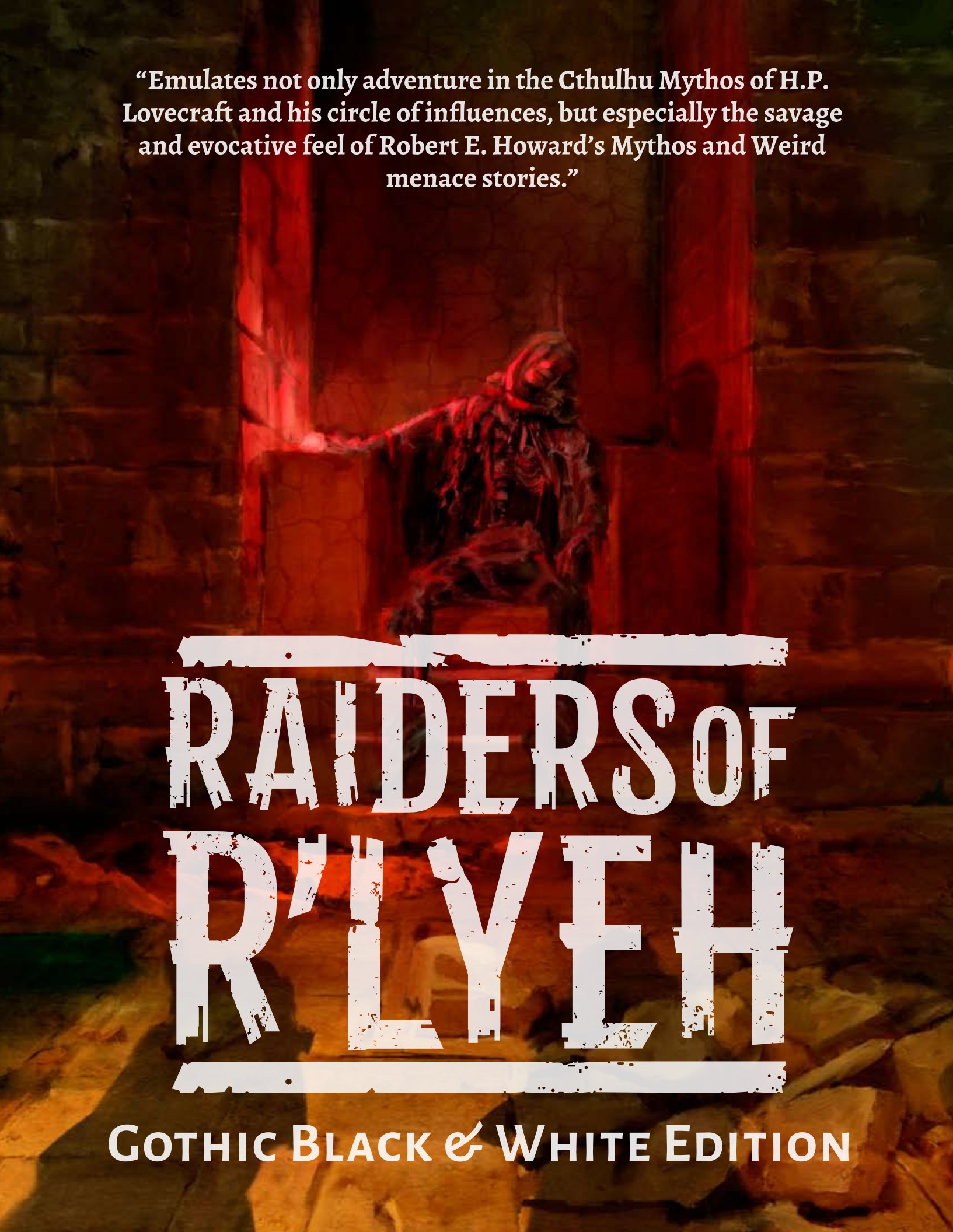
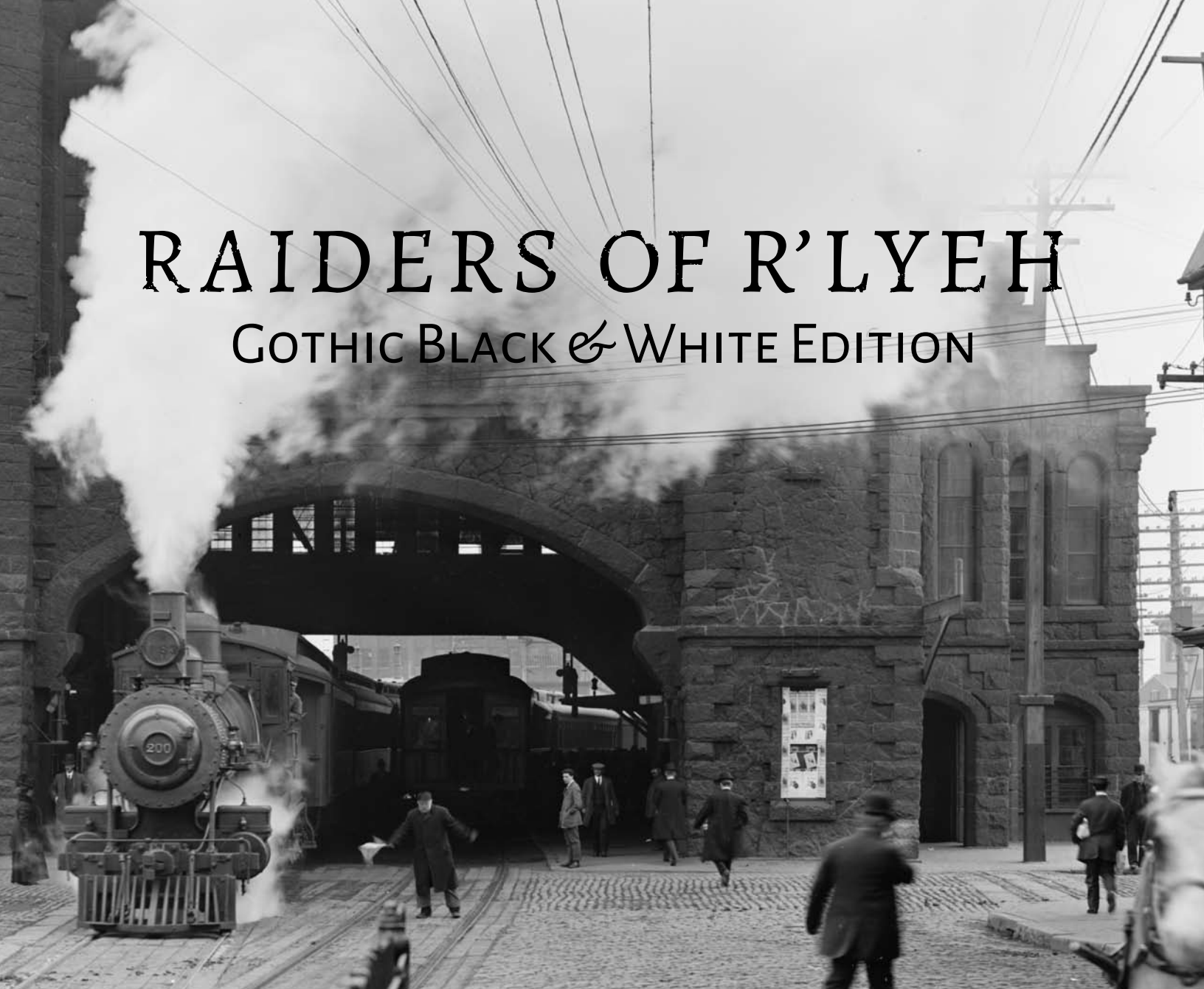




“Emulates not only adventure in the Cthulhu Mythos of H.P. Lovecraft and his circle of influences, but especially the savage and evocative feel of Robert E. Howard’s Mythos and Weird menace stories.”

RAIDERS OF R'LYEH

GOTHIC BLACK & WHITE EDITION



RAIDERS OF R'LYEH

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

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

Raiders of R'lyeh Gothic Black & White Edition

Version: 1.1

Release Date: May 28, 2017

Created by: Quentin Bauer

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Illustration: Quentin Bauer (BW), Cliff Cramp (color)

Totem Sculptures: Cryptocurium

Special Thanks: Cliff Cramp, Kevin Ross, Chris Birch & Doug TenNapel

SIGN UP AS A RAIDER TO RECEIVE FUTURE EXCLUSIVE CONTENT

This document covers the core rules of the game. To receive news and future exclusive content (including original expansion material and other experiments), visit our website and join our newsletter at raidersofrlyeh.com.

Visit **RAIDERSOFRLYEH.COM** for updates!

ARKHAM 1910

Scale of Miles

C A P E C O D
Manomet Pt.
Great Isl.
B A Y
Bellingham Isl.

[illegible]

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INTRODUCTION

THE YEAR IS 1910. IT IS AN IMPERIAL AGE OF CRUMBLING empires, dangerous adventures, and rotting decadence. Rifles crack across the untamed Khyber pass, sorcerers stir from eldritch crypts, and dark things dream and lurk in secreted, fetid corners of the globe.

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

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

By default *Raiders of R'lyeh* is set in the Edwardian era (also known as the Imperial Age), though it is not necessarily a foregone conclusion that its game timeline will play out exactly according to our known history. Weird fiction often employs time travel, alternate histories, and parallel timelines, and it

is certainly possible for these elements to occur in the setting (especially considering that some of the monstrous forces possess spacetime-tampering abilities). If certain historical details seem atypical for the period or outright anachronistic, then perhaps adventurers are slipping out of our known history. Additionally, these core rules are designed to be as modular as possible within the scope of the genre. If players wish to use them to explore other eras or parallel worlds, then the gamemaster may adjust the Professional skills to better accommodate these alternate settings.

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

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

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

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

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

CHAPTER FIVE covers the rules and options for the effects of horror and shock on an adventurer.

CHAPTER SIX includes all of the guidelines needed for combat. Additionally, the chapter discusses the design of unique Fighting Methods.

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

CHAPTER EIGHT provides write-ups and unreliable testimonies for commonly found mythos entities.

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

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

THE MYTHOS & THE IMPERIAL AGE

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

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

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

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

Lost Ark and especially the *Temple of Doom* (with its Sax Rohmerish villain, henchmen, lairs and hellish cults).

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

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

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

For purposes of gaming, the Edwardian era — also the late Imperial Age — as defined in *Raiders of R’lyeh* is roughly divided into an early and a late period. The early Edwardian is demarcated as a time between the death of Queen Victoria (followed by the ascension and reign of King Edward VII of Britain) in 1901, and the assassination of Archduke Franz Ferdinand (and consequent outbreak of the Great War) in 1914. The late period covers the beginning of the Great War in 1914 to the signing of the Treaty of Versailles in 1919.

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

with them their hunger for corporate riches (contained in the nation's newly won colonial possessions) and a hubris of civilizing the uncivilized.

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

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

Notable architects included Edwin Lutyens, Charles Rennie Mackintosh, Cass Gilbert, Daniel Burnham, and Giles Gilbert Scott.

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

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



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

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

Beneath this golden glow and apparently endless summer was a tide of discontent, bringing with it inexorable social changes. The outward peace between nations was secured upon royal bloodlines (with their conspiratorial secrets reaching back to the Renaissance) and their precipitous imperial alliances. These were continually threatened by petty scrambles for

colonial territories across Africa, Asia and the Pacific, as well as by the societal fragmentation, economic erosion, and secret rebellions within their own borders. Rather than possessing one great enemy they each suffered hundreds.

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

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

By the end of the Great War, every philosophical and economic presupposition of the past centuries would be uprooted. Many





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writers, artists and composers of the era, such as Forster, Picasso, Shaw, Ibsen and Pinero contributed to the changing fashions and anxieties represented in this turmoil.

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

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

TIMELINE AND NEWS BITES

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

1907 Inspector Legrasse and police investigate vile cult in the wooded swamps south of New Orleans (November 1st). Pablo



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Picasso and Georges Braque pioneer Cubism. Rasputin gains influence in the court of Nicholas II. An explosion in West Virginia's Monongah Mine — killing more than 500 adult and child miners — becomes America's worst industrial disaster (December 6th). Romanian peasants revolt in Moldavia over land rights and worker exploitation, leading to thousands of deaths at the hands of the Romanian army. Tungsten lightbulbs.

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

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

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

1911 Tibet declares its independence from China. Triangle Shirtwaist Factory fire in New York City kills 146 workers (March 25th). Roald Amundsen reaches the South Pole (December). *Little Nemo in Slumberland* changes its name to *In the Land of*

Wonderful Dreams and appears in William Randolph Hearst's *New York American* (July 18th, until July 26rd, 1914). Mona Lisa stolen, and Pablo Picasso later brought in for questioning (August 21st). Italo-Turkish War (September 29th, until October 18th, 1912).

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

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

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





REAL ESTATE

ARTHUR J. CANNON

REED
OPTICIAN

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CHAPTER 1: CHARACTER CREATION

IF YOU'VE PLAYED A ROLEPLAYING GAME BEFORE, THEN this should all look somewhat familiar. If not, have your gamemaster walk you through this process. Now, on to the creation process...

ADVENTURER CREATION SUMMARY

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

1. AN ADVENTURER'S ATTRIBUTES

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

GENETICS & SIZE (OPTIONAL)

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

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

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

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

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

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

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

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

Determining Secondary Attributes

Secondary attributes are derived from your adventurer's primary attributes, and affect how well he or she resolves certain actions and outcomes. The secondary attributes are: **INITIATIVE**, **ACTION POINTS**, the **DAMAGE MODIFIER**, **MIGHT**, **MOVE**, **ESSENCE**, **HIT POINTS**, **RATIONALITY**, the **WOUND** rating, the **TRAUMA** rating and **METTLE POINTS**.

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

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

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

RAIDERS OF R'LYEH

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

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

DAMAGE MODIFIER AND MIGHT

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

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

TOP SPEED

TOP SPEED calculations and rules may be found in the “Movement, Exploration & Encumbrance” section of the “Game Mechanics” chapter.

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

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

HIT LOCATIONS (OPTIONAL)

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

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

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





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

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

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

2. SOCIAL STATUS

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

YOUR SOCIAL STANDING

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

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

SOCIAL STANDING (INDUSTRIAL CULTURAL BACKGROUND)

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

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

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

STANDARD OF LIVING

Note your adventurer's **STANDARD OF LIVING** in the appropriate section of your character sheet. These descriptors (and default earnings) are further explained in the “Wealth and Equipment” chapter.

SOCIAL STANDING FOR OTHER CULTURAL BACKGROUNDS (OPTIONAL)

By default, adventurers originate from industrialized cultures. However, if a player or the gamemaster wishes to develop a character from an agrarian or tribal background, then he may use one of the alternate “Social Standing” tables specific to that culture.

NOBLESSE OBLIGE

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

RAIDERS OF R'LYEH

SOCIAL STANDING (AGRARIAN CULTURAL BACKGROUND)

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

SOCIAL STANDING (TRIBAL CULTURAL BACKGROUND)

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

YOUR CLASS & CREDIT SKILL

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

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

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

SOCIAL STANDING AND CLASS & CREDIT

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

YOUR ADVENTURER'S ATTITUDE TOWARD SOCIAL STATUS

What is your character's attitude toward his social status? Does your adventurer defend the status quo, the rights of privilege, the authority of empire, or the wisdom of tradition?

Or, does he join the ranks of progressives, revolutionaries, anarchists and malefactors, all rebelling against the tyranny of order? Or, perhaps your adventurer proves the rebellious opportunist, choosing lawless freedom over inherited station — regardless of the happenstance of social currency. Your choice at this stage will ultimately influence your character's motivations, choices and personality.

AN ADVENTURER'S CONCEPT AND STORY

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

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

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

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

3. COMMON SKILLS

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

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

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

COMMON SKILLS

Common Skill	Base %
Athletics	STR+DEX
Brawn	STR+SIZ
Class & Credit	—
Common Knowledge	INT×2
Conceal	INT+POW
Deceit	INT+CHA
Detection	INT+POW
Etiquette	INT+CHA
Evade	DEX×2
First Aid	DEX+INT

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

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

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

COMMON SKILLS

Common Skill	Base %
Fortitude	CON×2
Influence	CHA+POW
Intuition	INT+POW
Native Tongue	INT×2
Research	INT×2
Stealth	DEX+POW
Streetwise	POW+CHA
Swim	STR+CON
Unarmed	STR+DEX
Willpower	POW×2



4. CULTURAL BACKGROUND

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

1. **Place of origin:** Determine your character's place of origin. New England is a common choice for many characters in weird stories.
2. **Languages:** Determine which languages are native to your cultural background. For many players, "English" only will be the native language. Adventurers from bilingual backgrounds may start with two (and less commonly, three) languages: French and English, Spanish and English, Polish and English, German and English, and so on.
3. **Religion:** Your adventurer's religious upbringing may prove important, though this is left to you and the gamemaster to decide. Determine your character's religious upbringing and beliefs.
4. **Add 30 points each to Common Knowledge and Native Tongue:** You have already learned how to calculate the base values of your Common skills. Now add 30 points to the base values of both your Common Knowledge and your Native Tongue. For example, if the base value of your Common Knowledge skill was 26%, then after this process your new value is 56%.
5. **Think of a history:** Develop your own character history as you see fit and with the input of the gamemaster. Alternatively, some players enjoy learning about their character — and filling in historical details — as they play the game, which is a perfectly reasonable method.
6. **Distribute 100 points:** At the end of character generation, distribute an additional 100 bonus points (representing your cultural history and experience) among your Common and Professional skills, with no skill receiving more than 15 points.
7. **Name your cultural background:** Think about how you want to characterize your cultural background. Do you want to keep it general ("Austro-Hungarian") or do you want to be more specific ("Serbian national"). Creating a short descriptive phrase helps inspire roleplaying opportunities (for you and for the other players). So, if you wish, be inventive; however, keep in mind that your choice affects your adventurer's common knowledge, as well as the reactions of other characters in the setting. Here are a few examples of culture entries: "New England aristocrat"; "American southwest"; "Transvaal of British descent"; or "exiled Samurai Meiji Japan." Record your culture on your character sheet.

NEW ENGLANDER BACKGROUND

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

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

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

MALE NAMES: Abraham, Alexander, Allen, August, Calvin, Cecil, Charles, Chauncey, Clayton, Daniel, Douglas, Earl, Earnest, Edmund, Edward, Ernest, Francis, Gilbert, Hiram, Homer, Horace, Howard, Ira, Irving, Isaac, Ivan, Jack, Jacob, James, Joe, John, Joseph, Julian, Julius, Karl, Kenneth, Lawrence, Lazarus, Leland, Lloyd, Lonnie, Louis, Luther, Malachi, Manuel, Marion, Marshall, Matthew, Milton, Nathaniel, Obediah, Oliver, Orville, Paul, Peter, Phillip, Ralph, Raymond, Richard, Robert, Samuel, Stephen, Thaddeus, Theodore, Vernon, Victor, Virgil, Wallace, Wesley, Willard, William, Wilson, Woodrow, Zachariah

FEMALE NAMES: Abigail, Adeline, Agnes, Amelia, Asenath, Beatrice, Bertha, Blanche, Bonnie, Charlotte, Clementine, Constance, Cordelia, Dolores, Dorothea, Edith, Edna, Eleanor, Elmira, Emeline, Emily, Emma, Esther, Ethel, Fern, Florence, Frances, Genevieve, Georgia, Geraldine, Gertrude, Gladys, Goldie, Grace, Harriet, Hattie, Hazel, Helen, Henrietta, Hepsibah, Hilda, Ida, Inez, Irene, Irma, Isabelle, Jeannette, Josephine, Juanita, Jude, Julia, June, Katherine, Laura, Lavinia, Lillian, Lola, Lorene, Loretta, Lorraine, Lucinda, Lucretia, Lucy, Mabel, Madeline, Marjorie, Martha, Miriam, Nettie, Nora, Obedience, Opal, Ophelia, Pearl, Penny, Phidelia, Philadelphia, Pleasant, Prudence, Regina, Rita, Roberta, Rosemary, Ruby, Ruth, Sadie, Sally, Sarah, Shirley, Sophie, Stella, Sukey, Submit, Tabitha, Temperance, Tennessee, Thelma, Theodosia, Velma, Vera, Victoria, Violet, Virginia, Vivian, Wanda, Wilhelmina, Winifred, Zoe

SURNAMES: Allen, Barnett, Beasie, Bigelow, Brainard, Carter, Chamberlain, Connors, Cross, Doucet, Douglas, Dow, Edmunds, Emerson, Fitch, Franklin, French, Gillispie, Goodwin, Hawthorne, Heath, Hull, Jackson, Knowles, Langley, Marshall, Melville, Moody, Morse, Pendergast, Pierce, Poe, Remington, Sawyer, Swain, Thibault, Waite, Waters, Whipple, Wilson, Wright, Zeumer; **BOSTON BRAHMIN** — Cabot, Chaffee, Coffin, Endicott, Forbes, Lowell, Quincy, Saltonstall, Sargent, Thorndike, Tudor, Warren, Weld, Wigglesworth, Winthrop

5. FAMILY, CONNECTIONS & REPUTATION

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

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

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

A few details to consider:

- Family ties:** Notable parents, siblings, cousins, grandparents, aunts and uncles, as well as birth order of siblings...
- Family reputation and connections:** Notable patrons, allies, contacts or rivals (no more than 1d6 total, with half being positive connections, and the other half being negative)...
- Family skeletons:** Your family may have one or more "skeletons" (see the "Rumors of Family Secrets" table for some possibilities). Discuss with the gamemaster if this applies to your character. Such a secret could involve a distant relative, or it could involve someone more immediate. Even though the secret may not be true, it should have some impact on your adventurer's life. Note that this list is not exhaustive. You are certainly free to develop your own ideas or expand on those provided here. Note that the "Rumors of Family Secrets" table is based upon the prejudices and expectations of western culture in 1910. The gamemaster is free to modify this table to better suit cultures and taboos which differ from this default.
- Signature skill:** When you are finishing assigning points to all of your skills (in the next stage), designate one skill as your "signature skill." A signature skill is the talent for which your character is most recognized — for better or worse. Typically, you would pick the skill with the highest percentage — though technically the signature skill may be any one that you believe best represents your character's concept.
- Social networks:** By the end of character creation, each player should choose one **circle of influence** to which his adventurer belongs. A circle of influence is an abstraction representing a character's social network and the various organizations with which he interacts (and in the socially-interconnected Edwardian era, he is most likely attached to several of these). See "Circles of Influence" at the end of the chapter for your choices.

RUMORS OF FAMILY SECRETS

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

CHARISMA BONUS (OPTIONAL RULE)

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

6. PROFESSIONAL BACKGROUND

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

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

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

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

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

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

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

EXAMPLE PROFESSIONS BY SOCIAL STANDING

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

EXAMPLE PROFESSIONS BY CULTURAL BACKGROUND

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

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

Professional Skills

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

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

RAIDERS OF R'LYEH

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

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

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

PROFESSIONAL SKILLS

Professional Skill	Base %
Command	CHA+POW
Commerce	INT+CHA
Create Art (x)	INT+POW
Disguise	INT+CHA
Drive (x)	DEX+POW
Engineering	INT×2
Entertain (x)	CHA×2
Explosives	INT+POW
Fighting Method (x)	STR+DEX
Forensics	DEX+INT
Forgery (x)	POW+INT
Intimidate	SIZ+POW
Knowledge (x)	INT×2

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

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

ADDING POINTS TO YOUR COMMON AND PROFESSIONAL SKILLS

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

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

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

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

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

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

PROFESSIONAL SKILLS

Professional Skill	Base %
Language (x)	INT×2
Linguistics (x)	INT×2
Mechanisms	DEX+INT
Medicine	INT+POW
Occult (x)	CHA+POW
Pilot (x)	INT+POW
Ride (x)	DEX+POW
Science (x)	INT×2
Seduction	CHA+POW
Sleight of Hand	DEX+CHA
Survival	POW+CON
Tracking	INT+CON
Tradeskill (x)	DEX+INT

Artist

VARIATIONS: Painter, Writer, Poet, Forger, (create your own);

COMMON SKILLS: Common Knowledge, Deceit, Detection, Influence, Intuition, Streetwise, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Create Art (any), Disguise, Entertain (any), Forgery (any), Knowledge (Art History), Sleight of Hand, Tradeskill (any craft-oriented)

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

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

Cleric

VARIATIONS: Missionary, Rabbi, Priest, Preacher with a Past, (create your own); **COMMON SKILLS:** Deceit or Intuition, Etiquette, First Aid, Fortitude or Willpower, Influence, Research, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Knowledge (Anthropology), Knowledge (History), Knowledge (any religion), Language (one language), Linguistics (any), Science (Psychology), Survival

SPECIAL ABILITIES: RELIGIOUS AUTHORITY — Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered church collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your religious background requires more elaborate plans (Disguise, Deceit and so on), and an appropriate difficulty modifier; **SANCTUARY** — Your affiliated order will provide a place to retreat in an emergency; **WE'RE IN THIS TOGETHER** — Spend one of your own Mettle Points to allow a team member to reroll a Horror check. During combat, this costs you your Action Point; **I KNOW HUMAN NATURE** — Spend a Mettle Point to succeed automatically with an Intuition roll of Normal difficulty — or to make the difficulty one degree easier.

Criminal

VARIATIONS: Convict, Crook, Outlaw, Thug, Gangster, Mobster, Hoodlum, Ruffian, Desperado, (create your own); **COMMON AND PROFESSIONAL SKILLS:** At one point — either by choice or circumstances — you became a criminal in the eyes of society. You are now wanted by authorities (which may prove inconvenient at inopportune times). Choose another

profession as your base career, using its Common and Professional skills.

SPECIAL ABILITIES: Include the special abilities from your base career, then add the following. **FRIENDS IN LOW PLACES** — Use Influence or other social skills (and good roleplaying) to gain privileged access to gang hideouts, underworld lairs, speakeasies, and criminal fraternities (intimidation or seduction may be required). This will be more difficult if you are outside your territory of influence or if your reputation suffers (with an appropriate modifier to your attempt). Inside your territory of influence (or working with an ally on the inside), you may even access criminal leaders; **CRIMINAL'S TENACITY** — Spend a Mettle Point to reroll any skill check directly involving prosecutable criminal activity.

CRIMINAL REPUTATION

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

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

Detective

VARIATIONS: Pinkerton Agent, Baldwin-Felts Agent, Police or Private Detective, Inquiry Agent, Occult Detective, Scotland Yard Consultant, (create your own); **COMMON SKILLS:** Deceit, Detection, Evade or Willpower, Intuition, Research, Stealth, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Disguise, Fighting Method (Concealed Weapons), Intimidate, Knowledge (Law), Mechanisms, Sleight of Hand, Tracking

SPECIAL ABILITIES: TRUSTED ASSETS — Add two capable contacts — suitable to your background — to your roster of connections; **POLICE CONNECTIONS** — Use Influence or other social skills (and good roleplaying) to gain privileged access to case files, evidence rooms, prisoners, and morgues (bribes may still be required). This will be more difficult the farther you are from your territory of influence or jurisdiction (with an appropriate modifier to your attempt). Inside your territory of influence (or working with an ally on the inside), you may even access forensics resources — if these are available; **POWERS OF OBSERVATION** — Use Detection to notice less than obvious criminal evidence that a layman would fail to notice (such as a probable method of murder based on a victim's defensive wounds). For more complex tasks involving trace evidence collection and lab work, the Forensics skill is required; **DETECTIVE'S INSTINCTS** — Spend a Mettle Point to succeed automatically with a Normal Detection roll — or to make the difficulty one degree easier.

Dilettante

VARIATIONS: Bohemian, Edwardian Exile, Epicure, Gentleman, Spiritualist Fraud, Connoisseur, (create your own); **COMMON SKILLS:** Athletics or Swim, Common Knowledge, Etiquette, Fortitude or Willpower, Influence, Native Tongue, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Create Art (any), Entertain (any), Knowledge (any), Language (one language), Occult (name of path), Survival, Tradeskill (any epicurean-related)

SPECIAL ABILITIES: HOBBYIST — Unlock two more of the dilettante's Professional skills for free, each starting at its base value; **BOHEMIAN LIFE** — Add two capable allies — suitable to your background — to your roster of connections; **CADGER** — For you, the daily cost of living above your means, or above your Social Standing, is one tier less than the standard cost. In other words, a luxurious standard of living would cost you a comfortable price. If your debt accrues to a point where you may lose your standard of living, you have the option of gambling the relationship of a higher class ally or contact (checked with an Influence roll to see if the relationship is forfeited) to automatically succeed with a Class & Credit check (with the gamemaster's permission, and if the relationship is



relevant to the situation). If a relationship is burned in such a way, then it should be adequately explained and dramatized in the setting. Additionally, you may augment your Class & Credit checks with the Class & Credit of a higher class ally, though doing so repeatedly may eventually wear out this ally's generosity.

Drifter

VARIATIONS: Street Urchin, Wanderer, Hobo, Tramp, Vagabond, (create your own); **COMMON SKILLS:** Athletics, Conceal, Fortitude, Stealth, Streetwise, Swim, Unarmed; **PROFESSIONAL SKILLS (CHOOSE THREE):** Entertain (any), Fighting Method (Concealed Weapons or Street Fighting), Language (one language), Ride (any), Seduction, Sleight of Hand, Survival

SPECIAL ABILITIES: LIFE ON THE STREET — Unlock two more of the drifter's Professional skills for free, each starting at its base value; **FLUENCY WITH HOBO SIGNS** — Make a Streetwise roll to gather information from an area's hobo graffiti. Common information passed along in these scrawled ciphers include: local threats, medical help, wealth and charity, hostile authorities, available work, safe lodging, food and resources, missing drifters, unsolved crimes, and so on;

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

Emissary

VARIATIONS: Attaché, Diplomat, Envoy, Courtier, Agent General, Papal Legate, Negotiator, Bureaucrat, Consul, Foreign Service Officer, Colonial Office Man, (create your own); **COMMON SKILLS:** Common Knowledge, Deceit, Etiquette, Fortitude or Willpower, Influence, Intuition, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Drive (any), Intimidate, Knowledge (any region), Knowledge (Law), Knowledge (Politics), Ride (any)

SPECIAL ABILITIES: CONNECTIONS IN HIGH PLACES — Add a diplomatic ally — suitable to your background — to your roster of connections. This person can pull political strings to get you out of a fix, if this is within his abilities; **SAVOIR FAIRE** — Spend a Mettle Point to succeed automatically with an Influence or other social roll of Normal difficulty — or to make the task one degree easier. You may do this for yourself or for an ally. Savoir Faire only works against characters willing on some level to be swayed with words.

Engineer

VARIATIONS: Inventor, Designer, Gunsmith, (create your own); **COMMON SKILLS** — Athletics, Brawn, Common Knowledge, Intuition, Native Tongue, Research, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE)** — Drive (any) or Pilot (any), Engineering, Fighting Method (Firearms or Exotic Weapons), Mechanisms, Science (Chemistry or Physics), Science (Mathematics), Tradeskill (Electrical Repair)

SPECIAL ABILITIES: GEARHEAD — Unlock Engineering and Mechanisms for free, starting them at their base values; **TINKERER** — Add 20 free points to Mechanisms; **WORKSHOP** — Gain access to a workshop suitable to your specialization. You either own the workshop yourself — if upper middle class or above — or gain a contact granting you access with stipulations attached.

Entertainer

VARIATIONS: Vaudeville Actor, Escapist, Stage Magician, Courtesan, Balladeer, Showman, Carny, Freak, Athlete, Musician, Illusionist, Fortune Teller, (create your own); **COMMON SKILLS** — Athletics or Brawn, Conceal, Deceit, Evade, Influence, Intuition, Research or Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE)** — Create Art (any), Disguise, Entertain (any), Fighting Method (any sports- or stage-related), Mechanisms, Seduction, Sleight of Hand



SPECIAL ABILITIES: LIFE ON THE STAGE

Unlock two more of the entertainer's Professional skills for free, each starting at its base value; **ECCENTRIC FRIENDS** — Add two eccentric contacts — suitable to your background — to your roster of connections; **MASTER OF ESCAPE (SPECIALIZED ESCAPISTS ONLY)** — Spend a Mettle point and roll Sleight of Hand to escape an otherwise impossible restraint. With a success, a key or lockpick is produced (even if the escapist is stripped naked) or a weakness in the restraint is otherwise exploited. Qualifying restraints include: handcuffs, chains, ropes, straitjackets, and prison shackles. Even jail cells, nailed packing crates, buried coffins, and sealed containers may be escaped with an extra degree of difficulty (and gamemaster allowance); **MASTER OF CONCEALMENT (SPECIALIZED STAGE MAGICIANS ONLY)** — Add 20 free points to Conceal and unlock Sleight of Hand for free, starting the skill at its base value; **MASTER OF DISGUISE (ACTORS ONLY)** — Unlock Disguise for free — starting the skill at its base value — and gain the spy's False Identity ability; **AMAZING DERRING-DO (ACROBATIC ENTERTAINERS ONLY)** — Spend a Mettle point to make all Athletics checks for the duration of a noncombat action sequence one degree easier (succeeding automatically with one of the checks chosen by the entertainer, of any difficulty, as long as the feat is amazing and permitted by the gamemaster). Additionally, automatically add the Acrobatic bonus ability to any acquired Fighting Method.

Explorer

VARIATIONS: Celebrity Explorer, Academic Adventurer, Geographical Surveyor, Pundit, Spelunker, Pathfinder, (create your own); **COMMON SKILLS** — Athletics, Brawn, Common Knowledge, First Aid, Fortitude, Native Tongue, Swim; **PROFESSIONAL SKILLS (CHOOSE THREE)** — Drive (any) or Pilot (any), Knowledge (any academic focus) or Science (any academic focus), Knowledge (Cartography) or Knowledge (any region), Language (any), Ride (any), Survival, Tracking

SPECIAL ABILITIES: ADVENTURING SPIRIT — Unlock two more of the explorer's Professional skills for free, each starting at its base value; **EXOTIC LANGUAGE** — Unlock a Language (exotic) skill suitable to your adventuring background for free, starting the skill at its base value; **DUMB LUCK** — Spend a Mettle Point to succeed automatically with an Evade or Luck roll of Normal difficulty — or to make the difficulty one degree easier.

Fighter

VARIATIONS: Soldier, Tommy Atkins, Army Officer, Mercenary, Boer Commando, Gurkha, Guerilla, Hatchet Man, Sepoy, Revolutionary, Legionnaire, (create your own); **COMMON SKILLS:** Athletics, Brawn, Evade or Fortitude, First Aid, Stealth, Swim, Unarmed; **PROFESSIONAL SKILLS (CHOOSE THREE):** Explosives, Fighting Method (Infantry, Cavalry, or other specified area), Command or Intimidate, Knowledge (Cartography or Tactics), Mechanisms, Ride (any), Survival

SPECIAL ABILITIES: BORN FIGHTER — Add 20 free points to Unarmed and unlock a Fighting Method suitable to your combat background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your Professional skills, adding 10 points to its base value when you do so; **MILITARY AUTHORITY (FOR SOLDIERS ONLY)** — Use Influence or other social skills (and good roleplaying) to gain privileged access to military facilities and records (bribes may still be required), or to requisition equipment (within limits). Accessing facilities outside of your combat experience (such as an army base when your military history is with the navy) requires more clandestine methods (Disguise, Deceit and so on). You may even attempt access to top secret bases, but only with an elaborate plan and an appropriate difficulty modifier. Officer ranks may have prerequisites — based on social status or years of education; **COMBAT READY** — Spend a Mettle Point during combat to succeed automatically with an Evade or Unarmed roll of Normal difficulty — or to make the difficulty one degree easier.



Herder

VARIATIONS: Cowboy, Herdsman, Gaucho, Shepherd, Tribesman, Bedouin, (create your own); **COMMON SKILLS:** Athletics, Brawn, Common Knowledge, Evade or Fortitude, First Aid, Stealth, Unarmed; **PROFESSIONAL SKILLS (CHOOSE THREE):** Drive (Horse-Drawn Carriage), Fighting Method (Firearms or Mounted Firearms), Intimidate, Knowledge (any region), Ride (any), Survival, Tracking

SPECIAL ABILITIES: LIFE UNDER THE STARS — Unlock two more of the herder's Professional skills for free, each starting at its base value; **LOYAL MOUNT** — Gain a well-trained and loyal mount: a horse, a camel, an elephant, and so on. Unlock a related Ride skill for free, starting the skill at its base value. You can still choose this Ride skill as one of your Professional skills, adding 10 points to its base value when you do so.

Hunter

VARIATIONS: Trapper, Big Game Hunter, White Hunter, (create your own); **COMMON SKILLS:** Athletics, Brawn, Conceal, Fortitude or Willpower, Stealth, Swim, Unarmed;

PROFESSIONAL SKILLS (CHOOSE THREE): Fighting Method (Hunting, Firearms, Mounted Firearms, or other specified area), Intimidate, Knowledge (any region), Language (one language), Ride (any), Survival, Tracking

SPECIAL ABILITIES: BORN HUNTER — Unlock a Fighting Method suitable to your hunting background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your Professional skills, adding 10 points to its base value when you do so; **LUCKY SHOT** — When firing your specialty weapon, spend a Mettle point to choose which way to read the d100 result. As an example, a roll of 92 could be read as 29.

Landlord

VARIATIONS: Lord of the Manor, Rancher, Southern Plantation Owner, Colonial Landholder, Proprietor, (create your own); **COMMON SKILLS:** Common Knowledge, Conceal, Etiquette, Influence, Intuition, Native Tongue, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Drive (any), Fighting Method (any relevant to region), Intimidate, Knowledge (any region, Accounting, Architecture, Art History, Law or Politics), Language (one language), Ride (any)

SPECIAL ABILITIES: BASE OF OPERATIONS — You own property. Depending on your social status, this could mean owning one small estate, or it could mean managing several estates spread out across an empire. These estates grant you regional prestige and influence (especially over the local towns or villages), but they also require regular staff and annual upkeep; **KEEPER OF THE DOMAIN** — Unlock two of your listed Knowledge skills (e.g., any region, Architecture) for free, starting them at their base values.

Magus

VARIATIONS: Occultist, Yogi, Spiritualist, Guru, Sceva, Shaman, Exorcist, Conjure Man, (create your own); **COMMON SKILLS:** Deceit, Etiquette, Influence, Intuition, Research, Streetwise, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Knowledge (any religion), Knowledge (Cryptography), Language (Arabic, Aramaic, Egyptian, Greek, Hebrew, or Latin) or Linguistics (any), Occult (name of path), Science (any) or Science (Alchemy), Seduction, Sleight of Hand

SPECIAL ABILITIES: OCCULT PATH — Unlock Occult for free, starting the skill at its base value. You can still choose Occult as one of your three Professional skills, adding 10 points to its base value when you do so; **OCCULT AFFILIATIONS (IF APPROPRIATE TO BACKGROUND)** — Use Influence or other social skills (and good roleplaying) to gain access to a magic lodge's resources, including its reading rooms and mentors (bribes may still be required). Obtaining this ability requires some form of affiliation with an order — or with a contact on the inside; **MEDITATION TRAINING** — Spend a Mettle Point

to succeed automatically with a Willpower roll of Normal difficulty — or to make the difficulty one degree easier.

Mariner

VARIATIONS: Sailor, Merchant Vessel Captain, Naval Officer, Ship Pilot, Ship Navigator, Pirate, Shanghaied Sailor, Whaler, (create your own); **COMMON SKILLS:** Athletics, Brawn or Unarmed, Conceal, First Aid, Fortitude, Streetwise, Swim; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Intimidate, Knowledge (Cartography), Language (one language), Mechanisms, Pilot (Ship or Submarine), Survival

SPECIAL ABILITIES: PACKET RAT — Unlock Pilot (Ship or Submarine) for free, starting the skill at its base value. You can still choose Pilot (Ship or Submarine) as one of your three Professional skills, adding 10 points to its base value when you do so; **OCEAN'S IN THE BLOOD** — Add 20 free points to Swim; **MERCHANT VESSEL** — Gain access to a merchant vessel suitable to your specialization. You either own the vessel yourself — if upper class or above — or gain a contact granting you access with stipulations attached; **ANIMAL SIDEKICK (OPTIONAL)** — Gain an animal companion, more a sidekick really, that has a mind of its own: a parrot, a monkey, a dog, a rat, a weasel, and so on.

Merchant

VARIATIONS: Colonial Entrepreneur, Smuggler, Rumrunner, Trafficker, Slaver, Bootlegger, Fence, (create your own); **COMMON SKILLS:** Conceal, Deceit, Etiquette, Influence, Intuition, Streetwise, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Drive (any), Forgery (Official Documents), Intimidate, Knowledge (any relevant to one's business), Language (one language), Pilot (Ship)

SPECIAL ABILITIES: MONEY SAVVY — Unlock Commerce for free, starting the skill at its base value. You can still choose Commerce as one of your three Professional skills, adding 10 points to its base value when you do so; **BORDER CONTACT** — Add a resourceful contact specific to one region — and suitable to your background — to your roster of connections. This person can allow you clandestine border passage, if the price is right; **VEHICLE (IF APPROPRIATE TO LINE OF WORK)** — Gain access to a vehicle — such as a private railroad car or a small merchant vessel — suitable to your specialization. You either own the vehicle yourself — if upper class or above — or gain a contact granting you access with stipulations attached; **SUPPLY CHANNEL** — Use Commerce in lieu of Class & Credit to requisition hard-to-acquire, black market, or exotic equipment (or contraband) related to your business — but otherwise unavailable to your social class or circumstances. Additionally, you may acquire fences as contacts for half the normal Networking costs.

Miner

VARIATIONS: Prospector, Coal Worker, Coal Trapper, Geological Surveyor, Diamond Miner, (create your own); **COMMON SKILLS:** Athletics, Brawn or Swim, Common Knowledge, Detection, First Aid, Fortitude, Unarmed; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Explosives, Knowledge (any Region), Knowledge (Cartography), Mechanisms, Science (Geology), Survival

SPECIAL ABILITIES: LIFE IN THE MINES — Unlock two more of the miner's Professional skills for free, each starting at its base value; **TUNNEL RAT** — Any penalty suffered for perception in darkness, mobility in confined areas, encumbrance in crawl spaces, or navigation in labyrinthine systems, is made one degree easier; **DEMOLITIONS (IF APPROPRIATE TO BACKGROUND)** — If the Explosives skill is acquired, then any charges set — in tunnels or in enclosed spaces — result in explosions that are twice as destructive or twice as precise. Additionally, any Luck rolls — checked for fuse timers — are made one degree easier.

Physician

VARIATIONS: Surgeon, Army Medic, Nurse, Coroner, Medical Examiner, Healer, (create your own); **COMMON SKILLS** — Athletics, Common Knowledge, Detection, Etiquette, First Aid, Intuition, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE)** — Forensics, Knowledge (any), Medicine, Science (Biology), Science (Botany), Science (Chemistry), Survival

SPECIAL ABILITIES: MEDICAL INSIGHT — Unlock Medicine for free, starting the skill at its base value. You can still choose Medicine as one of your three Professional skills, adding 10 points to its base value when you do so; **FIELD EXPERIENCE** — Add 20 free points to First Aid; **MEDICAL AUTHORITY** — Use Influence or other social skills (and good roleplaying) to gain privileged access to medical records, private wards, sanitariums and morgues (bribes will rarely be required). This will be more difficult the farther you are from your professional network (with an appropriate modifier to your attempt). Inside your professional network (or working with a contact on the inside), you may even access crime scenes and forensics resources — if these are available.

Reporter

VARIATIONS: Muckraker, Propagandist, Newspaper Editor, Yellow Journalist, Foreign Correspondent, (create your own); **COMMON SKILLS:** Common Knowledge, Deceit, Detection, Evade, Intuition, Research, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Create Art (Drawing)

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

SPECIAL ABILITIES: INSIDE INFORMATION — Add a resourceful contact — suitable to your background — to your roster of connections. This person can feed you information about one specific subject (within reason), if the price is right; **JOURNALISTIC ACCESS** — Use Influence or other social skills (and good roleplaying) to gain privileged access to newspaper morgues (bribes may still be required). Accessing facilities outside of your network requires more elaborate plans (Disguise, Deceit and so on), and an appropriate difficulty modifier; **CHUTZPAH** — Spend a Mettle Point to gather rumors in an area without making a Streetwise roll, and in half the time normally required for such an endeavor. After doing so, make an immediate Luck roll to see whether or not you've drawn unwanted attention to yourself. This works only if the Streetwise roll is of Normal difficulty. If not, spend the Mettle Point to make the task one degree easier.

Scholar

VARIATIONS: Archaeologist, Historian, Professor, Librarian, Philosopher, Antiquarian, Museum Curator, (create your own);



COMMON SKILLS: Common Knowledge, Detection, Etiquette, Intuition, Native Tongue, Research, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Create Art (Writing), Knowledge (any), Language (one language), Linguistics (any), Medicine, Occult (name of path), Science (any)

SPECIAL ABILITIES: SECOND LANGUAGE — Unlock a Language for free, starting the skill at its base value. You can still choose the Language as one of your three Professional skills, adding 10 points to its base value when you do so; **HIGHER LEARNING** — Add 20 free points to one of the scholar's Professional skills; **ACADEMIC AUTHORITY** — Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on this inside), and an appropriate difficulty modifier; **PRIVATE COLLECTION** — Gain access to one private collection — such as a library of moldering tomes or a basement of rare artifacts — suitable to your specialization. You either own the collection yourself — if upper class or above — or gain a contact granting you access with stipulations attached. Note that the collection does not include any magical books or supernatural artifacts, but rather resources related to your specialization.

