 she and her sister ship the LZ 121 Nordstern were handed over to Italy and France, respectively, as war reparations. They were renamed but are still in service as airliners.

Acc/Top Speed: 10/20, Toughness: 15, Crew: 12+27, Climb: 1, Cost: Commercial only



WEAPONS

Hand Weapons

Туре	Damage	Weight	Notes		
Bayonet	Str+d4	1	Str+d6, Parry +1, Reach 1 and AP 1 when attached to a rifle (2 hands)	—	
Brass Knuckles	Str+d4	1	Weilder is considered unarmed	\$5	
Billy Club / Baton	Str+d4	1	Carried by most law-enforcement officials	\$5	
Switchblade	Str+d4	1	-2 to be noticed if hidden	\$7	
Trench Knife	Str+d4	1	AP 1, can be used as knife or brass knuckles (see above); "Skull Crusher" pointed pommel has AP 1	_	
Baseball Bat	Str+d6	2	Conspicuous: cannot be concealed.	\$2	
Machete	Str+d6	1	Conspicuous: cannot be concealed.	\$5	
Trench Weapon	Str+d4/ Str+d6	Various	Many veterans will be familiar with improvised or modified melee weapons developed in trench warfare in the Great War: sharpened hand-shovels, handmade short swords, nail-bat clubs, etc.	_	

Firearms							
Туре	Range	Dmg	RoF	Weight	Shots	Min Str	Cost
Pistols							
FN Model 1922 (.32)	12/24/48	2d6-1	1	2	9+1	_	\$18
Notes: Semi-Auto							
Colt Bisley (.45)	12/24/48	2d6+1	1	4	6		\$20
Notes: Revolver							
Colt M1911 (.45)	12/24/48	2d6+1	1	4	7+1	—	\$17
Notes: AP 1, Semi-Auto							
Colt Police (.38)	12/24/48	2d6	1	3	6	—	\$15
Notes: Revolver							
Luger (9mm)	12/24/48	2d6	1	2	8+1	—	\$28
Notes: Semi-Auto							
Mauser C96 (7.63mm)	12/24/48	2d6	1	3	10	-	\$30
Notes: Semi-Auto, can be fitted	with a stock to	o double the	range				
Ithere Auto & Dunalan (20ac)	5/10/	2 2 46	1.0	2	2	16	\$20

 Ithaca Auto & Burglar (20ga)
 5/10/- 2-3d6
 1-2
 2
 2
 d6
 \$20

Notes: +2 to shooting roll, 2d6 at medium, 3d6 at short, ineffective at long range. This double-barreled shotgun has a pistol grip and a 10" barrel, making it devastating but hard to control. Don't bring a knife to a gunfight.



Туре	Range	Dmg	RoF	Weight	Shots	Min Str	Cost
Rifles							
Enfield M1917 (.30-06)	24/48/96	2d8	1	8	6	_	\$60
Notes: AP 2, bolt-action							
Springfield air service '03	24/48/96	2d8	1	8	25	-	\$125
Notes: AP 2, Semi-Auto							
Mauser 1918 T-Gewehr (.525)	24/48/92	3d10	1	25	1	d8	\$350
Notes : AP 3, must reload after damage in recoil	every shot, must	be fired wh	nile pron	e or braced	, shooter s	uffers d	4
Winchester 1895 (.405)	24/48/92	2d10	1	10	5	d8	\$35
Notes: AP 2							
Shotguns							
Remington Model 10 (12g)	12/24/48	1-3d6	1	8	6		\$25
Notes: +2 to shooting roll, 1d6 damage at long range, 2d6 at medium, 3d6 at short							
Sawed-off DB w/stock (12g)	5/10/20	1-3d6	1-2	6	2	_	\$20
Notes : +2 to shooting roll, 1d6	damage at long	range, 2d6	at mediu	m, 3d6 at s	hort		
Automatic Rifles							
B.A.R. (.30-06)	30/60/120	2d8	2	24	20	d8	\$300
Notes: AP 2, Auto, built-in bipe	od, "Browning A	utomatic R	ifle"				
Tommy Gun (.45)	12/24/48	2d6+1	3	13	20/50		\$200
Notes: AP 1, Auto, 50-round drum magazines require a full round to reload							
Heavy Machine Guns							
Lewis Gun (.303)	30/60/120	2d8+1	3	30	97	d8	Mil
Notes: AP 2, Auto, bulky barrel shroud and wide, flat, horizontal "pan" drum magazine							
M1919 (.30-06)	24/48/96	2d8	3	30	250	_	Mil
Notes: AP 2, Auto, may not mo	ove (tripod & am	mo can/bel	t-feed)				
Vickers (.303)	30/60/120	2d8+1	3	50	250	_	Mil
Notes: AP 2, Auto, may not move (tripod, ammo can/belt-feed, and hose & tank for water-cooled barrel shroud)							
M2 (.50)	50/100/200	2d10	3	85	200	_	Mil

Notes: AP 4, HW, Auto, may not move (tripod & ammo can/belt-feed)



BODY ARMOR

Body armor and bulletproof vests are not unheard of, but materials available in the 1920s make most of these either impractical or ineffective. Nevertheless, there are some notable examples of the era.

Silk Armor Vest: In 1881 in Tombstone, a doctor noticed that a Faro dealer had escaped serious injury because a silk handkerchief had stopped a bullet from penetrating. This lead to developments in multi-layered silk bulletproof vests. Archduke Ferdinand owned one of these vests, which tests have confirmed would have stopped a bullet from a contemporary weapon in 1914. Too bad he wasn't wearing his vest when he met Gavrilo Princip in Sarajevo.

Armor: +2; Weight: 4; Cost: \$350; Notes: Covers torso, can be worn under clothes.

Brewster Body Shield: Developed for the U.S. Army in 1917, this armor is capable of stopping a full blast from a .303 Lewis gun on full automatic. However, this steel plate armor has many disadvantages. In design it is effectively an oversized helmet with an eye slit attached to a large, stiff, steel apron. The wearer cannot turn their head, and at 40 pounds it is extremely unwieldy. It can never be be concealed and draws considerable attention to the wearer in any setting.

Armor: +8; **Weight:** 40; **Cost:** Military issue; **Notes:** Covers head and torso, Pace and Agility suffer -4.

Infanterie-Panzer: Many countries and individuals developed their own armor for trench warfare in the Great War, but the German "lobster" armor saw the best mix of protection and maneuverability. It consisted of a solid steel breastplate with a flared neck gorget, with three overlapping steel skirts hanging below to protect the belly and groin. It was effective but impractical for most mobile units, being instead issued for machine gun emplacements and other stationary units. It will be extremely conspicuous if worn off the battlefield. **Armor:** +3; **Weight:** 15; **Cost:** Military issue (or souvenir); **Notes:** Covers front of torso, Pace and Agility suffer -2.

Padded Cotton Vest: Many versions of a cloth

bulletproof vest are being produced in the 1920s. Some are manufactured by large companies with the law enforcement market in mind, and some are made more cheaply and worn by bootleggers and other criminals. They are all relatively the same, worn close to the chest and made of alternating layers of heavy, stiff canvas and cotton padding. They are concealable under clothes, but their bulk would require clothes several sizes larger than normal for the wearer.

Armor: +2; **Weight:** 4; **Cost:** \$100-400; **Notes:** Covers torso, can be worn under large clothes. Cheaper versions fail 25% of the time: on any attack, roll a d4—a result of 1 negates the armor bonus for that attack.

INVENTIONS

Tesla inventions

Nikola Tesla's most well-known and welldocumented inventions include advancements in alternating current, electric motors, wireless communication, and transmission of power—as well as televisual communication. His work in these fields is undeniable and will earn him the nickname of "The Man Who Invented the Twentieth Century." Less well-documented, and often shrouded in myth and conspiracy theory, are some of his more fantastic inventions. While many of the advancements attributed to Tesla seem far-fetched or can be dismissed as over-zealous exaggeration, in the world of *Herald* they are treated as history. Tesla inventions are usually unique items which cannot be bought and are tightly controlled by Tesla himself.

Lightning Pistol: This hand-held electric lightning bolt projector is common issue to members of the Mythos Resistance known to be actively searching for and combatting unnatural creatures. It resembles a tiny cross between a Tesla coil and a Van de Graaff generator, with a spherical projector tip and a basket-shaped primary coil to focus the electrical discharge, which allows the user to aim and fire a lightning bolt at a target. Electric pistols will fire 12 shots before they require a twelve-hour recharging period.

Range: 10/20/40; **Damage:** 2d6; **RoF:** 1; Ignores armor, In addition to damage rolled, targets must



make a Vigor roll versus the damage rolled or be Shaken and suffer a -2 to Pace, Parry, and all rolls for 2 rounds.

Teleforce Gun: This is an emplacement weapon—a large, stationary apparatus (like a large artillery piece) supported by a gargantuan, stationary generator. This weapon uses intense manifestations of electromotive force to project charged particles of various sizes over a very long distance, transmitting much more energy, and to a much more precise target area, than an energy bolt or ray would allow. It can be selected to fire microscopic particles a very long distance (usually for anti-aircraft applications) or larger particles a shorter distance (for ground effects). Counts as High Explosive rounds that ignore armor. Both firing solutions require a recharge period, making the Rate of Fire 1 shot every 2 rounds.

Anti-Aircraft: Range: 150/300/600; Damage: 3d10, Small Burst Template; **RoF:** 1/2 Ground Effects: **Range:** 75/150/300; Damage: 5d10, Medium Burst Template; **RoF:** 1/2

Violet Ray Device: This healing device uses a portable magneto coil to charge an electrode made of an evacuated glass tube. The application of high-frequency electric charge causes the tube to glow violet. The electrode is then applied to the injured body to stimulate healing. Use of this device by someone trained in Healing will add +2 to the Healing roll (though bandages and other supplies are still required). This device can also be used to heal wounds outside of the Golden Hour (more than an hour after the wound was inflicted) but at a -1 penalty to a standard Healing roll. This device does not shorten the ten-minute requirement for a Healing roll.

Mechanical Oscillator: Often dubbed his "Earthquake Machine," this device is a small, steamdriven piston oscillator. It is capable of creating such strong vibrations that, if tuned to the resonance frequency of the building it is attached to, can cause the building to violently shake itself apart. While the device itself is small (about two feet long, weighing about ten pounds), it requires an external source of steam or compressed air to operate. The operator also needs an appropriate Knowledge skill (Physics or Engineering). This weapon only damages structures, though severe tremors or falling debris inside a structure could certainly damage or incapacitate living targets.

Range: 0/10/—; **Damage:** 10d10 (structures only); All characters inside a targeted building must make an Agility roll or be Shaken and knocked Prone.



VTOL Flyer: Tesla has invented a flying machine that can take off and land either conventionally or vertically. Essentially a modified biplane, this device has the familiar twin wings and forward propeller, but all tail stabilizers have been moved ahead of the wings. It has three sets of landing gear, which allows the aircraft to operate conventionally or to be tipped on its back with the propellor facing up to allow the aircraft to take off vertically. This requires the pilot and passenger to be lying on their backs for take off vertically, but once airborne the craft will tilt to allow conventional horizontal flight. **Acc/Top Speed:** 10/30; **Toughness:** 8(2), **Crew:** 1+1; **Climb:** 2 (Vertical take-off requires a Piloting check at -2)

There are many other inventions attributed to Tesla that are not detailed here, but may be featured in future adventures. The GM is encouraged to use their own imagination and research to expand the Tesla arsenal of devices if they choose.






Part 4

Atlas





WEIRD NEW ENGLAND

New England has a long and storied history of folklore and myth, but myth doesn't necessarily mean "untrue." The Algonquin tribes that hunted, fished, and farmed New England had their own legends of the ancient creatures that haunted certain deep hollows, and various sites were home to curious arrangements of standing stones long before they set foot here. When Europeans began to make their homes in this area, they brought with them their own legends and superstitions, and soon their tales mingled with those of the native peoples. Pitch-black figures who roamed the woods offering brimstone-laced bargains have made their way into the folklore of almost every colonial settlement. The fact that many of these settlers came here to escape their own religious persecution only seemed to fan their fears of supernatural dangers, and fear of the Other has a way of turning even the most mundane practices into evil and supernatural stories in the minds of the fearful. Stories of demonic congress and witchcraft spread throughout the colonies, igniting the witch-pyres that many of these settlers had crossed the ocean to escape. Writers like Nathaniel Hawthorne, Washington Irving, and Herman Melville set the stage for the New England Gothic genre long before Whipple Van Buren Phillips began telling macabre tales to his grandson, H.P. Lovecraft.

THE UNCANNY VALLEY OF MISKATONIC

The turbid waters of the Miskatonic River may have carved this valley out of the rolling Massachusetts hills, but stranger things have built up the valley it left behind. Curious rings of standing stones crown many of the bald-faced hills that rim the valley, and the thick undergrowth and fetid marshland surrounding those peaks have made those stones inaccessible to most, save the most desperate. Even in an area as long settled and densely populated as Eastern Massachusetts, the Miskatonic Valley guards many pockets of isolated and overgrown countryside. Dark hollows guard homesteads that have stood apart from the civilized world for generations. Rumors of massive inbreeding are hard to discount when some of these antisocial clanspeople are encountered in the back ways and oppressively overgrown forests. Many of these isolationists have good reason to stay hidden, since the prejudices that fanned the flames of Massachusetts's witch-hunting past are not so easily forgotten. Many of those who escaped from the fury of Salem settled here, and a few of those who were accused of witchcraft may not have been as innocent as recent revisionist historians would have us believe. Little wonder then that the town of Arkham is home to one of the largest sanitariums in all of New England.



DUNWICH

While travelling North through the Miskatonic Valley, you might take the wrong turn off the Aylesbury Turnpike just after Dean's Corners. If you start to notice the trees getting larger and stranger, if you start to see strange rings of standing stones on bare hilltops, and if the few houses you do see become even more scarce and abandoned, you might be heading up the road toward Dunwich, Massachusetts. Tangled, sprawling swamps occasionally break up these dense woods and seem to trigger an instinctive repulsion in anyone who sees them. They are fed by the dark waters of... a small tributary of the Miskatonic that flows under the dilapidated single-lane covered bridge that marks the edge of town proper.

Some say that calling it a "town" is too kind, though you won't get much in the way of argument from the locals. If you see any locals at all, they will keep largely silent, though their silence is less menace and more world-weary sloth. Any people of motivation have long since departed this crumbling, mossed-over hamlet. In sunnier, less remote parts of the valley, strange things are often whispered about those who have remained in Dunwich by choice. Eerie lights and otherworldly howls often spread out from those crumbling rings of standing stones that crown the dark hills surrounding Dunwich.

KINGSPORT

Built on the delta of the Miskatonic River between sharp and towering cliffs, this sleepy little fishing village is one of the oldest settlements in Massachusetts. The last two centuries saw Kingsport as a small yet bustling shipbuilding community whose ships hunted whales and moved cargo from Nantucket to Edo Bay and back again.

The world moves ever on, however, and the shift from sail to steam built new shipyards in larger cities and left the smaller places like Kingsport behind. Fishing became Kingsport's primary trade, though her ancient history and picturesque geography have made tourism a thriving industry as well. Many an ancient gambrel-roofed colonial house has been converted to a bed and breakfast,





serving weekenders from as close as Providence and as far away as New York and Philadelphia. The Hall School, a girls' boarding school, still maintains a high reputation of excellence and provides its own draw to out-of-towners.

Not every house in Kingsport has been caught up in the tourism boom. One strange house, high in the mists above town, still keeps its lonely vigil perched atop the western edge of the sharp cliffs that flank the Miskatonic River Delta.

INNSMOUTH

An ancient colonial town that time and the rest of the world seems to have forgotten, this small fishing village doesn't seem to have much to offer visitors. Almost every building on the waterfront has crumbled into oblivion, except the well-maintained Marsh Refining Company factory. More than half of the other buildings in town are in various states of dilapidation and decay, save only the "church."

What had once been a typical white-clapboard congregationalist church has been taken over by the bizarre folk religion of the people of Innsmouth, the Esoteric Order of Dagon. A few anthropologists and folklorists have travelled there to investigate exactly what the tenets of worship are for this strange isolated congregation, but their inquiries have been ignored or silenced outright by the closed and curiously fish-like lips of the natives.

Innsmouth folk are not known for their hospitality towards outsiders, no matter their reason for visiting. Most locals exhibit what is locally known as "the Innsmouth look." Some neighboring towns suspect that their self-isolation has lead to rampant inbreeding there. Other, more whispered rumors hint at stranger bedfellows still. Fishermen from nearby are also known to shun the ominous Devil's Reef that serves as the breakwater for Innsmouth harbor.

ARKHAM

Just across the Seekonk river from bustling Providence lies the sleepy Massachusetts town of Arkham, home of Miskatonic University. Quaint Arkham, with its moss-covered gambrel roofs and rolling, rocky green meadows, nestles in the large mouth of the Miskatonic Valley. This ancient



colonial town never managed to grow to the size of its neighbor across the water, though it seems to have more populous graveyards than any other town in New England.

The typhoid epidemic of 1905 had a lot to do with the slow growth of the city, though the twisted alleys of this small town whisper of darker histories. Women were tried and burned here in the witchhunts of the late 1600s, and some folks believe the town never managed to crawl out from under the shadow those pyres cast across the village. Whispers of children disappearing every May Eve and other dark doings still linger in the poorer parts of town, and the infamous Arkham Sanitarium seems to keep secrets of its own behind that imposing multi-spired brick facade.

MISKATONIC UNIVERSITY

The Miskatonic University is a long-established and well-respected institution of higher learning one of the most prestigious in New England. It is well-regarded not only for its state-of-the-art scientific facilities, but also for the various esoteric curiosities housed in its rare-books library and its Archaeological Department.



Part 4: Atlas



A. Miskatonic Exhibit Library B. Prantiss Hall: Miskatonic School of Sciences C. Administration Building D. Bulgar Hall: School of the Humanities E. Miskatonic Main Library F. Marsh Hall: School of Earth Sciences G. Monty Hall: School of Engineering H. Avicenna Hall: School of Medicine I. Lek Hall: School of Business, Maths, and Politics J. "The Tomb" Chthonic Society

Anthropology Department.HUMArchaeology DepartmentHUMArchitecture DepartmentENGAstronomy DepartmentSCIBiology DepartmentERSBotany DepartmentERSChemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUMFolklore DepartmentHUM	Ancient History Department	HUM
Architecture DepartmentENGAstronomy DepartmentSCIBiology DepartmentERSBotany DepartmentERSChemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUM	Anthropology Department	HUM
Astronomy DepartmentSCIBiology DepartmentERSBotany DepartmentERSChemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUM	Archaeology Department	HUM
Biology DepartmentERSBotany DepartmentERSChemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUM	Architecture Department	ENG
Botany Department.ERSChemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering Department.ENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish Department.HUM	Astronomy Department	SCI
Chemical Engineering DepartmentENGChemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUM	Biology Department	ERS
Chemistry DepartmentSCICivil Engineering DepartmentENGEconomics DepartmentBMPElectrical Engineering DepartmentENGEnglish DepartmentHUM	Botany Department	ERS
Civil Engineering Department ENG Economics Department	Chemical Engineering Department	ENG
Civil Engineering Department ENG Economics Department	Chemistry Department	SCI
Electrical Engineering Department ENG English Department		
English Department	Economics Department	BMP
	Electrical Engineering Department	ENG
Folklore Department	English Department	HUM
	Folklore Department	HUM

WELCOME TO MISKATONIC U!

Miskatonic University is considered one the jewels of the Ivy League, but it wasn't always this way. Founded in 1759 in Arkham Massachusetts by the Reverend Jebediah Cuttle and his brother Henry Cuttle, the school was plagued with trouble from the start. Originally called the College of the Miskatonick Vallye, the school fell on hard times after Henry suffered a nervous breakdown, shunned his responsibilities, and finally disappeared from public view in 1781. Jebediah, inexperienced in finance, turned over the school's functions to Henry's executor, who expanded the curriculum to include programs in agricultural and applied

Geology Department	ERS
Internal Medicine Department	MED
Languages Department	HUM
Marine Biology Department	ERS
Mathematics Department	BMP
Mechanical Engineering Department	ENG
Nursing Department	MED
Occult and Esoteric Literature Department	HUM
Pathology Department	MED
Physics Department	SCI
Political Science Department	BMP
Psychology Department	HUM
Theatre Department	HUM
Zoology Department	ERS

sciences. When war broke out with England, the school was used as a warehouse for the colonists, both for munitions and a collection of Iroquois artifacts that General Washington wanted to keep out of Tory hands.

The university later saw an uptick in enrollment during the Civil War as wealthy New Englanders avoided combat by filling lecture halls. As America modernized during Reconstruction, Miskatonic stood out as a visionary, though flawed, institution. Although many graduates successfully went on to contribute to the fields of astronomy and biology, reports of other students' nervous breakdowns and disappearances contributed to a narrative that



Miskatonic was not a place to take your studies lightly. Looking to put the past behind, Miskatonic opened its doors as a coed institution in 1919 with the end of WWI. The atmosphere on campus these days is breezy, with recent victories by the fencing, golf, and football teams garnering national acclaim. Many students and faculty, however, will confide that something always seems "off" at the school, like a staleness in the air that leaves people prone to headaches. It seems nothing comes easy to Miskatonic U, whose motto, "Eruditione Periculosa, Victoria Aeterna" (From Dangerous Knowledge comes Eternal Victory), has never changed throughout its famous history of innovation, scandal, and hardship.

DEPARTMENT OF BIOLOGY

Have you ever wondered where you came from, how you inherited your grandfather's eyes, or how humanity lost their gills and tails on the long climb out of the ancient primordial sea? Stately Marsh Hall is home to Miskatonic's world-class Department of Evolutionary Biology, where you can explore all of your questions about ancestrally-acquired traits and discover how we left the sea behind. Drop in for one of Professor Harold Lake's lectures in the Dissection Arena for a first-hand look at the inner workings of animal anatomy. Talk with Professor Lane Dexter about our evolutionary history and find out how much human beings still have in common with the fishes. Visit our Microbiology Lab to discover all the strange and wonderful creatures that live unseen in a drop of pond water. Sign up for a field-trip to the tidepools on the Kingsport coast, or maybe help your professors prepare for the multidisciplinary Antarctic expedition that Miskatonic is preparing for by the end of the decade. Remember, no matter how strange some unknown biological specimen may seem, zoology, biology, and phylogeny are constantly evolving: there is nothing out there that is unnamable to science!

OCCULT AND ESOTERIC LITERATURES DEPARTMENT

Have you finished Shakespeare, Goethe, and Dickens and you're still hungry for more? Look to the Department of Occult and Esoteric Literatures, which houses anything outside the literary canon involving mysticism, ritual, and various polytheistic mythologies. All OEL research is funded through a trust established in Henry Cuttle's will, and though the OEL remains one of the smaller departments on campus with only five professors, it accounts for a sizable portion of the academic budget as its research often includes joint international/ interdisciplinary expeditions with the Department of Archaeology. Though some projects have yielded interesting results like the Sanskrit Kumarain found in Katghora, India, or the discovery of the Qanoon-E-Sahar, others were not so lucky. In 1905, an expedition to the Belgian Kongo claimed the life of Professor Glenn Lawrence. Dr. Lawrence. who was searching for one of the four famed







Librimors, made his last contact with the school's History Department in a telegram that said "It's true (STOP) Rescind payments (STOP) Make no attempt to retrieve (STOP)." Though Dr. Lawrence's service and cheer will be genuinely missed by the University, grant funding is currently available to continue his work.

MISKATONIC SCHOOL OF MEDICINE

Do you long to be the next Albert Schweitzer or Clara Barton? Do you have the commitment to dedicate your life to the healing and comfort of your fellow man? If so, then the Miskatonic School of Medicine is for you. At the cutting edge of the conjunction of medicine and the physical sciences, our school boasts the very latest in radiography equipment and techniques. We also have a state-ofthe-art pathology department and have gained some renown for our pioneering work in stimulating brain functions with electromagnetic resonance fields. Our Anatomy Department is second to none, and we host one of the largest stockpiles of medical cadavers this side of the Atlantic Ocean! Our Surgical Autopsy Theater is one of the oldest in the country, providing our students with intimate knowledge of the internal structures and workings of the human body for generations. Our Psychology Department also enjoys a robust working relationship with the staff at Arkham Sanitarium, ensuring a steady supply of interns to aid in their mental ministrations.

PHYSICS DEPARTMENT

Care to discover a new dimension? Fancy pushing the boundaries of Newton's laws of motion? Interested in applying non-Euclidean geometry to established principles of thermodynamics? Stop by the Miskatonic Physics Department, which offers students an exceptionally challenging program of study that is sure to push the boundaries of what you think is possible. Stop by the Theoretical Lounge in Prantiss Hall to discuss real-world applications of developing technologies, or attend a visiting lecture by Guglielmo Marconi on the burgeoning field of electric communications. If you have any questions, see the Chair of the Physics Department, Professor Marybeth Middlesworth, who is always available for student consultation during her busy afternoon office

hours, except on Thursdays, when she teaches an independent seminar on soundwave spectrography. Advanced students, by competitive application only, are treated to special seminars at the Ketering Observatory for private study and cerebral expansion techniques guaranteed to take a student's thinking beyond prescribed limits; counseling and medical treatments are provided after these sessions as needed. Many students involved in these seminars are recruited upon graduation by government and industry leaders to develop the next generation of technological advancements and national defense initiatives.

SCHOOL OF THE HUMANITIES

"What a piece of work is a man! How noble in reason, how infinite in faculty! In form and moving how express and admirable! In actionhow like an Angel! In apprehension—how like a god! The beauty of the world! The paragon of animals!" Do you, like Alexander Pope, believe that the proper study of mankind is man? Then you have come to the right school. Miskatonic University's School of the Humanities is one of the most celebrated interdisciplinary schools in the United States university system. Our Archaeology Department, lead by Doctor Francis Morgan, is the leading authority on Pre-Columbian settlements in North America, and his personal relationship with Howard Carter has yielded some astonishing artifacts from his celebrated Egyptian explorations, all of which are on display in Miskatonic's Exhibit Museum. Professor Tyler M. Freeborn, head of our Anthropology Department, has just returned from an expedition to the Far East, where he documented the language and culture of the Tcho-Tcho people. Do you prefer less fieldwork-oriented pursuits? Take in a lecture by Professor Ferdinand C. Ashley of our Ancient History Department or Professor Warren Rice of our Languages Department. If the stage is more to your liking, the Miskatonic Players from our Theatre Department are about to mount a production of The King in Yellow.

MISKATONIC EXHIBIT MUSEUM

Our exhibit museum houses one of the most extensive collections of items in New England.



What's your pleasure? The Geology Department has stocked our Hall of Minerals with of some of the rarest gemstone, crystal, and geode examples ever seen. In the Hall of Fossils, we have a vast array of fossilized remains, including the world's only complete Spinosaurus skeleton and some fossilized footprints that have yet to be identified. The Human History wing houses artifacts from Colonial Massachusetts back to the Paleolithic era, and even a few artifacts that seem to date from before that! Our Hall of Mummies is home to several rare Egyptian constructions that blend animal and human forms, and our latest acquisition is a strange mummy of a previously unknown style, recovered by a Captain Weatherbee from a small Pacific island. The current seasonal exhibit on display is a beautiful collection of mounted Lepidoptera: moths and butterflies collected from the four corners of the Earth mounted, catalogued, and put on display just for you! Our art collection is currently home to a large collection of post-modernist paintings by Richard Upton Pickman.



Miskatonic University Library

The University Library is home to a vast array of resources for every field of study. It also houses our Occult and Esoteric Literatures Department as well as our world famous rare book library. Our shelves hold the Arabic translations of Aristotle's *Poetics* (both volumes), three copies of Aristide Torchia's *Nine Gates*, a first edition printing of the *Malleus Malleficarium*, as well as copies of the *Pnakotic Manuscripts* and Wormius' Latin translation of the *Necronomicon*. But don't try and sneak any of these valuable references past our head librarian, Dr. Henry Armitage. He may have been curating our rare book collection for the last decade following his retirement from teaching, but he still knows how to deal with unruly students who try to take liberties with school property. Don't think that our library is only looking to the past, either. Our new state-ofthe-art micro-photography lab is constantly busy making microfilm photographs of every volume we own. Soon, you'll be able to carry a thousand pages of perfect facsimile of rare, ancient text in a simple manilla envelope! Thanks to the tireless efforts of our librarians, copies of our rare books could be sent all over the world!

THE CHTHONIC SOCIETY

Do you strive for excellence in everything you do? Do you often follow your own lead, no matter where the herd tries to take you? Do you look for a deeper, more meaningful connection with your fellow class leaders? If you're not afraid to go where your drive and ambition take you, then maybe the Chthonic Society is for you. Like many prestigious schools in New England, Miskatonic is home to her own secret society. Modeled on ancient Greek mystery societies, this fraternal organization works hand-in-hand with the Greek Council and other individual fraternities, curating a membership of influential yet diverse students from varying disciplines and departments. Chthonic Society Alumni have gone on to do great things after graduation, and their ranks have included such luminaries as Nathaniel Hawthorne, President Franklin Pierce, physicist Dr. Crawford Tillinghast, artist Richard Upton Pickman, Dr. Immanuel Velikovsky, Charles Fort, and many others.





MISKATONIC CAMPUS NEWSPAPER

Miskatonic Campus Newspaper ISSUE #1 of 3

Miskatonic Faculty News: The Miskatonic University Department of Geology would like to extend a warm welcome to Dr. J. Harlen Bretz of the University of Chicago. He will be staying with us for the next three weeks as a guest lecturer.



Dr. Bretz, a world renowned expert and author of several publications and has come to Miskatonic to share his newest findings on the unnatural symmetry of craton regions (the interiors of continents that were not deformed by tectonic events). We are all very excited to hear what he has to say about such a gripping subject.

Our Great Globe: The infamous schooner-rigged steamship *The Quest* is back in the news again. After the recent Shackleton-Rowett Expedition ended so tragically, *The Quest* returned to its original purpose as a sealer. But in January it seems that another expeditionary group boarded the vessel and headed back towards the late captain's original destination in Antarctica. Last week, *The Quest* was retrieved from the waters off the South Sandwich Islands, seemingly abandoned; no signs of struggle, no sign of survivors.

Talk about Town: Last Tuesday at the New Xanadu

Club in South Providence, an anonymous singer joined the house band onstage and gave what was said to be an enchanting performance. Some of the songs were reportedly sung in French. Many patrons swear that the unnamed singer was in fact the great Josephine Baker, but these rumors are unconfirmed. Why would a world-famous singer of her caliber be in Providence? Management of the New Xanadu have said they don't know who the mystery singer was.



Entertainment: This Wednesday evening at the Providence Athenaeum Library, the Ladies Dramaturgy Society of New England will be presenting a night of dramatic readings including Mark Twain's timeless classic, "The Celebrated Jumping Frog of Calaveras County." Last week they held a similar function here in Arkham and it was very well received.

Quote from Editor T.J. Snodgrass: Free advice to the students of Miskatonic - Start your courses right this semester. Why not spend more time at the library instead of doing the Charleston like a goofball? Those who get ahead in life know how to prioritize and know that the key to happiness lies in hard work and insatiable curiosity! If you've been a Botany major for four years but haven't yet set foot in the arboretum, then you are part of the problem. I've met students from the Engineering Department who can't change an automobile tire. Some History majors seem more concerned with filling their dance card than filling their heads with knowledge. Making life choices isn't like choosing something from the Sears Roebuck catalogue. Really!

Miskatonic Campus Newspaper ISSUE #2 of 3

Our Great 48: This week's focus: The Lincoln Highway Association. These builders are the visionaries behind our country's soon-to-becompleted paved highway from New York to California. Largely supported by donations from car-related businesses, the association has marked out a route and funded sample stretches of pavement called "seedling miles" to encourage local governments to build the rest. This year the association, with the help of the Boy Scouts and concrete manufacturers, placed 3,000 of these markers along the route. The Lincoln Highway, America's first fully paved transcontinental highway, is on schedule for completion in the next five years. What a time we're living in!

Our Great Globe: Unrest grips the international scientific community after the overnight theft of notes and equipment from dozens of laboratories all over Europe, all occurring on the same day. A coordinated heist of this size is not only impressive but baffling. What could an international crime ring want with hundreds of notebooks full of scribbled physics notes? There is no resale value. This is much more than mischief. Another mystery to add to what has already been a very strange year.



Student Notice: Please avoid the area around the gymnasium until reconstruction is completed. After the recent heavy rains, much of the temporary wooden walkways are still inaccessible and/or unsafe. And to the creative student(s) who made those artistic gigantic frog-like tracks in the mud, please stop. If you have that much extra time on your hands, you might better serve yourself by studying instead of trying to fool new Biology students or whatever your aim is. If our mystery vandal is an art major, then you should be getting extra credit: they truly are remarkably realistic!

Talk About Town: In Providence, an unidentified elderly gentleman was arrested in the Athenaeum library last week. Witnesses say that he had

been asking odd questions and drawing diagrams of the library layout but was otherwise friendly and unassuming. He's being held at the police station, but his identity has not been announced yet. They've released a photograph of the man in hopes that someone might come forward with more information. **Entertainment:** Listen good, good readers! Playing

again this Friday at the Lazy Cricket Club in South Providence, the anonymous young trumpet prodigy evervone's been talking about will be performing original compositions. This captivating performance must be heard to be believed. I was there last week when he stepped out

onstage and brought the whole crowd to their feet. Golly! I can still hear his songs in my head, and it's been a week. Get yourself to the Lazy Cricket Club this Friday.

Quote from Editor T.J. Snodgrass: This week, I'll keep it short and sweet. Look for opportunities that present themselves. If it's for a good cause and doesn't cost a small fortune, consider it. But do something! Sitting there as silent and stupid as a can of potted meat does nobody any good. Just plant your feet, make a decision, and stand tall. If you get to a spot in life that's comfortable, where you're never out of your zone of comfort, then beware. So keep moving! Make your own place in the world, a place where you are actively building your own future and creating your own motion. **Who's Who and Who's New:** This year has seen a record number of students attending our great university. Each month, we'll be highlighting a different incoming freshman student and ask them why they chose Miskatonic. This week: William Clark Gable.



Handsome young William Gable hails from Cadiz, Ohio, and says he has dreams to someday star in moving pictures like his hero Douglas Fairbanks. The dashing thespian, who prefers to be called Clark. said he chose Miskatonic because the Dept. of Theatrical Arts has such a great reputation.

When asked if he'd abandon his studies if he were offered a part in a picture, young Gable simply said: "Frankly, I don't give a darn."

Miskatonic Faculty News: The Miskatonic University Library! The bubbling font of wisdom where most students go to do research or check out books for their studies. Open from 8 a.m. until midnight. Pauline Zia works weekdays from eight am until 4 p.m. and Dr. Henry Armitage works nights from 5 p.m. until closing. The two librarians are both extremely knowledgeable and can lead curious minds to the proper destination. We were fortunate enough to interview both of them.

Head librarian **Dr. Henry Armitage** has been with us for almost half a century. Known for his passion as well as his stubbornness, he has remained quite vocal in his displeasure with the switch in classification systems nearly three decades ago. He wanted to speak only about this issue—nothing else. According to him, it is one of the greatest threats to the institution of learning he has ever experienced, and his righteous fury will not be assuaged until things go back to the way they were.

Dr. Armitage explained that, "Fixed positioning worked. This Dewey Decimal System nonsense will never stick. When I first started working here thirty years ago, the librarians knew where every book was. We didn't need card catalogues: that was only for lower class, city center libraries. Here at Miskatonic, we have one of the greatest collections of books in the civilized world, and now they all have vulgar numbers stamped on their poor spines. Yes, I currently use this newfangled Dewey system because I have been told I must—but I look forward to the day when University administrators return to their senses regarding this issue and allow me to reorganize and return every title back to its original spot on the shelves based on book height and date of acquisition. I encourage students to bring it up with the administration as well."

Pauline Zia has been a librarian at Miskatonic for fifteen years and is known around campus for always having a smile on her face and a crossword puzzle on her desk. Many students will only frequent the library during her shift. If Pauline doesn't know exactly what a student is looking for, she will take the time to look into it a bit further and help out.

When asked about working with Dr. Armitage, Pauline replied, "He's honestly a bit of a sour-puss but he knows this library better than anyone. It's been inspiring to work with someone who takes their work so seriously, and he truly does care about the students and their quest for knowledge. I wish he'd give up on his silly crusade against the Dewey Decimal System, though—it affects him greatly and he's not a young man. One could easily be fooled into thinking he is a hopeless grump, but once you get to know him, you realize that he... Well... No, actually, he really is a bitter pill. You can tell him I said that. Life is short! Smile, darn ya, smile!"

Entertainment: Swing, Swing, Swing! Lindy hop your way across the bridge from Arkham to Downcity Providence this weekend, down to the newly refurbished Gabiloo's Supper Club. Under new management.

Quote from Editor T.J. Snodgrass: Within each of us is potential for intellectual autonomy. Study is the only way to unlock this gift we all possess. The roots of many problems can be traced back to those who misuse this gift, either through some misplaced sense of self-importance or sheer ignorance. To plant the seeds of knowledge is an act of liberation and the key to understanding our place in the universe. To entertain the ideas of closed-minded buffoons is folly. They are like the model "A's" that roll off Henry Ford's factory floorin motion but driverless. Or perhaps more like blank labels on one of John Campbell's soup cans. Without a clear directive and the will to move from point A to point B, even crossing the street is potentially lethal.



PROVIDENCE

Called "The Beehive of Industry," Providence is one of the wealthiest cities in the United States, where hordes of immigrant laborers power one of the nation's largest manufacturing centers. Industrial giants such as Fruit of the Loom, Corliss Steam Engine, Gotham Manufacturing, and the Grinnell Corporation are all based in or around the capital of Rhode Island. The Jewelry District in Downcity Providence buzzes with constant activity from early in the morning until 6 p.m., when the factory whistles sound out the end of the day.



Yes, the New England work ethic is alive and well in Providence, but don't think that this town doesn't know how to have a good time. Rhode Island refused to ratify the Volstead Act, and although it's technically a federal crime, there are still plenty of places to wet your whistle in Providence, and nary a G-man in sight.

Providence may be warm, but it's still New England, so make sure you bring your slicker and some galoshes since it gets plenty of rain yearround. On rainy days, visitors enjoy a trip to the Westminster Arcade, the oldest enclosed shopping mall in the States. On sunny days, there's plenty to see. The oldest Baptist church in North America is here, and the State House has the second largest marble dome in the world (after St. Peter's Basilica in Rome). The Athenaeum Library, the Roger Williams Park Zoo, Brown University, Federal Hill, the John Brown House, movie-houses, vaudeville theaters, museums, restaurants, you name it! There's plenty to see and do in Providence.

DOWNCITY PROVIDENCE

If you call it "downtown," you're not from around here. This is the center of town, where public transportation is reliable and the Jazz clubs don't close until dawn. The map on the previous page will give you an idea of some of the locations your character might find while in Providence. Game Masters will find all they'll need here to flesh out wherever the players decide to go. Many of these locations are highlighted in detail in certain One Sheets and Adventures in Part 6 (page 68).

BOSTON

Boston's hillside roofs burn gloriously in the New England sunsets when the city isn't covered by New England rain, that is. Boston Common, the oldest city park in the country, smells of flowers in the springtime and roasted chestnuts in the winter. The Charles River drowsily flows under many bridges, beside the tangles of gables and chimneys, and finally past the great golden dome of the Massachusetts State House on Beacon Hill before emptying into Boston Harbor. Some say the water from the Charles is still sweet from the Great Molasses Flood of 1919, but not many are willing to





drink the water to verify this.

Boston has fallen on hard times since a lot of the industrial jobs of years past have dried up or relocated. There are rumors of a big tunnel dig that may begin soon, and many laborers hold out hope for a new job. Unemployed Bostonians spend much of their time complaining to each other over the tops of their newspapers about the never-ending focus on the tragic Sacco-Vanzetti case, the current state of the Red Sox or maybe even the city's hopes for the newly-formed Bruins.

Boston is also home to many of the country's finest institutions of higher learning, including Harvard and the Massachusetts Institute of Technology. This also brings many young adults to the Boston area, and the nights are always lively. Just keep your eyes peeled in certain areas since the organized criminals of the Mafia wield arguably more power than the criminals in City Hall. And for the love of Pete, don't call it Beantown!

Other Hotspots Around The World New York City

The City That Never Sleeps, The Melting Pot, The Modern Gomorrah. Nicknames and opinions about this city are as numerous as they are contradictory. The city is a symbol of hope for world-weary immigrants arriving in the new promised land and a symbol of decadence and corruption for some of her more puritanical citizens. Negative opinions of the city are not entirely unjustified, but most of her detractors would recoil in abject horror if they knew half of what transpired on and below those skyscraper-lined streets. The corrupt Tammany Hall political machine still runs the streets, but darker forces control the underground.