Scientist

VARIATIONS: Astronomer, Physicist, Geologist, Mathematician, Biologist, Chemist, Forensic Consultant, (create your own); **COMMON SKILLS:** Athletics, Common Knowledge, Detection, First Aid, Intuition, Research, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Forensics, Knowledge (any), Mechanisms, Medicine, Science (Mathematics), Science (Chemistry or Physics), Science (any additional specialization)

SPECIAL ABILITIES: NATURALLY OBSESSED — Add 20 free points to one of the scientist's Professional skills; **ACADEMIC AUTHORITY** — Use Influence or other social skills (and good roleplaying) to gain privileged access to sequestered museum or university collections, including rare artifacts and special stacks (bribes may still be required). Accessing facilities outside of your academic experience requires more elaborate plans (such as a reliable contact on this inside), and an appropriate difficulty modifier; **LABORATORY (IF APPROPRIATE TO SCIENTIFIC FOCUS)** — Gain access to a laboratory suitable to your specialization. You either own the location yourself — if upper class or above — or gain a contact granting you access with stipulations attached; **OBSERVATORY (ASTRONOMERS ONLY)** — Gain access to an observatory suitable to your specialization. You either own the location yourself — if upper class or above — or gain a contact granting you access with stipulations attached.



Scout

VARIATIONS: Ranger, Federal or State or Local Marshal, Bounty Hunter, Tracker, Man With No Name, (create your own); **COMMON SKILLS:** Athletics, Detection, Evade or Fortitude, First Aid, Stealth, Streetwise, Unarmed; **PROFESSIONAL SKILLS (CHOOSE THREE):** Fighting Method (Firearms or Mounted Firearms), Knowledge (any region) or Knowledge (Tactics), Knowledge (Cartography or Law), Mechanisms, Ride (any), Survival, Tracking

SPECIAL ABILITIES: WEAPON PROFICIENT — Unlock a Fighting Method suitable to your combat background for free, starting the skill at its base value. You can still choose this Fighting Method as one of your three Professional skills, adding 10 points to its base value when you do so; **FAST DRAW** — Spend a Mettle Point at the start of combat to gain initiative automatically — usable only with your designated specialty weapon. If more than one combatant uses this ability simultaneously, then they each spend a Mettle Point and roll initiative to see who draws first. Fast Draw does not work against surprise attacks; **MARSHAL'S EXPERIENCE** — You may add any two of the following detective abilities: Trusted Assets, Police Connections, Powers of Observation or Detective's Instincts.

Servant

VARIATIONS: Valet, Governess, Chauffeur, Gentleman's Gentleman, Steward, Messman, Batman, Batwoman, Denshchik, Emir Eri, Equerry, Soldier-servant, Attendante, Sahayak, Ordonnance (create your own); **COMMON SKILLS:** Athletics or Brawn, Common Knowledge, Deceit or Influence, Etiquette, First Aid, Fortitude, Native Tongue; **PROFESSIONAL SKILLS (CHOOSE THREE):** Drive (any), Knowledge (any region), Language (one language), Mechanisms, Riding (any), Tradeskill (any service-oriented), Tradeskill (Education)

SPECIAL ABILITIES: JACK OF ALL TRADES — Unlock two more of the servant's Professional skills for free, each starting at its base value. Or, as a second option — if applicable to the nature of service — unlock a relevant Fighting Method and one more of the servant's Professional skills for free, each starting at its base value; **SERVANT PRIVILEGES** — When in the employ of a wealthy patron, gain access to one if his or her resources related to your field of service (within reason). Examples of resources include: a garage and vehicle for a chauffeur, a château and its library for a governess, adventuring equipment and weapons for a gentleman's gentleman, a war horse for an equerry, and so on. While acting in service to the patron, you also may use the patron's Class & Credit skill while doing so (with permission of course). Note that a patron may impose limitations or conditions on the use of these resources, especially if these privileges conflict with other daily responsibilities.

Solicitor

VARIATIONS: Attorney, Loan Officer, Estate Agent, Barrister, (create your own); **COMMON SKILLS:** Deceit, Intuition, Etiquette, Influence, Research, Streetwise, Willpower; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Forgery (Official Documents), Intimidate, Knowledge (Accounting), Knowledge (Law), Knowledge (Politics), Seduction

SPECIAL ABILITIES: LEGAL INSIGHT — Unlock Knowledge (Law) for free, starting the skill at its base value. You can still choose Knowledge (Law) as one of your three Professional skills, adding 10 points to its base value when you do so; **LEGAL AUTHORITY** — Use Influence or other social skills (and good roleplaying) to gain privileged access to criminal or civil court records, case files, and document archives. Accessing courts outside of your local network requires more elaborate plans (such as a reliable contact on the inside), and an appropriate difficulty modifier.



Spy

VARIATIONS: Agent, Operative, Asset, (create your own); **COMMON AND PROFESSIONAL SKILLS:** At some point, you were recruited — either by choice or coercion, and because of your specific skill set or privileged knowledge — to serve a secret cause or to work for an enigmatic Handler. Choose another profession as your base career (and cover), using its Common and Professional skills.

SPECIAL ABILITIES: Include the special abilities from your base career, then add the following. **HANDLER** — Add an enigmatic case officer, spymaster, or shadowy patron — trained as a specialist in the management of agents and agent networks, and provided by the gamemaster — to your roster of connections. This Handler may at times task you with a specific job, connect you with assets, equip you with gear, train you in new skills, or grant you new special abilities; **TRADECRAFT (GRANTED BY A HANDLER ONLY AS NEEDED)** — You may eventually obtain a special Knowledge (Espionage) skill, unlocking it at its base value — if and when such training is deemed necessary by your Handler; **FALSE IDENTITY (GRANTED BY A HANDLER ONLY AS NEEDED)** — Using Disguise or other deception skills (and good roleplaying), you may employ one established false identity and cover story, which includes a passport and other forged documents. You can even falsify

your Class & Credit score when dealing with people of a higher social status or wangling resources far outside your actual means (using a level of difficulty affected by which social tier you are attempting); **BOLT HOLE (GRANTED BY A HANDLER ONLY AS NEEDED)** — You've secured a safe place of retreat in times of emergency. If you are upper class or above, you own the hideout (perhaps camouflaged as a business front). Otherwise, you have made arrangements with a contact who will provide shelter; **ASSET (GRANTED BY A HANDLER ONLY AS NEEDED)** — Gain a contact — in one specific region — capable of providing you with information, rumors and other resources.

SEASONED, FULL-TIME INTELLIGENCE AGENT

COMMON SKILLS: Conceal, Influence, Deceit, Detection, Evade, Stealth, Streetwise. **PROFESSIONAL SKILLS (CHOOSE THREE):** Disguise, Explosives or Fighting Method (Concealed Weapons), Forgery (Official Documents), Knowledge (Cryptography), Language (one language), Mechanisms or Sleight of Hand, Seduction or Tradeskill (Torture). **SPECIAL ABILITIES:** all.

Thief

VARIATIONS: Cat Burglar, Gentleman Thief, Art Thief, Bank Robber, Highwayman, Confidence Man, Grave Robber, Grifter, Resurrection Man, Tomb Raider, (create your own); **COMMON SKILLS:** Athletics, Conceal, Deceit, Detection, Evade, Stealth, Streetwise; **PROFESSIONAL SKILLS (CHOOSE THREE):** Commerce, Disguise, Explosives, Forgery (any), Knowledge (any related to a black market), Mechanisms, Sleight of Hand

SPECIAL ABILITIES: FENCE — Gain a contact capable of moving stolen items on the black market and connecting you to suitable patrons; **CRIMINAL NETWORK** — Spend a Mettle Point to gather rumors in an area without making a Streetwise roll — if the task is of Normal difficulty. If not, spend the Mettle Point to make the task one degree easier; **TRADE SECRETS** — You may trade one of your special abilities for any one of the following spy abilities: a False Identity, a Bolt Hole, or an Asset. This must be chosen at character generation.

Tradesman

VARIATIONS: Mason, Jeweler, Locksmith, Repairman, Apothecary, Welder, Mechanic, Technician, Vintner, Tailor, Chef, Cook, Clockmaker, Brewer, Butcher, (create your own); **COMMON SKILLS:** Athletics, Common Knowledge, Brawn, Fortitude, Influence, Native Tongue, Streetwise;



PROFESSIONAL SKILLS (CHOOSE THREE): Commerce, Create Art (Sculpting), Engineering, Knowledge (any related to expertise), Mechanisms, Science (any related to expertise), Tradeskill (focus of one's expertise)

SPECIAL ABILITY: SPECIALIZED TRAINING — Add 20 free points to one of the tradesman's Professional skills.

7. ESSENTIAL NATURE

How would you characterize your adventurer's essential nature, as an **OUTSIDER**, a **SCOUNDREL**, a **SLEUTH**, a **SPECIALIST**, a **THRILL-SEEKER**, a **SOCIALITE**, or a **TOUGH**? You may also choose an **EVERYMAN** as your essential nature — if you are emulating the reluctant protagonist stumbling into a mystery — though this type is generally reserved for non-player characters. Your choice affects whether this essential nature contrasts with the adventurer's history — thereby broadening your spectrum of skills — or reinforces this background — consequently deepening these preexisting talents.

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

RAIDERS OF R'LYEH

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

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

Everyman

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

COMMON SKILLS: Athletics or Common Knowledge, Brawn or Unarmed, Etiquette or Streetwise, Evade or Fortitude;

PROFESSIONAL SKILLS: Pick one of your preexisting professional skills.

1d10 Everyman Drive (modify as desired or create your own)

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

Outsider

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

COMMON SKILLS: Conceal or Deceit, Intuition, Research, Stealth, Willpower; **PROFESSIONAL SKILLS:** Create Art (any), Knowledge (any esoteric subject) or Knowledge (any religion), Knowledge (Cryptography) or Language (Arabic, Aramaic, Egyptian, Greek, Hebrew, or Latin), Occult (name of path), Science (any)

1d10 Outsider Drive (modify as desired or create your own)

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

Scoundrel

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

COMMON SKILLS: Conceal, Deceit, Evade, Stealth, Streetwise;

PROFESSIONAL SKILLS: Commerce, Disguise or Seduction, Fighting Method (Concealed Weapons), Forgery (any) or Mechanisms, Sleight of Hand

1d10 Scoundrel Drive (modify as desired or create your own)

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

Sleuth

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

COMMON SKILLS: Detection, Evade or Willpower, Intuition, Research, Streetwise; **PROFESSIONAL SKILLS:** Disguise or Sleight of Hand, Fighting Method (Concealed Weapons), Knowledge (Law), Mechanisms, Tracking

1d10 Sleuth Drive (modify as desired or create your own)

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

Socialite

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

COMMON SKILLS: Deceit, Etiquette, Influence, Intuition, Willpower; **PROFESSIONAL SKILLS:** Commerce, Create Art (any) or Entertain (any), Knowledge (Politics), Language (one language), Seduction

1d8 Socialite Drive (modify as desired or create your own)

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

Specialist

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

COMMON SKILLS: Common Knowledge, Etiquette or Streetwise, Intuition, First Aid, Fortitude or Willpower, Native Tongue, Research; **PROFESSIONAL SKILLS:** Pick three of the following, one of the following thrice, or one of your preexisting Professional skills thrice. Engineering or Mechanisms, Explosives, Forensics, Knowledge (any), Language (any), Linguistics (any), Medicine, Occult (name of path), Science (any), Tradeskill (any)

1d10 Specialist Drive (modify as desired or create your own)

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

Thrill-Seeker

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

COMMON SKILLS: Athletics, Brawn, First Aid, Fortitude, Swim; **PROFESSIONAL SKILLS:** Drive (any) or Pilot (any), Knowledge (Cartography) or Knowledge (any region), Language (any), Ride (any), Survival

Tough

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

COMMON SKILLS: Athletics, Brawn, Evade or Fortitude, First Aid, Unarmed; **PROFESSIONAL SKILLS:** Drive (any) or Ride (any), Fighting Method (Firearms or Mounted Firearms), Intimidate, Knowledge (any region) or Fighting Method (a unique secondary specialty), Mechanisms or Survival



1d10 Thrill-Seeker Drive (modify as desired or create your own)

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

1d10 Tough Drive (modify as desired or create your own)

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

8. AGE AND FREE SKILL POINTS

“With self-discipline most anything is possible.” —THEODORE ROOSEVELT

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

AGE PENALTY

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

FREE SKILL POINTS

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

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

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

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

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

SKILL CAPS (OPTIONAL)

See the “Capping Skills” section of the “Skills” chapter for more.

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

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

INTELLIGENCE BONUS OR PENALTY (OPTIONAL)

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

SKILL POINTS BY ADVENTURER LEVEL (OPTIONAL)

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

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

AGE AND FREE SKILL POINTS

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

9. DRIVES AND BONDS

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

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

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

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

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

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

DRIVES & BONDS

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

DRIVES, BONDS & MENTAL DISORDERS

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

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

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

DRIVES, BONDS & THE MYTHOS

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

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

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

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

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

SECRET AGENDAS (OPTIONAL)

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

CIRCLES OF INFLUENCE

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

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

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

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

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

NETWORKING POINTS

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

CIRCLES OF INFLUENCE

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

CIRCLES OF INFLUENCE & PLOT HOOKS

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



Academic Network

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

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

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

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

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

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

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

Bohemian Network

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

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

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

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

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

Colonial Network

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

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

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

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

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

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

Criminal Network

EXAMPLES OF ASSOCIATED ORGANIZATIONS: Gen'yōsha ("Black Ocean Society"), Tiandihui ("Heaven and Earth Society"), Mafia, Triad, Spiders, Zwi Migdal, Black Hand, Wild Bunch, (create your own)...

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

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

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

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

WORKING FOR A CRIMINAL PATRON

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

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

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

High Society (restricted by Class & Credit)

“One not only drinks the wine, one smells it, observes it, tastes it, sips it and — one talks about it.” —KING EDWARD VII

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

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

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

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

HIGH SOCIETY ALLIES

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

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

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

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

WORKING FOR A HIGH SOCIETY PATRON

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

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

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



Intelligence Network

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

“Any action of an individual, and obviously, the violent actions of a crime, cannot occur without leaving a trace.”—EDMOND LOCARD

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

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

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

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

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

Martial Network

“Bear yourselves as Huns of Attila. For a thousand years, let the Chinese tremble at the approach of a German...” —KAISER WILHELM II

EXAMPLES OF ASSOCIATED ORGANIZATIONS: Force Publique, British Infantry, United States Marines, Guerilla Rebels, Boer Commandos, (create your own)...

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

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

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

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

Occult Network

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

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

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

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

CLANDESTINE CLUB NAMES: Diogenes, Odyssean, Athenean, Epicurean, Corinthian, Hypatian, Parmenides, Alfarabius, Antiquarian, Cavendish, Oriental, Savile, Cavalry, Caledonian, Albion, Egyptian, Georgian, (create your own)...

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

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

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

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

CREATING NEW CIRCLES OF INFLUENCE

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



CHAPTER 2: SKILLS

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

SKILL LEVEL

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

ROLLING DICE AND SKILL TESTS

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

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

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

SKILL LEVELS

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

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

PERCENTILE ROLLS

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

CRITICALS AND FUMBLES

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

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

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

FUMBLE LEVEL

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

ROLLING DOUBLE ZEROES: THE DOUBLE ZERO RULE

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

MODIFYING SKILLS

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

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

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

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

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

SKILL DIFFICULTY MODIFIERS

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

LIST OF COMMON SKILLS

ATHLETICS (STR+DEX)

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

CLIMBING

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

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

JUMPING

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

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

THROWING

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

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



BRAWN (STR+SIZ)

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

LIFTING AND DRAGGING

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

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

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

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

CONTESTS OF STRENGTH

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

BREAKING OBJECTS AND BREAKING DOWN DOORS

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

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

CLASS & CREDIT

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

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

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

COMMON KNOWLEDGE (INT×2)

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

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

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

DOORS & GATES (MIGHT RATINGS*)

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

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



CONCEAL (INT+POW)

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

DECEIT (INT+CHA)

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

DETECTION (INT+POW)

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

ETIQUETTE (INT+CHA)

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

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

Etiquette rolls involving cultures foreign to the adventurer must be learned (with formal training or through observation). Any Etiquette roll made without this training may be attempted with a Hard to Daunting difficulty modifier (depending on how foreign the culture appears to the adventurer's own experience). Gamemaster discretion

dictates the time allowed for learning a culture's customs, though common sense suggests total immersion and proper training would accelerate this knowledge (most likely to a few days), followed by concentrated practice (most likely a few weeks). Consider, also, that specific subcultures outside of the aristocracy — even criminal subcultures — have their own forms of etiquette that may be important for an adventurer to understand.

EVADE (DEX×2)

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

FIRST AID (DEX+INT)

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

IMPALEMENT

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

UNCONSCIOUSNESS

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

INJURED LOCATION

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

MAJOR INJURY

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

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

FORTITUDE (CON×2)

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

INFLUENCE (CHA+POW)

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

INFLUENCING OTHERS

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

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

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

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

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

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

INTUITION (INT+POW)

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

NATIVE TONGUE (INT×2)

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

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

LANGUAGE FLUENCY

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

RESEARCH (INT×2)

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

STEALTH (DEX+POW)

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

STREETWISE (POW+CHA)

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

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

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

SWIM (STR+CON)

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

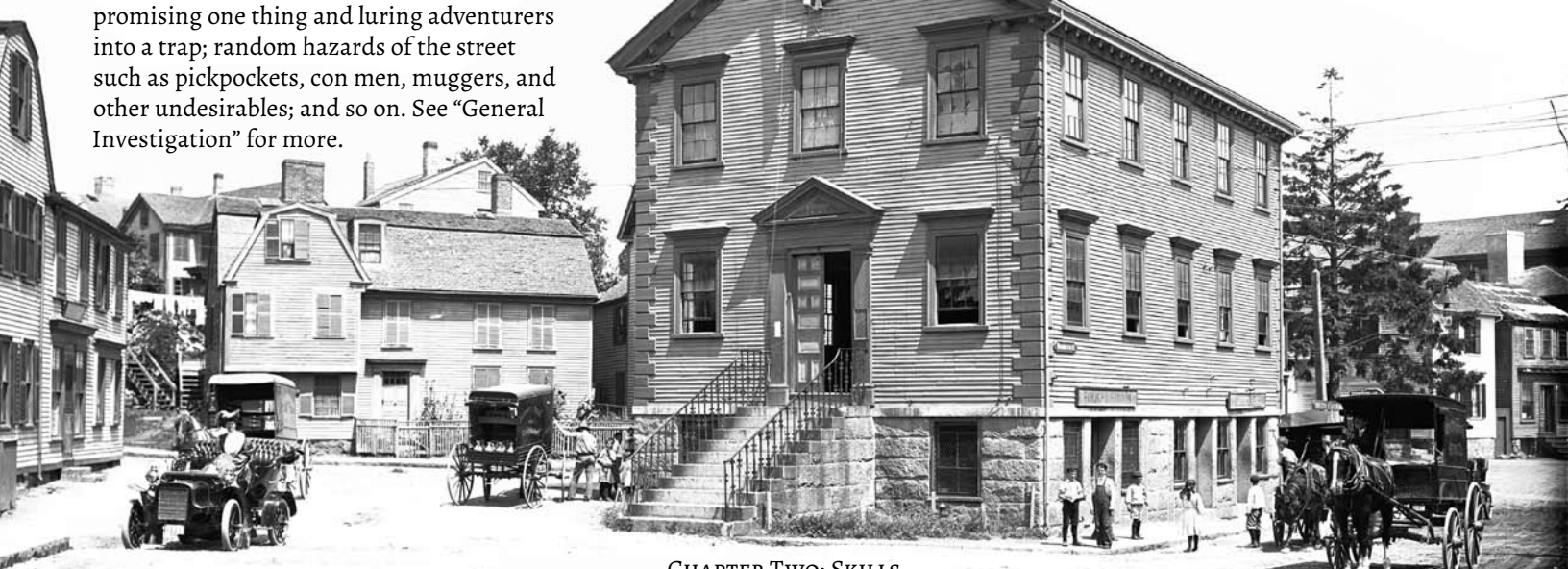
Note that a Swim roll may be modified by encumbrance (see the "Movement, Exploration and Encumbrance" section in the "Game Mechanics" chapter for more information).

UNARMED (STR+DEX)

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

WILLPOWER (POW×2)

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



LIST OF PROFESSIONAL SKILLS

COMMAND (CHA+POW)

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

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

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

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

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

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

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

COMMAND AS A GENERAL LEADERSHIP SKILL

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

COMMERCE (INT+CHA)

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

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

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

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

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

CREATE ART (X) (INT+POW)

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

DISGUISE (INT+CHA)

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

DRIVE (X) (DEX+POW)

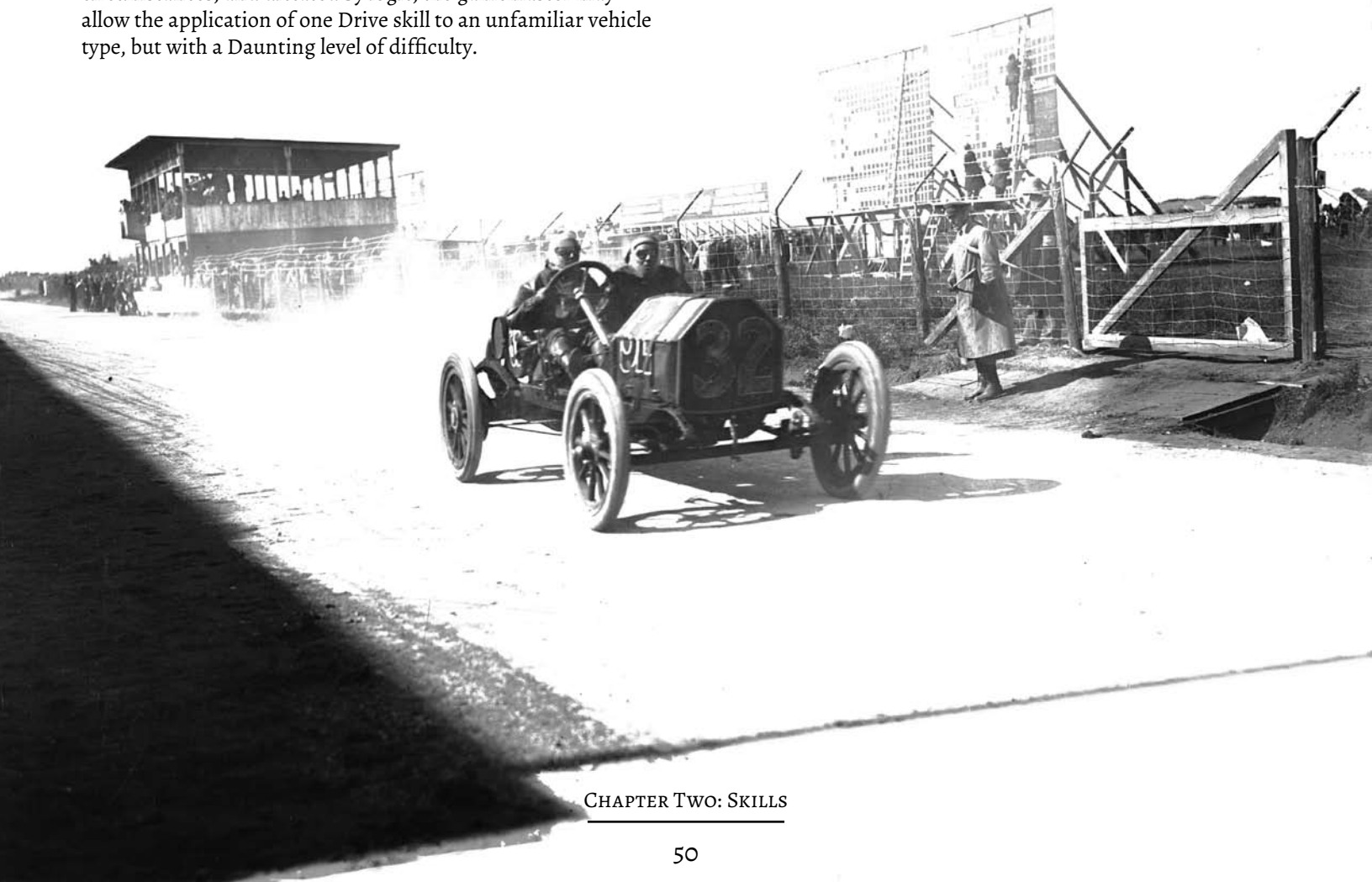
A Drive check is made to maneuver a vehicle under stressful conditions. Driving at moderate speed, under normal conditions, from one location to another, does not require a Drive check. Evading another rider or driver, careening along dangerous terrain, or racing at top speed around obstacles, are examples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

ENGINEERING (INT×2)

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

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

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



ENTERTAIN (X) (CHA×2)

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

EXPLOSIVES (INT+POW)

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

Some possible applications include:

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

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

FIGHTING METHOD (X) (STR+DEX)

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



FORENSICS (DEX+INT)

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

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

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

FORGERY (X) (POW+INT)

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

INTIMIDATE (SIZ+POW)

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

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

KNOWLEDGE (X) (INT×2)

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

ACCOUNTING

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

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

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

ANTHROPOLOGY

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

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

ARCHAEOLOGY

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

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

ARCHITECTURE

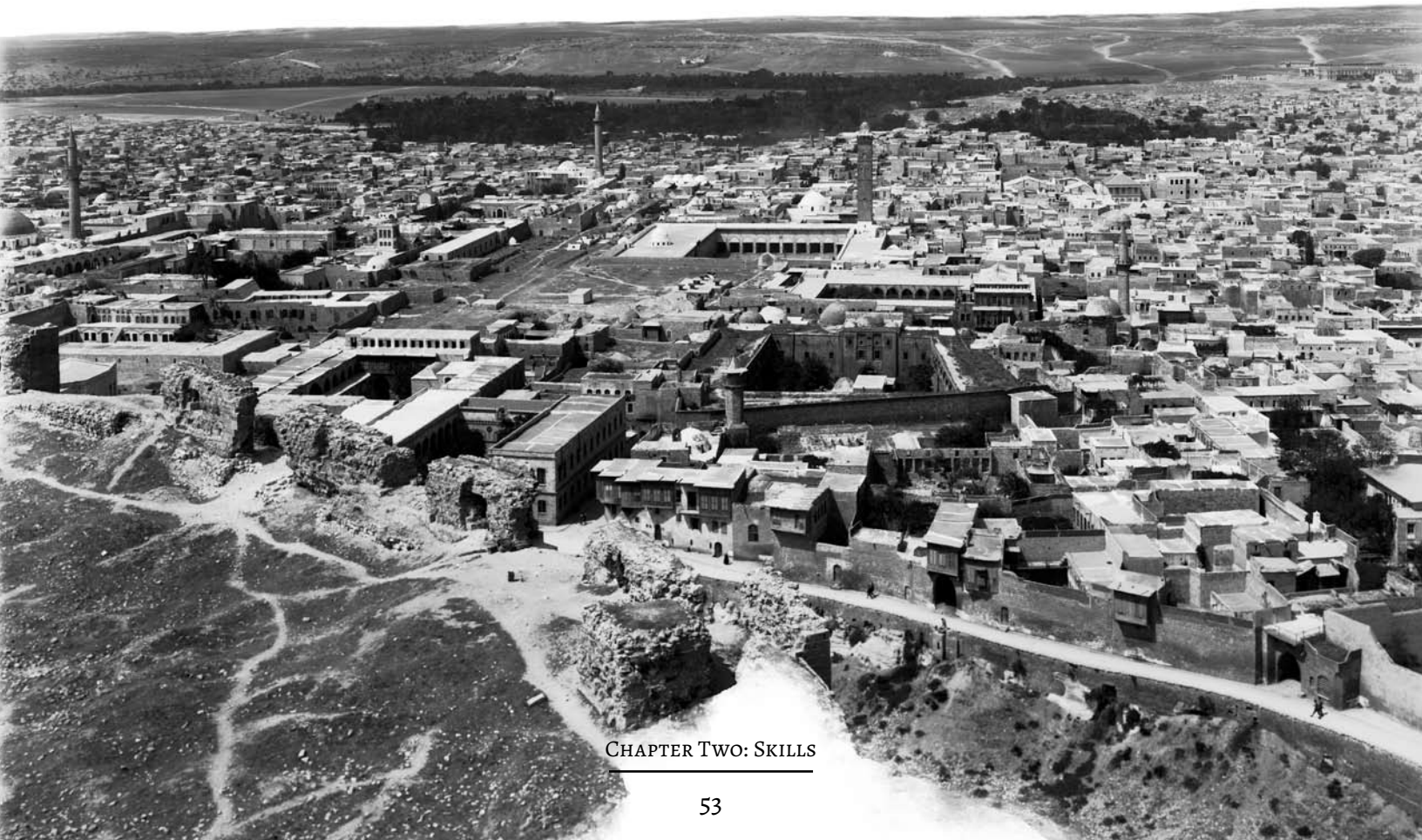
The Architecture skill allows the adventurer to derive useful information from the design, culture, ethos and construction of buildings. Some possible applications of the skill include:

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

ART HISTORY

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

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



CARTOGRAPHY

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

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

CRYPTOGRAPHY

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

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

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

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

ESPIONAGE

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

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

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

TRADECRAFT CHECKS

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

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

TRADECRAFT SPECIALIZATIONS (OPTIONAL)

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

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

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

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

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

Though the player is encouraged to invent his own tradecraft specializations, with the gamemaster's input, a few examples are provided here for emulation: **Analyst** (correlating information), **Babysitter** (bodyguarding individuals), **Bang and Burn** (demolition and sabotage), **Codebreaker** (decryption), **Disinformation** (spreading propaganda), **Drycleaning** (detecting tails and intelligence operations in a given area), **Escort** (arranging getaways, escape routes and safe houses), **Gentlemen Thief** (infiltrating High Society), **Ghoul** (appropriating fake identities from the deceased), **Infiltration** (breaking and entering), **Provocateur** (entrapping or embarrassing an individual or group), **Raven or Swallow** (male or female using seduction), **Safecracker** (breaching vaults), **Spymaster** (organizing and commanding assets), **Surveillance** (gathering intelligence without being detected).

HISTORY

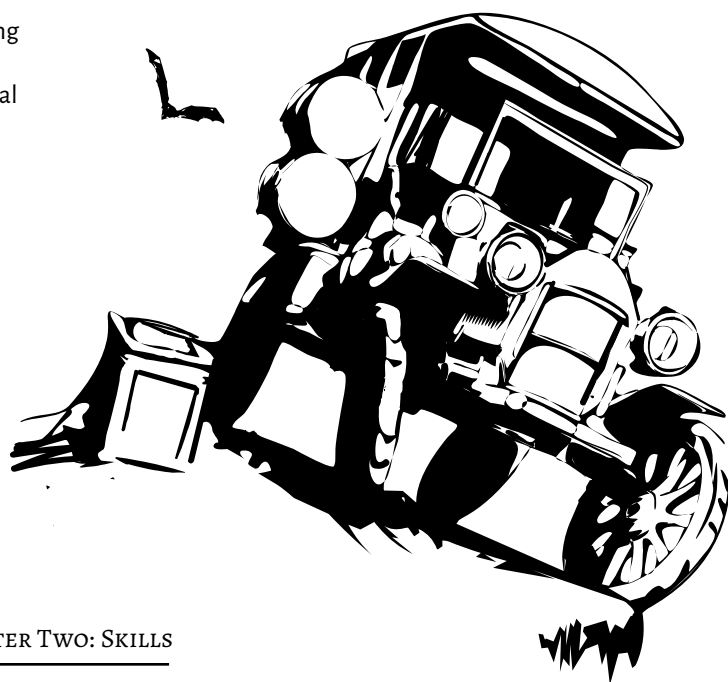
The History skill allows the adventurer to derive useful information from a given geographic area, to recall specific dates and events, and to recall general anthropological facts about a culture. Some possible applications of the skill include:

- Identifying the probable date, culture and region of a weapon or article of clothing
- Determining an originating author and culture from historical documents
- Deducing the originating culture and time period of an ancient script
- Hypothesizing the cultural details of an area based on anthropological clues and known history
- Anticipating within logic certain patterns of behavior and etiquette of a culture
- Recounting relevant historical figures and epochs
- Locating important historical settings

LAW

The Law skill provides the adventurer with an intimate knowledge of the criminal and civil legal systems within his own jurisdiction, and with general knowledge of foreign systems. Some possible applications of the skill include:

- Speaking the specialized language used in law, courts and penal systems
- Understanding the legal consequences of an action, and any possible loopholes in its legal interpretation
- Outwitting agents of law and order with equivocation, legal precedent, powerful contacts, or clandestine dealings (using bribery, extortion, legal favors, or other forms of leverage)
- Interviewing — with an authoritative command of protocol — important suspects or enforcers
- Locating and interpreting protected court records or falsified documents



(LORE) (CREATE ONE)

The adventurer specializes in a specific — and perhaps esoteric — area of knowledge.

POLITICS

The Politics skill provides the adventurer with a thorough knowledge of the governing bodies and rules of power within his own homeland, and with an academic knowledge about those in foreign areas. Some possible applications of the skill include:

- Analyzing the actual chains of command in an urban setting, even those hidden — with payoffs, kickbacks, cover-ups or other forms of corruption — behind illicit subterfuge
- Identifying injustices and their agents within a system
- Locating persons of power — including those with more overt criminal connections — and determining any of their social or political weaknesses
- Deriving theories — sometimes conspiratorial in nature — about motives and activities of political or powerful figures, based on historical precedent, telltale behaviors and other evidence
- Discovering through contacts inside the political system any owed favors, illicit plans, secret alliances, and clandestine gatherings

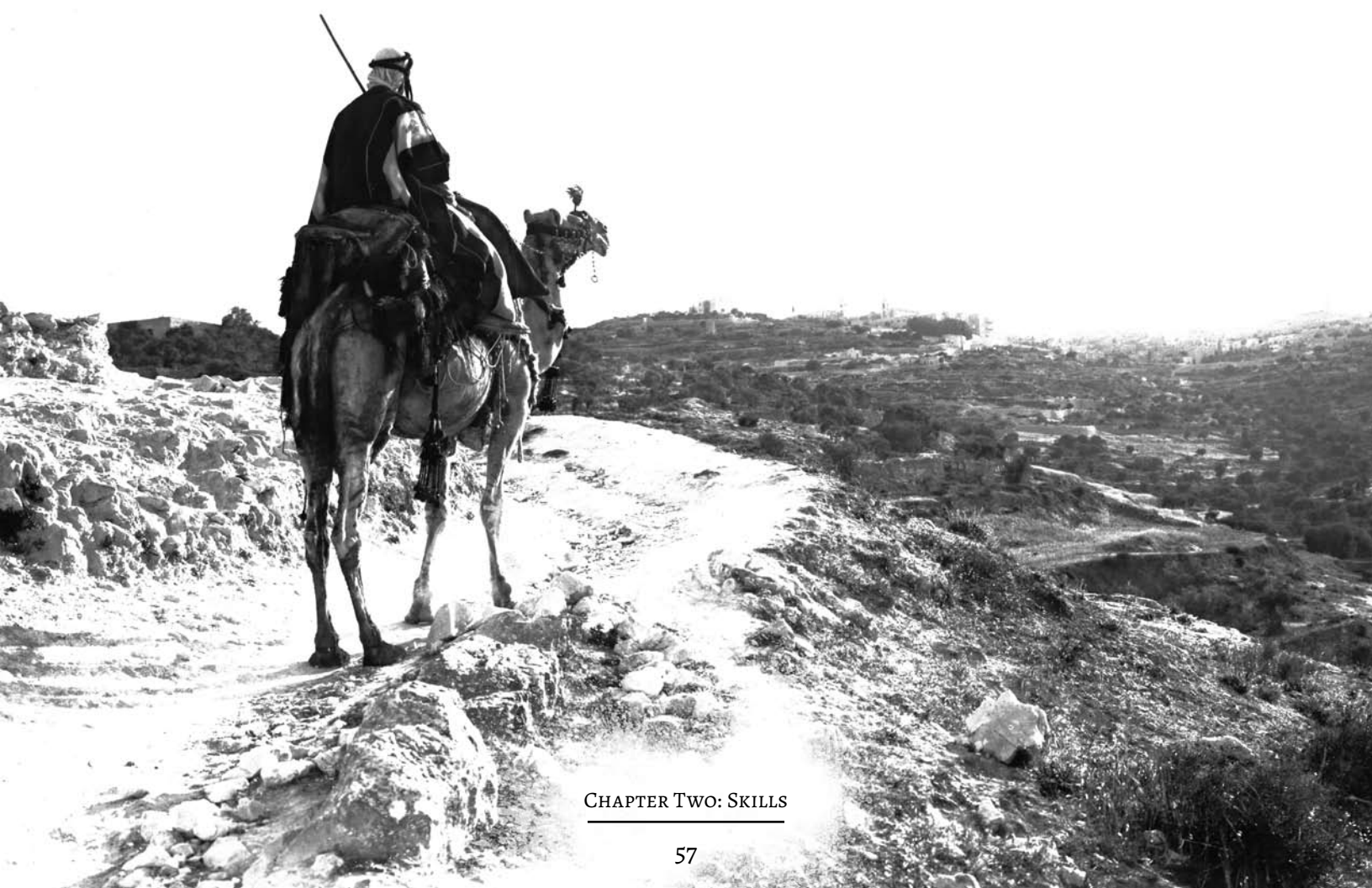
(A REGION) (PICK ONE)

The adventurer specializes in a region and its customs. The skill functions similarly to Common Knowledge, but for the specified area. For example, an adventurer spending his formative years in London, and then later pursuing a professional obsession with the Arabian Desert and its peoples, may use Common Knowledge for his home culture, and Knowledge (Arabian Desert) for his adopted culture.

(A RELIGION) (PICK ONE)

The adventurer specializes in a specific theology, its history, and its scriptures. While devoting study to the specified religion, the skill also allows for some comparative inferences (within reason) about other common and contemporary religions. Some possible applications of the skill include:

- Quoting proverbs or passages from the relevant texts
- Identifying pantheons, gods, or other significant figures from a religious tradition
- Knowing significant details about rituals, practices and beliefs, and identifying anomalies, heresies or even cult-like behaviors
- Finding affiliated religious contacts and petitioning them for support, information or protection
- Recalling relevant historical events related to scriptural narratives





TACTICS

The adventurer studies the organization of martial forces and the engagements of enemies in battle. With this skill, the adventurer may analyze combat situations and terrain for tactical advantages. Among other possibilities, the skill may be used to:

- Understand the various methods of reconnaissance (e.g., how to stealthily or quickly navigate enemy territory; how to observe and record information about the activities and resources of the enemy and about the meteorologic, hydrographic, or geographic characteristics of a particular area; how to set up covert observation posts)
- Analyze and plan opportunities for a successful reconnaissance
- Know how to deploy martial forces on a small scale and to use small unit maneuvers (e.g., fire and movement, supporting fire, ambush response and other basic drills, marching fire, patrol, ambush, fortification and entrenchment, camouflage, deception and misdirection, mounted combat)
- Assess the optimal methods for securing a fortified structure or for maneuvering in a hostile terrain
- Identify martial advantages and “force multipliers” associated with: the environment (e.g., heights, rivers, swamps, passes, bottlenecks, natural cover or cover of night, prevailing weather); the proper concentration of a unit against an enemy’s weak spot; the use of guerilla warfare (e.g., ambushes, skirmishes, sabotage, raids and trench maneuvers, hit-and-run, use of mobility against a less-mobile traditional military)
- Identify the probable culture and studied tactics of an enemy based on their uniforms, tactics, weapons used, or collateral damage caused
- Anticipate within logic and based on observation the probable tactics and other patterns of martial behavior of an enemy combatant
- Recall within reason the broad history of tactics (including tactics rendered obsolete by modern technology), even hypothesizing the identity of a culture (or its resemblance to a common historical culture) based on anthropological or forensic clues related to warfare

In some situations, a successful use of Tactics may allow each member of a disciplined team a bonus — perhaps making a relevant combat skill or a specific reconnaissance effort one degree easier. For example, a commander’s skill check may allow one of his snipers a bonus on his Stealth check or on his Hide and Sneak action, after the commander deduces that a particular area of terrain provides extra cover. Based on gamemaster discretion, the scope of an adventurer’s Tactics may be limited to the logic of his background, culture and training (or to the area of knowledge suggested by his Fighting Method).

LANGUAGE (X) (INT×2)

A Language skill measures the adventurer’s facility with a secondary language. Each Language — such as Spanish, French, Cherokee, and so on — is purchased as a separate skill. Fluency is measured similarly to Native Tongue, with 50% designating native-level fluency (see the “Native Tongue” skill). However, with the use of Language, an accent is still detectable. With a 75% proficiency, the speaker may attempt to hide this accent, allowing for an opposed test versus an opponent’s relevant Language, Native Tongue or Detection (the opponent’s choice).

LINGUISTICS (INT×2)

The Linguistics skill — as a scientific study of languages — provides the adventurer an advantage when using or acquiring secondary Languages. The adventurer may add a number of common languages — equal to a tenth of his Linguistics skill — to a Linguistics pool. Each language in the Linguistics pool is treated similarly to a Language skill at base value (the adventurer understands its basic vocabulary and syntax). In other words, an adventurer with an INT of 13 and a Linguistics skill of 48%, may choose 5 languages as part of his Linguistics pool, and treat each mechanically as a 26% Language skill — 26% being the base value for his Linguistics.

If the adventurer later chooses to purchase a Language skill from his Linguistics pool, he may do so for merely one Improvement Point. However, the gamemaster determines whether an odd or ancient language represented by Linguistics is appropriate for an actual Language skill purchase. If the adventurer chooses a Linguistics specialty — such as Aleut, Aramaic, Classical Hebrew, Hittite, Nahuatl, Sanskrit, and so on — the specialty takes up one of his Linguistics skill slots.

Players may decide to leave some Linguistics slots open at character creation, to be filled as needed during an adventure. However, any Linguistics choices should fit the logic of the character, and be picked with the cooperation of the gamemaster. Languages related by family — such as English and German, or French, Spanish, Latin and Italian — or related to the Linguistics specialty — are appropriately counted as more common choices.

Polyglot (optional special ability)

With the Polyglot special ability, an adventurer possesses a natural aptitude for languages, treating his Native Tongue similarly to a Linguistics skill. The gamemaster should choose carefully whether or not such a versatile ability is allowed, and at what price the adventurer acquires such a talent. Most commonly, Polyglot is substituted for one of the adventurer’s default special abilities.

MECHANISMS (DEX+INT)

With the Mechanisms skill, the adventurer can assemble and disassemble simpler machines and devices, make repairs, pick locks, and even disable traps.

Making a simple repair requires only a single Mechanisms roll and a few minutes of time.

Picking a lock or disassembling a dangerous device may take a number of minutes or a number hours. The complexity of the procedure is rated by the Engineering or Mechanisms skill of the person who created it, indicating a device disassembled after only a few minutes, and requiring one successful check (for a device created by an amateur) to a device disassembled after multiple hours of intense focus, and requiring four to five successful skill checks (for a device created by a master). With a critical result, time is halved or two successes are counted — whichever is more beneficial to the adventurer. With any fumble in the process, the device is broken beyond the capability of the adventurer to fix. Such checks are made as opposed tests against the originator's relevant skill.

Using Mechanisms to make significant repairs or to jury-rig simple devices takes time. See the "Repairing, Upgrading and Inventing Equipment" section for more on using Mechanisms for such as task.

MEDICINE (INT+POW)

With the Medicine skill, the adventurer can diagnose, treat and prevent disease, as well as restore health after injury. Some possible applications of the skill include:

- Diagnosing a patient's symptoms and theorizing a cause of affliction
- Prescribing drugs
- Anticipating common diseases in a territory and preparing proper safeguards
- Making inferences about a patient's lifestyle, social status and history based on the patient's observable symptoms and behavior
- Identifying common toxins
- Inferring (by observation) a person's health, as well as any abnormal medical conditions
- Understanding the specialized language used in medicine, forensics and biological sciences
- Treating an ailment (if a treatment is readily available)
- Suturing a cut or incision with thread and needle, setting a fracture with a splint, reducing the chances for infection, or other similar treatments of injury
- Performing a biopsy in order to discover the cause and extent of a disease (though deriving criminal evidence is the province of the Forensics skill)

With a proper medical kit, the adventurer may provide the following treatments.

TREATING DISEASES AND POISON

With a successful Medicine roll, the patient is allowed a second opposed test of his Fortitude versus the Potency of the disease or poison — even if the patient has already succumbed to the effects of the malady. With a successful Medicine check, the patient's Fortitude roll is made one degree easier, and with a critical success, two degrees easier.

If the Medicine check is successfully made before the onset time of the disease or the poison, then the patient's Fortitude roll is made three degrees easier. If the Medicine check is fumbled before the onset time of the malady, however, then a complication occurs and the patient's Fortitude roll is made one degree more difficult.