The Great Migration continues to bring folks up from the South, especially Black Americans looking for better opportunities. Their arrival has sparked what some are calling the Harlem Renaissance, an explosion of literature, art, and music, especially jazz. Most of the world seems to be embracing this new music, a quintessentially American expression to be proud of. It's a shame that many in New York are still stuck in the old "Five Points" mentality of societal exclusion and racist protectionism and that Lady Liberty's welcome isn't extended equally to everyone.

Other pockets of migrants and immigrants make the city a patchwork of ethnicities and cultures, while Midtown's Great White Way cuts a brilliant, theatre-lined path through the center of Manhattan. Look into the shadows off Broadway, however, and you'll find hundreds of speakeasies and gin-mills and a hundred and one other ways to get spifflicated.





Part 4: Atlas



CHICAGO

While some call it "The Second City," implying its lesser importance to that of New York, Chicago is king of the Midwest. Not only is it a vital transportation hub where goods are exchanged between rails, trucks and ships bound across Lake Michigan and beyond, but it is also a capital of business and industry.

The Great Migration has also brought many Black Americans up from the South into Chicago where they have joined the labor force of the Windy City's growing industries. Like Harlem, Chicago is home to some of the great luminaries of Jazz but is also key in bringing the Blues out of the Mississippi Delta and into the heart of America.

While Chicago has always been a haven for vice industries and organized crime, Prohibition revealed an entirely new and wide-open field of criminal exploitation: illegal alcohol. While the supply may have become illegal and rarefied, demand for alcohol is still incredibly high. Gangs that were only minor criminal nuisances before the Volstead Act have raised up empires for themselves by satisfying the country's secret desire for hooch. Fierce competition among criminal organizations has splattered blood all over the streets and certain forces, darker than these gangsters, have been drawn to the carnage and bloodshed.

LOS ANGELES

The City of Angels is also the city where dreams become flickering reality for most of the world. Home to 80 percent of the world's film industry, Hollywood has just been incorporated into the City of Los Angeles. This growing metropolis is poised to swallow all the fields and orange orchards that lie between the city and Venice and Santa Monica on the coast. Like much of California, this was once part of Mexico, which still has a very strong cultural influence. After the Gold Rush dried up, California was left with railroads and other forms of transportation that have since been used to add to the wealth and populations of cities like San Francisco, San Diego and Los Angeles. Here in the City of Angels the weather is almost always pleasant, and with the exception of the occasional earthquake or fire, the only disasters seem to be man-made.

The newly-formed Culver City has carved some new studio space of its own out of the barley fields west and south of the city, and these isolated clusters of buildings seem destined to eventually grow together into one great sprawling urban center. Until then, enjoy the breezy shade of the orange trees as you ride the Red Line railway out to the beach for a nickel. If you've got more than a nickel, you might fill up your jalopy and drive yourself, but there is no free way to get there.



Just remember, you're not the only one who wants to go to LA. Oil rigs outnumber the orange and palm trees, and between the petroleum and film industries, there are enough job openings to attract people from all over. Yessir, La-La Land is booming!

HAVANA

Prohibition is a boon for the tourist industry in Cuba, and people flock to Havana from all over the United States. Many bartenders who lost their livelihoods in the States have acquired old bars or opened up new ones in Havana. There are more than 7,000 bars in the capital city alone and not one of them seems to have a Cuban bartender. This influx of drinkers and booze-slingers from America also brought with it a slew of new hotels and resorts, and Havana has become the hottest spot in the Caribbean. Unfortunately, gambling and crime are also flourishing in this environment, bringing in a more unsavory element. Gangsters and movie stars rub elbows nightly with tourists from Florida and sailors and marines from the U.S. naval base at Guantanamo.

Just a few decades ago, United States forces helped liberate Cuba from Spain, and Cuba then gained its formal independence from the U.S. in 1902. U.S. forces have intervened or occupied the island on several occasions since, maintaining control and protecting U.S. interests. Since the Prohibition-fueled renewal of interest in Cuba, some people are once again talking about annexing the island. The locals don't seem so keen on that idea.

DUBLIN

This jewel of the Emerald Isle has been a battleground for over a millennium. Native Irish, Christian missionaries, Vikings, Normans, Scots, and the English have all fought over her. Dublin's foundations have always been steeped in blood, and her recent War of Independence is only the latest trouble in a long history of battle and conquest. Such dark doings can leave their marks on a city, attracting the attentions of those persons or things that thrive on misery and death.

Still, there are plenty of places to tilt a pint of the black stuff: just mind the occasional rubble pile.

Certain areas are lethal after dark if you're not a Dubliner. Also, it's probably best not to talk politics of any sort, since you can never tell whether you're sharing a pint with a Republican or a Unionist. Dublin, being a major seaport, is home to all manner of visitors, though not many people have immigrated to Ireland since the Great Famine of the last century.

Just south of the city, ancient stone monuments and cairns rest atop Tibradden and Kilmashogue. These megalithic structures have often been attributed to the High Kings of Ireland or Bronze-Age Celts, but there are whispers that the stones stood atop those mountains before humans ever set foot on this island.



LONDON

The sun never sets on the British Empire, which makes London the center of the world for quite a few people. London in the 1920s offers experiences that might be the best of times or the worst of times, weaving the ongoing tale of two distinct cities. The "bright young people" live the high-life, free of the ghosts of the Great War they were too young and/or too privileged to fight in. Out in the streets, doubledecker buses and underground trains are packed with the working poor, slipping into unemployment and depression. Winters in this city are a living hell if you're too poor to afford heat or buy meat.

London has the highest concentration of institutions of higher learning in the world, though many of these fall into the federation of the University of London. Many ancient tomes and forgotten texts are stored and studied here. Boats,



Part 4: Atlas



trains, carriages, and now automobiles and airplanes arrive here every day, unloading more lost souls onto the crowded streets. It wasn't so long ago that the Kaiser's U-boats were slinking through the Allied sea lanes and the British government was putting citizens like Bertrand Russell in prison for pacifism.

Even the winners were losers in the Great War. British coal reserves have been depleted and London now imports most of its coal from overseas. The shrinking number of coal jobs in the North has also brought many rural English into London hoping for manufacturing jobs, only to find them disappearing as well. All of this means that this smoke- and soot-covered city that straddles the Thames teems with new faces and they aren't always the polite, convivial people that some visitors might come to expect.

PARIS

"Années folles" ("Crazy Years") is how the French describe this roaring, golden age of Jazz and social experimentalism. Perhaps as a direct response to the recent nightmare of trench warfare, Parisians are indulging themselves with gusto. It's time to live again! The urge to run wild and be free is hard to deny those who made it out of the trenches.

Paris has its own version of America's Great Migration: Africans from the French colonies are flooding into Paris, along with Black American soldiers who stayed in Europe after the Great War. While the daytime cafes of Paris are full of social, literary, and political discussion and exploration, the nighttime hums with American Jazz and African drums. Here, social norms and taboos are drowned in music, champagne, and gin.

Paris has always been "The City of Lights," but the brightest lights can cast the darkest shadows. Explorers delve into forbidden lore and occultism in their quests to break with convention. There are still hundreds of miles of catacombs that the digging from the extensive Paris Metro system has yet to discover or disturb. Recent rumors of robed figures performing bizarre rites amongst the plague remains permeate the shadows and whispers of every street.

VIENNA

This city has been a center of musical and artistic patronage for years as well as the seat of power for the Hapsburgs and their various empires. Today, Vienna is a city of broad, concentric-ringed streets, intercut by the blue Danube River and the various canals that mark portions of the river's former path. Architecture and music were set on display for the entire world here for centuries and not even the Empire's defeat in the Great War could wipe that away.

Vienna is full of new life where house-painters and psychiatrists hob-nob in neighborhood cafes. The remnants of elder empires are also still here, including the relics collected by the Holy Roman Empire now housed in the former Imperial Treasury in the Hofburg Palace complex. These huge imperial edifices are now themselves relics, since





the nation is now a social democracy for the first time in its history. Don't think Vienna is mired in its own past, however; efforts are underway to electrify the railways and prepare the city for the Twentieth Century, which promises to hold nothing but progress and prosperity for Vienna and Austria. Locals consider their city to be the crossroads of the civilized world and take this responsibility (like most everything else) very, very seriously.

Rome

The Eternal City is forever reinventing itself, building toward the future while keeping the past firmly under foot. While the Fascists grow in number and power, Rome and all of Italy are embarking on massive projects to build infrastructure and improve education and public welfare for all people—spending lira like it's going out of style. Romans in particular are not only building new bridges, roads, orphanages, and universities, but they are also undertaking massive excavations of Imperial Roman ruins, revealing the grandeur of centuries past for all to see. Trilussa's metropolis on the Tiber is in a constant state of vibrant decay, the result of over two thousand years of near-constant use. Yes, there's a lot to see in the glorious hustle and bustle. Just make sure you have your papers in order!

Rome's present is as colorful as her past and the knowledge and secrets of countless generations and fallen empires are collected in her libraries and universities. Vatican City, a self-contained enclave entirely within the city, contains a wealth of esoteric material of its own as well as countless sacred relics and scientific treatises. Negotiations are currently underway between the Roman government and the Holy See to make the Vatican an independent nation of its own.

Organized crime has always been a problem in the Eternal City. Now that the vast amounts of





reconstruction project money are being doled out by the politicians in Rome, areas in the South like Sicily and Napoli are being left out. And when the bosses of the Cosa Nostra and the Cammora feel slighted, they take measures into their own hands. These days it feels like there are more gun-carrying Mafiosi than tourists in Rome.

ISTANBUL (CONSTANTINOPLE)

This was once known as Byzantium, the known world's center of learning and culture. While the locals have been calling this city both Istanbul and Constantinople for centuries, the government is considering an official renaming to put the issue to rest. The "correct" name depends on who you are talking to. Any place as ancient as this one has been known by many names throughout history, many of them long forgotten, lost to memory and time.

With the fall of the Ottoman Empire and the withdrawal of the occupying forces of Western Europe, Istanbul has quieted down quite a bit in the last few years. With Ataturk declaring Ankara the desired capital of a new Turkish Republic, the population of Istanbul has dropped by half. Nevertheless, the city that has survived conquest and occupation for millennia will continue to endure. She still serves as the gateway to the Bosphorus, and everything that travels between the Black Sea and the Mediterranean must sail through this sprawling metropolis of minarets and domed Byzantine palaces.

Istanbul has so many famous and ancient marketplaces and bazaars that the entire city sometimes feels like one large curio shop, with dusty, ancient treasures hidden all over. This is one of the major hubs of the Mediterranean antiquities trade along with Cairo and Marrakech. Almost any relic imaginable can be found somewhere in these ancient markets, whether you're looking for innocuous trinkets or dangerous black-market esoterica.

The city has fascinated visitors for thousands of years since this Ancient Greek colony was established in 657 BCE. Whether one chooses to call this place Istanbul or Constantinople, history can be experienced in a very powerful way here, the past and present in tandem.

CAIRO

For many, the city that sprawls across the mouth of the Nile River Delta also signifies the center of the ancient world. The city's proximity to the Great Pyramids seems to indicate its great antiquity, but the settlement that would become Cairo was not established until at least two thousand years after the pyramids were built. In fact, many of the oldest buildings in Cairo were actually built using materials that had been scavenged from the crumbling pyramids, ancient even in the first millennium of the Common Era. Nearby Memphis, now in ruins, had been the seat of power for the Pharaohs of old, but young Cairo would come into its own importance both to the Coptic Church and to the Islamic Caliphates that followed. Egypt is a place where societies, languages, and cultures have been born, grown, and disappeared under the sands of time. As more archaeologists excavate and study the hieroglyphs and pyramids, our understanding of humanity's passage through time is becoming clearer.

Cairo is a major hub of the antiquities trade and the largest supplier of mummified remains to the medicinal and art-supply industries ("Mummy Brown" is not simply an odd name for a paint color). Expeditions to ancient sites are regularly organized for both the tourism and archaeological industries as well as a few less-publicized purposes. Every bazaar and curio shop seems to sell antiquities of rare significance, but *caveat emptor:* there is also a thriving antiquities counterfeiting industry in Cairo, the City of the Living.

KATHMANDU

This small city in the center of the Kathmandu Valley is the capital of the Gorkha Kingdom, also known as Nepal. Mount Everest, the unconquerable mountain, lies about 100 miles East of Kathmandu, while Lumbini, the birthplace of Gautama Buddha, lies about 100 miles to the West. Cradled in the heart of the Himalayas almost a mile above sea level, Kathmandu remains inaccessible to most outsiders, though a few mountain-climbers and seekers of esoteric wisdom have found their way through the treacherous mountain approaches to this ancient city. Less than ten miles from Kathmandu



is the village of Sankhu. It houses a Buddhist forest monastery founded within the lifetime of the Buddha himself. Nearby are several caves that are considered holy places of Hinduism, places where venerated gurus sat in austere meditation and contemplation. The local government is striving to establish the city as a tourist destination but finding that securing foreign investments and transporting supplies can both be nightmares.

One of Kathmandu's most important exports are the Gurkhas, those fierce soldiers of the British Empire. After the Great War some of these fierce warriors returned to British India but quite a few returned to Kathmandu, knowing King George V may call upon them again in Britain's hour of need. They, like the city itself, survive each winter with unwavering determination and deep-rooted pride. There has never been, nor will there ever be, a place quite like Kathmandu.

ANTARCTICA

The decade has seen several notable expeditions launched as more and more of this gigantic continent of ice is mapped by intrepid explorers. The photographs that are printed in National Geographic excite the imagination but few people have the money or bravery to do anything about it. It's still an extremely lethal environment and even short trips on the newest steamers with newest technology is a gamble. There are no permanent structures that house humans year round. When the temperatures drop to a hundred below zero and the sun doesn't shine for months at a time there is simply no way to survive. Some of the most recent biological specimens and fossils that have come back from Antarctica have been *unnatural* and are putting into doubt our assumed evolutionary timelines—possibly our very origin.

EVEN MORE HOTSPOTS

The globe is now covered in hotspots of Mythos activity and it surely won't be long before the invasion from beyond the stars will no longer be a secret. From Bombay to El Salvador, Moscow to Singapore, the Mythos Resistance has their people investigating and addressing these threats. The post-Great War world map is yours to explore. Don't feel limited to the locations described above. If you want to create a story that takes place in Lake Geneva, Wisconsin, then go for it. Want to play a session that takes you to remote islands in the South Pacific? The globe is yours to spin as you will. Find those maps from the 1920s and just see where your adventures will take you!







Part 5

Running The Game



RUNNING THE GAME

The remainder of this book is intended for GMs and those players who don't give a hoot about advisories. (You know who you are.) The One Sheets and Adventures in particular are full of spoilers, so perhaps steering clear of that one section will be enough.



This second half is packed with friends and foes, the Wild Cards and Extras that players might be crossing paths with as they adventure through the Roaring Twenties of *Herald: Lovecraft & Tesla*. Many of these characters make appearances in the Adventures and One-Sheets, and all of them are connected in some way to the Mythos Resistance, whether they realize it or not! The Yearbook section describes 50 individuals who can be used as pregenerated Player Charcters (PCs) in your Adventures. All have specific Tie-Ins to our main story about the invasion of Mythos entities that can be used as story hooks for your adventures. Having your players recruit one of these significant characters into the Mythos Resistance group can be a full session unto itself.

Savage Worlds: Fast! Furious! Fun!

To play *Herald: Lovecraft & Tesla*, you'll need a copy of the *Savage Worlds* core rules. If you don't have it already, it's a small, affordable corebook that clearly lays out the rules of the game, from character creation to combat. The *Savage Worlds* core rules can be found in your FLGS (Friendly Local Game Store) or online from the Pinnacle Entertainment site in both PDF and physical book form.

The *Savage Worlds* game system is flexible and easy to learn. Even players who don't have extensive tabletop gaming experience can quickly understand the gist of the rules. *Savage Worlds* uses polyhedral dice to determine the outcomes of events both in and out of combat. Available online, in most FLGS, and even some large retail bookstores, the foursided (d4), six-sided (d6), eight-sided (d8), ten-sided (d10), and twelve-sided dice (d12) are all that you'll need, in addition to paper and pencil. There are free dice rollers online and apps as well. During the game, the GM will tell players when a roll is needed and you'll see clearly on your character sheet which of the dice to use.

MASTER OF THE GAME

If you've been a GM before, you know how rewarding it can be to have a collaborative epic story unfold before your eyes and ears. Emphasis on the *collaborative* part. Even we ultra-experienced GMs out there can stand to remind ourselves of that from time to time. Other than that, keep it fun, don't stress out, read ahead but don't over prepare, accept the surprises that the players will inevitably throw your way. When in doubt, prioritize the story you're all experiencing: at the end of the day, that's more important than the rules. If you need to throw a Wild Card into the mix, why not use one of the 50 pre-



Part 5: Running the Game



generated characters in the Yearbook section (page 124)? If the players need to be (organically) rerouted back into the main, an appearance by a fellow Mythos Resistance member with updated orders is a good tool. Since most of the characters in *Herald: Lovecraft & Tesla* will be part of this group, running missions and investigating weird places, they are just one degree of separation from any of the famous characters in the Yearbook section. Each of them has a Tie-In listed at the bottom of their character sheet that offers simple ways to logically bring any of those historical figures into the mix.

Realize that every group of players is diverse: their tastes, their experiences, their attention spans, their competitiveness—each has their own playing style and way of enjoying a tabletop roleplaying game. Some may be history buffs, some may be shoot-em up pulp fans, others may be dark Cthulhu investigators: but all are there to have fun.

How real is too real?

Another thing to consider is the realism of the 1920s society you want to play in. While we didn't want to sugar-coat many of the backwards views that these people may have held, we also didn't simply slap the Hindrance: Xenophobe on every historical figure who was a racist or the Outsider hindrance on anyone who was a victim of discrimination. It was a different time, sure, but depending on your race, gender, orientation, or other defining characteristics, one person might be subject to more of the real horrors of humanity than another.

Where the adventures are set and whom you use as Wild Cards will affect the story greatly if one or more of the players are not readily-welcomed parts of the social group. Depending on your gaming group, it may be something you all want to consider as part of every social interaction: it can bring out the really gritty and ugly side of the era and put the RP into RPG. This requires group consensus and is not suggested for groups that aren't very familiar with each other already. Racism, misogyny, and other themes that were more socially acceptable in the 1920s are not fun and are not enjoyed by decent human beings. But if the group is all on the same page and it's being approached as a real danger and part of the historical setting, then it can lead to intense but satisfying RP-centric sessions. It's not for everyone-in fact, it's really not for most.

We all (should) agree that games are supposed to be fun, and if you're making anyone at the table uncomfortable, you're doing it wrong. It's a very rare thing to be a part of a gaming group in which everyone feels comfortable taking that ultra-realistic leap together; quite a bit of honest discussion and consensus needs to be reached before the first session if you're taking the story there. Any discomfort felt by the players, voiced or not, will ruin what you're trying to accomplish. If you have doubts, talk it out. Don't be *that* GM. This has been a public service announcement from the society of grateful tabletop gamers.

Special Setting Rules

COSMIC HORROR & FEAR CHECKS

In *Herald: Lovecraft & Tesla*, characters will likely find themselves face to face with the *unnatural* cosmic horror of the Mythos, be it one of the Mythos creatures, a location, or some other instance where the mind-shattering realization of our human insignificance could cause irreversible madness. Concepts like "before time began," "crawling chaos," "beyond the stars," and "the colour out of space" cannot be understood by our





limited minds. There were creatures and other entities here long before we humans stood upright and used tools. We cannot handle the debilitating, lethal knowledge of our impending doom. We aren't alone in the cosmos and we may not be able to win this fight. The horror... The *horror*.

Unnatural is a catch-all identifier because the creatures and concepts of the Mythos are just that: things that defy preconceived notions of what is "natural." Just being weird or mysterious is not enough to qualify as unnatural. To further disambiguate, we italicize the term in this book. Cosmic horror is more than a fear for one's life: it involves dread on a much deeper, existential level. *Things humanity wasn't meant to know* is a good way to think about the unnatural things that the Mythos Resistance faces. Being surprised by a bear in the woods is natural. It's up to the GM to determine what events will require a Fear check.

Just because a character may have had prior experiences with the *unnatural* doesn't mean that they're immune to the effects of cosmic horror. Each new experience with the Mythos assails the senses and forces the player character to make a Spirit check to quickly overcome their fear or suffer the consequences. This is also called a Fear roll. Success means that for the moment the player character can control their terror and continue to react normally to their environment. Failing this Fear roll requires the player to roll on the Cosmic Horror Chart (below). It also means that in future encounters with the threat, the player will again need to roll a Fear roll.

Imagine that Charlie Chaplin, Josephine Baker, and Zelda Fitzgerald have walked into a subterranean cavern, and the light from their torches reveals the faint outlines of *unnatural* symbols on the walls. As the three Mythos Resistance fighters stare at the odd symbols, the wall of rock seems to breathe—the stalactites start to grow, slither, and elongate. There's a whooshing sound, and the room fills with brilliant colors and moving patterns. *What is happening?!* They must now all make a Fear check.

Charlie and Josephine succeed with their rolls and manage to push it out of their minds and focus on the threat of the stalactites as they slither closer. Zelda is not so lucky. She fails her Fear check and must roll on the Cosmic Horror Chart. She rolls two d6s, getting a five and a six. Total: eleven. The chart states that her player and the GM must decide on an appropriate minor Hindrance. Since the Fear check happens in a cavern, they decide that Phobia (minor): Claustrophobia is appropriate, and Zelda permanently gains a minor fear of being in enclosed spaces (especially caves).

It's up to the GM to decide what necessitates a Fear check and subsequent roll on the Cosmic Horror Chart. A general rule of thumb is that Fear checks are needed if a character sees something (for the first time) that's Mythos related. It can be all manner of *unnatural*; it might come from The Elsewhere or the cosmos or deep under the waves. If it's not of natural origin, then it's likely going to trigger a powerful mental, often existential reaction.

The Cosmic Horror Chart below is offered as an alternative to the Fright Table in the *Savage Worlds core rules*. The GM is free to use either at their discretion.



COSMIC HORROR CHART - (2d6)

Effects

- 2 Fight, not Flight: Player Character has an adrenaline surge that adds +2 to Pace and to all tests and damage rolls for the rest of the encounter.
- **3-4** Shaken: Player Character is Shaken.
- **5-6 Shocked:** -1 to Player Character's Pace and all rolls for d4 rounds.
- **7-8** Flee in Terror: The Player Character runs (full movement + d6) away.
- **9-10** Beyond the Wall of Fear: Player Character becomes non-communicative and suffers -4 to Charisma for the rest of the session.
- Gain a Minor Hindrance: GM and player should decide on an appropriate minor hindrance,
 choosing from: Delusional, Habit, or Phobia (*SW Corebook*), Eldritch Visions or Xenophobe (*Herald*), or Combat Shock, Jumpy, or Screamer (*SW Horror Companion*).
- Gain a Major Hindrance: GM and player should decide on an appropriate major hindrance,
 choosing from: Delusional, Habit, or Phobia (*SW Corebook*), Eldritch Visions or Xenophobe (*Herald*), or Combat Shock (*SW Horror Companion*).

UNFORTUNATES WITH ELDRITCH VISIONS

Those characters who have the Hindrance: Eldritch Visions will often find themselves experiencing them at the most inopportune moments. Recovering their senses requires a successful Spirit Roll. Until they succeed, they are useless, effectively paralyzed in cosmic horror.

KNOWLEDGE OF THE MYTHOS

Player characters that have the skill Knowledge: Mythos are more able to adapt quickly to situations of cosmic horror. Sometimes this helps with identifying creatures, Elder signs, and sigils, or with navigating while in *unnatural* places like The Elsewhere. Even if they can't fully wrap their minds around the weirdness they're experiencing, they know that things like that do exist. Those with Knowledge: Mythos will always be able to add +1 to Mythos-related Fear check rolls and are not required to make a Fear check when they see powerful Elder signs, sigils, or other "written" symbols.

RULES OF THE ELSEWHERE

The physical laws of our existence are not the same in The Elsewhere. Most notably, there is often little to no gravity, and the sky is filled with the pulsing, swirling colors from out of space. While





the players appear as they do in reality, they are intangible as if made of mist. All physical activities in The Elsewhere that involve contact are more difficult and take a -1 penalty. For example, a player who wants to punch something while in the Elsewhere will subtract 1 from their Fighting roll total. Physical activities that don't involve contact but do involve low gravity are often automatic successes. Example: a player wants to jump over a vast canyon, so the GM tells them not to even bother with a roll. They'd jump up and fly through the air with ease, crossing the canyon. When in combat, the standard rules apply unless the GM says otherwise. The "Rules of The Elsewhere" are less about game mechanics and more about tone and feel. The Elsewhere is like being awake in a terrifying but exciting dream.



There are many Mythos creatures and entities there: some are malevolent, some are benevolent, most are indifferent. Few have travelled there and come back to tell the tale, so the information the Mythos Resistance has to go on is spotty at best.

As far as we know, travelling to the dimension *physically* has only happened once, by accident, and the results were disastrous. Ask Amelia about that one.

NATIVE TONGUES

In *Herald: Lovecraft & Tesla*, selecting languages shouldn't cost the player points at character creation. In the 1920s, the majority of the notable historical figures from around the world spoke

multiple languages. Nikola Tesla himself spoke eight languages fluently. According to the standard character generation rules of *Savage Worlds*, each language would cost points which means our pal Nikola would have used up most of his available points being fluent in eight languages. Speaking multiple languages doesn't break the game and it allows for more freedom to make great characters from actual historical figures.

Players and the GM should discuss the specifics. If the character is not based on an actual notable person then it's up to the player and GM to agree on something reasonable. If a character was born and raised in Chicago in the early 1900s then they might very well speak some Polish. Or if they come from a family that spoke Chinese in the home then why wouldn't they be able to utilize this skill later in life? Learning a new language during the course of gameplay will cost points, however.

EDUCATED MASSES

In Herald: Lovecraft & Tesla, Knowledge skills are a big part of the game, perhaps more so than most other Savage Worlds settings. Much of the game is about investigating unnatural events and researching them. Having the right bit of information and understanding at the right time is what moves the game forward in exciting ways. Even the less flashy schools of study are integral to understanding the mysteries in this game. What would anyone need with Knowledge: Geology you ask? First of all, you're missing out: geology is fascinating. Secondly, when the characters are looking at that bizarre fossil-rock-thingy they discovered near the pyramid, those with Knowledge: Geology can let the group know that the fossil isn't really a fossil and it might have come from somewhere very far away.

EMPLOYMENT, CRIME & COMPLICATIONS

Many of the characters in *Herald: Lovecraft & Tesla* are notable historical figures with ready access to money. If they are on a mission for the Mythos Resistance, most costs have been taken care of by the group. In situations like these, saving up pennies and nickels to buy that fancy overcoat means less



and may only slow down an exciting, pulpy story of Fast, Furious, Fun adventure. If the story needs to move, then it's just fine for the GM to wave a hand regarding item availability and cost. They either have the money they need or the Mythos Resistance will pay for it.

For characters who don't have a job or flush bank accounts or the backing of a secret group, each cent counts. It's exciting gameplay to have a pistol they'd saved up for months to buy get knocked out of their hand and into the deep snow. Not only might the character need that pistol to survive the moment, but they're twice as upset now, since it cost them so darn much in the first place! Just like in real life, things mean more if you've had to earn them yourself.

TRAVEL & ENCOUNTERS

While horse-drawn traffic is still used all over, especially in rural areas, automobiles are a common sight these days; Henry Ford and others like him made sure of that. There are countless other manufacturers like Auburn, Roamer, Saxon, Crow, Durant, Elcar, King, Kurtz, Overland, Kline, Lafayette, Marmon, Dixie, Mercer, Peerless, Stearns, and Velie. All of these companies have bright futures—it's certain that they'll be around for decades to come! Roads are being built all over, and there's even a cross-country highway being built in the United States. Businesses and communities along these roads will likely see a huge increase in Sunday drivers, which is already changing the way we look at local tourism and personal travel.

Motorcycles are also becoming more common. Now that we've moved away from unreliable steam engines and settled on gasoline-powered internal



combustion engines, it's possible to jump on your Harley-Davidson Sport Twin and ride where you want.

Boats are still used all the time. From the smallest rowbot to the largest transatlantic steamers, people still use the waterways of the world to transport goods and people. The tragic sinking of the RMS *Titanic* is still on everyone's mind, but the design flaws have been addressed. At least that is what they're telling the public. More people trust boats than they do automobiles, and certainly more than aircrafts.

Public railways have connected the civilized world for over 120 years. With more train stations being built every day there seems to be no end in sight for the industry. Even as cars and trucks are becoming more commonplace, they'll never match the efficiency of moving people and cargo along the rails.

In this decade, airplanes are still relatively new and commercial air travel a rarity. Many of the young aviators of the Great War have begun to search for ways to pay for their own aircraft and to earn a living off it, like crop-dusting, barnstorming, and performing other aerial stunts. Or they might apply for the new U.S. Air Mail service! One of the most common ways for pilots to earn cash is by taxiing passengers. If a person really needs to get somewhere off the grid, a pilot might be able to take them in a floatplane, landing safely in water on pontoons with no need for a runway. The skies are now wide open, and improvements in technology are making air travel a safe and convenient option. There seems to be a new and improved model of airplane every day and aviators around the world eagerly test their limits. Both the autogyro and helicopter are popular but still quite rare.

There are an increasing number of rigid airships in use, especially for long distance trips in and around Europe. German zeppelins are one type of dirigible that has been repurposed after the Great War for civilian transportation. Also called dirigibles, rigid airships are a comfortable way to pass over mountains, rivers, and roads. Their safety is still a concern for many people, but as more and more airships are built to ferry passengers across the skies, the public is getting used to the idea.





OPTIONAL RULES

The following suggestions for Optional Rules might be of interest.

Using Arcane Backgrounds

Want to get those Power Points flowing? All the rules, spells, weird science, and arcane background goodness are in the *Savage Worlds* core rules for you to use. The Edges that are connected to Arcane Backgrounds that have been disallowed in the standard rules for *Herald: Lovecraft & Tesla* are available again.

Playing as a Cultist

Some players will enjoy taking on the role of the bad guys who assist the Mythos entities in their invasion from beyond the stars and from the depths of the oceans. Maybe their character's particular cult is an ancient one bent on bringing about the end of humanity. Perhaps they have decided to follow the orders of Aleister Crowley and take on a covert and nefarious mission against Mark Twain and his Mythos Resistance group.

As with any of the good guys that make up the Mythos Resistance, a cultist is usually trying to remain hidden, keep secrets, and stay out of the public eye until the time is right to strike. The cultists are the devotees who carry out deeds to prepare the way for some great Elder Thing or Old One to be summoned. They're insidious, like weeds. Cultists plant evidence in police stations, bombs in hospitals, and dangerous ideas in the minds of the influential, as they chant allegiance to something dark and horrible. Cultists often see the poetry in the void and feel like they can be a part of something big, something permanent that will change the universe. They also can be brutes with baseball bats who are forced to follow their masters' orders through unnatural methods.

A character who is a cultist will likely have the Knowledge: Mythos skill. They may not fully understand the symbols they're scratching into the walls, but they recognize and acknowledge that Mythos entities are real, and so are the rituals. They will also most likely have the Hindrance: Misled.



Playing as a Ghoul

If a player wants to take on the role of a ghoul in the Roaring Twentiess of *Herald: Lovecraft & Tesla*, we've included some suggestions. Keep in mind that a ghoul is a not a zombie: they're not mindless, but they do have some similar dietary restrictions (flesh). But one doesn't become a ghoul from a bite. If not born a ghoul, then the means of becoming one involves very powerful Mythos rituals. For more information on ghouls, see H.P.'s Field Guide on page 117.

Let's say the player character starts the game as a ghoul disguised as a human. Part of the PC's goal might be to *become* another character through mystical and horrific means—removing them and assuming their identity. The other players may or may not be aware of this sinister goal, in which case the ghoul player and the GM would work out these details ahead of time in secret. Furthermore, if the other players are unaware that the PC is actually a ghoul in disguise, it could add to the conspiratorial



vibe of the game. Turning the players on each other to find out who is really the ghoul will take the game to a very intense and interesting place, and is often best in multiple sessions or longer campaigns. Characters with either the Pulp Writer or Eldritch Visions Edge might be the first to get hints that something is amiss.

Or perhaps the character has become a ghoul during the course of play, either of their own volition or not. The other characters who are part of the Mythos Resistance now have a very personal complication with the presence of a Mythos creature as part of the team. Since ghouls are very susceptible to occult influences like mind control and other *unnatural* forces, they cannot be trusted 100% and they know it. Having a party member who may eat you in your sleep raises the stakes for all.

Or maybe, just maybe, the party of characters are all ghouls—part of an ancient cult—and they have each just *become* this specific historical person in order to thwart the plans of the Mythos Resistance fighters. Perhaps they might each choose one of the well-known pre-gen characters in the Yearbook section (page 124) and infiltrate the Resistance as imposters. Taking on the role of the bad guys can be a lot of fun, and it heightens the sense of intrigue in the game.

Each person they become grants XP as well as the choice to absorb one Hindrance and one Edge from each victim, adding it to their own Edges and Hindrances. The more people the ghoul PC becomes, the higher their rank will rise and the more their accumulated Hindrances and Edges will affect gameplay. The first time a PC playing a ghoul replaces another character and steals their identity, they will receive the Hindrance: Wanted, which will affect their ability to interact freely and honestly with others.

In the presence of anything Mythos-related, like Elder Signs, talismans, sigils, incantations, even other Mythos creatures, a ghoul will need to make a Spirit roll. Success means they suppress their blind rage and keep their cool. If they fail, they will lose control and attack everyone they see, including their fellow party members. This lasts as long as they are in sight, earshot or within the Mythos area of effect.

Credibly passing as a human is no easy task for ghouls. Regular vocal communication is quite difficult, especially if the character was born a ghoul. Their native language is an odd tangle of meeps, grunts, and clicking sounds. Most human languages are difficult to master for them. Keeping a cannibalistic diet secret is possibly their biggest threat to being discovered. And if the Mythos Resistance ever finds out, it's going to get very ugly, very quickly.

Rotating Cast of Characters

Using the fifty pregenerated characters as a starting point, the GM and their players might choose or roll to determine randomly who their characters will be for a single game session. The following session, whether the plot is connected narratively or not, the players could select new characters. Since the Mythos Resistance has a large (secret) roster of historical figures, players can have fun mixing and matching small groups for missions.





New Skill: Performance (Spirit)

Many of the Wild Cards included in *Herald: Lovecraft and Tesla* are famous performers. The *Savage Worlds* core rules do not include a Performance skill, but GMs may want to include it. A skill die for a Wild Card should be equal to the character's Spirit die.

Performance: Various (Spirit): Use of a performing art to entertain and inspire others. A successful check allows other characters to automatically recover from being Shaken. It could also grant a bonus to other rolls: +1 for a simple success, +2 with a raise. Can also be used to alter a target's attitude, like Persuasion. Always modified by Charisma.

Mix and Match

Combining Herald: Lovecraft & Tesla with other theme-appropriate Savage Worlds settings can open things up for your players in interesting ways. Imagine running a session of Weird War 1 as a flashback for a character's Herald: Lovecraft & Tesla experiences during the Great War. Or have their character jump forward in time and incorporate a Weird Wars 2 or pulp-themed One-Sheet you've been wanting to try out. The Savage Worlds game system makes this easy. You can always come right back to us here at Herald: Lovecraft & Tesla the following session. We'll even leave the light on.

History Buff

You're the kind of GM who geeks out on the details and historical facts, and luckily for you, your players are excited about this aspect of the game as well. Connecting multiple sessions into an Adventure or even a long-form campaign is a rewarding way to experience the history of the 1920s and really get into the feel of the era. The Roaring Twenties saw countless new inventions, cultural movements, global migrations, and redrawn borders all around the globe. You set a specific date when their epic story begins and start the first session. Perhaps you focus on one historically significant event or person of interest and really let the players explore the setting. By the end of the session, the players will have a good feel for their character and are excited to meet up next time to

continue the story. Before parting ways, they each draw a card and check the Interlude table in *Savage Worlds*. This interlude is their assignment. During the downtime between sessions, they will find one (real historical) fact that corresponds with the card and report it to the group at the start of the next session. This means that every new session starts with a quick round of interesting facts that not only tell more about the historical figure but give players and GMs alike more to work with when interacting.

For example, let's say the first game session's timeline started on November 19, 1922, and one of the characters is Charlie Chaplin. The session ends with a cliffhanger and you deal each player a card from the Action Deck. Charlie Chaplin receives a seven of clubs. According to the Interlude table in Savage Worlds, this means the player will recount a story of tragedy or misfortune from their character's past, featuring one of their Hindrances if possible. At the start of the next session that player briefly tells the others about a tragedy that occurred in his life-Charlie Chaplin was so poor and neglected as a child that he was sent to a public boarding school for "orphans and destitute children" while his mother was in a mental institution. Ever since he's been very hesitant to trust anyone (Hindrance: Doubting Thomas). The other players around the table now know something personal and meaningful about Charlie Chaplin that they may not have known before.







Part 6

Weird Tales of Adventure



ONE SHEETS

The Element of Danger

The PCs are expected to explore and use the resources of Miskatonic University to investigate a mysterious scientific sample. Actions they take during these investigations, however, may have dire consequences.

CHARACTERS

This scenario involves possible chemical, geological, radiological, and supernatural analysis, so at least one of the characters should have a background in one of these disciplines, or the GM should include an appropriate NPC.



INTRODUCTION

Marie Curie has discovered a new element in the form of a glowing green stone. She has never seen anything like it: it glows without heat or other radiation, and when the stone is exposed to air for longer than a minute, it produces a cold green "flame." The flame also whispers in a language unknown to Curie. She has sent the sample to the Mythos Resistance to verify her findings.

The stone is a small corporeal manifestation of an

Outer God. The sample was dormant when Madame Curie discovered it, but her initial investigations have begun to wake the manifestation from its eonslong slumber, only for the manifestation to find itself enclosed within a hermetically sealed sample case on a transatlantic voyage aboard a cargo ship. When the sample is again disturbed by the investigators at Miskatonic, it begins a countdown to summon either two servitor creatures or a small avatar of the Outer God itself. Different stimuli will produce different results, but no enemies will manifest until the heroes have had 30 minutes to investigate the sample, ask other experts on campus, et cetera. GMs should tally every action by the characters that increases the percentage chance that the avatar will appear at the end of the investigation.

INVESTIGATIONS

Those examining the sample may use several means of investigation:

Chemical

PCs trained in Knowledge: Chemistry or a similar skill may want to carve off a small piece of the sample to test. The sample can be easily cut with a knife or smashed with a hammer. When it is cut, smashed, or otherwise "harmed," however, the whispering will change to painful screeching. The main sample will resume its whispering after the injury, but the smaller sample will not whisper, and the green glow from it will slowly fade. A non-glowing piece dissolves easily in various acids, but a glowing piece will begin to screech while dissolving, and will begin to reconstitute itself. It will then vaporize the acid, which will cause d6 damage to anyone within 10 feet. Using a small cut-off piece for any further tests that involve energy (applying flame, mass spectroscopy, etc.) will result in the small piece resuming its glow, though this will fade again after the new energy source stops.



The results of any test will be inconclusive. Each time the sample screeches increase the chance that the final manifestation will be an avatar of the Outer God by 5%.

Radiological

PCs trained in Knowledge: Physics may want to examine the energy put out by the sample. Passive tests will not cause any change in the sample, and any results will be inconclusive. Any test that physically injures the sample or stimulates it with radiation or heat produces a screech and increases the chance that the final manifestation will be an avatar of the Outer God by 5%.

Occult

Characters trained in the occult or linguistics may attempt an appropriate Knowledge roll. A simple success will identify the language as that of the Pnakotic Manuscripts, a copy of which is in Miskatonic Library along with several translations. A successful examination will lead the reader to descriptions of the Outer God known as "Yarquan Gawzla"—The Green Flame. Repeating the name of the Outer God aloud in the presence of the sample will cause it to react; temporarily glowing or burning brighter or whispering more loudly. Each time the sample is so stimulated increases chance that the final manifestation will be an avatar of the Outer God by 10%.

OTHER INVESTIGATIONS

The entirety of the departments and facilities of Miskatonic University are at the disposal of the investigators, and they are free to conduct any kind of test they can imagine. The nature of the sample and the fact that this is an investigation by the Mythos Resistance means that they should be discreet, but nothing is expressly out of bounds. If the investigators want to expose a laboratory animal to the sample, for example, they are welcome to. The GM is free to create any additional effects such testing may produce, so long as the scientific results are inconclusive, and that anything that damages the sample causes it to screech and adds a cumulative 5% chance that the final manifestation will be an avatar of the Outer God.

MANIFESTATION

The sample will manifest something within about 30 minutes of being opened. This will be a base 20% chance of being an avatar of Yarquan Gawzla itself, plus whatever increases were added by the heroes' investigations. Otherwise, two **Byakhee** will appear and try to take the sample.