TREATING MAJOR WOUNDS (WITH SURGERY)

Major and critically major wounds may be treated with surgery, though successful treatment is never guaranteed. Any patient spiraling from negative Hit Points or other similar conditions must be first stabilized with First Aid or Medicine. Once stabilized, a successful Medicine check may be made to perform restorative surgery on the patient or the specified injury. With a successful roll, the injury will begin the process of healing normally. With a critical success, the patient begins healing normally and immediately increases his Hit Points by one. With a fumble, however, the surgery suffers a serious complication, forcing the patient to make a successful Fortitude roll or perish.

With a failed roll, another Medicine check may be attempted, though the surgery's chance of success is diminished dramatically as the patient continues spiraling. Each further attempt at a failed Medicine check is made one degree more difficult.

Surgery cannot produce miracles. A horrific injury — such as a detached limb — cannot be fully restored. Surgery can re-attach a severed limb but cannot make the limb usable again. This same guideline applies to other injuries of disfigurement.



OCCULT (X) (CHA+POW)

With the Occult skill, the adventurer acquires knowledge about the history and practices of magic, superstition, and occult folklore. Some other possible applications of the skill include:

- Recalling the magical principles of ancient and medieval traditions, or interpreting an astrological meaning
- Explaining the context, motives and methods of an occult ritual
- Hypothesizing the purpose of an occult spell
- Deciphering cryptic occult symbols, diagrams, and imagery
- Analyzing and translating occult metaphors
- Identifying occult tools, texts and practices
- Theorizing the nature of a spectral event, haunting or oppression
- Authenticating occult activity — such as séances, rituals, or sacrifices
- Posing — with persuasive polish — as an occult practitioner, spellcaster, psychic or seer

The Occult skill may be used to acquire spells, through the devoted study of an Occult path or text. See “Occult Paths” in the “Magic” chapter for more information.

PILOT (X) (INT+POW)

A Pilot check is made when maneuvering a vehicle under stressful conditions. Piloting at moderate speed, under normal conditions, from one location to another, does not require a Pilot check. Evading another pilot, dodging dangerous terrain, or racing at top speed in turbulence, are examples that do require Pilot checks. Each type of vehicle — such as an aeroplane, an airship, a balloon, a ship, or a submarine — requires its own Pilot specialization. Under rare circumstances, and dictated by logic, the gamemaster may allow the application of one Pilot skill to an unfamiliar vehicle type, but with a Daunting level of difficulty.

RIDE (X) (DEX+POW)

A Ride check is made when maneuvering a mount under stressful conditions. Riding at moderate speed, under normal conditions, from one location to another, does not require a Ride check. Evading another rider or driver, leaping over a wall, racing at top speed along a treacherous mountain path or down a cliff face, or escaping through a horde of walking dead, are examples that do require Ride checks. The Ride skill is also tested for cavalry tactics, where controlling the mount under stress is critical to success. Rolling a critical results in some impressive feat of derring-do or in the temporary increase of the mount's Move rating (by one tenth). Fumbling a Ride roll results in lost control of the mount (with only one chance of an Athletics roll for recovery). While each type of mount — such as a camel, an elephant or a horse — requires its own Ride specialization, a rider may use his Ride skill for unfamiliar types, but with a Hard level of difficulty.

SCIENCE (X) (INT×2)

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

ALCHEMY

Alchemy grants the adventurer knowledge about the transformation of matter, and the esoteric and Hermetic principles involved in these processes. As a precursor to modern chemistry, Alchemy may have some overlap with the Chemistry skill. However, Alchemy as a game skill is applied more often to magical processes, and to the identification of magical phenomena and rituals. Some other possible applications of the skill include:

- Recalling the alchemical principles of medieval scholars
- Identifying the motives and methods of a ritual
- Hypothesizing the purpose of an alchemical spell
- Deciphering cryptic alchemical symbols, diagrams, and imagery
- Analyzing and translating alchemical metaphors
- Using alchemical processes in a magical ritual

ASTRONOMY

The Astronomy skill provides the adventurer with knowledge about celestial objects and phenomena — including stars, planets, galaxies and nebulae. Some possible applications of the skill include:

- Operating advanced telescopes
- Creating, reading and interpreting star charts
- Anticipating significant celestial events
- Measuring the distances and trajectories of celestial bodies
- Positing theories about strange astronomical phenomena
- Hypothesizing the functions of historical monuments and tools dedicated to astronomy

BIOLOGY

The Biology skill grants the adventurer knowledge of the chemistry, evolution, behaviors and taxonomies of living organisms. Some possible applications of the skill include:

- Theorizing the probable species or genus of a creature based on evidence left behind, or identifying atypical behaviors
- Knowing the weaknesses, habits and dangers of a lifeform
- Speculating antidotes or remedies for wounds caused by an organism
- Analyzing minute traces of an organism for clues

Though there is some crossover with Botany, the Biology skill is applied more to animals, while Botany is focused more specifically on plants, fungi and algae. Therefore, while both skills grant information about organisms, the Biology skill should award the adventurer more specific information about animal life, while the more narrowed Botany skill should award the adventurer more specific information about plant and fungal life.

BOTANY

As with the Biology skill, Botany grants the adventurer knowledge of the chemistry, evolution, behaviors and taxonomies of living organisms, but specifically applied to plants, fungi and algae. Possible applications of the skill include:

- Identifying the probable species or genus of an organism
- Knowing the lifecycle and dangers of a lifeform
- Extrapolating the originating plant or fungus and its probable geographical location based on biological detritus left behind at a crime scene
- Hypothesizing origins and possible remedies for toxins
- Utilizing beneficial survival applications of plants and fungi
- Deriving clues from a corpse based on plant and fungal invasion
- Dating the age and history of plants, algae or fungi

Though there is some crossover with Biology, the Botany skill should award the adventurer more specific information about plant, algae and fungal life.

CHEMISTRY

The Chemistry skill grants the adventurer knowledge about the composition, properties and behavior of elemental matter, namely the nature of atoms, the interactions of electrons and energy, the qualities of molecular structures, and other chemical phenomena. Some possible applications of the skill include:

- Analyzing the chemical makeup of substances
- Fabricating simple but dangerous reactions (such as electrical bursts, magnetism, explosions or acids)
- Identifying “unknown” elements
- Theorizing an originating source of minute particles or residue
- Anticipating the danger or behavior of specific substances or reactive forces
- Speculating about strange physical phenomena (such as electricity, magnetism, radioactivity, thermodynamic effects or exotic matter)
- Recalling current popular or exotic theories from the scientific community
- Extrapolating chemical information to derive clues

Certain applications of the Chemistry skill require specific equipment or setup time. For example, an adventurer attempting to analyze microscopic details needs a workspace and the proper tools. Likewise, the fashioning of explosives and other dangerous reactions requires preconditions, setup time, constituent ingredients, and the proper tools in order to succeed (see “Repairing, Upgrading and Inventing Equipment”).

GEOLOGY

The Geology skill provides the adventurer with knowledge of the Earth’s rocks and material substances, and the processes by which they change. With the Geology skill, the adventurer is able to (among other things):

- Describe the characteristics of rocks and crystals
- Identify and value rare minerals
- Speculate about the geological history and climate of an area based on rock data
- Analyze an area for telltale signs of significant resources, including fossil fuels or water
- Hypothesize — after careful observation of a region — the locations of cavern systems, fault lines, volcanic activity, sinkholes, and other natural features
- Evaluate soil for exotic elements

MATHEMATICS

The Mathematics skill tests the adventurer’s ability to perform mathematical calculations and to apply mathematics to practical uses. Some possible applications include:

- Measuring distances and spaces
- Estimating probabilities or solving difficult equations
- Making calculations under stress (such as counting cards, or bullets)
- Extrapolating (from geometric observation) concealed architectural spaces
- Interpreting mathematical formulae, even those of alien cultures

A Mathematics skill of 50% indicates a fluency with calculus, while a Mathematics skill of 75% indicates an aptitude for more esoteric forms of mathematics (such as non-Euclidean geometries, combinatorics and statistics theory, topology, mathematical logic, and so on).

NATURAL HISTORY

The Natural History skill allows the adventurer to derive useful information from the observation of plants and animals in their natural environments. Some possible applications of the skill include:

- Identifying fossils
- Extrapolating information about an environment’s ecosystem
- Noticing any abnormalities in an environment or in a species
- Explaining relationships between plants or animals, either as they interact in their environment, or as they are categorized in a taxonomy
- Positing theories about an environment’s history and distribution of plants and animals

PHYSICS

The Physics skill provides the adventurer with a knowledge of energy, forces and matter, and of how these interact with one another. Some possible applications include:

- Understanding and solving physics equations
- Anticipating the forces involved in a physical interaction — such as those of electricity, balances and counterbalances, or momentum
- Theorizing the purposes of advanced technologies
- Identifying and explaining evidence of electromagnetism, thermodynamics, optics, radioactivity, and other natural forces
- Hypothesizing hyperspatial realities
- Recalling the latest and fashionable theories of modern physics

PSYCHOLOGY

The Psychology skill provides insight into human behavior, thoughts, feelings and mental abnormalities. Some possible applications include:

- Empathizing with an individual's experiences
- Identifying an individual's true motives — even if these motives are clouded by deception
- Theorizing about an individual's neuroses
- Deriving — from observable patterns of behavior — very general information about a person's past or experiences
- Assessing beliefs in people of a foreign culture, based solely on observations of behavior
- Recalling the latest psychological beliefs, philosophies, theories (of mind, memory, self and soul), and experimental and investigative methodologies

PARAPSYCHOLOGY

Note that by 1910, the subjects of parapsychology, hypnotism, and psychism (at one time overlapping with the field of psychology) have been largely banished from academia (and their students ostracized). However, parapsychology as an academic discipline still survives in a few locations (such as at the Imperial University, or at any school deemed appropriate by the gamemaster). Tomokichi Fukurai, at the Imperial University, currently publishes *Clairvoyance and Thoughtography*, for instance, though by 1913 his work will be shunned and deemed anti-intellectual.

As an optional rule, the gamemaster may allow an adventurer's Psychology skill to encompass parapsychology and its associated fringe theories and experimental methodologies (or may allow an adventurer to simply take Parapsychology as a skill appropriating all of the abilities of Psychology) — but with added the social penalty of ostracization by the academic community.

SEDUCTION (CHA+POW)

Seduction overcomes a target with flirtatious charm and sexual power. While the roll may be opposed by Willpower, a success indicates a target willing to be manipulated by the adventurer. A failure results in a rebuff. A fumble results in some form of offense. Once seduced, a target may be further manipulated through strong roleplaying or more social skill tests (or tasked with requests similar to those elicited with an Intimidate check). A seduced character suffers a degree of difficulty for social tests in opposition to the seducer, and two degrees of difficulty if the original Seduction roll was a critical. Logic dictates when Seduction is appropriate for a given character and his particular drives.

SLEIGHT OF HAND (DEX+CHA)

Sleight of Hand is a skill of thieves, cheats and stage magicians. It allows for pick pocketing, manual distractions, and the concealment of small objects. In some situations, it may also allow for fast drawing weapons. Any object smaller than the adventurer's hand may be manipulated (including an animal, but with an increased degree of difficulty). While Sleight of Hand may be opposed with Detection, a critical success results in the trick being so effective that the object remains undetectable — even with any second attempt at Detection. With a failure, the trick is detectable if any effort is made to spot it. With a fumble, the attempt is sloppily mishandled on an embarrassing level. Sleight of Hand cannot be used if the adventurer's hands are incapacitated.



SURVIVAL (POW+CON)

The Survival skill is used for: creating shelter in hostile wilderness; fashioning makeshift tools and weapons; navigating dangerous terrain; locating civilization; finding food and water; and enduring harsh environmental conditions. In situations where an adventurer must survive without the comforts of civilization, he may test Survival once per day. With a success, he finds whatever he is lacking. With a critical success, the adventurer locates substantial shelter or supplies (or whatever is relevant to his search) that secures his safety for a period of days equal to a tenth of his Survival score. When Survival is tested to avert fatigue, failure results in an increased fatigue level until the next Survival check (or until conditions change for the better). A fumble results in calamity, such as the suffering of exposure, toxins or disease.

Note that Survival is not used in an urban setting. Rather, Streetwise would be tested — and treated similarly — in urban situations which threaten starvation or exposure to the elements.

TRACKING (INT+CON)

Tracking allows an adventurer to find a quarry — animal or otherwise — by following footprints, refuse, disturbed vegetation, displaced earth, and any other signs of habitation and movement. Checks should be made periodically — perhaps every hour — depending on the skill of the quarry to evade capture. With a critical success, and if the quarry has not concealed its trail — the tracker anticipates the quarry's movements and forgoes any further checks. With a failure, the quarry stays one step ahead of the tracker (who must at this point succeed with a Tracking check just to backtrack and find the trail again, or else lose the trail for good). With a fumble, the tracker loses the quarry outright.

Tracking difficulty may be modified by terrain. Tracking in the rain may be Easy, while tracking across hardpan earth may be Hard. Additionally, the quarry may attempt to use Conceal to hide its movements — in which case any pursuit is checked as an opposed test of Tracking versus Conceal.

TRADESKILL (X) (DEX+INT)

Each Tradeskill is a separate specialization with its own peculiarities. A few examples include: Cooking, Education, Electrical Repair, Masonry, Metallurgy, Sewing, Telegraphy, and Weaving. Though a few developed Tradeskills are included as examples to emulate, there are an endless variety of such skills (more than can be listed here).

EDUCATION

By specializing in Education, the adventurer knows the modern methodologies of teaching (including mentorship, encouragement and discipline). Some possible applications of the skill include:

- Knowing and teaching the basics of education (e.g., reading, vocabulary, grammar, basic arithmetic, basic history, civics, ethics, morals)
- Breaking a complex subject (or skill area) into digestible lessons
- Encouraging and mentoring a student or a group of subservients
- Organizing a classroom to maximize instruction to a larger body of students
- Identifying the current educational trends, ethical expectations, and regulations for a given district (as well as any gossip circulating in the local school community)
- Sensing equivocation or incompetence in a subservient's claims, testimonies, or alleged knowledge
- Recalling Common Knowledge with acumen

The gamemaster may consider allowing Education to augment a Common Knowledge check, or to augment another skill in a few specific situations dealing with subservients (e.g., using Command with a group of younger subordinates, using Intuition with a student or underling). Additionally, the Education skill allows the adventurer to help another character learn a skill faster (for specifics, see “Character Improvement” in the “Game Mechanics” chapter).

ELECTRICAL REPAIR

With the Electrical Repair skill, the adventurer specializes in the installation, maintenance and repair of electrical wiring, machinery, and equipment. Some possible applications of the skill include:

- Understanding the basic principles of electricity (e.g., voltage, resistance, current) and the jargon of electricians
- Identifying the common, commercial, electrical codes and regulations for a given area
- Installing, troubleshooting and repairing modern electrical wiring or machinery
- Properly using specialized equipment of the trade (e.g., wire strippers, insulators and insulating equipment, wiring, voltage indicators)
- Hypothesizing the possible uses and dangers of an unknown electrical device (or identifying an unknown device as electrical based on telltale signs)
- Detecting electrical hazards and avoiding electrocution, or saving someone else from electrocution
- Sensing a subtle electric field in an area
- Sabotaging wiring to potentially cause a fire or electrocution, or identifying wiring that has been sabotaged
- Locating the electrical wiring in a structure, as well as any associated devices (such as power sources, switches, meters, light housings, insulators, conductors, and so on)



TELEGRAPHY

With the Telegraphy skill, the adventurer knows the common forms of Morse code and specializes in the operation of telegraph equipment (see “Telegraph Notes”). Some possible applications of the skill include:

- Identifying from observation telegraph equipment or its associated infrastructure (e.g., operator booths, electric lines, undersea cables, radio circuits)
- Knowing and using the most common telegraph codes (Morse, in the United States, which will later become “American Morse”; and Continental, in Europe, which will later become “International Code”; adventurers in the military may know a naval code, though operators are generally versed in only one code and possibly familiar with a second)
- Understanding telegraph communications protocol and common abbreviations (and possibly intuiting specialized, jargonistic abbreviations which aren't encryptions, such as those used by police, newspapers or businesses)
- Recalling esoteric lore related to telegraphy (e.g., ghost stories involving phantom messages; mysteries of missing telegraph operators; unidentified communications involving criminals or unsolved criminal activity; theories about the “odd buzzing” or nonsensical messages heard over wire in remote areas; evocative or embarrassing gossip of the community; legends about wartime or espionage encryptions; rumors of conspiratorial chatter being accidentally intercepted; the history of Samuel F.B. Morse demonstrating to Congress the practicality of the telegraph by sending a message from Washington to Baltimore: “What hath God wrought?”)
- Posing as an operator or faking an operator's license
- Though it's illegal to do so, eavesdropping from within listening distance on the tapping of a telegraph device and translating the message by ear (or detecting when an observer may be doing the same)
- Recognizing the unique signature or transmission style of another operator (known as the operator's “fist”)
- Operating a telegraphic device (e.g., tapping out or translating a message) at a competent speed — with 25 to 30 words per minute being an average, and 35 to 40 words demonstrating record speed

TELEGRAPH NOTES

In 1836, American inventor Samuel F.B. Morse (with Joseph Henry and Alfred Vail) developed the telegraph — a device and system which sent pulses of electric current along wires (which in turn controlled an electromagnet and paper ticker located at the receiving end of the telegraph system).

Morse code was developed to encode or to translate these transmitted pulses into natural language. As Morse code, text information could be communicated vast distances as a series of on-off tones, lights, or clicks directly understood by a skilled listener (or by an observer without special equipment). By the early twentieth century, most high-speed international communication is sent as some form of Morse code via telegraph lines, submarine cables or radio circuits.

KNOWLEDGE, SCIENCE OR TRADESKILL?

Before the modern era, these domains were more unified. However, in the default setting for *Raiders of R'lyeh*, the Knowledge, Science and Tradeskill categories are treated as separate domains, with slight differences between each area.

Knowledge skills are those acquired through experience, education, or disciplined study, with each skill encapsulating a classical, theoretical or practical understanding of a subject. A social science, which studies people and societies (e.g., Anthropology, Psychology), may be categorized as either a Knowledge or a Science skill, depending on how it is used and whether it fits the sometimes arbitrary and academic definition of a true science (e.g., use of the scientific method, reliance on empirical observations). In *Raiders of R'lyeh*, Anthropology is made a Knowledge skill and Psychology a Science (reflecting the trends of the setting's academic circles), though in actuality there is considerable overlap between these categories.

Science skills are most often associated with the modern era, and with any systematic approach (i.e., scientific method) to creating and organizing knowledge as testable explanations and predictions about the universe. Modern science is typically subdivided into the natural sciences which study the material world (e.g., Chemistry, Physics) and the formal sciences (e.g., Mathematics). In *Raiders of R'lyeh*, applied sciences, such as Engineering, Forensics or Medicine, are often given their own skill designations, or sometimes treated as Tradeskills.

Tradeskills — also known collectively as the “skilled trades” — are those used by tradesman or skilled manual workers in a particular vocation, trade or craft requiring specialized training (and sometimes requisite journeyman training, or approved accreditation by an academy, guild or union). Tradeskills are often associated with inventing, crafting or repairing things (e.g., Masonry, Sewing, Weaving), but they may also be associated with highly specialized fields (e.g., Education, Electrical Repair, Telegraphy). Tradesmen are typically differentiated from unskilled laborers and professionals in the “learned” professions, as well as from entertainers (whose skills are often represented by the Entertain skill). Though there may be some overlap between a Tradeskill craft and an art represented by the Create Art skill — such as the case with Create Art (Writing) or Create Art (Photography) — in *Raiders of R'lyeh* these subtle differences reflect the ambiguities that exist between the arts and crafts in modern society.

When creating a new skill, the gamemaster should consult the preexisting Knowledge, Science and Tradeskill categories, consider the example skills listed in each one, and choose which area best matches the focus of the new skill. Though there may be some overlap between categories, in general: Knowledge is the default category encapsulating any disciplined study not strictly considered a Science or a Tradeskill; Science is the category for a skill associated with the scientific method and with a modern understanding of science; and Tradeskill is the category for a skill associated with a specialized vocation, trade or craft.

ADDITIONAL SKILL RULES

ASSISTANCE FROM OTHER CHARACTERS

In some situations, multiple individuals working together may pool their scores together into one skill check — perhaps by combining everyone's Brawn skill to lift a heavy object, or combining everyone's Common Knowledge to recall an important fact. To group skills in such a way, one skill is used as the primary, and each participant adds 20% of his own skill to the primary. In some situations, the amount of participants allowed may be limited. For example, if a group attempts to break down a door, the small area of the door limits the number of participants capable of working together. The gamemaster determines how many participants are allowed in any given check. When applying assistance to magic casting, see "Coordinated Casting" in the "Occult Magic" chapter.

AUGMENTING A SKILL

In some situations, an adventurer's aptitude with one skill may increase another one of his skill's test. As a few examples: a Common Knowledge of a local area may help a driver with his Drive check; a Science (Chemistry) skill may help an adventurer with his Explosives roll; or, a Knowledge (Art History) skill may help an adventurer negotiate a higher price with his Commerce skill.

If the gamemaster allows the augmenting of skills, then a few guidelines apply. Only one secondary skill may be used to augment a skill check. When the gamemaster determines that a secondary skill's application is relevant, then 20% of the secondary skill's score is added to the primary skill as a bonus. In other words, if an adventurer has 54% in Knowledge (Art History) and wishes to augment a Commerce check, then he may increase the check by 11 points.

COUNTING THE LEVEL OF SUCCESS

With some opposed skill tests, such as those used in combat, the steps between a victor's success and an opponent's failure are counted. For example, a Fighting Method check resulting in a critical versus an Evade check resulting in a failure, produces two steps of success for the winner. When the level of success is counted, this usually produces extra benefits or special effects for the victor. See the "Combat" chapter in the gamemaster's guide for more information.

CURBING A SKILL

In some circumstances, a skill may be curbed, meaning it may not exceed the value of one of the adventurer's other relevant skills. As a few examples: during diplomacy, a social skill that cannot exceed the adventurer's Etiquette or second Language; while swimming, a fighting skill that cannot exceed the adventurer's Swim score; and so on.

DEFAULTING FROM A PROFESSIONAL SKILL

At the gamemaster's discretion, a character untrained in a Professional skill may default to a related Common skill. Examples include using Athletics to pick a lock, using Unarmed or Athletics (whichever is higher) to shoot a rifle, or using Research to skim an occult tome. The default roll is made with a Hard, Daunting or Improbable modifier — depending on the circumstances. Some tasks, however, may be deemed impossible for the untrained.

DRAMATIC SKILL SEQUENCES

In some unique circumstances that warrant a "zoomed in" dramatic tug of war between opposing forces over a length of time, a series of tallied skill checks may be required — with each success or failure either increasing or decreasing a score. For example, adventurers fleeing from a pursuing predator will have a lead which they will attempt to increase (to a point at which they escape their pursuer) and the pursuer will attempt to decrease (to a point at which it intercepts or captures the adventurers).

The **LEAD** is an abstract measurement of proximity between two opposed forces; by using it, the gamemaster may easily track the back-and-forth progress of a chase or other dramatic tug of war.

When determining the length of the dramatic sequence, the gamemaster sets an initial lead, indicating how far the fleeing target is from the pursuer at the start of the sequence, and a goal, indicating the amount to which the lead must be increased to end the chase sequence in an escape; decreasing the lead to zero ends the chase sequence in a capture.

For example, with a chase, the target may have a starting lead of 2 and a goal of 6, meaning that the fleeing runner needs to increase that lead from 2 to 6 to escape, and the pursuer needs to decrease that lead to zero to capture.

The chase is then narrated as a back and forth series of opposed skill checks between the runner and pursuer, with each success (using a skill such as Athletics, Drive, Pilot, Ride, and so on) on the runner's part increasing the lead by one (or by two with a critical) and each failure decreasing the lead by one (or by two with a fumble).



In such chases, the environment dictates the goal number for the lead. A labyrinthine and cluttered street in New York may require a lead of 6 for escape, while a vast and open field outside of Kansas City may require a lead of 12 (or higher) — to be determined by the gamemaster at the outset of the chase.

A lead may be used in other dramatic skill sequences as well, such as with conflicts involving seduction, negotiation, or even interrogation.

With seduction, a heightened situation may warrant a “zoomed in” dramatic tug of war between the seducer and the target. The lead then represents the target’s resistance to the seducer’s advancement. Typically the goal number is set at 4, and the starting lead at 2 (or at a number best representing the initial relationship of the two individuals, stacked in one or the other’s favor) with each decrease of the lead representing the seducer “capturing” the mind of the target, and each increase representing the target “escaping” the seducer’s attempts. If the lead is reduced to zero, then the seduction overcomes the target with flirtatious charm and sexual power; if instead the goal number is reached, then a total rejection occurs. **Note** that with seduction and some other dramatic skill sequences, the tug of war may occur over a series of days (with the current lead sustaining itself for the length of the struggle).

A dramatic negotiation can happen in a number of situations, such as between two parties haggling over an important object of desire. Just as with seduction, a starting lead of 2 is set with a goal number of 4 — with each decrease of the lead moving the advantage to the seller attempting to “capture” the best price, and each increase moving the advantage to the buyer. If the lead is reduced to zero, then the seller wins (increasing the purchasing price of the commodity by 50%); if instead the goal number is reached, then the buyer wins (decreasing the cost by 50%).

The number of situations that may be turned into dramatic skill sequences are limited only by the creativity of the gamemaster. For example, he may use such a sequence for an interrogation, with the lead representing the interrogator’s pursuit of the truth (through intimidation and persuasion) — versus the target’s evasion of the truth (through force of will and subterfuge). Or, the gamemaster may use a dramatic skill sequence for an important negotiation between an occultist and an extraplanar entity.

In most situations, the skills needed for these opposed checks will naturally suggest themselves, but the gamemaster should use his best judgment and creativity in determining which are most relevant.

GROUP TESTS

A group test allows the gamemaster to apply one skill check to an entire group, rather than tediously rolling separately for dozens of individuals. There are several ways to roll a group test — as a team test, as a sorting test, or as a ratio test.

TEAM TESTS

With a team test, one individual’s skill is rolled for the entire group’s success. Depending on the circumstances, either the individual with the highest skill or individual with the lowest skill is used.

For example, if a group of police is canvassing an area for evidence to a crime, then one Detection roll — based on the officer with the highest Detection skill — is made for the group. In such a situation, the team benefits from the high skill of just one member.

However, if a group of soldiers is sneaking up on a hideout and attempting to avoid detection, then one Stealth roll — based on the soldier with the lowest Stealth skill — is made for the group. In such a situation, the team suffers for the clumsiness of just one member.

SORTING TESTS

With a sorting test, one roll is made and then compared to the skill of each individual in the group. For example, a shooter sprays automatic fire across a room, and the gamemaster allows everyone to dive for cover. He makes one Evade roll of 52%. Every member with an Evade skill equal to or over 52% succeeds with the check, while every other member fails.

RATIO TESTS

With a ratio test, one skill is taken as the percentage of successes in a task. For example, roughly 100 soldiers are running for their lives from a rampaging monstrosity, and the gamemaster must determine how many succeed in escaping one of its sweeping appendages. He determines that the group as a whole possesses an Athletics score of 60%, so 60% of the group — or 60 soldiers — escape, while 40 of them succumb horribly to the attack.

OPPOSED SKILL CHECKS

An adventurer will eventually test one of his skills against an opponent’s skill, initiating what is called an “opposed skill test.” An opposed skill test occurs when one skill is actively resisted by another. Infiltrating a hostile citadel and remaining unseen may at one point necessitate a test of the adventurer’s Disguise or Stealth against a soldier’s Detection. Or later, a daring escape may test the player’s Ride versus a pursuer’s Drive on a treacherous mountainside. Or — more insidiously dire — escaping the tendrils of an underwater creature may demand a test of Brawn versus Brawn.

When circumstances call for an opposed test, both participants roll their respective skills. The winner of the test is the one who gains the higher success — such as a critical over a normal success, a normal success over a failure, and so on. If both participants earn the same success level, then the winner is the one with the higher dice roll within his skill range. A failed roll for both parties indicates that conditions existing before the roll remain unchanged.

Opposed skill tests are useful in a variety of situations. Some examples follow, though the creative applications of such tests outnumber the space allowed here.

- An adventurer haggles with a black market dealer, testing his Influence or Commerce versus the opponent's Commerce.
- An adventurer infiltrates a guarded compound and tests his Stealth versus the Detection of the sentries.
- The adventurer attempts to break free from a grapple, testing his Athletics or Brawn versus the Athletics or Brawn of the captor.
- The adventurer rushes away from a mob of angry villagers, testing his Athletics versus an overall Athletics for the group.
- The adventurer endures torture, testing his Willpower or Fortitude versus the Tradeskill (Torture) of the opponent.
- The adventurer cheats at cards, testing his Sleight of Hand versus the Detection of the other players.

OPPOSED SKILLS OVER 100%

When an opposed test occurs in which one participant possesses over 100 points in the relevant skill, then the lesser opponent (or opponents) suffer a penalty. The opponent with the highest mastered skill penalizes each of the other participants with a number of points equaling his skill percentage minus 100, and then uses 100% for his own roll. The determination of who has the highest mastered skill is made after any difficulty modifiers are applied.

For example, an adventurer with 138% in Stealth is infiltrating a backwater prison. Three sentries each possess a Detection of 62%, 73% and 103%, respectively. When making any test opposing his Stealth versus the Detection of a guard, the adventurer rolls as if his Stealth is 100%, and each guard rolls as if his Detection is 24%, 35% or 65% — to account for the penalty for opposing a master of his skill.

Optionally, to ease math during play, the gamemaster may instead penalize each lesser participant's skill check with one degree of difficulty per 25% (over 100) possessed by the master. In the scenario above, using this optional roll, each of the guards would simply make his Detection skill two degrees more difficult.

PARTIAL SUCCESS

Some unique situations allow a skill percentage to denote how much an adventurer knows; the adventurer's relevant skill percentage is used as a guide to overall accuracy. For example, the gamemaster may allow an adventurer with a Language skill of 76% to automatically (but with 76% accuracy) read a text — misinterpreting or leaving out 24% of the text of the details. With such a percentage, he may automatically grasp most of the general concepts correctly, yet mix up or leave out significant details. As another example, an adventurer with a Knowledge (Archaeology) of 63% may automatically intuit information about a found object from a well-studied era — but with only 63% accuracy. A successful skill check may flesh out the remaining 37%, while a failure may leave the adventurer with only the impartial information.

SECOND TRIES AND CONTINUED EFFORT

The gamemaster should use his best judgment when allowing second skill check attempts. While such attempts may prove practical for certain situations, there should be a limit or consequence when this is allowed. As a general guideline, and in special circumstances, the gamemaster may allow a second skill check — but made one degree more difficult — as a last ditch effort (see “Investigation and Skill Checks” for an exception to this rule). The gamemaster may even raise the dramatic stakes for a second attempt — with a suspenseful forewarning to the players. However, some circumstances warrant the repeated use of a skill check (without penalty or raised stakes), such as when an adventurer breaks down a door with a repeated Brawn roll, or is otherwise involved in a dramatic skill sequence. In the former situation, each attempt moves time forward (perhaps counted in Combat Rounds), with logical consequences suffered for failures and fumbles (e.g., personal injury, evidential damage to the door frame, announcing one's intrusion to enemies or otherwise inviting trouble, remaining trapped behind a barricade).

SECRET TESTS

With a secret test, the skill's outcome is not immediately apparent to the adventurer. Instead, the gamemaster rolls the skill check — on the adventurer's behalf — without divulging the result. Consequently, the adventurer may not know how well a disguise works (as just one example) until the adventurer infiltrates a guarded area and puts the disguise to the test. Or, a mechanic may make a check to fix a broken axle on an automobile, only to find out later — during a chase — that a mistake was made in the repair. Secret tests should be used judiciously, and with players who find such secrets fun and suspenseful (rather than unfair).



SKILLS BEST PRACTICES

PROFESSIONALS AND SKILL POINTS

The gamemaster should require players to stock up an appropriate amount of points in the skills related to their archetypes. In other words, a fighter with few points in a relevant Fighting Method (and zero points in other skills related to his profession) is not a true fighter, even if that is what he labels himself. The gamemaster should rethink awarding any automatic successes on skill tests for characters barely meeting the standards of their professed archetypes.

FAILED SKILL TESTS

When appropriate, the gamemaster should use a failed skill check to dramatize and to complicate a situation, rather than to just declare the failure. For example, a failed Drive roll may result in damage taken to the automobile, followed by a choice presented to the player: either steer into the oncoming riders, or veer off the cliffside attempting to navigate the incline to safety. This dire choice is far more satisfying than simply declaring that the automobile crashes and explodes. Using common sense, the gamemaster may communicate the effects of incrementally more difficult failures, rather than allowing one failure to cause one absolute result.

The gamemaster should allow automatic successes for investigative skill tests that are considered routine or obvious to the particular character type using the skill. For example, a professional archaeologist should know that a piece of pottery is generally Polynesian in origin without testing his Knowledge (Archaeology) skill, since this would be obvious to someone in his line of work. In similar fashion, a professional soldier should be able to identify a commonly used firearm without having to test his military expertise with a dice roll.

USING SKILL LEVELS

In some situations, the gamemaster may think about presenting evidence in tiers of difficulty — with a tier measuring how obvious a given clue is to an amateur, a professional, an expert, and so on (after any difficulty modifiers have been considered). This way, some general information may be delivered — without skill rolls — to adventurers possessing the relevant skill proficiency (and who are role-playing in an intelligent manner). More elaboration (or hidden information) may be rewarded for successful rolls of the dice.

As an example, the adventurers encounter a well-worn handwritten copy of the occult *Clavicula Solomonis*, containing a number of seal inscriptions. The text itself appears to be in a cipher. If an adventurer possesses an Occult skill, and wishes to analyze the text for clues, then the following may be found.

Any adventurer with at least an amateur level in Occult (and asking to analyze the text) will automatically know that the work is a medieval grimoire — of dark reputation — falsely attributed to King Solomon, and that it is purportedly used to “conjure demons.”

Any adventurer with at least a professional level in Occult (and asking to analyze the text) will automatically know the above information, plus the following: the seals in the text each pertain to a different demon. Theoretically, to summon a demon the magician would need to put a hand-drawn copy of the seal within a magical triangle, causing the demon to appear therein.

Only with a successful roll of Occult can an adventurer know — in addition to the above information — the following: each demon in the text corresponds to a particular astrological decan (a calendar period), during which time it is allegedly easier to summon the demon in question. A particular handwritten note — in cipher — makes mention of the demon, Agares.

SHORTHAND FOR NOTING SKILL LEVELS & AUTOMATIC CLUES

Occult Level	Clue (automatic)
●●	It's a medieval grimoire (attributed to King Solomon)
●●●	Each seal belongs to a different demon (seals involved)
1d100	Astrological decans (and mention of Agares)

SOCIAL SKILL TESTS

As with investigative rolls, the gamemaster should allow automatic successes for social skill tests that are considered routine or obvious to the particular character type using the skill. For example, a character of aristocratic birth should know proper procedure in a lord's castle without testing his Etiquette skill, since this would be routine to someone of his background. See the “Influence” skill and its “Influencing Others” sidebar for more.

COMBAT AND PHYSICAL TESTS

The gamemaster should not award automatic successes when it comes to combat or to other perilous situations. Such challenges involve true vagaries of chance outside the control of even a professional. Even the most seasoned mercenary must subject himself to rolls of the dice when it comes to bare-knuckle brawls and firefights. Any tests subject to the variability of human failings or of external conditions — such as foraging, survival, climbing, throwing, testing luck, and so on — should require rolls of the dice.

INVESTIGATION AND SKILL CHECKS

The handling of investigative skill checks requires special attention. As with the misuse of other skill tests — in which failed skill rolls overshadow common sense and good role-playing — the pedantic misuse of investigative skill checks adds further frustration by road-blocking an adventure behind the luck of a dice roll.

Because new avenues of exploration are often “locked” behind clues in a horror adventure, investigation becomes very important in unlocking these new avenues. If a gamemaster desires that all movement forward in an adventure must be determined by a successful investigative dice roll, or if the scenario writer has inadvertently — or worse, purposely — locked a winning solution behind such a dice roll, then the adventure may become undermined by limited choices for the player.

First of all, good role-playing should trump random roles. Where appropriate, information available to anyone making a sound, creative, or specifically accurate decision should find said information, regardless of a poor skill roll. A player asking to search a desk thoroughly, feel under its top, and turn over its drawers, will most likely find the diary concealed under some paperwork, regardless of the results of his Detection check.

Secondly, the gamemaster may consider offering logical hints as rewards for creative and intelligent investigating. If the player searches a desk thoroughly for a secret compartment — “locked” behind a successful Detection roll — the gamemaster could reward the player’s vigilance by communicating some detail about the desk that does not seem right.

And lastly, even when nothing is to be found at a given location, the gamemaster should be prepared to logically move time forward, and to provide interesting consequences for overworking a room or a witness. Players should be rewarded for creative and intelligent investigation, but not for brutish and tedious fumbling through every suspected corner of a scenario.

Even with the best efforts by the gamemaster, a scenario with limited choices can hamper efforts to enrich investigative efforts. Scenarios with limited clues, or clues so specific as to create choke points of failure, should be avoided — or at least fixed — so players are not frustrated with guessing the scenario writer’s intention. A general guideline is to provide multiple clues — some of which are readily available — for any point in the adventure that could be considered an essential objective for players to reach. Instead of a failed investigative roll resulting in a no-win condition, a failure can result in other options, none of which prove as optimal as the better-won clue. Perhaps information is found with missing notes, resulting in an incomplete Banishing ritual. Perhaps a botched search accidentally tips off an enemy, resulting in an unwanted third party entering the fray. Perhaps an important non-player

character is lost due to a careless error. Ultimately, players will find an adventure far more rewarding with a collection of clues at their disposal — some of which lead to more dangerous avenues than others — than with a single clue on which the forward momentum of the adventure depends.

Rather than presenting any one investigative point with an absolute success versus failure metric, the gamemaster should prepare a collection of secondary, suboptimal choices — offered for missed opportunities, less-than-optimal tactics, and failed dice rolls — and a select few specific and special clues — rewarded for strong role-playing or for lucky rolls (see “Using Skill Levels”).

The gamemaster wishing to avoid these choke points of failures should also be careful about just moving a preordained story along — regardless of player action. While failure should not be allowed to shut down the game — due to some inherent roadblock in the structure of the adventure — it also should not be meaningless. Rather, the gamemaster should prepare multiple avenues of investigation. If one clue is missed — or an important roll botched — there should still exist interesting repercussions as well as other obvious avenues of exploration. Failed investigative rolls should produce logical and dramatic consequences in the setting of the adventure — even when such consequences are not necessarily anticipated by the scenario writer. A failed roll should rarely produce “nothing,” even if the consequences of the failure are not immediately apparent to the players.

USE OF COMMON SENSE

Skill checks, while useful for determining the success of difficult challenges, can in some cases replace the common sense of creative role-playing and problem solving. Under certain circumstances, the gamemaster should allow the player to succeed automatically when common sense overrides this unnecessary use of dice. If a skill test becomes a futile and pedantic exercise not necessary to the given situation, then the gamemaster should not require it. For instance, if a player wishes to measure the dimensions of a chamber, without penalty of consequence, and the only limiting factor is time, it would be a futile and pedantic exercise to require the player to roll over and over to get the correct measurements. Under such circumstances, using his best judgment, the gamemaster should move the clock forward and declare the chamber measured.



General Investigation

Several skills lend themselves to general investigation. The goal of general investigation is to find the information (as opposed to gleaning important clues from what is found). General investigation is conducted primarily with: Detection, Research and Streetwise. Though the basic uses of these skills are covered in their respective sections, the following guidelines may be considered for more elaborate applications.

Also consider that every campaign or adventure presupposes a living world outside of the players' movements, with motivated antagonists who fulfill their own ambitions — according to their independent plots and timelines — and who react to any opponents who directly interfere with these schemes. At the very least, a failed investigative roll moves time forward a number of minutes, hours, or even days — allowing any villains or threats to further their agendas, to fulfill their schemes, or to grow in strength, independently of the players' actions. At the very worst, a failed investigative roll allows these villains to investigate the adventurers in turn, to catch them unaware, to implement a catastrophic power, or to retaliate with stealth or force. When developing or modifying a scenario, the gamemaster should consider these interesting consequences of failure and the antagonists' timeline of schemes and reactions.

INVESTIGATIVE SEARCHING WITH DETECTION

Detection has two functions. The first is to notice — with one's physical senses — impending danger (or an ambush) or anything out of place in a setting. This first function is both passive (oftentimes solicited by the gamemaster) and immediate (most often taking no time to use).

The second function of Detection is to search a person or area with the deliberate intent of finding someone or something “out of the ordinary,” or of finding evidence of another party's investigation. This second function is both active (oftentimes requested by the players) and time consuming.

When someone actively attempts to hide himself or to hide an object from investigation, the Detection check may be opposed by the opponent's Stealth or Conceal roll, respectively (hiding an object on the person's body is made with the Sleight of Hand skill). Similarly, the adventurer himself may attempt to Conceal evidence of one's investigation or an incriminating or valuable object — from authorities or other pursuers — in which case the gamemaster may test the opponent's Detection versus the player's original Conceal roll.

A typical use of Detection takes 1d4 hours — though the gamemaster may adjust this time based on the environment and circumstances (see the “Search Times” table for some suggested guidelines). With a critical roll, this time is halved. With a fumble, the adventurer's attempt results in unwanted attention from an adversary or his minions (possibly being caught in the act), in evidence left at the scene of the investigation (such as dropped equipment, broken furniture, footprints, fingerprints, or an eye witness account of the investigation), or in some other mishap dictated by the specifics of the adventure.

SEARCH TIMES*

Area Searched	Time Taken (base time)
A person's body	One minute
Confined space (i.e., large room)	One hour
Small building (around 1000 square feet)	1d4 hours
Moderate building (around 3000 square feet)	1d6 hours
Large building or one city block	2d6 hours
Castle (and demesne) or 4 city blocks	4d6 hours

CIRCUMSTANCE MODIFIERS

Circumstance	Effects
Rushed investigation	½ time taken; Detection is two degrees more difficult
Cluttered or labyrinthine area	×2 time taken
Alien or non-Euclidean architecture	×5 to ×10 time taken
Secret areas	×4 to ×5 time taken (or perhaps the necessity of a relevant contact)
Investigation party splits up	Divide “time taken” by number of search party units (minimum ¼ base time and make a team test using the lowest Detection skill in the group, with no augmented skill allowed)
Previously failed attempt	Detection is one degree more difficult (and possibly the threat level is now greater)

*A general investigative search is made with Detection.

INVESTIGATIVE RESEARCHING

A typical use of Research takes 1d4 hours — though the gamemaster may adjust this time based on the circumstances (see the “Research Times” table for some suggested guidelines). With a critical success, this time is halved. With a fumble, the adventurer either finds misinformation, draws unwanted attention, leaves evidence of the research, or causes some other unfortunate mishap dictated by the specifics of the adventure.

RESEARCH TIMES*

Source Researched	Time Taken (base time)
Personal library (e.g., private stack, private bookshelves)	One hour
Small library (e.g., town library, town newspaper archives)	1d4 hours
Medium library (e.g., city library, city newspaper archives)	1d6 hours
Large library (e.g., national library, major newspaper archives)	2d6 hours
Labyrinthine archives (e.g., major warehouse, records rooms)	4d6 hours

CIRCUMSTANCE MODIFIERS

Circumstance	Effects
Rushed research	½ time taken; Research is two degrees more difficult
Cluttered and disorganized	×2 to ×4 time taken
Sensationalized or highly publicized information	¼ time taken
General information	Normal time taken
Esoteric information or challenging jargon	×2 time taken
Quashed, hidden, targeted, top secret or sensitive records	×4 to ×5 time taken (or perhaps the necessity of a relevant contact)
Research team divides tasks	Divide “time taken” by number of research team units (minimum ¼ base time and make a team test using the lowest Research skill in the group, with no augmented skill allowed)
Previously failed attempt	Research is one degree more difficult

*A general investigative research is made with Research.

INVESTIGATIVE CANVASSING WITH STREETWISE

A typical use of Streetwise takes 1d4 hours — though the gamemaster may adjust this time based on the environment and circumstances (see the “Canvassing Times” table for some suggested guidelines). With a critical roll, this time is halved. With a fumble, the adventurer’s attempt results in: unwanted attention from an adversary or his minions (or being followed or confronted); a false lead from someone promising adventurers what they seek, without delivering; a false lead from someone promising one thing and luring adventurers

into a trap; random hazards and encounters of the area (such as pickpockets, con men, muggers, and other undesirables); or some other mishap dictated by the specifics of the adventure.

Optionally, the gamemaster may require the expenditure of bribery money with a Streetwise roll (to account for the various personalities requiring such a cost for information). The actual amount is best left to the gamemaster to decide, though some suggested values are provided. With a critical roll, any money required is halved (or voided altogether). With a failure, the cost is zero. And with a fumble, the full amount is spent (even if no useful information is discovered).

When someone actively attempts to hide his canvassing from another’s notice — perhaps by bribing assets to throw someone off the trail — he uses his original Streetwise roll to cover his tracks, which may be opposed by the opponent’s Streetwise result.