Avatar of Yarquan Gawzla

A dancing pillar of green flame, half the size of a human. It is rooted to the sample but has a 2" reach. Defeating the avatar renders the sample inert. **Attributes:** Agility d6, Smarts d4, Spirit d10, Strength d6, Vigor d10 **Skills:** Fighting d6, Intimidation d10 **Pace:** 0; **Parry:** 5; **Toughness:** 14 **Special Abilities:**

• **Firebolt:** Once per round, the avatar can shoot a target in short range with a bolt of fire that causes d6 damage plus d4 each round unless doused.

• **Lash:** Once per round, the avatar can strike an adjacent target with a tongue of flame that causes 2d6 damage, plus 2d4 each round unless doused.

• Weakness (Water): A bucket of water thrown at the avatar will cause d8 damage.

BYAKHEE (2)

Their primary goal is to rescue the sample. If one can grab the sample and leave, the other will follow. See page 117 for more details.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6

Pace: 3; Parry: 5; Toughness: 10 Special Abilities:

• Claws: Str+d4.

• **Bite:** Str+d4. A raise on a bite attack allows the byakhee to begin draining blood from the victim. This becomes an automatic attack every round after the first and requires the victim to make a vigor roll or gain 1 point of fatigue. This will continue until the byakhee is Shaken or the victim is dead.

• **Flight:** These creatures are extremely fast and agile flyers (Pace: 12"; Climb: 2) but are clumsy and slow on the ground.



Dive! Dive! Dive!

Speaking with Harry Houdini, the adventurers learn of an ancient, *unnatural* artifact said to lie within an old shipwreck deep beneath the frigid waters of Narragansett Bay.

The artifact, an 8th century astrolabe of solid silver, is rumored to have strange origins and powers.

Plot Points

• Houdini tells the characters that their mission is to dive into Narragansett Bay without being spotted by the soldiers at Fort Independence or anyone else. He gives them some new underwater diving suits, heavy spearguns, and new Tesla-designed dive lamps. They will need to retrieve the astrolabe and avoid the cultists, cops, soldiers, and others in the area. Once they have the treasure, they are to deliver it to Nikola Tesla's workshop in East Providence.

• The visibility is terrible underwater near the half-buried shipwreck. They confront or fight what they think is a Mythos creature. The creature ends up being an actual colossal squid who is very, very far from its natural habitat. This is a mystery unto itself.

• After their combat, on their way out of the shipwreck and back to the shore, they see a U-boat racing away at top speed. (This will likely remain a mystery for them to speculate on in the wrap-up).

• During the wrap-up, whatever theory the players decide on, it should connect the squid with the U-boat and the Cult of The Awakening.

THE START

The characters have a meeting with Harry Houdini in a speakeasy near the docks. He's flustered and not his usual happy-go-lucky self.

Houdini says:

"The item is a solid silver astrolabe from the 8th century that was invented by the mathematician Muhammad al-Fazari. Wild theories about the whereabouts of the astrolabe have been circulating for hundreds of years, but it seems a recent war journal of the captain of the USS Nipmuc spoke about the item and its discovery. We've verified the book, and we have reason to believe the treasure is still aboard inside the captain's quarters, locked in a strongbox. Take these, and good luck."

Houdini gives them some new underwater diving suits, heavy spearguns (Range 3/6/12, Damage 2d6+1, AP 2, Action to reload), and small flashlightlike dive lights that are recent inventions from Nikola Tesla. The dive lamps are upright lanterns with convex windows of green glass. With that, he walks out.

Bottom of Narragansett Bay

Without being spotted, the characters don their diving suits and enter the cold water. The Tesla lamps project an intense, green light that highlights the outlines of everything for 6" and allowing the party to see clearly underwater.

Those characters with Knowledge: History or some other appropriate skill will be able to inform the others about the history of the USS Nipmuc, a shipwrecked sloop at the bottom of Narragansett Bay. This 110-foot fully-rigged sailing vessel was used during the American Revolutionary War and was sunk by her own crew to keep it from falling into the hands of the British. This 12-gun sloop is said to have sunk or captured three dozen enemy ships! In the century and a half since it was sunk, there have been several failed attempts to explore the wreckage. Until now, the diving technology needed to do this effectively has been out of reach. Visibility is just as terrible as it ever was, but at least now a person can stay underwater for enough time to explore the shipwreck.

Once inside the wreckage, they have to search carefully: it's awkward with the air hoses and the heavy, unwieldy helmet that seems to fog up every minute or so. As such, all Trait rolls while inside the wreck suffer a -1. The search time can be reduced with a successful Tracking roll or a Notice roll that results in a raise. Before long, they will find the



Once outside the shipwreck they are immediately attacked by a colossal squid, and their lights only reveal glimpses of the creature attacking them. All they can see are huge, terrifying tentacles. Combat begins. If the battle looks like it's too much for the characters, they might go back into the shipwreck to hide, but this will only work for a while. The airflow being pumped through their air hoses starts to slow and they will need to surface.

The Shore of Narragansett Bay

With a successful Notice roll (or enough time), the characters realize that they're being watched by **Sean Breag** and his **Cultists**. They're also scoping out Narragansett Bay, looking under rocks, digging in odd places, and taking the occasional photograph. The cultists will try to avoid the characters, but it adds to the feeling that they're being watched and that it's somehow connected to their specific mission (they'll not find out in this Adventure at all: it remains a mystery). The cultists are technically doing nothing wrong, so if the characters overreact, the cops may show up.

This is a time when direct confrontation is not a solution, but if they go that route, they'll find themselves surrounded by Cultists carrying poisoned blades (2 per player character), and as soon as that's finished, the **Cops** show up (2 per player character). The characters will almost certainly need to run in this situation.

Ale Colossal Squid

Colossal squid have teeth-like projections inside the suckers on their eight arms and hooks protruding from the suckers on the broad club ends of their two tentacles. They also have a massive, powerful beak. They live in the depths of the Antarctic region and are much faster swimmers than one would expect. **Attributes:** Agility d6, Smarts d6(A), Spirit d6,

Strength d10, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d6, Swimming d10

Pace: —; Parry: 6; Toughness: 9 Special Abilities:

• Aquatic: Pace 10.

- Bite: Str+d4.
- Tentacle Swipe: Str+d4.

• **Tentacle Grip:** The powerful tentacles of a colossal squid can be lethal. The opponent may only attempt to escape on their action, which requires a raise on an opposed strength roll.

• **Size +3:** These 40-foot long creatures are monstrous and can weigh up to 1,700 lbs.

Cops (2 per player character)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Shooting d8, Driving d4, Repair d4 Pace: 6; Parry: 5; Toughness: 5

Hindrance: Code of Honor Gear: Colt Police (.38) (2d6)

G_____(____) (____)

CULTISTS (2 per player character) Hiding in the shadows, the angry members of the Cult of the Awakening follow the commands of their cult leader Sean Breag without question.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d4 Skills: Fighting d4, Shooting d4, Persuasion d6, Knowledge: Mythos d6

Pace: 6; Parry: 4; Toughness: 3

Hindrance: Misled

Notes: Cultists may be driven to Fearlessness. **Gear:** .38 revolver (2d6), baseball bat

🕐 SEAN BREAG

Underneath his polite father-knows-best exterior, Sean is the de facto leader of the Cult of Cthulhu's American chapter, tasked with the recruitment and expansion of the cult's fingers into whatever social institution it can reach. (page 83) Sean is carrying nothing at the moment—he knows that he might end up getting caught and searched and doesn't want to take the chance.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d4 **Skills:** Fighting d4, Shooting d4, Throwing d6,

Persuasion d6, Knowledge: Mythos d6

Charisma: +2; Pace: 6; Parry: 4; Toughness: 3 Edge: Charismatic Hindrances: Misled, Deathwish


The Fun Guys' Glee Club

The heroes explore a strange fungal infestation on the edge of the Miskatonic University campus.

CHARACTERS

Some background in Biology or Botany will be helpful, but the heroes will have an Ally that can fill in many gaps in these areas.

INTRODUCTION

A strange fungus has been growing on the North Lawn just inside the dark forest that borders the Miskatonic campus. The forest has seen a wide variety of new fungal growth in and around the forest in the past year.

Strangely, this fungus reacts to music, especially singing. Even the birdsong affects them. A recent outdoor concert by the Miskatonic Glee Club caused the fungus to sprout up everywhere nearby. It smells like rotting flesh and the University is considering closing down the nearby dormitory if the situation doesn't improve. The stench is simply too much to bear.

One of the school's administrators, a friend of the Mythos Resistance, has tapped them to deal with the problem that groundskeepers could not handle.

INITIAL INVESTIGATION

The staff member will lead them from the Administration Building to the North Lawn. As they approach the lawn, the heroes will make a Vigor roll. Those who fail will spend a minute retching, dry-heaving, or being otherwise ill from the smell. Heroes who apply mentholated ointment or other smell-covering agents under their noses gain a +2 to all further Vigor rolls dealing with this smell.

Once the heroes recover they can begin investigating the fungus. Heroes with an appropriate background (touching on Biology, Botany, Mycology, etc.) will notice that the fungi resemble *Tremella encephala*, commonly known as "brain mushrooms." These mushrooms seem to pulse, and they will inflate slightly if a human or bird sings near them, especially in the higher registers. If a mushroom is cut or picked, it will whisper a scream. Other details will require a roll.

Heroes with an appropriate Knowledge (Biology, Botany, Wilderness Survival, etc.) may roll to discover clues about the fungi. They could discover the following (first clue for a simple success, and also the second clue with a raise):

1. While these look like the common parasitic "brain mushroom," the cores of these fruiting bodies are hollow and show no signs of parasitic behavior.

2. Fruiting bodies of fungi often appear in "faerie rings" since their mycelia (roots) spread out from a central point. These fungi appear to form the edge of a very wide circle.

Untrained heroes may discover the second clue but only with a raise on a Notice roll. Calculating the size and center position of the faerie ring will require measurements and a Knowledge: Mathematics roll. The ring is a half a mile wide, and the center point is a quarter mile into the dark forest.

Before the heroes enter the forest, a voice behind them shouts, "STOP!" The heroes turn to see a strange African man, dressed like a shaman or witch doctor. The school administrator will introduce him as **Nana Manu**, a guest lecturer for both the Folklore and Botany Departments. Nana Manu speaks:

"Very dangerous, this mushroom. My arrival here was no coincidence. I came here to educate, yes; to negotiate the return of our sacred artifacts, yes; but also to hunt down and destroy this evil. I shall go with you."

With that, and without another word, Nana Manu raises his strangely-branched staff above his head and shouts a prayer to the heavens: "ADUPE ARIKU BABA WA!" Heroes with any African language Knowledge may roll to translate: "Thank you, by the spirits of our ancestors!"

On another Notice success, the heroes notice that the fruiting bodies they picked have already been replaced by new growths.



WITHIN THE DARK FOREST

There are many strange fungi growing in this forest. There are white knobs that seem to bleed bright red. Some trees have been covered with orange mushrooms that glow from under their caps, but the caps close when a person approaches. One fallen tree is being overtaken by a slime mold, but the heroes can actually see it moving (usually only possible in time-lapse).

Two hundred yards in, have the heroes make a Notice roll. Those who succeed hear a high-pitched buzzing music coming from in front of them. Four hundred yards in, everyone can hear the music without rolling and must make another Vigor roll at -1. Nana Manu signals the group to be quiet. Heroes must take a stealth roll at +2 as they continue to approach the center of the faerie ring and the buzzing music.

The buzzing music is coming from a trio of **Mi-Go** (see page 121) that are tending a brain-shaped mass, three feet high, in what must be the center of the faerie ring. If the heroes have been stealthy, they can observe that while one Mi-Go "sings" to the mass, the other two tend to smaller growths that surround it, occasionally picking one and eating it: The Mi-Go are farming.

If the PCs have not been stealthy, the two tenders are readying for an attack and will fire their energy pistols as soon as a PC breaks through the clearing. Nana Manu will use his amulet to cast a spell that protects the heroes and himself, but he will then attack with his staff and his sword. The singing Mi-Go will not leave a 3" radius from the central mass. The central mass has a Toughness of 6, and destroying it will kill the faerie ring and cause the Mi-Go to flee the battle. Otherwise, the Mi-Go will fight to the death.

ria Nana Manu

Quote: Animguase mfata Okanni ba (Disgrace does not befit the child of an Akan).

Nana Manu is a shaman from an isolated tribe in present-day Ashanti Protectorate, West Africa. The defining moment of Nana Manu's life came when the ritual for maintaining a sacred grove of trees failed, releasing two imprisoned *unnatural* beings from within. Nana Manu and his family leapt into battle, but in the end his father, brother, and only one of the creatures were slain. The other creature had escaped.

Nana Manu sought a wise elder who told him of artifacts and fetishes of great power that had been stolen from the land. With these, Nanu Manu could repair the prison of the sacred grove and hunt the creature that was responsible for the death of his father and brother. Nana Manu set off to reclaim the fetishes from the museums and

gather dust. From time to time, Nana Manu seems to speak with the spirits. It's actually just Nana Manu talking to himself, speaking to his elder brother as if he still lived and could lend him advice as he did in life. Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d8 Skills: Fighting d6, Notice d8, Knowledge: Botany d8, Knowledge: Folklore d8 Pace: 6; Parry: 5; Toughness: 6 (8 when fighting Mythos Creatures) Edges: Connect the Dots Hindrances: Outsider (Minor) Gear: Elder Staff, Amulet of the Elder Sign, Akrafena (machete-like sword: Str+d6) **Special Abilities (Amulet powers):**

collections where they

• Ward of Stone: Once per encounter, Nana Manu can cast a warding spell that adds 2 Toughness to all Allies. Duration: 10 turns.

• Ward of Wind: Once per encounter, Nana Manu can cast a warding spell that raises all Allies' Agility to d8 (add one level if Ally is already d8 or higher) and grants all Allies the effects of the Dodge Edge. Duration: 10 turns.



Hungry, Hungry

It seems like there is something that the Cult of the Awakening is hiding in the zoo. The characters need to go to this location and see what might have happened. All the group needs to do is observe and report back.

START

The characters have been given a Mythos Resistance mission by Albert Einstein, who tells them that while some other Mythos Resistance investigators were trailing Cultists, they saw them enter an area of the Roger Williams Park Zoo and then disappear. Einstein suggests they enter the zoo at night, but it's up to the characters how they want to approach this mystery.

Roger Williams Park Zoo

Entering the park at night without being seen is easy enough. Once they get close to the zoo, a Notice roll will make them realize that all the pigeons in the park are albino.

The characters find the entrance in the middle of what seems to be a vacant enclosure. The characters will need to search well, but with a successful Notice roll, they find a well-hidden entrance to an old drainage tunnel that runs under the area of Roger Williams Park where the Zoo is located. With a raise on this Notice roll (or a successful Tracking Skill roll), they will see that the tunnel entrance contains enough clues to show that there were at least three cultists, who were carrying something between them that they would set down every 5 to 10 feet. There is a wooden door with a lock, but that can be picked/ broken.

Suddenly, they're attacked by an Enraged Hippo. If the fight is over quickly, then another emerges from the enclosure and surprises them.

Once they've survived and made it into the tunnels, they find that it's waist-deep with mucky water. They search and search but find nothing. Just as they are about to leave, they notice an extremely well-hidden **Unnamed Mythos Creature** on the ceiling, crouched on all fours and trying to remain hidden (all players roll a Fear check). Combat will be brutal, and it's quite possible the characters will have to run. In fact, *it's very likely*.

Back at the speakeasy, the characters wait for Einstein to show up so they can report, but this time, he walks in with an older gentlemen—Mark Twain! Twain is wearing a disguise, but the characters are well aware that it's him and that he's there to meet with them. He's visibly upset and asks the characters to recount every detail.

Wrap-Up:

Recounting everything to Twain only seems to make him more frustrated and confused than he already was. Twain wants to know what the Unnamed Mythos Creature is and whether it came from The Elsewhere or not. The characters may not be privy to all the Mythos Resistance secrets, but they realize that whatever they just battled, it has never been seen before.

You get to name this Mythos creature and add it to H.P.'s Field Guide at the end of the Adventure!

What happened to the cultists? Did the Mythos creature have anything to do with what they were carrying in the tunnels? Why were all the pigeons in the park albino? (If the characters think they've found a way to connect the albino pigeons with their mission, so much the better, but in reality, it's a bit of an interesting red herring). Twain will agree with the reasonable points and theories and the characters will have succeeded in their mission!

Extras and Wild Cards ENRAGED HIPPO

Considered by many to be the most dangerous animal around, the hippopotamus is a highly aggressive and unpredictable animal, often weighing over 5,000 lbs. Semiaquatic and very territorial, they can be found all over sub-Saharan Africa. Big-game hunters know that these beasts aren't to be trifled with; hippos are responsible for dozens of human deaths every year.



Attributes: Agility: d6, Smarts: d4 (A), Spirit: d8, Strength: d12+2, Vigor: d10

Skills: Fighting: d6, Intimidation: d8, Notice: d6 Pace: 8; Parry: 5; Toughness: 9

Special Abilities:

• Headbutt: Str+d6

• **Charge:** 3d6, if they can move at least 6" when attacking (in one direction).

• Size +3: Hippos are very large and powerful.

• **Fearless:** A hippo will fight until its last breath and cannot be scared or intimidated.

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This creature's appearance is extremely shocking and the more one looks at it, the weirder it seems to be. Standing roughly the size of a human, it moves awkwardly as if it's not used to normal gravity or air pressure. All joints seem to swivel instead of bend, with feathery protrusions and chitinous plates that shimmer. Whatever the creature touches seems to drop in temperature drastically and even the mucous excretions from its skin are very cold to the touch for hours afterwards. Perhaps the best description might be that of a deadly hybrid of sea cucumber, sea urchin, and grasshopper, combined and then enlarged. It sticks to the shadows and makes no sound at all, so all Notice checks against it suffer a -2 penalty. Its odd body seems to be covered in a fine hair, but close inspection (not recommended) reveals that each "hair" is a barbed protrusion, similar to the spines of a cactus. It's tougher than it first seems, absorbing strikes in combat as if it feels no pain. This creature is confused by our dimension. Because of this, it is enraged and will not be calmed once it has decided to enter combat.

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d12, Stealth d10 (when still)

Pace: 4; Parry: 5; Toughness: 9 Special Abilities:

• Unnatural Touch: The cold, sticky skin of this creature is covered in tiny barbed protrusions. All of its attacks are Touch attacks (+2 to Fighting) that inflict d12 damage. A touched victim must also

make a Vigor roll at -2 or suffer a Wound (in addition to any suffered from damage).

• From Beyond: This creature shares no cultural or linguistic similarities with human beings. They're immune to Persuasion and Intimidation, and all other communication-based traits are ineffective.

• Sticky Skin: This creature can move about freely on walls and ceilings at its normal Pace and will not drop items it is holding in its "hands."

• **Stumbler:** This creature is not agile and cannot run effectively—it moves quickly but trips often. Its Pace is 4.

Remember: you get to name this Mythos creature and add it to H.P.'s Field Guide at the end of the Adventure!





The Infinite Hotel

The PCs find themselves in The Grand Hotel, which seems to defy multiple laws of physics and geometry.

CHARACTERS

At least one of the characters should have a background in mathematics.

INTRODUCTION

The PCs arrive at The Grand Hotel, exhausted after a mission. A construction scaffolding wraps the building. Part of the sidewalk in front of the hotel bears a sign that warns of wet cement. A large sign above the door reads:

Under New Management

Open During Construction.

The lobby also shows signs of ongoing construction, including a sign on the door to the stairs marked "Danger, No Admittance" and an open hole in the wall where the half-circle dial for the elevator floor indicator should be. The lobby is deserted and the doorway from the lobby to the restaurant and bar is barred with another "Danger" sign, though there does seem to be light coming from around the corner in the restaurant. There is a bell on the front desk, but it takes several minutes for anyone to respond. Have the PCs all make a Notice roll. Anyone with a raise will notice a faint hum permeating the lobby.

The bellhop is visibly distraught, and he apologizes profusely for leaving the lobby unattended. If the PCs ask what is wrong he will deny any problems. He will then fumble behind the desk while trying to figure out where the reservation log and guest registry are kept, stumble over every question, and generally show himself to be extremely distraught and out of his depth.

Eventually, he will break down and tell the characters that the night manager is missing. He's only been gone for a few hours, but the bellhop is also unnerved by the new construction in the building. He complains about the hum (which the PCs can now hear if they did not before) and the awkwardness of the new elevator controls. He has been forbidden from entering the basement or any floor above the 5th, though he knows the night manager has previously taken hotel guests to the higher floors. He then apologizes for unloading on the characters, saying that he had not wanted to say anything previously—he is not supposed to discuss hotel problems with guests, but he fears for the safety of both the night manager and himself. From here, the PCs may proceed as they see fit, though the bellboy will insist on showing them to their rooms first.

HOTEL LOCATIONS The Elevator

The bellboy will operate the elevator the first time, but there is nothing preventing the PCs from operating it themselves later. The interior of the elevator seems a bit shabby and run-down, but the operating lever is obviously a new installation. Instead of buttons, it has a lever on a pivot, indicating an arc of options. The floor markings are unusual, and read:

BL2345...ω... Χο

PCs with a mathematics background will recognize the two symbols as representing concepts dealing with infinity. The use of these symbols on an elevator will fascinate mathematicians and bewilder anyone else. There is a visible, physical stop on the lever to keep it from landing on "B."

The PCs have been given a room on the fifth floor, and as soon as the doors close, the bellboy slides the lever from "L" to "5." The doors instantaneously open on a normal hallway. The bellboy seems visibly relieved that the elevator went where it was supposed to and shows the heroes to their rooms. After waiting for a tip, the bellboy rushes off to tend to his duties.



PCs may call the elevator to a floor by pushing the standard up/down button. Moving the lever to L through 5 will bring the elevator instantaneously to the Lobby or a normal hallway on floors 2 through 5. Moving the lever anywhere within range of the omega symbol brings them instantly to an omega hallway, and moving the lever to \aleph o brings the elevator to the aleph hallway.

Normal Hallway

This appears to be a normal, if slightly shabby and run-down hotel hallway, with doors to ten rooms on each side of the hallway. The room doors all bear a three-digit number: the floor number followed by the room number. The characters have been given room 501 and an additional room as necessary. There is nothing remarkable about any of the rooms, though they are all locked, and the heroes only have keys for their own rooms. At the opposite end of the hallway from the elevator is a door to the stairwell.

Stairwell

Every door that leads to the stairwell bears a sign that reads "DANGER," but none of the doors are locked. The stairwell is dimly lit, but once the door shuts behind them, the lights flare up to reveal an impossible staircase with two doors: the one they entered from (marked with the floor they left) and another door on the far side, with markings too small to read from where they are. If the PCs go left/ down, the other door leads to one floor lower, and vice-versa. They can move in the same direction forever, but they cannot descend lower than the basement.

Omega Hallway

There are an infinite number of these hallways, all identical to the normal hallway. The door numbers will reflect an infinite number of possible floors, from 601-620 through 99999999901-999999999920, and beyond. All doors in these hallways are locked. If any door above the fifth floor is picked or forced, it will open to an infinite black space. Any PC attempting to bash a door open by force must succeed at an Agility roll or fall through the door, their momentum carrying them forward forever. Rescue attempts are at the GM's discretion.

Aleph Hallway

This hallway also appears identical to the normal hallway except that every door is marked with "X o." Doors in this hallway are not locked, but every door opens to another identical hallway, from where the elevator would be on the normal hallway. Every door in this second-tier hallway is marked with "XI" except the one they entered from, which is marked "Xo." These hallways will continue in an infinite series. There are no stairwell doors in these hallways.

If the characters explore these infinite hallways, have them draw a card for each new hallway entered. If they draw a Queen, King, or Joker, they find the night manager in the middle of the hallway, curled in the fetal position and sobbing into his hands. He will be mostly incoherent, but a successful Persuade or Intimidate roll will allow him to tell the PCs that the trouble is in the basement (which can be reached via the stairwell from any normal hallway or the lobby).

Basement

The source of the hum from the lobby is here: a pulsating, glowing machine that randomly vents puffs of cool steam. A successful Repair roll allows the heroes to work out which is the off switch, and the machine can be easily shut down. If a PC attempts to stop the machine by attacking it, the machine has a toughness of 5, but a successful attack has a 50% chance of causing the entire hotel to fold in on itself and implode. Once the machine is off, the stairwell returns to normal—all floors above the fifth wink out of existence and the elevator breaks down. If the characters did not find the night manager before shutting off the machine, he will appear on the roof of the hotel, where he can easily access the stairs or the fire escape.

WHAT'S NEXT?

Characters will most likely want to get some sleep, and the hotel will function normally now. Questions remain to be answered, however: who built the basement machine? Where is the hotel owner who authorized all this? Can the Mythos Resistance commandeer this machine to use it for their own purposes?



That's the Spirit

The characters help Houdini expose a charlatan but get more than they prepared for.

INTRODUCTION

Harry Houdini is a firm believer in the concepts of séances and spirit mediums. However, he cannot abide con artists who sell false hope. His mission to debunk charlatans is very well known. Mina "Margery" Crandon is up for *Scientific American's* prize to demonstrate telekinetic ability. The editors have publicly asked Houdini and the PCs to help evaluate Crandon.

This is to be the third test for Crandon, who claims to move objects through the spirit of her dead brother Walter. Previous tests have been highly suspect, and Houdini is ready to declare her a fraud, but has been convinced to give her one last chance. Now close to exposure, the desperate Crandon has procured a powerful artifact, the *Shining Trapezohedron:* an object that opens windows and doors into other planes of existence.

The PCs arrive with Houdini, and others as needed: there should be seven people at the table in total. Houdini will lock Crandon into a stout box formed around a chair, exposing only Crandon's face and her forearms. The rest of her will be restrained inside the cheat-proof box. Once Crandon is locked in, all attendees will sit and join hands, while the lights are dimmed. A bell is suspended in a locked box at the center of the table. Crandon must ring the bell to win the prize.

THE SÉANCE

When all attendees are seated and holding hands Crandon begins:

"Ladies and Gentlemen, please close your eyes. Breathe in deeply, and let it out slowly. Clear your minds of all conscious thought, and of all nagging doubt..."

The GM should call for a Notice roll. Any PC that aces their roll should be informed that they can hear a faint shuffling inside the restraint-box. Crandon continues: "Open your minds to the influence of the Other Side. Open your minds to Walter. Walter, are you there?"

Make another Notice roll, this time at a -2. Those who succeed hear a shuffling sound from inside the box, slightly louder than before.

"Walter. Walter! Come forth, Walter, and show us you are here by ringing the bell on the table."

Make another Notice roll. Those that succeed hear a louder shuffling and the sound of metal lightly scraping against the inside of the restraint-box.

"Walter?" Crandon grunts with effort "Walter, hear me!"

Characters now notice, without a roll, that Crandon appears to be fidgeting inside the box, wriggling to do something without the use of her hands. Houdini breaks the silence by declaring he's seen enough, but Crandon persists:

"Spirit! Hear me! Do my bid... OW! Bend to my wi... OW! Oh God, Oh God! THERE'S SOMETHING IN HERE WITH ME!"

Any PC who declares that their eyes are open can now see a strange, sickly green light shining through the cracks in the restraint box. Those with a successful Notice roll will also hear a combination of tittering and scratching sounds moving up the box. The rat-like noises appear to be climbing up her body inside the restraint box, moving towards her chest.

Suddenly, the edge of every angle in the room begins to glow with the same light. In one corner, the angles seem to fold in on themselves but also "through" themselves, in a manner not consistent with reality. Crandon screams as a hunched and ancient figure steps through the in-folded angles, and everyone draws for initiative.

Keziah Mason, the witch, has appeared in the angles of the corner, and her rat-thing familiar **Brown Jenkin** is in the restraint box with Crandon. PCs with Knowledge: Mythos may roll for the following information: Keziah escaped the Salem Witch Trials in 1692, but unlike many of the poor women tortured and killed at that time,



she actually *was* a witch. She also displayed an incredibly prescient understanding and application of mathematics, physics, and extra-dimensional topography. This synthesis of magic and science allowed her to escape her jail by folding space in strange non-Euclidean "angles." She was drawn here by the power of the Shining Trapezohedron, an artifact that could allow her even greater freedom of extra-dimensional travel.

Brown Jenkin slipped through from *outside* first, squirming through the tiny angles inside the restraint box that were closest to the artifact. Once he used its power to open up the way for his master, he began to gnaw Crandon's heart out, and she will be dead in three turns if nothing is done. It will take one action to unlock the restraint box. Once the box is open, Brown Jenkin will ignore Crandon and leap to attack whoever has opened the box.

Keziah Mason, meanwhile, will begin her own attack. Her goal is to capture the artifact and at least one soul, dragging them back through the corner and using their life-force to power the Shining Trapezohedron for further travels. She will kill anyone else who tries to stop her, and they will be the lucky ones. If Brown Jenkin is killed, she will retreat; if she is killed, Brown Jenkin will go Berzerk.

🕐 Keziah Mason

Keziah Mason is a bent, withered old crone, though her unnatural travels have

made her effectively ageless. Her allconsuming motivation is to gain more power in order to prolong her life and continue her extradimensional explorations. Attributes: Agility d4, Smarts d12, Spirit d10, Strength d4, Vigor d6

Skills: Fighting d4,

Intimidation d8, Knowledge: Mythos d10, Shooting d6

Pace: 4; Parry: 4; Toughness: 6 (2)

Edges: Beast Bond (Brown Jenkin)

Hindrances: Arrogant (Major)

Gear: Magic staff (simple melee damage: d6), knife d4

Special Abilities:

• **Armor +2:** Keziah is protected by a magical aura.

• **Immunity (Curved Weapons):** Weapons without angles (baseball bats, bullets) have no effect on Keziah. Weapons with angles, edges, or sharp points do normal damage.

• **Bolt:** She can shoot one bolt of magical energy from her staff per round (12/24/48, 2d6).

BROWN JENKIN, RAT-THING FAMILIAR

Brown Jenkin, a tiny, twisted, rat-man thing that enjoys gnawing the hearts out of his victims. **Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d4

Skills: Climbing d10, Fighting d8

Pace: 3; Parry: 6; Toughness: 4

Special Abilities:

• Bite: Str+d6.

• Low Light Vision: Ignores penalties for Dim and Dark lighting.

• Size -2: Brown Jenkin is the size of a large rat.

• **Small:** Attackers subtract 2 from their attacks to hit.

AFTERMATH

Crandon had smuggled the hinged box that houses the Shining Trapezohedron into the box with her. Houdini is impressed with her ability to open the box while locked inside. Whether she survives Brown Jenkin or not, the characters should recover the Shining Trapezohedron and transport it to somewhere safe.

The Shining Trapezohedron is a glowing 10-sided stone (looks like a d10), mounted in the bottom of a hinged metal box. Reflections in its facets defy the laws of optics and reflection as we know them randomly magnifying, transposing, or otherwise impossibly distorting the images.

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Adventures

Circle of Confusion

GM Overview:

At first, this seems like a regular investigation into a missing person with ties to the Mythos. The deeper they dig, the weirder it all becomes. One investigation leads to another, which leads to yet another, but they don't seem to be related in any clear way until the end.



START

The characters are already on a mission to keep tabs on Sean Breag and his Cult of the Awakening and have tracked him down to a residence he owns in Providence. Now that the Mythos Resistance knows where he lives, they're going to try to entrap him or find another way to stop him before he can ruin more lives with his madness. Sophie Tucker has supposedly written a detailed mission outline and given it to H.P. to give to them.

They are told to arrive at the Lovecraft residence by noon so they can meet with H.P. and get more current mission details about Breag.

GATHERING INFORMATION

While the characters ask around and investigate further, they are suddenly handed a small package by a delivery boy. Upon opening, they find a photograph of a man. This was taken, unnoticed, by a Mythos Resistance member.

There is a handwritten note with some facts on it:

• This unknown man from out of town tried to get a bank loan to buy a property in Arkham. He was denied but told the banker that he would be back later in the week with "a bag of cash to change his mind." He has not returned since.

• The same man was seen in the Miskatonic Library last week by one of the Mythos Resistance members.

• This unknown man was also observed two days

ago walking into the State House with Sean Breag, an infamous cult leader whom the Mythos Resistance has been watching closely (and vice versa).

• Sean Breag sold his house in Providence to the bank just yesterday.

• Breag and this man are friends, or at least they seem to be.

• No one in the Mythos Resistance has





any idea who he is or where he came from, but if he is friendly with Sean Breag—that's a red flag.

The note isn't signed, but if the characters have been a part of the Mythos Resistance for a while, they'll recognize the terrible penmanship of their fellow Mythos Resistance member, Albert Einstein.

THE LOVECRAFT RESIDENCE

H.P. isn't there when they arrive, but his mother **Sarah Susan Lovecraft** is. She hasn't been told that they were coming, and she is concerned that her son should have been back home hours ago.

This leaves the characters in an odd spot. They need to continue their mission, but Sarah Susan Lovecraft is pleading with them to look into what might have happened to her son.

While the characters are in the Lovecraft house, there's a knock at the door. A delivery boy hands Sarah a sealed envelope, and when she opens it to read, it's immediately clear that the contents of the letter are grim. Sarah tells the characters that the letter is from Mark Twain, who is greatly concerned about H.P.'s safety. He didn't check in yesterday, and he was on a dangerous mission, so he's presumed missing. His last report spoke of seeing Breag and his cronies in the State House, chatting with a Rhode Island State Representative and other politicians.

While the characters already have enough to worry about with their original observe-the-cultleader mission, this will take priority (and end up being connected to the main plot). hidden on the dead cultist in the State House.

Additional location information: The attic in the Lovecraft home is a hoard of artifacts, trinkets, and dangers from Susan's wilder days. Many collectors and schemers would pay handsomely for even a glimpse at that attic's contents. If they can



convince her to part with some protective amulets, she'll lend (not give) them one each. These amulets are unnatural in origin and will offer +1 Armor for all damage. The only hitch: to put one of these around their neck, the characters will have to make a Fear roll. The sheer dread they feel from its horrible power is too much for most people.

THE RHODE ISLAND STATE HOUSE

Investigating during the day is neither wise nor useful, so the characters will need to wait until it's late.

At night there's no one around, and no lights are



Looking Around the House

A successful Notice roll reveals that the window frame in the living room is chipped: the house has been broken into and Sarah hasn't yet noticed. A raise on the roll shows that there is a picture frame askew, but the photograph in it has been removed carefully, and that particular missing photograph was of her son—and the very same photo that was on other than the front entrance. An elderly security guard sits at the desk behind the locked front doors, sleeping soundly. However the players decide to get inside, they will need to do it in a way that avoids alerting him. There are two more guards inside the building, walking the halls. They won't fight, but they will yell and/or call the police. The characters should be very careful.



With a successful Notice roll, it's clear that there are small windows that lead into the basement of the building. Getting inside might require some lockpicking or even brute force, but the characters will need to do it quietly.

The Dead Cultist

In the basement, the characters find the body of a man in his late 50s, wearing the purple ceremonial robe of a cultist. There are no signs of struggle, no blood, and no bruises. If one or more of the characters has the skills Healing or Knowledge: Medicine or similar, then they can verify that the man likely died of a heart attack or some other seemingly natural cause. Rigor mortis hasn't yet set in fully, so he's only been dead a short while.

Searching him reveals a poisoned ceremonial blade, a box of chalk, and a photograph of H.P. Lovecraft. Characters may or may not have found out that this is the same photograph missing from the picture frame in the Lovecraft Residence. Even if they wanted to, there is no way to bring the dead body back out the way the characters came in, so they will have to leave it there.

The sounds of commotion from above can be heard, and the lights go on. The security guard has opened the door and is walking down the steps, flashlight on. He calls out to see if anyone is there and waits in silence to listen for noises.

As the characters escape, they hear the sounds of startled yelling from the basement. The security guard has just discovered the body.

BACK AT THE LOVECRAFT RESIDENCE

The characters knock politely, but it takes quite a while for Sarah Susan Lovecraft to answer the door. As they enter, they can see that she is in the middle of something very unnatural looking, perhaps a ritual. There are candles and occult symbols on the floor and some kind of unidentifiable leathery wing. She won't talk about any of it, and if they push too hard, she will threaten to kick them out of the house.

Suddenly, there's movement in the middle of the ritual circle and a shimmering mist starts to form (players roll Fear check). The sound of violin music is heard faintly, then the mist dissipates. Sarah Susan Lovecraft looks pleased and tells them simply: "*I*



found him."

Suddenly, the front door is kicked down by **Sean Breag** and several **cultists**.

As combat begins, Sarah Susan Lovecraft closes her eyes and starts to chant in an unknown language. Before too long, her chanting is so loud and so strong that Breag and the cultists all hit the floor at once, unconscious. She also faints. Behind the players, in the middle of the mist-filled ritual circle, stands H.P., looking bewildered.

WRAP-UP:

H.P. was kidnapped and held in The Elsewhere by the magic of Sean Breag. Since Breag and his attacking cultists are now unconscious, the characters are free to do what they choose with him. Perhaps they'll call the police, or maybe they'll kidnap him and take him to Twain and the others. One way or another, the original mission is complete, as is the secondary mission of saving H.P..

Whether the players have figured it out or not, they can interrogate Breag once he's awake, and he'll confirm or inform them of what happened. It turns out:

The mystery man is not just a friend but one of the other leaders of the American branch of the



Cult of the Awakwning named Arliss Cook. He kidnapped H.P. and took him to the basement of the State House to be held. The dead cultist was named Harvey LaGrange, a state employee with keys to the building, and it was he who set up the holding area. Sean Breag was already there with Harvey, and he created a ritual circle to send H.P. temporarily to The Elsewhere. The ritual worked and H.P. vanished. But the ritual caused such fear in the newly initiated LaGrange that he had a heart attack and died on the spot. Sean Breag and Arliss Cook cleaned up the chalk markings and left together in a hurry. There was no way to leave with the body without being noticed.

Arliss Cook is now in the Elsewhere as well. Sean Breag now knows how to use this ritual to banish his enemies, so he got rid of his closest competition in the cult.

Extras and Wild Cards

COPS (1 per player character)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6 **Skills:** Fighting d6, Shooting d8, Driving d4,

Repair d4

Pace: 6; Parry: 5; Toughness: 5

Hindrance: Code of Honor Gear: Colt Police (.38) (2d6), billy club (Str+d4)

CULTIST OF THE AWAKENING (1 per player character)

Draped in purple robes and hiding in the shadows, the angry members of the Cult of the Awakening follow the commands of their cult leader Sean Breag, without question. They are sworn enemies of Aleister Crowley and his cult and will attack any of them on sight.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Fighting d4, Shooting d4, Persuasion d6, Knowledge: Mythos d6

Pace: 6; Parry: 4; Toughness: 3 Hindrance: Misled

Notes:

Cultists may be driven to states of Fearlessness. **Gear:** .38 revolvers (2d6), baseball bats (Str+d6)

A SEAN BREAG

Quote: "We're the bad guys."

Sean Breag is an average man living a life unimpeded by the restrictions of morality and compassion. Underneath his polite father-knowsbest exterior, Sean is the de facto leader of the Cult of the Awakening's American chapter, tasked with recruitment and the expansion of the cult's fingers into whatever social institution it can reach. Sean loves his job, welcoming fledgling conformists into what he calls "The Family." As cultists are initiated, their necks are branded with an ethereal Herald moth tattoo that only other cultists can see. While performing these duties, Sean is keenly aware that the Cult is also searching for its own Herald, a

> General who will lead the armies of Dread Cthulhu across the Earth at the end of the world. And if Sean is really lucky, Cthulhu will eat him first. Sean also prefers to let his subordinate cultists battle for him: he is not much of a fighter.



Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d4 Skills: Fighting d4, Shooting d4, Throwing d6, Persuasion d6, Knowledge: Mythos d6 Charisma: +2, Pace: 6; Parry: 4; Toughness: 3 Edge: Charismatic Hindrance: Misled, Deathwish Special Abilities / Gear: Sean has two items of unnatural origin for this particular Adventure:

• Dusty Tome: A book that allows him to recite



passages aloud that cause intense, debilitating migraines (damage: Spirit +1) to all within earshot. This is incredibly powerful, and taxing to the one reading aloud. After each mental attack, Sean requires 1d4 rounds before he can use the Tomb again.

• Accursed Needle of Zur'In Xal: If a character's skin is pierced by this needle, they will begin an unnatural transformation into something horrific and deformed that can only be stopped by someone with a Mythos-related solution.

Alexandree Sarah Susan Lovecraft

Quote: "Have fun, you two. Dinner is at six."

At a time in America when mental health practices tragically underserved their patients,

Sarah Susan Lovecraft spent many years locked in an insane asylum for speaking a truth nobody wanted to hear: that humanity was doomed and it was in our best interest to hasten the inevitable. Despite the cruelty of the alienists who treated her, Susan learned that life would be easier if she kept a lid on all this talk of the impending apocalypse and Mythos beings from beyond the stars.

After her release she fell in with the wrong crowd and

took to raising hell. Some time later, she became pregnant with little Howard Phillips. He quickly became the center of her world. In him she saw a reason to fight back against the overwhelming nihilism and taught him as best she could her ways as a self-proclaimed necromancer. A lifetime of doting, however, is a hard habit to break: she remains as overprotective of her son as though he were still a child.

Attributes: Agility d4, Smarts d6, Spirit d10, Strength d4, Vigor d4

Skills: Fighting d4, Shooting d4, Persuasion d6, Knowledge: Mythos d6

Charisma: +2, **Pace:** 6; **Parry:** 4; **Toughness:** 3 **Edge:** Charismatic

Hindrance: Misled (wants to help hasten the inevitable apocalypse)

Special Abilities / Notes:

Sarah has several items of unnatural origin that have their own weird powers:

• **Dusty Tome:** A book that allows her to recite passages aloud that can

remove the effects of Shaken for everyone within earshot.

• Chalk Drawings: It deals out Spirit +2 damage to anything Mythos-related that touches these sigils and Elder signs.

The Fall of a Sparrow

GM's Overview

The characters are mailed a letter with mission instructions and a meeting point by Mark Twain. They will be on a Mythos Resistance team investigating a person of interest and potential recruit named Tommy LaValle.

PLOT POINTS

• Mark Twain tells the PCs to quickly get to a particular location to observe and report on a person of interest named Tommy LaValle, a potential Mythos Resistance recruit.

• Characters will see what happens to Tommy LaValle and know that he's been set up by someone: he is arrested, then taken directly to Dexter Asylum, a well-guarded and high-walled institution on the east side of Providence.

• Characters must stay away from the cops who seem to be looking for someone else in the same area they got Tommy. They are overheard talking to each other about a woman, but no more useful information can be gleaned.

• Asking around town reveals Tommy was seen in the hours before his arrest at the Lazy Cricket Club in Downcity Providence, talking to the owner, James "Two-Lips" Sommers. A woman wearing a mink coat arrived, then sat to talk with Tommy and James. Five minutes later, she left with James, the owner. Five minutes after that, Tommy left the club in a hurry. By midnight, he was being arrested at a wristwatch factory.

• Breaking Tommy out of Dexter Asylum will require a solid plan to get around not only the regular employees but several very large men with shaved heads who wear blue suits. They seem to be guarding the area of the Asylum where Tommy is being held.

• Thomas Edison is involved, but it seems that he is just using his influence to facilitate a request from some unknown person whom Tommy slighted. Characters won't know this until the end.

In a back room, Tommy's guitar case is being looked at by two scientists of some sort. They can't seem to open it, no matter what they do.

• The characters must not only get Tommy

LaValle out of the asylum but also his guitar case. It seems to have some secret power that Tommy won't talk about.

• Once he's out and safe, Tommy will join the Mythos Resistance.

THE START

The Characters are sitting around a table, eating a late dinner. There's a knock at the front door, and a sealed envelope is pushed underneath. It's a letter from Twain.

Twain's Mission Letter



Dear Friends. Tommy LaValle is a very important person of interest, and I fear he may be trying to do something imprudent tonight. He knows nothing about our group, but Sophie, Henry, Cal, and I all agree that he has more potential to help us than perhaps any other potential recruit we've selected

in recent months. We want him to be part of the Mythos Resistance, and your group is being tasked with bringing him into the fold.

Get to the Jewelry District by midnight tonight. There is a wristwatch factory on the corner of Dyer Street and Elm Street that Tommy LaValle was seen at last week. We think he might be headed there again tonight. Observe and report only; do not attempt to intervene, no matter what. It would ruin quite a bit of undercover work we've done already, and we're not ready to play that card yet.

Be safe, MT.





Part 6: Weird Tales of Adventure

WRISTWATCH FACTORY

Midnight in the Jewelry District. The dilapidated factory on the corner of Dyer and Elm St. is dark and shows no movement.

Just as the Player Characters arrive at the closed factory, they can see that something is about to happen and they must find a hiding spot immediately. As soon as they do they observe the following:

Tommy LaValle is sneaking up to the doors holding a detailed map and a ring with 3 keys. He carries a guitar case and looks nervous.

Several **cops** throw open the factory doors, guns drawn as they shine lights and tackle him, cuffing him. It was a trap!

Tommy is hustled into a nearby waiting truck with a sign that reads: DEXTER ASYLUM. The characters see that he drops the keys in the scuffle, but no one else notices.

Nearby, just out of Tommy's line-of-sight, is a car with none other than Thomas Edison sitting in the back, handing the a crooked police sergeant an envelope. Both men smile slyly like SOBs.

The characters see everything and just barely avoid being seen by Edison's men or the cops. Everyone else leaves the area as the characters remain hidden. Once the coast is clear, they can get those keys if they'd like.

Breaking into and/or investigating the factory doesn't seem to give them any new information.

Was Tommy set up by someone? What does Edison have to do with it? It's time to do some investigating, and there's no time like the present.

If the characters use a skill like Tracking, they can retrace Tommy's steps directly back to the Lazy Cricket Club, just a few minutes' walk away. They might also find this info by getting a raise on a Notice roll or calling in a favor from a connection with investigation capability.

If they decide to go to Dexter Asylum, they can. But there is simply too much commotion happening at the moment, and there's really no way for the characters to get in without ruining everything. They'll need to try to find out more about Tommy's whereabouts that night before they return to break him out.



One way or another, the players will find themselves at the Lazy Cricket Club, where they can get more information.

THE LAZY CRICKET CLUB

This place is jumping! The music is loud and joyful, mixing the old-style ragtime with the new Post-Jellyroll sounds of this wonderful new music we call Jazz. Alcohol isn't served legally (Prohibition), but it's quite easy to find someone to pour you a glass of the good stuff to wet your whistle.

Some mingling and asking around gives the characters the information they need:

• Tommy was seen in the hours before his arrest talking to the owner, James "Two-Lips" Sommers. They were seen arguing earlier in the evening but were laughing together by 11:00pm.

• A woman wearing a mink coat later arrived and sat to talk with Tommy and James.

• Ten minutes later, both Tommy and James appeared nervous, all traces of enjoyment wiped from their faces.



- No one had ever seen the woman before.
- Five minutes later, she left with James, the owner.

• Five minutes after that, Tommy left the club in a hurry, carrying his guitar case and a yellow stuffed envelope.

• That was 11:45. By midnight, he was being arrested at the factory.

• The owner, James "Two-Lips" Sommers, is in the back room drinking heavily, clearly upset about something.

• Some think that Tommy's situation is connected with James and his shady business partner(s).

This club is not in the safest area of the city, and as they leave the characters are mugged by some street thugs who carry knives.

Dexter Asylum

The bad reputation of this ominous stone structure is well known. Dexter Asylum was built to be a poor-farm, then was gradually repurposed to be used exclusively as a sanitarium. The three-story stone structure is surrounded by a massive boundary wall.

For players who investigate further—or those with Knowledge: History or some other appropriate skill—the history of the place gives some more insight. Ebenezer Dexter was a wealthy merchant trader who died of a very mysterious disease that his attending physician later described as "unnaturally cruel." It seems the man's skin began to dry out, then progressed to the point where he was unable to move without terrible pain. Losing weight and strength, Ebenezar tried all manners of treatment, including heroin drops and mercury, but nothing was effective. With the money he would leave behind, he vowed to build a place for all the "poor, elderly, and mentally ill residents who could not otherwise take care of themselves." Ebenezer Dexter died at the age of 51 in excruciating pain. The disease was never identified.

The Asylum was built according to his last wishes, including the very peculiar (and massive) boundary wall. The specifications were detailed in Dexter's will, which required that it be built from "a good, permanent stone wall of at least 3 feet thick at the bottom and at least 8 feet high and to be placed on a foundation of small stones as thick as the bottom wall and sunk 2 feet into the ground." Some say that the wall's mortar was mixed with blood as a way to offer protection, but there is no direct evidence of that being true.

Break-Out

Breaking Tommy out will be very difficult but might be achieved in a myriad of ways. He's being held on the third floor in a padded cell by himself, guarded by four **very large men with shaved heads** who wear blue suits. They certainly don't look like they're employees of the Asylum.

In a back room, Tommy's guitar case is being looked at by two scientists of some sort. They can't seem to open it no matter what they do.

The characters must get Tommy LaValle's guitar case as well: he won't leave without it. It seems to have some secret power that he won't talk about.





Cops show up out front as the characters are leaving, so they will need to slip past them or otherwise bypass them. If it takes too long, Thomas Edison shows up before they leave, making it much more difficult (since he uses his influence on the cops).

Once everyone makes it outside the boundary wall, they're safe. Before Tommy agrees to join the Mythos Resistance, the players will need to "solve" the mystery as to why he was set up and by whom. As long as their theory is reasonable, Tommy confirms that *"That must be it!"* If they feel that there is a reason to confront Two-Lips, they should do this now. As long as Tommy is sure of what happened, he will agree to join the Mythos Resistance. Mark Twain now needs to be notified, and then the mission is complete!

WRAP-UP:

The players might decide that this is the end, or they may decide to continue. If they continue, Tommy LaValle will be on their team, and his participation will prove very helpful. However, this also means that Thomas Edison's cronies will continue to pursue him and make life difficult.

Extras and Wild Cards

COPS (1 per player character)

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Shooting d8, Driving d4, Repair d4 Pace: 6; Parry: 5; Toughness: 5 Hindrance: Code of Honor Gear: Colt Police (.38) (2d6), billy club (Str+d4)

LARGE MEN WITH SHAVED HEADS (1 + 1 per player character)

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8 Skills: Fighting d6, Shooting d8, Intimidation d6, Driving d6, Boating d4, Tracking d6 Pace: 6; Parry: 5; Toughness: 6 Edge: Steady Hands Gear: Knife (Str+d4)

STREET THUGS (2 + 1 per player character)

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d8 Skills: Fighting d6, Shooting d4, Intimidation d6, Driving d4, Lockpicking d4 Charisma: -2, Pace: 6; Parry: 5; Toughness: 6 Hindrance: Mean

Gear: Switchblade (Str+d4)

A TOMMY LAVALLE

Quote: "Logical conclusions don't satisfy. Monsters satisfy, absolutely."



Speaking of betting...

Some have called him a scammer, a swindler, and a conman. He's spent most of his adult life trying to pull the wool over the world's eyes, with little success. He owes a great deal of money to several different loan sharks, and it has gotten so bad that he's been forced to go on the run.

His business sense is abysmal, and every time he's tried to go legit, something terrible happens and he suddenly needs a lot of cash fast. Committing nonviolent crimes is something he thinks of as more of a necessity than a way of life. Every time he does something illegal, it's always "the last time," but that never ends up being the case. He's been to jail a handful of times but always found a way to talk himself out of trouble. People may not trust him, but they like him. Even those who profess to hate him have a soft spot in their heart for Tommy. They may want him to pay for his missteps, but few people truly wish him harm.

His most recent "incident" involved politely asking a driver of a truck to exit his vehicle and offering to split some of the cash with him once he sold the cargo. While it worked, it turns out that particular cargo belonged to a very powerful and vindictive person.

He carries a guitar case everywhere he goes and jokingly tells everyone that he uses it as a wallet to carry around all his cash. In reality, it is a gift from his late father and has a very special aspect to it. Whatever he puts inside it somehow becomes more valuable when he takes it out to sell it. It doesn't make any logical sense, but it's true.

Tommy is very skeptical, assuming that most folks have some scam they're running, some angle to play. Even when he meets a person whom he calls one of the "rare innocents," it takes quite a while for him to trust them. He's also very good at covering up his true intentions and persuading those around him that he is on the up-and-up.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d4, Driving d4, Persuasion d8, Knowledge: American History d6, Repair d4

Charisma: +2, **Pace:** 6; **Parry:** 5; **Toughness:** 6 **Edge:** Charismatic **Hindrance:** Overconfident, Doubting Thomas **Gear:** Special Guitar case (empty), .38 revolver (12/24/48, 2d6)

Special Guitar Case

Anything placed inside this empty case with the lid closed will appear to double in value when removed. Items appear to be of finer workmanship, piles of cash somehow get counted as twice as many bills. Targets get a Spirit roll at -2 to resist this illusion, but success only allows them to see the original value (they can't detect any attempt at fraud).

THOMAS EDISON

Thomas Alva Edison is the face of American ingenuity. His arguably vicious work ethic spawned, among many other things, the light bulb, the phonograph, and the movie camera. But the mythology surrounding Edison goes much deeper than the man who refused to shower for days at a time, who took naps at his desk to avoid going home to sleep, and who spent weeks testing prototype ideas before stumbling onto a correct answer.





Part 6: Weird Tales of Adventure



Edison is a steamroller made flesh with an unstoppable drive to compete, win, and destroy that remains unmatched to this day. Edison has recently employed Albert Einstein to develop a power source for an undisclosed project. What Einstein doesn't know, however, is that Edison did not commission the project himself but is following orders from a force more powerful and ruthless than he.

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Fighting d4, Shooting d4, Throwing d6, Persuasion d4, Knowledge: Mythos d10, Climbing d6

Pace: 6; Parry: 4; Toughness: 4 Edges: Charismatic, Command Hindrances: Arrogant, Overconfident, Greedy Special Abilities / Notes:

While Edison doesn't carry any weapons or personally get into fights, he does have quite a few people on his payroll who can take care of that kind of that type of business for him.

Possible Connection: Edison is always looking out for talented people he can exploit and he's willing to promise anything or hurt anyone in the process. His current power project, for instance, has had some troubling setbacks that he would pay handsomely to resolve. Maybe the characters can play both sides of this coin?

All James "Two-Lips" Sommers

The jovial owner of the Lazy Cricket doesn't want any trouble. While he does have to pay protection money to the organized crime families (like most everyone else), he does his best to avoid involving himself with them any further. He still owes a lot of money to the investors that helped him buy the club. One of those investors is a silent partner; an anonymous businessman with direct ties to both Edison's power company and the owners of Dexter Asylum.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Shooting d4, Driving d4, Persuasion d8, Knowledge: American History d6, Charisma: +2, Pace: 6; Parry: 5; Toughness: 6 Edge: Charismatic

Hindrances: Overconfident, Doubting Thomas Special Abilities / Notes:

Two-Lips is extremely anxious, and it's clear that he's hiding something.



Mood Indigo

This Harlem nocturne sees the Player Characters investigate an unnatural series of deaths in the middle of the Harlem Renaissance.

CHARACTERS

This Adventure is set during the height of the Harlem Renaissance, a period that saw a flourishing of African-American arts and culture, but still plagued by the shadow of racism. Legal segregation was still solidly in place and generally accepted. Very few clubs and other establishments allowed people of different races to mingle or work together.

Certain sensitive subjects (like racism) might not be right for all gaming groups. Ignorance and hatred can be very powerful aspects of storytelling and characters, but this is only worth exploring in a game if everyone is on the same page. Play responsibly.

INTRODUCTION

The PCs have been sent to the Harlem neighborhood of Manhattan to investigate the strange circumstances surrounding a series of suicides around the Lennox Avenue bridge. The bridge is not very tall, and the waters in the Harlem river are fairly calm, but none of the bodies of the suicide victims have been found after they entered the water. No one knows exactly how many of the city's missing people have actually committed suicide there, but there have been enough eyewitnesses to point to something strange happening in the waters under the bridge.

The Mythos Resistance was alerted to the situation by Duke Ellington, a bandleader and composer living in Harlem. His regular gig at the Hollywood Club downtown keeps him from being able to actively participate in any evening investigations, but he is available as a resource during the day.

The characters arrive in Harlem on Friday morning, and they have all day to investigate. Duke has arranged for them to stay in an apartment near the bridge at 7th Avenue and 143rd Street. All of the reported suicides have taken place at night, none during the day. They may wish to examine witnesses during the day, though they might be wise to rest up for an all-night stake-out of the bridge.

MEETING DUKE

Duke Ellington's night gig necessitates him sleeping late in the morning, so he isn't able to meet the PC's until 11 am. He takes them to breakfast at a restaurant on the border of the Harlem neighborhood. The business and noise of the other patrons allows the characters to discuss the details without fear of being overheard.

Duke himself only knows just enough to suspect a Mythos connection. About a month ago, a shooting star was seen over Harlem, and by its trajectory it seems to have landed in the Harlem River near the Lennox Avenue Bridge. The next day, a large fishkill was reported downstream, though it seems likely that the fish were killed near the bridge and floated away. Rumors reported strange glowing lights from the waters beneath the bridge, but these were dismissed as pink elephants or reefer madnessuntil the first reported suicide. There have since been several witnesses to suicides and strange lights, though Duke knows of only two that might be willing to talk. He is available for directions and introductions until 3 pm, when he must go to rehearsals for the evening's show.

WITNESS #1, JAMES LEROY

James might not usually be willing to trust strange folks questioning him; however, he has made himself unwelcome at every speakeasy in Harlem, so a pint of hooch will loosen his tongue, regardless of who's asking. Without any hooch, PCs will need to succeed at a Persuasion roll. Duke can inform the them as to which street corner he normally haunts.

James's account will not seem reliable since he was fighting the shakes the night he saw the suicide. He says that he saw someone crossing the bridge on foot late at night. The victim disappeared into



the darkness when he got up to the bridge but he was soon illuminated by a dancing glow that lit the bridge from below. James has trouble describing the color of the glow because the color itself is not present in our normal spectrum of visible light. He settles on "something like a dark blue, but also orange." James then saw the man more clearly and notes that he was an older black man with a cane and a bushy beard. The man dropped his cane and began stripping off his hat, overcoat, and other clothes, laughing as he stripped, and climbed the fence at the edge of the bridge. The man then leapt off the top of the fence into the water, and James swears he heard the man yell, "WHEEE!" as he plummeted into the water. James heard the splash, and he saw the strange glow pulse brightly before fading back into darkness.

WITNESS #2, OFFICER SEAN O'HERLIHY

Officer O'Herlihy is an Irish cop who witnessed a similar scene to the one James Leroy described, though O'Herlihy saw a young woman who dropped a box full of groceries on the bridge before she leapt, laughing and stripping, into the unearthly glow beneath the waters. O'Herlihy immediately ran to the site where she had jumped in, but by then the glow had stopped. He made his way off the bridge and down to the riverbank but never saw the young woman's body again. Police dredged the spot the next day but found nothing.

The circumstances in O'Herlihy's account have caused his superiors to think he had been drinking, and they have suspended him pending an investigation. O'Herlihy, a dedicated teetotaler, may therefore be unwilling to impart details about the stranger parts of his account unless the questioner is at least another Irishman, if not a more well-known figure that he may trust.

FRIDAY NIGHT AT THE BRIDGE

The heroes might want to stake out the bridge, but they will see nothing of interest until long after the sun goes down. It's a swing-bridge, only moved for river traffic during daylight hours, so usually no one is on duty in the operator's house at night.

At about 9 pm, the unearthly glow will begin

under the waters on the Western span of the bridge. If the PCs are not on the Western span of the bridge, they may see the glow but will not feel drawn by it. Any person on the Western span of the bridge will begin to feel a pleasurable tingling when the glow starts, and they will begin giggling uncontrollably. They will find themselves drawn to the water and will begin stripping off their clothes and climbing the fence in an attempt to jump in. A -4 Spirit check is required to resist this urge, but a success will still find the victim giggling uncontrollably and unable to do anything helpful. Anyone who attempts to physically keep the victim from climbing the fence will be caught by the same effect.

As soon as the victim hits the water, a force will begin to draw them under, toward a point of light on the bottom of the river. Suddenly, the night erupts in music, as the band at the nearby Cotton Club begins to play their opening number. The music draws the victim out of their stupor, allowing them to attempt to swim away. Despite the three-block distance, the sound of a single horn seems to carry above the entire orchestra, and when it hits a high note, the glow sputters out, accompanied by a noiseless scream that seems to originate from inside the listener's head. The glow does not return, since the strange horn seems to play all night.





THE COTTON CLUB

The house band is led by Fletcher Henderson, and Friday night was the debut of a young new cornet player from New Orleans by way of Chicago: one Louis Armstrong, billed as "The World's Best Cornet Player" on the posters outside the club. If the characters go to the Cotton Club Friday night, there is a strict dress code and those who look as if they don't belong are not welcome in the club.

Characters can gain entrance to the club during daylight hours the next day, especially if they enlist Duke's help to get inside. Duke doesn't need to be at rehearsals during the day Saturday, so he can make introductions once the party is inside. He knows the bandleader, Fletcher Henderson, who tells him about the new horn player and what a solid sensation he is. Fletcher willingly gives Louis' address to the PCs, though he will make a joke about Duke trying to steal him for himself.

LOUIS ARMSTRONG

Regardless of how the characters meet him, he will be smiling, warm, and gracious and will not let his cornet out of his sight. A successful notice roll will allow a PC to see that when lights from the room reflect off the horn, they seem to reveal hidden symbols etched into the finish of the bell.

If asked about his unique horn, Louis reveals that it was a gift from his grandmother Josephine, who was rumored to have been a powerful figure in the Vodoun community in New Orleans. He credits the horn for his success in music: "Every time I close my eyes blowing that (cornet) of mine—I look right in the heart of good old New Orleans...It has given me something to live for."

Defeating the Evil

Characters should realize that the only hope they have of stopping the murderous glow is to enlist the help of Louis Armstrong and his magic horn. Louis will be reluctant to skip the second night of his new gig to play his horn under a bridge, but Duke should be able to convince him to do it, and to get Fletcher to release him for the night.

The key to the success of the operation will be Louis's placement: If he is on the Western span of the bridge when the glow starts, he may well fall under its control and be unable to play. Louis should be positioned on the riverbank, near the bridge but out of range of the effect. One of the PCs will have to volunteer to be bait for the creature, standing on the Western span to entice an attack by the glowing menace. It may be wise to tie or shackle the bait character to the fence to prevent them from jumping into the river.

When the glow begins, Louis should begin playing his magic horn. The proximity of the horn will cause a considerably stronger effect, causing a much more intense mental "scream" in the minds of the PCs. All characters will need to make a Spirit roll every round once the screaming starts. Failure means the PC is stunned for one round, and success means the hero can act but with a -1 to all rolls until the creature is defeated. Louis will be unaffected by this attack, and the creature will be unable to approach Louis as long as he keeps playing.

After a round or two of Louis playing the horn, the glow will rise and break the water's surface, attacking the nearest character. This murderous "colour" from out of space is actually a larval creature and is considerably weaker than it would be if it were allowed to continue to feed and grow.

ANAL COLOUR OUT OF SPACE

An amorphous, semi-intangible blob of indescribable hue, this colour seeks to drain living things of their life energy to increase its own. **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d4, Vigor d4 **Skills:** Fighting d6, Persuasion d10 **Pace:** 3; **Parry:** 5; **Toughness:** 4 **Special Abilities:**

• Pseudopod Strike: 2d6 damage, ignores armor

• **Life Drain:** With every successful pseudopod strike, the target must succeed at an opposed Spirit roll. If the colour wins, the target's Vigor lowers by one die. If the target's Vigor drops below d4, they die, their body crumbling into grey dust.

• **Persuasion:** With a successful Persuasion check, the colour can telepathically persuade a target within short range to drop its weapons, strip its clothes, and surrender themselves to the colour willingly, laughing the entire time. As long as Louis is playing his horn, however, this effect is



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lessened: success by the colour means the target begins laughing uncontrollably, decreasing all of the target's dice rolls by 2.

• **Incorporeal:** The colour has no physical form, and cannot be hurt by normal physical weapons.

• Weakness (Sound): The colour is susceptible to certain frequencies of sound, which cause d6 points of damage per round.

• Weakness (Bright Light): The colour is susceptible to extremely bright light, including sunlight, of any color. A flare, bright flame torch, car headlights or any source of light brighter than a flashlight will cause 2d6 points of damage.

Armstrong Courses and Courses

Louis was born on August 4, 1901, though he often told people he was born on July 4, 1900. He is the grandson of slaves, and was born in the red-light district of New Orleans. His father abandoned the family when Louis was an infant, and his mother left him and his younger sister with her mother until Louis was five. Louis worked a variety of menial jobs as a young boy, selling newspapers, hauling coal, and selling discarded food to restaurants. At night, he would sing in the streets with a group of other boys for money, and when he hauled coal

to some of the brothels and dance halls, horn players like King Oliver and Bunk Johnson taught him how to play a horn by ear. He was eventually taken in by his employers, a Lithuanian-Jewish family that treated him like their own son. Louis played with a great variety of musicians in New Orleans until his musical mentor King Oliver invited him to come with him to Chicago in 1922. He only recently moved to Harlem to play in the Fletcher Henderson Orchestra, the top African-American band today. **Rank:** Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Gambling d4, Notice d6, Persuasion d6, Repair d4, Streetwise d6, Throwing: d4, Performance: Cornet d8

Pace: 6; Parry: 4; Toughness: 5

Edges: Command, Inspire

Hindrances: Loyal (minor), Stubborn (minor), Curious (major)

Gear: Knife (Str+d4), Flashlight, Magic Cornet **Special Abilities:**

• **Magic Cornet:** This magical horn is inscribed with powerful glyphs. These symbols increase Louis's Performance skill to a d12, and music from this horn also disrupts the powers of many unnatural Mythos.

Every round that Louis is playing the horn in combat with the Larval Colour, the GM should make a Smarts check on Louis's behalf. Success

> means that Louis has realized that certain notes hurt the creature more. Once Louis has made this discovery, his playing will automatically cause d6 points of damage every round.

The Trio

The Mythos Resistance is interested in the potential of three ordinary-seeming people and it is up to the Player Characters to recruit them.

CHARACTERS

No particular backgrounds or skillsets are required for this Adventure, though it would help if a few of the PCs were persuasive or charismatic.

INTRODUCTION

The aim of this mission is to recruit three new members into the Mythos Resistance. They are not well-known luminaries of the 1920s, but each of them has a unique potential that would make them valuable assets to the Mythos Resistance and the ongoing fight against the unnatural.

This mission is divided into three parts, though they need not be run in any particular order. The predetermined starting point for the all three parts is listed as the Anatheum Library in Providence, though the characters are not required to return to the library after each new member has been recruited.

The Letter

Each of the PCs has been sent a copy of a letter from Samuel Clemens (Mark Twain):

То _____

Dear ______, Your efforts in service of the struggle against the strange and unnatural have thus far been exemplary, and you have repeatedly and consistently shown yourself to be a credit, both to the cause and the human race entirely.

However, we cannot continue this fight alone. Every day, the threats to our world grow more dangerous and dire, and the only remedy that readily presents itself is to actively recruit more members into our organization. I have therefore tasked you and a few others to recruit three persons whose skills and abilities show an as-yet untapped potential for aid in our struggle to save the world.

These three persons are, in no particular order:1. Feder Kachka, a formerly Ukrainian refugee.

He is most likely currently employed as a factory worker in Providence, though other details are currently unknown. I would suggest starting your search for him at Providence City Hall, where he may have a work permit on file.

2. Angela Ashcroft, currently a graduate student of anthropology at Miskatonic University in Arkham, Massachusetts.

3. Victor Eisenberg, a German immigrant and academic wunderkind. He currently operates a small engineering laboratory in East Providence near the Providence River, just off Randolph Street. Niels Bohr brought him to our attention.

You are hereby requested to proceed to the Anatheum Library in Providence at 10 o'clock in the morning on Monday the 8th to meet with the other members who have been tapped for this important assignment. Proceed to the reading area adjacent to the Robert Burns collection. For the purposes of identification to your fellow members, please wear a violet.

Sincerely yours, S. L. Clemens

(GM: If the PCs already know each other, omit the last sentence from this letter)

Anatheum Library

The characters should arrive at the meeting place as instructed. Once they have all been assembled and introduced (and once at least one librarian has shushed them), their most likely next destination is City Hall, a ten-minute walk from the Anatheum, just across the Providence River. However, the PCs may decide to go to either Miskatonic University for Ms. Ashcroft or East Providence to Eisenberg's workshop.

PART 1: RECRUIT FEDER KACHKA

Providence City Hall

The clerk for the office of records at the Labor Department will start out as Friendly, but if the PCs mention Feder Kachka by name, he changes



his attitude to Uncooperative, as several unsavory people have also been asking about Kachka recently. Those who ask for a general listing of work permits on file will be given a large binder, which they are allowed to peruse only in the office. This will require a successful Investigation roll, representing about five minutes of scanning through the binder to find Kachka's records.

The clerk is a dutiful public servant with a Spirit of d6, and while he can be persuaded to cooperate, any attempt to bribe him will subtract -2 from the PCs Persuade rolls. The clerk operates through a barred window, so he feels secure enough that he gains +2 to his opposition to any Intimidation roll. If the clerk's attitude is reduced to Hostile, he will call the police to escort the PCs out of the building.

If the characters successfully obtain the records, they will not show a home address. They will show a factory-line work permit and three amendments showing that he has been temporarily employed at three different factories, all in the same area of the Jewelry District of Providence.

Jewelry District

Kachka is currently working at the Ace Cigarette Lighter factory, though the PCs will not have learned that from the records at City Hall. Those trained in Streetwise will most likely think to begin their search at the job-board and ask for his whereabouts, which they can learn with a simple success, representing five minutes of asking around. A raise on a Streetwise roll will allow the characters to learn that Kachka eats his lunch alone in the abandoned fountain pen factory.

PCs may also decide to ask at each of the three factories for which Kachka has previously worked: the Rose O'Sharon brooch factory, the Ace Cigarette Lighter factory, or the Providence Watch Company factory. The receptionists at two of the factories claim to be too busy to look up labor information on one of the hundreds of temporary foreign workers they employ and will not let the heroes onto the factory floor. The receptionist at the Ace Cigarette Lighter factory, however, immediately asks, "What do you want with Feder?" She reacts in the same way as the labor records clerk to direct inquiries about Kachka, and she also has a Spirit of d6. However, even if the characters fail to persuade her that they are looking out for Kachka's best interests, they should be convinced that Kachka is indeed working at this factory today. The receptionist will not allow anyone onto the factory floor, regardless but she will tell successfully persuasive characters that Kachka likes to eat his lunch alone, in the abandoned fountain pen factory.

Abandoned Fountain Pen Factory

Once the factories break for lunch, PCs will be able to ask workers leaving the factory if they know Kachka, or they can wait for him where they were told he would eat lunch. Feder Kachka will take his brown paper bag of lunch to the loading dock of the pen factory. He wears work overalls and a flat cap and carries a large wrench in a loop on his belt. He will be suspicious of the characters, thinking they may be Red Army agents here to abduct him. He does not know Mark Twain nor any of the other famous people from the Mythos Resistance.

While the PCs are trying to convince him to come with them, Kachka has what appears to be a migraine headache. This is actually an acute attack of his Eldritch Visions, and he points to a corner of the factory floor. Characters will hear a strange gurgling noise and may see a few mundane objects seemingly move of their own accord, but those who also have the Eldritch Visions Hindrance will see a writhing mass of tentacles that seems to be spilling through a distorted warping of empty space. Characters who can see the creature will notice a single eye squirm its way through the mass of tentacles and lock onto the group. Several beaked mouths will spontaneously form, screaming in unison, before the creature charges (everyone can hear the scream).

SEMI-VISIBLE TENTACLE CREATURE

This squirming mass of tentacles, eyes, and beaks cannot communicate or reason, it can only destroy. **Attributes:** Agility d8, Smarts d6(A), Spirit d10, Strength d12, Vigor d8 **Skills:** Fighting d8, Notice d8 **Pace:** 8; **Parry:** 6; **Toughness:** 8 **Special Abilities:** • **Bits on Slocks** Struct d6

• Bite or Slash: Str+d6.



• **Improved Frenzy:** The creature makes two fighting attacks each action at no penalty.

• **Semi-Visible:** All attackers without Eldritch Visions attack this creature at a -2 for the first two rounds, after which it becomes visible for all.

• **Growth:** Every two rounds, this creature will double in size. This increases its Pace and Reach by 1" and adds +1 to its Size. This increases its Toughness +1 but also makes it easier to hit, adding +1 to attack rolls against it. (Max: Size +4 Toughness/to hit).

• Weakness (Fire): Fire-based attacks against this creature do double damage.

Feder will not attack the first round: he is still reeling from his migraine headache, but he is also in shock that this creature is not imaginary. Whether the creature is defeated or the PCs escape with Feder, he will be convinced to join the Mythos Resistance. It is up to the PCs and the GM as to whether Feder should accompany them to recruit the other two targets or whether he should be secured in a Mythos Resistance safe-house until the other two have come into the fold.

Part II: Recruit Angela Ashcroft

Miskatonic University Campus

If the characters are familiar with the Miskatonic campus, they may proceed directly to Bulgur Hall, home of the Anthropology Department. If they are not, they may ask someone on the grounds (no roll required), or they may go to the Administration Building and ask for directions.

Anthropology Department, Bulgur Hall

The head of the Anthropology Department is professor Tyler M. Freeborn. When the PCs ask him about Angela Ashcroft, he will at first wonder if she is in some kind of trouble. Her interest in the study of the occult has seemed to consume her lately, and she has been clashing with Miskatonic's Head Librarian, Professor Henry Armitage, over her access to some of the tomes in the Rare Book Collection. If the PCs can convince Professor Freeborn that she is not in trouble, he will direct them to the basement of the Exhibit Museum, where Angela is preparing a few of the Tcho-Tcho artifacts that he recently acquired from abroad, for display.

Exhibit Museum, Basement

Player Characters can easily gain access to the basement, but the Preparation Lab seems to be dark and empty, as seen through the windows of the double-doors. Everyone should make a Notice roll, and success allows them to see that the hanging light over one of the preparation tables is askew, and tools and debris are scattered about.

If the PCs enter with Stealth, Angela will whisper out to them from behind a heavy desk, saying, "There's something else in here!" She doesn't know exactly what's going on, but she thinks there are at least two creatures in the lab. If the PCs reconnoiter, they will find two broken statues that appear to have been hollow, their interior cavities dripping with slime. Two pulsating amorphous blobs, each about the size of a German Shepherd, are intent on trying to break open a third statue. Those with Knowledge: Mythos may roll to identify the statues as being depictions of elder things and the blobs as **immature shoggoths**.

Once the characters reveal themselves (by intention or by a failure of Stealth), the shoggoths will attack. Once wounded, they will again attempt to break open the third statue (Toughness 8), releasing a third shoggoth that will take one round to awaken from hibernation before attacking.

IMMATURE SHOGGOTH

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Notice d4 Pace: 6; Parry: 5; Toughness: 5 Special Abilities:

• **Pseudopod Strike:** Str+d6. Pseudopods start with a reach of 1" and a shoggoth may generate 2d4 every round, but up to 4 may attack any one target at a time. At the end of a round, all pseudopods retract, and new ones are generated.

• **Regeneration:** Each round, a shoggoth makes a Vigor roll. Each success removes one wound.

• **Growth:** Every two rounds, this creature will double in size. This increases its Pace and Reach by 1" and adds +1 to its Size. This increases its Toughness +1 but also makes it easier to hit, adding



+1 to attack rolls against it. This will only happen twice per encounter.

Angela will not attack during the first round due to fear and bewilderment. During the second round she will attempt to skirt around the battle, heading for the shelves at the far end of the room. If the characters keep the larval shoggoths occupied she will be able to reach the shelves where she grabs for two small terracotta statuettes that share a primitive similarity with the statues the shoggoths were inside. She will then attempt to throw the terracotta figures against a hard surface somewhere near the shoggoths. When one of these figures breaks, it releases a cloud of dust: this dust is harmless to humans but will immediately dessicate a shoggoth, causing them to collapse in a heap of dried skin and dust. Only two of these have ever been found, but Angela had not fully understood their purpose until the larval shoggoths were released. Whether the creatures are defeated or the PCs escape with Angela, she will be convinced to join the Mythos Resistance. It is up to the Player Characters and the GM as to whether Ashcroft should accompany them to recruit the other two targets or whether she should be secured in a Mythos Resistance safehouse until the other two have come into the fold.

PART III: RECRUIT VICTOR Eisenberg

Victor Eisenberg's East Providence Workshop

The PCs arrive on Randolph Street, a quiet street on a waterfront that has seen busier days. There are several large buildings here that could hold a workshop but most of them are boarded up. There are clanking and tinkering noises coming from the building at the end.

Once inside, the characters can easily find Eisenberg, who is lost in concentration while working on a strange brass device about three feet tall that looks like a glassglobed lamp mounted on four articulated legs. The arrival of the PCs startles Eisenberg and the screwdriver in his hand slips, poking its way inside the body of the device. The device emits a loud "ZAP," and the screwdriver is shot across the workshop to crash into a pile of brass tubes, knocking them over. The device then starts moving on its own, attacking Eisenberg and anyone else within reach.

EISENBERG'S AUTOMATON

Attributes: Agility d12, Smarts d4(A), Spirit d4, Strength d6, Vigor d4 Skills: Fighting d4 Pace: 6; Parry: 4; Toughness: 8 (4) Special Abilities:

• Kick: Str+d4.

• **Shock:** Any melee attack to or from the automaton generates an electric shock that deals



d4 to the opponent in addition to any other damage, unless the melee weapon of an attacker is electrically insulated (wooden handle, etc.)

• Armor +4: All of its vital parts are protected by a thick brass shell.

• Dodge: Attackers must subtract 1 from ranged attack rolls when targeting the automaton.

• Self Destruct: When the automaton is incapacitated, it will begin to generate an ominous ticking sound. It will explode in 3 rounds unless disarmed with a successful Repair roll. The blast causes 4d6 damage to everyone within a 4" radius.

If the characters cannot disarm the ticking automaton, they may want to throw it into the Providence River to dampen the explosion's effects. Eisenberg's workshop is 6" from the the river's edge. The automaton weighs 50 pounds.

Once the danger is over, the PCs will still have to convince Victor to join the Mythos Resistance and come with them. This will require a Persuasion roll unless they mention that Niels Bohr is the one who recommended that Victor be recruited, at which point Victor readily agrees, asking only for time to gather a few things from the workshop. It is up to the Player Characters and the GM as to whether he should accompany them to recruit the other two targets or whether he should be secured in a Mythos Resistance safe-house until the other two have come into the fold.

WHAT'S NEXT

Now that these three have been brought into the fold, their world is about to change. They will, of course, need to be educated as to what is really going on, but where will that take place? Are these three part of some broader story-arc that takes them to exotic locations to discover fantastic secrets? Will they now be friends to be called upon individually or en masse at some later date? Where their paths lead is up the GM.

ANGELA ASHCROFT

Angela usually has a distant look in her eyes, as if lost in thought. Aloof and a bit shy, many have a tough time getting her to remove her nose from a book. See page 128 for more details.

Attributes: Agility d4, Smarts d8, Spirit d8,

Skills: Climbing d4, Driving d4, Fighting d4, Investigation d8, Knowledge: Mythos d4, Knowledge: World Religions d6, Notice d4, Persuasion d4, Shooting d4, Stealth d4, Swimming d4, Tracking d4 Pace: 6; Parry: 4; Toughness: 5 Edges: Scholar, Strong-Willed Hindrances: Curious (major), Bad Eyes (minor), Eldritch Visions (minor) Gear: Umbrella, satchel of books, photographic camera (Plaubel)

FEDER KACHKA

Strength d6, Vigor d6

Recently Feder has been unable to sleep well, and his nightmares have become more vivid, sometimes flashing into his mind during one of his migraines. He can't help shake the feeling that it's all connected somehow to things he saw during his time fighting. See page 142 for more details. Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8 Skills: Boating d4, Climbing d4, Fighting d6, Intimidation d4, Repair d6, Shooting d6, Stealth d4, Swimming d4, Throwing d6 Pace: 6; Parry: 5; Toughness: 6 Edges: Alertness, Detectorist Hindrances: Code of Honor (major), Eldritch Visions (minor), Illiterate (minor) Gear: Large wrench (Str+d4)

VICTOR EISENBERG

Victor is a self-assured and bookish young man. Though he will not be too useful in a physical fight, his wits are likely to affect the outcome of nearly any situation. See page 160 for more details. Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6 Skills: Driving d4, Fighting d4, Investigation d6, Knowledge: Engineering d6, Knowledge: Physics d6, Lockpicking d4, Notice: d4, Repair: d8, Shooting: d6 Pace: 6; Parry: 4; Toughness: 5 Edges: Scholar, Investigator Hindrances: Overconfident (major), Doubting Thomas (minor), Bad Eyes (minor) Gear: Oversized brass slide-rule (Str+d4), umbrella



Yellow Bosphorus

A large portion of this Adventure takes place in transit, namely on the Orient Express from Paris to Constantinople. The story begins with the Player Characters disembarking from an ocean liner in Amsterdam. It is assumed that they came from New York, a passage that normally takes 5-7 days. That leg of the journey has been omitted for brevity, but the PCs could have already been in Europe for other reasons.

CHARACTERS

This Adventure does not require any specific set of skills on the part of the characters, but those with a background in espionage, stealth, Islamic studies, or history may be useful, as well as any who may speak Turkish, Arabic, or any European languages.