CANVASSING TIMES*

Area Canvassed	Time Taken (base time)	Bribery
One building	One hour	\$1d10 dollars
One city block	1d4 hours	\$1d10 dollars
4 city blocks	1d6 hours	\$2d10 dollars
8 city blocks	2d6 hours	\$1d100 dollars
Borough (16 blocks)	4d6 hours	\$2d100 dollars

CIRCUMSTANCE MODIFIERS

Circumstance	Effects	Bribery Modifier
Hurried canvassing	½ time taken; Streetwise is two degrees more difficult	×2 amount
Labyrinthine area	×2 to ×4 time taken	×2 amount
Sensationalized information	¼ time taken	½ amount
General information	Normal time taken	—
Esoteric information	×5 time taken	×5 amount
Dangerous information	×2 time taken; Streetwise is one degree more difficult	×5 amount
Unique information (i.e., known by one individual)	×10 time taken	×10 amount
Investigators split up	Divide “time taken” by number of canvassing group units (minimum ¼ base time and make a team test using the lowest Streetwise skill in the group, with no augmented skill allowed)	—
Previously failed attempt	Streetwise is one degree more difficult	×2 previous amount

*General investigative canvassing is made with Streetwise.



RAIDERS OF R'LYEH

AUGMENTING INVESTIGATION CHECKS (OPTIONAL)

As an optional rule, the gamemaster may consider allowing a general investigation check — made with Detection, Research or Streetwise — to be augmented with a relevant secondary skill (to account for the deliberate focus of attention and the time required for the search, research or canvassing). The allowance of such a bonus is left to the gamemaster's discretion (as a consequence of a player's thoughtful planning or creative roleplaying). Some (not exhaustive) examples include:

Augmenting Detection with Conceal when looking for an opponent's hiding space or stashed contraband, with Sleight of Hand when frisking a suspect, with Common Knowledge when searching an area well known to the investigator, with Intuition when searching an area for anything that "doesn't feel right," with Forensics when seeking observable forensic evidence at the location of a crime, with Tradeskill (Electrical Repair) when looking for an area's hidden power source, with Engineering when exploring a building and attempting to notice any weaknesses made in its support structure, with Explosives when focusing on signs of explosive booby traps, and so on.

Augmenting Research with Occult when looking for any occult connections in an assortment of newspaper clippings, with Common Knowledge when using the library of one's home town or university, with a specified Knowledge or Science skill relevant to the subject being researched, and so on.

Augmenting Streetwise with Common Knowledge when canvassing one's hometown, with Commerce when finding members of a black market, with Influence when using one's natural charisma during the search, with proper Etiquette when navigating the streets of a foreign culture, and so on (augmenting with Intimidate, Seduction and other social skills may aid in the outcome, or may backfire depending on the nature of the population being canvassed).

INVESTIGATION MISHAPS

Investigation mishaps vary greatly and are dependent on the circumstances of the scenario or campaign. Generally, such outcomes are based on the logic of the adventure, the actions of the adventurers, the motives and reactions of the adversaries, and the creativity of the gamemaster.

Optionally, the gamemaster may wish to use a simple threat level mechanic to gauge the severity of any investigative mishaps that occur in a given location.

When determining the severity of a failed or fumbled investigative roll, the gamemaster may use the location's current **THREAT LEVEL** — rated as 0 (**none**), 1 to 5 (**minor**), 6 to 7 (**moderate**), 8 to 9 (**major**), or 10 (**imminent**) — and may increase this as a scenario's timeline advances, as a certain condition is met (such as a day passing into twilight), or as the adventurers fail their investigation checks repeatedly (in the process making themselves more evident to the antagonists).

Depending on the directives of the scenario, a fumble made at a specific level may: raise the overall threat level one or two points; trigger a specific event, cultist scheme, or dangerous reaction; alert detectives or hired guns of the adventurers' criminal activity; make a random mishap or encounter occur; cause any future failed rolls to be counted as fumbles; embolden a group of cultists to close in on the adventurers; increase the prevalence of nightmares or nightly visitations of some otherworldly force; and so on.

Certain player actions and events may raise this threat level, though the rules about what causes this escalation are best left to the gamemaster's creativity and to the needs of the setting. Some examples are listed in the "Threat Level Escalation" table merely as inspiration (to be mined for ideas). Note that some gamemasters may wish to forgo this simple threat level mechanic and instead respond creatively to player actions.

THREAT LEVEL ESCALATION*

Example Event	Threat level increases by...
Each failed investigative skill roll	+1 point
Each fumbled investigative skill roll	+2 points, and roll for a random event (table not included)
First failed or fumbled Streetwise roll, make a Luck check; if it fails, a spy overhears a suspicious question by the outsiders or notices them wandering around and "getting into our business"	Pass a Luck check, or +2 points and roll for a random event (table not included)
Each full day that passes	+1 point
Interviewing the town drunk (and gossip) in public; pass a Luck check or a spy observes the interaction	Pass a Luck check, or +3 points
Encountering the local cult's leader for the first time; with a passed Influence check, the outsiders leave a lasting impression	Fail an Influence check, or +2 points
Being an obvious threat in public (e.g., starting an argument, causing a ruckus, flashing weapons, intimidating locals)	+2 to +3 points (gamemaster discretion)
The local cult's leader or sheriff witnesses the outsiders being an obvious threat	+5 points, or escalation to major threat level (whichever is more logical, given the circumstances)

*Merely an example table. Each scenario would suggest its own threats.

Tapping Circles of Influence

NETWORKING WITH INFLUENCE

Influence has two functions. The first is to persuade another individual to the adventurer's way of thinking. This first function is both specific (reflecting the adventurer's impact on one individual in the adventurer's presence) and immediate (most often taking little time to use).

The second function of Influence is to tap one of the adventurer's networks for help, using a specific inquiry and a relevant circle of influence. With this use of the skill, the check represents the adventurer's general impact — over time — on his circles of influence, and how capable he is in drawing from one of them useful information or resources. This second function is both abstract (reflecting the adventurer's overall impact on his networks) and time consuming (most often taking days or even months to accomplish).

A networking check is made with an Influence roll, a specific inquiry, and one chosen circle of influence. The roll and time required are affected by any modifiers for the attempted geographic reach of the inquiry, the current reputation of the inquiring character, and the nature of the petition. It is up to the gamemaster to determine the relevance of one's circle of influence to any specific inquiry. Putting the word out — to an academic network — that one needs hired muscle for a job, would most likely result in an automatic failure. Likewise, asking a criminal network for forensics analysis on a corpse would most likely prove just as futile (though someone in the network may offer a lead, for a handsome price, about similar victims found in the immigrant quarter of the city).

The attempted geographic reach of an inquiry should affect its quality of information. An inquiry using the martial network — in and around Arkham — for information about skirmishes in the Khyber Pass — should receive less accurate news about the subject than one at intercontinental range.

The gamemaster should also reward specific (over vague) petitioning, as well as the intelligent use of discovered leads in the inquiry. For example, a character using discovered leads in his specific inquiry may ask his academic network, "I've got two clues I'm trying to piece together: the name 'Kolodzie' and the location of a sarcophagus that apparently washed up on the Nile on the 26th; I'd like to know if someone in academia, a curator, a professor, whatever, has put in a requisition for anything resembling this contraband, and if Kolodzie comes up on any academic rosters." By contrast, a character making a vague inquiry may ask, "Who is looking for a mummy right now?"

When tapping a circle of influence, the requested information or favor may be **minor**, **moderate**, or **major**. Determining the level is left to the gamemaster's discretion, as it is largely dependent on the nature of the setting and the specified network.

More often than not, information requests should be minor (unless it is important enough that someone would kill for it), while most supply requests (especially for things found on the black market) should be at least moderate, if not major.

Obviously, requests for dangerous or hidden information (e.g., military intelligence, the location of a criminal's bolt hole), for introductions to an evasive or important non-player character (e.g., a wanted criminal, a member of the ruling family), or for rare or expensive equipment (e.g., a weapon prototype, a cache of in demand supplies), should all be considered more than just minor favors.

Despite the nature of the request, and even with a successful networking check, the brokering associate will most likely ask for some form of compensation — either in trade for goods or services (on top of any other favors rolled) or in hard cash. Again, the gamemaster should make the determination of the value of the favor, based on the logic of the situation. As a general rule, consider a minor favor costing an amount equivalent to its market value (or free if an equivalent return favor is agreed upon), a moderate favor costing two to three times as much (or soliciting an equivalent return favor), and a major favor costing five to ten times as much (or even more).

Note that with any favors, common sense dictates what is logically possible to obtain in a network; clues and leads should be provided, but not winning solutions. In other words, in typical situations no one will know (or at least reveal) the location of a buried treasure or the identity of a serial murderer.

An adventurer may tap a network for any number of things — information, introductions, loans, supplies, jobs, helpful non-player characters, and so on — as long as these are logically connected to the associated resources of the network. A network may even be tapped to see who else is making inquiries and what they're seeking. However, each time a circle is checked, the adventurer runs the risk of accruing debts (in the form of favors) from its various participating members, as the request makes its way through the network. At some later time in a campaign, the gamemaster may present the inquiring agent with one of these quid pro quos from the past. Turning down such a request carries with it various consequences, depending on the nature of the particular network. Some of these people may prove frustrating or even dangerous if double-crossed or ignored.



QUID PRO QUO

1d10/12/20*	Size of Quid Pro Quo	1d20	Solicitor	1d10/12/20*	Nature of Request
1-7	None	1-4	Ally or contact	1-4	Information
8-9	Minor	5-12	Friend of a friend	5-8	Introduction or access
10-11	Moderate	13	Rival or enemy	9+	Job, service or expertise
12+	Major	14-20	Stranger		

*Based on the level of the original inquiry: 1d10 for minor, 1d12 for moderate, and 1d20 for major

QUID PRO QUOS

To check for a quid pro quo, roll an additional 1d10, 1d12, or 1d20 (for a minor, moderate, or major request, respectively) with the networking roll. Rolling 8 (or higher), 10 (or higher), or 12 (or higher) produces a minor, moderate, or major requested return favor, to be paid at some point in the future. Reference the “Quid Pro Quo” table for favor details, or just create a favor based on the logic of the situation.

When someone actively attempts to hide his networking from another’s notice, the Influence check may be opposed by the opponent’s Deceit. Similarly, the adventurer himself may attempt to conceal evidence of one’s networking — from authorities or other pursuers within the same circle of influence — in which case the gamemaster may test the opponent’s Influence versus the player’s original Deceit roll. When networking, a Deceit roll is subject to the same modifiers as its Influence equivalent. When a Deceit roll succeeds, normally or critically, the network becomes filled with a number of conspiracies, rumors and red herrings.

A typical networking check using Influence takes an amount of time based on the geographic reach of the inquiry — though the gamemaster may adjust this time based on the circumstances and various modifiers, including those caused by tarnished reputations within the network (see the individual circles of influence and the “Networking Times” table for some suggested guidelines). With a critical result, this time is halved and the information is more precise or in some way advantageous (e.g., an important name, a relevant address, a meeting with a contact).

With a success, the inquiry produces one or more leads intermixed with a rumor or two. With a failure, a rumor or two is still produced. With a fumble, the inquiry results in one or more possibly misleading rumors, and most likely the attention of an enemy or his minions. Note that even a failed or fumbled networking check should produce at minimum a dangerous rumor or two (potentially leading players to a new adventure, location or important non-player character). The gamemaster is free to adjust these results to meet the needs of the campaign.

Networking checks may be made in-game, as a means for generating new leads, or during downtime, for requesting focused plot hooks — relevant to player interests — from the gamemaster. Thus, the gamemaster should be generous with their output (using the networking checks to help develop the setting organically around the players’ proactive requests for information). However, returning to the same network, frequently, runs the risk of exposing one’s personal or incriminating business to the wrong parties. Adventurers should be careful about overusing their circles, or turning to them without due diligence. If a character is waiting on an answer from an already tapped network, returning to the same network before the first inquiry is resolved makes the networking check one degree more difficult (or eventually impossible as associates become overburdened with the adventurer’s tenacity).

Note that networking requires logical access to one’s social circles — via telegraph, telephone, mail, transportation, and so on.



NETWORKING TIMES*

Geographic Reach of Networking	Time Required (base time)	Difficulty
Citywide	1d6+1 days	Normal
Statewide or regional	1d4 weeks	Hard
Continental	1d6+3 weeks	Daunting
Intercontinental	1d6 months	Improbable

CIRCUMSTANCE MODIFIERS

Circumstance	Effects
Pressured (hurried) request	½ time required, check is two degrees harder
Minor request	½ time required, check is one degree easier
Moderate request	—
Major request	×2 time required, check is one degree harder
Information is conspiratorial in nature	×2 to ×4 time required, check is one degree harder
Solicitor is renowned or otherwise highly respected within the network (e.g., a member of the ruling elite in High Society, a warlord in a criminal network)	Check is three degrees easier
Solicitor is well known or otherwise somewhat respected within the network (e.g., an ally of the ruling elite in High Society, a lieutenant in a criminal network)	Check is two degrees easier
Solicitor is known (and not unfavorably) in the network	Check is one degree easier
Solicitor has an ally with a renowned reputation or an otherwise highly respected status within the network	Check is one degree easier
Network is already currently tapped by the solicitor	Check is one degree harder
Solicitor has previously caused an unresolved offense with an important person in the network	Check is (at least) one degree harder

*Once a request is sent, the networking occurs in the background (and not necessarily with the adventurer's direct involvement).

SPENDING NETWORK POINTS TO ACQUIRE USEFUL CONNECTIONS

Each adventurer acquires allies and contacts through his family connections and professional experiences. Rather than tapping a circle of influence, the adventurer may use an undefined slot from this list of connections to create a new useful contact or ally within that circle. Each of his circles of influence has a **NETWORKING** pool of points equal to the adventurer's CHA score.

During play, and if the adventurer has any undefined connections and networking points remaining, he may reveal the existence of a particularly useful contact or ally from the relevant circle. To do so, he spends a number of points from the circle's networking pool. The cost of a contact depends on the individual's particular usefulness, ability or influence within the network, generally: 2 points for a lackey, 4 points for a professional, 6 points for an expert, 8 points for a legend, and 10 points for a master or nonpareil. An ally costs double this amount. The cost may increase by one or two points if the connection knows a particularly relevant or guarded secret. Once the points for a circle are spent, they do not replenish (unless the gamemaster allows the purchase of networking points for an equivalent value of Improvement Points).

Lackeys are individuals with amateur-level signature skills (in the 25 to 49% range) and little influence, such as: undergraduates (Academic), minions (Criminal, Occult), groupies (Bohemian), recruits (Military), or assets (Intelligence), and so on. Professionals, experts, and legends are individuals with professional-level (50 to 74%), expert-level (75 to 99%), and master-level (100% and over) signature skills and commensurate influence, respectively. Nonpareils are individuals with unparalleled ability or influence, such as: Nikola Tesla-level scientists (Academic), criminal masterminds (Criminal), members of royalty (High Society), gurus in possession of the darkest secrets of the universe (Occult), smugglers able to procure exotic equipment or high-grade weapon prototypes (Military, Criminal), master spies with global connections (Intelligence), industrialists with vast holdings (Colonial), internationally-renowned master thieves (Bohemian, Criminal), judges or diplomats capable of pulling political strings (Intelligence), wealthy benefactors with nigh-unlimited funds (Colonial, High Society), vaudeville and film stars (Bohemian), and so on.



CAPPING SKILLS (OPTIONAL)

By capping a skill, the gamemaster disallows a character from increasing a skill's value beyond a specific threshold. The gamemaster may decide that the maximum values for some skills should be limited by a character's raw attributes or by one's formal education. The Class & Credit skill, for example, is one such skill that is by default capped at a fixed value (determined by social status).

While capping certain skills may fit with a darker play style, doing so may also overcomplicate character creation unnecessarily for some players, or simply not fit into a *pulpier* Howardian setting. Alternatively, skill capping could be used for non-player characters, but left unchecked for players. Ultimately, the gamemaster determines if skill caps are relevant to the setting.

CAPPING SKILLS BY RAW ATTRIBUTES

Not all skills need to be limited by a character's raw attributes, but certain skills lend themselves to such ceilings. **Brawn** is one skill with which such a limitation makes logical sense. Other possibilities include **Athletics**, **Evade**, **Intuition**, **Fortitude** and **Willpower**.

To determine the maximum threshold for a character's skill capped by his attributes, multiply the higher of the skill's two base value attributes by 5.

For example, the gamemaster determines that the Brawn skill should be logically capped in his setting; therefore, a character of STR 11 and SIZ 10 could potentially increase his Brawn to no more than 55% (as the higher of the two base value attributes for his Brawn skill is 11, and 11 multiplied by 5 equals 55).

CAPPING SKILLS BY FORMAL EDUCATION

Some academic skills may be limited by a character's formal education. Most **Knowledge** and **Science** skills — as well as **Engineering**, **Forensics**, **Linguistics**, **Medicine**, and maybe some relevant **Tradeskills** — may be categorized as academic. Other possibilities include **Command**, **Language**, **Occult**, and **Research**.

To determine the maximum threshold for a character's academic skills, first determine his **YEARS OF EDUCATION** (either pick a number suitable to the logic of the character, with gamemaster approval, between 6 and 21 years, or use the following calculation).

Note that an adventurer's years of education cannot exceed the adventurer's age minus 5, nor should they exceed 21.

CALCULATING YEARS OF EDUCATION

Roll 3d6 for base years

For upper class or upper middle class, add 4 years (or 6 years if the character is over 39 years of age)

For commoner or servant class, do not exceed 12 years

For poor or peasant, do not exceed 8 years

For outcast, limit years to 1d4–1

For INT 15 (or over), add 1d8 more years (regardless of Social Standing limits)

Maximum is 21 years (regardless of calculation)

DETERMINING THE MAXIMUM SKILL VALUE

Maximum for specified academic skills = years of education × 5
(No skill cap applies if the years of education exceed 16)

A few examples follow. The first character (age 35) is lower middle class with an INT 14, and rolls 9 for his base years; as no other modifiers apply, he finishes 8 years of grammar school and one year of high school education before dropping out of school. His skill cap for specified academic skills is 45%.

The second character (age 31) is upper middle class with an INT 12, and also rolls 9 for his base years; after adding 4 years for being in the upper middle class, he discovers he finished high school and attended one year of university (for a total of 13 years of formal education). His academic skill cap is 65%.

The third character (age 24) is servant class with an INT 15, and rolls 11; though the servant class base years cannot exceed 12, the character gets a bonus for his INT, and rolls another 6 years (on 1d8). Despite being born to the servant class, extenuating circumstances allow him 17 years of formal education (finishing high school plus 5 years at university, and possibly with doctorate work). With over 16 years of formal education, he has no academic skill cap.





CHAPTER 3: WEALTH & EQUIPMENT

FOREIGN EXCHANGE

For a rough conversion of dollars to British pounds (or “sovereigns”) divide the dollar amount by 5. To convert dollars to francs, lire or drachmas — as France, Belgium, Switzerland, Italy and Greece are part of the Latin Monetary fund and consequently use equivalent currency — multiply the dollar amount by 5. To convert dollars to Japanese yen, multiply the dollar amount by 2.

Simple Exchange Rate

1000 dollars = 200 pounds (“sovereigns”) = 5000 francs = 5000 lire = 5000 drachmas = 2000 yen

These quick conversions, while not accurate to the penny, work well enough for the needs of an adventure setting. For more precise exchange rates and for other currencies, consult the “Foreign Exchange” table below.

**FOREIGN EXCHANGE (AS OF 1909)**

Argentina	1 peso = \$.965	Finland	1 mark = \$.193	Portugal	1 milreis = \$ 1.08
Australasia	1 pound = \$ 4.86	France	1 franc = \$.193	Romania	1 leu = \$.193
Austria-Hungary	1 crown = \$.203	Germany	1 mark = \$.238	Russia	1 ruble = \$.515
Belgium	1 franc = \$.193	Greece	1 drachma = \$.193	Serbia	1 dinar = \$.193
Bolivia	1 boliviano = \$.499	Guiana (British)	1 pound = \$ 4.86	Siam	1 ticals = \$.37
Brazil	1 milreis = \$.546	Guiana (Dutch)	1 florin = \$.402	South Africa	1 pound = \$ 4.86
Bulgaria	1 leva = \$.194	Guiana (French)	1 franc = \$.193	Spain	1 peseta = \$.193
Canada	1 dollar = \$ 1	Haiti	1 gourde = \$.965	Straits Settlements†	1 dollar = \$.57
Central Am. States*	1 peso = \$.499	India	1 pound = \$ 4.86	Sweden	1 crown = \$.268
Chile	1 peso = \$.365	Italy	1 lira = \$.193	Switzerland	1 franc = \$.193
China	1 taei = \$.792	Japan	1 yen = \$.498	Turkey	1 piaster = \$.044
Colombia	1 dollar = \$ 1	Mexico	1 peso = \$.498	United Kingdom	1 pound = \$ 4.86
Cuba	1 peseta = \$.910	Netherlands	1 florin = \$.402	United States	1 dollar = \$ 1
Denmark	1 crown = \$.268	Norway	1 crown = \$.268	Uruguay	1 peso = \$ 1.034
Ecuador	1 sucre = \$.487	Paraguay	1 peso = \$.965	Venezuela	1 bolivar = \$.193
Egypt	1 piaster = \$.049	Peru	1 sol = \$.49		

*Except British Honduras and Costa Rica

†Includes the Malay states, Ceylon and Johore

BRITISH POUND

Pound (or “Sovereign”)	Half Sovereign	Shilling	Pence	
1 pound =	2 half sovereigns	20 shillings	240 pence	1 shilling = 12 pence

STANDARD OF LIVING

Social Standing	Standard of Living	Avg. Class & Credit	Starting Savings	Default Earnings	Daily Cost
Ruling Elite	Ostentatious	85 to 110	1d10–1d10 million*	Unlimited	\$500
Upper Class	Luxurious	52 to 72	Default earnings+1d50–1d50 thousand	\$25,000 yearly	\$50
Upper Middle Class	Comfortable	33 to 48	Default earnings+1d10–1d10 thousand	\$5000 yearly	\$10
Lower Middle Class/Commoner	Frugal	14 to 24	Default earnings+1d3–1d3 thousand	\$1000 yearly	\$2
Servant Class/Tribesman/Peasant	Subsistent	3 to 8	Default earnings+1d6–1d6 hundred	\$500 yearly	\$1
Poor/Outcast	Wretched	1 to 4	Default earnings+1d3–1d3 hundred	\$100 yearly	.20

*If the die roll results in a double, then roll again (and continue doing so as long as any double is rolled).

WAGES AND STANDARDS OF LIVING

As a simple (and **optional**) rule for calculating wealth, a player may determine the adventurer's standard of living based on the Social Standing score (see the "Standard of Living" table). At character creation, find the annual default earnings and roll the relevant starting savings (or debt) modifier — adding the positive die and subtracting the negative die.

For example, an adventurer in the upper class — by default — possesses a luxurious standard of living and a \$25,000 annual income. If the player rolls +25 and –43, then the character's total savings equals the default earnings (or \$25,000) minus \$18,000 (+25 and –43 equals –18, in thousands of dollars), which results in \$7000 in savings. It is entirely possible for an adventurer to begin in debt, in which case the gamemaster and player should determine a suitable reason — such as gambling, recklessness, hard luck, criminal activity, and so on — to explain the result. Such a roll provides a potential opportunity for conflict and motivation.

This simple earning rule, while reduced to a generalization, works well enough for the needs of an adventure setting. For more precise earnings, consult the "Example Earnings" table.

A character keeps his default standard of living — without incurring the daily cost — simply by maintaining his source of income and by living within the limits of his resources. The adventurer may purchase goods and services that fall within his standard of living without the pedantic recordkeeping of tracking every expense.

However, the gamemaster may at any time audit an adventurer for excessive spending, or invoke consequences for any neglect of everyday duties. An adventurer perpetually wandering the world and skirting his civilian responsibilities may discover his lifestyle and income abruptly eliminated. If an adventurer's source of income disappears, then the player suffers the daily cost of his standard of living until a new source of dependable income is discovered.

An adventurer may live above his means — or above his Social Standing — but he must pay the relevant expenses to keep such a lifestyle. For example, an adventurer with an upper class Social Standing who decides to live as an ostentatious

aristocrat, would need to spend at minimum \$500 a day to maintain this nouveau riche existence. A character may go into debt to maintain this expenditure. However, once debt reaches an amount equal to the character's default earnings, he must succeed with a Class & Credit check (with any relevant difficulty penalties) each month, or abruptly lose his lifestyle. Difficulty penalties accrue as time advances and as the character wears out his luck, according to gamemaster discretion.

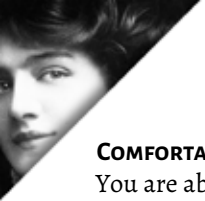
A general description of each standard of living rating follows.

OSTENTATIOUS

You live in opulent luxury, able to afford palatial estates and summer châteaux — with a bevy servants at your beck and call. You are rarely susceptible to disease — though you are still mortal, after all. You are less vulnerable to petty crime, but most susceptible to political intrigue, corruption and treachery. Not only can you afford excellent legal protection, but you may even make or control the local laws (or at the very least keep on retainer the best lawyers money can buy). You wear custom clothing — even retaining your own tailor — and can afford the most expensive and modern fashions, as well as equipment, weapons and vehicles that may not be available on the market. You own a combination of titles, land, livestock, and companies, depending on your family history and business interests. At this level, reputation and connections are often more important than money; transactions may happen in credit and favors rather than in hard currency.

LUXURIOUS

You are better off than the majority of the population, able to afford a large property (or possibly multiple properties) or large plush apartment — most likely with numerous servants or attendants in your employ. You are less susceptible to disease than the average worker communing in society, and rarely vulnerable to petty crime (though more susceptible to becoming a pawn of political intrigue). You can afford excellent legal protection, should you need it. You can afford custom clothing and the most expensive and modern fashions, as well as the best equipment, weapons, vehicles or livestock money can buy. You eat excellent food almost all of the time, with access to — or even control over — fresh water. Though the default earnings for this category are \$25,000 per year, these figures can fluctuate substantially.



RAIDERS OF R'LYEH

COMFORTABLE

You are able to afford a small house or modest apartment away from the worst part of town, or have possibly invested in a small farmstead, merchant vessel or business. You may be able to afford an employee or two. You possess your own equipment, weapons, vehicle or livestock (but consider these expensive investments). You typically eat well, and have access to fresh water. You are as susceptible to disease as the average individual communing in society, but for the most part are less vulnerable to crime. You can afford adequate legal protection, should you need it. From time to time you may even afford excellent food from an upscale establishment. Though the default earnings for this category are \$5000 per year, these figures can fluctuate somewhat.

FRUGAL

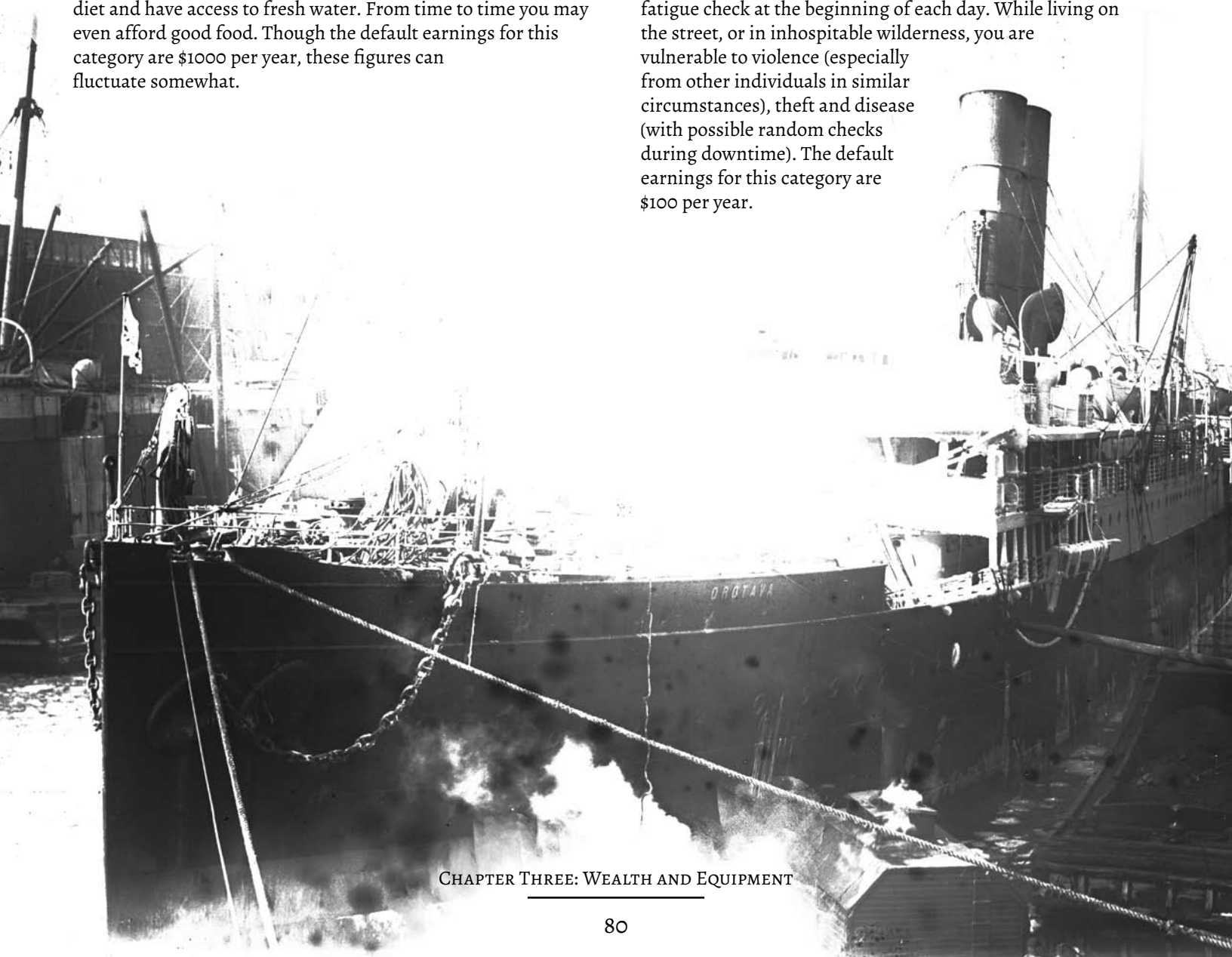
You may be the head of a household of shared accommodations, or the renter of a farmstead, small apartment or flophouse. You possess your own equipment, and possibly your own weapons or livestock (but consider these substantial investments). You are somewhat vulnerable to crime and disease, especially if you live in close proximity to other tenants. You eat an acceptable diet and have access to fresh water. From time to time you may even afford good food. Though the default earnings for this category are \$1000 per year, these figures can fluctuate somewhat.

SUBSISTENT

You likely live in squalid conditions in the worst part of town or in shared accommodations (though for the most part are protected from the elements). Sharecroppers and estate tenants sleep in confined spaces with many other individuals, as do workers in established servant quarters. You possess a few keepsakes and maybe your own equipment or weapons (of less than optimal quality). You are more vulnerable to exploitation (with few if any legal powers), violence, theft and disease (especially if you share a cramped living space with other tenants). You typically eat an acceptable diet and have access to clean water (though water may be compromised or polluted in poorer conditions). Though the default earnings for this category are \$500 per year, these figures can fluctuate somewhat.

WRETCHED

You possess the living standard of a beggar, surviving off the land or on the street. Your clothing is threadbare and weathered. Any equipment you own is scavenged. You typically eat the worst food and drink the most compromised or polluted water. Your sleep is likely difficult, causing a fatigue check at the beginning of each day. While living on the street, or in inhospitable wilderness, you are vulnerable to violence (especially from other individuals in similar circumstances), theft and disease (with possible random checks during downtime). The default earnings for this category are \$100 per year.



RAIDERS OF R'LYEH

EXAMPLE EARNINGS

Average income (U.S.)	\$400 to \$600 yearly
Housemaid	\$100 to \$150 yearly
Scullery maid	\$50 to \$75 yearly
Butler	\$300 to \$350 yearly
Lady's maid or valet	\$100 to \$160 yearly
Governess	\$100 to \$150 yearly
Footman	\$150 to \$200 yearly
Coachman	\$90 to \$100 yearly
Chef	\$150 to \$1500 yearly
Skilled engineer	\$1200 to \$2500 yearly
Accountant	\$1000 to \$2000 yearly
Lawyer*	\$1000 to \$10,000 yearly
Investigator	\$500 to \$2500 yearly
Chauffeur and mechanic	\$500 to \$1500 yearly
City clerk	\$500 to \$2000 yearly
Factory worker	\$1.10 to \$2.50 daily
Police officer (patrolman)	\$800 to \$1200 yearly
Police sergeant (detective)	\$1200 to \$2100 yearly
Police lieutenant	\$2000 to \$3000 yearly
Fireman	\$500 to \$1500 yearly
Soldier, infantry†	.50 to \$2 daily
Soldier, cavalry†	.50 to \$2 daily
Soldier, officer†	\$2.50 to \$6 daily
Soldier, Cavalry of the Line†	\$2.50 to \$7 daily
Plumber	\$1300 to \$1600 yearly
Judge	\$5000 to \$6000 yearly
Nurse	\$200 to \$400 yearly
Doctor*	\$1000 to \$3600 yearly
Resident physician	\$1500 to \$2000 yearly
Office worker	\$1.50 to \$3 daily
Superintendent	\$5 to \$6 daily
School teacher	\$500 to \$1000 yearly
Professor	\$1500 to \$3000 yearly
Tradesman, building	.50 to .60 hourly
Average bureaucrat	\$700 yearly

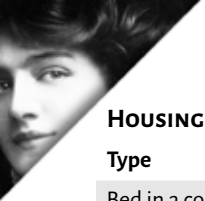
*Lawyers and doctors working on retainer for powerful clients may make up to \$50,000 salaries, though this is not the norm. Other specialists with unique skillsets, such as investigators, may request five to six times the standard income while in the employ of such an employer.

†Pay is based on rank, with armament and supplies provided.



EXAMPLE SALARIES OF SOVEREIGNS AND PRESIDENTS

United States	\$75,000 yearly
Brazil	\$40,000 yearly
Uruguay	\$36,000 yearly
Mexico	\$25,000 yearly
Great Britain	\$2,350,000 yearly
Annuities to royal family (U.K.)	\$530,000 yearly
Prussia	\$3,772,631 yearly
France	\$120,000 yearly
Belgium	\$710,000 yearly
Russia	\$8,497,000 yearly
Turkey	\$4,500,000 yearly
Austria-Hungary	\$4,250,000 yearly



RAIDERS OF R'LYEH

HOUSING AND ACCOMMODATIONS

Type	Standard of Living	Cost per room	Average Cost
Bed in a convent	Subsistent	—	.00 to .50 daily
Section of a mud hut or tent	Subsistent	—	.25 to .50 daily
Straw mattress in a flea-infested caravanserai	Subsistent	—	.25 to .50 daily
Room in a village house	Frugal	—	.50 to \$1 daily
Village inn	Comfortable	—	.50 to \$1.50 daily
Average hotel	Comfortable	—	.50 to \$1.50 daily
Luxury hotel	Comfortable	—	\$3 to \$5 daily
Luxury hotel suite	Luxurious	—	\$5 to \$20 daily
Average apartment, small	Subsistent	—	\$75 to \$100 yearly
Average apartment, midsize	Frugal	—	\$240 to \$300 yearly
Average house (to buy)	Comfortable	\$550 to \$1250	\$2200 to \$5000
Small Dutch Colonial house (to buy)	Luxurious	\$1000 to \$2000	\$5000 to \$10,000
Luxury apartment (to buy)	Luxurious	\$750 to \$2500	\$7500 to \$25,000
Modest Georgian house (to buy)	Luxurious	\$675 to \$1750	\$10,000 to \$25,000
Historic Colonial mansion (to buy)	Ostentatious	\$2500 to \$10,000	\$50,000 to \$200,000
Palatial estate (to buy)	Ostentatious	\$6750 to \$135,000	\$500,000 to \$10 million+
Château (to buy)	Ostentatious	\$10,000 to \$100,000	\$1 million to \$10 million+

ROOMS & AREAS IN A HOME

SMALL DUTCH COLONIAL (HISTORICAL OR REVIVAL)	Office	Cesspit
Attic	Rotunda	Chapel
Bathroom	Service room	Dovecote
Bedroom (or nursery)	Smoking room (or parlor)	Dungeon
Cellar	PALATIAL ESTATE	Escape tunnel
Dining room	(includes rooms from "Historic Colonial")	Garderobe (or wardrobe)
Foyer	Boudoir	Gatehouse
Kitchen	Cupola	Great hall
Study	Elevator	Guardroom
MODEST GEORGIAN	Elevator, service	Hamlet, thorp or village (surrounding)
(includes rooms from "Small Dutch Colonial")	Flower room	Icehouse
Driveway	Light well	Larder
Gallery	Lobby	Lord's or lady's apartment
Library	Morning room (or drawing room)	Mezzanine
Vestibule	Stable	Minstrel's gallery
Wine cellar	CHÂTEAU	Moat
HISTORIC COLONIAL	(includes rooms from "Palatial Estate")	Oubliette
(includes rooms from "Modest Georgian")	Bailey	Oratory
Automobile room or garage	Barracks	Sewer network
Billiard room	Bottlery	Solar room
Conservatory, garden or orchard	Buttery	Strongroom or vault
Reception room (or drawing room)	Cabinet	Throne room
Sculpture hall	Casemate	Tower keep
Music room	Cemetery	Undercroft or catacombs

RAIDERS OF R'LYEH

CLOTHING

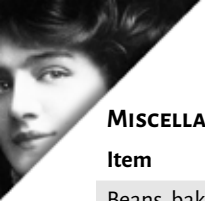
Item	Average Cost
Boots	\$3 to \$6
Gloves, driving	\$2 to \$3.50
Gloves, long dress	\$2.50 to \$8.25
Gloves, working	.50 to \$2
Goggles, driving	\$2 to \$7
Hat, bowler	\$1 to \$3
Hat, flat	\$1 to \$3
Hat, Homburg	\$1.25 to \$4
Hat, Stetson	\$1.25 to \$4
Hat, top	\$2.50 to \$10
Men's underwear	.50 to .60
Men's coat, duster	\$6 to \$12
Men's coat, frock	\$10 to \$60
Men's coat, Norfolk	\$5 to \$50
Men's shirt	\$1 to \$1.50
Men's shoes	\$2 to \$20
Men's suit, custom three-piece	\$50 to \$100
Men's suit, three-piece	\$10 to \$25
Men's tie	.25 to \$1
Men's trousers	\$2 to \$2.50
Men's waistcoat	\$5 to \$50
Raincoat	\$5 to \$10
Scarf	.80 to \$2.75
Spectacles	.75 to 2\$2.50
Women's corset	\$1 to \$5
Women's dress	\$10 to \$60
Women's emroidered hat	\$3.25 to \$10
Women's evening gown	\$40 to \$205
Women's headband	.50 to \$1
Women's shoes	\$2 to \$20
Women's silk waists	\$1.50 to \$3
Women's stockings	.25 to .50
Women's suit	\$20 to \$30
Women's tunic	\$2 to \$70

TOOLS

Item	ENC	Average Cost
Bandolier (holds up to 25 to 50 rounds)	1	\$3 to \$3.50
Bedroll	1	\$2.50 to \$3
Binoculars or telescope (×10 to ×30 magn.)	1 to 3	\$10 to \$60
Box of .45 cartidges (1000)	1	\$18 to \$27
Box of shotgun cartridges (1000)	1	\$20 to \$26
Camera and tripod	4	\$15 to \$40
Compass	—	\$2 to \$2.25
Cookware (for travel)	2	\$1 to \$2

TOOLS (CONTINUED)

Item	ENC	Average Cost
Crowbar	1	.50 to .75
Dynamite (25 sticks)	3	\$50 to \$55
Electric pentacle (8 hours with generator)	5	Special
First aid kit (10 applications of First Aid)	1	\$1 to \$1.10
Flare (30 minutes)	1	.10 to .15
Flashlight (8 hours)	1	\$1 to \$2.75
Food rations (6 meals)	1	.10 to .30
Forensics kit, mobile	3	\$9 to \$12
Fuse, dynamite (100 feet)	2	\$5 to \$6
Generator, gasoline (10 gallon capacity)	20	\$40 to \$100
Gasoline	2	.05 to .10 gallon
Gas mask	1	\$2.75 to \$4.15
Gun cleaning kit	2	.75 to \$1
Hatchet	2	\$1.25 to \$1.50
Haversack (holds up to 20 ENC)	2	\$3 to \$10
Holster, handgun	1	\$4 to \$5
Knife, survival	1	\$1 to \$3.50
Lantern, gas (8 hours)	2	\$1 to \$2
Lantern, incandescent (1000 hours with generator)	2	\$2 to \$3
Lantern oil (120 hours worth of light)	2	.05 to .10 gallon
Lock picks	—	\$1.50 to \$2
Medical kit, basic (10 applications of Medicine)	2	\$9 to \$10
Medical kit, surgical (10 applications of Medicine)	4	\$12 to \$25
Pistol or revolver web lanyard	—	.50 to .75
Rope (40 feet)	2	\$1 to \$1.25
Saddle and tack, cavalry	4	\$6 to \$35
Saddle and tack, riding	3	\$5 to \$32
Saddle bags (holds up to 2 x 20 ENC)	2	\$2.50 to \$3.50
Shaving kit (for travel)	—	\$1 to \$1.25
Shovel	2	\$1.50 to \$1.75
Step ladder	5	\$1 to \$2
Tent, shelter (2 people)	3	\$2 to \$2.25
Toolset, basic (Mechanisms application)	3	\$4 to \$8
Toolset, entrenching (Survival application)	4	\$7 to \$8
Toolset, excavation (Archaeology application)	3	\$5 to \$8
Toolset, machining (Engineering application)	5	\$25 to \$50
Toolset, mechanic (Mechanisms application)	5	\$20 to \$25
Trench periscope	2	Engineering
Trunk, travel (holds up to 30 to 50 ENC)	4 to 5	\$3.25 to \$20
Web cartridge belt (holds up to 4 magazines and 4 ENC)	1	\$1.50 to \$3
Wire cutters	1	\$1.50 to \$1.75
Wire, electric (40 feet)	2	\$2 to \$3



RAIDERS OF R'LYEH

MISCELLANEOUS

Item	Average Cost
Beans, baked (1 can)	.13 to .15
Beer (1 bottle)	.20 to .40
Bread	.03 to .05
Candy (1 pound)	.10 to .20
Cigarettes (box of 25)	.02 to .06
Coffee (3 pounds)	.25 to .30
Coffee, Turkish (1 cup)	.01 to .02
Eggs (1 dozen)	.20 to .30
Graphophone “talking machine”	\$8 to \$18
Newspaper	.01 to .02
Perfume or cologne	.30 to \$1.50
Piano, player	\$40 to \$90
Pocket watch	\$5 to \$10
Quinine (bottle of 100 pills)	.18 to .30
Sewing machine	\$12 to \$18
Shoe shine	.05 to .07
Soap	.21 to .30
Steak	.20 to .28
Stereoscope slides (package of 50 views)	.35 to .60
Telegraph	.04 to .05 per 500 miles
Telegraph (urgent)	.12 to .15 per 500 miles
Telegraph (urgent from Port Sa'id to New York)	\$1.32 to \$1.65
Theater ticket	.25 to \$1.50
Tobacco (3 pounds)	.30 to .50
Wine (1 bottle)	.20 to \$1

ENVIRONMENT AND GENERAL ARMOR

Object	Armor	Hit Points
Hardened leather	2	—
Laminated wood, rattan, woven fiber	3	—
Chainmail	5	—
Metal plate	7	—
Wood (10 inches)	5	—
Stone (15 inches)	8	—
Iron (30 inches)	10	—
Boulder, granite	10	40
Boulder, limestone	5	30
Sandbag barrier (5 feet)	8	10
Barrel, wood	4	12
Barrel, steel oil drum	6	20
Castle gate	8	120
Fortress wall	10	250
Chain and shackle	8	5
Wooden door (heavy)	5	10
Wooden door (reinforced)	5	20
Iron door (2 inches)	8	50
Masonry wall (one foot)	8	90
Hewn stone (3 feet thick)	8	540
Wooden fence	1	5
Mudhut or plastered wall	2	15
Automobile (shielded behind it)	its armor ×2	20
Armored vehicle (shielded behind it)	its armor ×2	36
Reinforced steel vault door	10	120

ARMOR EXAMPLES

Item	Notes	Armor	ENC	Average Cost
Brigandine jacket, leather and small plates	Sometimes equipped in trench warfare	6 (torso)	5	Special
Chainmail, Moro	Used by insurgents in the Philippines	5 (torso)	4	Antique
Cuirass, metal plate and wool lining	Antiquated armor appropriated for modern use	7 (torso)	6	Antique
Cuirass, trench warfare	—	8 (torso and upper legs)	7	Special
Cuirass, samurai leather and iron scales	Antiquated armor appropriated for modern use	4 (torso)	3	Antique
Cuirass, samurai solid iron plate	—	4 (torso)	2	Antique
Face mask, chainmail	Face gear for protection against shrapnel	4 (face only)	3	Special
Helmet, brass	—	5 (head)	1	Antique
Helmet, iron or steel	—	7 (head)	1	Antique
Helmet, laminated	—	3 (head)	2	Antique
Shield, laminated hardwood*	In various colonial territories (e.g., Philippines)	3 (special)	3	Antique
Shield, rattan*	In various colonial territories (e.g., Philippines)	3 (special)	2	Antique
Vest, Moro rattan and woven fiber	Used by insurgents in the Philippines	3 (torso)	2	Special
Vest, improvised light ballistics	Experimental or improvised flak jacket (rare)	3 (torso)	2	Engineering

*Shields may also be used as melee weapons, dealing 1d4 points of damage and a potential **bash** special effect. Generally, the user declares what body part — such as head, chest or abdomen — is being shielded in a given round. Additionally, the shield arm is defended by default. Large shields may be capable of defending two areas at once. Huge shields, such as improvised riot shields, may protect three areas.