INTRODUCTION

The PCs arrive in the Port of Amsterdam, having been given only general mission details indicating that they will be traveling across Europe. They have been instructed by telegram to proceed to the Cafe Karpershoek to meet their contact and receive their mission details. The cafe is quite well-known since it is the oldest continuously-operating cafe in Amsterdam, and it is located directly across from the central train station, so travel from the dock to the cafe should be relatively easy with friendly locals happy to give directions in Dutch or English.

PART I: AMSTERDAM AND PARIS

Port of Amsterdam

When the PCs step off the gangway from the ship, have them make a Notice roll at -2. Those who succeed will spot a nondescript man in a grey suit who seems to be watching them over an open newspaper (those with a raise on their Notice roll will see that the paper is the New York Times, not a local paper). He will take no action, but if he is approached directly he will calmly fold his newspaper, stand up, and walk away. The dock is quite busy, and he should escape easily.

Player Characters should easily be able to board

a streetcar and ride it to the Central Station. Once they arrive, have them make an unmodified Notice roll. This time, those who succeed will notice two men in matching grey suits watching them. The two men appear to be whispering to each other, but they do not take their eyes off the PCs. The watchers will again disappear if approached.

Cafe Karpershoek

The "cafe" is actually a pub by British or American standards. It has been continuously in operation since the 1600s and is located on the ground floor of a gable-roofed five-story building on a street corner directly adjacent to a confluence of two canals across the water from the train station. Once inside they will immediately be greeted by Sophie Tucker, who occupies a large table with a scholarly-seeming man in his late sixties. In her late thirties, Sophie is quite brash and outgoing: she will definitely flirt and ask the characters if they "got into any mischief" during the voyage here. She will offer to buy a drink for the PCs, reminding them that, "Holland don't have no damn Prohibition." She will then introduce her companion, who is already quietly nursing a small beer. He is Professor Christiaan Snouck Hurgronje, currently teaching Arabic and Islamic Studies at Leiden University and friend to the Resistance. He soon begins explaining a bit of history to the characters:

"In the middle of the ninth century, the Islamic world was led by the Abbasid Caliphate, under the control of Abu'l-Fadl Ja' far ibn Muhammad al-Mu'taşim bi'llāh, better known as 'Al-Mutawakkil.' He was originally installed to power by the senior Turkish generals of the Caliphate after the sudden death of his father. It was thought he would be a pliable puppet, but he proved to be otherwise. He was a petty tyrant who vindictively sought revenge for the slightest insults. In an effort to temper him, his advisors brought scholars and teachers to instruct him. One of these 'teachers,' a strange Egyptian man named Alfawdaa Alzahf, brought him a strange and dangerous book, *Almulk Al'asfar—The Yellow King*.



Alzahf quickly disappeared, but the exposure to that strange book changed the Caliph. He became more and more erratic and began to drink heavily, which is strictly forbidden by the Koran.

"His madness reached its peak when he threw 'the Yellow Party' in which he had an extravagant indoor river built under a sandalwood pavilion. The water that fed this artificial river was dyed yellow with enormous amounts of saffron. Only yellow fruits and foods were served, the entire palace was draped in yellow fabric, and even the harem girls that served at the party had to be blonde or of 'yellow complexion.' When the saffron ran out, his distraught advisors used safflower, and when this too ran out, they threw all the yellow cloth they could find into the water source, hoping to dye it yellow. When the yellow color eventually ran out of the water, the Caliph screamed and stormed at his men, furious that they had not laid in enough saffron to keep the waters yellow. Eventually, the Caliph drank himself into unconsciousness, but this event had sown the seeds of his own demise into the minds of his underlings. Weeks later he was assassinated by his own Turkish guards, led by his eldest son. The official story, however, was that Al-Mutawakkil had choked on his wine. The cursed book was sealed away in the treasury and was eventually moved to Baghdad and then to Cairo, where it remained locked away for almost one thousand years.

"In the middle of the last century, Ismail Pasha, Viceroy of Egypt and Sudan under the Ottoman Caliphate, found the book in a forgotten storeroom in the palace in Cairo. He, too, became more erratic after finding and reading the book. Aside from his mismanagement of Egypt and Sudan and a disastrous war with Ethiopia, he began to build himself a palace in Constantinople on the shore of the Bosphorus. The backyard of this palace was Emirgan Park, in which he built a two-story wooden mansion called 'The Yellow Pavilion.' He began to accrue enormous debts, both personally and under his government. When Colonel Ahmed Urabi staged a revolt, Ismail did nothing to stop it and he was eventually ousted from power by the Sultan at the request of the British and French governments. He was exiled from his native Cairo and spent the last of his days essentially under house arrest in his

Emirgan Palace. He died in 1895 while trying to drink two bottles of champagne at the same time in one draught."

Sophie Tucker now chimes in: "Enough with the ancient history, Professor we gotta get these folks on the trolley, toot sweet! So here's the deal, kiddos: that book has been hidden somewhere in the Yellow Pavilion all this time. As long as the Sultan was in charge, there wasn't a problem `cause nobody was getting in that joint `less they had the say-so of the big cheese. Nowadays, though, the new Turks in charge wanna find that book and see if they can't turn it into a weapon. So far they haven't found it, but they're dead set against letting anyone else find it, either. Folks, you've got to go to Constantinople and get that damned book before Ataturk and his GNA goons get a hold of it. We need to get you to Paris, where you'll catch the Orient Express to Constantinople. When you get there, an old pal of the Resistance will meet you and give you the final instructions. I don't rightly know what his name is, but we all call him 'JFD.""

Sophie will allow the PCs to finish their drinks and to ask any questions they might have for her or the professor. Sophie doesn't know any more about the mission, but she does know that she's been tasked with getting the PCs to Paris and on the Orient Express. The Professor knows much more about the history of the Caliphates and will be happy to lecture at length, but Sophie will cut him off and insist that the group get moving.

Once the group is outside the cafe, Sophie will notice the two men in matching grey suits and point them out to the group. Another man steps out of the shadows and joins them. This man wears the same grey suit, but he wears a slightly different hat and rectangular-framed glasses and is considerably older. Characters with Notice of d6 or higher will observe that he only has three fingers and a thumb on each hand. Sophie sucks in her breath and narrows her eyes when she sees them. If the PCs ask who they are, she doesn't say, but if they ask who the three-fingered man is, all she will say is, "He's a person of interest." Sophie will immediately run out into traffic to confront the three men but a streetcar will pass in front of the men, and they will have disappeared by the time it has passed.



and she feels obliged to sing for them, drawing attention away from the Player Characters.

Paris

The Orient Express leaves Paris at 11:30 pm, and the group arrives with plenty of time to make arrangements. Sophie pays for the accommodations herself, but she must return to London and so she takes her leave of the group. The characters will be doubling up in sleeper cabins on one of the secondclass cars. The Orient Express takes four days to travel from Paris to Constantinople with short stops in various cities, including Strasbourg, Munich, Vienna, Budapest, and Bucharest.

Have the PCs make another Notice roll. Have them also roll a d4. If they succeed on their roll, read them the description that corresponds to their d4 result:

1. A man in his late forties with a neatly-trimmed mustache in khaki jodhpurs, a safari jacket, and an Australian-style slouch hat with one edge of the brim folded up. He looks familiar, and if the Notice roll got a raise, the PC recognizes him from a U.S. war-bond selling campaign as Allied war hero Captain Claude Stoughton. He seems to make a general survey of everyone on the platform, then boards a different compartment in the same car as the PCs. (**GM only:** This is actually Fritz Joubert Duquesne—see below).

2. A thirty-year-old man with sharply in-slanting eyebrows and press credentials pinned to his coat chest pocket who carries a typewriter-box along with his luggage. He walks with a pronounced limp. If the Notice roll got a raise, he seems to be trying to avoid notice, and is missing three fingers from his left hand. He takes a compartment in the second-class car on the opposite side of the dining car from the group's. (GM only: This is actually Richard Sorge—see below).

3. A man in his mid-to-late twenties who arrives at the station in the back of a Rolls Royce limousine.

He is impeccably dressed in a bespoke suit and tasteful yet expensive cufflinks. He perpetually wears a dry smirk on his face and he is sizing up every person boarding the train before he takes a cabin in the first-class car. (GM only: This is actually Wilfred Dunderdale—see below).

4. A man in a grey suit and hat exactly like the men from Amsterdam, and seems specifically interested in the PCs. He takes a cabin in the last sleeping car. (GM only: This is Eben Grauermann—see below).

Once the characters have stowed their luggage, Claude, the porter for their car, informs them that the train will be crossing the border into Germany at 6:00 am. There they will be taking on food serving breakfast shortly thereafter. He wishes everyone a pleasant night's sleep. Nothing happens that night.

PART II: ON THE ORIENT EXPRESS The Train

The train is composed of nine links:

1. Engine and Coal Tender: Physically inaccessible by normal means while the train is in motion. The Engineer, Brakeman, and Coalman occupy the engine in shifts, changing crews at each stop.

2. Forward Baggage Car: This car contains several compartments for baggage as well as a single sleeping berth for the guard. There is also a shower compartment which is available for passengers just inside the door that faces the sleeping car.

3. First-Class Sleeping Car: Longer than the others, this car houses eight first-class compartments, four double-occupancy and four singles. As with all sleeping cars, there are two shared water closets, fore and aft.

4. Second-Class Sleeping Car #1: This car houses seven sleeping compartments, four double-occupancy and three single-occupancy.

5. Dining Car: One quarter of this car is the galley and pantry, and the remaining area has restaurant-style seating, two water closets, and a bar.

6. Second-Class Sleeping Car #2: This car, identical to the other two, is where the PCs are berthed.



7. Second-Class Sleeping Car #3: This car is identical to the other two.

8. Aft Baggage Car: This car is identical to the other baggage car.

9. Caboose: This car contains sleeping berths for the porters and crew as well as a small employee's lounge.

Characters are welcome to explore the train but are only allowed into the baggage cars when accompanied by a porter or a guard. Passengers are not allowed in the caboose. All cars are equipped with a pull-cable to signal an emergency to the engineer (accessible to anyone), as well as a callbox to the Engineer, to which only the Porters hold keys.

The Other Passengers

Player Characters will get their first clear look at the other passengers in the morning during the breakfast service. All other interactions between the PCs and other passengers are at the discretion of the GM. Aside from Eben Grauermann, the other passengers that the PCs may have noticed on the platform in Paris are red herrings: interactions with them will only add flavor to the Adventure, and none of them are actually concerned with the main mission. They are spies, however, and so may seem to act suspiciously.

1. Fritz Joubert Duquesne: Traveling as "Captain Claude Sloughton," Duquesne plays the part of rugged adventurer and veteran of the Great War, claiming, "I've seen more combat than any man alive." He will claim to have been, "Bayoneted three times, gassed four times, and stuck once with a hook." He will play up the part, regaling anyone who will listen with his lurid tales of adventure and near-death escapes. In actuality, he is a South African-born spy for Germany who styles himself "The Black Panther." Under various false identities, he fought on both sides of the Second Boer War, stole from or sabotaged the British military in Africa and South America, served as personal shooting instructor to President Teddy Roosevelt, helped sink twenty-two British ships, and committed insurance fraud in the U.S. (by claiming nonexistent goods on a British ship he sank with a planted bomb). He escaped prison in the U.S. and is currently in Europe working as a spy for the Germans, attempting to root out a Russian spy in Germany. He is wanted by both the British and American authorities. He is extremely charming and suave and is fluent in several languages. He loves to be the center of attention and sometimes takes his deceptions further than he should just to maintain the attention. If a PC has any personal history with Australia or South Africa, have them make a Notice roll at -2 to see if then can successfully determine his native accent. If they then question him about the Boer War, he will lose his cool and end the conversation (he saw his childhood home burned by the British and his mother was raped and killed by British soldiers). "The fate of his country and of his family would breed in him an all-consuming hatred of England" and "would turn him into...a walking living breathing searing killing destroying torch of hate."- Art Ronnie, historian.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d8, Notice d10, Shooting d8, Stealth d8, Lockpicking d6, Knowledge: German, French, Dutch/Afrikaans, Spanish d8 (all)

Pace: 6; **Parry:** 6; **Toughness:** 5; **Charisma:** 2 **Edges:** Ace, Charismatic, Linguist

Hindrances: Overconfident (major),

Vengeful (Major), Wanted (Major): For multiple crimes and espionage.

Gear: Webley .454 revolver (treat as Colt Bisley: 2d6+1), large knife (Str+d6)

2. Richard Sorge: Posing as a German journalist, Sorge is a Soviet spy aiding communist organizations in Germany. His cover has allowed him to take this trip, reviewing the train experience. His actual purpose is to act as a courier for several packets of documents. He received the first packet in Paris, and he will be given two more packets on the platforms at Munich and Budapest. He has been instructed to take these packets along with his own collected intelligence to Constantinople where he will continue across the Black Sea and then by land to Moscow. While most of his information deals with the various communist organizations throughout Europe, he has also been



collecting information on the NDSAP ("Nazi Party"), which is beginning to gain momentum in Germany. He is the spy for whom Duquesne is searching. He maintains the quiet persona of an academic journalist and will only speak German under normal circumstances. If asked, he lost three fingers from his left hand and gained his limp from shrapnel fighting for Germany in the Great War. "Sorge was the man whom I regard as the most formidable spy in history." – Ian Fleming

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d12, Shooting d4, Stealth d12, Knowledge: Political Science d10, Knowledge: German, Russian d12, Knowledge: French, English d6

Pace: 4; Parry: 5; Toughness: 5 Edges: Linguist

Hindrances: Lame (Major) **Gear:** Luger pistol (2d6), typewriter.

3. Wilfred Dunderdale: He is travelling under his own name but as a company representative for a British shipping company called "Universal Export." He is actually a British Intelligence agent, head of the Paris office and liaison to several other national intelligence services. He is aware of Richard Sorge, but he wants to let him collect his information so that Dunderdale may take photos of Sorge's contacts in Munich and Budapest. This mission, however, is of secondary importance to the capture of Duquesne. Dunderdale is extremely urbane and charming and will seduce any attractive female passengers that may be traveling alone (there are three). Regardless of his romances, he is a consummate professional. If asked, he is going to Constantinople for business (half-true) but plans to continue on to Odessa, on the Black Sea, where he was born (true).

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Notice d10, Shooting d6, Stealth d8, Lockpicking d6, Knowledge: French, Russian d8

Pace: 6; **Parry:** 7; **Toughness:** 6; **Charisma:** 2 **Edges:** Attractive, Charismatic, Brawler **Hindrances:** Quirk (Major: womanizer) **Gear:** Beretta 418 (.25 ACP, 8 shots, 12/24/48, 2d6-1), Ticka Expo Watch Camera (camera shaped like a pocket-watch).

4. Eben Grauermann: This plain-looking man is one of the "Men in Grey Suits." His mission is only to observe the characters, though he is not very subtle about it. He will avoid them if he can, calmly leaving the area and retreating to a different part of the train. If he is cornered, he will reveal nothing to the PCs other than his name. He speaks fluent German and French and halting English, but his delivery is entirely monotonous and dispassionate and barely above a whisper. Even if he is physically threatened with injury or death, he will reveal no information or emotion. He wears a silver signet ring which bears a strange symbol inlaid with gold. Characters who succeed at a Knowledge (Mythos) roll will recognize it as the Yellow Sign. PCs with raises on this roll will recognize that Grauermann has been somehow mystically brainwashed, which explains his lack of information and emotion. If anyone mentions that they recognize the Yellow Sign in front of Grauermann, he will go berserk and attempt to kill them all (even if he has been tied up and his only available weapon is his teeth).

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6, Shooting d6, Knowledge: German, French d8, Knowledge: English d6

Pace: 6; Parry: 5; Toughness: 7; Charisma: -2 Edges: Berserk (see description, above) Hindrances: Outsider (Minor)

Gear: Luger pistol, Signet Ring of the Yellow Sign. Special Abilities (Signet Ring Powers):

(Eben's hands and mouth must be free to use these powers)

• **Bolt:** Once per encounter, the ring can fire a bolt of yellow mystical energy (12/24/48, 2d6: Shooting).

• Entangle: Once per encounter, the ring can unleash glowing, yellow tentacles that bind a single target on a successful opposed Spirit roll. Grauerman can attempt to bind an additional target by lowering his Vigor die. A Strength roll at -1



breaks the entanglement but costs an action.

The other passengers on the train are a crosssection of well-to-do Europeans, including three attractive single women in single-occupancy cabins, one in First Class. The GM should feel free to play out any interactions they see fit between breakfast and 3:30 pm.

Munich

At 3:30 the train arrives in Munich. It will stay on the platform for 20 minutes while the engine takes on coal and water and the galley takes on food. During this time, several people will step off the train and onto the platform to stretch their legs. Duquesne, Sorge, and Dunderdale all do so. If the PCs had previously noticed a specific spy, they are assumed to be watching him, and they automatically notice the following actions:

1. Sorge meets with a man in a dark overcoat and hat who hands him a packet of papers in an oilskin envelope.

2. Duquesne makes a show of stretching his upper body while he looks around, but his gaze zeroes in on Sorge when the hand-off is made.

3. Dunderdale smoothly and subtly "checks his watch," taking multiple pictures of the exchange and the Munich man with his spy camera.

4. Grauermann remains where he can observe as many of the characters as possible.

If the PCs had not previously noticed any of the spies on the Paris platform, have them make another Notice roll and a d4. After twenty minutes, all passengers re-board the train. Once back on board the train, the same routine begins again, though now Duquesne has taken a definite interest in Sorge. Dunderdale maintains the same smooth detachment, but he is keeping an eye on both Sorge and Duquesne. It should now be obvious that the three spies are not interested in them. The train is due to arrive in Budapest at 10 pm the next day.

Budapest

As the train rolls to a stop at the Budapest platform, Sorge is standing by to meet his contact. As soon as he receives the packet from the Budapest man, Duquesne steps off the train, brandishing his weapon at both of them. The Hungarian man will attempt to run away, and Duquesne will shoot him. Sorge will run back onto the train, directly toward where the PCs are watching. He will not break cover but will ask them for help in German. Dunderdale, meanwhile, has disembarked from the far side of the train and is crawling under the carriage in order to get the drop on Duquesne. The characters may attempt to defend Sorge or try to remain uninvolved. Whatever they do, Duquesne will then enter the car from one end and Dunderdale from the other. Dunderdale will identify himself and Duquesne and attempt to arrest him. The PCs (and any other innocent passengers) will now be caught in the middle of a standoff-though Sorge, consummate professional, will not draw a weapon and will insist he is only a journalist collecting copy from foreign bureaus. The most likely way for the scenario to end is for Dunderdale to fire at Duquesne and Duquesne to leap off the train to avoid capture. Dunderdale will then pursue him, meaning that both men are now off the train. The train will be delayed until the Budapest police arrive. Once the police have ascertained that the two shooters are off the train, the Orient Express will be allowed to continue on to Constantinople. In the remaining time on the train, the Player Characters may deal with Grauermann or attempt to recruit Sorge for the Mythos Resistance. Either way, there are no more major events on board

PART III: CONSTANTINOPLE

Sirkeci Terminal

The Orient Express's Southern terminus is the Sirkeci Terminal in Istanbul. "Istanbul" has been the name for the peninsula between the Golden Horn and the Sea of Marmara for centuries, but it will soon become the official name for the entire city of Constantinople. When they disembark, the Noon Prayer greets them from minarets and loudspeakers hung all over the city. The group will be met by the enigmatic "JFD." JFD recognizes the PCs, but there is also a flash of recognition between JFD and Sorge, and they exchange knowing nods of respect before Sorge disappears into the bustling streets of Istanbul.



JFD takes the characters to a small cafe where the staff seem to know him. Once they are seated, JFD lays out the final parameters of the mission: the Yellow Pavilion in Emirgan Park sits atop a small hill overlooking the Bosphorus. The troops of the GNA (Turkey's Grand National Assembly) have posted a heavy guard around the pavilion-they don't seem to have found what they were looking for, but they don't want to let anyone else find it, either. It will be next to impossible to enter the pavilion directly, but JFD knows of a secret tunnel that runs from under the pavilion to the immediate grounds of Emirgan Palace (a wooden mansion built directly on the water's edge on the shore of the Bosphorus). JFD begins to explain that it is more than just a direct tunnel, but several GNA trucks screech to a halt in front of the cafe, and several dozen soldiers leap out, training their weapons on the cafe. There are no other patrons in this sleepy cafe, but the employees begin emerging from behind furniture with firearms while JFD flips over a heavy table and crouches behind it for cover.

The commander of the GNA issues demands in Turkish. Characters will notice that the threefingered man from Amsterdam is standing next to him with two more Men in Grey Suits ("MiGS"). If the PCs did not kill Grauermann, he is also with them. After the GNA and the armed cafe employees exchange a few words, JFD, in frustration, pulls out a grenade and lobs it through the window at the GNA, saying, "Boring conversation, anyway," as he does.

The blast knocks down the front row of GNA soldiers, and the rest open fire on the cafe. The cafe employees and JFD return fire. After two rounds of combat, JFD turns to the PCs and tells them:

"No, dammit! You've got to get out of here: you've got a mission to finish. Here, take this!"

JFD hands them a folded piece of paper, then issues a command in Turkish to the lady behind the bar. She puts down her submachine gun and opens a trap-door behind the bar and beckons the PCs to get inside. JFD yells:

"That tunnel leads about a thousand feet away from here—just follow it to the end and get out of here. Follow that map I just gave you to find the tunnel behind Emirgan Palace. Go!"

JFD turns and fires at the GNA troops outside again, allowing the PCs to make their escape.

The Spice Bazaar

The tunnel that leads from the cafe is pitch-black, damp, and ancient. If Player Characters have no light source, they will have to stumble through. There are no branching tunnels and no major obstacles, but there is a channel cut in the middle of the floor of the tunnel filled with water. This was part of the sewer system of ancient Byzantium, abandoned in the last century for a more modern sewer system. After about five hundred feet, the noise from the gun-battle in the cafe above and behind them will stop. After seven hundred feet, those with a successful Notice roll will see a faint glow at the end of the tunnel. When they finally get there, the PCs will find an iron grate above and a sturdy ladder leading up. Moving the grate requires a Strength roll at -2, and the tight space will allow for only two PCs to cooperate if need be. Once they have moved the grate they are free to climb the ladder where they will find themselves in an empty storeroom. When they exit the storeroom, they will find themselves in a huge covered market that smells of hundreds of mixed spices. Those with any Knowledge of History or familiarity with Constantinople will recognize this as the Spice Bazaar. While this bazaar specializes in spices and fabric, there are several booths here that sell clothing should anyone want to exchange their now possibly filthy clothes. They may also purchase maps of the city and many other items at the GM's discretion.

If the PCs buy a map or ask someone, they will find that they are twenty miles away from Emirgan Park. It is now around 1 o'clock in the afternoon. The characters must get to Emirgan Palace by nightfall to complete the mission.

Crossing Constantinople

PCs can take a train, hire a cab, or take a ferry to get to Emirgan Palace. The GNA military may not know what the characters look like, but the MiGS will. The GM may include as few or as many encounters and complications as they wish, so long as the PCs make it to Emirgan Palace by nightfall.


Emirgan Palace

The map that JFD handed them at the cafe shows a topiary garden behind the palace built in front of a retaining wall that holds back the hillside. A large topiary wolf guards the hidden entrance to the tunnel. The GNA do not know about the tunnel between the palace and the pavilion, so they are not guarding the palace. However, the palace is still a private residence and has its own security patrol, which consists of one patrolling guard with a German Shepherd. Once the PCs have dispatched or avoided the sentry and the dog, they should find a shaggy topiary wolf badly in need of a trim against the retaining wall. After brushing off a thin layer of dirt characters should encounter a locked door built into the wall. A simple Lockpicking roll or a Strength roll at -2 should open the door.

Emirgan Palace Sentry: Use the stats for Mercenary, page 115.

German Shepherd

Attributes: Agility d8, Smarts d6(A), Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Notice d10 Pace: 8; Parry: 5; Toughness: 4 Special Abilities

• **Bite:** Str+d4.

• **Fleet-Footed:** Roll a d10 when running instead of a d6.

• **Go for the Throat:** Dogs instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.

• Size - 1: Dogs are relatively small.

The Yellow Labyrinth

The tunnel seems dusty, neglected from long abandonment, but normal. The first few hundred feet or so are dark and built in an earth-and-timberworks fashion. Gradually the timbers begin to grow closer together until the entire structure is elaboratelyjoined wooden timbers and panels. The wood is in contrasting colors, dark and fine-grained opposed with light and open-grained, but all of it has a subtle cast of yellow. Eventually, the tunnel ends in an elaborately-carved door. There is no lock, knob, or handle, but as the PCs approach it swings open by itself. Passing through the door, characters enter an octagonal chamber with a vaulted ceiling. When the last PC passes through the door it shuts behind them. Suddenly, an oil-lamp chandelier suspended from the ceiling pops into flame as do the series of smaller chandeliers that line the vaulted ceilings of the hallways that lead away from this chamber. As the PCs look around, have them make a Notice roll. On a simple success they will notice that the door they just entered has disappeared.

On one of the walls of this chamber, there hangs a picture of an unknown city. Its towers and spires are tall and subtly curved and they all appear to glow with an internal yellow light. The yellow buildings are in stark contrast to the midnight blue of the night sky behind them, and anyone with Knowledge: Astronomy will recognize the Hyades star cluster from the constellation Taurus directly above the city. The bottom of the frame bears a title plaque that reads "Carcosa." this is read out loud, everyone hears a disembodied voice whisper "Carcosa" in echo.

GM: There is no map of this labyrinth because it does not exist in normal time and space. There are five possible rooms to encounter in this labyrinth, and they will be encountered by the PCs in order, no matter which hallways they choose. Even if they double back on themselves, they will still always only encounter the next room in the sequence.

The Winery

This room is a large marble octagon with a vaulted ceiling. Sourceless, warm, yellow light pours through a circular opening in the peak of the ceiling. The eight corners of this room are supported by enormous yellow columns with stylized papyrusfrond crowns. The walls between the columns are covered with Egyptian murals depicting drunken revellers worshipping a strange pharaoh dressed all in yellow and with a white face as if it were a mask. Several murals also seem to depict an equally strange pitch-black pharaoh and some show an octopus-like shape reaching down from the sky.

There is a large open vat in the center of this room, and several blond, yellow-skinned women are stomping around inside of it, making squishing noises with their feet as they walk. When they see



Part 6: Weird Tales of Adventure

the Player Characters they giggle and hide their faces.

At the bottom of the vat, a man lies on a cushion beneath a spigot. He is holding on to the spigot handle as the yellow wine flowing out of it threatens to drown him. He wears a suit about a century out of fashion, made entirely from yellow silk and topped with a yellow fez that seems to stay atop his head no matter what he does. He hardly takes notice of anyone.

If the PCs attempt to talk to the women or the man in the yellow suit, they refuse to respond. If someone try to physically remove the man from under the spigot, he turns off the spigot and stands up. He places his arms behind his back, but when he pulls them back out, he has six arms, each one armed with a wickedly curved knife. He then attacks the PCs while the women chant, "IS-MA-IL! IS-MA-IL!"

ISMAIL THE OCTO-PASHA

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d8, Vigor d8 Skills: Fighting d8 Pace: 6; Parry: 6; Toughness: 6 Gear/Special Abilities: Eight large knives

(Str+d4). He can attack up to eight times per round but cannot focus more than two attacks on any one target.

The women will cheer when anyone dies and will return to their squishing when the battle ends. If anyone is foolish enough to climb the ladder and look into the vat, they will find it not full of grapes, but of putrefying human corpses. They will then need to perform an opposed Strength roll against a d12 (the women, combined), or they will get pulled into the vat themselves. If they are pulled in the vat, the women will attempt to drown them in the putrefied-corpse slurry. A standard Agility roll success will allow the PC to regain their feet, and the women will then let the character climb out. They're are phantasms and cannot be harmed in any way.

The Yellow Party

The next room is of Arabic architecture: a circular arched colonnade supports a great golden dome

above the latticework windows in the walls that let in sourceless yellow light. The openings that lead to the room are all compound horseshoe arches. There are large, circular works of Arabic calligraphy-art and the sinewy curves of the calligraphy writhe and slip past each other as the characters look at them. In the center of this room is a large sandalwood pavilion draped in yellow silk that stands over a fountain of yellow water. Yellow cushions surround the rim of the fountain and small tables stand beside the cushions, all piled with various yellow fruits.

A man with a large beard in yellow robes and a turban sits on these cushions eating fruit and drinking yellow wine straight from a large pitcher. He barely notices the PCs, smiling and offering fruit and drink and a view of the show. Sixty-four dancers writhe and twist around the inner edge of the colonnade ring. They are dressed in yellow, including yellow veils. There is wonderful music for them to dance to, but there doesn't seem to be any musicians. The turbaned man and the dancers are phantasms and cannot be hurt.

Have everyone make both a Spirit roll and a Notice roll. If a PC fails the Spirit roll they feel an irresistible urge to relax on the cushions, and the GM ignores the Notice roll. If the PC succeeds at the Spirit roll they do not feel compelled to sit down. If they also succeed at the Notice roll they will notice that when someone sits on the cushions, the waters of the fountain spray up slightly higher, but when someone resists the urge to relax, the water sprays slightly lower. The fountain waters also lower if someone who is sitting is pulled to their feet. Repeat the Spirit roll for all Pcs still standing, once every "minute." Repeat the Notice roll only if no one has noticed the correlation between the fountain waters and resistance to the urge to relax. Every success on the Spirit roll adds a +1 to the next roll, but those who fail lose -1 on the next roll. Anyone foolish enough to drink any wine or eat any fruit also loses -1 on the next Spirit roll.

Player Characters who figure out the relationship between the fountain and the urge to stay may also attempt to physically break the fountain. This can be done by kicking or with any blunt melee weapon. The central spire of the fountain has a Toughness of 8. When the spire of the fountain is broken, the



turbaned man and the sixty-four dancers suddenly scream in terror and pain. After a few seconds the yellow light snaps out, leaving the room lit by only a dull blue glow. They all collapse into piles of yellow-wrapped bones, and the PCs are free to leave.

The Byzantine Cistern

This room is styled in Byzantine architecture, all carved from yellow stone. It is an octagonal gallery of stone columns and the floor is full of standing water about three feet deep. As the characters step down into the room they all seem to notice shadowy forms slipping between and behind different columns.

Suddenly, the shadows coalesce in front of each of the PCs, forming a ghostly mirror image of each of them. The ghosts' faces begin melting downwards until their faces are caricatures with elongated black holes for their eyes and mouths. These shadowy doppelgangers then attack using identical stats and weapons as the character they are attacking.

When a PC defeats their shadow they may turn and help another defeat theirs. However, every shadow reflects the person looking at it, so two people attacking the same shadow will be attacking different sets of stats (though if one PC wounds a shadow, that wound affects the doppelganger no matter who is attacking it). Defeated shadows screech in pain, then zip out of the room and down a random hallway, out of sight. When all the shadows are defeated, the room looks almost "normal" again.

The Last Hallway

In the last hallway before the final room, Player Characters will encounter a group of MiGS and their three-fingered leader coming the other way. They all now wear yellow, hooded ceremonial robes over their grey suits. They have entered the labyrinth through the Yellow Pavilion, but the labyrinth knows no favorites and they have been wandering through the same encounters that the PCs have. The Three-Fingered Man, who refuses to identify himself as anything but "an enemy," reveals that he knew the secrets of the labyrinth before he entered, but he still wasn't entirely prepared for what he found. He taunts the characters, saying: "You do-gooders have no idea of the powers you are dealing with. You are unworthy. Attack!"

There is one MiGS for each character, including Grauermann, if they had not killed him, plus the Three-Fingered Man.

MiGS: Use the same stats as Eben Grauermann, above.

The Three-Fingered Man

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d12 **Skills:** Fighting d8, Shooting d8,

Pace: 6; Parry: 6; Toughness: 8

Gear: Large knife (Str+d6), Signet Ring of the Yellow Sign, Amulet of the Yellow Sign **Special Abilities:**

(Hands and mouth must be free to use these powers)

• **Bolt (Signet Ring Power):** Once per encounter, the ring can fire a bolt of yellow, mystical energy (12/24/48, 2d6: Shooting)

• Entangle (Signet Ring Power): Once per encounter, the ring can unleash glowing yellow tentacles that bind a single target on a successful opposed Spirit roll. He can attempt to bind an additional target by lowering his Vigor die. A Strength roll at -1 breaks the entanglement but costs an action.

• Feeblemind (Amulet Power): He can sacrifice a Vigor die level to attempt to enslave the mind of a victim to his will. A successful opposed Spirit roll renders the victim mentally paralyzed for two rounds (raise doubles effect time).

The Three-Fingered Man will not fight to the death; he will attempt to escape if he can. If the PCs do manage to kill him his body will dissolve into a puddle of yellow goo, leaving only his grey suit, glasses, ring, and amulet.

GM: When a priest of the Yellow Sign dies inside the Yellow Labyrinth, there is definitely a way for him to be reborn at a later date.

The Throne Room

At last, the PCs have come to the end of the labyrinth. This room has none of the grandeur or surreal strangeness of the other rooms in the labyrinth, but it is decorated entirely in yellow. It



is a simple earth-and-timber vault draped in yellow fabric. This room only has two exits: the way the PCs came in and another doorway at the other end. Various mundane items are cluttered around the room and it looks like a common dugout cellar that might be found under any house. As the characters advance through the room, they can see a large open book on a yellow table sitting next to a high-backed armchair.

Every step they draw closer to the book and chair, however, the room changes. There is less and less clutter. More of the earthen walls are covered with wooden panelling. The ceiling gets higher. The floor suddenly turns to polished stone. Without ever noticing the change, the PCs realize they are inside an immense throne-room carved out of yellow stone. The high-backed armchair has become a golden throne, and a stone dais has grown up underneath it. At the right hand of the throne sits the same large open book. The throne, however, is no longer unoccupied.

A man-shaped form in a tattered yellow hooded robe sits on the throne, regarding the PCs with what look to be empty eye-holes in a pale, featureless mask. A glowing golden crown sits atop the yellow hood. If anyone looted a signet ring or amulet from any of the MiGS or the Three-Fingered Man, the figure on the throne waves its hand and the objects burst out of the pockets or bags and fly to him, absorbing into his open hand through the bandages that wrap it.

The Yellow King glares at each of the characters in turn. Finally he speaks, in a voice that sounds like a bone pulling free from rotting flesh.

"Who are you that would dare to defile fair Carcosa?"

A whispering voice echoes, "Carcosa!"

The Yellow King listens to their responses. He then addresses them in turn, mentioning some great thing they will do in their future. He expresses his admiration for them even though they are merely fragile, fleeting mortals. He explains that he is allowing them to take the book since it did not glorify him by gathering dust in a basement in a forgotten park. He then waves his hands in front of himself and disappears, though his mocking laughter

Part 6: Weird Tales of Adventure

lingers and echoes after he has gone.

As soon as one of the PCs closes the book, all illusions dissolve and they find themselves in a cluttered basement with two exits. One opens to a staircase that leads up to the Yellow Pavilion and the thirty armed GNS soldiers posted outside. The other exit leads back to the long earth-and-timber tunnel to the topiary garden behind Emirgan Palace. If the characters go up, they will find themselves arrested or killed. If they go back to Emirgan Palace, they



will find JFD waiting for them outside the door. He will then show them to his car and will take the PCs anywhere they'd like to go including back to the Orient Express or to book passage on a freighter going to New York, the captain of which is a friend of his.

WHAT'S NEXT?

The players might decide to end it here for now and enjoy all the good XP the GM will rain down upon them for a job well done, or they might move on to another of the Weird Tales of Adventure in this section. However, the table is now set for a continuing mission with Lovecraft and Tesla accompanying the players to a far-off destination.



JFD

Quote: "That's a Savage 1907, and you've had your ten."

He's been called an international man of mystery, an instigator, a provocateur. Some say he's a double, triple, or quadruple-agent, others claim he works as a mercenary. Multiple governments around the world have classified this "person of interest" as an anarchist troublemaker, a subversive lone wolf-but they all seem to think this mystery man is working for other government agencies or is independently wealthy. With all of the high-tech gear and travel, it must cost a fortune to maintain his globe-trotting subversive lifestyle. Or perhaps his shadowy work simply pays that well. He seems to be everywhere at once, all over the globe. He's been heard speaking fluent English, Spanish, French, German, Dutch, Russian, and Turkish. Since no one knows his real identity or even his name, speculation runs rampant.

Whatever the truth is, he's causing some very dangerous agitation among the few hard-liners of the Mythos Resistance members, like J. Edgar

Hoover. The fact that this person who calls himself JFD may or may not be a part of the Mythos Resistance is even more maddening for J. Edgar, and Twain won't tell him anything other than "maybe." What is going on here? Who is JFD?

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d8, Fighting d6, Notice d8, Piloting d6, Repair d10, Riding d4, Shooting d8, Stealth d12 **Pace:** 6; **Parry:** 5; **Toughness:** 5 (1)

Edges: Ace, Live Wire

Hindrances: Overconfident (major), Vow (minor): Bring about worldwide anarchy, Phobia (minor): heights

Gear: Tool kit, flashlight, hand radio, code decoder, switchblade (Str+d4), "9mm Bicycle pump pistol" (a prototype, the precursor to the Welrod 9mm) (2d6), Black Leather jacket (Armor +1) backpack, long-distance telescopic photographic unit prototype (takes clear, close-up pictures from up to a half mile away).





Part 7

Friends & Foes



CHARACTERS & CREATURES

All the friends, foes, allies, and enemies that you'll encounter in *Herald* are either defined as Wild Cards or Extras. Player Characters and Non-Player Characters can both be Wild Cards. More information can be found in the *Savage Worlds* corebook.

Wild Cards & Extras

In Savage Worlds, all Player Characters are called Wild Cards. Most of the basic enemies they will face in the game are called Extras. A Wild Card may have up to three wounds before losing consciousness/dying, while Extras are out of combat as soon as they're wounded. Extras have no Bennies to spend and do not roll a wild die. Unlike Extras, a Wild Card character may spend Bennies to Soak Wounds they receive. This allows Wild Cards to make a Vigor roll to attempt to remove their wounds.



To better identify and differentiate, all Wild Cards (both friends & foes) in this book are marked with this Tesla-pistol icon.

Savage Worlds contains all you'll need to incorporate Extras (non-Wild Card people/creatures) into the game. In some adventures you might see directions to "use stats for X." When a character is waist-deep in a swamp, the GM will likely be confronting them with creatures like Alligators, Pythons, and even Swarms of Mosquitos, all of which are already laid out in detail in the Savage Worlds corebook.

SETTING SPECIFIC EXTRAS

Many of the basic human Extras that appear in our adventures in *Herald: Lovecraft & Tesla* are detailed in the following list of setting-specific Extras. These are not Wild Cards, so once they receive their first wound in combat, they're down (and likely out). Since these are meant to be generic and easy to adapt on the fly, there are no specific weapons or gear listed for these Extras. It all depends on the situation. It makes little sense to



assume that all sailors have access to a boat or that soldiers are carrying a certain weapon or wearing body armor. All equipment and items can be found in Part 3: Gear (page 26).

Setting-Specific Extras

Soldier

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d6, Shooting d8, Driving d4, Repair d4 Pace: 6; Parry: 5; Toughness: 5

Hindrance: Code of Honor

Special Abilities / Notes:

If the soldier works in some professional capacity with airplanes, add Piloting d6.



MERCENARY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8 Skills: Fighting d6, Shooting d8, Intimidation d6, Driving d6, Boating d4, Tracking d6 Pace: 6; Parry: 5; Toughness: 6 Edge: Steady Hands

Special Abilities / Notes:

If the mercenary works in some professional capacity with airplanes, add **Piloting: d6**

WORKER

Attributes: Agility d4, Smarts d4, Spiri: d6, Strength d6, Vigo: d4 Skills: Knowledge: (work-related) d6 Pace: 6; Parry: 2; Toughness: 3 Hindrance: Anemic



GANGSTER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigo: d8 Skills: Fighting d6, Shooting d6, Intimidation d6, Driving d4, Lockpicking d4, Tracking d4 Charisma: -2, Pace: 6; Parry: 5; Toughness: 6 Hindrance: Mean

Thug

Attributes: Agility d4, Smarts d4, Spirit d4, Strength d6, Vigor d8 Skills: Fighting d6, Shooting d4, Intimidation d6, Driving d4, Lockpicking d4 Charisma: -2, Pace: 6; Parry: 5; Toughness: 6 Hindrance: Mean

CULTIST

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d6, Vigor d4 Skills: Fighting d4, Shooting d4, Persuasion d6, Knowledge: Mythos d6 Pace: 6; Parry: 4; Toughness: 3 Hindrance: Misled Special Abilities / Notes:

Depending on the situation, Cultists may be driven to states of Fearlessness.

SAILOR

Attributes: Agility d4, Smarts d4, Spirit d8, Strength d6, Vigor d8 Skills: Boating d8, Fighting d6, Shooting d4, Knowledge: (maritime related) d8 Pace: 6; Parry: 5; Toughness: 6

ENTERTAINER

Attributes: Agility d6, Smarts d6, Spirit d6,
Strength d4, Vigor d6
Skills: Fighting d4, Knowledge/Performance: (creative field of study) d8
Pace: 6; Parry: 4; Toughness: 5
Special Abilities / Notes: Entertainers are in a constant state of Fatigue, so all

Trait checks suffer a -1 modifier.





Unnatural Bestiary

H.P.'s Field Guide to the Unnatural Entities of the Mythos

H.P. Lovecraft has been collecting stories about these unnatural beings for quite some time, and now that he has found himself in the middle of an organized secret Mythos Resistance group, he has seen many of the following creatures first-hand. There are no available photographs of these Mythos creatures, only sketches from brave artists.

Mythos Creatures

Book Golem Byakhee Cat of Ulthar Colors Out of Space Deep One Elder Thing Ghast Ghoul Gug Mi-Go Shoggoth Shub Niggurath Dark Young of Shub Niggurath

BOOK GOLEM

The origin of this creature is still a mystery to the Mythos Resistance. When Twain, Lovecraft and Tesla battled this creature, they said that it identified itself as the (very) late author William Wilde. Whatever this creature really is, it believes that it has returned to the world as a spirit and is terribly frustrated with its new unnatural form. It reacts to almost everything with a blinding rage that cannot be calmed. There have been reports of another Book Golem appearing recently in the Los Angeles Public Library, this time identifying itself in Russian as Fyodor Chekhov before lumbering off into the Santa Monica mountains.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8 **Skills:** Fighting d10, Notice d8, Knowledge: 19th Century Literature d10

Pace: 6; Parry: 7; Toughness: 7 Special Abilities:

• **Smash:** Hardcover fist attack, Str+2.

• **Size +2:** Book Golems appear as hulking creatures: imagine a grizzly bear made up entirely of books.

• **Hide Heart:** Book Golems have an enlarged, beating heart that can be removed and stored nearby. As long as the heart isn't in



Вуакнее

"...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."—H.P. Lovecraft, "The Festival"



These are foul-smelling creatures, seemingly part bat, part insect, and part human corpse. They have man-sized bodies, fourteen-foot clawed wingspans, and multiple spindly legs that end in webbed feet. These servitor creatures have very little mind or will of their own, but they serve the greater will of more powerful creatures. For some, they serve as mounts, and for others as guardians or messengers.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8 Skills: Fighting d6 Pace: 3; Parry: 5; Toughness: 10 Special Abilities:

• Claws: Str+d4.

• **Bite:** Str+d4. A raise on a bite attack allows the byakhee to begin draining blood from the victim. This becomes an automatic attack every round after the first and requires the victim to make a Vigor roll or gain 1 point of Fatigue. This will continue until the byakhee is Shaken, or the victim is dead.

• **Flight:** These creatures are extremely fast and agile flyers (Pace: 12"; Climb: 2) but are clumsy and slow on the ground.

CAT OF UTHAR

A cat of Ulthar does not outwardly appear to be any different from a normal cat of any breed save that it is slightly larger. These creatures of The Elsewhere share their terrestrial cousins' love of stalking, napping, and grooming, but these outer trappings hide a sinister intelligence and mystical power not normally found in the waking world. They often manifest in response to injustice or ill fortune befalling cats of the waking world, exacting eldritch vengeance on those who would harm catkind. They often are allied with Bastet, the catheaded Egyptian goddess, though they no more serve or worship her than terrestrial cats do their human "masters." Ulthar cats can slip through the barriers between the waking world and dreams quite easily, though no human knows how or why.

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d6 Skills: Climbing d6, Knowledge: Mythos d4, Notice d6, Stealth d8 Pace: 6; Parry: 3; Toughness: 3

Special Abilities:

• Acrobat: +2 to Agility rolls to perform acrobatic maneuvers; +1 to Parry if unencumbered.

• Bite/Claw: Str+d4..

• Low Light Vision: Ulthar cats ignore penalties for Dim and Dark lighting.

• **Size -2:** Ulthar Cats, while slightly larger than normal cats, are still only a foot high.

• **Small:** Attackers subtract 2 from their attacks to hit.

COLOURS OUT OF SPACE

"All 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... 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 unrecognisable chromaticism."—H.P. Lovecraft, "The Colour Out of Space"

These Mythos creatures are truly alien-not only to our understanding of biology and life, but also to our basic understanding of physics. They exist as things approximating shafts of light or billows of gaseous cloud, and yet they are alive. Their hue cannot be found in the normal human understanding of color: they exist outside the familiar spectrum of perceivable light. They apparently feed by draining some type of molecular energy, as their victims do not manifest wounds but seem to be drained of all color, moisture, and cellular cohesion; they simply crumble away into grey dust. Colours are not worshipped nor are they known to have any relationships with other Mythos creatures. Larval colours usually arrive on Earth inside geode-like cocoons that fall as meteors.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Persuasion d10

Pace: 3; Parry: 5; Toughness: 4 Special Abilities:

• **Pseudopod Strike:** This melee attack causes 2d6 damage and ignores armor.

• Life Drain: With every successful pseudopod



strike, the target must succeed at an opposed Spirit roll. If the color wins, the target's Vigor lowers by one die. If the target's Vigor drops below d4, they die, their body crumbling into grey dust.

• **Persuasion:** With a successful Persuasion check, a colour can telepathically persuade a target within short range to become their prey, either by passively doing nothing to stop the colour, or by actively moving towards the colour to sacrifice themselves.

• **Ethereal:** The colour has no physical form, and cannot be hurt by normal physical weapons.

• Weakness (Sound): The color is susceptible to certain frequencies of sound, which cause d6 points of damage per round.

• Weakness (Bright Light): The colour is susceptible to extremely bright light (including sunlight) of any color. A flare, bright flame torch, car headlights, or any source of light brighter than a flashlight will cause 2d6 points of damage.

DEEP ONE

"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."— H.P. Lovecraft, "Dagon"

Alternately known as "Deep Ones" or "Dagonites," these fish-like humanoids are welldistributed in oceans around the world, where they inhabit vast cities hidden in dark grottoes in the depths of the ocean. Those Dagonite cities known to be close to the shore, are also thought to be actively interbreeding with isolated communities of humans on land. These seaside communities have fallen on hard times, and the people have become so desperate that they turn to the strange gods and repugnant practices of their Dagonite saviors without much misgiving. As such, Dagonites can be thought of as religious missionaries, bringing their dark, benthic gospels to the isolated, the desperate, and those bordering on insanity on land.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Knowledge: Mythos d6, Stealth d10, Swimming d10

Pace: 6; Parry: 5; Toughness: 6

Gear: Trident spear, 2d6.

Special Abilities:

• **Amphibious:** These creatures are extremely fast and agile swimmers (Pace 10" in the water).

• Claws: Str+d4.

ELDER THING

Arriving on this planet over 2 billion years ago, the elder things built vast cyclopean cities in the ocean depths and a few on now-remote tracts of land. They bred the protean shoggoths as slave labor, and ancient texts suggest that they also bred the dinosaurs as food and humanity as entertainment.

They stand 8 feet tall with 6-foot barrel-shaped bodies. Five massive tentacles extend radially from below, ending in powerful pseudo-feet capable of walking or swimming. Five more delicate tentacles extend radially from their midsections, each branching and branching again to end in twenty-five tendrils at the end of each. Seven-foot wings also extend from the center, while a starfish-shaped head adorns the top, bristling with orifices and multicolored cilia.

While highly intelligent and capable of abstract thought and communication, they seem to have little desire or ability to converse with humanity. We are beneath their interest.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12+6, Vigor d12+4 Skills: Fighting d8, Knowledge (Mythos) d6, Notice d8, Stealth d6, Swimming d8 Pace: 6; Parry: 7; Toughness: 16 (4) Special Abilities:

• Amphibious: Swimming Pace 8".

• Armor +4: The flesh of an Elder Thing is extremely tough and dense.

• **Bash:** Str+2. Elder Things can attack twice per round, and may use their wings, "leg" tentacles, or "arm" tentacles.

- Flight: Flying Pace 10".
- Size +3: These creatures are massive.



GHAST

These repulsive beasts live in perpetual darkness since they cannot survive in sunlight. Carnivorous cannibals that hop like kangaroos on powerful hooved feet, these creatures will attack and eat anything that dares venture into the darkness near the Vaults of Zin in The Elsewhere. They are fearless and ravenously hungry, although they greatly prefer live prey, even each other, over carrion. They sometimes hunt in packs, but this is more a matter of accidental proximity than of planned, coordinated behavior. They appear vaguely humanoid but exhibit few signs of intelligence

beyond their coughing, guttural language.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d6 Skills: Fighting d8, Notice d10 Pace: 8; Parry: 6; Toughness: 9 (1) Special Abilities:

• Armor +1: Ghasts have thick, rubbery hide.

• Bite: Str+d6.

• **Dark Vision:** Ghasts take no penalties for lighting conditions.

• **Size +2:** These creatures are about the size of a horse.

• Weakness (Daylight): Exposure to daylight causes d6 damage each round.

GHOUL

"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."—H.P. Lovecraft, "Pickman's Model"

These subterranean scavengers seem to exist almost exclusively on the buried remains of dead humans. They often establish colonies of tunnels and warrens under cemeteries, allowing them to dig up into graves from beneath without alerting the topside world to their presence. They are distinctly canine in appearance with their elongated snouts and digitigrade hind legs, but their torsos, arms, and hands are uncannily humanoid. Their natural language is a combination of guttural growls and

snarls interspersed with peculiar mewling

and meeping sounds. They have survived for centuries by carefully avoiding human attention and avoiding living humans, but some desperate ghouls have been known to attack and eat living humans when circumstances force them.

Most ghouls were born that way, but a few were formerly desperate or insane humans who desired to leave the surface world behind and become a ghoul, for reasons best not explored by those who wish to keep their sanity. Transitioning from human to ghoul normally requires a long period of constant co-habitation with ghouls, but there is also a ritual that speeds up the process considerably. See page 64 for more details on ghouls.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6 **Skills:** Climbing d8, Fighting d6, Notice d8,

Stealth d10

Pace: 6; Parry: 5; Toughness: 5 Special Abilities:

- Bite: Str+d4.
- Claws: Str+d6.

• **Digging:** Ghouls are expert diggers and burrowers, and they can move through the earth at a pace of 8.

• Low Light Vision: Ghouls ignore penalties for Dim and Dark lighting.



GUG

"It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone, and the head of the awakened Gug sentry, large as a barrel, wabbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown with coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally."—H.P. Lovecraft, "Dream-Quest of Unknown Kadath"

These subterranean giants are currently limited to the underground of The Elsewhere. Already repugnant, vicious, and ravenous creatures known for their indiscriminate appetites, their abhorrent rituals and sacrifices to lesser-known outer gods have also earned them the universal disgust of the other denizens of The Elsewhere, forcing them underground. Their arms fork at the elbow, giving them four gigantic clawed hands, as well as their vertically-opening mouth lined with sword-like teeth. Add to this their religious practices of living, sentient sacrifices, and one can see why they are universally despised and feared.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d10 Skills: Fighting d8, Notice d8 Pace: 6; Parry: 6; Toughness: 7 Special Abilities:

- Slash: Claw attack, Str+d4.
- Smash: Fist attack, Str+d8.
- Bite: Str+d6.

• **Double Attack:** Their twin-pawed arms allow them two slash attacks per round.

• Low Light Vision: Gugs ignore penalties for Dim and Dark lighting.

• Size +4: Gugs stand 20 feet tall

MI-Go

Pink and rubbery, half-crustacean and halffungus, the Mi-Go (also known as the Fungi from Yuggoth) are a strange race of creatures indeed. While they do have a pair of wings, they don't seem especially adept at flying on Earth, suggesting that their home planet of Yuggoth has a much thinner atmosphere. They have sometimes been indicated as the source of the Himalayan stories of the Yeti, but how a winged, fungoid, antenna-crusted crab could inspire legends of hairy walking apes is not known.

They are highly intelligent and technologically advanced and have established various secret colonies on Earth to mine for metals and minerals needed for their technology. They worship various Elder Gods and Great Old Ones, and they may sometimes act as agents between their gods and the rare human cults that also dare to worship them. They can speak human languages in an otherworldly buzzing voice. They have been known to remove the living brains of humans, housing them in their brain cylinders for further study.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Healing d8, Knowledge (Human Languages) d8, Knowledge (Mythos) d8, Notice d6, Shooting d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 6 (1)

Gear: Mi-Go Energy Pistol (10/20/40, 2d6, ignores armor), Mi-Go Brain Cylinder (can house and maintain a living human brain, equipped with audio/visual input sensors and an external speaker through which the enclosed brain can communicate).

Special Abilities:

- Armor +1: Mi-Gos have a thick, chitinous shell.
- Claws: Str+d6.

• **Flight:** Mi-Go can fly at a Pace of 8" and a Climb of 1, but all agility rolls

suffer a -1 penalty while in Earth's atmosphere.



Shoggoth

"Shoggoths and their work ought not to be seen by human beings or portrayed by any beings.... Formless protoplasm able to mock and reflect all forms and organs and processes—viscous agglutinations of bubbling cells—rubbery fifteenfoot spheroids infinitely plastic and ductile—slaves of suggestion, builders of cities...Great God! What madness made even those blasphemous Old Ones willing to use and

carve such things?" — H.P. Lovecraft, "At the Mountains of Madness"

These gigantic, protean creatures were originally created as allpurpose laborers by the Elder Things. They were bred to be durable, resourceful, and intelligent, though this

intelligence became the seed of the Elder Things' destruction. The shapeless slaves rose up in open revolution against their masters. The Elder Things were mostly wiped out, though a few have been rumored to have survived in deep dormancy. After millions of years without their masters' influence, isolated in the deepest frozen interior of Antarctica, the shoggoths that have survived are now not only intelligent, powerful, and resourceful, but they are also quite insane.

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+6, Vigor d12+4 **Skills:** Fighting d12, Intimidate d4, Notice d10, Swimming d12, Taunt d4

Pace: 12; Parry: 8; Toughness: 18 Special Abilities:

• **Amphibious:** Shoggoths have a swimming rate of 12".

• **Pseudopod Strike:** Str+d6. Pseudopods have a reach of 3" and a shoggoth may generate 2d4 every round, but up to four may attack any one target at a time. At the end of a round, all pseudopods retract,

and new ones are generated.

• **Headhunter:** If a shoggoth is attacking a target with multiple pseudopods and at least two result in a raise, the shoggoth will engulf the head of the

victim with multiple pseudopods flowing into one engulfing mass. The shoggoth will then begin twisting and sucking the head off the victim's body, requiring the shoggoth to roll its Strength against the victim's Vigor. If the shoggoth is successful, death is certain, instantaneous, and gruesome. If the shoggoth is

unsuccessful, the victim may make an opposed Strength check against the shoggoth to pull itself free. Air-

breathing victims will suffocate within three rounds, even

if they are able to resist. A shoggoth may also attempt to take the head of an incapacitated victim, without the prerequisite multiple attacks and raises.

• Huge: Attackers add +4 to their attack rolls.

• **Regeneration:** Each round, a shoggoth makes a Vigor roll. Each success removes one wound.

• Size +8: Shoggoths are immense.

• **Mocking Call:** Shoggoths can mimic voices by generating a mouth, and it uses these mimicked words to Taunt or Intimidate, though they do not understand the words they use. Shoggoths long isolated will repeat what sounds like the word "Tekeli-li!," probably the last noise made by their former masters, eons ago.

SHUB NIGGURATH'S AVATAR

This is an avatar of an ancient entity also known as "The Black Goat of the Woods with a Thousand Young." Shub Niggurath is the embodiment of biological chaos and was often revered as a nature deity by various human cultures, under a variety of forms and names. On those very few occasions



when this Great Old One has actually been described, she has largely been seen as a vaporous mass with various limbs forming and retracting as she goes. The mass appears to hover above the ground, only extending goat-like, cloven-hoofed legs to the ground to move or leave her mark. She is neither benevolent nor malevolent, but her immortality and formlessness seem to mark her as indifferent to the concerns of humans, save those few who actively seek her favor.

This avatar of the deity believes itself to be the original and cannot be convinced otherwise. She is also known to spawn **Dark Young.** These solid creatures can vary widely in appearance and in purpose, but they often have similarly cloven-hoofed legs to their mother, and are often crowned with various horns or tentacles.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d12+12 Skills: Fighting d10, Notice d10 Pace: 8; Parry: 7; Toughness: 24 Special Abilities:

• **Smash:** Tentacle attack, Str+d4. It can make up to four tentacle attacks per round.

• **Size +6:** Shub Niggurath's Avatar appears to be a mass about 20 feet wide.

• **Spawn:** Shub Niggurath's Avatar can spawn 1d4 Dark Young every other turn (no other actions that turn).

DARK YOUNG OF SHUB NIGGURATH

These creatures spawned by Shub Niggurath herself can vary in appearance, but their most common form is that of an enormous, four-legged, tree-like shape with prehensile tentacles for branches and limbs. Unlike their mother, they are solidly physical, though they are extremely resilient.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d10, Vigor d10 Skills: Fighting d10, Notice d10 Pace: 6; Parry: 7; Toughness: 7 Special Abilities:

• **Smash:** Tentacle attack, Str+d4. Dark Young can make 2 tentacle attacks per round.

• **Size +4:** Dark Young are massive creatures, comparable in size and shape to a 20' tall tree.

EVEN MORE COSMIC HORROR

The following Mythos creatures have yet to be identified. Artists' sketches are based on first hand accounts and forensic evidence, but no further details are known. Those with more information about these Mythos entities should contact H.P. directly.



The Yearbook

Novice Level

- 1. Aaron Morrow 2. Albert Einstein
- 3. Anaïs Nin
- 4. Angela Ashcroft
- 5. Anna May Wong
- 6. Babe Ruth
- 7. Bessie Smith
- 8. Buster Keaton
- 9. Charles Lindbergh
- 10. Charlie Chaplin
- 11. Clara Bow
- 12. Coco Chanel
- 13. Duke Ellington
- 14. Edgar Cayce
- 15. Eleanor Roosevelt16. Ernest Hemingway
- 17. F. Scott Fitzgerald
- 18. Feder Kachka
- 19. Frank Lloyd Wright
- 20. Harry Houdini
- 21. J. Edgar Hoover
- 22. Jack Dempsey
- 23. James Joyce
- 24. John Dillinger
- 25. Jorge Luis Borges
- 26. Josephine Baker
- 27. Langston Hughes

- 28. Niels Bohr29. Pablo Picasso
- 30. Robert E. Howard
- 31. Roxanne Zann
- 32. Rudolph Valentino
- 33. Salvador Dali
- 34. Sonia Greene
- 35. Trilussa
- 36. Victor Eisenberg
- 37. W.E.B. Du Bois
- 38. Walt Disney
- 39. Winston Churchill
- 40. Zelda Fitzgerald

SEASONED LEVEL

- 1. Amelia Earhart
- 2. Emma Goldman
- 3. Henry Ford
- 4. H.P. Lovecraft

5. Nikola Tesla

VETERAN LEVEL

 Calvin Coolidge
 George Washington Carver
 Marie Curie
 Mark Twain
 Sophie Tucker

WHO'S WHO IN THE ROARING 20S

The following section offers a great deal of choices for players and GMs alike. Players may use these as pregenerated Player Characters and GMs may adjust them as they see fit. GMs may also use any of these as detailed Wild Cards to be used as allies or enemies. Many standard NPC-style Wild Cards are also included at the end of this section. All Wild Cards and Extras contain a Tie-In with ample story-hook suggestions and interesting ways to incorporate them into the plot. As with all things *Savage Worlds*, the most important thing is to keep things fast, furious, and fun! You can just dive right in, pick a pregen at random at the start of a session, and you're off to the races! GMs might even base a game session around the recruitment of one of these characters. Getting XP by bringing these historical figures into the secret fight is what *Herald: Lovecraft & Tesla* is all about. That, and standing toe-to-toe against the cosmic horror, armed with knowledge, weapons and items, ready to duke it out for the future of humanity. This is the Roaring Twenties, and whether you're the investigate-the-mysterious type or the jump-into-battle type, the following section has all you'll ever need.

NOVICE, SEASONED, OR VETERAN?

Novice, Seasoned, and Veteran are not always based on character strength or even age and experience. In *Herald: Lovecraft & Tesla*, those Wild Cards who are Seasoned or Veteran might simply have more connection with the Mythos Resistance. This allows access to more specific Edges and abilities but doesn't necessarily mean that they will be more effective in combat. Some of the most powerful characters in the world are Novice level, so don't let that fool you. Also, starting at

Novice level allows players to customize their Wild Cards in response to the story that's unfolding during the Adventure(s).





NOVICE LEVEL

Aaron Morrow

"Don't worry, they're only dangerous when they wiggle their ears."

Aaron Morrow hails from a very wealthy New York family and spent most of his early days bullying the smaller children in school. By the time he entered university, he'd already outgrown most of the meanness he'd come to be known by and his incredible good looks and family connections opened every door he knocked on. He followed in the family footsteps of becoming a cut-throat businessman but quickly grew tired of the business world, eventually spending more and more time on his one true love: big game hunting.

Even though he spends almost no time in his Park Avenue office anymore, his business interests have all done very well, drawing envy from his fellow magnates. Accusations of profiteering during the Great War still persist, but Morrow is too busy to be bothered. His companies make profits for him and the shareholders, and no one complains when he misses board meetings anymore. They just figure he's out trekking the globe, looking for another terrifying trophy.

His lifelong friend Theodore Roosevelt became President and nominated Morrow for a Cabinet position. He turned Teddy's offer down, explaining that the job simply left him no time for hunting. Morrow has been around the world more times than most people—hunting grizzlies in Alaska, tigers in India, and lions in Africa. Tracking down and killing one of these unnatural Mythos creatures he's heard whispers about would be the pinnacle of a successful career.

Rank: Novice Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8 Skills: Boating d4, Climbing d4, Fighting d6, Intimidation d4, Notice d4, Piloting d4, Riding d4, Shooting d6, Survival d4, Swimming d4, Throwing d4, Tracking d6

Pace: 6; Parry: 5; Toughness: 6 Edges: Alertness

Hindrances: Arrogant (major), Greedy (minor), Phobia (minor): Snakes / Serpents Gear: Knife (Damage: d4), S&W (.357) (Damage: 2d, Range: 0, AP: 1, ROF:1), Spencer Carbine (.52) (Damage: 2d8, Range: 0, AP: 2, ROF: 1), backpack, bedroll, blanket, canteen, flask, flint and steel, rope (10"), torch

> **Tie-In:** The late Teddy Roosevelt and Morrow were hunting buddies for nearly 20 years. Morrow also happens to be young Walt Disney's great uncle.

Albert Einstein

"The important thing is not to stop questioning. Curiosity has its own reason for existing."

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Albert Einstein is a young Germanborn scientist who has impressed the world with his groundbreaking work in the new field of theoretical physics. While Albert is now being lauded as the one of the smartest people alive, he is also well known for his absent-mindedness and charismatic, disheveled appearance. To his credit, he has a lot of more pressing things to worry about, things that affect not only our planet but the future of our universe. There are certain recent discoveries that throw a wrench in his new theory of relativity: New, unspeakable equations and unnatural hypotheses.

The more he studies this new data provided by friends like Mark Twain and Nikola Tesla, the more upset he becomes. But now Albert's insatiable curiosity has taken over, and, having taken a job with the notoriously unscrupulous Thomas Edison, he will not stop until he has wrapped his great mind around the fact that there are things that do not follow the same laws of physics—and by all logical reasoning, they should not exist. If he can earn a paycheck in the process and get out of that stuffy patent office, all the better.

Rank: Novice

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d6 Skills: Fighting d4, Shooting d4, Throwing d4, Gambling d4, Investigation d8, Knowledge: Physics d6, Notice d6, Repair d4, Persuasion d4, Tracking d6 Pace: 6; Parry: 4; Toughness: 5 Edges: Scholar, Sound Mind,

Connections **Hindrances:** Curious (major), Stubborn (minor) **Gear:** Flashlight, umbrella, box of chalk

Tie-In: His discovery of the law of the photoelectric effect not only illuminated the burgeoning field of quantum theory, but also raised some very deep questions about our place and significance in the universe. Albert's new theories have also been studied intently by those in less "scientific" circles and are being applied now in unnatural ways that no scientist would have ever imagined.

Anaïs Nin

"We don't see things as they are, we see them as we are."

Coming from a long line of creative individuals, Anaïs Nin spent her childhood and early life in Europe, moving from France to Barcelona and eventually across the Atlantic to New York City. From a young age she kept copious notes and journals, filling page after page with her thoughts. Though some would call it an obsession others may (one day) call it art. At sixteen, Nin left school and dedicated her young life fully to creativity and artistic expression. Her diaries and journals overflow from her bookshelves, but she just keeps writing, improving and honing her craft from constant practice.

Nin's ability to notice each and every detail is impressive. Yes, she writes absolutely everything down, but her recollection of events is much more reliable than others. This hyper-awareness is part of her personality and has saved her neck more than once. It's as if she can sense danger based on subtle clues that most others miss. Her intense passion and *joie de* vivre can be

misleading for those who don't know her: she has a logical mind and a deep love of puzzle-solving. Perhaps surprising to some, Nin is also adept at using a switchblade, one of the many things she took it upon herself to learn.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d6, Investigation d6, Notice d8, Persuasion d6, Riding d4, Shooting d4, Stealth d4, Swimming d4, Throwing d4 Pace: 6; Parry: 4; Toughness: 5 Edges: Danger Sense Hindrances: Stubborn (minor) Gear: Switchblade (Str+d4), journal/diary, pen.

> Tie-In: She is interested in other arts as well, training as a flamenco dancer with the great Francisco Miralles Arnau. who also happens to be part of the **Mythos** Resistance group that frequents "Bel Respiro."



Angela Ashcroft

"Shhh...I'm reading."

At an early age, Angela Ashcroft discovered a deep love for theology and the supernatural. Her parents wouldn't have anything to do with her newfound passion, so she took it upon herself to clandestinely seek out tomes both new and dusty in secret. Schoolwork had always been always easy for her and she was consistently at the top of her class growing up. As soon as she was old enough, she enrolled in the famed Miskatonic University in Arkham, Massachusetts.

As an undergraduate her classes never seemed enough for her and while she did very well, she spent most of her time supplementing her education with as many strange, occult books as she could lay her hands on. Deeply investigating weird and unnatural knowledge, she has experienced true cosmic horror and is now plagued by flickering Eldritch Visions. Angela has told no one about this and refused to let it hold her back from pursuing her degree and graduating.

She's now started work on her graduate studies in Anthropology, with a specific focus on ancient and lost cultures and their religions. She hopes that one day she'll meet others like her, who would be willing to fight alongside her in her quest to rid the world of the impending darkness.

> Angela usually has a distant look in her eyes, as if lost in thought. Aloof and a bit shy, many have a tough time getting her to remove her nose from a book.

Rank: Novice

 Attributes: Agility d4, Smarts d8, Spirit d8, Strength d6, Vigor d6
 Skills: Climbing d4, Driving d4, Fighting d4, Investigation d8,
 Knowledge: Mythos d4,
 Knowledge: World Religions d6, Notice d4, Persuasion d4, Shooting d4, Stealth d4, Swimming d4, Tracking d4
 Pace: 6; Parry: 4; Toughness: 5
 Edges: Scholar, Strong Willed
 Hindrances: Curious (major), Bad Eyes (minor), Eldritch Visions (minor)
 Gear: Umbrella, satchel of books, photographic camera (Plaubel)

Tie-In: Angela is a prospective recruit for the Mythos Resistance. Very important and influential people are watching her progress and feel that she's ready to learn the truth. She just doesn't know it yet.

Anna May Wong

"Life cannot stand still. One must progress, but one must not tell their plans. I never speak of what I am going to do. Perhaps it is superstition."

Anna May Wong grew up in Southern California just as the film industry began relocating their productions to Los Angeles from the East Coast. As a child, she'd skip school and spend her lunch money on the flickers at the local Nickelodeon, and she decided that acting

was what she wanted to do with her future. As more and more film companies began to make movies in LA, she got into the business and began working with the world's foremost filmmakers.

Anna has a very strong moral sense and will not partake in anything that she doesn't agree with. She's a proud pacifist, which has earned her both friends and foes. She jogs every day, a pastime that is just now starting to become popular. Her unique personality and quiet sense of confidence

are an asset to any project she works on.

Wong's cautious demeanor has a calming effect on those she's working with. She makes it clear that she's considering all the possibilities at all times, and whatever decision she makes will be wellinformed. She also has a little-known background in basic first aid and medicine that has come in handy during a few recent missions with the Mythos Resistance.

Rank: Novice

Attributes: Agility d6, Smart: d6, Spirit d8, Strength d4, Vigor d8
Skills: Climbing d4, Driving d4, Fighting d4, Healing d6, Investigation d4, Notice d6, Persuasion d6, Stealth d4, Streetwise d4, Swimming d4, Throwing d4, Tracking d4
Pace: 8; Parry: 4; Toughness: 6
Edges: Connections, Fleet-Footed Hindrances: Cautious (minor), Doubting Thomas, Pacifist (major) Gear: (none)

Tie-In: Anna May Wong knows Chaplin, Keaton and Fairbanks well, and they suggested to Sophie Tucker that she be recruited. Since she seems to be trusted and liked by most who meet her, Anna May Wong has been one of the most widely-accepted new members in the secret group.



Babe Ruth

"There's heroes and there's legends. Heroes get remembered, but legends never die."

George Herman Ruth Jr. was a precocious child known for causing trouble from the time he could first walk and talk. Shipped off to a reformatory boarding school at age 7, he learned to defend himself and use the system against itself. Even when he was being reprimanded, many of his teachers could not help but hide a smile at how this quickwitted and likable young rascal responded to any discipline—his excuses were like tall tales, colorful and only partly based in reality.

Baseball was his salvation and likely the only reason he isn't in jail now somewhere. Ruth has a natural talent for the game, and his powerful swings are changing the game itself. He just recently broke the singleseason home run record, ending the dead-ball era of baseball. No longer with the Red Sox, Ruth has made himself comfortable in his new home of New York and is making the Yankees proud. Rich and famous, Babe is known almost everywhere he goes, and that suits him just fine—he never was one for subtlety. The Great

Bambino, as some are now calling him, is one of the most recognized and well-liked people on the planet. His bad habits and fast living are usually well overshadowed by his beaming smile and his practice of visiting orphans and children at hospitals. Say what you want about the New York Yankees, Babe Ruth is a powerhouse player and a huge personality.

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d4

Skills: Boating d4, Driving d4, Fighting d8, Gambling d4, Intimidation d6, Persuasion d4, Shooting d6, Streetwise d4, Taunt d4,

Throwing d6

Pace: 6; Parry: 6; Toughness: 4 Edges: Charismatic, Brawler Hindrances: Big Mouth (minor), Overconfident (major) Gear: Louisville Slugger "Good ol' R43" (Str+d4), flask (full)

Tie-In: While shopping in New York, Babe was tricked into leaving his prized Unnatural Bat in Sonia Greene's haberdashery. Now that it's in her possession, Babe will do anything to retrieve the blessed and cursed splinter of wood, including agreeing to go on

very dangerous missions for the Mythos Resistance.



Part 7: Friends & Foes

Bessie Smith

"No time to marry, no time to settle down; I'm a young woman, and I ain't done runnin' around."

Bessie Smith is known everywhere she goes, her enchanting voice earning her the well-deserved title Empress of the Blues. From a very young age, Bessie was able to stop folks in their tracks with just a few notes. She created a new way of singing, and her influence on this wonderful new and ever-evolving music of Jazz is undeniable. Her shows pack clubs and speakeasies, and the club owners are finally starting

to give her more of the cut of the door, earning her enough money to save up for that rainy day. Bessie is often concerned with the future and what she says is likely coming just around the corner. She tells everyone she meets to take their money out of the stock market. No one pays attention; these are the Roaring **Twenties!**

Bessie has no formal medical training but knows well how to attend to most injuries and ailments with her trusty first aid kit. She's one of the best people to have on any team since she can calm and inspire those around her with her unbelievably moving voice, even when the fists and bullets (and Mythos creatures) start to fly. While there is no scientific reason

attributed to her supposed ability to "heal with the Blues," many have felt the power of her divine contralto voice and swear it has taken their mind off their injuries and revived them when they felt like giving up. It's a talent unlike any other on Earth. No one can sing the Blues like Bessie. No one.

Rank: Novice Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d4, Healing d10, Intimidation d4, Investigation d6, Notice d4, Persuasion d6, Performance d8, Repair d6, Swimming d4 Charisma: +2; Pace: 6; Parry: 4;

Toughness: 5 Edges: Charismatic, Mover-Shaker Hindrances: Bad Luck (major), Cautious (minor) Gear: First Aid Kit

Tie-In: Bessie was recruited by Mark Twain, who often states that her voice is "perhaps one of the greatest weapons we have" in the Mythos Resistance. Most Resistance fighters clamor to have her on their team for any mission. Bessie's voice makes everyone feel like a winner.



Buster Keaton

"Think slow, act fast."

Joseph "Buster" Keaton got his start like many of today's performers, he was born into it. The Keatons were a vaudeville family that performed constantly, and growing up in that environment set the young man on a path to performing that would lead to the flickering lights of the new moving pictures industry.

In New York, Keaton met Roscoe "Fatty" Arbuckle and they hit it off, becoming fast friends. Before he knew it, Keaton was second director on his films and in charge of the gag department. Co-starring with Arbuckle led to more opportunities for Keaton, and by 1920, Douglas Fairbanks himself recommended Keaton for a starring role in a full-length feature film. That was only the beginning of his success. He hasn't stopped working for a moment since he started, and

some wonder when (or if) he ever sleeps.

Keaton's films are all hits, and crowds flock to see the latest crazy stunts the actordirector performs on the silent screen. Inches from certain death, with his signature deadpan expression, he always seems to just barely escape an ugly fate. And the audiences love it! Keaton realizes that his type of physical comedy, like cosmic horror, is about being arrogantly ignorant of your own impending doom. Now that he's become part of the Mythos Resistance, he knows this all too well.

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d6, Investigation d4, Notice d8, Piloting d4, Riding d4, Shooting d4, Swimming d4, Throwing d4, Tracking d4 Pace: 6; Parry: 5; Toughness: 5 Edges: Ace, Dodge

Hindrances: Doubting Thomas, Curious (major) Gear: Colt 1911 (.45) (Damage: d6, Range: 0, AP: 1, ROF: 1)

Tie-In: Buster's good friends Douglas Fairbanks and Charlie Chaplin are also part of the Mythos Resistance. All three were recruited at the same party by Sophie Tucker. Keaton is connected in an interesting way to another famous face in the Mythos Resistance: his father owned a traveling stage/medicine show called the Mohawk Indian Medicine Company with none other than Harry Houdini.

Charles "Slim" Lindbergh

"I have seen the science I worshiped and the aircraft I loved destroying the civilization I expected them to serve."

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Slim Lindbergh, as he prefers to be called, is a natural pilot and has made some very bold claims about his goal to be the first person to make a solo transatlantic flight. This precocious former barnstormer is very confident, and his friends all know him to be a real live wire. His almost unnatural ability to repair broken machinery is wellknown. If it's mechanical and/or electric, he can fix it. He's also been referred to more than once as being "too smart for his own good." Young Slim usually can't be bothered unless someone is standing between him and his plane.

His almost weekly near-death experiences push him harder toward his lofty aviation goals. He's been known to discover lifesaving solutions to mechanical problems while plummeting thousands of feet toward the ground. There's not much that stays broken around Slim. Solving big problems under pressure is his favorite thing to do. He looks up to and respects Amelia Earhart, another aviation technology boundary-pusher and fearless pilot. There aren't many like them.

While flying missions for the Mythos Resistance is something that Slim enjoys, he longs for the days when all of this madness is over and he can just focus on his goals. He feels that spending too much time thinking about all that cosmic horror is counter-productive. It's about matching problems with solutions, then fixing them—little victories that will eventually lead to reaching a milestone. To him, real progress is made through practical applications of technology—not philosophical side-tracks! That's what Slim often thinks about while flying his precious airplane all those hours alone.

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d4 Skills: Driving d4, Fighting d4, Knowledge: Electronics d6, Knowledge: Engineering d6, Piloting d8, Repair d10, Riding d4 Pace: 6; Parry: 4; Toughness: 4 Edges: Ace, Live Wire Hindrances: Overconfident (major), Big Mouth (minor), Phobia (minor): small, closed-in spaces Gear: Tool kit

> Tie-In: Young Lindbergh is one of the most daring pilots in the world, and Amelia Earhart recognizes this (being one of the very few others as daring). She recommended his membership into the Mythos Resistance, and both Twain and Tucker agreed. Now the Mythos Resistance has another fearless flying daredevil in the ranks!

Charlie Chaplin

"Only the unloved hate; the unloved and the unnatural."

Charlie Chaplin's childhood in London was an extremely difficult one, but he and his brother found their way into the vaudeville performing circuit, and before he knew it, young Charlie was in America, deciding to stay and make a life for himself in the brand new moving picture industry. His comedic timing is second to none and audiences all over have fallen in love with him.

As Chaplin continued to act in comedies for film companies like Keystone, Essanay, Mutual, and First National, he grew increasingly frustrated with not having full artistic control over his films. He became one of the highestpaid people on the planet, which was initially unnerving for a person raised in such terrible poverty. Chaplin was now responsible for his own destiny and had all the money he'd ever need. He created the world-famous character of the lovable Tramp, which he felt could reach the audience on a personal level, bringing their guard down to laugh at the endearing clown with the baggy pants. Under contract, he felt like opportunities

to tell even

better stories were being missed. Chaplin couldn't wait for the day when his sense of perfectionism would be an asset to a production instead of a hindrance.

Chaplin has just formed a new company, with his friends Douglas Fairbanks, Mary Pickford, and D.

W. Griffith. Their new distribution company, called United Artists, allows them to create the films the way they want to. Chaplin can now take the time he needs to do it right, to put in the serious work it takes to make the whole world laugh.

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d8 Skills: Boating d4, Climbing d4, Driving d4, Fighting d4, Notice d6, Persuasion d4, Piloting d4, Riding d4, Shooting d6, Streetwise d6, Swimming d4, Throwing d4 Pace: 6; Parry: 4; Toughness: 6

Edges: Strong Willed Hindrances: Doubting Thomas, Quirk (minor): perfectionism

> Tie-In: Chaplin and his good friends Douglas Fairbanks and Buster Keaton were all recruited by Sophie Tucker but were told very explicitly not to say anything to their colleague, D.W. Griffith.



Clara Bow

"The more I see of men, the more I like dogs."

There is simply no one like Clara Bow, arguably one of the most famous people on the planet. Her films have all done enormously well and she is seen as a symbol of beauty. Her difficult past has made her resilient and she inspires those around her to keep moving forward no matter what.

This *je ne sais quoi* is what makes her so doggone desirable to all who lay eyes on the smart, young beauty. It's subtle, it's powerful, and Clara knows it. Most would never believe it, but the elegantlooking "It Girl" is scrappy and extremely

handy with a knife. She goes everywhere with a small purse that contains her signature red lipstick, a billfold of cash. and a switchblade. She's also a decent shot and knows how to get others to listen to her. She can quickly calm a tense situation, knowing just

what to say to lower the threat level and focus on a common goal. Her powers of logical persuasion are legendary, even at her young age. Often, it takes only a look from Clara to get others to pipe down and listen to what she has to say. Maybe it's from having to communicate everything through her eyes in her famous films.

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6 Skills: Boating d4, Driving d4, Fighting d4, Investigation d6, Knowledge: Photography d4, Notice d4, Persuasion d8, Riding d4,

Shooting d4, Streetwise d4, Taunt d4, Tracking d4

Charisma: +2; Pace: 6; Parry: 4; Toughness: 5 Edges: Attractive Hindrances: Stubborn (minor)

Gear: Switchblade (Str+d4)

Tie-In: Clara knows many of the film stars that are already part of the Mythos Resistance, like Douglas Fairbanks. Mark Twain himself recruited Clara into the group, and she's been fearlessly volunteering for every dangerous mission she can.



Coco Chanel

"Don't spend time beating on a wall, hoping to transform it into a door."

Coco Chanel is a brilliant entrepreneur and artist and a major part of multiple aspects of the Mythos

Resistance. Her "factory" at 31 Rue Cambon is in one of the most fashionable districts of Paris. where secret meetings are held after hours with other resistance members. With the recent opening of the Chanel Fashion Boutique, clothing, hats, accessories, jewelry and fragrances are being designed, developed and produced. Some of the new perfumes being developed have chemical properties that seem to be effective weapons against certain unnatural

threats (such as the Mi-Go). The wellguarded laboratory on the 2nd floor is frequented by the likes of Niels Bohr. Sonia Greene, and George Washington Carver. The public has no idea what is really happening on Rue Cambon, and Twain and the other leaders of the resistance aim to keep it that way.