RAIDERS OF R'LYEH

TRAVEL COSTS

Type	First Class	Second Class	Third Class
Stagecoach or carriage	.09 to .10 per mile	.07 to .09 per mile	.05 to .07 per mile
Steamer	.03 to .07 per nautical mile	.02 to .03 per nautical mile	.01 to .02 per nautical mile
Train	.04 to .05 per mile	.03 to .04 per mile	.02 to .03 per mile
Trolley or electric streetcar	—	.005 to .01 per mile	—

MOUNTS AND LIVESTOCK

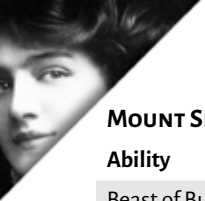
Type	Special Abilities	Move (and Top Speed)	Carrying Capacity	Average Cost
Camel	Desert Immunity	Move 12 (and 35 mph)	500 lbs. (or 84 ENC)	\$40 to \$400
Carrion horror	—	Flight 16 (and 55 mph)	—	—
Dog, sled	Arctic Immunity	Move 8 (10 mph)	—	\$8 to \$60
Elephant	Beast of Burden, Indomitable Charge	Move 8 (and 40 mph)	1,148 lbs. (or 176 ENC)	\$2.50 to \$20
Horse, cavalry	—	Move 12 (and 35 mph)	500 lbs. (or 84 ENC)	\$12 to \$80
Horse, draft	—	Move 12 (and 35 mph)	520 lbs. (or 88 ENC)	\$8 to \$40
Horse, racing	—	Move 12 (and 40 mph)	480 lbs. (or 80 ENC)	\$80 to \$850
Horse, riding	—	Move 12 (and 35 mph)	480 lbs. (or 80 ENC)	\$8 to \$40
Mule or horse, sumpter	Beast of Burden	Move 12 (and 25 mph)	450 lbs. (or 76 ENC)	\$2 to \$20
Ox	Beast of Burden, Indomitable Charge	Move 8 (and 15 mph)	520 lbs. (or 88 ENC)	\$6.50 to \$50

VEHICLES

Vehicle	Body	Range	Top Speed	Acceleration	Handling	Armor	HP/Integrity	Average Cost
1910 Ford Model T	various*	60	45 mph	15	Hard	2	30/●	\$850 to \$1000
1910 Ford Model T, modified ("mule truck")	Pickup	90	40 mph	13	Hard	3	34/●●	Engineering
1910 Ford Model T (special chassis)	various*	60	45 mph	15	Normal	2	30/●	\$950 to \$1200
1909 Oakland Model 40	Touring	60	50 mph	17	Normal	2	32/●	\$1600 to \$1800
1907 Maxwell, armored	Touring	60	40 mph	10	Normal	4	34/●●	\$2500 to \$3500
1910 Zimmerman Tourabout	Runabout	48	40 mph	13	Hard	2	30/●	\$900 to \$1000
1910 Mercer Raceabout Model 35-R	Roadster	120	90 mph	45	Easy	2	30/●	\$1950 to \$2150
1910 Cino limousine	Limousine	100	45 mph	15	Normal	2	31/●●	\$2200 to \$2400
Death Special (armored automobile)	Combat	48	24 mph	6	Hard	4/6	34/●●	Class & Credit
1910 Packard Model 30	Touring	100	60 mph	20	Normal	2	31/●	\$5000 to \$5300
1910 Packard Model 30, modified ("Getaway")	Touring	200	50 mph	17	Easy	3	34/●	Engineering
1910 Gräf & Stift Double Phaeton	Limousine	100	45 mph	15	Normal	2/3	30/●●	\$2500 to \$3000
Rolls Royce Silver Ghost	Luxury	100	50 mph	17	Easy	2/3	30/●●	Class & Credit
Rolls Royce Silver Ghost, armored	Luxury	100	50 mph	13	Normal	3/5	36/●●	Engineering
1902 Simms' Motor ("War Car")	Combat	30	10 mph	3	Daunting	12	38/●●●	Class & Credit
1902 Charron-Girardot-Voigt, armored	Combat	60	40 mph	10	Hard	4/14	36/●●	Class & Credit
Traincar, armored	Transport	—	20 mph	4	—	12	66/●●●	Class & Credit
Stagecoach (horse- or mule-drawn)	Coach	85	24 mph	8	Daunting	2	25/●	\$150 to \$1500
Omnibus (horse-drawn double-decker)	Transport	85	20 mph	5	Daunting	2	30/●	\$1200 to \$5000
Wagon (ox-drawn)	Wagon	12	5 mph	1	Daunting	2	16/●	\$25 to \$100
Sled (dog-drawn)	Sled	40	10 mph	5	Daunting	1	10/●	\$2 to \$17
Bristol Scout biplane	Plane	250	100 mph	50	—	3	44/●	—
Bicycle	—	150	30 mph	10	—	1	8/●	\$10 to \$20
Electric streetcar	Transport	—	20 mph	5	—	2	32/●●	—

*The highly customizable Model T comes in various bodies (e.g., coupé, pickup, roadster, runabout, touring). See "Model T" notes for configuration options.

CHAPTER THREE: WEALTH AND EQUIPMENT



MOUNT SPECIAL ABILITIES

Ability	Notes
Beast of Burden	Allows the animal to travel overloaded without doubling its recovery time
Arctic Immunity	Allows the animal to forgo exposure and freezing checks in harsh arctic conditions
Desert Immunity	Allows the animal to forgo exposure and thirsting checks in harsh desert conditions
Indomitable Charge	For chases, the running animal possesses an integrity of 2 (treated like a vehicle's integrity)
See "Movement, Exploration and Encumbrance" in the "Game Mechanics Chapter" for more information.	

VEHICLES (BODY TYPES)

Body	Notes	Crew	Cargo Capacity
Coach	Full cover allowed with an upgrade (or full armored cover with two upgrades)	6 to 10	260 to 520 ENC
Combat	See "Vehicle Traits and Description" combat vehicle notes		
Coupé	Body modification allowed with an upgrade*	2	40 to 80 ENC
Limousine	Body modification allowed with an upgrade*	4 to 6	120 to 160 ENC
Luxury	Full cover allowed with an upgrade (or full armored cover with two upgrades)	4 to 6	120 to 160 ENC
Pickup	Either crew, cargo or fuel capacity can be doubled with an upgrade (fuel capacity upgrade increases range)	2 to 3	200 to 260 ENC
Plane	—	1 to 2	20 to 60 ENC
Roadster	Maneuverability can be improved with an upgrade†	2	20 to 60 ENC
Runabout	—	2	60 to 80 ENC
Sled	For ice and snow only	1 to 2	20 to 60 ENC
Touring	Body modification allowed with an upgrade*	2 to 4	100 to 120 ENC
Transport	Full cover allowed with an upgrade (or full armored cover with two upgrades)	20 to 80	260 to 520 ENC
Wagon	—	2 to 6	200 to 260 ENC

*With some frames, the body type can be switched with an upgrade, or the upgrade abilities of another body type added to any preexisting upgrades. As one example, the 1910 Ford Model T (special chassis) can be modified to a pickup, or be made to adopt its upgrade abilities. Body type options are typically limited to a coupé, pickup, roadster, or touring.

†With the maneuverability upgrade, Handling becomes one degree easier when driving at half top speed.

VEHICLE TRAITS AND DESCRIPTIONS

For ease of gaming, vehicle statistics are abstracted into some very basic attributes. Some of the terms used to describe these vehicles are explained below. **Note** that vehicles not listed may be extrapolated from the examples given.

A vehicle's **ACCELERATION** acts like its Initiative score (during chases), and measures roughly how much the vehicle may increase its speed in one Combat Round. As a rough calculation, an average vehicle's acceleration is equal to its top speed divided by 3 (or, with extra armor, by 4). Rarely (as with a racing vehicle), the top speed is divided by 2. A sluggish vehicle divides its top speed by 4 or 5, and one with an unearthly acceleration uses its top speed. **Note** that with mounts or other individuals on foot, the runner's Initiative score is used instead.

ARMOR indicates the protection available to passengers (and may also be used for checking damage to the vehicle itself). By default, passengers inside Edwardian-era vehicles (unless otherwise noted) have, at best, partial cover (based on gamemaster discretion and the logic of the vehicle's design). If two armor ratings are indicated, the second rating generally indicates a special compartment (perhaps for passengers).

A vehicle's **AVERAGE COST** provides a range of values, with the actual purchasing price dependent upon the model's production number, the current market, the vehicle's condition, and the haggling abilities of the vendor and buyer. Most luxury vehicles — such as the Rolls Royce Silver Ghost, or other custom-built vehicles — can be considered rare and difficult to acquire (except for the extremely well heeled). Many touring vehicles — such as the basic Model T — can be considered more common and perhaps open to negotiation.

BODY indicates the overall shape, functionality, design, or automobile type of the vehicle. The "Vehicles (body types)" table lists some of the most common body designations, as well as upgrade notes, crew (or passenger) and cargo capacities. Automobiles are typically designated as one of the following types: coupé, limousine, luxury, pickup (somewhat anachronistic for 1910), roadster, runabout or touring. General explanations of these terms follow.

The **coupé** is most often a closed two-door car body style with a permanently attached fixed roof, that is shorter than a touring of the same model. It often has seating for two passengers (or for possibly two more with the inclusion of a tight-spaced rear seat). The coupé designation was first applied to 19th-century carriages, where the rear-facing seats are eliminated or cut out.

A **limousine** is generally driven by a chauffeur, with a partition between the driver and the passenger compartment. Limousines often have a lengthened wheelbase. Some limousines are designed with an open driver's compartment for the chauffeur and a closed cabin for the passengers (in which case, the vehicle may adopt a luxury vehicle's upgrade options).

Luxury vehicles have better performance, more precise construction, higher comfort, and features that convey image, status, and prestige. Based on gamemaster discretion, any Class & Credit checks may be made one degree easier for those in possession of such a vehicle. Additionally, the gamemaster may consider allowing more upgrades than those for common vehicles (e.g., allowing an increased fuel capacity, full armor cover *and* maneuverability upgrades, all for the same automobile).

The first factory-assembled **pickup** was based on the Ford Model T, with a modified rear body (debuting in 1925). Custom-built pickups, however, are certainly plausible for the Edwardian-era setting. Pickups generally house a cargo box (or stake bed), adjustable tailgate, and strengthened suspension.

A **roadster** — also called a **tourer** — is an open two-seat automobile with emphasis on a sporting appearance and character. Some roadsters have only basic bodies without doors, a windshield, or other weather protection (providing no cover to passengers). Modified roadsters will include doors, a windshield, a simple folding top, and side curtains. Some roadsters of the era are equipped with rumble seats (which fold into the body when not in use).

A **runabout** — also called a **tourabout** — was popular in North America until about 1915. It is a light, inexpensive, basic style with no windshield, top, or doors, and a single row of seats (providing no cover to passengers). Some are modified to include a rumble seat at the rear (providing optional seating for one or two more passengers), or a platform, box, or additional fuel tank. Early runabouts house their engines under the body toward the middle of the chassis (often causing maintenance difficulties).

A **touring** is a popular and common open configuration (offering only partial cover to its passengers) seating up to four (or more with a rumble seat). Touring cars may have two, three or four doors. Engines on earlier models are either located in the front, or in a mid-body position. Side curtains, when available for a particular model, can be installed — by snapping or zipping them into place — to protect passengers from wind and weather (otherwise, passengers must brave the elements). If a soft top is included in the design, it may be folded down, forming a bulky mass known as a “fan” behind the back seat. Most Model T’s produced by Ford during this era (starting in 1908) are touring types, with drivers sliding behind the wheel from the passenger seat. For storage, a tonneau cover is used to conceal cargo. When the cover is pulled out, it keeps items out of the sun and provides extra security by keeping personal items out of sight. Many touring styles have a “torpedo” design, a shape revealed by a bonnet line raised to the level of the car’s waistline (resulting in a straight beltline from front to back), a detachable or folding hood, tall windshield with supporting uprights, and low side panels and doors.

Vehicles designated for **combat** are almost exclusively armored cars (in the Edwardian setting) — augmented with thick plating and mounted weapons (most likely machine guns). Where two armor ratings are provided, the first number is the general armor rating of the vehicle, and the second the armor of a specified compartment (such as a gun turret). Unless otherwise noted, most armored cars provide partial cover for the heavily armored compartment, and no or partial cover for the driver and other passengers. A few examples are provided in the “Vehicles” table (with notes below).

Death Special (armored automobile). CREW: 2 passengers & 2 gunners. ARMOR: 4/6, lower rating for driver and passenger (with partial cover) and higher rating for gunners in a rear compartment (with partial cover, while firing, or full cover, while crouching down). ARMAMENT: Maxim gun (270° arc).

1902 Simms’ Motor (“War Car”). CREW: 4 passengers. ARMOR: 12, provided for entire crew (with partial cover, while firing, or full cover, while driving or crouching down). ARMAMENT: 2 Maxim guns (full 360° arc).

1902 Charron-Girardot-Voigt, armored. CREW: 2 passengers & 2 gunners. ARMOR: 4/14, lower rating for driver and passenger (with no direct cover) and higher rating for gunners in a rear compartment (with partial cover, while firing, or full cover, while crouching down). ARMAMENT: Hotchkiss gun (270° arc).

CARGO CAPACITY provides an approximate guideline indicating storage space for equipment. This value may fluctuate based on the specific design and logic of the vehicle.

CREW designates the average number of allowable passengers (with a standard configuration). Note that this number can be increased with rumble seats, running boards, and other upgrades. For example, a runabout with a rumble seat may allow for 4 passengers instead of the default 2. A touring with running boards may allow for 2 (or more) crew standing at the vehicle’s flanks. Likewise, a pickup may increase its crew load with seating in its cargo box.

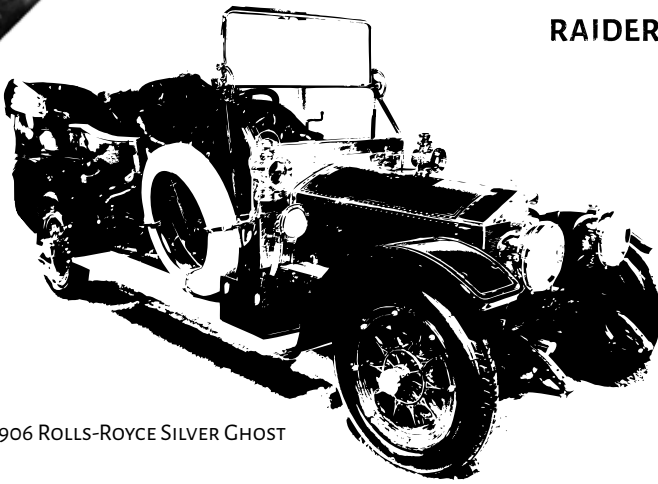
HANDLING abstracts all of the factors that influence a vehicle’s maneuverability into one simple difficulty modifier. Typically, this modifier is used whenever a Drive check is required to maneuver in tricky terrain or around obstacles (the difficulty modifier is not necessarily applied for simply driving at top speed on a relatively straight path). For most vehicles, Handling becomes one degree easier when driving at a quarter top speed.

HIT POINTS (sometimes abbreviated as **HP**) indicate how much damage the vehicle can suffer before being rendered inoperable beyond basic repair.



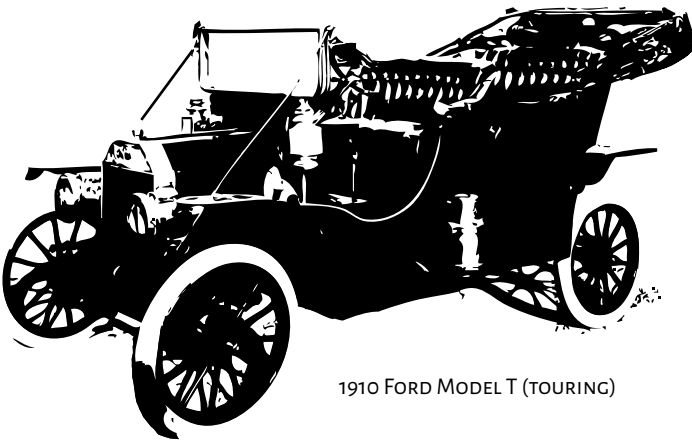
RAIDERS OF R'LYEH

VEHICLE lists its general name or specific year and model.



1906 ROLLS-ROYCE SILVER GHOST

INTEGRITY is an abstract measurement of the chassis' overall resistance to damage, as well as of the strength and interoperability of its various support structures (e.g., axles, bearings, suspension). Most vehicles of the era will have an integrity of one (denoted with a ●), meaning that one forceful hit to an area of the vehicle (e.g., the chassis, the engine, an axle) may cause total destruction to that location. The same damage to a vehicle with an integrity of 2 (●●) would cripple the location's functionality by 50%, but still leave the vehicle in somewhat operable condition. Any damage to a specific location — which doesn't totally destroy its operability — reduces its functionality to a percentage (equaling the total hits left for the location in proportion to the overall integrity rating of the vehicle). For a vehicle with an integrity rating of 3, two hits to a single location would leave the location with 33% (one hit left of the integrity 3 rating) functionality. For a vehicle with an integrity rating of 4, three hits to a single location would leave the location with 25% (one hit left of the integrity 4 rating) functionality. And so on.



1910 FORD MODEL T (TOURING)

RANGE is listed in miles. For general vehicles, this means miles traveled in a day. For automobiles, this indicates miles traveled with a full tank of gas.

TOP SPEED for vehicles is indicated in miles per hour (if ever a Move rating is required, a rough estimation may be calculated by multiplying the top speed by .8). **Note** that with mounts, the Move rating is the mount's Move during combat, while its top speed is used for chases.

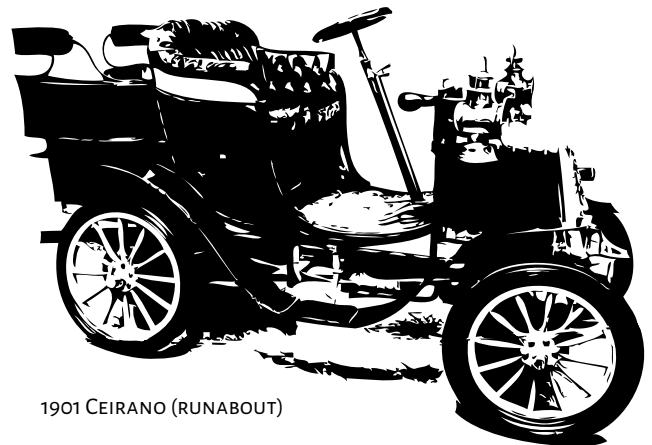
VEHICLE UPGRADES

Upgrades are indicated in the vehicle tables as general notes, but these are not exhaustive. Creative application is certainly encouraged — with gamemaster discretion — though some guidelines follow. See “Repairing, Upgrading & Inventing” at the end of this chapter.

Practicality suggests that upgrades should be logically consistent with the vehicle's design and functionality. An automobile adding full armored cover may suffer a degradation to its Handling, for example. Or, an increase in fuel capacity may crowd out 2 passenger seats. Decreasing a vehicle's weight to increase its maneuverability may diminish the protective cover of its passengers. And so on.

Other upgrade considerations include the vehicle's **suspension** (which may affect its Handling) and its **wheel type** (which may affect the road damage the vehicle sustains). Early vehicles may be fitted at the factory with fragile, bouncing and jarring leaf spring suspension and wooden artillery wheels, while upgraded (or later model) vehicles may be fitted with coil springs, shock absorption systems, and pneumatic tires (with some rural vehicles being outfitted with offroad tread tires). Such nuances are mechanically folded into the vehicle's Handling attribute, though players and gamemasters are free to extrapolate additional effects for these details (such as describing a breakdown with a cracked wheel — for artillery wheels — versus a breakdown with a blowout — for pneumatic tires).

Commonly, and especially in rugged terrain, drivers will attach numerous backup tires, fuel tanks, mechanic boxes, and water tanks (for overheating radiators), wherever space on the vehicle is available (such as in a replaced rumble seat or along the vehicle's running boards). The cargo capacity listed for each body type provides a general guide to the allowable space for such additions. With so many options available, especially during an era of rapid invention and innovative jury-rigging, such nuances of design and functionality are best left to roleplaying and creative interpretation.



1901 CEIRANO (RUNABOUT)

MODEL T NOTES

Some features about the Model T, its ubiquity during the Edwardian era, and its limitless customization options, should be considered. For one, the Model T is well regarded (and widely adopted) for its all-terrain adaptability and ruggedness, with its ability to travel rocky or muddy farm lanes, to ford shallow streams, or to climb treacherous inclines. One could do worse when it comes to acquiring an exploration vehicle.

Additionally, it is fairly common for industrious owners to disassemble and reconfigure their Model T's into permanently customized machinery, such as: industrialized tractors, ice saws, coal lifts, electrical generators for backwoods lighting, and even motorized church organs! One of its wheels can be removed and replaced with a pulley fastened to its hub to drive a bucksaw, thresher, silo blower, baler, water pump (for wells, mines, or swampy farm fields), electrical generator, conveyor (for filling corn cribs or haylofts), or any number of other applications. Other options include the conversion of vehicles into railcars, or their fitting with continuous track wheels (for travel over snow). Aftermarket companies sell prefab kits to facilitate these conversions (especially for agriculture and other field work), though skilled engineers and other technical specialists may repurpose their vehicles for other creative adaptations.

WEAPON TRAITS AND DESCRIPTIONS

An extensive list of weapons — including melee, ranged, thrown, firearm, and artillery — is provided in the following tables. Some of the terms used to describe these weapons are explained below.

A firearm's **action** describes its combined parts that enable a round to be chambered, fired and ejected.

An **automatic** firearm (e.g., machine gun) chambers, fires and ejects cartridges continuously while the trigger is pressed (and as long as there are cartridges remaining in the feed mechanism).

A **bolt** action (e.g. rifle) firearm chambers a cartridge (and ejects a spent cartridge) when the shooter manually pulls a bolt mechanism up and back.

A **break** action firearm is loaded and unloaded by activating a release lever and opening and pivoting the barrel (or barrels) away from the breech.

A **lever** action firearm is loaded (and unloaded) and cocked by pulling a lever located below the receiver.

A **pump** action (e.g., shotgun) firearm chambers a round (and ejects a spent round) when the shooter manually slides a movable forearm.

A **revolver** has a revolving cylinder containing multiple chambers and at least one barrel for firing. Each time the user cocks the hammer, the cylinder revolves to align the next chamber and round with the hammer and barrel. With a single-action revolver, the shooter manually pulls the hammer back (the trigger pull only releases the hammer). With a double-action revolver, the trigger pull moves the hammer back and then releases it.

A **semi-automatic** firearm loads, discharges and reloads a cartridge with each squeeze of the trigger (the mechanism is either blowback operated, recoil operated or gas operated).

For expediency, outlier actions (e.g., falling-block, muzzleloading, trapdoor, forward-lifting) are all abstracted as merely **special**.

A weapon's **ARMOR** indicates how likely it is to break when suffering damage. Any weapon that sustains damage — in one blow — greater than twice its armor rating becomes inoperable. If not already listed, a weapon's armor may be derived from the "Weapon Armor and Encumbrance" table.

For **ARTILLERY**, several unique attributes are used (such as **mounting**, **shell**, and **gun crew**). These are explained in the "Artillery Traits and Descriptions" section.

A weapon's **AVERAGE COST** provides a range of values, with the actual purchasing price dependent upon the availability of the weapon, the current market, the weapon's condition, and the haggling abilities of the vendor and buyer.

BASE RANGE is the attack distance at which the skill check difficulty is considered Normal. At half base range, the difficulty becomes Easy, and at twice base range, the difficulty becomes Hard. Base range for a shotgun is the first number provided in its series. Thus, the 16 gauge shotgun has a base range of 50 yards. The other numbers represent distances at which its damage roll changes. Note that some melee weapons include a base range (such as the hatchet, with a base range of 10 yards). For melee weapons, this denotes its effective throwing range. See "Weapon Ranges" in the "Combat" chapter.

For firearms, the weapon's specific **CARTRIDGE** is listed. Typically, a firearm can use only its designated ammunition. For some firearms — such as shotguns — the designated **GAUGE** is listed instead.

CONTINENT indicates a weapon's probable availability or use in various parts of the world. For firearms, weapons are grouped by country.



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DAMAGE lists the amount rolled for a successful attack.

Explosives include an **area of effect** (indicated by two numbers in parentheses). Anyone inside the base radius of the explosion — indicated by the first number — suffers its higher damage potential. Anyone within range of the second number still suffers its lower damage potential. Thus, a stick of dynamite causes 5d6 points of damage to anyone within 3 yards of the explosion, and 1d6 points of damage to anyone outside this radius but still within 6 yards.

ENCUMBRANCE (sometimes abbreviated as **ENC**)

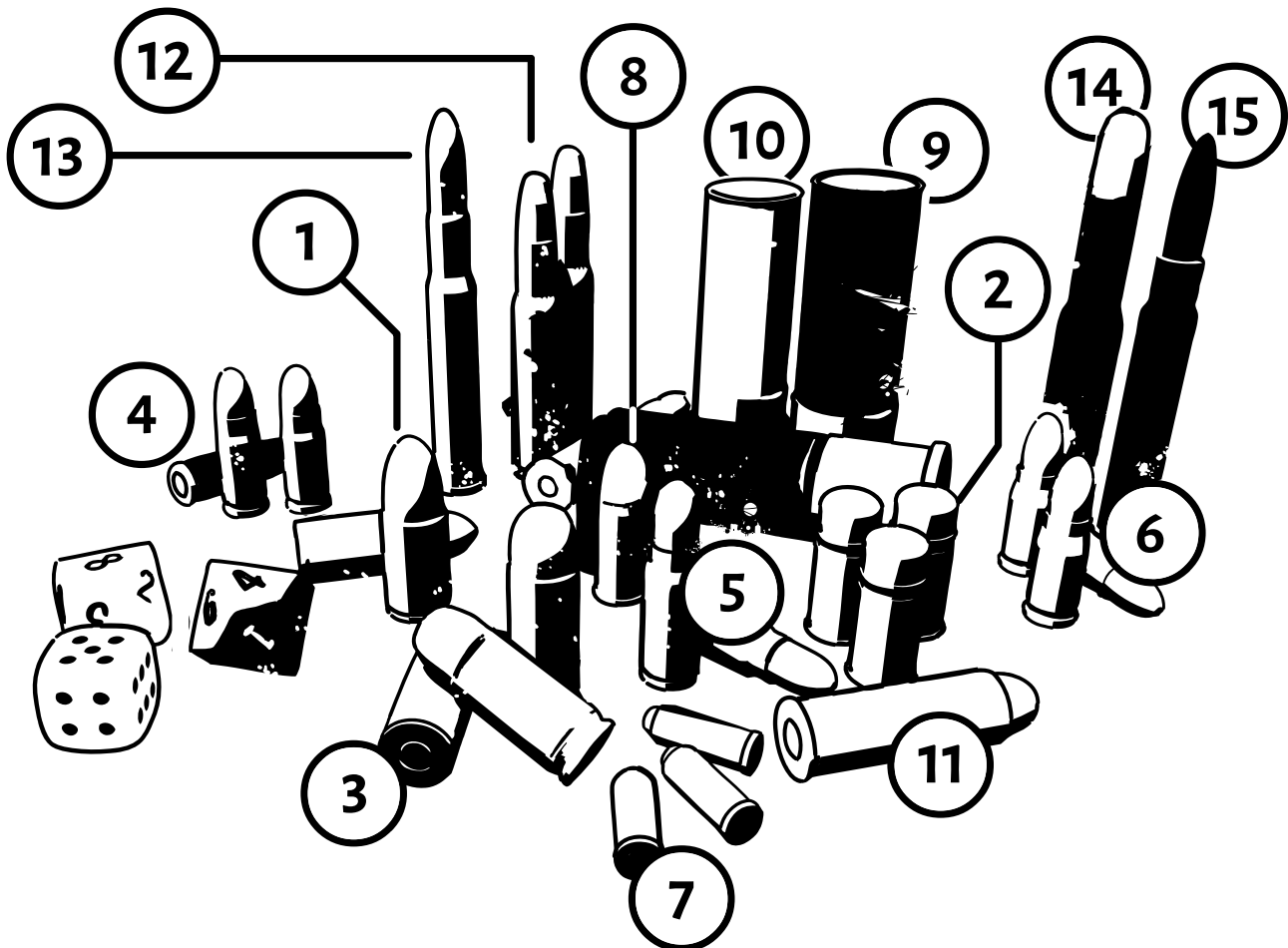
communicates the weight and bulk of the weapon. See “Movement, Exploration & Encumbrance” in the “Game Mechanics” chapter. If not already listed, a weapon’s encumbrance may be derived from the “Weapon Armor and Encumbrance” table.

Some weapons, mostly firearms, possess a **MALFUNCTION** rating (sometimes abbreviated as **MALF**), which is indicated by two numbers. The lower number is used for a weapon that is in poor condition, and the higher number is used for a weapon that is in optimal condition. If the assailant rolls the Malfunction rating or higher, while attacking, his weapon malfunctions. See “Firearm Malfunctions” in the “Combat” chapter.

CARTRIDGE AND DAMAGE EXAMPLES

Key*	Cartridge	Damage
1	.455 Webley	1d10+2
2	.455 Webley (“Manstopper”)	1d8+4
3	.45 ACP	1d10+2
4	7.65mm Parabellum	1d8
5	7.63mm Mauser	1d8
6	8mm Nambu	1d8
7	.22 Short	1d4+2
8	.38 S&W	1d6+2
9	12 gauge	4d6/1d12/1d6
10	16 gauge	3d6/1d10/1d6
11	.45 Colt	1d10+2
12	.30-30 Winchester	2d6+2
13	.30-40 Krag	1d12+2
14	.577/450 Martini-Henry	2d8+2
15	.303 British	2d6+4

*See diagram below.



Some weapons, such as firearms, indicate a **RATE OF FIRE** and allow for more than one hit in a turn. A weapon with a **single** rate of fire makes the normally allowed one hit per turn. A weapon with a **burst** option allows the assailant to make 3 shots in his turn. And a weapon with an **auto** option allows the assailant to make 20 shots per turn. See “Firearms and Rates of Fire” in the “Combat” chapter.

Though a firearm’s **RECOIL** modifier (if used as an **optional** rule) is generally not included in these statistics, a gamemaster may wish to include such a rating. By default, recoil is measured the same for all firearms, with a difficulty modifier based on the rate of fire: no modifier when making a single shot, one increased step of difficulty when firing a burst of shots, and two increased steps of difficulty for auto fire. If the gamemaster wishes to add a unique recoil modifier for each firearm, he may do so by rating each weapon with a low, moderate or high recoil, and by using the optional “Recoil Modifier” table (found in the “Combat” chapter) as a guideline. Note that a pistol’s burst recoil should be rated — at best — as moderate, regardless of the firearm’s damage potential — unless the pistol is stabilized with a shoulder stock or with careful aim. Likewise, a rifle’s (or shotgun’s) single recoil should be rated — at worst — as moderate, regardless of the firearm’s damage potential — unless the shot is made while moving (or under other destabilized conditions). Gamemasters should consider making more difficult the recoil modifier for weapons that have been modified from their original manufacturing (such as shotguns with sawed off stocks).

A weapon’s **RELOAD** indicates how many combat actions (designated with **AP**) must be spent reloading or making the weapon usable for a follow-up attack. Some reloads require entire Combat Rounds (designated with **RND**).

ROUNDS indicates the number of cartridges that a firearm can hold. Some firearms also include a notation about their feed mechanisms.

For example, a revolver uses a **cylinder**.

A **magazine** (abbreviated as **mag.**) is a detachable box fitting into a slot in the firearm receiver, and capable of being loaded or unloaded while detached from the host firearm. **Note** that many magazine-fed firearms can be loaded with an additional round in the chamber.

An **internal** magazine (abbreviated as **int.**) is a fixed magazine typically built into the firearm (and not easily removable). With some models, a firearm’s magazine may be loaded with a stripper clip (also known as a charger clip), a speedloader holding several cartridges together in a single unit for easier loading.

A **tube** stores cartridges end to end inside of a spring-loaded compartment (typically running parallel to the barrel or in the buttstock). Tubular magazines are also commonly used in pump-action shotguns.

The **rotary** (or spool) magazine consists of a star-shaped rotor, or sprocket, moved by a torsion spring (the magazine may be fixed or detachable). Cartridges fit between the teeth of the sprocket (which rotates the rounds into the feeding position).

A **drum** magazine is another cylindrical design in which the cartridges are pushed through a curved path. Cylindrical mechanisms such as rotary and drum magazines allow for a larger capacity than box magazines (but often add significant weight to the firearm).

An ammunition **belt** feeds a higher capacity of cartridges into the firearm. Belts (and associated **feed** systems) are typically used with machine guns or other automatic weapons. Belt-fed systems minimize the proportional weight of the ammunition to the feeding device and allow for higher rates of continuous fire.

Other feed types may be indicated (such as a **charge** for a Crooke’s tube). Such unique designations are either self-explanatory or further elaborated in the weapon’s description.

SIZE and **REACH** communicate a weapon’s mass, leverage, stability, and its ability to inflict and parry damage. A weapon’s size also affects how easy it is to carry it concealed (see the “Concealed Weapons” sidebar). If not already listed, a weapon’s size and reach may be derived from the “Weapon/Firearm Size” and “Weapon/Firearm Reach” tables, respectively.

SPECIAL combat effects — triggered by critically successful attacks — are noted for any relevant weapon. By default, most firearms impale (except for shotguns firing at anything farther than close quarters range). See “Weapon Special Effects” in the “Combat” chapter.

YEAR (FOR FIREARMS) indicates a firearm’s date of origination (or the date it becomes commonly available).

WEAPON indicates its general or specific name.

CONCEALED WEAPONS

Weapons that are designed to be concealed (e.g., derringers) — or whose sizes are appended with a “c” — are one degree more difficult to detect when carried on a person. Additionally, the gamemaster may determine that certain small weapons (especially those with zero encumbrances) may also qualify for this bonus. Large weapons (such as rifles) are one degree easier to detect when carried on a person. Huge weapons are detected automatically unless special circumstances apply.

PISTOL OR REVOLVER?

A pistol is a handgun with a single chamber. A revolver is a handgun with at least five chambers which rotate around an axis. A pistol is not a revolver, as it does not have this revolving cylinder.



RAIDERS OF R'LYEH

WEAPONS (GENERAL MELEE AND RANGED, OR THROWN)

Continent	Weapon	Damage	Special	Base Range	Reload	Armor	Enc	Average Cost
South America	Atlatl	1d8+1+dm	impale	35 yards	2 AP	3	3	\$2 to \$10
Asia	Barong	1d8+dm	bleed, sunder	10 yards	—	5	2	\$10 to \$25
any	Bayonet (attached)	1d6+1+dm	bleed, impale	—	—	5	—	\$1 to \$3
any	Blowgun	—	impale	20 yards	2 AP	—	—	—
Asia	Bolo knife	1d8+dm	bleed, sunder	10 yards	—	5	2	\$10 to \$25
any	Bow, composite	1d8+dm	impale	25 yards	2 AP	2	3	\$8 to \$12
any	Bow, compound	1d8+1	impale	25 yards	2 AP	2	3	\$12 to \$18
any	Brass knuckles	1d3+1+dm	stun	—	—	—	—	\$2 to \$3
any	Club or pickaxe handle	1d6+dm	stun	—	—	5	3	—
any	Crossbow	1d8+2	impale	50 yards	4 AP	5	4	\$8 to \$12
Asia	Dadao	1d10+dm	bleed, sunder	—	—	6	3	\$10 to \$90
any	Dagger	1d6+1+dm	bleed, impale	10 yards	—	4	1	\$10 to \$25
any	Dart	1d4+dm	impale	20 yards	—	—	—	—
any	Dynamite (stick)*	5d6/1d6 (3yd./6yd.)	explosive	15 yards	—	—	—	—
—	None (empty hands)	1d3+dm	entangle	—	—	—	—	—
War zones	Grenade (e.g., Ketchum)*	6d6/2d6 (3yd./6yd.)	explosive	15 yards	—	—	—	—
Asia	Halberd	1d8+1+dm	bleed, impale	—	—	3	5	\$10 to \$20
any	Hammer	1d6+dm	stun	—	—	5	2	.75 to \$1
any	Harpoon	1d8+1+dm	impale	10 yards	—	3	3	\$5 to \$7
any	Harpoon gun	1d8+4	impale	25 yards	2 RND	6	4	\$15 to \$22
any	Hatchet	1d8+dm	bleed, stun	10 yards	—	4	2	\$2 to \$4
Africa/Europe	Khanjar	1d6+1+dm	bleed, impale	10 yards	—	5	1	\$10 to \$25
Asia	Kyū guntō or Murata-to	1d10+1+dm	bleed, sunder	—	—	6	3	\$10 to \$500
Africa	Kaskara	1d10+1+dm	bleed, impale	—	—	6	3	\$10 to \$500
Asia	Khukuri	1d8+dm	bleed, sunder	10 yards	—	5	2	\$10 to \$25
any	Knife	1d6+dm	bleed, impale	10 yards	—	3	1	\$2 to \$8
Asia	Kris	1d10+dm	bleed, sunder	—	—	6	3	\$10 to \$50
Americas/Africa	Machete or panga	1d10+dm	bleed, sunder	—	—	6	3	\$5 to \$8
Africa	Mambele	1d6+1+dm	bleed, impale	20 yards	—	5	1	\$10 to \$25
any	Net	—	entangle	—	—	—	2	\$2 to \$12
Asia	Panaba	1d8+1+dm	bleed, sunder	—	—	6	3	\$2 to \$4
any	Push dagger	1d4+dm	bleed, impale	—	—	2	—	\$5 to \$12
Africa/Asia/Europe	Scimitar or shashka	1d10+1+dm	bleed, sunder	—	—	6	3	\$10 to \$500
any	Sickle	1d8+2+dm	bleed, sunder	—	—	2	2	\$5 to \$6
any	Sling	1d4+dm	stun	25 yards	2 AP	—	—	—
any	Spear	1d8+dm	impale	25 yards	—	3	3	\$2 to \$8
any	Sword	1d10+1+dm	bleed, impale	—	—	6	3	\$10 to \$500
any	Trench knife†	1d6+dm	bleed, impale	10 yards	—	5	2	\$2 to \$3
any	Trench raiding club	1d6+1d4+dm	stun, impale	—	—	5	4	—
any/Africa	Whip or chicotte	1d4+1	entangle	—	—	1	2	\$2 to \$5

*Explosives include an area of effect (indicated by two numbers in parentheses). Anyone inside a number of yards equal to the first number suffers its higher damage potential. Anyone within range of the second number still suffers its lower damage potential. Thus, a stick of dynamite causes 5d6 points of damage to anyone within 3 yards of the explosion, and 1d6 points of damage to anyone outside this radius but still within 6 yards. Some rifles — such as the Lebel Model 1886 — may be engineered to fire rifle grenades, which have a range of 15 yards, or 50 yards for lobbing.

†Can also be used as brass knuckles

RAIDERS OF R'LYEH

MORO BARONG (FILIPINO DAGGER)



WEAPON SIZE

Size	Some Examples
Small	Empty hands, knives, brass knuckles, hatchets
Medium	Single-handed weapons, clubs, most swords
Large	Long thrusting weapons, spears
Huge	Two-handed heavy or cleaving weapons like antiquated great swords
Enormous	Inhuman limbs and massive improvised weapons
Colossal	Used for cyclopean creatures

WEAPON REACH

Reach	Some Examples
Touch	Empty hands, brass knuckles, talons
Short	Smaller single-handed weapons, knives
Medium	Single-handed weapons, most swords
Long	Two-handed thrusting or cleaving weapons, spears
Very Long	Longer spears, halberds, whips

WEAPON SIZE AND REACH (MORE EXAMPLES)

Example	Size	Reach
Brass knuckles	Small	Touch
Club	Medium	Short
Derringer (concealable)	Small/c	Touch
Handgun	Small	Short
Handgun (concealable)	Small/c	Short
Knife	Small	Short
Knife (concealable)	Small/c	Touch
Hammer	Small	Short
Hatchet	Small	Short
Net	Small	Long
Rifle	Large	Medium
Rifle (with bayonet)	Large	Long
Shield, large	Large	Short
Shield, small	Medium	Short
Sword, average	Medium	Medium
Sword, large	Medium	Long
Whip	Small	Very Long

FIREARM SIZE

Size	Some Examples
Small	Full-size handguns, derringers
Medium	Some smaller rifles, sawn-off shotguns
Large	Rifles, shotguns
Huge	Machine guns, some antiquated muskets

FIREARM REACH

Reach	Some Examples
Touch	Derringers
Short	Full-size handguns (with or without bayonets)
Medium	Rifles, shotguns
Long	Rifles (with bayonets), some antiquated muskets

WEAPON ARMOR AND ENCUMBRANCE*

Size	Armor	Encumbrance
Small	5	1
Medium	6	2
Large	7	3
Huge	8	6

Additionally...

Mechanical complexity (e.g., revolvers, bolt action rifle)	−1	—
Mechanical complexity (e.g., semi-automatic pistols, rifles with magazines, machine guns)	−2	—
Bulky or tough material (e.g., heavy machine guns)	+2	+2
Malleable or destructible material (e.g., all wood)	−1 or more	—
Designed for concealment (e.g., derringers)	−1	—
Longer reach	—	+1 or more

*Modify as needed (e.g., whips, nets)



WEBLEY REVOLVER (BREAK ACTION)



RAIDERS OF R'LYEH

WEAPONS (GENERAL FIREARMS)

Weapon	Damage	Special	Base Range	Rate of Fire	Rounds	Reload	MALF	Action	Average Cost
Derringer (conceal.)	1d4+2	impale	10 yards	single	2	3 AP	90—99	break	\$5 to \$8
.22 revolver	1d4+2	impale	15 yards	single	6	3 AP	95—98	revolver	\$6.50 to \$20
.22 semi-auto	1d4+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	\$7 to \$22
.32 revolver	1d8	impale	15 yards	single	5 or 6	3 AP	95—98	revolver	\$8 to \$20
.32 semi-auto	1d8	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	\$9 to \$22
.38 revolver	1d6+2	impale	15 yards	single	5 or 6	3 AP	95—98	revolver	\$9 to \$20
.38 semi-auto	1d6+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	\$10 to \$22
9mm revolver	1d6+2	impale	15 yards	single	6	3 AP	95—98	revolver	\$8 to \$15
9mm semi-auto	1d6+2	impale	15 yards	single/burst	7-10 mag.	2 AP	88—95	semi-automatic	\$12 to \$24
.44 revolver	1d12	impale	15 yards	single	6	3 AP	95—98	revolver	\$12 to \$25
.45 revolver	1d12	impale	15 yards	single	6	3 AP	95—98	revolver	\$13 to \$26
.45 semi-auto	1d12	impale	15 yards	single/burst	7-10 mag.	2 AP	88—96	semi-automatic	\$14 to \$26
.22 rifle	1d6+2	impale	150 yards	single	5 tube	3 AP	85—98	bolt	\$10 to \$20
.303 rifle	2d6+4	impale	150 yards	single	10 mag.	2 AP	85—98	bolt	\$40 to \$75
Trap gun	3d6/1d10/1d6	—	60/85/110*	single	1 or 2	3 AP	88—98	break	\$15 to \$25
16 gauge shotgun	3d6/1d10/1d6	—	50/75/100*	single	6 tube	3 AP	88—98	pump	\$25 to \$75
12 gauge shotgun	4d6/1d12/1d6	—	50/75/100*	single	6 tube	3 AP	88—98	pump	\$30 to \$75
Elephant gun	2d10+4	impale	50 yards	single	1 or 2	3 AP	95—99	break or bolt	\$125 to \$300
Light machine gun	2d6+4	impale	150 yards	burst/auto	30 drum	3 AP	90—98	automatic	Class & Credit
Heavy machine gun†	2d6+4	impale	150 yards	burst/auto	250 belt	2 RND	70—96	automatic	Class & Credit
Crookes tube	3d6	electrify	50 yards	single	2 charges	2 RND	50—75	special	Engineering
Matchlock‡	2d8	impale	125 yards	single	1	2 RND	00—76	special	—

*Base range for a shotgun is the first number provided in its series. Thus, the 16 gauge shotgun has a base range of 50 yards. The other numbers represent distances at which its damage roll changes. For the 16 gauge shotgun, 3d6 is rolled at a distance of 50 yards, 1d10 at 75 yards, and 1d6 at 100 yards.

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Matchlocks are ineffective in damp conditions. Additionally, the light and smell of the burning match-cord make Stealth checks one degree more difficult.