Coco's home, Bel Respiro, located in the Paris suburb of Garches, is also a secret international meeting point. Recently, Igor

Stravinsky arrived from what is being called the "Soviet Union." While it may

not seem so from the outside, the home is a fortress of sorts, always patrolled by armed guards. Chanel is living proof that one can effectively fight the cosmic horrors of the Mythos... with style!

Rank: Novice Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Driving d4, Intimidation d6, Investigation d4, Notice d6, Persuasion d6, Repair d6, Riding d4, Shooting d4, Stealth d4, Streetwise d4, Swimming d4 Pace: 6; Parry: 2; Toughness: 5

Edges: Extra Edge (racial), Command, Inspire Hindrances: Arrogant (major) Gear: Notebook, sewing kit, large scissors (Str+d4).

> **Tie-In:** Twain recruited Coco several years ago and was a big part of setting up the impressive Bel Respiro safehouse.



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Duke Ellington

"My attitude is never to be satisfied, never enough, never."

Edward "Duke" Ellington's approach to making music is unique and inspired. He feels that every single moment is a perfect musical moment if it can be arranged well. Duke can see the big picture more clearly than most. He knows that there's a lot more elbow room in art than people realize and that

it's about the combination of artists and audience, venue and time, that all lines up together beautifully and follows a single artistic throughline like a string of pearls. Sure, he's a romantic and a bit of a dreamer, but most pure artists are.

As the folks at the clubs Charleston and Foxtrot across the dance floors. Duke stands onstage like the captain of a ship. He feels that his music in particular is more than just Jazz and that what he hears in his head is beyond category. As he gains age and experience, his already phenomenal talent is only sure to shine brighter. Many of the best musicians of today have

either worked with Duke or want to work with him. He's not like most of the other Jazz bandleaders he has something more in his music: a perfectly surprising mix of joy and melancholy.

He's fairly young for a bandleader, but no one doubts his command of the group. Without raising his voice, Duke able to quiet a raucous room; then moments later he can whip them up into a frenzy of musical abandon. He knows exactly how to work a crowd, as though the people listening are just keys to another

instrument.

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Boating d4, Driving d4, Fighting d4, Gambling d4, Investigation d6, Notice d6, Persuasion d6, Repair d4, Stealth d4, Streetwise d6, Throwing d4 Pace: 6; Parry: 4; Toughness: 5 Edges: Command, Inspire Hindrances: Loyal (minor), Stubborn (minor), Curious (major) Gear: Blackjack (Str+d4), flashlight, umbrella

> Tie-In: Ellington and a few others in the burgeoning Harlem Renaissance movement are part of the Mythos Resistance and have been since the beginning.



Edgar Cayce

"Dreams are today's answers to tomorrow's questions."

Edgar Cayce was most certainly a peculiar child. What most regarded as his tall tales were (and still are) very real to him. He believed that he communicated with "little folk" when he was young and that he could absorb the contents of a book by placing his head on it long enough. He'd wander around the schoolyard talking to the spirits of his deceased grandfather and approach ornery mules in an attempt to calm them. In town, he'd introduce himself to adult strangers as a "bona fide clairvoyant." Yes, young Edgar was a very peculiar child.

Adulthood hasn't changed him that much, though nowadays his job as a full-time psychic reader requires him to

solicit donations. Edgar claims to diagnose and cure maladies in his sleep. Literally. The answers come in prophetic dreams and surreal nightmares. Edgar believes that he has the power to help the people of the world contact the mysterious and to journey into the metaphysical realm of dreams. He sometimes calls it "The Elsewhere", and those that come to see him

for his personal readings are told about this place. They're also usually asked to purchase Edgar's own card game, Pit, a game he designed based on commodities trading.

Edgar is always talking about founding a group of people like him, dedicated to "solving all the mysteries of our existence through psychic energies." He says he'll call it the Society for Research and Enlightenment, and it will connect his thoughts to the thoughts of the entire universe...and perhaps help sell more copies of his game.

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d4, Vigor d8 Skills: Driving d4, Fighting d4, Gambling d6, Investigation d4, Lockpicking d4, Persuasion d8, Shooting d4, Stealth d6, Streetwise d4, Throwing d4

Charisma: +2; Pace: 6; Parry: 4; Toughness: 6
Edges: Charismatic, Mover-Shaker
Hindrances: Delusion (minor): His psychic
abilities are real, Greedy (major)
Gear: Knife (Str+d4), flashlight, board game (Pit)

Tie-In: As one of the foremost psychics of the day, his previous and current client list includes Woodrow Wilson, Irving Berlin, and Thomas Edison. While not technically a part of the Mythos Resistance, Cayce is considered a "friendly", and his help has proven very useful, even if most of the scientists in the group consider him to be a charismatic charlatan at best.

Eleanor Roosevelt

"It is not fair to ask of others what you are not willing to do yourself."

She's the niece of the late President Theodore "Teddy" Roosevelt and is married to Franklin Delano Roosevelt, also a politician. Being surrounded by politics all her life has given Eleanor a very rare glimpse into how things really work in Washington. It feels as if she is always part of a campaign and frankly, it's quite tiresome.

Her husband Franklin was also recruited into the Mythos Resistance on her insistence. She has an unshakable faith that her husband, already a senator and Assistant Secretary of the Navy, has the potential to be more than just the Vice-President for James Cox. Even though Wilson and Coolidge beat them in the recent election, there is surprisingly little animosity between the parties.

It's very difficult to meet her and not like her. She may seem a bit clumsy and awkward at first glance, but her beauty instantly shines through her twinkling eyes and her powerful words, and her charisma is through the roof. She builds bridges where others burn them—it's her talent.

Eleanor has a very close relationship with the legendary aviator Amelia Earhart: the two good friends communicate frequently by letters and have done for years now. After flying with Earhart, Eleanor obtained a student permit and is now pursuing her plans to be a pilot. Amelia is an excellent teacher, and Eleanor has a natural talent for flying and is already quite a good pilot. Franklin may not be in favor of his wife flying a plane, but Eleanor is a modern woman who will proudly do whatever a man might say is "not for women." It's the 1920s for criminy's sake!

Rank: Novice

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d4, Vigor d4 Skills: Driving d6, Fighting d4, Healing d4, Persuasion d4, Piloting d8, Repair d4, Riding d4, Shooting d6, Throwing d4 Charisma: +2; Pace: 6; Parry: 4; Toughness: 4 Edges: Charismatic, Strong Willed Hindrances:

Doubting Thomas, All Thumbs (minor), Code of Honor (major) **Gear:** Whistle, umbrella, paper, pen.

> Tie-In: Silent Cal Coolidge petitioned to have her recruited since he recently saw how intelligent and charismatic she was on the campaign trail with her husband when running with Cox as his Vice. Even though "Cox/Franklin `20" lost, Eleanor seemed to be the break-out political star of the campaign. As a good friend of Amelia Earhart, Eleanor is deeply worried about her recent disappearance.



Ernest Hemingway

"But man is not made for defeat. A man can be destroyed but not defeated."

Ernest Hemingway was raised in Oak Park, Illinois, and spent his youth hunting, fishing, and writing. As he grew, his writing evolved and took a more prominent role in his life, leading him to become a journalist for *The Kansas City Star*. In the Great War, young Hemingway enlisted as an ambulance driver on the Italian Front. He saw terrible things that will never leave him and never allow him to sleep well again.

After being wounded, he returned home. The Great War informed his writing more than any other experience and he tells friends that he has no regrets and that he wouldn't have it any other way.

He often works as a foreign correspondent and has lived in Paris, where he bummed around with expatriate writers and artists. They are a group of friends who live an existence of total hedonistic *carpe diem* as they make art out of the madness that they (usually) cause themselves. This is the perfect environment for someone like Hemingway who can keep up with the best of them in a party. The old, stuffy, established writers who look down on modernism and true journalism don't understand why they are all so hell-bent on living life to the fullest before it's all gone. Hemingway's mentor and patron, Gertrude Stein, came up with the phrase "Lost Generation" to describe the artists and writers

like him who came of age during the Great War.

Hemingway can attest to the fact that he and his fellow members of this Lost Generation (friends and colleagues like Scott Fitzgerald, James Joyce, and Henry Miller) feel a sense of impending doom that make responsible life choices seem like a waste of time.

Rank: Novice

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8 Skills: Boating d4, Climbing d4, Driving d4, Gambling d4, Intimidation d6, Piloting d4, Riding d4, Shooting d8, Swimming d4, Throwing d4

Pace: 6; Parry: 2; Toughness: 6

Edges: Nerves of Steel, Pulp Writer Hindrances: Arrogant (major), Deathwish (minor), Big Mouth (minor) Gear: Hunting knife (Str+d4), Double-Barrel Shotgun (12g) (Damage: 1-3d6, Range: 0, ROF: 1), backpack, bedroll, candle, canteen, flask (full), lighter, lantern, rope (10")

Tie-In: In addition to being close friends with fellow Mythos Resistance members like F. Scott Fitzgerald and James Joyce,

Hemingway has an even deeper connection to the fight against the invading creatures from beyond the stars...something unnatural he saw when driving the ambulance during the Great War.

F. Scott Fitzgerald

"Never confuse a single defeat with a final defeat."

From an early age, Francis Scott Key Fitzgerald knew he wanted to be a writer and spent his boyhood reading voraciously. In college, he wrote for the Princeton Triangle Club and joined the American Whig-Cliosophic Society but was ultimately placed on academic probation and dropped out to join the Army and fight in the Great War. While stationed in Ft. Leavenworth, one of his instructors was Dwight D. Eisenhower, whom Scott felt was an unconscionable bore with delusions

of grandeur. Before Scott was deployed, the war ended and he was able to focus on writing again. With luck and a lot of hard work, he ended up striking it rich with his first novel.

He married Zelda Sayre, and the two became the toast of the town, traveling back and forth between New York and Paris, living the high life and enjoying the birth of this wonderful Jazz Age that we're living in now. Scott's novel, This Side of Paradise is a bestseller. and has made the Fitzgeralds quite rich, and it introduced them both to many members of the

resistance.

Writing for the *Post, Collier's* and *Esquire* pays all the bills, which also allows him to relay hidden messages and directives to Resistance agents in the field by embedding keywords and phrases in his fiction. His good friendship with the young Ernest Hemingway and other genius authors recruited by Twain is the reason Scott fights against the Mythos—his new circle of brilliant friends knows how to really let loose and have fun! If only Scott could put that bottle down, he'd likely be one of the leaders of the Resistance. But for now, it's time for drinks! Turn on the Jazz!

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d6, Investigation d6, Notice d8, Persuasion d6, Riding d4, Shooting d4, Stealth d4, Swimming d4, Throwing d4

Pace: 6; Parry: 4; Toughness: 5

Hindrances: Habit (major, alcoholic) Edges: Brave Gear: Blackjack (Str+d4),

journal, pen

Tie-In: In Paris, he and Zelda were part of the expat community and had no intentions of ever returning. But after Twain recruited them, the Fitzgeralds (and Scott's friend, young Hemingway) vowed to return to America and join in the fight.

Feder Kachka

"Critical failure to all who stand in the way of freedom for working people!"

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Feder Kachka was born to a peasant family in Southern Ukraine who never wanted anything more than to be left alone to farm. When the recent Russian Revolution battles quickly spread to Ukraine, it upended his small community's simple way of life, and his family was broken apart. Some agreed with the Red Army and some with the White Army. Others, like Feder, joined the Makhnovchtchina, an anarchist army that was formed to free Ukraine from the madness spreading out of Moscow and St. Petersburg and to keep the land in the hands of the people who lived and worked the fields. The fighting was brutal and while Feder and the Makhnovists fought and defeated the anti-**Bolshevik White Army** of Wrangel, the Red Army betrayed a military agreement and wiped out what was left of the Ukrainian peasant resistance. With no army, no land, no money nor hope for a future, Feder fled Ukraine for the United States.

He now works hard as a factory worker producing cigarette lighters, wristwatches, and broaches in the Jewelry District of Providence, Rhode Island. A vocal supporter of Unions and organized labor, Feder believes that the only way to succeed is to

organize. There are other Ukrainians and Russians living in exile in Providence, and Feder feels lucky to have found a small community of like-minded people from his part of the world. Many glasses of Uzvar have been raised in honor of the fallen.

> Recently, Feder has been unable to sleep well, and his nightmares have become more vivid, sometimes flashing into his mind during one of his migraines. He can't help shake the feeling that it's all connected somehow to the things that he saw during his time fighting.

Rank: Novice

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d8, Vigor d8 Skills: Boating d4, Climbing d4, Fighting d6, Intimidation d4, Repair d6, Shooting d6, Stealth d4, Swimming d4, Throwing d6 Pace: 6; Parry: 5; Toughness: 6 Edges: Alertness, Detectorist Hindrances: Code of Honor (major), Eldritch Visions (minor), Illiterate (minor) Gear: Large wrench (Str+d4)

Tie-In: When fighting with the Makhnovchtchina, Feder discovered a plot by Pyotr Wrangel who was trying to turn the tide of the Revolution using what he called "weird rituals."

Frank Lloyd Wright

"The truth is more important than the facts."

Frank Lloyd Wright is a bit older than many who have entered the Mythos Resistance, so his life experience is a valuable asset to the group. Having recently lived through some very tumultuous years, his architectural designs have turned a corner in terms of aesthetics. No longer designing in the Prairie style he's been known for, Wright seems to be taking his idea of organic architecture to a new level, shocking the design world. He often travels back and forth between Europe and the United States, pencil and paper in hand, always sketching. While his personal life may be complicated, his designs are not. Simple lines can be the strongest lines. At the moment, he feels most influenced by Japanese prints and architecture, especially those that incorporate nature into the overall design.

Wright has an almost fanatical love for the music of Ludwig van Beethoven and listens to recordings on the Gramophone constantly. His friends all know what mood he's likely in by what is being played at the moment. When he feels good about completing a design, it might be Symphony No. 6. After what happened at Taliesin, it was a year of Moonlight Sonata. The music of Beethoven is what gets Frank Lloyd Wright

through the day. As always,

his unique building designs are copied the moment that they're seen by the public. It doesn't bother him since he's often too busy working on the next design, up at all hours with pencils behind his ears, Beethoven blaring dramatically in the background.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6 Skills: Driving d4, Fighting d4, Investigation d4, Knowledge: Architecture d6,

Knowledge: Mathematics d4, Notice d6, Persuasion d4, Repair d6, Shooting d4, Throwing d6 Pace: 6; Parry: 4; Toughness: 5

Edges: Scholar, Sound Mind, Strong Willed Hindrances: Hard of Hearing (minor), Bad Eyes (minor), Arrogant (major) Gear: Notebook, pencil set, slide rule, knife (Str+d4)

Tie-In: Mark Twain approached the genius architect and lured him in with promises of exploring weird temples with their otherworldly architecture. Frank is also a lifelong fan of Mark Twain's writing, so seeing one of his heroes (whom he and everyone else thought was dead) was almost too much to handle.


Herald: Lovecraft & Tesla

Harry Houdini

"My brain is the key that sets me free."

He's been buried alive, submerged underwater in chains, and bound in impossible cages. The name "Houdini" appears regularly in newspapers all over the world, and now he has branched out into other areas. He loves aviation and is actually a very decent pilot. He's a huge fan of the fiction of weird tales and cosmic horror and has (ghost) written several published stories. He's president of the Society of American Magicians, a group that adheres to professional standards and exposes frauds. He's even acted in some pictures and knows most of the top producers, actors, and directors in Los Angeles. Harry Houdini seems to be everywhere at once, thrilling audiences with his deathdefying escapes. It's all part of the show. Houdini is an entertainer and he knows how to get an audience to hold its breaths.

One of his recent stunts involved being trapped in a coffin and covered in dirt. The mechanism that was supposed to leave space for the lid to be opened broke. Knowing that he had limited air to breathe and that it would take too long to break through and claw his way to the surface, Harry closed his eyes and slowed his breathing. This is when he had his first of what he calls his Eldritch Visions, or waking nightmares. His assistants realized something had gone wrong and were able to dig through in time to save him.

> Since then, Harry has continued to have the occasional migraine headache accompanied by flashes of these Eldritch Visions. He hasn't told anyone about them, hoping to somehow make sense of it all himself before involving others. He's never been one to ask for help.

Rank: Novice

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8 Skills: Climbing d4, Lockpicking d8, Notice d4, Piloting d6, Repair d4, Shooting d4, Stealth d8, Streetwise d4, Swimming d6, Throwing d4 Pace: 6; Parry: 2; Toughness: 6 Edges: Luck

Hindrances: Eldritch Visions (minor), Clueless (major), Heroic (major) **Gear:** Brass nuckles (Str+d4), lockpicks, rope (10")

Tie-In: Houdini has employed H.P. Lovecraft as a ghostwriter for his published stories in the past, and now Mark Twain has recruited both of them.

J. Edgar Hoover

"Justice is merely incidental to law and order."

Since the Great War, J. Edgar Hoover has risen fast in the Justice Department and has seen some very unnatural things over his time in the War Emergency Division. He became the head of the Division's Alien Enemy Bureau, authorized by President Wilson at the beginning of the war to arrest and jail allegedly disloyal foreigners without trial. Now, as J. Edgar takes over leadership of the Bureau of Investigation, he's dead-set on being the person who has access to more information than

anyone else on the planet. It's not even curiosity that drives him but the accumulation of useful information itself. Even he admits that his behavior borders on obsession.

His membership in the group is a very sore subject for a majority of the Mythos Resistance fighters. Few trust him, and some have even ended up having their

lives nearly ruined by his overreaching. There are some members of the Mythos Resistance who refuse to be in the same room with him. J Edgar knows it and almost seems to relish it.

But any ally is an ally when you're in a secret cosmic war against invading creatures from beyond the stars. While he may be intolerable to be around most of the time, he is extremely effective in gathering information and has saved more lives than he's destroyed.

Rank: Novice

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d6 Skills: Fighting d4, Healing d10, Intimidation d4, Investigation d6, Notice d4, Persuasion d6, Repair d6, Swimming d4

Charisma: +1; Pace: 6; Parry: 4; Toughness: 5

Edges: Charismatic, Mover-Shaker, Connections

Hindrances: Code of Honor (major), Xenophobe (minor), Vengeful (minor) **Gear:** "Stinger" .22 caliber one shot "Pen Gun" (Range: 5/10/-, Damage: 1d6+2)

> Tie-In: There are actually a handful of members of the resistance who trust him, although most do not. Sophie Tucker initially brought J. Edgar and Silent Cal Coolidge into the Mythos Resistance on the same day, recruiting them both when they went to congratulate her backstage after a soldout show. No one says no to "Soph" Tucker, not even J. Edgar.

Herald: Lovecraft & Tesla

Jack Dempsey

"Don't worry honey, I'm too mean to die."

Here comes the Champ! In the ring, there is no one more powerful than Jack. Every

time he knocks down another contender, the accusations of cheating fly. But the truth is that Jack Dempsey's punches are as powerful as they look. Ask anyone who's stepped into the ring with him.

His fame has made him a cultural icon, and wherever he goes, the fans flock to him for autographs. Jack takes the time to greet and thank each of them, often giving the younger fans advice about staying in school and avoiding violence. He tells kids that trouble will find them, so to go looking for it is a bad idea. He's a hero to many and seems to be a great example of a humble guy who just happens to be on top of the world.

It's also drawn some attention from folks whom Jack wouldn't normally associate with. The big cities like Chicago are full of gangsters who make a lot of money on his fights. Being able to influence the outcome of these fights makes good financial sense to people like Al Capone or others of his ilk, but Jack always smiles and refuses politely, even though it's getting gradually more difficult to say no. This last offer he got was...well...Let's just say it's an offer he can't refuse.

Rank: Novice

Attributes: Agility d8, Smarts d4, Spirit d4, Strength d10, Vigor d8
Skills: Climbing d4, Driving d4, Fighting d10, Gambling d4, Intimidation d6, Shooting d6, Streetwise d4, Swimming d4, Taunt d4,

Throwing d4

Pace: 6; Parry: 7; Toughness: 6 Edges: Extra Edge (racial), Brawler, Two-Fisted Hindrances: Vengeful (minor), Overconfident (major), Stubborn (minor) Gear: Billy club (Str+b4), Brass knuckles x2 (Str+d4)

Tie-In: The Champ was invited to Washington by Silent Cal Coolidge. Neither are known for being verbose, so their meeting was short and sweet: "Can I count on

and sweet: Can I count on you?" "Yes sir." "And keep it all a secret?" "You betcha, sir." "Thank you champ." "Of course, Mr. President, when can I start?".



James Joyce

"A man of genius makes no mistakes. His errors are volitional and are the portals of discovery."

Although he has been writing for many years, it's his novel *Ulysses* that has catapulted him from just another writer with potential to a certified literary genius. James is very frustrated by the fact that he's considered a genius and tries to downplay his novel's significance at every chance he gets. The truth is, however, that he *is* a literary genius, and his works are unique and powerful. Even established writers from other genres like science fiction, true crime, or horror have a respect for James and his courage to deviate so far from what has been considered "proper writing." He has also made some very powerful enemies, and it's clear that there are people actively following him.

James lives between Paris, Trieste, and Zurich, something that surprises most of his readers, who assume that he lives in Ireland. His fiction is usually set in his native Dublin and even though he hasn't been back in quite some time, every detail is grounded there, and his characters are quintessential Dubliners. Some readers are also surprised by the fact that James is generally warm and doesn't drink himself under the table like most of his characters. Sure, he lives the life he wants to live. but he is also a responsible person who cares a great deal about the non-literary world and a society's progress toward

a better

situation.

James is often talking to others about the fact that the Great War was "not a one-shot," and that the table is set for another war, this time even bigger. James says that this "Second World War" will turn friends against each other and result in a terrible loss of life. While this seems improbable, he's been right about things like this before.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d4, Vigor d8

Skills: Driving d4, Fighting d4, Gambling d4, Investigation d4, Knowledge: Greek Mythology d6, Knowledge: Music Theory d6, Lockpicking d4, Notice d4, Piloting d4, Shooting d4, Survival d4, Tracking d6 Pace: 6; Parry: 4; Toughness: 6 Edges: Scholar, Sound Mind Hindrances: Enemy (minor):

Stalker/Unknown person in suit, Vengeful (minor)

Tie-In: It surprises many in the Mythos Resistance that this ornery Irish author was recruited into the group by Marie Curie. They each considered the other to be warm, intelligent and straightforward. Not everyone gets along with James Joyce, but Dr. Curie's choice has certainly proven to be a good one. James is now in charge of much of the secret Resistance communications between the British Isles and Continental Europe.

John Dillinger

"This could be one of the big moments in your life; don't make it your last!"

Dillinger is a criminal, a sociopath, and a truly mean sonnuva gun. As a little kid he was known to be an incorrigible bully who refused to follow directions or conform to what we consider societal norms. Before he was an adult he had already been arrested for everything from petty theft to robbery to assault. He's tried to live an honest life, but he can't seem to hold down an honest job since he keeps getting pulled back into the world of crime.

His real talent is in robberies. After some recent deadly jobs he barely survived, he now only works with others who are as good at larceny as he is. He has no real friends and is usually angry and shorttempered. If he's smiling, it's likely fake. Like the proverbial crocodile at the dentist, he's not to be trusted and not worth helping. Most of the folks who have put their trust in him are now six feet under. And Dillinger truly doesn't care.

He's currently on the run from the law (again). His last robbery ended in a terribly violent situation, and now it's more than local law enforcement on his tail. What's worse, the FBI has officially opened a file on him

and is

dedicating time and money toward tracking him down. Dillinger knows that the authorities are closing in and has no plans to ever be taken alive.

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8 Skills: Driving d6, Fighting d6, Gambling d4, Intimidation d6, Shooting d6, Streetwise d8,

Taunt d4

Pace: 6; Parry: 5; Toughness: 6
Edges: Nerves of Steel, Killer Instinct Hindrances: Mean (minor), Wanted (major)
Gear: Brass Knuckles

(Damage: d4), Derringer (.44) (2d6+1), Sawed-Off DB Shotgun (12g) (1-3d6), shovel

Tie-In: Petty criminal John Dillinger's inclusion into the Mythos Resistance is very controversial, as he is disliked by all who meet him. Another odd but official recruitment choice from Sophie Tucker, whose pragmatism has saved the day more than once. Most in the Resistance petition to avoid working with Dillinger, but orders are orders especially when the greater good is at stake. It's also clear that if

J. Edgar has his way, Dillinger is going to meet his end soon.

Jorge Luis Borges

"Reality is not always probable, or likely."

Jorge Luis Borges was born in Argentina but spent much of his young life living, travelling, and studying in Europe. Returning to Buenos Aires with an undeniably consuming work schedule he's set for himself, he plans to put all of his exciting ideas to paper. His father is a published author, and that has caused young Borges to put even more pressure on himself. To him, writing is life, and anything else is a waste of time.

While he hasn't published anything major yet, his potential is clear from his short stories, essays, and poetry. Borges has a unique way of seeing the world, and each sentence he writes is a window into a very old soul.

He writes what he considers "philosophical literature" full of magical realism. He is currently working on a book he plans to call *A Universal History of Infamy*, and those few who have been lucky enough to preview his unfinished manuscript have been shocked at how mature the young writer's skills are and how courageous his approach to literature is. This unassuming youth has the heart and mind of a great writer.

Every day from dawn until midnight is spent writing, his work ethic bordering on the obsessive. The complete worlds of magical realism that Borges has in his head are fascinating and often stray close to the realm of cosmic horror. Sure, he has the occasional migraine that brings about terrifying Eldritch images, but he's learned to harness them and use them in his work. If anyone can wrap his head around something unnatural, it's someone who spends every minute creating something unnatural.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d10, Strength d4, Vigor d6

Skills: Driving d4, Fighting d4, Investigation d8, Knowledge: History d4, Notice d4, Persuasion d6, Stealth d6, Streetwise d8 Pace: 6; Parry: 4; Toughness: 5 Edges: Scholar, Investigator Hindrances: Pacifist (major),

Eldritch Visions (minor), Cautious (minor) **Gear:** (none)

Tie-In: Very few know that he suffers from intense migraines that bring about what can only be described as Eldritch Visions. Following the clues in his surreal visions led him to the Mythos Resistance. By then, he'd deduced not only that Mark Twain was still alive but also was a leader in a secret group. Borges' talent for investigation is likely the reason his writing has always been so moving and deep.



Herald: Lovecraft & Tesla

Josephine Baker

"I'm not intimidated by anyone. Everyone is made with two arms, two legs, a stomach and a head. Just think about that."

Josephine Baker was born in the United States but now lives in Paris. She has found that French society of today is far less racially discriminating than her birthplace of St. Louis. It's not perfect by

any means, but it's better than where she came from. Right now, she sees absolutely no reason to ever return. In Paris, she is becoming more and more well-known and is now able to choose her venues and make some decent money. She has all the makings of a true star.

Josephine is one of the youngest members of the Mythos Resistance but arguably one of the most powerful. Her natural talent for singing and her ability to amaze an audience goes beyond anyone else her age. She's got what it takes to become one of the world's most famous entertainers and is already well on her way. Her strong sense of right and wrong is what keeps her grounded and able to survive and thrive on her own at such

a young age. She refuses to perform for segregated audiences and is very vocal about how ridiculous and backwards the very concept of racism is.

Her place in the Mythos Resistance is a very important one. As she tours the great Jazz clubs of Western Europe, she gathers and relays information for the group. Her persuasive charisma shines; even those who are normally hesitant to reveal details seem to feel comfortable around her. In a group, she often takes the lead when it comes to communicating.

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d4, Notice d6, Persuasion d8, Shooting d4, Stealth d6, Streetwise d4, Swimming d4, Throwing d4 Charisma: +2; Pace: 6; Parry: 4;

Toughness: 5

Edges: Attractive, Brave **Hindrances:** Pacifist (minor), Cautious (minor)

Tie-In: Josephine was recruited into the Resistance by Sophie Tucker when she was just 15 years old. The teenaged Baker had already been married twice by that point and had used the opportunity of being a Resistance fighter to escape her terrible situation and follow her dreams...all the way to Paris, France.



Langston Hughes

"Let America be the dream the dreamers dreamed— / Let it be that great strong land of love, / Where never kings connive nor tyrants scheme, / That any man be crushed by one above."

James Mercer Langston Hughes is a young man with a brilliant future ahead of him. He has an incredibly deep understanding of the human condition, a point of view that seems far beyond his years. When people talk about "old souls," Langston would be a prime example. He has the wisdom that usually only comes with a lifetime of experience. He has always considered himself a writer and is very humble, but even he realizes he will someday be considered one of the greats. For most people this would inevitably twist and turn into arrogance, but there's something about Langston that makes that impossible. He's simply too curious about humanity to think he knows it all.

He's recently worked as a crewman aboard the S.S. Malone, travelling the world from New York to the British Isles, from Norway to West Africa. These voyages have been an inspiration and opened his mind in a way that only travel can. He already had a strong sense of justice, but now that he has seen the patterns of injustice

all over the world, it's changed his outlook. He keeps a notebook with him at all times, writing what he calls "Jazz Poetry." He feels like his writing might be a part of the solution, so he spends most of his time scribbling powerful lines into his journal, crafting his words into phrases of great depth. As the Harlem Renaissance grows, Langston is finding

himself to be one of the leaders of the new movement.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d8 Skills: Driving d4, Fighting d4, Gambling d4, Healing d6, Investigation d6, Notice d6, Persuasion d6, Shooting d4, Streetwise d6, Survival d4 Pace: 6; Parry: 4; Toughness: 6 Edges: Danger Sense, Nerves of Steel Hindrances: Code of Honor (major), Loyal (minor), Cautious (minor) Gear: Brass knuckles (Str+d4)

> Tie-In: Like many in the new Harlem Renaissance. Langston spends much of his time surrounded by some of the greatest artists and writers of the day. He is just one of several luminaries of the Harlem Renaissance who are also part of the Mythos Resistance.



Niels Bohr

"Your theory is crazy, but it's not crazy enough to be true."

Niels Henrik David Bohr was born to a very prominent and powerful family in Denmark. He spent his childhood with his nose buried in advanced books, surrounded by the very best educators and influential academics. The only thing Bohr loved more than reading was playing football for

the Copenhagen Academic Football Club along with his brother Harald. Had young Bohr not devoted his life to study, he might have been an Olympic footballer like his brother.

While still a young man, he founded the Institute of Theoretical Physics at the University of Copenhagen, now known as the Niels Bohr Institute, which opened in 1920. Bohr guides the best and brightest of Denmark towards breakthroughs in physics, and the job allows him ample time and resources to devote towards whatever experiment or focus he decides to pursue. He truly leads a life of pure, academic bliss.

He is not the only Nobel Prize winner in the Mythos Resistance group. This diverse collection of brilliant minds with a common goal is the main reason Bohr joined. Many are colleagues of his in the academic circles—biologists, chemists, astronomers, mathematicians, and fellow physicists. Being surrounded by so many scientific luminaries puts Niels Bohr at ease, like he's just one of the crowd, part of something bigger than his own singular and undeniable genius.

Rank: Novice

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d4 Skills: Driving d4, Fighting d4, Healing d4, Investigation d8, Knowledge: Theoretical Physics d10, Notice d4, Persuasion d8, Repair d4, Streetwise d4, Tracking d4 Pace: 6; Parry: 4; Toughness: 4 Edges: Tinkerer, Scholar Hindrances: Bad Eyes (minor), Code of Honor (major) Gear: Box of chalk, slide rule

> **Tie-In:** Bohr invited Einstein to the new Copenhagen of Theoretical Physics, where he was recruited into the Mythos Resistance by Mark Twain. Einstein joined immediately upon finding out that his mentor Niels Bohr was part of the group.



Pablo Picasso

"I am always doing that which I can not do, in order that I may learn how to do it."

With a name like Pablo Diego José Francisco de Paula Juan Nepomuceno María de los Remedios Cipriano de la Santísima Trinidad Ruiz y Picasso, this Spaniard was destined for greatness. At least that is what his mother has told him his entire life. He lives and works in France now, but his heart is 100% Andalusian.

Those who are drawn to Pablo's art are more

likely to notice Mythos-related creatures, events, and other unnatural anomalies. For Pablo, it's a type of shorthand, allowing him to express himself artistically and communicate with other artists and creative geniuses directly. With just a few masterful lines he can convey an entire universe that follows its own rules, physics, and logic.

He's been a part of the Mythos Resistance since the beginning, one of the first wave of those recruited. Much of what he's learned during his time with the group has influenced his art in some surprising ways. Very few realize that Pablo's Cubism movement is based on theories and mathematical

formulae that come from some very strange places on the planet (and off). There are Mythos-related secrets about non-Euclidian geometry and the ability to fold space in on itself to show all angles at the same time. Some specific detailed combinations of color and shape actually unlock unnatural properties that seem to take the "colour out of space." There are good reasons as to why there are categories such as Synthetic Cubism and Crystal Cubism.

Pablo is a master of creating art from chaos; this ability is one of the most important things to have on our side in the war against the Mythos creatures.

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d10, Strength d4, Vigor d6 Skills: Boating d4, Driving d4, Fighting d4, Gambling d4, Healing d4, Investigation d4, Notice d6, Persuasion d8, Riding d4, Shooting d4, Swimming d4

Pace: 6; Parry: 4; Toughness: 5 Edges: Danger Sense, Common

Bond

Hindrances: Curious

(major), Vengeful (minor), Stubborn (minor) **Gear:** Cudgel (Str+d4), flask (full), backpack, easel, canvasses, notebook, pencils and pastel oil paints.

> **Tie-In:** Pablo's powers of persuasion are undeniable. His friends Trilussa and Dali are both part of the Mythos Resistance now, thanks to him.

Robert E. Howard

"I have known many gods. He who denies them is as blind as he who trusts them too deeply."

Amateur boxer and bodybuilder, young Robert Ervin Howard is hotheaded, often the first to throw a punch and the last one standing. He was born and raised in Texas and spent most of his life in the town of Cross Plains. Once a bookish and intellectual child, Robert still dreams of becoming a writer of adventure fiction and is inspired greatly by fellow resistance fighter H.P. Lovecraft, whom he looks up to and hopes to learn from. His dream is to someday have his stories in publications like *Weird Tales* magazine.

As he begins his career as a writer, Howard is still imitating the styles of his literary heroes. He has the talent to break out of his comfort zone and start taking his ideas to the next level, pouring the words in his head onto paper. With more experience, he'll get there. One of his ideas in particular has great potential—an epic sword and sorcery tale of a moody barbarian king.

As one of the youngest members of the Mythos Resistance, he often feels like he has to prove himself, taking chances that others wouldn't. So far it's worked out, but his recklessness is a liability. Some other members refuse to work with him, fearing that his short temper will endanger the mission (and their lives). They aren't wrong. Everything he succeeds at seems to be a close call.

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d6, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d10, Intimidation d6, Notice d4, Shooting d6, Streetwise d4, Survival d4, Swimming d4

Pace: 6; Parry: 7; Toughness: 5 Edges: First Strike, Pulp Writer Hindrances: Young (major), Deathwish (minor) Gear: Switchblade (Str+d4), Colt 1911 (.45) (2d6)

Tie-In: Sonia Greene has hired young Robert to write stories that can be published in her magazine, The Rainbow, a large illustrated publication of well-known amateur journalists of the day, which is also a secret list of authors who are involved in the resistance against the Mythos.



Part 7: Friends & Foes

Roxanne Zann

"Une femme seul est toujours en mauvaise compagnie."

Self-proclaimed Flapper and blues-singing enchantress, Roxanne Zann is often seen wearing red and turning heads with her almost

unnatural charisma. She sometimes pretends to be naive in order to be privy to secret conversations, but don't be fooled: she's smart, quick, and dangerous. And she sings like an angel.

Roxanne grew up very poor with her aunt in Rue d'Auseil, Paris. Her father died in the tragic Titanic sinking, and her mother died just six years later in the global influenza epidemic of '18. Life was not easy for the teenage orphan, but her aunt took her in and cared for her as best she could.

Roxanne's grandfather Erich was from Germany. A master musician and composer, he never found fame or happiness but died alone in his apartment just two blocks from his only surviving daughter and granddaughter. Roxanne never met him, but the stories she heard growing up made her glad that she didn't.

After hearing American Jazz for the first time on a phonograph, all Roxanne could think of was using her mesmerizing voice to sing the blues like they did on that record. So she left.

> Her aunt still lives in Paris, and they trade letters every week. Perhaps someday Roxanne will return to Europe, but for now she is living her dream of singing to packed houses in New York, Atlantic City, New Orleans, and Chicago. Next stop: Providence.

Rank: Novice Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d6 Skills: Climbing d4, Driving d4, Fighting d4, Gambling d6, Lockpicking d4, Notice d4, Persuasion d6, Shooting d4, Stealth d6, Streetwise d6

Charisma: +2; Pace: 6; Parry: 4; Toughness: 5

Edges: Charismatic, Mover-Shaker Hindrances:

Eldritch Visions (minor), Vengeful (minor) **Gear:** Opinel knife (Str+d4)

Tie-In: Roxanne is the granddaughter of the late musical genius Erich Zann.

Rudolph Valentino

"I became to myself an imaginary figure of great excellence, daring and glamor."

Most would agree that Rudolph Valentino is more than handsome. Those who call him a dandy or try to criticize his masculinity are envious. It's a very primordial human urge to try and shade something that outshines the sun. Valentino is the best-looking, most charismatic person in every room he enters there is no denying it. Conversations stop as he passes by, and all who see his smile feel a sense of being lucky to have shared a moment with what seems to be a living Roman god.

His movies are extremely popular both in the United States and Europe, and almost all who

spot him in public recognize him immediately. While the rumors of dozens of women fainting in the street is an exaggeration, it's not something that Valentino will deny. He truly loves the attention and knows that his continued success in movies is something that is not guaranteed: even his good looks might someday fade. Until then, he's going to enjoy every moment.

Most have only seen him, not heard him. While his speaking voice may not necessarily be what audiences had imagined, his dashing good looks are disarming. Whether it's captivating an entire audience or just charming the socks off of someone standing in front of him, Valentino knows how to use what he's got to get what he wants. The whole world seems to be infatuated with "Valentino, the Latin Lover," and Rodolfo Alfonso Raffaello Pierre Filibert Guglielmi di Valentina d'Antonguella wouldn't have it any other way.

Rank: Novice

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d8 Skills: Boating d4, Climbing d4, Driving d4, Fighting d6, Notice d4, Persuasion d8, Riding d6, Shooting d4, Streetwise d4, Swimming d4, Throwing d4

Charisma: +4; Pace: 6; Parry: 5; Toughness: 6 Edges: Extra Edge (racial), Very Attractive Hindrances: Bad Luck (major), Cautious (minor)

Gear: Switchblade, umbrella, scrapbook with newspaper clippings of stories about himself.

Tie-In: Valentino was hired by United Artists, the new film company venture of Chaplin and Fairbanks. For his first film with them, The Eagle, Valentino traveled to Paris for the release, staying at Coco Chanel's Bel Respiro for several weeks. During this stay, Twain recruited the young Italian heartthrob into the Resistance.

Salvador Dali

"Surrealism is destructive, but it destroys only what it considers to be shackles limiting our vision."

There has never been anyone quite like Salvador Dali. To him, art as a form is fluid, and only the surreal is real. He gleefully lives life on the edge of insanity and creates masterful works of art, some of which likely won't be appreciated for decades to come. He continues to grow as an artist, but he's already come farther than most twice his age. He's still quite young and finds waiting for any length of time to be extremely frustrating.

He speaks often to his friend and mentor, fellow Spaniard Pablo Picasso, and looks up to him as an inspiration. Dali is always telling Pablo about how he attributes his love of everything that is gilded and excessive, his passion for luxury and his love of oriental clothes, to his "Arab lineage." Dali's ancestors were Moors, and he is intensely proud of his heritage. While he knows few details about his family history, he does have some very, very old sketches that were passed down from an ancestor named Abd-al-Hazred. At least they look like sketches...

Most don't know that he suffers from excruciating migraines that bring about nightmarish visions. He feels that it is simply the price he pays for going so deep into his own psyche through his work, and that even the worst moments can be harnessed and used later as inspiration. Lately, the headaches have been getting worse, and his friends and colleagues are noticing a change in his already-odd behavior. Rank: Novice Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8 Skills: Driving d4, Fighting d6, Investigation d6, Knowledge: Mythos d6, Knowledge: Psychology d6, Notice d6, Shooting d6, Streetwise d4 Charisma: +2; Pace: 6; Parry: 5; Toughness: 6 Edges: Connects Dots, Charismatic Hindrances: Eldritch Visions (major), Delusion (minor): grandeur Gear: Umbrella, small paint & brush kit, camera, mustache wax

> **Tie-In:** Young Dali's surreal waking dreams are Eldritch Visions, and while the intense headaches and nosebleeds that accompany them is difficult, he feels that the sensation of seeing beyond what normal humans can see is worth every ounce of pain.