RAIDERS OF R'LYEH

RIFLES & MACHINE GUNS (BY COUNTRY OF ORIGIN)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	MALF	Action
AFGHANISTAN								
—	Jezail	various large rounds‡	125 yards	single	1	2 RND	65—93	special
AUSTRIA-HUNGARY								
1867	M1867 Werndl–Holub (upgrade)	11.15 × 58mmR	125 yards	single	1	2 AP	90—00	bolt
1895	Mannlicher M1895	8 × 50mmR Mannlicher	175 yards	special (2 shots)*	5 int.	3 AP	90—00	bolt
1886	Mannlicher M1886	11.15 × 58mmR	175 yards	special (2 shots)*	5 int.	3 AP	85—99	bolt
1867	Wanzl rifle	14 × 33R	125 yards	single	1	2 AP	70—93	special
BELGIUM								
1867	Albini-Braendlin M1867	11mm Albini	100 yards	single	1	2 AP	85—99	special
1870	M1870 Belgian Comblain	11mm Albini	100 yards	single	1	2 AP	86—99	special
FRANCE								
1890	Berthier carbine	8 × 50mmR Lebel	150 yards	single	3 int.	2 AP	88—99	bolt
1867	Chassepot M1866	sabot shell‡	125 yards	single	1	2 RND	70—93	bolt
1874	Fusil Gras mle 1874	11 × 59mmR	125 yards	single	1	2 AP	90—00	bolt
1886	Lebel Model 1886	8mm Lebel	150 yards	single	8 tube	4 AP	85—96	bolt
1872	Hotchkiss gun†	various	125 yards	burst/auto	170 feed	2 RND	60—96	automatic
1909	Hotchkiss M1909	8mm Lebel	150 yards	burst/auto	30 drum	3 AP	90—98	automatic
GERMANY								
1841	Dreyse needle gun (Prussia)	sabot shell‡	75 yards	single	1	2 RND	60—92	bolt
1884	Gewehr 1871/84	11.15 × 60mmR	150 yards	single	8 tube	4 AP	88—99	bolt
1888	Gewehr 88	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	88—99	bolt
1898	Gewehr 98	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	89—00	bolt
1908	Karabiner 98AZ	7.92 × 57mm Mauser	150 yards	single	5 int.	3 AP	89—00	bolt
1908	Maschinengewehr†	7.92 × 57mm Mauser	175 yards	burst/auto	250 belt	2 RND	70—96	automatic
1871	Mauser Model 1871	11.15 × 60mmR	150 yards	single	1	2 AP	88—99	bolt
1889	Mauser Model 1889	7.65 × 53mm Mauser	175 yards	single	5 mag.	2 AP	90—00	bolt
1893	Ottoman Mauser M1893	7.65 × 53mm Mauser	175 yards	single	5 int.	3 AP	90—00	bolt
1893	Spanish Mauser M1893	7 × 57mm Mauser	175 yards	single	5 int.	3 AP	90—00	bolt
1895	Swedish Mauser	6.5 × 55mm	175 yards	single	5 int.	3 AP	90—00	bolt
ITALY								
1891	Carcano	6.5 × 52mm Carcano	150 yards	single	6 int.	3 AP	85—97	bolt
JAPAN								
1897	Arisaka Type 30	6.5 × 50mm Arisaka	150 yards	single	5 int.	3 AP	85—99	bolt
1906	Arisaka Type 38	6.5 × 50mm Arisaka	150 yards	single	5 int.	3 AP	85—00	bolt
1894	Murata Rifle Type 22	8 × 53mmR Murata	150 yards	single	5 tube	3 AP	82—98	bolt
MEXICO								
1910	Mondragón rifle	7 × 57mm Mauser	175 yards	single/burst/auto	8 mag.	2 AP	85—98	automatic
1910	Mondragón rifle	7 × 57mm Mauser	175 yards	single/burst/auto	30 drum	3 AP	85—98	automatic

*Must be properly trained with the weapon — with a relevant Fighting Method — to use the special rate of fire (otherwise treat as single)

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Rather than impaling (with a critical), the round inflicts a **shatter** special effect, which breaks (or obliterates, with a failed Luck roll) the location's bone.



RAIDERS OF R'LYEH

RIFLES & MACHINE GUNS (BY COUNTRY OF ORIGIN CONTINUED)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	MALF	Action
RUSSIA								
1891	Mosin-Nagant M1891	7.62 × 54mmR	150 yards	single	5 int.	3 AP	85—96	bolt
1907	Mosin-Nagant M1907 carbine	7.62 × 54mmR	150 yards	single	5 int.	3 AP	90—97	bolt
1891	Mosin-Nagant M1891 dragoon	7.62 × 54mmR	150 yards	single	5 int.	3 AP	85—96	bolt
SERBIA								
1880	Mausser-Koka M1880/07	7 × 57mm Mauser	150 yards	single	5 int.	3 AP	88—99	bolt
UNITED KINGDOM (GREAT BRITAIN)								
1871	.577/450 Martini-Henry	.577/450 Martini-Henry†	100 yards	single	1	2 AP	85—99	special
1722	Brown Bess musket	.71 inch musket ball†	75 yards	single	1	2 RND	65—96	special
1898	Elephant gun	.577 Nitro Express	50 yards	single	1	3 AP	95—99	bolt
1895	Lee-Enfield	.303 British	150 yards	single	10 mag.	2 AP	88—00	bolt
1895	Martini-Enfield	.303 British	200 yards	single	1	2 AP	85—00	special
1888	Lee-Metford	.303 British	125 yards	single	8 or 10 mag.	2 AP	82—99	bolt
1889	Maxim gun†	.303 British	150 yards	burst/auto	250 belt	2 RND	60—96	automatic
UNITED STATES								
1873	1873 Trapdoor Springfield	.45-70-405	150 yards	single	1	2 AP	92—00	special
1870	Berdan No. 2 (mfg. Russia)	10.75 × 58mmR	150 yards	single	1	2 AP	88—00	special
1902	Browning Auto-5	comes in 12, 16 or 20 gauge	50/75/100	single/burst	3 or 5 tube	3 AP	89—97	semi-auto
1886	Springfield Model 1892-99	.30-40 Krag	175 yards	single	5 rotary	3 AP	88—00	bolt
1895	M1895 Colt-Browning†	.30-40 Krag	150 yards	burst/auto	250 belt	2 RND	85—99	automatic
1895	M1895 Colt-Browning†	7 × 57mm Mauser	150 yards	burst/auto	250 belt	2 RND	85—99	automatic
1895	M1895 Lee Navy	6mm Lee Navy	150 yards	single	5 int.	3 AP	85—99	bolt
1903	M1903 Springfield	.30-06 Springfield	200 yards	single	5 int.	3 AP	88—00	bolt
1908	Remington Model 10	12 gauge	50/75/100	single	6 tube	3 AP	89—00	pump
1867	Rolling Block Remington	.43 Spanish	150 yards	single	1	2 AP	88—00	special
1895	Savage Model 1895	.30-40 Krag	150 yards	single	8 rotary	3 AP	92—99	lever
1861	Springfield Model 1861	.58 caliber Minié ball†	50 yards	single	1	2 RND	60—92	special
1894	Winchester Model 1894	.30-30 Winchester	150 yards	single	8 tube	4 AP	93—00	lever
1895	Winchester Model 1895	.30-40 Krag	150 yards	single	5 int.	3 AP	92—99	lever
1905	Winchester Model 1905	.32 Winchester	150 yards	single/burst	5 or 10 mag.	2 AP	90—98	semi-auto
1907	Winchester Model 1907	.351 Winchester	150 yards	single/burst	5 or 10 mag.	2 AP	90—98	semi-auto
1910	Winchester Model 1910	.401 Winchester	150 yards	single/burst	4 mag.	2 AP	90—98	semi-auto

*Must be properly trained with the weapon — with a relevant Fighting Method — to use the special rate of fire (otherwise treat as single)

†Two men are required in combat, one for firing and one for feeding. With a Malfunction, overheating occurs (followed by 1d20 rounds of cooling time, plus a successful Mechanics check to resume firing). Heavy machine guns generally require a crew of 4 to 6 for carrying, cooling and maintenance (or a dedicated vehicle for transport).

‡Rather than impaling (with a critical), the round inflicts a **shatter** special effect, which breaks (or obliterates, with a failed Luck roll) the location's bone.

RAIDERS OF R'LYEH

HANDGUNS (BY COUNTRY OF ORIGIN)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	MALF	Action
AUSTRIA-HUNGARY								
1870	Gasser M1870	11.2 × 29.5mm 'Montenegrin'	15 yards	single	5	3 AP	91—99	revolver
1901	Mannlicher M1901	7.65mm Mannlicher	15 yards	single/burst	8 int.	3 AP	87—96	semi-auto
1898	Rast & Gasser M1898	8mm Gasser	15 yards	single	8	4 AP	97—99	revolver
1908	Roth-Steyr M1907	8mm Roth-Steyr	15 yards	single/burst	10 int.	3 AP	91—96	semi-auto
BELGIUM								
1899	Browning M1900	.32 ACP	15 yards	single/burst	7 mag.	2 AP	89—96	semi-auto
1903	Browning No. 2	9 × 20mm SR Browning Long	15 yards	single/burst	7 mag.	2 AP	90—96	semi-auto
FRANCE								
1892	Model 1892 revolver ("Lebel")	8mm French Ordnance	15 yards	single	6	3 AP	95—99	revolver
GERMANY								
1907	Dreyse Model 1907	.32 ACP	15 yards	single/burst	7 mag.	2 AP	90—96	semi-auto
1900	Luger Po8	7.65mm Parabellum	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1904	Luger Po8	9mm Parabellum	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1906	Luger Po8 (extremely rare)	.45 ACP	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1879	M1879 Reichsrevolver	10.6 × 25R German Ordnance	15 yards	single	6	3 AP	94—00	revolver
1896	Mauser C96	7.63mm Mauser	30 yards	single/burst	10 int.	3 AP	90—96	semi-auto
ITALY								
1889	Bodeo Model 1889 ("Glisenti")	10.4mm Italian Ordnance	15 yards	single	6	3 AP	94—98	revolver
1910	Glisenti Model 1910	9 mm Glisenti	15 yards	single/burst	7 mag.	2 AP	84—96	semi-auto
JAPAN								
1906	Type A Nambu	8mm Nambu	15 yards	single/burst	8 mag.	2 AP	88—96	semi-auto
1893	Type 26 revolver	9mm Japanese Revolver	10 yards	single	6	3 AP	96—99	revolver
RUSSIA								
1895	Nagant M1895	7.62mm Nagant	15 yards	single	7	3 AP	96—00	revolver
UNITED KINGDOM (GREAT BRITAIN)								
1889	.455 Webley Mk I	.455 Webley	15 yards	single	6	3 AP	91—98	revolver
1894	.455 Webley Mk II	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1897	.455 Webley Mk III	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1899	.455 Webley Mk IV	.455 Webley	15 yards	single	6	3 AP	98—00	revolver
1872	British Bull Dog revolver (conceal.)	.442 Webley	10 yards	single	5	3 AP	91—98	revolver
1901	Webley-Fosbery Automatic Revolver	.38 ACP	15 yards	single	8	4 AP	85—96	revolver
1901	Webley-Fosbery Automatic Revolver	.455 Webley	15 yards	single	6	3 AP	85—96	revolver

AVAILABILITY OF FIREARMS AND CARTRIDGES

A specific firearm may not be readily available for acquisition (its availability dependent on its country of origination, scarcity, value, and several other factors). Even if a difficult to find firearm is acquired, its ammunition may be uncommon or rare in certain areas (or also dependent on the specific cartridge's overall scarcity). In some campaigns, the gamemaster may forgo such concerns and simply give players free rein over which supplies they obtain, while in others scarcity may be an enforced rule encouraging thoughtful tactical choices. In the latter case, supplies may be rated as **common**, **uncommon**, **rare** or **very rare**, depending on the circumstances of the current environment.

USING A FIGHTING METHOD FOR INVESTIGATION

An adventurer trained in a specific type of weapon may use the relevant Fighting Method as an investigative skill (to know details about a discovered firearm or other weapon). An example follows.

FIGHTING METHOD INVESTIGATIVE NOTES (EXAMPLE)

Skill Level Clue (automatic)

- It's a non-ejecting double-action revolver
- It looks like it takes a round equivalent to a .45 ACP

1d100 This is a Gasser trademark and model; these are commonly found in Montenegro



RAIDERS OF R'LYEH

HANDGUNS (BY COUNTRY OF ORIGIN CONTINUED)

Year	Weapon	Cartridge	Base Range	Rate of Fire	Rounds	Reload	MALF	Action
UNITED STATES								
1902	Colt Model 1902	.38 ACP	15 yards	single/burst	8 mag.	2 AP	88—96	semi-auto
1903	Colt Model 1903 Pocket Hammerless (conceal.)	.32 ACP	15 yards	single/burst	8 mag.	2 AP	92—98	semi-auto
1905	Colt Model 1905	.45 ACP	15 yards	single/burst	7 mag.	2 AP	88—96	semi-auto
1908	Colt Model 1908 Vest Pocket (conceal.)	.25 ACP	15 yards	single/burst	6 mag.	2 AP	90—98	semi-auto
1908	Colt Model 1908 Pocket Hammerless	.380 ACP	15 yards	single/burst	7 mag.	2 AP	91—98	semi-auto
1896	Colt New Police Revolver	.32 S&W Long	15 yards	single	6	3 AP	88—00	revolver
1908	Colt Official Police	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1907	Colt Police Positive	.38 S&W	15 yards	single	6	3 AP	97—00	revolver
1908	Colt Police Positive Special	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1873	Colt Single Army Action	.45 Colt	15 yards	single	6	3 AP	97—00	revolver
1866	Remington Model 95 derringer	.41 Short	10 yards	single	2	3 AP	90—99	special
1907	Savage Model 1907	.32 ACP	15 yards	single/burst	10 mag.	2 AP	90—99	semi-auto
1865	Smith & Wesson Model 1 ½	.32 Rimfire	15 yards	single	5	3 AP	84—00	revolver
1876	Smith & Wesson .38 Single Action	.38 S&W	15 yards	single	5	3 AP	88—00	revolver
1899	Smith & Wesson Model 10	.38 Special	15 yards	single	6	3 AP	97—00	revolver
1869	Smith & Wesson No. 3 Russian	.44 Russian	15 yards	single	6	3 AP	97—00	revolver

FIREARM ADDITIONS OR VARIATIONS

Addition or Variation	Notes
Artistic upgrade	Special grips (e.g., ivory, bone, sandalwood), inlay (e.g., gold, silver), engraving, fligree, a custom holster holding extra rounds under its flap (typically 15 rounds); requires factory design or a relevant Create Art (e.g., Engraving) or Tradeskill (e.g., Leatherworking), and increases the firearm's commercial value by a dollar amount equal to the skill percentage of the craftsman producing the work (or by a logical amount determined by the gamemaster)
Drum magazine	Allows a specially-designed drum magazine (typically 32 rounds) to be used with a rifle or semiautomatic pistol (example: Luger Po8's drum magazine, which also requires a pistol stock); requires Engineering and a stock for pistols
Expanded magazine	Allows an increase in the number of rounds carried in a magazine (increasing its capacity by 50%); requires Engineering
Pistol or revolver lanyard	Attaches the handgun to the shooter's uniform; the firearm cannot be lost when dropped in combat
Pistol stock	Pistol's recoil becomes low after an Aim action (example: Mauser C96's stock); requires factory design or Engineering
Rifle, pistol or revolver bayonet	Bayonet attachment (examples: Springfield Model 1892-99's bayonet or Webley revolver's bayonet) allowing the weapon to be used like a spear or dagger, for a rifle or revolver, respectively; requires Engineering
Shared manufacturing (excellent)	The firearm is produced — legally or illegally — by another manufacturer (as an exact replica); decrease its commercial value by 25% (manufacturing detail can be detected with a successful Fighting Method check, if the skill includes the weapon being observed) (example: Belgian clones of the British Bull Dog revolver)
Shared manufacturing (good)	The firearm is produced — legally or illegally — by another manufacturer (with each firearm frame being made from different materials, depending on the manufacturing company); decrease either high or low Malfunction rating by 1d6–1 points (manufacturing detail can be detected with a successful Fighting Method check, if the skill includes the weapon being observed) (example: the Chinese are able to reverse engineer any western weapon they need, such as the German Mauser)
Shared manufacturing (shoddy)	The firearm is produced — legally or illegally — by another manufacturer (with poor Engineering and materials); decrease both high and low Malfunction ratings by 25% (manufacturing detail can be detected with a successful Easy Fighting Method check, if the skill includes the weapon being observed) (example: .577/450 Martini-Henry knockoffs produced in primitive blacksmith forges in Afghanistan)
Telescopic sight (rifle)	Increases the rifle's base range by roughly 33% (e.g., increasing a 150 yard base range by an extra 50 yards), for those trained with the weapon (example: Swedish Mauser's telescopic sight); requires factory design or Engineering

FIREARM ADDITIONS OR VARIATIONS (CONTINUED)

Addition or Variation	Notes
Upgraded ammunition	Increases the stopping power — or likely damage — of a specific cartridge (e.g., 1d12 becomes 1d8+4, 2d8 becomes 1d10+6, and so on), and requires a Hard Engineering check (unless the manufacturer is a gunsmith, in which case the difficulty is Normal). If the check fumbles, the round explodes when the firearm malfunctions while firing the upgraded ammunition. Note that use of expanding rounds is generally frowned upon after the 1899 Hague Convention, and being discovered with them may incur severe reprisals by a governing agent or a threatened criminal. Upgraded ammunition is typically batched in units of 50 rounds (examples: Boer guerrillas allegedly using expanding hunting ammunition against the British, or .455 Webley Mk. III “Manstopper” cartridges)
Wear and tear (excessive)	Damage to the frame or mechanisms — perhaps inflicted in the Boer, Moro, Russo-Japanese or Spanish-American Wars, or in a civil war (e.g., Mexican Revolution) — reducing its Malfunction ratings by 1d20 points each

FIREARMS DAMAGE (BY CARTRIDGE)

HANDGUNS		RIFLES		SHOTGUNS	
Cartridge	Damage	Cartridge	Damage	Gauge	Damage
.25 ACP	1d4+2	.30-06 Springfield	2d6+4	10 gauge	3d6+6/1d6+6/1d6
.32 ACP	1d8	.30-30 Winchester	2d6+2	12 gauge	4d6/1d12/1d6
.32 Rimfire	1d8	.30-40 Krag	1d12+2	16 gauge	3d6/1d10/1d6
.32 S&W	1d8	.303 British	2d6+4	20 gauge	3d6/1d8/1d6
.32 S&W Long	1d8	.32 Winchester	2d6+2		
.38 ACP	1d8+1	.351 Winchester	2d8		
.380 ACP	1d6+3	.401 Winchester	2d6+5		
.38 S&W	1d6+2	.43 Spanish	2d6+4		
.38 Special	1d6+2	.45-70-405	2d6+4		
.41 Short	1d4+2	.577/450 Martini-Henry	2d8+2		
.44 Russian	1d12	.577 Nitro Express	2d10+4		
.442 Webley	1d8	.58 caliber Minié ball	2d8+2		
.45 ACP	1d10+2	.71 inch musket ball	2d8+1d4		
.45 Colt	1d10+2	6mm Lee Navy	1d12+2		
.455 Webley	1d10+2	6.5 × 50mm Arisaka	2d6+3		
.455 Webley (“Manstopper”)	1d8+4	6.5 × 52mm Carcano	2d6+4		
7.62mm Nagant	1d6+2	6.5 × 55mm	2d6+4		
7.63mm Mauser	1d8	7 × 57mm Mauser	2d6+4		
7.65mm Parabellum	1d8	7.62 × 54mmR	2d6+3		
7.65mm Mannlicher	1d8+1	7.65 × 53mm Mauser	2d6+4		
8mm French Ordnance	1d8	7.92 × 57mm Mauser	2d6+4		
8mm Gasser	1d8	8 × 50mmR Lebel	2d6+4		
8mm Nambu	1d8	8 × 50mmR Mannlicher	2d6+4		
8mm Roth-Steyr	1d8+1	8 × 53mmR Murata	2d6+4		
9 × 20mm SR Browning Long	1d6+2	8mm Lebel	2d6+4		
9mm Glisenti	1d8	10.75 × 58mmR	2d6+4		
9mm Japanese Revolver	1d8	11 × 59mmR	2d6+4		
9mm Parabellum	1d8+1	11.15 × 58mmR	2d6+4		
10.4mm Italian Ordnance	1d10+1	11.15 × 60mmR	2d6+4		
10.6 × 25R German Ordnance	1d12	11mm Albini	2d8+1		
11.2 × 29.5mm ‘Montenegrin’	1d10+2	14 × 33R	2d8		
		jezail round	2d8+1d4		
		sabot shell	2d8		



REPAIRING, UPGRADING & INVENTING

Adventurers will invariably find themselves with compromised equipment in need of repair. Depending on the complexity of the wear or damage, repair time may be in hours, or it may be abstracted to a lengthier period — to be completed during a downtime session. Repairs may be made with a Mechanisms roll, for common items such as firearms, or with an Engineering roll, for more complex and specialized items such as automobiles. The gamemaster may consider allowing a simple repair made with a defaulted skill — such as Athletics — in lieu of Mechanisms or Engineering, but only with a one step penalty of difficulty.

As a few examples, the gamemaster may determine that a routine revolver repair — rolled with a Normal difficulty — will take at minimum four hours and a successful Mechanisms or Engineering roll, while a complicated salvage of a wrecked vehicle — rolled with a Hard difficulty — will take at minimum three downtime sessions and several successful Engineering rolls. Additionally, some repairs demand the proper tools or workspace conditions.

It is ultimately up to the gamemaster to determine the difficulty, requisite skill, necessary resources, and repair time of such an operation, though the “Repair, Upgrade and Invention” table below may be consulted for examples.

Fumbling a Mechanisms or Engineering roll doubles the repair time when measured in hours, or incrementally increases the repair time by one session when measured in downtime. A second fumble results in futility (and irreparable damage),

while a failed roll simply delays the time for another length of time. A critical roll either halves the repair time, or reduces the repair time by a session — whichever is relevant. Any work on equipment that must be measured in sessions is classified as minor, moderate or major. Minor work typically takes one session (followed by a skill check), while moderate work typically takes two sessions (with each interval necessitating a successful skill check). Any major work requires three sessions.

Upgrades and inventions work just like repairs, though the requirements are greater. Upgrades should be incremental and generally capped at a conservative limit, as there is only so much one can engineer. Such improvements should be carefully discerned by the gamemaster. Ruling that one upgrade is the limit for an item is generally a safe boundary — though unique exceptions may apply. For example, the gamemaster may consider an exception for the creative player running a chauffeur with ambitions of the ultimate getaway vehicle — allowing for two or three upgrades to its handling and an upgrade to its armor.

Examples of incremental upgrades include: increasing the damage of a bladed weapon from 1d6+dm to 1d6+dm+1 points, maximizing the killing efficiency of a firearm's rounds from 2d8 to 2d6+4 points, or improving a vehicle's handling from Hard to Normal. In anticipation of the players' creative expectations, the gamemaster should prepare a list of reasonable limitations — using the table below for guidance. Ultimately, some upgrades and inventions will simply be out of reach for the players, achievable only by a rare and expensive non-player character. The following table is merely a framework, and should be tailored to the gamemaster's parameters.

REPAIR, UPGRADE AND INVENTION

Example	Engineering	Mechanisms	Defaulted Skill	Build Time	Requirements
Repair minor equipment or weapon damage	Normal	Normal	Hard	4 hours	Basic tools
Repair major equipment damage	Normal	Normal	—	Minor (1 SESSION)	Workspace
Repair major vehicle damage	Normal	Hard	—	Moderate (2 SESSIONS)	Workshop
Salvage a wrecked vehicle	Hard	—	—	Major (3 SESSIONS)	Workshop
Upgrade weapon dmg. (i.e. 1d6 to 1d6+1)	Normal	—	—	Minor (1 SESSION)	Workshop
Upgrade rifle round dmg. (i.e. 2d8 to 2d6+4)	Normal	—	—	Moderate (2 SESSIONS)	Workshop
Upgrade vehicle handling one grade	Normal	—	—	Moderate (2 SESSIONS)	Workshop
Upgrade vehicle fuel capacity by 50%	Normal	—	—	Minor (1 SESSION)	Workshop
Upgrade vehicle fuel capacity by 100%	Normal	—	—	Moderate (2 SESSIONS)	Workshop
Upgrade equipment armor by one point	Normal	—	—	Minor (1 SESSION)	Workshop
Engineer a Crookes tube weapon	Hard	—	—	Major (3 SESSIONS)	Special equipment
Engineer an electric pentacle	Hard	—	—	Major (3 SESSIONS)	Special*
Reverse engineer a Yithian device	Improbable	—	—	Major (3 SESSIONS)	Special*
Develop a Wardenclyyfe Tower	Daunting	—	—	Indefinite	Special†

*Requires both Occult and Engineering checks during production, as well as an advanced workshop or laboratory.

†An engineering project of this magnitude requires — at the very least — a mastery of Engineering and other relevant science skills, a highly specialized team of contractors, and the funding of a very powerful investor.



CHAPTER 4: GAME MECHANICS

ACID

An acid's concentration — rated as **weak**, **strong** or **concentrated** — determines its **POTENCY**.

Anyone momentarily sprayed or splashed with the acid takes appropriate damage for only a few rounds. Anyone exposed to the acid past a single round — whether immersed in a solution or enveloped in a creature secreting the acid — suffers damage and continues taking damage until removed from the corrosive source and treated properly.

Any armor absorbs damage until its armor points are reduced to zero by the acid — at which point the damage transfers to the wearer. Acid that reduces armor to zero — consequently burning through fasteners, bindings, straps and joints — renders the armor unusable.

Weak acid causes 1d2 points of damage, lasts only one round if momentarily splashed, and may be treated with water or a nullifying agent. The victim must be treated for one minute for every point of damage inflicted; any interruption results in one point of damage per round until treated further.

Strong acid causes 1d4 points of damage per round, lasts two rounds if momentarily splashed and left untreated, and requires a successful skill roll — First Aid or Medicine would be obvious choices — in order to reduce the damage to the equivalent of a weak state (whereafter the damage must be treated as one would treat damage from a weak acid).

Concentrated acid causes 1d6 points of damage per round, lasts three rounds if momentarily splashed and left untreated, and requires a successful skill roll with a Hard difficulty. Successfully stabilizing the wound with this roll reduces the state of the acid to a weak state, whereafter the damage must be treated as one would treat damage from a weak acid.

Acids interacting with substances other than flesh may produce varying effects, depending on the chemical makeup of the substance. Certain bases, for example, may neutralize the power of an acid. Such variables are left to the gamemaster's discretion.

ACTION AND TIME

The setting's timescale can be condensed — such as reducing four hours of gathering information in-game to one abstracted turn of real time lasting several seconds — or it can be inflated — such as increasing forty seconds of combat in-game to several detailed rounds of real time lasting several minutes. Investigating the contents of a room may take minutes while traveling the Atlantic Ocean days, but both can be abstracted into a timescale useful to the needs and pacing of the adventure.

COMBAT ROUNDS

A Combat Round represents roughly five seconds. Combat Rounds are useful for measuring the dramatic moment-by-moment beats of fights, chases and other detailed action sequences. Sequences in Combat Rounds are covered in the “Combat” and “Chase” sections.

LOCAL TIME

Local Time measures a longer beat of time — anywhere from several minutes to several hours — during which adventurers attempt to accomplish a specific goal. Disarming a booby trap may take four minutes, while gathering rumors from a backwater village may take four hours. Generally, the sequence in Local Time follows a pattern:

1. The adventurer states his intention.
2. The gamemaster figures out how long the action takes to accomplish.
3. Any appropriate skill rolls are made and the results noted.
4. The gamemaster communicates the results and passage of time.

STRATEGIC TIME

Strategic Time condenses a longer period — anywhere from several days to several years — into an abstracted turn. With Strategic Time, the routine tasks of the adventurers and the minutiae of the journey are presumed successful and just simply stated as such. As an example, a gamemaster may condense a four day journey into the following statement: “After four days across the Atlantic, you arrive at a lonely port in the Azores.” Traveling to Port Sa'id or driving between cities are both examples where events may be counted in Strategic Time — unless, of course, dramatic complications occur that interrupt the trip.

Important factors of Strategic Time include transport speeds, as well as any possible complications such as terrain, weather or other adversarial conditions.

For routine travel times (and exploration guidelines), see the “Movement, Exploration and Encumbrance” section.

AGING

Adventurers maturing past 39 years must roll to check for signs of aging, and must do this once a decade (in game time) for every decade of maturation thereafter. In other words, the adventurer tests for decline at age 40, then again at age 50, then again at age 60, and so on. To simulate the natural effects of decline, two skill checks are made, one for Fortitude and one for Willpower — with difficulty modifiers applied based on the age of the adventurer.

Age	Difficulty Modifier for Aging Check
40-49	Normal
50-59	Hard
60-69	Daunting
70-79	Improbable
80-89+	Impossible

If both skill checks are successful, then no signs of aging occurs. Otherwise, each failed skill check results in one attribute being reduced by 1d3 points. Any attribute reduced to zero during this process results in natural death for the adventurer. To determine which attribute is affected by aging, refer to the “Aging Effects” table.

AGING EFFECTS

1d6	Failed Fortitude Check (physical aging)	Failed Willpower Check (mental aging)
1-2	STR	INT
3-4	CON	POW
5-6	DEX	CHA

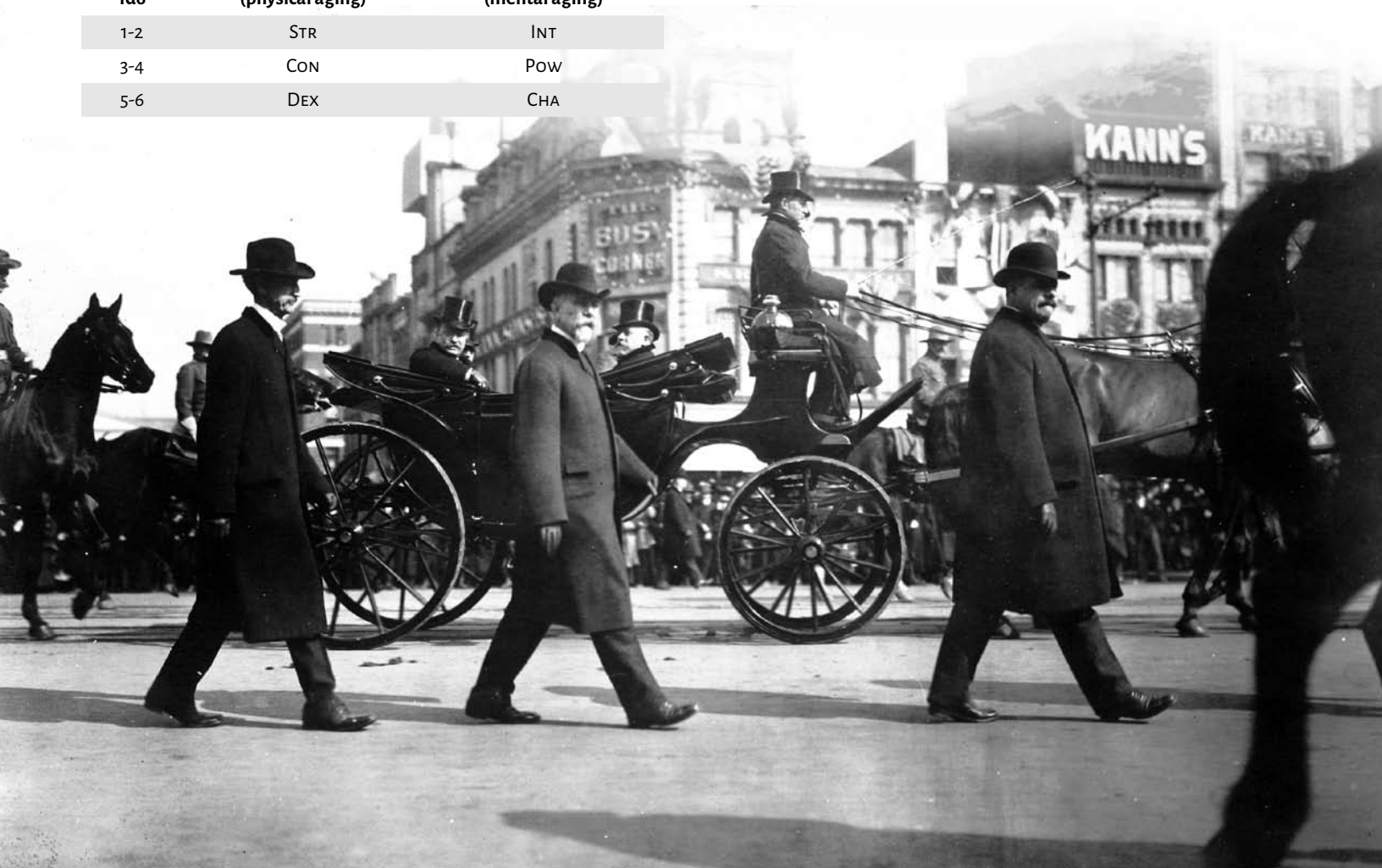
The debilitating effects are based on which attributes are affected. Strength or Dexterity reduction indicates accumulated wear on the body or lack of mobility. Lost Intelligence or Power suggests deterioration of mental faculties such as memory and lucidity. It is up to the gamemaster to determine how much these changes affect secondary attributes — such as Hit Points or Damage Modifiers.

Adventurers aged by foul magic or temporal anomalies follow these same rules, making appropriate checks for each decade artificially imposed upon them.

ATTRIBUTES

ATTRIBUTES & EXAMPLE DESCRIPTORS

	3 to 4	5 to 8	9 to 12	13 to 16	17 to 18
STR	Feeble	Weak	Average	Brawny	Mighty
CON	Sickly	Frail	Average	Vigorous	Impervious
INT	Witless	Simple	Average	Bright	Brilliant
POW	Impotent	Edgy	Average	Resolute	Indomitable
DEX	Inept	Awkward	Average	Agile	Olympian
CHA	Repellent	Dull	Average	Alluring	Magnetic



RAIDERS OF R'LYEH

PARAGONS OF THE ERA

Attribute	Historical Individual	Born	Notes
STR 18	Ghulam Muhammad, the "Great Gama"	May 22, 1878	Undefeated wrestler capable of overcoming combatants twice his size
CON 18	Gertrude Bell	July 4, 1868	Extraordinary writer, traveler, political officer, spymaster and archaeologist
SIZ 21	William Howard Taft	September 15, 1857	Largest president in the history of the United States
INT 18	Nikola Tesla	July 10, 1856	Genius inventor, electrical and mechanical engineer, physicist and futurist
POW 18	Aleister Crowley	October 12, 187	Infamous and mysterious occultist, counterculturalist and libertine
DEX 18	Jim Thorpe	May 22, 1887	Multifaceted, incomparable athlete and Olympic gold medalist
CHA 18	Mary Pickford	April 8, 1892	Spellbinding actress and ingénue at the nascence of her silent-film stardom

SIZES OF HISTORICAL INDIVIDUALS

Historical Individual	Siz	Calculation Notes*
Abraham Lincoln	14	6'4 and 180 lbs.
G.K. Chesterton	20	6'2 and 300 lbs.
Harry Houdini	10	5'5 and assuming 130 to 140 lbs.
Jim Thorpe	15	6'1 and 202 lbs.
King Edward VII	13	5'6 and assuming overweight
Mary Pickford	7	5'0 and assuming 100 lbs.
Theodore Roosevelt	17	5'10 and 237 lbs.
William Howard Taft	21	6'1 and 316 to 330 lbs.

*Based on best estimates and historical notes; outside of Abraham Lincoln — included only as an illustrative example — the individuals are contemporary for the era.

CREATURE SIZES

Size Category	Siz	Example	Example Siz (Weight)
Small	10 or less	Dog	Siz 7 (101 lbs.)
Medium	11 to 20	Man	Siz 11 (143 lbs.)
Large	21 to 40	Horse	Siz 35 (1141 lbs.)
Huge	41 to 70	Elephant	Siz 61 (10,857 lbs.)
Enormous	71 to 90	Apatosaurus	Siz 75 (18 tons)
Colossal	91 or more	Blue whale	Siz 99 (146 tons)

CALCULATING SIZE

Siz	Avg. Weight*	Underweight Height	Healthy Height	Overweight Height	Obese Height	Extremely Obese Height
6	92 lbs.	4'11 and taller	4'8 to 4'10	—	—	—
7	101 lbs.	5'2 and taller	4'8 to 5'1	—	—	—
8	110 lbs.	5'5 and taller	4'9 to 5'4	4'8 and shorter	—	—
9	120 lbs.	5'8 and taller	4'11 to 5'7	4'10 and shorter	—	—
10	131 lbs.	5'11 and taller	5'2 to 5'10	5'1 and shorter	—	—
11	143 lbs.	6'1 and taller	5'4 to 6'0	4'10 to 5'3	4'9 and shorter	—
12	156 lbs.	6'6 and taller	5'8 to 6'5	5'2 to 5'7	5'1 and shorter	—
13	170 lbs.	6'9 and taller	5'10 to 6'8	5'4 to 5'9	4'8 to 5'3	—
14	185 lbs.	6'11 and taller	6'0 to 6'10	5'6 to 5'11	4'9 to 5'5	4'8 and shorter
15	202 lbs.	—	6'4 to 6'11	5'10 to 6'3	5'0 to 5'9	4'11 and shorter
16	220 lbs.	—	6'8 to 6'11	6'1 to 6'7	5'3 to 6'0	5'2 and shorter
17	240 lbs.	—	—	6'4 to 6'11	5'6 to 6'3	5'5 and shorter
18	262 lbs.	—	—	6'7 to 6'11	5'9 to 6'6	5'8 and shorter
19	285 lbs.	—	—	—	6'0 to 6'11	5'11 and shorter
20	311 lbs.	—	—	—	6'1 to 7'0	6'0 and shorter
21	340 lbs.	—	—	—	—	6'1 and shorter

*Average weight (in pounds) = $55 \times 2^{(Siz/8)}$ (formula works for Siz 6 and over, though adjustments may be necessary for outliers and nonhuman creatures)

Note that in-shape or muscular humans may treat underweight or overweight (or possibly obese) columns as healthy for their particular body types.

BLOOD LOSS

When suffering a critically bleeding wound, such as the severing of a major artery or internal hemorrhaging, a character requires immediate medical intervention. In combat, such a wound inflicts one level of fatigue each round until death occurs. A successful medical roll — using either First Aid or Medicine — stabilizes the wound and halts this spiral. The inflicted fatigue level remains until sufficient time for healing has passed. Any further strenuous activity during this recovery period chances a reopening of the wound — determined with a Luck roll.

CHARACTER IMPROVEMENT

At specific intervals determined by the gamemaster — typically at the end of a scenario or after a significant “chapter” of a storyline — characters earn **IMPROVEMENT POINTS** and the opportunity to improve their skills. When the gamemaster offers this opportunity during downtime, it is called an **IMPROVEMENT PHASE**.

During the improvement phase, Improvement Points may be rewarded to those characters who have actively pursued their motivations (as governed by their chosen drives and bonds) in-game, or simply as bonuses for successful adventuring. Such rewards should be limited to one to three points at a time — the amount of which is determined by the gamemaster. At each set interval, skills may be improved in several ways.

Each skill that was successfully rolled in the recent scenario may be checked for improvement (excluding Class & Credit). For each successfully rolled skill, the player makes a percentile roll and adds the adventurer's **ATTRIBUTE BONUS** to the result. If the total is greater than the current skill percentage, then the skill improves by 1d4+1 points. If the total is equal to or less than the skill percentage, then no improvement occurs.

Additionally, a player may spend one Improvement Point to increase a skill (excluding Class & Credit) or Rationality. After spending the point, the player makes a similar percentile roll (adding the attribute bonus to the result). If the total is greater than the current skill percentage, then the skill improves by 1d4+1 points. If the total is equal to or less than the skill percentage, then the skill increases by one point. The player may spend as many Improvement Points as he wishes to increase his adventurer's skills. However, he may make only one check per skill — whether he does this by spending Improvement or not — per improvement session. When an adventurer attempts to increase a skill that exceeds 100%, then the roll result needs to surpass only 100 (after augmenting the roll with his bonus).

It is up to the gamemaster to determine whether or not a skill is eligible for improvement with these guidelines. It is possible for the rare skill to be improved only through mentorship or organized instruction.

ATTRIBUTE BONUS

A character's attribute bonus for the improvement of a skill is equal to the higher of the skill's two base value attributes (there is no bonus for Rationality). As an example, to improve Athletics, the character would use either Strength or Dexterity (whichever is higher) as his attribute bonus.

LEARNING NEW SKILLS

An adventurer may spend 2 Improvement Points to purchase a new skill, if the gamemaster allows it. The new skill starts at its base value. However, the gamemaster may consider some skills too difficult to learn without special training, or without some other logical connection to the character's history. Skills such as Engineering, Medicine, some Tradeskills, or certain Occult paths or Fighting Methods (as only a few examples) may be deemed too difficult or esoteric to acquire through normal means. It is up to the gamemaster to determine which skills are available for purchase during the improvement stage.

LEARNING SKILLS THROUGH MENTORSHIP

A mentor must possess at least 50% in a skill (professional level) in order to teach it. If the adventurer does find a suitable (and willing) mentor, the adventurer may dedicate time, training, money and one Improvement Point toward learning the relevant skill. Doing so takes up to one month of time (though the precise time needed is based on the type of skill being trained), and typically occurs during downtime. To determine a cost of instruction, see the “Hirelings” section in the gamemaster's guide. After the requisite time, training, and expenditure of money and an Improvement Point, the adventurer may start the new skill at its base value.

Note that some mentors may request an odd task — in addition to payment — in return for instruction. Such a task may provide an interesting opportunity for adventuring.

Additionally, an adventurer may seek a mentor to help increase a skill. When using a mentor for such instruction, the time required for training is roughly one week, after which an Improvement Point is spent and a percentile roll made. When a mentor is used, the adventurer adds his own **ATTRIBUTE BONUS**, plus ten percent of the mentor's relevant skill (the one being trained), to the resultant roll. All other rules for improvement apply. If the mentor possesses the Tradeskill (Education) skill, then the adventurer may add a number of points — equaling one tenth of the instructor's Education skill — to the 1d4+1 skill point increase.

IMPROVING RATIONALITY

Though an adventurer may recover lost Rationality during the improvement phase with the expenditure of an Improvement Point, his Rationality may never exceed its original value (calculated at character generation).

DAMAGE AND HEALING FROM INJURY

When a character takes damage, the damage die is rolled and the resultant points subtracted from his Hit Points.

ARMOR RESISTANCE

Some opponents possess armor — either worn or natural — which soaks up inflicted damage. Fleshy, weak adventurers rarely have armor adequate to soaking damage, but may regrettably encounter resilient creatures that do possess substantial resistance — such as sludge, rough hide, scales, chitin, and so on. When a target with armor takes damage, the damage taken equals the damage roll minus its armor value.

Note that certain types of damage — such as electricity, fire or acid — circumvent or corrode armor, though these types are exceptions to the rule.

DEATH THRESHOLD

The death threshold is a negative value equal to the character's — or creature's — Wound rating. Any character reduced to this threshold dies instantly. For example, a character with a Wound rating of 6, whose Hit Points are reduced to –6, dies instantly with no chance of resuscitation.

NEGATIVE HIT POINTS

If Hit Points drop to zero (or under), the damaged character must make a Fortitude roll to stay conscious. If the test is successful, the character must still make a successful Fortitude roll each round to remain conscious, until stabilized by medical intervention. No other action may be taken by the character. If the character loses consciousness — by failing a Fortitude roll — then one Hit Point is lost per round until reaching the death threshold, at which point death is instantaneous.

DAMAGE TO ATTRIBUTES

In some unique situations, an adventurer may lose one or more attribute points (such as when damage reduces STR, CON, CHA or so on). Such damage is typically dramatic and permanent (and should be narratively described and roleplayed). Not only does this loss reduce the relevant attribute, but it also may affect the calculation of any related secondary attributes, and diminish any skills derived from the attribute score. Ultimately, the amount of skill points lost — and the possibility for recovery — is left to gamemaster discretion (a default penalty is 5 skill points reduced from each related skill for every lost attribute point). For POW loss, see “Magic and Essence Points.”

MAJOR WOUNDS AND CRITICALLY MAJOR WOUNDS

If a character suffers a single wound exceeding his Wound rating, then **MAJOR** damage is sustained. Certain types of damage — such as fire, electricity, explosives, and so on — may cause unique effects. Consult the relevant damage sections for details. Otherwise, the gamemaster should consult the “Humanoid Hit Locations” table to find the wound location, and then determine the severity of the damage. By combining the details of the hit location with the severity of the wound, the gamemaster may better dramatize the injury.

When an opponent rolls a critical against the victim or when the victim rolls a fumble in defending the attack, the damage is especially brutal, or **CRITICALLY MAJOR**. The difference between a major wound and a critically major wound could mean the difference between a limb rendered useless and a limb detached from the body. For major wound damage, use the first description; for critically major damage, consult the description appropriately marked “critical or fumble involved.”