Sonia Greene

"Speechless horror ensued; a horror in which the spectators were petrified to utter inaction and mental chaos. Their complete demoralization is reflected in the conflicting accounts they give, and the sheepish excuses they offer for their seemingly callous inertia. I was one of them, and I know."

A skilled writer and publisher, Sonia is a fiercely independent person with an unshakable sense of duty to humanity. Much of her tragic past can be attributed to her insistence that even the most despicable people and personalities are worth protecting. Sonia is an idealist, not a pragmatist. She has a natural ability to comfort the sick and injured but is usually more concerned with leading the charge than being a field medic. Her intelligence and focus is razor sharp, a quality that inspires others to action and unnerves the close-minded.

Sonia speaks fluent Russian and Ukrainian and has a daughter in her early twenties. They do not speak, not since Sonia tried in vain to convince her daughter that the cosmic horror, the devious invasion of things from beyond the stars is indeed fact, not fiction. She fights on, giving up a simple life for one of service to humanity, even if humanity doesn't know enough of what's really happening to appreciate it.

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It was Sonia Greene who first came up with the idea of relaying hidden messages in pulp magazines like *Weird Tales* and other publications that would fly under the radar of a majority of the public. These magazines also had a large market of like-minded readers who might be subconsciously

trained about the Mythos horrors that are arriving without even knowing it. Some of the writers who are part of the Resistance (like Robert E. Howard) are directed by Sonia to include certain phrases and keywords in their work to signal operatives in the field and keep communications secret. There is no person better to head this group of literary warriors than Greene.

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d4, Vigor d8 **Skills:** Driving d4, Fighting d4, Healing d6, Investigation d6, Knowledge: Geography d4, Knowledge: History d4, Notice d6, Persuasion d6, Shooting d4, Stealth d4, Streetwise d4, Taunt d4, Tracking d4

Pace: 6; Parry: 4; Toughness: 5

Edges: Connections, Pulp Writer

Hindrances: Bad Luck (major), Stubborn (minor) Gear: Flashlight, Babe Ruth's Unnatural Bat (Str+d6, double vs. Mythos creatures)

Tie-In: Recently, Sonia launched a magazine called The Rainbow, a large illustrated publication of wellknown amateur journalists of the day, containing excellent contributions by many of them. To those few cognoscenti that know what to look for, *The Rainbow* contains a list of authors who are involved in the resistance against the Mythos.

Trilussa

"Già capisco che lascerò un'impronta ne la Storia."

Already quite famous in his native Rome, this artist is part poet, part cultural revolutionary. As Fascism starts to rise in 1920s Italy, there are few who dare to openly mock those in power and celebrate the common man.

Trilussa avoids becoming a part of any literary circles, preferring instead to hang out in the streets and taverns which are the sources of his inspiration. His poetry features the petit bourgeoisie and also contains strong satirical denunciations against governments and the vices of rich people. Some of his sonnets are Aesoplike moralistic fables. Trilussa's own sketches and drawings are featured alongside his delightfully subversive poetry.

Trilussa grew up very poor since his father died when he was only three years old. In the half-century since, he has had only himself to count on and refuses to tolerate people he feels are petty or out of touch. He's certainly more comfortable sitting in a cafe with a glass of Grappa than anywhere else, and the stories he tells are mesmerizing, hilarious, and poignant.

To this day, he lives very simply and rarely carries money with him, and so most places he goes to he's mistaken for a unfortunate indigent. However, once he starts to speak, there's no doubt that this odd Roman with patches on his sleeves is an affable genius.

Rank: Novice Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6 Skills: Driving d4, Fighting d4, Gambling d4,

Fighting d4, Gambling d4,
Investigation d4, Notice d4,
Persuasion d10, Shooting d4,
Streetwise d8, Throwing d4
Charisma: +2; Pace: 6;
Parry: 4; Toughness: 5
Edges: Charismatic,
Common Bond
Hindrances:
Bad Eyes (minor),
Pacifist (minor),

Poverty (minor) Gear: Umbrella, flask (full)

Tie-In: Trilussa is well known in his native city of Rome and has met with many of the most famous European politicians, artists, and scientists on the continent. Unlike most of the other Mythos Resistance fighters, Trilussa was not recruited. Rather, he discovered the plans of two of his good Spanish friends, Pablo Picasso and Salvador Dali, and demanded to be made a part of it. Twain was contacted and agreed to allow Trilussa into the fold.



Herald: Lovecraft & Tesla

Victor Eisenberg

"He who rests grows rusty."

Victor Eisenberg is the only son of proud German immigrants who came to America looking for business opportunities and a bright new future for their family. Tutored and mentored by some of the greatest scientific minds in the German immigrant

community, young Victor was performing complicated scientific experiments on his own before he even started school. Losing interest in what he found to be unbearably remedial, Victor left regular school at age 13 and entered straight away to Brown University, where he excelled. His designs for a working automaton were considered groundbreaking but ultimately far too expensive to ever produce. His youth didn't seem to be a hindrance at all, and he graduated with a degree in Mechanical Engineering, earning top marks in every course. The brash young 16-year-old graduate refocused on the new and exciting field of Atomic Physics. Three years later, he earned his graduate degree and continued on towards his doctorate.

Now just one semester from another graduate degree in his hand, Victor is realizing that what he has learned in his recent studies in Theoretical Physics has only raised even more deep questions—questions that won't be answered by the same methods everyone seems used to in the scientific community. The next academic step for Victor Eisenberg is likely the brand-new Copenhagen Institute in Denmark, where he hopes to study with one of his heroes, Niels Bohr. He may disagree with the relative intensities of spectral lines in Bohr's model, but nobody's perfect, right? To say that Victor is overconfident is an understatement. But it's worked well for him so far.

Rank: Novice

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6
Skills: Driving d4, Fighting d4, Investigation d6, Knowledge: Engineering d6, Knowledge: Physics d6, Lockpicking d4,
Notice d4, Repair d8, Shooting d6
Pace: 6; Parry: 4; Toughness: 5
Edges: Scholar, Live Wire

Hindrances: Overconfident (major),

Doubting Thomas (minor), Bad Eyes (minor)

Gear: Oversized brass slide-rule (Str+d4).

Tie-In: Victor has sent in an application to the Cophagen Institute in Denmark, and hopes to study under Niels Bohr, who also happens to be a member of the Mythos Resistance, and seems very interested in the young applicant's possible future with the group.

W.E.B. Du Bois

"When you have mastered numbers, you will in fact no longer be reading numbers, any more than you read words when reading books. You will be reading meanings."

W.E.B. Du Bois is a cultural icon and lifelong anti-war activist. For decades now, the controversial writings and ideas of Dr. Du Bois have been part of the public discourse. The responsibility thrust on him as the first African American to earn a doctorate at Harvard only pushed him further in his pursuit of knowledge. For years, he was a professor of history, economics, and sociology at the University of Atlanta.

He is a big supporter of the recent explosion of artistic creativity some are calling The Harlem Renaissance, a cultural and social movement in New York. He fights constantly against the oppression

he sees by continuing with his brutally honest editorials and speaking engagements promoting racial equality. Even those who disagree with his particular political views can't deny that his passion for addressing this issue is something to be admired. It's been decades at this point, and Du Bois still hasn't stopped speaking out, using his large public sphere of influence to reach as many people as possible. His extensive travels in Europe, including graduate work at the University of Berlin, have given him a global perspective most Americans will never experience. He always knew that

one day he'd be able to make substantive changes through his knowledge and ability to communicate his message. Now Dr. Du Bois commands the respect of his colleagues and reaches thousands through his monthly magazine, *The Crisis*.

Even though he's older than many who have entered the Mythos Resistance, his uncanny ability to quickly discover the root to almost any problem, social or otherwise, makes Du Bois the ideal leader for any group.

Rank: Novice

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d6, Vigor d6 Skills: Driving d4, Fighting d4, Healing d4, Intimidation d4, Investigation d4, Knowledge: Economics d4, Knowledge: History d4, Knowledge: Sociology d4, Persuasion d8, Repair d6, Streetwise d4 Pace: 6; Parry: 4; Toughness: 5 Edges: Alertness, Command, Connections Hindrances: Code of Honor (major), Stubborn (minor), Pacifist (minor) Gear: Umbrella, notebook and pencil

> Tie-In: Du Bois seems to know everyone. Those in the newly formed League of Nations are in regular contact, so he often has a great deal of information that is usually not yet available to the public. While he was traveling Europe, Marie Curie met with him and recruited him into the Mythos Resistance group.



Walt Disney

"You may not realize it when it happens, but a kick in the teeth may be the best thing in the world for you."

Like most young kids growing up in the beginning of the century, Walt Disney's favorite pastime was reading the cartoons in the papers, laughing at the vaudeville shows, and catching the newfangled moving pictures that were sweeping the nation. Walt's upbringing was safe and comfortable; as all-American as rhubarb pie.

Taking a job as a *Kansas City Times* delivery boy was more than just employment for Walt. More than once he was reprimanded by his bosses for "scribbling all over the real cartoons." His love for art continued to grow as he took courses in cartooning and drew for his high school paper, and when the Disney family moved back to Chicago, Walt began taking night courses at the Chicago Academy of Fine Arts. Still too young to legally sign up to fight in the Great War, young Walt forged the date on his birth certificate and joined the Red Cross as an ambulance driver. While he never experienced any combat, he did publish some of his drawings in *Stars* and Stripes, which propelled him into his current career in cartooning.

Surrounding himself with the best artists he can find and afford, he dedicates every moment of his time to his growing company. To be honest, Walt's business decisions have been hit or miss, but he's confident that if he keeps on his current path, someday he'll realize his goal of being a world-renowned artist. He says that when you wish upon a star, your dreams come true. He may be sappy, but he's sincere.

Rank: Novice

Attributes: Agility d8, Smarts d6, Spirit d4, Strength d4, Vigor d8 **Skills:** Climbing d4, Driving d4, Fighting d4,

Gambling d4, Intimidation d4, Lockpicking d4, Notice d4, Persuasion d4, Piloting d4, Repair d4, Shooting d4, Stealth d6, Streetwise d4, Swimming d4, Taunt d4

Charisma: +1; Pace: 6; Parry: 4; Toughness: 6

Edges: Luck, Charisma Hindrances: Tethered (minor), Xenophobe (minor) Gear: Trained mouse (Mortimer), umbrella, Colt 1911 (.45) (2d6)

> Tie-In: While young Walt's Laugh-O-Gram Studio is known most for its unsustainable financial situation, the animators and other artists employed there still stand behind him and respect his leadership. When Mark Twain approached Walt to recruit him, Walt insisted that his original core group of seven artists from Laugh-O-Gram were also were informed and made part of the Mythos Resistance.

Winston Churchill

"There are a terrible lot of lies going about the world, and the worst of it is that half of them are true."

The wealthy son of a British noble and American socialite, young Winston Churchill received the very best education and had more opportunities afforded him than most. While his childhood may not have been considered a very happy one, he learned to keep a stiff upper lip, grin, and bear it. In the army, he traveled extensively from Bombay to Luxor, experiencing the world under the flag of the Empire. Rising to the position of First Lord of the Admiralty, he valiantly led his country to bitter victory in The Great War.

From his time as Secretary of State for War to his long-held position of Chancellor of the Exchequer, Churchill is one of the most powerful political figures in Britain. Many of the post-war decisions have been difficult and some have backfired harshly, but Churchill just keeps on moving forward.

His extensive experience commanding soldiers in the army is something that the Mythos Resistance feels is an unfortunate probability in the near future. Stopping an invasion from beyond the stars is going to be a huge task, but Winston is ready for it, chomping on his Havana cigar and studying maps of global hotspots

of Mythos creature activity. The invading creatures are only going to grow in number, and unless there is a solid military leader at the helm, no amount of diplomacy or subterfuge will save humanity. Sometimes it simply comes down to cold, hard pragmatism. Any good commanding officer knows that sending men to their deaths is only bearable if the cause is just.

Rank: Novice

Attributes: Agility d4, Smarts d6, Spirit d4, Strength d6, Vigor d10

Skills: Boating d4, Driving d4, Fighting d4, Gambling d4, Investigation d4, Knowledge: Military Tactics/Battle Theory d6, Persuasion d4, Piloting d4, Riding d4, Shooting d6, Survival d6 Pace: 6; Parry: 4; Toughness: 7 Edges: Command Hindrances: Habit (minor): Havana cigars, Quirk (minor): Lateral Lisp, Code of Honor (major) Gear: Mauser C96 pistol (2d6), umbrella, box of Havana cigars, matches

> Tie-In: Recruited by Henry Ford, Churchill is one of the few members of the Mythos Resistance that Mark Twain himself tried to block from membership. Their animosity towards each other sours every interaction between the two, but Winston generally holds his tongue around the charismatic octogenarian.

Zelda Fitzgerald

"By the time a person has achieved years adequate for choosing a direction, the die is cast and the moment has long since passed which determined the future."

The first American Flapper. There has never been anyone like Zelda. From a young age, she spent most of her time dancing, swimming, drinking, and smoking. Not proper for a southern lady from a good family, but a whole lot of fun. Dancing the Charleston till dawn, she painted the town red and lived her life as she wanted to. Not much has changed.

Now married to a novelist who shares her love of the high life, Zelda lives in luxury. Their parties are the talk of the town, both for their extravagance and the likelihood that they'll end with broken dishes and screaming. Many guests know just when a Fitzgerald party is about to go south and get too dramatic to enjoy. Zelda sure knows how to throw an unforgettable party. She and her husband Scott are rich and famous, and she feels that if they choose to act badly, then it's their right to do so.

Nothing slips by Zelda. Her nearly obsessive attention to detail makes her a great asset to any group. Things that go unnoticed by others jump right out to her, and it's truly frustrating for her.

Privately, Zelda is quite concerned with her recent struggles with mental health and has reacted by training herself to notice every detail and remember everything so that when things start to go a bit "dark," she'll have a solid, recognizable basis for reality to return to.

Her life is not easy in this respect, but it doesn't stop her from being a fierce artist and

indispensable part of the Mythos Resistance.

Rank: Novice Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8 Skills: Driving d4, Fighting d4, Gambling d4, Intimidation d4, Investigation d8, Notice d8, Persuasion d4, Shooting d4, Streetwise d4, Swimming d4 Pace: 6; Parry: 4; Toughness: 6 Edges: Strong Willed,

Pulp Writer

Hindrances:

Eldritch Visions (major), Phobia (minor): going mad **Gear:** .32 automatic (2d6-1)

Tie-In: While in Paris, she and her husband Scott were recruited by Twain himself. Incidentally, Zelda's childhood friend Tallulah Bankhead is also connected to the Mythos Resistance as a "friendly."

SEASONED LEVEL

Amelia Earhart

"Ours is the commencement of a flying age, and I am happy to have popped into existence at a period so interesting."

Amelia Earhart was always destined to suffer the heartache and exhilaration of adventure. As a child, she almost lost her head while sledding when she dared to ride lying on her stomach instead of sitting up as was expected of proper women. As she neared the bottom of a hill, in an indication of the terrible, crazy luck she'd suffer throughout her life, a horse pulling a junk man's cart appeared and blocked her path. With no way to stop or steer, she slid clear through the horse's legs and safely into the open snow. Looking back on it, she said, "Had I been sitting up, either my head or the horse's ribs would have suffered in contact—probably the horse's ribs"

She applied that same bravado through school and into her first flights, where she truly found her calling for pressing society's boundaries. As the first woman to cross the Atlantic, Earhart became a national figure and celebrated pilot. As she toured the country promoting her book through her publisher GP Putnam, Earhart enjoyed the publicity and took every opportunity to demonstrate her superior skill behind a control stick. During this time, while directing her engine crew, she met Nikola Tesla and established a connection built on mutual respect that quickly grew into love and eventually, an engagement.

Amelia proved herself to be a consummate supporter of women by encouraging others not only to follow through the barriers she had broken but also to cultivate their own adventurous spirit by establishing The 99s, an organization of women pilots dedicated to promoting aviation and passion for flight.

Rank: Seasoned

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d6, Vigor d8 Skills: Climbing d4, Driving d4, Fighting: d4, Investigation: d6, Piloting d10, Repair d6, Riding d4, Shooting d6, Stealth d4,

Swimming: d4, Tracking: d6 **Pace:** 6; **Parry:** 2; **Toughness:** 6 **Edges:** Brave **Hindrances:** Bad Luck (major) **Gear:** Basic tool kit

Tie-In: Amelia vanished while testing an experimental airplane engine. She found herself in "The Elsewhere," a nightmarish dreamland dimension filled with unspeakable Mythos creatures.

Herald: Lovecraft & Tesla

Emma Goldman

"When, in the course of human development, existing institutions prove inadequate to the needs of man, when they serve merely to enslave, rob, and oppress mankind, the people have the eternal right to rebel against, and overthrow, these institutions."

Born in the Old Russian Empire, Emma Goldman is educated and prides herself on being wellinformed and forward-thinking. Her strong views are often met with considerable pushback from those in power, and forever separate her from those who are content to simply let things continue as they are.

She emigrated to the United States in 1885 and quickly became active in anarchist political circles. As a lecturer and activist, her writings address inequality and injustice for many marginalized groups. At one point, thousands of people would show up to hear Goldman speak. In and out of prison, and eventually deported from the country she'd adopted and fought for, Emma

continues her ideological fight against inequity. Never one for mincing words, her political views are always well known and this draws the attention of some very dangerous and powerful people.

For many other Mythos Resistance fighters, Goldman is a type of mother-figure that

can be counted on no matter what. Her contributions to the secret group's leadership council have been a balancing force, and her ability to rise above petty squabbles and internal powerplays has saved lives in the field. Her strong political views may be culturally provocative and seem extreme to some, but they are all based in a sense of human decency and idealism.

There's a clear irony in the fact that one of the world's most well-known anarchists is one of the leaders of a secretive group full of politicians and others who find her views abhorrent. But the greater good is just that, pushing the concept of "The enemy of my enemy is my friend" to its breaking point!

Rank: Seasoned

Attributes: Agility d4, Smarts d6, Spirit d8, Strength d4, Vigor d8 Skills: Boating d4, Driving d4, Fighting d4, Healing d6, Investigation d4, Knowledge: Political

Science d4, Knowledge: Psychology d4, Knowledge: World History d4, Notice d4,

Persuasion d10, Riding d4, Stealth d4, Streetwise d4, Swimming d4, Tracking d4 **Charisma:** +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Brave, Charismatic, Scholar, Sound Mind, Hard to Kill, Command, Bane of Mythos

Hindrances: Code of Honor (major), Vow (minor): Proselytize Anarcho-communism, Wanted (minor)

Tie-In: Exiled and living in Europe, Emma Goldman is one of the most provocative members of the group and has risen in the top-secret ranks to become one of the decision-makers. The one time her suggestions were heeded was the recent inclusion of J. Edgar Hoover into the Resistance. After all, he is the reason she and many of her friends were deported in the first place.

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Henry Ford

"Coming together is a beginning, staying together is progress, and working together is success."

Henry Ford, famous founder of the Ford Motor Company, king of the assembly line. Once just another young engineer for the Edison Illuminating Company, Henry worked his way up and impressed his superiors (like Thomas Edison) with his gasoline engine designs. Ford eventually resigned from the Edison Company and went into business for himself. He hasn't looked back since.

Henry developed and manufactured the first affordable automobile that the "Middle-Class American" could afford. With mass production being perfected, his Model T and Model A have set his place in history as the industrialist who was able to make driving accessible to the regular folks. Sure, this image is a romanticized one, but Henry Ford wouldn't have it any other way.

Some may mistake his business acumen and prowess for greed, but for Henry, it's not about accumulating wealth so much as it is about being the best by selling the most. His designs and innovations to production were revolutionary a few decades ago, and now he is happily riding a wave of his own making. If he can make big money and still keep wages high enough for

workers.

then he'll continue to make money as his employees buy the cars they're assembling. Henry is definitely playing a long-term game and isn't shy about his very specific vision for a future where consumerism is what keeps us out of another Great War. Heaven forbid!

Rank: Seasoned

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Boating d4, Driving d6, Fighting d4, Gambling d6, Intimidation d6, Investigation d6, Knowledge: Business/Economics d6, Knowledge: Psychology d4,

Persuasion d6, Piloting d4, Repair d10 Charisma: +1; Pace: 6; Parry: 4;

Toughness: 5

Edges: Inspire, Connections, McGyver, Charismatic, Command

Hindrances: Pacifist (major), Big Mouth (minor), Xenophobe (minor) Gear: Original Model T prototype (still working!)

> **Tie-In:** Ford is one of the world's most recognizable and respected people, and he is close personal

friends with many of the other rich and famous. While many of his personal views go against what others in the Mythos Resistance are all about, this crafty old pragmatist is an asset to any team.



HP Lovecraft

"The only saving grace of the present is that it's too damned stupid to question the past very closely."

Howard Phillips Lovecraft is an accomplished writer, Mythos researcher, and arcanist. While the rest of the world continues its quotidian existence adjacent to the dark machinations of the Awakening,

Howard has felt vibrations from lost stars divining his destiny as integral to the salvation of mankind. Each day, his knowledge of the threat facing Earth grows, and each day he is forced to renew his commitment to defending his insignificant species, whom he feels is unworthy of respect. Coddled by a mother who views his writing as a useless hobby, he complains for hours on topics he knows nothing about, takes insult where none was intended, and refuses to hold a regular job. Though his mother has trained him to be a competent arcanist, she knows that any misstep could be dangerous, especially considering the deep well of anger that Howard uses to power his abilities.

Now that Nikola Tesla has dragged Lovecraft out of his comfortable isolation, H.P. has been forced to contend with book golems, flesh beasts, youngling Migo, and all manner of unspeakable horrors like party conversations, public ridicule, and the realization that his ugly bigotries are not shared by most people. Despite his mistrust of science, Lovecraft has come to see Tesla as the

only friend willing to put up with him, making him intensely loyal—though he secretly fears that Tesla doesn't feel the same.

Rank: Seasoned

Attributes: Agility d4, Smarts d8, Spirit d12, Strength d4, Vigor d8 Skills: Driving d4, Fighting d4, Intimidation d4, Investigation d6, Knowledge: Mythos d10, Notice d4, Persuasion d4, Shooting d4, Stealth d4, Taunt d6, Throwing d4 Charisma: 0 Pace: 6; Parry: 4; Toughness: 6

> **Edges:** Charismatic, Pulp Writer, R'lyeh-terate, Bane of Mythos, Hard to Kill

Hindrances:

Sleep Paralysis (minor), Eldritch Visions (minor), Xenophobe (major)

Tie-In:

His recent adventures with Tesla have cut into his Mythos research time, but if he found someone trustworthy to do the legwork, he'd be open to outsourcing certain projects.



Nikola Tesla

"Let the future tell the truth and evaluate each one according to his work and accomplishments. The present is theirs; the future, for which I really worked, is mine."

Nikola Tesla is quite possibly the smartest person on the planet, having created a functional system for alternating current as well as the foundation for wireless technology and power. Before being fired by Thomas Edison, Tesla was well on his way to filing more patents and innovating more discoveries than anyone in history. Once Tesla realized his fiancée Amelia Earhart had stolen his unfinished engine prototype, throwing her into the Elsewhere dimension, he suspended his intellectual pursuits and now works relentlessly to find a way to bring her back, with or without the

help of H.P. Lovecraft.

When they work together, Tesla is the cool-headed, arrogant center to Lovecraft's flailing outbursts. In this age of conartists and robber barons, Tesla is continually shocked by unethical behavior. When confronted with humanity's darker nature, his eyes widen not out of fear but with the kind of disappointment a child has when losing a balloon at the fair. That naiveté, however, doesn't extend to the Mythos, which Tesla views as another explainable set of fascinating phenomena.

When Nikola was a child, he fell ill with cholera, and

the prognosis looked grim until he began reading the early works of Mark Twain and miraculously recovered. Tesla was always grateful and credited Twain for saving his life. Many years later, after Tesla and Twain had become close friends, Twain's private library was turned into the rebellious book golem William Wilde. Tesla was able to return the decades-old favor, defeating the monster and ostensibly saving Twain's life.

Rank: Seasoned

Attributes: Agility d6, Smarts d8, Spirit d4, Strength d6, Vigor d8
Skills: Boating d4, Climbing d4, Driving d4, Fighting d4, Investigation d4,
Knowledge: Electrical Engineering d8, Knowledge: Mythos d6, Lockpicking: d4,
Piloting d4, Repair d8, Shooting d6, Stealth d4, Throwing d4
Pace: 6; Parry: 2; Toughness: 6

Edges: Live Wire, Scholar, Bane of Mythos, Improvisational Fighter

> Hindrances: Vow (major): Fight the Mythos/Save Amelia, Loyal (minor), Poverty (minor) Gear: Lightning Pistol (see page 34)

Tie-In: Tesla currently works out of an old garage in New York, prolifically developing whatever his eidetic memory can conjure to save Amelia. In Tesla's notoriously disorganized workshop, who knows what treasures lie beneath the piles of halffinished devices and junk. More importantly, who would pay to gain access to that wealth of technology?

Herald: Lovecraft & Tesla

VETERAN LEVEL

Calvin Coolidge

"I have never been hurt by anything I didn't say."

From his shorter-than-anticipated stint as Vice President to his time as the Commander In Chief, Calvin Coolidge has spent a decade in the Oval Office surrounded by the decision-makers of the country, some loyal and some not so loyal. His nickname "Silent Cal" fits him well. Getting more than a few words out of him is a feat, and when he does speak, the volume is so low that most strain to hear his words. Whether this is done intentionally or not, it can be quite effective in getting a room full of angry politicians to pipe down long enough to hear what their boss is saying.

Much like his friend Sophie Tucker, many of the people Silent Cal associates with are not known for playing well with others. Perhaps Silent Cal's most trusted colleague is J. Edgar Hoover, who has saved his life on numerous occasions. As with many who hold the position of President of the United States, the pressures of the job quickly led to decisions based on pragmatism, not idealism. Silent Cal has a lot on his plate.

and now

that it's clear that Mythos creatures from beyond the stars are starting an invasion, the last thing that he wants to think about is Prohibition or civil liberties.

> Rank: Veteran Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6 Skills: Boating d4, Climbing d4, Driving d6, Fighting d4, Healing d4, Investigation d6, Notice d4, Persuasion d6, Riding d4, Shooting d6, Streetwise d4, Swimming d6, Throwing d4 **Pace:** 6; **Parry:** 4; **Toughness:** 5 Edges: Command, Connections, Danger Sense, Leader of Men, Strong Willed, Alertness Hindrances: Quirk (minor): Rarely

speaks/speaks very softly

Tie-In:

Sophie Tucker recruited Coolidge and Hoover on the same day. Both consider her to be a personal friend.



George Washington Carver

"Where there is no vision, there is no hope."

George Washington Carver was born into slavery and is now one of the most renowned minds in the world. To both the famous admirers (like the late President Roosevelt) as well as the unknown impressionable young minds entering his lecture hall for the first time, Dr. Carver's dry wit and intelligence are truly impressive. He deeply cares about his students and anyone who is curious about science, history, chemistry, or any other honest pursuit of knowledge. The Tuskegee Institute's Agriculture Department is where he has done much of his work on systematic crop rotation using legumes and sweet potatoes.

Carter's research laboratory is where countless uses for these nitrogenrich crops are being developed. It is also where many of the brightest scientists in America can be found, free enough from bureaucratic overreach to pursue things that really matter and directly affect people's lives. Carver runs a tight ship and knows just how to push his students to yield their best work.

Like most scientists, he is immediately suspicious of the theory of unnatural creatures from beyond the stars. But now that he has seen a few yet-unexplained specimens and events with his own eyes, he is willing to dedicate the time it takes to studying these strange Mythos Anomalies. Perhaps there are some beneficial applications to be developed? Maybe taking a much closer look at the chitinous carapace of what some in the Resistance are calling a "star crab" could give some insight? The Mythos Resistance is extremely lucky to have George Washington Carver as part of its leadership.

Rank: Veteran

Attributes: Agility d4, Smarts d12, Spirit d4, Strength d4, Vigor d10 Skills: Driving d4, Healing d8, Investigation d8, Knowledge: Biology d6, Knowledge: Chemistry d6, Notice d8, Persuasion d4, Piloting d4, Repair d6, Tracking d6

Pace: 6; Parry: 2; Toughness: 7

Edges: Command, Connects Dots, Improvisational Fighter, Scholar, Live Wire, Level Headed

Hindrances: Bad Eyes (minor), Doubting Thomas (minor), Curious (major) Gear: Chemistry Field Kit, Lab Coat, Microscope, Notebook and Pencil, Umbrella

Tie-In: Dr. Curie contacted Dr. Carver to share a strange specimen brought in recently from an Antarctic expedition. What he saw on that microscope slide raised almost too many questions. Now, Dr. Carver is one of the leaders of the Mythos Resistance, gathering data to study and forever digging deeper and looking for new practical applications, new approaches, and new ways to harness the cosmic horror for science. Everyone wants to hear Professor Carver's advice!

Marie Curie

"Science is essentially international, and it is only through lack of the historical sense that national qualities have been attributed to it."

Marie Curie was born in Warsaw where she studied at Warsaw's famous Floating University, immersing herself in a lifelong career in science and the groundbreaking development of the theory of radioactivity. In Paris, she continued her studies and earned her higher degrees. Her husband was the late Pierre Curie, with whom she and Henri Becquerel shared the Nobel Prize in Physics. Just eight years later, Marie won The Nobel Prize in Chemistry. During the Great War, her innovative mobile radiography units saved countless lives in the field, and she shows no signs of slowing down!

In addition to isolating radioactive isotopes, Curie is part of the Mythos Resistance, providing a much-needed logical brilliance to the passionate leadership. While she may not be able to explain fully what seems to be happening all over the world these days, she fully intends to. Perhaps there is a connection to her studies with radioactivity and the unnatural creatures she has seen firsthand that shouldn't, by all accounts, even exist. At her age, she has seen enough data to realize that the recent anomalies are not just some oddball global

conspiracy. They are truth—an unspeakable truth.

With Marie Curie as one of five de facto leaders of the Mythos Resistance, she is able to recruit other scientists who might not have considered what they've seen, or are about to see, as natural.

Rank: Veteran

Attributes: Agility d4, Smarts d12, Spirit d8, Strength d4, Vigor d6
Skills: Healing d4, Investigation d10, Knowledge: Chemistry d6, Knowledge: Mythos d4, Knowledge: Physics d6, Lockpicking d6, Notice d4, Persuasion d6, Repair d6, Tracking d4

Pace: 6; Parry: 2; Toughness: 5
Edges: Bane of Mythos, Scholar, Command, Improved Level Headed
Hindrances: Curious (major), Anemic (minor), Pacifist (minor)
Gear: Chemistry field kit, lab coat, microscope, notebook

Tie-In: Curie has seen some things recently that her logical, scientific mind is still struggling to accept. Mark Twain recruited her to be a part of the leadership for the growing Mythos Resistance

> group, and while she finds most of the other members to be annoying, many of them have also seen things that humans were not meant to see. She realizes that the best way to truly investigate the source of these seemingly unnatural experiences is to be an integral part of the group and gather more data.

Mark Twain

"Truth is stranger than fiction, but it is because Fiction is obliged to stick to possibilities; truth isn't."

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This crafty octogenarian is actually humanity's most unlikely savior. Very few know that Mark

Twain is still alive and that he faked his death back in 1910. Astronomers with groundbreaking new technology who were observing the return of Halley's Comet proved beyond a doubt that unspeakable entities from beyond the stars were en route. This information was never revealed to the public. Rather, then-president Taft called him into a special meeting that would change his life forever. The terrible revelations on that day brought into doubt the survivability of our human race and Twain made a pledge to spend the rest of his life preparing for the inevitable war against the invading creatures of this unspeakable Mythos.

For over a decade, this secret resistance group has been growing in number. Presidents Wilson and Harding both made sure that funding for the group continued and stayed confidential. Many of the most notable secret recruitments happened at the White House during official visits. Many popular actors, writers, politicians, scientists, and other talented men and women are now members of a secret society of resistance fighters. Twain has recently found that messages hidden in popular "weird fiction" are one of the best tools to bring in those in the know. Our enemies are already arriving, and time is of the essence.

As one of the most respected humorists of all time, Twain is an expert on mankind's strengths and foibles. He knows all too well that fellow humans are often as dangerous as the pre-terrestrial beings they worship. Cults have developed around the growing weirdness and threaten to expose the truth. Some even actively seek to help the ancient beings in their invasion. Without Twain's all-star group of secret soldiers and operatives, it's likely that humanity would have fallen years ago.

Rank: Veteran

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d8 Skills: Boating d4, Fighting d4, Gambling d4, Healing d4, Investigation d8, Notice d4, Persuasion d6, Streetwise d4, Taunt: d8, Tracking d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Edges: Hard to Kill, Charismatic, Mover-Shaker, Command, Natural Leader, Tactician, Hold the Line!, Strong Willed, Improved Level Headed, Alertness, Connections

Hindrances: Pacifist (minor), Hard of Hearing (minor), Big Mouth (minor) Gear: Flashlight, white suit, umbrella, Talisman of Yog-Sothoth

Tie-In: Twain is the de-facto leader of the global resistance against the cosmic horror of the Mythos. He has been in charge of recruitment over the last few years and now has a fairly extensive (and top-secret) roster of folks who can be counted on to join in the fight when the time comes.

Sophie Tucker

"Success in show business depends on your ability to make and keep friends."

No one seems to know more people than Sophie Tucker. From presidents to film stars to royalty, everywhere she goes she makes friends. One week, she might be eating dinner with J. Edgar Hoover. The next, she's playing cards until dawn with Al Capone. Rudolph Valentino sends her flowers, and Charlie Chaplin invites her on holidays. Everyone loves Tucker, the self-proclaimed "First and Last of the Red Hot Mamas."

Onstage, her powerful voice fills packed theaters. Tucker is arguably the most famous female entertainer of the day and enjoys her life immensely. From her poor early vaudevillian days to 50 weeks a year on a sold-out tour, she has earned everything she has through hard work and stubbornness. Her unwavering sense of loyalty is both

a blessing and a curse: there are a few people she considers friends that end up doing terrible things.

In her early days on the vaudeville stages, Soph befriended Mark Twain. The two never stopped their correspondence, exchanging letters twice a month ever since. When Mark Twain first decided to fake his death and go underground, it was his good friend Sophie Tucker who heard about it all first. In some ways she is the second actual member of the Mythos Resistance. Everyone knows that Soph will never let a secret out. She may associate with some nefarious people, confounding some of her fellow Resistance members, but the whole lot trust Sophie Tucker.

Rank: Veteran

Attributes: Agility d4, Smarts d10, Spirit d4, Strength d6, Vigor d8 Skills: Boating d4, Climbing d4, Driving d4, Fighting d4, Gambling d4, Healing d4, Intimidation d4, Investigation d4, Knowledge: Mythos d4, Lockpicking d4, Notice d4, Persuasion d4, Riding d4, Shooting d4, Stealth d4, Streetwise d4, Swimming d4, Taunt d4, Throwing d4, Tracking d4 **Pace:** 6: **Parry:** 4; **Toughness:** 6 Edges: Danger Sense, Command, Tactician, Connections. Bane of Mythos **Hindrances:** Vengeful (minor), Pacifist (minor) Gear: S&W (.44)

Gear: S&W (.44) (Damage: 2d6+1, Range: 0, AP: 1, ROF: 1)

Tie-In: Sophie's brought in dozens of people to the group. Only Twain has recruited more Mythos Resistance fighters.





Back Matter





All wet — Wrong Ankle — To walk **Applesauce** — A pejorative term meaning "nonsense" **Baloney** — A pejorative term meaning "nonsense" **Banana oil** — A pejorative term meaning "nonsense" **Bearcat** — A lively, spirited woman **Bee's Knees** — An exemplary person or thing **Berries** — Similar to bee's knees **Bible belt** — Area of Southern & Midwestern US where fundamentalist religion prevails (new term in the 1920s) **Big cheese** — An important person **Bimbo** — A shallow person. In the 1910s, this term applied exclusively to men, but by the 1920s, it had begun to be applied to women as well. **Bob** — A popular short women's hairstyle **Bronx cheer** — A loud, critical noise from an audience **Bull session** — Informal group chat **Bump off** — To kill **Bunk** — Short for bunkum, also spelled buncombe: a pejorative term meaning "nonsense" **Bushwa** — A pejorative term meaning "nonsense" **Butt me** — "Please give me a cigarette" **Cake-eater** — A womanizer **Cancelled stamp** — A shy, lonely woman **Cat's meow** — Similar to bee's knees

Charleston — An extremely popular, energetic jazz dance style

Cheaters — Spectacles **Choice bit of calico** — An attractive female **Copacetic** — In excellent order, okay Dancing marathon — Endurance contests of uninterrupted dancing, often for days **Darb** — Similar to bee's knees **Dogs** — Human feet Drugstore cowboy — An idle dandy obsessed with picking up women **Dumb Dora** — Idiot **Egg** — A person leading an extravagant, wealthy lifestyle Fall guy — Scapegoat Flagpole sitting — Fad consisting of sitting on a platform or chair mounted on a flagpole for days or weeks **Flapper** — A stylish young woman, usually in rolled stockings, short skirt, and bobbed hair Flat tire — An uninteresting person **Gam** — A woman's leg **Gasper** — A cigarette **Giggle water** — Any alcoholic drink Gin mill — A speakeasy Handcuff — An engagement ring **Heebie-jeebies** — A nonsense word for a nervous feeling Hep — Wise High-hat — To snub someone **Hokum** — A pejorative term meaning "nonsense" Hooch — Illegal liquor, often homemade Hoofer — Dancing girl



Horsefeathers — A pejorative term meaning extremely shiny pomade to hold the hair flat against "nonsense" **Hotsy-totsy** — Appealing, pleasing Iron one's shoelaces — Euphemism for leaving to go to the bathroom Jake — Okay, e.g., "Everything's jake" Jalopy — An old car Jorum of skee — A swig of alcohol (especially hard liquor) **Keen** — Appealing, pleasing Knickers/Knickerbockers — Three-quarter length pants that buckle or cinch between the kneecap and the bulge of the calf Kiddo — Similar to "buddy," "dude" Kisser — The mouth Let's blouse — Let us depart this place Line — Insincere flattery Lounge lizard — Womanizer Mah-Jongg — A Chinese tile-game that became a huge fad in the 1920s Mazuma — Money, cash Mrs. Grundy — An uptight individual Neck — To kiss and caress passionately Nerts/Nuts — An interjection expressing disgust Noodle juice — Tea Now you're on the trolley — Now you get the idea Oliver Twist — An extremely talented dancer **Ossified** — Drunk **Oxford bags** — Extremely baggy trousers Panther piss — Homemade whiskey Patent-leather hair — The men's practice of using

the head, giving a slick appearance, usually parted in the middle. **Peppy** — Lively, full of life **Pet** — To kiss and caress passionately **Petting pantry** — A movie theater **Pinch** — To arrest Raccoon coat — An oversized, full-length fur coat **Raspberry** — Similar to Bronx cheer **Reuben** — A hick or redneck Ritzy — Elegant **Real McCoy** — The genuine article Scram — Short for "scramble": leave hurriedly Screwy — Crazy or eccentric Shackle — A wedding ring Sheba — A sexy young woman Sheik — A sexy young man Smeller — The nose **Sob sister** — A reporter that tends towards emotionalism Sockdollager — An event or action of great importance Speakeasy — An illegal bar or saloon **Spifflicated** — Drunk **Spiffy** — Elegantly fashionable Struggle buggy — A car, especially one belonging to a drugstore cowboy for necking with flappers Torpedo — Hired gunman Upchuck — Vomit **Zozzled** — Extremely drunk





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Name_____

Profession _____

Quote _____

Appearance _

Hindrances:	Agility	Smarts	Spirit	Strength	Vigor
	6 8/10/12 Boating 06800	4 6 8 10 12 Gambling 06000	4 6 8 10 12 Intimidation 4 6 8 10 2	Climbing @680@	46800
	Driving 46800 Fighting 46800 Lockpicking 46800	Healing 46800 Investigation 46800 Notice 46800	Persuasion 40800 40800 40800		46800
Edges:	Piloting 46800 Riding 46800 Shooting 46800 Stealth 46800 Swimming 46800 Throwing 46800	Repair 40800 Streetwise 40800 Survival 40800 Taunt 40800 Tracking 40800 Know 40800 Know 40800	in combat round. You may you in run (add a d6) by taking Your I a -2 penalty on any other half you	Parry They need to hit, melee combat. Pary is equal to to r Fighting diversion of the shake to reduce the shake combat. Your To is equal to half y Vigor die type - Vigor die type - Vigor die type - tigdes or Hindra modify it.	lamage Your appearance, manner "youin and general likability. ughness it's +0 unless you have our Edges or Hindrances that *2, plus modify it. Charisma is and any added to Persuasion and
	46800 Advancement trac	Know 4080012 ker ○○○<	 こので読のののす	第0000日第00日	00袋0000袋
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Biography		Armor Name	Location		Notes
		Weapon Name Range	ROF Dam	age AP WT	Notes
Notes		Gear			



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