HUMANOID HIT LOCATIONS

1d20	Hit Location
1-3	Right leg
4-6	Left leg
7-9	Abdomen
10-12	Chest
13-15	Right arm
16-18	Left arm
19-20	Head

Leg or arm damage: The character must immediately make an opposed test of his Fortitude versus the successful attack roll of the assailant — or a simple Fortitude roll if no attacker is involved. Failing this roll indicates the limb being rendered useless; an arm drops what it is carrying and a leg no longer holds up the character.

Leg or arm damage (critical or fumble involved): The limb is severed, mangled, bludgeoned or shattered. The character drops prone — incapacitated — and must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in unconsciousness and the adventurer losing one Hit Point each round until stabilized by an ally or until reaching the death threshold.

Abdomen, chest or head damage: The character must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in unconsciousness for a number of rounds equal to the damage sustained. If Hit Points reduce to a negative value, the character fails to regain consciousness (although the character may be rescued by medical intervention).

Abdomen, chest or head damage (critical or fumble involved): Gore abounds. The character loses consciousness instantly, and must immediately roll an opposed test of his Fortitude versus the successful attack roll of the assailant — or make a simple Fortitude roll if no attacker is involved. Failure results in any number of instant and unpleasant deaths: decapitation, evisceration, bisection, impalement, and so on. On the off chance of success, the character spirals toward death. Unless stabilized with a successful medical intervention, the character dies from blood loss — losing one Hit Point each round until reaching the death threshold.

ARMORED LOCATIONS

If a character wears armor — such as a helmet or a brigandine jacket — on the designated location, then the armor absorbs some or all of the damage. When a target with armor takes damage to the specified location, the damage taken equals the damage roll minus its armor value.

STABILIZING THE WOUNDED

A character spiraling from negative Hit Points may be stabilized by an ally, either with a successful Medicine roll, or with a successful First Aid roll modified with a Hard difficulty. The ally must use a medical or first aid kit, or the task becomes one grade more difficult (from Normal to Hard, from Hard to Daunting, and so on). The ally may continue attempting skill checks until the wound is finally stabilized; however, rolling a fumble at this stage aggravates the condition for an additional 1d3 points.

Once stabilized, the afflicted character stops hemorrhaging Hit Points. However, any activity — other than complete rest — incurs a fatigue check each hour (see “Fatigue”). Any sudden movement — such as acting in combat or quickening the pace — incurs an additional fatigue check.

Once stabilized and resting, the player may naturally heal. At this point, the adventurer is essentially incapable of doing much, until recovering to at least one Hit Point.

NATURAL HEALING RATE

Once at rest, the adventurer recovers Hit Points at a rate based on the severity of injuries. For minor wounds (general Hit Point loss) characters regain 2 points per day. If major wounds are involved, characters regain 2 points per week. If critically major wounds are involved, characters regain 2 points per month. Any of the following factors may increase this healing rate, each of which is additive.

HEALING RATE MODIFIERS

Condition	Modifier
Character's CON is greater than 12	+1 Hit Point per cycle
Character's CON is greater than 15	+2 Hit Points per cycle
Character recovers in a medical facility	+2 Hit Points per cycle
Character successfully casts Healing	A number of Hit Points equal to half the caster's Occult level, per cycle
Character's recovery is supervised by someone with proficiency — 50% or above — in Medicine	+2 Hit Points per cycle

BROKEN BONES

Fractured or snapped bones take months to heal (just as with critically major wounds). If a bone shatters (or compound fractures), it is treated as a major wound. If obliterated or pulverized, it is treated as a critically major wound.

NOTE ABOUT HIT LOCATIONS (OPTIONAL)

While damage is by default abstracted into a general pool of Hit Points, some players prefer separating Hit Points into individual body part locations — such as head, arms, legs and torso — to better approximate the specific kinds of damage found in combat. Similarly, some gamemasters may wish to apply hit locations under special circumstances, such as with creatures of massive proportions or of alien physiology; doing so dramatizes the scale and challenge of such an enemy. If electing to integrate this rule, then use the following guideline for calculating damage.

When suffering a hit in combat, roll on the appropriate hit locations table to determine which body location has been hit. Then roll for the damage suffered, subtracting the resultant points from the Hit Points of the relevant location.

If the location is not reduced to zero or below, then the damage constitutes a **minor** wound, such as a cut, a scratch, a bruise or a minor contusion.

If a body part is reduced to zero points or below, a **major** wound is inflicted to the relevant hit location (see “Major Wounds and Critically Major Wounds”).

If a body part is reduced to a negative score equal to or greater than its starting Hit Points, a **critically major** wound is suffered.

Note that while humans reference the “Humanoid Hit Locations” table, creatures with unusual anatomies use slightly different hit locations tables. A modified Hit Locations table is included with each creature description in the “Mythos Creatures” chapter.

CREATING HIT LOCATIONS FOR AN ORIGINAL CREATURE

If a simple formula is required for calculating a creature's Hit Points per location, use the following guidelines (or extrapolate locations from an approximate creature table).

To determine Hit Points for each body part, first calculate the creature's Wound score: Hit Points divided by two, then rounded up.

The Hit Points of the **abdomen** — or both the **forequarters** and the **hindquarters** for a quadruped — are equal to the Wound score.

A **chest's** Hit Points are equal to the Wound score +1.

Each **leg's**, **head's**, **tail's** Hit Points are equal to the Wound score –1.

Each **arm's**, **tentacle's**, or **wing's** Hit Points are equal to the Wound score –2.

DARKNESS

Darkness not only impairs most skill checks, but it generally heightens the tension of an already dangerous setting. In some circumstances involving darkness — such as when a character suffers a phobia, delusions or paranoia — the gamemaster may even make morale or Horror checks one degree more difficult.

The gamemaster is free to make modifications to any darkness penalties. In general, however, partial darkness makes most skill checks one degree more difficult, while total (or pitch) darkness makes most skill checks two to three degrees more difficult (if not outright impossible).

When adventurers use electric light sources with set durations, the gamemaster may request Luck rolls at set intervals — such as at half and nearly-full duration — to check for burnouts.

DOWNTIME

Downtime is the period in between adventures or sessions, when the adventurer spends time healing, training, studying texts, or sustaining a living. Sometimes, downtime occurs while adventurers are in transit to some faraway location. Downtime is also a period when nefarious schemes — designed and manipulated by the gamemaster — may advance independently of the players and “behind the scenes.”

Many activities may occur during downtime, some of which are listed here.

- Improvement Points are rewarded, and an improvement stage offered
- An adventurer works with a mentor to advance himself in a skill area
- An adventurer repairs, upgrades or invents a piece of equipment
- An adventurer pores over an occult text
- An adventurer heals from a wound
- An adventurer spends time in an institution, recovering from trauma
- An adventurer works at his day job

This list is not exhaustive, but rather a few ideas for consideration. The gamemaster may consider using downtime to measure how well the adventurer is managing his everyday duties (and source of income). For example, an adventurer who spends several downtime sessions improving his skills or poring over occult texts, rather than forgoing such activities to “work his day job,” may be audited for negligence. It is up to the gamemaster to decide how closely he wishes to scrutinize these responsibilities, though such conflict may increase the drama in a campaign. See “Wages and Standards of Living” in the “Wealth and Equipment” chapter for more information.

DRIVES AND BONDS

Depending on the players’ preferences, drives and bonds may either be used as guidelines for roleplaying their characters or as actual percentages for rolling in-game effects.

If drives and bonds are treated merely as roleplaying aids (without actual mechanical effects), then at the very least the gamemaster should consider — when it comes time to awarding Improvement Points — how well players adhere to these stated motivations in-game. A player who actively follows his character’s motivations, especially under duress, may be awarded up to 3 Improvement Points for strong or creative roleplaying. In contrast, a player who — under trial of conflict — ignores his character’s stated drives or abandons his chosen bonds should earn less points (or even none). Gamemasters may wish to communicate to players when specific situations arise in-game that test their loyalties. **Note** that some mental disorders affect how a character earns Improvement Points, regardless of his adherence in-game to his stated motivations.

If drives and bonds are treated as actual percentages for rolling mechanical effects (similarly to how skills are used), then any or all of the following **optional** rules may be included — depending on their utility to the gamemaster and the desires of the players. The ultimate purpose for using such rules is to aid in roleplaying the various characters in the setting; the gamemaster should determine when a particular rule aids in this goal, and when it just simply impedes it. Note that some players dislike having any in-game behavioral choices governed by dice rolls, while others see such rules as providing interesting twists or revelations of character. However, regardless of whether they are applied to player characters, gamemasters may still consider any of these rules for non-player characters.

When a drive or bond is measured as a percentage (see “Drives and Bonds” in “Character Creation” for base percentages), it may be rolled for any of the following situations.

To test the motivation or response of a player character or non-player character, by rolling the drive or bond as a percentile roll. Succeeding with a check indicates the character acting in alignment with the motivation. For example, an adventurer with Inquisitive 56% may make a check to see whether she descends into the foul-smelling crypt in search of answers, even if the action goes against her better judgment.

To make an opposed check between two conflicting drives or bonds. For example, a sorcerer may feel intense inner conflict over the decision to sacrifice a loved one in the service of her foul gods, necessitating an opposed check between her loyalties to the Ancient Ones versus her romantic love.

To augment another skill roll — adding 20% of the drive or bond to the skill's value — when the drive or bond serves as a strong emotional connection to the skill check. For example, an adventurer defending a loved one may attempt to augment his Fighting Method with his romantic bond to that individual. Or, a character resisting the onset of a full-blown mental disorder — caused by the violence of war — may attempt to augment his Willpower skill with an oath he made to defend his country at all costs. It is up to the gamemaster to determine when a drive or bond becomes relevant to a skill test, and whether such a creative application requires a Mettle point spend.

To measure a character's loyalty to a political cause, ideology, or other belief.

To check the behaviorial effects of emotional manipulation, in which the character is asked to act against his conscience.

These are merely a few suggested ideas. The gamemaster may discover other creative applications for drive and bond checks.

The power of a drive or bond may increase or decrease for a character, as he progresses in his adventuring. Such changes result from the inevitable in-game choices and interactions between characters. For example, a bonded ally may betray her loyalties, or a rival may prove more honorable than previously thought, given the right circumstances. It is up to the gamemaster to decide how much these actions and others like them affect a character's particular motivation percentage-wise, though 1d10 points may be used as a default increase or decrease. When a drive or bond is reduced to zero or below — or when the logic of the game's events dictate it — the character's motivation is lost. When a character loses a bond — through death or betrayal — or a drive — through gradual disillusionment — the gamemaster may allow a new bond or drive to form. However, in general, a character should be able to restore his number of motivations only to a maximum of 3. Additionally, this total should be affected by the character's Rationality. If a character's Rationality is less than 50%, then he may be able to restore his number of motivations only to a maximum of 2. If Rationality is less than 25%, then this total becomes one.

When a character makes a check to measure his loyalty to a political cause, ideology, or other belief, or to a bond, and succeeds with the check, he is compelled to act in alignment with this motivation. However, if he ignores this inner drive and acts contrary to the motivation, he is showing gradual disillusionment, and consequently decreases the motivation's percentage by 1d10 points. If the betrayal of the inner drive is severe (the measure of which is to be determined by the gamemaster) then the loss may be increased to 1d12 or even to 1d20 points. The actual "damage" roll may be made during downtime, when the character is able — in retrospect — to reflect on his actions and what they mean for his beliefs. Such changes may also have effects in the setting and on the relationships with other characters.

DROWNING, ASPHYXIATION & SUFFOCATION

When prepared, an adventurer can hold his breath for a number of seconds equal to his Fortitude. For every 25 points the adventurer possesses in Swim, he may multiply this total by one point.

As an example, an adventurer with a Swim of 73% and a Fortitude of 83%, may hold his breath for 83 seconds times 3 — if prepared. If unprepared, the adventurer can hold his breath for a third of his prepared time — but only if he first makes a successful Fortitude roll.

An adventurer struggling to breathe — or surpassing the point at which he can no longer hold his breath — suffers the effects of drowning, asphyxiation, or suffocation. For every round that the adventurer suffers the effects of drowning, asphyxiation, or suffocation, he must make a Fortitude roll.

If the roll is a critical, then the adventurer suffers no effects. If the roll is a success, then he suffers a level of fatigue. If the roll is a failure, then he suffers 2 levels of fatigue. If the roll is a fumble, then he suffers 3 levels of fatigue.

This period of deterioration occurs until the character drowns or is able to breathe again. Fatigue recovery from such damage occurs rapidly — at one level per minute.



ELECTRICITY

Electricity may cause a variety of potential effects, from shock to tissue damage to cardiac arrest. Such effects are dependent on variables like the current and voltage, the pathway of the current, and the current's duration. Chance also plays a part in the equation. The gamemaster should adapt the rules to any mitigating circumstances potentially altering the results.

Anyone taking **minor electrical damage** — up to and including an amount equal to his Wound threshold — must make a Fortitude roll. On a failure, the character is stunned and loses the ability to act — with the exception of rolling to Evade — for 1d3 rounds. On a fumble, the stun time is doubled. When a character takes electrical damage exceeding his Wound threshold (**major electrical damage**), roll for Luck.

With a success, the character is merely **stunned**, losing the ability to act for 1d3 rounds.

Failing the roll causes the character to fall unconscious from **shock** for a number of minutes equal to the damage rolled, as well as to receive potential **tissue damage** (1d3–1 points of CON).

Fumbling the roll causes potential tissue damage as well as **cardiac arrest**, resulting in the character perishing after a number of minutes equal to his CON — unless medical intervention occurs. Resuscitating the victim of a cardiac arrest requires a successful Medicine roll.

FALLING

When an adventurer suffers a fall — from a failed climb, from an attack from heights, from an automobile accident, or from any number of circumstances — the character lands prone. For every story (roughly 10 to 15 feet) that the adventurer falls, he suffers 1d6 points of damage. If the gamemaster needs to determine how the adventurer lands — and therefore what specific locations are injured — he may consult the “Humanoid Hit Locations” table (see “Damage and Healing from Injury”). In general, a number of locations equal to the number of stories are damaged. Thus, a character falling three stories (or roughly 30 to 45 feet) sustains 3d6 points of damage, distributed to 3 different areas of his body. Armor has no effect on falling damage.

An adventurer may attempt an Athletics roll to minimize damage. With a success, if no major wound is sustained and if Hit Points are not reduced to zero or less, he lands relatively safely (and is not prone). If a critical success is rolled, he reduces the falling damage by 1d6.

Larger creatures sustain greater damage when falling, increasing the damage by 1d6 for every 10 points of SIZ over 20. Smaller creatures — those of SIZ 7 and less — typically reduce falling damage by half.

Some landing surfaces — such as soft earth and thick foliage — reduce damage by half. It is up to the gamemaster to determine when falling damage is minimized by such conditions.

FALLING OBJECTS

Objects inflict damage based on the amount of stories they fall (1d6 per story), plus an extra 1d6 points for every 6 points of the object's SIZ.

FALLING FROM A VEHICLE

When falling from a moving vehicle, every 10 miles per hour of speed is treated as if the character falls one story. In other words, an adventurer falling out of a Model T — traveling at 42 mph — sustains 4d6 points of damage to 4 locations of his body. If the adventurer falls from the same Model T and off the edge of a cliff — from a height of approximately four stories — then he suffers 4d6 points of damage to 4 locations, plus an additional 4d6 points to 4 more locations!



FATIGUE

Adventurers suffer fatigue from intense effort or from certain forms of sustained trauma — such as blood loss, poisoning or suffocation. Easier activities have little or no mechanical effect on fatigue levels. When it comes to mild fatigue, it is up to the gamemaster to dramatize any potential effects. However, more strenuous activities — such as climbing sheer cliffs, wandering through hostile terrain, swimming against ocean currents, or brawling for sustained periods of time — warrant appropriate fatigue checks.

The gamemaster determines whether the adventurer engages in the effort for a number of hours (for sustained activity such as traveling through wilderness), for a number of minutes (for intense activity such as running from pursuers), or for a number of seconds or Combat Rounds (for frantic activity such as sprinting at top speed) before requiring a check for fatigue. The amount of time available — whether in hours, minutes or seconds — is equal to the adventurer's CON. Once this number of hours, minutes or seconds elapses, the adventurer makes an appropriate skill check — typically Athletics, Brawn, Fortitude, or Willpower, depending on the circumstances. After this check, and if physically or mentally still able, the adventurer resumes the activity for another round — of hours, minutes or seconds — equal to his CON.

Failing or fumbling the check indicates the adventurer dropping one or two levels, respectively, of fatigue and suffering any appropriate consequences. Depending on circumstances, an adventurer reaching “debilitated” either passes out — eventually recovering naturally — or passes out for a round of minutes, seconds or Combat Rounds equal to his CON — clinging to life only with a successful Fortitude roll after each round. The latter occurs when suffering any sustained critical trauma — such as blood loss, poisoning or suffocation.

FATIGUE LEVELS

Level	Effect
Fresh	none
Winded	Skill tests (including further fatigue checks) suffer Hard difficulty
Tired	Skill tests (including further fatigue checks) suffer Hard difficulty
Wearied	Skill tests (including further fatigue checks) suffer Daunting difficulty
Exhausted	Skill tests (including further fatigue checks) suffer Daunting difficulty
Debilitated	Skill tests (including further fatigue checks) suffer Improbable difficulty
Dead or Unconscious	—

RECOVERY FROM FATIGUE

An adventurer recovers one level of fatigue after 4 hours of light activity, or after 2 hours of complete rest. However, an adventurer affected by sustained critical trauma — such as blood loss or poisoning — and consequently suffering spiraling fatigue, must first be stabilized by an ally making a successful First Aid or Medicine roll. In some cases the adventurer requires rescuing from the circumstances of the trauma — such as when being suffocated — before being able to naturally recover.

NATURAL EXHAUSTION

An adventurer forgoing sleep requires a Fortitude roll after 10+CON hours of continued activity, and for each hour thereafter. Each failed roll results in one lost level of fatigue, until the adventurer reaches a debilitated state and passes out from sheer exhaustion (for 2d4 hours).

Exposure, Starvation and Thirst

Exposure to extreme conditions — of either inhospitable cold or insufferable heat — causes further complications. Excluding a successful Survival skill and preparation against the elements, the adventurer insufficiently prepared for such environments experiences certain dire effects.

When suffering from **exposure** and checking for fatigue, every difficulty modifier is made one grade harder (Hard becomes Daunting, Daunting becomes Improbable, and so on). Additionally, the adventurer suffers 1d3 points of damage per day, until sufficient shelter, food or water is secured.

A **freezing** adventurer survives for a number of hours equal to his CON before perishing. After one hour of freezing, and when checking for fatigue, every difficulty modifier is made two grades harder. Freezing damage causes 1d6 points for intense cold up to 3d6 points for arctic temperatures, per round.

When a character suffers cold damage exceeding his Wound threshold, he makes a Fortitude roll. Failing the roll causes the character to receive potential tissue damage from frostbite (1d3–1 points of CON). Fumbling the roll causes potential tissue damage as well as cardiac arrest, resulting in the character perishing after a number of minutes equal to his CON — unless medical intervention occurs. Resuscitating the victim of a cardiac arrest requires a successful Medicine roll.

A **starving** adventurer survives for a number of days equal to his CON before being incapacitated. After 3 days of starvation, and when checking for fatigue, every difficulty modifier is made one grade harder.

A **thirsting** adventurer survives for a number of days equal to his CON — divided by 3 — before perishing. After one day of thirsting, and when checking for fatigue, every difficulty modifier is made two grades harder.



FIRES AND EXPLOSIONS

FIRES

Each fire's nature and characteristics vary dramatically. The gamemaster should adapt the rules to these unpredictable circumstances.

Small, directional flames — such as torches — cause 1d6 points of damage per round of direct exposure, and ignite adjacent surfaces after 2 rounds, if not contained. Roll Luck to determine whether or not hair and clothing immediately catch fire. If Hit Locations are counted, damage is isolated to the affected location.

Larger, area conflagrations — such as spreading blazes — cause 2d6 points of damage per round of direct exposure, and ignite adjacent surfaces after 1 round, if not contained. Standing close to the fire may cause half damage, depending on proximity and environment. Roll Luck to determine whether or not hair and clothing immediately catch fire. If Hit Locations are counted, damage is shared equally with the nearest location.

Infernos — such as firestorms and lava flows — cause 3d6 points of damage per round of exposure, and ignite adjacent surfaces — including hair and clothing — instantly, if not contained. Standing close to the fire may cause half damage, depending on proximity and environment. If Hit Locations are counted, damage is shared equally with all locations simultaneously.

At the gamemaster's discretion, any major wound suffered through fire damage may cause 1d3-1 points of damage to CHA and 1d3-1 points to CON. Along with incineration, intense heat and secondary combustion, fires may also cause suffocation and asphyxiation (see "Drowning, Asphyxiation and Suffocation").

A character on fire may be rescued by an ally making a successful First Aid or Medicine roll. This task becomes one degree more difficult if the fire has spread to more than one third of the body, and two degrees more difficult if spread to more than two-thirds of the body.

EXPLOSIONS

Explosions burst within a radius of effect. Anyone within the radius suffers full damage. Anyone within twice the radius experiences a quarter of the damage, rounded up.

Most explosives cause **concussive damage**. Anyone taking explosive damage from a blast must make an immediate Fortitude roll. Any character failing the roll, and suffering damage exceeding his Wound threshold, falls unconscious from concussive trauma for a number of minutes equal to the damage points rolled. Any character failing the roll, and taking only minor damage, is stunned and loses the ability to act — with the exception of rolling to Evade — for 1d3 rounds.

Some explosives — designed to ignite fires — cause **incendiary damage**. Anyone successfully hit with an incendiary blast suffers area conflagration damage (see "Fires").

Some explosives burst with **shrapnel**. Anyone standing inside the blast radius of such an explosion experiences an additional 2d6 points damage, while those outside the blast radius, but still within twice its range, take an additional 1d3 points.

At the gamemaster's discretion, any major wound suffered through explosive damage may cause 1d3-1 points of damage to CHA and 1d3-1 points to CON. Points of CHA lost indicate facial damage, while points of CON lost indicate lost body parts (such as fingers). If the character is wearing armor — such as a face mask or specialized gloves — some of this damage may be absorbed.

LUCK

Some outcomes are simply influenced by chance. An adventurer tests for Luck with a percentile roll. Unless the check is impacted by modifiers, a roll of 50% (or under) equates to success, while a roll over 50% results in failure. Depending on circumstances, criticals or fumbles may intensify the resultant fortune or calamity. Some Luck checks may be modified by circumstances or unique abilities, just as with skill checks. Some forms of occultic influence — or magic — may also affect these rolls of chance.

MAGIC AND ESSENCE POINTS

Each individual possesses Essence Points, which represents the inner well of spiritual strength and identity. They drain away while countering most forms of magic, or sometimes while resisting supernatural forces. Additionally, individuals practiced in magic may channel these Essence Points to produce supernatural effects (see the “Magic” chapter for more information). By default, an individual's starting pool of Essence Points is equal to his POW score.

When a character suffers supernatural or psychic damage, or expends energy to cast magic, a number of points are subtracted from his Essence Points. Essence Points cannot be reduced below zero. However, when Essence Points reach zero, the adventurer is exhausted and must make a Fortitude roll to remain conscious. If the Fortitude roll is successful, he remains conscious but gains a level of fatigue (see “Fatigue”). If he fails, he loses consciousness for a round of minutes equal to his CON.

RECOVERING ESSENCE POINTS

By default, an adventurer regains a number of Essence Points equal to his POW, every 12 hours. This recovery time may be halved if the adventurer spends 6 hours in complete rest.

FORFEITING PERMANENT ESSENCE POINTS

In some circumstances the adventurer may forfeit permanent Essence Points — as with the temporary boosting of an Occult level or magical effect. When this happens, the adventurer's pool of Essence Points becomes permanently reduced (unless the adventurer earns extra Essence Points through some artificial means).

INCREASING ESSENCE POINT LIMITS

In the rare circumstance that allows such a boon, an adventurer may temporarily increase his Essence Point threshold up to twice his POW. Any excess points beyond the adventurer's POW are lost after 12 hours.

RESTORING PERMANENTLY LOST ESSENCE POINTS

Under certain circumstances, it is possible for permanently lost Essence Points to be restored — but only as long as the total Essence Points do not exceed the adventurer's POW.

LOSING PERMANENT POW

In some unique situations, an adventurer may lose one or more POW points. Not only does this loss reduce the adventurer's maximum total Essence Points, but it also diminishes any skills derived from a POW score (and possibly affects the calculation of any related secondary attributes, such as the character's Trauma rating). Ultimately, the amount of points lost is left to the gamemaster's discretion. However, as a general guideline, 5 skill points per diminished POW point is lost from each POW-based skill.

METTLE POINTS

Mettle Points allow for special boosts of effort or courage, and separate the adventurers from the rest of humankind. By default, an adventurer receives two Mettle Points at the beginning of each session — to be spent or forfeited, as these points cannot be hoarded. An adventurer may spend a Mettle Point for any one of the following effects.

Reroll a Horror check: The adventurer chooses courage against the horrors of an idiot universe. Assuming the adventurer possesses a Mettle Point, he or she may spend it to reroll a Horror check.

Fight death: The adventurer wrestles with oblivion. Assuming the adventurer possesses a Mettle Point, he or she may spend it to succeed automatically with a Fortitude roll.

Deflect attack: What would have been a critical injury becomes a glancing blow. Assuming the adventurer possesses a Mettle Point, he or she may spend it to downgrade a critically major wound to a major wound, or a major wound to a normal wound.

Push the odds: Stubborn self-determination affects the odds. Assuming the adventurer possesses a Mettle Point, he or she may spend it to make the difficulty of a skill roll — including Luck and Horror checks — one degree easier.

Seize an opportunity: The adventurer creates his own opportunity. Assuming the adventurer possesses a Mettle Point, he or she may spend it to take an extra action (during Combat Rounds).

Take the advantage: The adventurer sees a momentary weakness. Assuming the adventurer possesses a Mettle Point, he or she may spend it to raise an advantage one degree, or to lower an opponent's advantage one degree (during Combat Rounds).

Use a special ability: The adventurer spends a Mettle Point to use a unique ability. Relevant special abilities usable with Mettle Points are listed in the character's professional background.

MOVEMENT, EXPLORATION & ENCUMBRANCE

MOVEMENT DURING COMBAT

In combat or chases, the default Move rating for a human is 10 yards per Combat Round. The total movement allowed for a character may be divided up over the course of the round and combined with other actions. As just one example, in a given combat round, a character may choose to move 6 yards while performing one action, and then use the remaining 4 yards while performing another action.

SPRINTING DURING COMBAT (AND CALCULATING TOP SPEED)

During combat, an adventurer may use his **TOP SPEED**, which is calculated by multiplying his Move rating by 4 — and adding one additional point for every full 10% the adventurer has in Athletics and Evade — but doing so takes up all but one of the character's actions for the round. An adventurer increasing his Move in such a way exhausts himself eventually. The adventurer can last only a short time before testing for fatigue (generally after a number of rounds equal to the adventurer's CON).

RUNNING (GENERALLY USED DURING NON-COMBAT)

When running (or jogging), the Move rating is multiplied by 2. However, an adventurer's run can last only a short time before necessitating a check for fatigue — generally after a number of minutes equal to the adventurer's CON. For every 25 points the adventurer possesses in Fortitude, he may multiply this total by one point. As an example, an adventurer with a CON of 15 and an impressive Fortitude of 83%, may run for roughly 60 minutes — before making his first fatigue check. See the “Exploration Movement” table for general running distances.

ELDERY OR CRIPPLED MOVEMENT

Reduce the Move rating (or top speed in mph) by 25%, 50%, or 75%, or even 90%, based on gamemaster discretion.

HUMAN TOP SPEEDS

Top Speed*	Top Speed (in mph)
42	17 mph
43	18 mph
44	18 mph
45	18 mph
46	19 mph
47	19 mph
48	20 mph
49	20 mph
50	20 mph
51	21 mph
52	21 mph
53	22 mph
54	22 mph
55	23 mph
56	23 mph
57	23 mph
58	24 mph
59	24 mph
60	25 mph
61	25 mph
62	25 mph
63	26 mph
64	26 mph

* Move ×4, plus 1 for every 10% of Athletics and Evade

ARMOR PENALTY (OPTIONAL)

The gamemaster may wish to penalize the Move rating of characters wearing armor. To do so, check for an **ARMOR PENALTY**. Take the total armor points worn, and divide this total by the number of hit locations protected. If the result is at least half the character's Move rating (which is 5 for humans), then treat the adventurer as **overloaded** — when the character is sprinting, swimming, enduring exposure, and suffering other forms of stressful activity (see “Encumbrance” for the effects of being overloaded). For example, a soldier wearing an armored vest — providing 6 points of armor protection to his torso — and a helmet — providing 7 points of armor protection to his head — has an armor penalty of 13 total points divided by 2 hit locations, or 7. Since this total is greater than half his Move rating, he is considered overloaded when swimming, sprinting, and so on.

SPRINTING MOVEMENT AND TOP SPEED

Top Speed	8	10	12	16	32	40	48	64
Feet per combat round	24 feet	30 feet	36 feet	48 feet	96 feet	120 feet	144 feet	192 feet
Feet per minute	288 feet	360 feet	432 feet	576 feet	1152 feet	1440 feet	1728 feet	2304 feet
Top speed (in mph)	3 mph	4 mph	5 mph	7 mph	13 mph	16 mph	20 mph	26 mph

Exploration

In some situations, the gamemaster may wish to track the adventurer's day-to-day exploration through wild terrain — perhaps even using a hex map. Hexes are useful for mapping expansive areas — such as unexplored colonial territories and uncharted islands — indicating the terrain, unique hazards, extant roads, special random encounters, and any other features. The “Exploration Movement” and “Terrain Modifiers” tables may be used to determine movement rates (when such precision is required). If the gamemaster uses a hex map to better represent a wild terrain — and wishes to know the total area of each hex — then the following calculation and table (listing some common hex widths and areas) may prove helpful.

Hex Width	Hex Area*
1 mile hex	0.87 square miles
3 mile hex	7.79 square miles
5 mile hex	21.65 square miles
6 mile hex	31.18 square miles
8 mile hex	55.43 square miles
24 mile hex	498.83 square miles
25 mile hex	541.25 square miles
30 mile hex	779.42 square miles
*Area of a hex = (the hex's width ² x 1.732)/2	

EXPLORATION MOVEMENT

Pace (for humans with a Move 10)	Distance Covered	Notes
Feet per minute	360 feet	—
Running (feet per minute)	720 feet	×2 Move rating
Running (feet per hour)	43,200 feet	Nonstop
Running (miles per hour)	8 miles	Nonstop
Per hour (casual)	1.2 miles	With regular breaks
Per day (casual)	12 miles (two 6-mile hexes)	Assumed 10 hour day
Per day (cautious)	9 miles (one and a half 6-mile hexes)	Cautious is ¾ movement rate; Stealth may be used to hide movement
Per day (hurried)	24 miles (four 6-mile hexes)	Hurried is ×2 casual movement rate; Detection or Tracking rolls (or other perception checks) are made one degree more difficult
Per day (exploring)	6 miles (one 6-mile hex)	Exploring is ½ casual movement rate; Detection or Tracking rolls (or other perception checks) are made one degree easier, and Stealth may be used to hide movement

TERRAIN MODIFIERS

Terrain Condition	Movement Modifier	Examples
Favorable	no modifier	Industrialized roads, open flat plains
Rural	¾ movement rate	Backcountry roads, hilly terrain
Wild	½ movement rate	Forest, steep hills
Hostile	¼ movement rate	Mountains, gorges, sand dunes, jungle
Inhospitable	¼ (or less) movement rate	Dangerously wild terrain (or risk to exposure)

When adventurers explore uncharted regions (where it is quite possible for one to get disoriented and lost), the gamemaster may measure the exploration tasks in Local Time (with each exploration turn equaling 1d4 hours and each day broken into several exploration turns). An exploration check is made for each turn (with either Tracking or a defaulted Detection). The check is made one degree easier from an open or elevated terrain, or one degree more difficult from a dense and labyrinthine terrain (or under other obfuscated conditions such as those at night or in a storm or fog). A failure results in the explorers getting lost or disoriented and needing another Tracking or Detection roll to correct, with the possibility of failure increasing the degree of disorientation and therefore requiring two such rolls to correct (up to a maximum of three checks for repeated failures). A fumble results in: unwanted attention from hostile locals (or being followed or confronted); a false trail leading nowhere; exposure to a hazard; or some other mishap dictated by the specifics of the setting.

Exploration is paced as **casual**, **hurried**, **exploring** or **cautious**. With a hurried pace, any Tracking or Detection checks are made one degree more difficult. With an exploring pace, the adventurers are assumed to be searching every area thoroughly; any Tracking or Detection checks are made one degree easier, and Stealth may be used to hide one's movement (however, chances for unwanted encounters are doubled). With a cautious pace, the explorers may use Stealth to hide their movements (and halve any chance of an encounter). Additionally, once a day during an exploration (of any pace), each adventurer may make a Survival check (if he possesses the relevant skill).

EXPLORATION IN HAZARDOUS TERRAIN AND LOSING EQUIPMENT

At any time during a hazardous exploration — of areas such as tight crawl spaces, humid and festering jungles, slippery waterfalls, or other unpredictable terrain — the gamemaster may decide that an Athletics (or other relevant skill) roll may be required to test for misfortune. Most often, the failure of such a roll will indicate lost equipment (especially smaller equipment such as ammunition, trinkets, and so on). If the character is overloaded (see “Encumbrance”) then this check will be made one degree more difficult (on top of any degree of difficulty imposed by the gamemaster for the specific terrain). Results of a failed skill roll are left to the gamemaster’s imagination, though he may consider lost small items as one possibility (perhaps one small item lost per 10% over the attempted roll), and — with a fumble — lost items important to survival.

Travel

The “Example Travel Times” table offers examples for various transport types and conditions. Some travel times assume a traveling day of around 10 hours with regular stops for rest, food and water. Most vehicles allow for longer travel days and are marked accordingly.

Note that certain vehicles — such as the Bristol Scout Biplane — are anachronistic to the default setting, and are provided here for comparison.

EXAMPLE TRAVEL TIMES

Method of Travel	Distance Covered	Notes
Walking (favorable roads)	24 miles per 10 hour day	Hurried pace, in fit shape
Trekking (hilly terrain)	18 miles per 10 hour day	Hurried pace, in fit shape
Horseback (wild terrain)	50 miles per 10 hour day	Casual pace
Wagon, small (rural roads)	12 miles per 10 hour day	Casual pace
Sled, dog (arctic terrain)	40 miles per 10 hour day	Conditioned team
Stagecoach (with waystations)	125 miles per 24 hour day	Horses replaced at waystations
Stagecoach (no waystations)	50 miles per 10 hour day	Horses not refreshed
Automobile (favorable roads)	220 miles per 10 hour day	Calculated by vehicle's mph halved and multiplied by 10 (based on Model T)
Automobile (rural roads)	90 miles per 10 hour day	Calculated by vehicle's range plus half (based on Model T)
Automobile (wild terrain)	30 miles per 10 hour day	Calculated by vehicle's range halved (based on Model T)
Ship, sailing (favorable weather)	192 nautical miles per 24 hour day	Averaging 8 knots (nautical miles per hour)
Ship, steamer	432 nautical miles per 24 hour day	Moving at 18 knots (nautical miles per hour)
Ship, tramp steamer	240 nautical miles per 24 hour day	Averaging 10 knots (nautical miles per hour)
Train, older	432 miles per 24 hour day	Moving at 18 mph
Train, modernized	648 miles per 24 hour day (or more)	Moving at 27 mph (high-speed trains move at ×2 this speed)
Trolley or streetcar	13 miles per one hour trip	Moving at 13 mph
Submarine, U-boat (submerged)	192 nautical miles per 24 hour day	Moving at 8 knots (nautical miles per hour)
Submarine, U-boat (surface)	240 nautical miles per 24 hour day	Moving at 10 knots (nautical miles per hour)
Airship, Zeppelin	650 miles per 10 hour day	Experimental design, continuous flight, cruising at 65 mph
Biplane, Bristol Scout	250 miles per 10 hour day	Top speed, no stops, no refueling

ENCUMBRANCE (OPTIONAL)

Adventurers carrying too much equipment become encumbered. At any time during play, the gamemaster may audit an adventurer for equipment limits, potentially resulting in penalties to an adventurer’s movement, endurance and skill checks. Use the following as a simple and abstract guideline for checking encumbrance. An adventurer may carry a total ENC of equipment that is no greater than his STR plus SIZ — without penalty. Any items with zero ENC do not count toward this limit — unless the number of items is high. Roughly twenty items — of zero ENC — equals one point of ENC. However, the gamemaster may request a carrying pack to accommodate so much equipment. An adventurer carrying more than this limit is **OVERLOADED**. Overloaded characters suffer the following effects.

- Skill checks — for Fighting Method checks, Athletics rolls, and for any skills required STR and DEX — are made one degree more difficult.
- The adventurer's Initiative, Move rating, and top speed are halved.
- In deep water, the adventurer must make a successful Swim roll each turn, or sink (with each failure resulting in the possibility of lost equipment).
- The adventurer's fatigue checks are made one degree more difficult. In water, the fatigue checks are made two degrees more difficult.

Mounts

If a gamemaster wishes to track a mount's fatigue during travel, then the following abstracted system may be used.

A mount may be pushed to twice its casual range for a day (some ranges are listed in the "Example Travel Times" table), with the consequent recovery time dependent on its Fortitude. Moving a mount before this recovery time drops its condition temporarily by one tier — from **excellent** to good, from **good** to fair, from **fair** to poor, or from **poor** to **debilitated**. Any mount reduced to a debilitated state must succeed with a Fortitude roll — with a Hard modifier — or become effectively unusable by the adventurer.

Additionally, mounts suffer exposure to extreme conditions (such as inhospitable cold or insufferable heat) just as humans do. The gamemaster should consider checking for these exposure effects in such situations (see "Fatigue"). However, any animal with an **ARCTIC IMMUNITY** special ability may forgo such exposure checks in snow and extreme cold. An animal with a **DESERT IMMUNITY** special ability may forgo such exposure checks in the desert. Other Immunity types may apply (i.e., **JUNGLE IMMUNITY**) as the gamemaster sees fit to use them.

A mount that travels overloaded with encumbrance doubles its recovery time. Pack animals, such as sumpter horses and mules, possess a special **BEAST OF BURDEN** ability, allowing them to travel without this encumbrance penalty.

A mount's skill rolls are affected by any decline in its condition. For each level of deterioration, all skill difficulty modifiers are made one tier harder (from Normal to Hard, from Hard to Daunting, and so on).

The mount's condition improves one grade — up to its initial level — for every period of inactive recovery time. Recovery requires time for grazing, sleeping and rehydrating.

MOUNT RECOVERY TIME

Mount's Fortitude	Mount's Recovery Time
75% or more	1 day
50-74%	3 days
25-49%	5 days
24% or less	7+1d4 days

Note that recovery times for shorter distances can be extrapolated from these rates. For example, a horse with a range of 50 miles a day and a 75% Fortitude, pushed for 25 miles (or one quarter of its limit for the day), would require only a six hour recovery time rather than a full day.

Automobiles

As with mounts, automobiles can be overtaxed. Generally, automobiles of the period require routine maintenance — affected by terrain and road conditions. The same vehicle operating smoothly on atumnal New England highways — without regular maintenance — would likely break down after one day of travel on open desert — given the same lack of care.

Roads or terrain may generally be described as **favorable** (industrialized, paved for automobiles, with frequent gas stations), **rural** (agricultural, unpaved and meandering, with infrequent gas stations), **wild** (wilderness, intermittently fit for driving), **hostile** (wilderness, mostly unfit for driving), or **inhospitable** (wilderness, impossible for driving). Additionally, severe weather may quickly transform rural byways to wild terrain, or wild terrain to hostile wastelands.

An automobile requires routine maintenance every 1d3+1 days in rural terrain, every day in wild terrain, and every 1d3+1 hours in hostile terrain. Routine maintenance requires a successful Engineering or Mechanisms roll. A failed maintenance check results in a potential breakdown. For each successive day of driving following a failed maintenance check, roll for Luck. A failure results in one of the following — on a 1d100 — occurring at some point on the open road; a fumble results in a doubling of the repair time.

ROUTINE VEHICLE BREAKDOWN

1d100	Vehicle Damage	Repair Time (and requirements)
1-60	Tire flats	10 minutes (with basic toolset)
61-80	Engine overheats	1d3 hours (with basic toolset)
81-85	Hoses rupture	1d3 hours (with basic toolset)
86-90	Bearing breaks	1d3 hours (with mechanic's toolset)
91-95	Axle breaks	1d3+2 hours (with a workshop)
96-98	Transmission breaks	1d3+3 hours (with a workshop)
99-00	Engine breaks	1d3+3 hours (with a workshop)

Repairing the damage requires a successful Engineering or Mechanisms roll, appropriate tools, and replacement equipment.

The availability of gas stations is another important consideration when it comes to operating automobiles. Drivers will find gas stations routinely available on the newly paved roads in New England and major cities, and most likely available at least once per day on the meandering byways of the rest of the United States and the outskirts of other civilized territories. However, drivers traveling in wilder terrain and without reserve gas containers may find themselves inevitably stranded. When gas is desperately needed, resources may be found within walking range with a successful: Normal Luck roll in favorable conditions; Hard Luck roll in rural conditions; and a Daunting or Impossible Luck roll in wild conditions.

POISON AND DISEASES

Real world poisons and diseases can prove complex in their symptoms and effects, but for game purposes these effects are simplified. The gamemaster is free to modify the samples provided to better suit the demands of his setting.

All poisons and diseases are described using the following characteristics.

APPLICATION indicates how the poison or disease is administered.

Ingested: The malady is ingested through either eating or drinking.

Inhaled: The malady is inhaled into the lungs or into the nasal cavity.

Contact: The malady is absorbed through the skin.

Injected: The malady is injected directly into the body (through a needle, a sting, and so on).

POTENCY measures the strength and harmfulness of the poison or disease. A character may resist its effects with an opposed roll of the Potency versus Fortitude. Some maladies are resisted with Willpower, as well. If the character wins the roll, he resists the effects. If he fails the roll, however, he suffers all of the malady's effects.

RESISTANCE indicates how the poison or disease is resisted — with Fortitude or with Willpower (or through some other unique means).

ONSET TIME is the period that lapses before a malady's effects take hold of the victim. Poisons and diseases with various effects may have different onset times for each.

DURATION measures how long any effects last.

CONDITIONS describe the actual effects of a poison or disease. Some examples are provided in the "Poison and Disease Conditions" table.

An **ANTIDOTE** or **CURE** indicates a potential remedy for an afflicted character.

POISON AND DISEASE CONDITIONS

Condition	Effect on Victim
Agony	The victim is overcome with agony. Any skill with a score less than the character's Willpower cannot be used, as the character whimpers or screams in pain.
Asphyxiation	The victim suffers the effects of asphyxiation (see "Drowning, Asphyxiation and Suffocation").
Bleeding	The victim suffers blood loss — every hour (see "Blood Loss").
Blindness	The victim is blinded.
Confusion	The victim cannot use knowledge, social or magic skills.
Contagious	The victim can transfer the disease by touch.
Deafness	The victim cannot hear.
Death	The victim must make a Fortitude roll. If the Fortitude fails then he dies instantly. If it succeeds, then his Hit Points are reduced to their death threshold, and he lives for a number of minutes equal to his CON. Only a Medicine roll — or application of an antidote — may stabilize him at this point.
Dumbness	The victim's vocal cords are paralyzed and he loses the ability to speak.
Exhaustion	Victim gains 1d3 levels of fatigue.
Fever	The victim suffers fluctuations in temperature, halving all skills (and Hit Points). Additionally, the victim suffers Nausea.
Hallucination	The victim suffers "delusions" (see "Mental Disorders").
Maiming	The victim loses one (or more) points of CON — and an equal amount of permanent Hit Points — in the location affected, due to necrosis of the injured tissue.
Narcotic	The victim suffers "paranoia" or "psychosis" (see "Mental Disorders").
Nausea	The victim cannot eat and must make a successful Fortitude roll every time he performs a physical action to avoid being sick. Each failed roll causes a sickness for 1d3 rounds, during which time the character cannot act (and after which he gains a level of fatigue).
Necromantic	The victim suffers Narcotic effects, and additionally loses his humanity — effectively becoming a zombie with no will of its own. Rationality is reduced to zero, and Willpower is halved (usable only to defend its primal instincts). Any skills requiring human intellect or compassion are lost.
Paralysis	The victim cannot move.
Sapping	The victim loses a specified number of Essence Points.
Unconsciousness	The victim loses consciousness for a duration of time indicated by the malady. Upon regaining consciousness, the character gains a level of fatigue.

Sample Poisons

CURARE

Originating in Central and South America (and most prevalent in the Amazon), curare is used as a paralyzing poison by several indigenous peoples (and by reputed cultists). The etymology of “curare” comes from *wurari*, a Carib word of the Macusi Indians of Guyana — though outsiders — without a relevant regional Knowledge skill — will more than likely not identify the mysterious poison as such (though rumors about a poison used by cannibalistic tribes are often propagated by explorers).

An aggressive curare can be prepared — by a cook making a relevant Tradeskill roll — by boiling down any combination of 20 different species of jungle leaves. Once this distillation becomes a thick tarry paste it will most likely be capable of affecting anything from a monkey to a man. Curare prepared in such a way becomes a dark and viscid syrup with a very bitter taste.

Application: Injected

Potency: Equal to the Tradeskill roll of the cook's preparation

Resistance: Fortitude

Onset Time: CON–1d6 minutes

Duration: 1d10–2 hours (half hour minimum)

Conditions: The poison must be injected (ingesting it causes no ill effect). Targets are typically shot by arrows or blowgun needles dipped in the distilled paste. Shortly thereafter, Paralysis occurs. Once afflicted, the victim's heart continues pumping, but all other muscles (and the eyes) become inoperable — making impossible any attempt by the target to confirm consciousness. Once Paralysis sets in, the victim suffers Asphyxiation. However, artificial respiration — such as mouth-to-mouth resuscitation easily managed with adequate First Aid or Medicine — may keep the victim alive, while the poison runs its course (and after which the victim may breathe and move again).

Antidote: It is theoretically possible for an individual — well-studied in Science (Botany) and a relevant regional Knowledge skill — to derive a paralysis inhibitor to counter the curare effects, though the details of such a recipe are best left to the gamemaster's imagination. At the very least, the antidote should require several weeks, the proper equipment, and an exploration of the flora native to the curare's region. Alternatively, a local specialist with a relevant Tradeskill may possibly either possess an antidote or know how to manufacture one.

RATTLESNAKE VENOM

Over 30 species of rattlesnakes exist, ranging from southern Canada to central Argentina. A rattlesnake bite can lead to a multitude of effects (and even to disfigurement) — if not treated quickly.

Application: Injected

Potency: 60%

Resistance: Fortitude

Onset Time: 30 minutes

Duration: 1d6+4 days

Conditions: If treated promptly, a rattlesnake bite is rarely fatal. After the initial onset time, the victim suffers swelling, weakness, and the Nausea condition. If these initial conditions take effect, then another Fortitude roll should be made after 2 hours to check for hemorrhaging and necrotic damage. If this second roll fails, then the targeted tissue grossly swells and bleeds, suffering Maiming (1d3+1 points of CON damage) and Bleeding conditions. If these secondary effects take effect, then after 6 hours another Fortitude roll must be made. If this third roll fails, then the victim suffers further necrotic damage (an additional Maiming) and then finally a Death condition.

Antidote: If antivenin is administered — or a successful Medicine check rolled — then the effects can be ameliorated. However, necrotic tissue damage is permanent.

RATTLESNAKE (CHILD OF YIG) VENOM

Often appearing as a larger-than-average rattlesnake, these types prove far more deadly in aggression and virulence. The poison characteristics are similar to those of the average rattlesnake's, except that the Potency is 120%, and each resistance roll is made one degree more difficult. Any necrotic damage affects an additional 1d3 areas that neighbor the initial bite location. In the final stages of deterioration, the venom produces an agonizing, blackened and bloated body — which eventually pops from swelling.

Sample Diseases

CHOLERA

Cholera is believed to have originated in the Indian subcontinent, and has been prevalent in the Ganges delta since ancient times (killing up to tens of thousands a year). The disease thrives in areas where sanitary and living conditions are poor, and where large bodies of still or coastal water exist.

Cholera is typically transmitted by contaminated food — especially seafood — or by water tainted with sewage. Symptoms produce severe vomiting and diarrhea of a clear fluid — described as looking like “rice water” and reeking of a fishy odor. This ubiquitous stench is a telltale sign of its prevalence in a territory.

Application: Ingested

Potency: 95%

Resistance: Fortitude

Onset Time: 1d6–1 days (six hours minimum)

Duration: 1d2 weeks

Conditions: Cholera causes severe vomiting and diarrhea. The victim suffers Nausea and Exhaustion conditions. If rehydration

and rest is not monitored for the Duration of the attack, the victim experiences severe dehydration — turning grayish-blue during the trauma — and must make a Fortitude roll every three days while symptoms persist. If he fails at any point, then he suffers a Death condition.

Cure: Cholera is treated with rest and monitored rehydration — while the effects run their course. If treated properly, most patients (around 99%) will recover.

MALARIA

Malaria is widespread in tropical and subtropical regions — especially located near the equator — such as Sub-Saharan Africa, Asia and the Americas. In one year, it is capable of killing hundreds of thousands — especially in uncivilized regions.

Malaria is transmitted via mosquito — affecting humans and some animals. Typical symptoms include fever and headaches, and in severe cases, coma and death. Other more severe forms of malaria — such as a cerebral variant — causes encephalopathy (a brain disorder), enlarged liver, and even renal fever. For simplicity, the less severe variant is combined with this example.

Additionally, malaria is a cause of stillbirths and low birth weight. Large numbers of such occurrences may indicate an outbreak.

Application: Injected (mosquito)

Potency: 60%

Resistance: Fortitude

Onset Time: 1d6 weeks

Duration: 1d4 weeks

Conditions: Multiple symptoms may occur, including joint pain, vomiting, jaundice, and even neurological or retinal damage. After the onset time of 1d6 weeks and a failed Fortitude roll, the victim suffers a Fever condition (accompanied with joint pain). After the second week, a second Fortitude roll is made. If it fails, the victim suffers more Fever and Exhaustion. If it fumbles, the character slips into Unconsciousness for 1d3 days and then succumbs to Death.

Cure: Quinine — an antimalarial drug — may be administered. Doing so does not instantly alleviate symptoms, but does make any First Aid or Medicine check one degree easier.

PLAGUE

When plague strikes a populated area, the effects are devastating. In March of 1894 — in the city of Canton — the disease killed 60,000 people within a few weeks. Between 1896 and 1910 — in British India — the disease claimed millions.

The plague's terror is global in scope. In 1897, Europe's medical authorities organized a conference to discuss containment in the Western world. In 1899 (in Honolulu) the local Board of Health initiated a controlled fire of infected Chinatown,

and inadvertently destroyed the entire neighborhood. Plague reached the continental United States in 1900 — affecting populated cities such as San Francisco — and persists still — with ferocious tenacity — on the islands of Maui and Hawaii.

Plague has several variants, and for simplicity, these are abstracted here into one disease — though the gamemaster is obviously free to modify this example to represent each variant. Most variants are **bubonic**. A very small percentage of outbreaks change to **pneumonic**.

With the **bubonic** variant, multiple symptoms appear, including sudden chills, headache, nausea and vomiting, chest and abdominal pain, and the eventual expansion of lymph nodes — the characteristic “bubo” associated with the disease.

With further bacterial complications — called **septicemic** plague — clotting and necrotic tissue damage may occur, as well as uncontrolled bleeding into the skin and organs — causing red and black patchy rashes, vomiting of blood, and bumpy outbreaks. Untreated, septicemic plague typically results in death.

With the much rarer **pneumonic** variant, plague occurs after infection of the lungs. The initial symptoms are identical to other respiratory illnesses, though the disease is so fatal that if treatment is not administered within a few hours, death occurs in 1d6 days. Pneumonic plague becomes airborne and contagious.

Traditionally, plague has been associated with rats. In Chinese and Indian villages, an obsessive preoccupation with eradicating the vermin is not uncommon, and an area infested with dead rats is a telltale sign of an impending outbreak. Infection in a human occurs when the victim is bitten by a flea (infected by a rodent, which in turn has been infected by another contaminated flea, and so on). But plague can be transmitted in various other ways as well: by coughing or sneezing on a person, through direct physical contact, or even by contact with contaminated soil.

Note that the characteristics below are for the bubonic variant, though a pneumonic version may easily be extrapolated, if needed.

Application: Ingested or Contact

Potency: 65%

Resistance: Fortitude

Onset Time: 1d8 days

Duration: 1d4+2 weeks

Conditions: The victim first suffers Nausea and Exhaustion conditions, accompanied by painful swelling of the lymph nodes. If the initial Fortitude roll is fumbled, then the character also suffers bacterial complications — including Bleeding (per day) and vomiting blood, 1d3 CON points of necrotic tissue damage from clotting (a Maiming condition), and eventually a Death condition by the end of the disease's Duration.

Cure: There is only one experimental vaccine, and it may be hard to acquire unless a character has medical connections. Without it, the character makes a Fortitude roll at the end of the disease's Duration. If he suffers bacterial complications, the difficulty is Improbable. Otherwise, the difficulty is Hard. With the experimental vaccine, the check is made one degree easier. With a failed (or fumbled) Fortitude roll, the character suffers a Death condition.

Other Poisons and Diseases

Space limits listing a complete catalog of afflictions. However, many of these may easily be worked out using these mechanics.

Other common and terrible maladies of the era include: poisons from exotic sources such as the box jellyfish, cobra, stonefish, blue-ringed octopus, inland taipan, or Brazilian wandering spider, and afflictions such as typhus, yellow fever, syphilis (a horrifying and ubiquitous venereal disease), trypanosomiasis, sleeping sickness, diphtheria, measles, typhoid, smallpox, whooping cough, tuberculosis, polio, pneumonia (an affliction especially prevalent in industrialized areas), tetanus, rabies, scarlet fever, and of course: influenza.

Common parasites — some of which are carriers of disease — include: lice, hookworms, rats, fleas, ticks, and mosquitoes.

Maladies caused by nutrition deficiencies include: scurvy, rickets, beriberi, and pellagra.

RADIATION

The word “radioactivity” was coined in 1898 by Pierre and Marie Curie. In the Edwardian era, few (human) people will have a thorough understanding of its phenomena, though advanced alien weaponry and environments — as well as a few alien creatures themselves — may produce radioactive effects.

Radiation damage results from the ionization of biological tissue as the radiation is absorbed. Ionizing radiation includes high-frequency electromagnetic waves of relatively short wavelength (e.g., gamma rays, machine-made x-rays) and subatomic particles (e.g., neutrons). High-frequency electromagnetic waves penetrate the body, disrupting biologic processes as they travel through its tissues. Subatomic particles — such as neutrons — penetrate more deeply, interacting with nuclei and releasing alpha particles (effectively multiplying their destructive force like an ionizing shotgun). Non-ionizing radiation of longer wavelengths — such as infrared, ultraviolet, and radio — may have mutagenic effects, interfering with RNA and DNA transcription and repair.

A source's radioactivity (or radiation exposure in general) is simplified as **minor**, **moderate**, **major** or **extreme**. Mechanically, each radioactivity level is stated like a poison, with a Potency, resistance, onset time, duration, conditions, and so on.

The Potency of a radioactive source or exposure is equal to 100, plus 10 times the absorbed dosage (measured in grays, a gray equaling 100 rads). Or, to simplify, the default Potency of minor radiation is 120%, of moderate radiation is 140%, and of major radiation is 180% (extreme is automatic exposure). A radioactive area may produce varying levels of radiation, with extreme exposure near its source, and reduced levels at its outer zones.

Long-term exposure to radiation — even at lower levels — may also cause symptoms. A victim exposed to such radiation over an extended period of time must succeed with a Fortitude roll once a year or else suffer cancerous tumors within 1d6 years, wasting away one point of CON per year.

Radiation is always resisted with Fortitude.

Cure: There is no terrestrial cure for a body bathed in radiation; the irradiated body either heals on its own or it degrades and dies. Optimal medical care includes rehydration and making the patient as comfortable as possible. However, proper **shielding** may protect against the effects of radioactivity. Generally, one yard of concrete or three yards of earth will reduce the radioactive exposure (if it is less than extreme) by two levels, for anyone protected behind this barrier. For extreme radiation, the gamemaster may determine if shielding is possible or effective (reducing the total radioactive exposure, measured in grays, to 1% of its destructive potential — if the shielding is deemed adequate).

MINOR (OR 2 TO 3 GRAYS, EQUIVALENT TO 200 TO 300 RADS)

Potency: 120% (or 100+10×Cy)

Resistance: Fortitude

Onset Time: 1d100×4 minutes

Duration: various stages

Conditions: The victim first experiences Nausea and Exhaustion, as well as diarrhea, increased salivation, abdominal cramping, and dehydration — the onset of which occurs within 1d100 minutes after exposure, and lasting for about a day. A latent, asymptomatic stage then lasts for 1d20+1 days, after which there is an abrupt onset of moderate to severe gastrointestinal disturbances and bone marrow suppression, causing Exhaustion and damage to Hit Points equaling 1d6 plus the absorbed dosage in grays (or a default of –1d6+2 HP). If the victim survives, recovery takes 20–CON weeks.

RAIDERS OF R'LYEH

MODERATE (OR 4 TO 6 GRAYS, EQUIVALENT TO 400 TO 600 RADS)

Potency: 140% (or $100+10 \times \text{Gy}$)

Resistance: Fortitude

Onset Time: 1d100×4 minutes

Duration: various stages

Conditions: All minor conditions occur, but in the stage after latency (after the patient is asymptomatic for 1d20+1 days) the damage to Hit Points equals 1d6 plus the absorbed dosage in grays (or a default of $-1d6+4$ HP). Additionally, Maiming occurs in the form of severe bone marrow suppression, hemorrhaging, ulceration and infection (due to a lack of white cells and platelets) — causing a permanent loss of 1d3 + the absorbed dosage in grays of CON (or a default of $-1d3+4$ CON). The patient also experiences hair loss during this time (with the effects peaking after two months). If the victim survives, recovery takes 20–CON weeks. Hair may grow back after 20–CON months. The patient must also succeed with a Fortitude roll or else suffer cancerous tumors within 1d6 years, wasting away one point of CON per year.

MAJOR (OR 7 TO 10 GRAYS, EQUIVALENT TO 700 TO 1000 RADS)

Potency: 180% (or $100+10 \times \text{Gy}$)

Resistance: Fortitude

Onset Time: 1d100×4 minutes

Duration: various stages

Conditions: All minor and moderate conditions occur, but in the stage after latency (after the patient is asymptomatic for 1d20+1 days) the damage to Hit Points equals 1d6 plus the absorbed dosage in grays (or a default of $-1d6+7$ HP). Maiming causes a permanent loss of 1d3 + the absorbed dosage in grays of CON (or a default of $-1d3+7$ CON). Without a bone marrow transplant — an impossibility in the Edwardian era, unless an advanced alien life-form keeps the victim alive for some unfathomable purpose — nothing can be done. A generous gamemaster may allow a Luck roll for survival, if the patient first lives through the other ghastly effects.

EXTREME (OR 10+ GRAYS, EQUIVALENT TO 1000+ RADS)

Potency: automatic exposure

Resistance: none

Onset Time: 1d100×4 minutes

Duration: various stages

Conditions: Agonizing death occurs in 1d3+1 days, with all of the onset times for symptoms reduced to this shorter duration. Victims exposed to 50+ grays die within 48 hours, experiencing a rapid onset of apathy, lethargy, and prostration, followed shortly by seizures, severe blood pressure depression, cardiac arrhythmia, and ultimately a complete shutdown of the neurovascular system.



WEATHER AND ENTROPIC EFFECTS

WEATHER

If the gamemaster needs to determine the effects of weather, he may use the following “Weather Effects” table as a guideline.

ENTROPIC EFFECTS

“It is possible, just dimly possible, that the real pattern and scheme of life is not in the least apparent on the outward surface of things, which is the world of common sense and rationalism and reasoned deductions; but rather lurks, half-hidden, only apparent in certain rare lights, and then only to the prepared eye; a secret pattern, an ornament which seems to have but little relation or none at all to the obvious scheme of the universe.”—ARTHUR MACHEN (*The London Adventure, or the Art of Wandering*)

“The touch of brain-fever and the dreams began early in February. For some time, apparently, the curious angles of Gilman's room had been having a strange, almost hypnotic effect on him; and as the bleak winter advanced he had found himself staring more and more intently at the corner where the down-slanting ceiling met the inward-slanting wall.”—H.P. LOVECRAFT (“The Dreams in the Witch House”)

“The hills beyond Arkham are full of a strange magic—something, perhaps, which the old wizard Edmund Carter called down from the stars and up from the crypts of nether earth when he fled there from Salem in 1692. As soon as Randolph Carter was back among them he knew that he was close to one of the gates which a few audacious, abhorred and alien-souled men have blasted through titan walls betwixt the world and the outside absolute. Here, he felt, and on this day of the year, he could carry out with success the message he had deciphered months before from the arabesques of that tarnished and incredibly ancient silver key. He knew now how it must be rotated, and how it must be held up to the setting sun, and what syllables of ceremony must be intoned into the void at the ninth and last turning. In a spot as close to a dark polarity and induced gate as this, it could not fail in its primary functions.”—H.P. LOVECRAFT (“Through the Gates of the Silver Key”)

There are places mentioned in occult lore, where the “real pattern” of the universe reveals itself in “certain rare lights.” Reality warps and the border between worlds thins. In such places, the caster attuned to the pattern's frequency sees that which “lurks, half-hidden” behind the scrim, and it is there where magic is most malleable. Magic ebbs and flows according to this secret pattern, affected by the epochal currents of spacetime, and the planetary detritus caught in its whorl.

Magicians of the ancient world studied the trajectories of stars and mapped the geography of magic. Sequestered in sorcerous tombs are rare (and most valuable) fragments of their records and equations. Scattered across the world lie extant remains of monolithic markers, stones erected toward constellations and configurations, their meanings lost to time.

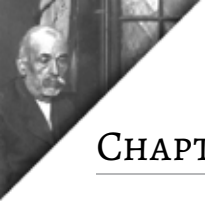
Summoning at certain highly charged locations may draw unique spirits attuned to the location. Some locations nullify the summoner's Evocations, while other locations magnify the power—drawing extremely powerful entities (up to two or three points more in Intensity than what the caster petitioned). Some locations invite completely random entities, open doors to other realities, and generally wreak havoc on the surrounding environment and its inhabitants. The current age is particularly susceptible to this “bad magic.” Additionally, locations may possess “special qualities” that make an area hostile to foreign intrusion.

An entropic effect is a residual force, feeling or aura left in an environment—perhaps the result of a past horrific spell or of an other-dimensional creature. Each entropic effect possesses an Intensity rating (see the “Spacetime Gate” spell in the “Magic” chapter for examples of entropic effects). How magical entropy affects an adventurer is up to the gamemaster to decide. With Intensity 6 (and above) entropic effects, the gamemaster should consider modifying movement rates (or disorienting exploration), and nullifying or intensifying magic. With Intensity 12 (and above) entropic effects, other skill checks may be modified as well.

An adventurer may cast a Detect Magic spell to obtain a general impression of any magic used in an area (see the “Detect Magic” spell in the “Magic” chapter).

WEATHER EFFECTS

Wind or Rain	Movement Modifier	Possible Skill Modifier
Humidity or extreme heat	½ to ¾ movement rate	Hard (or none)
Calm winds or clear skies	—	—
Moderate breezes or light clouds	—	—
Strong breezes or moderate clouds	—	—
Moderate gales or complete overcast	¾ movement rate (or none)	Hard (or none)
Storm winds or moderate storms	½ to ¾ movement rate	Hard to Daunting
Cyclonic winds or torrential storms	¼ to ½ movement rate	Daunting to Improbable



CHAPTER 5: HORROR, SHOCK & SANITY

ADVENTURERS EXPLORING FORGOTTEN CORNERS of the globe, challenging occultic forces, daring mortal combat, and unearthing terrible secrets, invariably suffer mental damage. Even the most rational and buttressed mind may buckle — temporarily or even permanently — when experiencing the true horrors of the world.

When an adventurer experiences overwhelming dread, intense shock or cosmic terror, the gamemaster calls for a Horror check. This Horror check is a special kind of skill test, potentially modified by a penalty (in the same way that a skill test may be modified with a penalty or bonus). Each supernatural creature — and each type of overwhelming horrible event — possesses a Horror rating that serves as a difficulty modifier when rolling a Horror check.

If the adventurer successfully rolls the Horror check, then the adventurer's mind has somehow inured itself against the horrible trauma (and therefore takes no mental damage).

However, if the adventurer fails the Horror check, then appropriate damage is rolled, and the resultant score subtracted from the target's Rationality total.

RATIONALITY: MENTAL HIT POINTS

RATIONALITY works as a kind of composite skill — measuring the adventurer's stability, reason and sanity — as well as a kind of hit point pool — reflecting the adventurer's overall mental health. An adventurer with a high Rationality score demonstrates lucidity, sanity and stability, while one with a Rationality of zero experiences dissociation, madness and imbalance.

Because Rationality represents in total the adventurer's worldview and long-built reasoning, it takes longer to degrade than physical Hit Points. However, except under rare circumstances, Rationality does not replenish in the same way or as quickly as Hit Points do (see "Restoring Rationality").

MAKING A HORROR CHECK

Some horrors take on forms of **dread and despair**, which slowly erode one's fortitude. In contrast, terrors of **shock and awe** electrocute the nerves. Other horrors defy rationality — and consequently stupefy the safe assumptions of the modern "enlightened" worldview. These are the harbingers of cosmic truth underpinning all reality, existing beyond any and all rational understanding. When encountered, **cosmic terror** shrinks the defensive will and annihilates momentarily — and more often permanently — any sense of self.

When making a Horror check, the situation determines which skill is tested. Events evoking dread and despair call for tests of Fortitude, while moments of shock and awe require tests of Willpower. Less frequently will an adventurer face the need to test his Rationality directly, as this represents the moment when every belief he holds about life and meaning is being challenged. Whether testing Willpower, Fortitude, or Rationality, on a failed Horror check, all damage is deducted from Rationality.

As there are some gray areas when it comes to what constitutes shock and awe versus what qualifies as dread and despair, the ultimate discretion is left to the gamemaster.

SHOCK AND AWE represents psychic terror — Algernon Blackwood calls it "spiritual terror" — as well as the sudden fear of imminent death, pain, dismemberment or annihilation. In other words, the mind is either terrorized by psychic annihilation or by physical ruin. Experiencing the supernatural, the Weird, the abomination from the abyss, or a pack of ghouls, all fall under this category. The key words are sudden, shock and awe. The mind snaps or it doesn't.

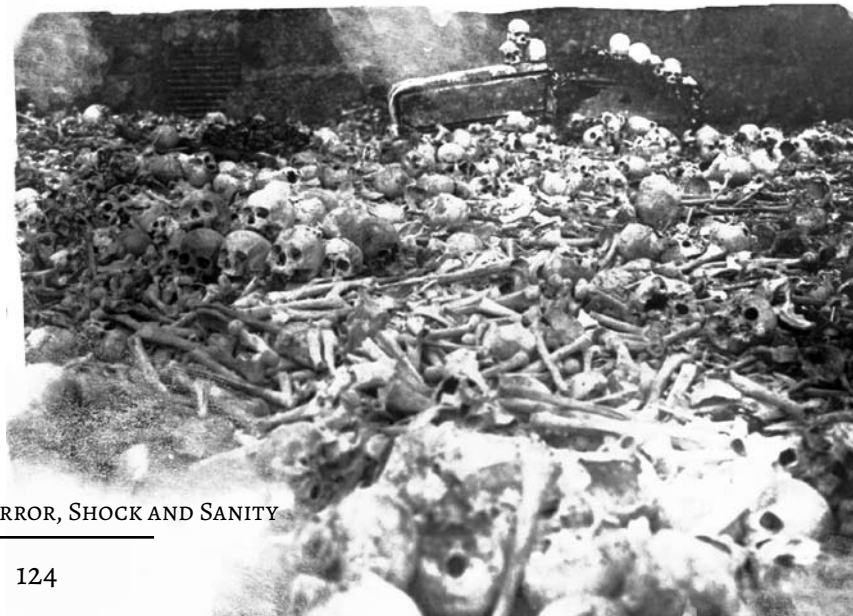
Horror check: Test **WILLPOWER** and deduct any damage from Rationality.

DREAD AND DESPAIR: Once a shock is over, dread can inflict lingering and eroding effects. Some effects may cause moral and physical repulsion. Seeing a corpse, experiencing great loss, or enduring ongoing depravity, all fall under this category. The key words are enduring, dread and despair.

Horror check: Test **FORTITUDE** and deduct any damage from Rationality.

COSMIC TERROR: Correlating the contents into an inescapable reality, either in one horrible moment or over a period of reflection...The mind either denies the reality and reinforces its own delusions, accepts the truth and changes its worldview forever, or snaps and escapes into catatonic stupor.

Horror check: Test **RATIONALITY** and deduct any damage from Rationality.



HORROR CHECK EXAMPLES

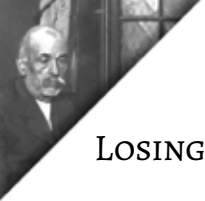
Horror	Effect	Horror Check (Modifier)	Rationality Lost
Witnessing a ghoul	Shock	Willpower (Normal)	−1d6
Witnessing a deep one	Shock	Willpower (Normal)	−1d6
Waking up buried alive	Shock	Willpower (Normal)	−1d6
Witnessing a mi-go	Shock	Willpower (Hard)	−1d8
Witnessing a Yithian	Shock and awe	Willpower (Hard)	−1d8
Witnessing a shoggoth	Shock and awe	Willpower (Hard)	−1d20
Witnessing a horrible crime scene	Dread	Fortitude (Normal)	−1d4
Experiencing a brutal crime	Shock	Willpower (Normal)	−1d6
A close friend dies in your arms	Despair	Fortitude (Normal)	−1d6
Losing a limb	Dread and despair	Fortitude (Hard)	−1d6
Losing a loved one under mysterious circumstances	Despair	Fortitude (Normal)	−1d8
Trench warfare	Dread and despair	Fortitude (Hard)	−1d10
Experiencing torture	Dread	Fortitude (Hard)	−1d10
Experiencing a minor uncanny phenomenon	Cosmic terror	Rationality (Normal)	−1d3
Experiencing a major uncanny phenomenon	Cosmic terror	Rationality (Hard)	−1d4
Meeting someone who returned from the dead	Cosmic terror	Rationality (Hard)	−1d6
Casting or using a subtle cantrip, spell or artifact	Cosmic terror	Rationality (Normal)	−1d3
Casting or using a minor spell or artifact	Cosmic terror	Rationality (Normal)	−1d6
Casting or using a major spell or artifact	Cosmic terror	Rationality (Hard)	−1d10
Experiencing possession by or effect of a lesser entity	Cosmic terror	Rationality (Hard)	−1d12
Experiencing possession by or effect of a god-like entity	Cosmic terror	Rationality (Daunting)	−1d20
Acquiring 50 points in the Occult	Cosmic terror	Rationality (Normal)	−1d4
Acquiring 75 points in the Occult	Cosmic terror	Rationality (Normal)	−1d6
Acquiring 100 points in the Occult	Cosmic terror	Rationality (Normal)	−1d8
Acquiring 125 points in the Occult	Cosmic terror	Rationality (Normal)	−1d10
Correlating the contents into an inescapable reality	Cosmic terror	Rationality (Normal)	−1d12
Experiencing Cthulhu	Cosmic terror	Rationality (Daunting)	−2d12
Experiencing Yog-Sothoth	Cosmic terror	Rationality (Daunting)	−1d100
Experiencing Azathoth	Cosmic terror	Rationality (Daunting)	−1d100

PSYCHOPATHY

Psychopaths (known by other terms at the turn of the century, such as the criminally insane, moral defectives, or inborn delinquents, among others) at first glance seem to have normally functioning and logical minds (and in many cases, superior IQs), but are typically incapable of responding adequately to other people's emotions (though they may be able to fake these responses in order to fit in). They also suffer from severe moral deficits. While a normal person experiences a visceral response to another's suffering or violence, the psychopath feels nothing — no anxiety or remorse over exploiting or hurting others, nor terror in causing or witnessing terrifying situations. Because of this absence of emotion and lack of morality, the psychopath is potentially dangerous (and four times as likely to commit a crime, according to modern studies).

Psychopathy as an in-game mental disorder is generally reserved for the villains. Psychopaths do not necessarily lack Rationality; in fact, they may be hyper-rational, cold, and calculating, while lacking completely any moral sympathies.

After determining the base values of a psychopath's drives and bonds (one of which must be a psychopathic disorder), the gamemaster distributes all of the 75 points into the disorder (see "Drives and Bonds" in the "Character Creation" chapter); the other drives and bonds may very well serve as pretenses for acting normal in society. The character makes no Horror checks for dread and despair or for non-mythos/non-supernatural shock and awe, and augments any mythos-related or cosmic terror checks (or any skill checks the gamemaster deems particularly relevant to the psychopath's selfish motivations) with the psychopathy score.



LOSING RATIONALITY

Maladies of the mind are not easily categorized into boxes or scrutinized under microscopes. Experts and authorities — in their desperate attempts at correlating chaos — may attribute labels and theories to madness.

If an adventurer takes Horror damage that reduces his Rationality to zero (or under), he is lost forever, succumbing as a non-player character to the will of the gamemaster.

If a Horror check results in a fumble, and the adventurer suffers Rationality damage exceeding his Trauma rating, then a mental disorder is suffered (see “Mental Disorders”).

MAJOR MENTAL TRAUMA

If — in one Horror check — a character suffers Rationality damage exceeding his Trauma rating, then a major psychological effect is suffered. The specific effect is dependent on the type of trauma encountered.

EFFECT ON IMPROVEMENT POINTS

In addition, any time a major trauma is sustained, the character experiences a period of detachment. Consequently, the adventurer loses the ability to accrue Improvement Points for a period of days equaling the damage rolled.

Optional “General Symptoms” effects may occur during this period. These are in addition to any other major trauma effects rolled. Inflicting adventurers with general symptoms is an option left to the gamemaster’s discretion. General symptoms are meant to be additive, so the gamemaster may wish to roll several of these at a time.

ADDICTION

During this period of detachment, a traumatized character may turn to a coping mechanism — such as drinking — in order to forgo the improvement penalty and earn Improvement Points as normally allowed. One obvious downside of choosing such a desperate measure is the potential for addiction.

Any character choosing to cope with trauma through addictive behavior — such as drinking — forgoes the temporary improvement penalty. However, once the trauma period is over, the adventurer must make a Willpower check. This check is modified with a difficulty — starting at Normal, then turning to Hard, and so on — based on how many times in the past the adventurer has turned to this behavior.

GENERAL SYMPTOMS OF MAJOR TRAUMA

1d100	Symptom
1-4	Headaches
5-8	Back pain
9-12	Inability to relax
13-16	Shaking and tremors
17-20	Profuse sweating
21-24	Nausea and vomiting
25-28	Abdominal distress
29-32	Frequency of urination
33-36	Urinary incontinence
37-40	Heart palpitations
41-44	Frequent hyperventilation
45-48	Chronic fatigue
49-52	Sporadic dizziness
53-56	Insomnia
57-60	Nightmares
61-64	Restless sleep
65-68	Excessive sleep
69-72	Excessive nervousness
73-76	Hypervigilance
77-80	Paranoid sense of threat
83-84	Irritability
85-88	Depression
89-92	Lack of trust
93-96	Chronic confusion
97-00	Overwhelming feelings of losing control

With a successful roll, the adventurer escapes addiction. With a failed roll, the adventurer adds a permanent addiction to the character’s history (treating this as a mental disorder). An addicted character loses one point of POW. In addition, all skill checks are made one grade harder when the character is not indulging regularly in his choice of poison. An addicted character is disallowed from choosing the same addiction again, should he face another period of trauma. With a fumbled roll, the adventurer suffers the same penalties, but loses 1d6 points of POW.

Removing an addiction costs 10 Improvement Points, a successful Willpower roll, and a reasonable explanation of rehabilitation — all attempted during the improvement stage. Failing the Willpower roll forfeits the gambled Improvement Points.

TRAUMA FROM DREAD AND DESPAIR

When suffering major trauma from the eroding effects of dread and despair, the adventurer experiences unease, lack of focus, and melancholy. As a result, all skills are made one grade harder for a number of days equaling the amount of Rationality damage rolled. In addition, the adventurer suffers two of the following results.

MAJOR EFFECTS OF DREAD AND DESPAIR

1d100	Symptom
1-5	Loses the ability to speak
6-10	Feels unreal
11-15	Experiences the world as unreal
16-25	Re-experiences the event in thoughts, dreams and flashbacks
26-40	Obsessively avoids any stimulation reminiscent of the event
41-45	Receives strange dreams about a cyclopean city
46-60	Lacks emotion and motivation
61-65	Feels phantom pain in a random area of the body
66-75	Exhibits chronic anxiety
76-85	Loses appetite, as well as three Hit Points (temporarily)
86-90	Routinely loses time, as if sleepwalking through the day
91-00	Obsesses over minutiae

TRAUMA FROM SHOCK AND AWE

When suffering major trauma from the sudden effects of shock and awe, the adventurer reacts uncontrollably in the moment. As a result, the adventurer suffers one of the following results — see the “Major Effects of Shock and Awe/Cosmic Terror” table — for a number of minutes equaling the amount of Rationality damage rolled — during which time no other action may be taken.

TRAUMA FROM COSMIC TERROR

When suffering major trauma from the overwhelming effects of cosmic terror, the adventurer temporarily loses all sense of self. As a result, the adventurer suffers one of the following results for a number of minutes equaling the amount of Rationality damage rolled — during which time no other action may be taken.

MAJOR EFFECTS OF SHOCK AND AWE/COSMIC TERROR

1d10	Symptom
1	Faints
2	Relentlessly attacks an opponent with berserk abandon
3	Flees panicked in a random direction
4	Becomes hysterical
5	Laughs maniacally, in a state of unreality
6	Babbles incoherently
7	Shakes uncontrollably
8	Incessantly mimicks others' words and actions
9	Freezes, staring into an imagined void
10	Rolls into a fetal catatonia

MENTAL DISORDERS

A mental disorder occurs if a Horror check results in a fumble, and the adventurer suffers Rationality damage exceeding his Trauma rating.

The character is allowed a last ditch Willpower roll to withstand the onset of a full-blown mental disorder. A difficulty modifier is applied to the roll, based on the Horror rating of the precipitating event.

With a success, the adventurer suffers only the appropriate major trauma (see “Major Mental Trauma”), narrowly escaping a long-term disorder. With a failure, the adventurer suffers the appropriate major trauma, in addition to a long-term mental disorder. With a fumble, major trauma is suffered, and the additional mental disorder is considered **severe**.

Any mental disorders sustained take immediate effect. In other words, a character who rolls “catatonia” as a result of experiencing cosmic terror suffers an immediate catatonic state.

It is possible for an adventurer to acquire more than one disorder. Each is counted separately during recovery (see “Recovering from a Mental Disorder”). The gamemaster determines how multiple disorders interact.

Mental disorders, and how they narratively affect gameplay, are best left to the gamemaster's discretion. An “Effects of Mental Disorder” table is provided for inspiration, though each triggering event suggests its own appropriate effects on the mind. For example, an adventurer surviving a harrowing encounter with an arachnoid monstrosity may display an intense phobia of spiders (or possibly an obsession with eradicating them from the planet). Therefore, creative adaptation of the following table is highly encouraged.



EFFECTS OF MENTAL DISORDERS

1d10	Effect
1	The adventurer adds "amnesia" to the character's history.
2	The adventurer adds "recklessness" to the character's history.
3	The adventurer adds an obsession to the character's history.
4	The adventurer adds "psychosis" to the character's history.
5	The adventurer adds a phobia to the character's history.
6	The adventurer adds "megalomania" to the character's history.
7	The adventurer adds "paranoia" to the character's history.
8	The adventurer adds "delusions" to the character's history.
9	The adventurer adds "catatonia" to the character's history.
10	The adventurer adds "tremors" to the character's history.
Special	The adventurer's mind fractures (see "Fractured Identity").

Amnesia: The adventurer suffers amnesia, losing all memory of former contacts — such as patrons, allies, rivals, and so on — and reduces his Common Knowledge skill to his INT value. Special abilities connected with either human resources or gathering information are forgotten as well. Any skills or abilities lost through amnesia may be recovered (at base value) once the mental disorder is healed. **Severe:** If suffering a severe disorder, the character will never recover these lost skills and abilities.

Catatonia: When facing any Horror check involving cosmic terror, the adventurer automatically fails and succumbs to catatonia. Instead of rolling damage, the character rolls damage that counts for hours lost, during which he freezes and dissociates from reality. During this time, he must be carried, walked hand in hand, or left behind. **Severe:** If suffering a severe disorder, the character suffers catatonia for days instead of hours.

Delusions: The adventurer refuses to acknowledge the supernatural, creating an alternate reality whenever facing a threat to his Rationality. Consequently, the character may no longer use magic. Additionally, when using skills to detect or combat supernatural threats, checks are penalized one grade harder (as the adventurer cannot see the threat's true nature). However, the character no longer makes Horror checks involving cosmic terror, reimagining such events as quotidian fantasies. **Severe:** If suffering a severe disorder, the character's delusions bleed into his ordinary existence, causing penalties to all Common skill checks (making each check one grade harder).

Megalomania: The adventurer suffers megalomania, gaining Improvement Points only by forcing others to his will (warping any previous goals around this need to be obeyed). As the character now believes himself to be infallible, no compromises can be made without forfeiting Improvement Points for the session. Similarly, Improvement Points may be gained by accusing allies of betrayal or incompetence. **Severe:** If suffering a severe disorder, the character is willing to sacrifice allies in pursuit of this control.

Obsession: The adventurer suffers an unhealthy obsession (pick one), gaining Improvement Points only by endlessly pursuing goals associated with destroying the source that caused the trauma. These goals may be loosely associated with the original source, but must make sense to the character's warped logic. **Severe:** If suffering a severe disorder, the character is willing to sacrifice allies in pursuit of this obsession.

Paranoia: The adventurer suffers paranoia, gaining Improvement Points only by pursuing goals that can be irrationally connected to a grand conspiracy, or by preparing exhaustive measures of self defense (even at the expense of others' safety). Similarly, Improvement Points may be gained by accusing allies of treachery or of scheming (especially when these accusations threaten to disorganize the group at critical moments). **Severe:** If suffering a severe disorder, the character is willing to sacrifice allies in moments of terrible fear.

Phobia: The adventurer suffers an unhealthy phobia (pick one), gaining Improvement Points only by pursuing goals associated with avoiding the source that caused the trauma. An example would be running in terror from a perceived threat that reminds the adventurer of the original trauma, especially during a time when his assistance is required. These goals may be loosely associated with the original source, but must make sense to the character's warped logic. **Severe:** If suffering a severe disorder, the character may need to retire from a scenario even remotely connected to the original threat.

Psychosis: The adventurer slips in and out of reality at times, especially under times of high stress. These delusions are somehow associated — at least symbolically — with the original trauma that produced the disorder. Improvement Points may be gained only by irrational actions suggested by the gamemaster (most likely at inconvenient times in an adventure). The adventurer may attempt a Rationality roll to disregard the gamemaster's suggestion and pursue one of the hero's original motivations, but losing such a roll costs the character 1d3 points of Rationality (or double this with a fumble). **Severe:** If suffering a severe disorder, the character may no longer question these irrational suggestions with a Rationality roll — though he may ignore them and forgo any Improvement Points.

Recklessness: The adventurer suffers reckless behavior, gaining Improvement Points only by putting himself — and manipulating others — into life-threatening situations, regardless of any other stated motivations. **Severe:** If suffering a severe disorder, the character gains Improvement Points only through especially suicidal actions.

Tremors: The adventurer automatically fails any Horror check involving cosmic terror, sustaining damage but remaining paralyzed with fear — trembling, crying, urinating uncontrollably — until the threat is neutralized, removed, and so on. **Severe:** If suffering a severe disorder, the character — in addition to enduring temporary paralysis — trembles involuntarily for a number of days equal to the damage rolled; during this time each skill is penalized one grade harder.

FRACTURED IDENTITY

Because the “fracture” disorder is so unusual in its application (and is rather unique and rare), it is treated as a special occurrence in the setting. It is up to the gamemaster to implement it as he sees fit.

Fracture (special): The adventurer’s mind is split into two distinct personalities, each of which has no memory of the other. Whenever major trauma occurs (or the adventurer’s other personality is petitioned by a psychologist making a relevant skill check to trigger the transformation), the adventurer’s mind escapes by switching to its alternate identity (rather than suffering the typical effects of trauma). When an identity takes over, it acts confused for a moment of time (or for a full round), and without prior knowledge of its surroundings or the events leading up to the current moment. The primary identity takes over again after a period of 1d100 hours (if danger has subsided, or when the gamemaster sees a logical switch). With the gamemaster’s input, the adventurer develops a separate character record for the other identity, and treats it as a different character with its own drives and bonds, Improvement Points, life experiences, and skill sets (including any occult abilities). However, all personalities of a fractured mind share the same attributes (such as Strength, Constitution, and so on) and physical health (such as Hit Points, fatigue, and so on) of the individual harboring them. **Severe:** If suffering a severe disorder, the adventurer’s mind is split into 1d3+2 distinct personalities (though it is up to the player and gamemaster to determine how many of these identities deserve their own fleshed out character records; perhaps some of the personalities are taken over by the gamemaster).

RECOVERING FROM A MENTAL DISORDER

Recovery from a mental disorder should be difficult. In general, there are two methods for recovery, through action and through institutionalization.

Removing a mental disorder through action requires an accumulation of Improvement Points. To remove a mental disorder costs ten Improvement Points, a successful Rationality roll, and a reasonable explanation of rehabilitation — all attempted during the improvement phase. Failing the Rationality roll forfeits the gambled Improvement Points.

Removing a mental disorder through institutionalization costs the adventurer a number of months equal to the original damage rolled for the Horror check, during which time he must remain hospitalized. See the “Restoring Rationality” section for the rules of institutionalization; however, use the longer recovery time rather than the one month stated for restoring Rationality. If the adventurer uses the institutionalization rules to remove a mental disorder — rather than to restore Rationality — then a successful stay results only in the removal of one mental disorder, and not with the reward of any Improvement Points as stated in the “Restoring Rationality” section. Recovering from a mental disorder designated as severe effectively doubles the institutionalization period.

RESTORING RATIONALITY

Rationality is difficult and slow to regain. Also, Rationality may never exceed its original total calculated during character generation. In general, there are two methods for restoring these points, through action and through institutionalization.

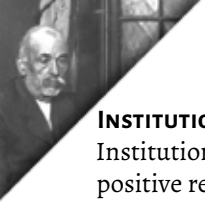
ACTION AND IMPROVEMENT

During the improvement phase — at the end of a scenario — adventurers will find opportunities to gamble precious Improvement Points for slight Rationality gains (see “Character Improvement” in the “Game Mechanics” chapter). As Improvement Points are typically rewarded for character actions that are in alignment with an adventurer’s stated motivations — such as protecting the innocent, exploring unknown territories, or investigating a world-spanning mystery, and so on — using Improvement Points in such a way represents the character reinforcing his beliefs with successful action.

It is also important to note that regaining Rationality through direct action in accordance with one’s motives — in effect, earning Improvement Points — should have more of an impact on a character than institutionalization in a sanitarium. This reinforces the concept of the hardboiled hero, and comments on the experimental nature of the facilities in which the hero may end up (where it is just as likely to become a reluctant test subject as it is a patient). In other words, the character whose motivation relates to thrill-seeking and danger, should have a greater chance of regaining Rationality by trekking into a hostile region of the Gobi Desert and discovering the trail of a legendary artifact, as he does clocking in to Arkham Sanitarium.

USING A MENTAL DISORDER AS A DRIVE OR BOND

When an adventurer suffers a mental disorder — such as amnesia, paranoia, a phobia, and so on — the mental disorder may act as a kind of drive or bond for the duration of its effects (most often becoming the most important drive or bond in the adventurer’s mind). For example, an adventurer suffering amnesia may now be motivated to regain the pieces of his lost memory. A character suffering paranoia may now be motivated to uncover a grand conspiracy (that may or may not be real). A character suffering a phobia may now be motivated to destroy anything resembling the trauma that created the disorder. Likewise, an addiction may override the adventurer’s sense of obligation to others. To derive a percentage score for one’s disorder or addiction, see “Drives and Bonds” in the “Character Creation” chapter.



INSTITUTIONALIZATION

Institutionalization in a reputable sanitarium may produce positive results for a traumatized patient. However, the lower the patient's Rationality, the more dire the prognosis.

An adventurer stays institutionalized for a month (in game time). At the end of the month, a Rationality roll is made using a difficulty modifier based on the quality of the institution (Daunting for a dangerously disreputable institution, on one end of the scale, and Very Easy for the best therapy money can buy, on the other end of the scale).

Gamemasters should consider how the adventurer's social status affects the quality of institutionalization. For example, middle class characters would most likely convalesce in a facility with a Normal difficulty modifier (unless sponsored by some form of philanthropy).

If successful, the adventurer gains two Improvement Points, which may be spent toward Rationality gains in the improvement phase. With a critical result, a tremendous breakthrough occurs, and the adventurer gains three Improvement Points. With a failed roll, no growth has occurred, and the adventurer loses hope and one point of Rationality. With a fumble, the character is traumatized by the institutionalization and loses 1d6 points of Rationality.

A character may remain institutionalized — if resources warrant this — and roll for more improvement at the end of each month. However, after each successful or fumbled roll, the therapy produces diminishing returns and the difficulty of the test becomes one grade harder.

BECOMING INURED TO HORROR

In some circumstances, a character may become inured to repeated horrors. A soldier who continually witnesses extreme violence, for instance, may at some point become accustomed to such experiences. The gamemaster may wish to eliminate a Horror check after repeated exposure to the same type of trauma. Once an adventurer has lost as many Rationality points for experiencing a particular sort of horror as the maximum possibly rolled for that type, he should be reasonably inured to that specific trauma. For example, a soldier that has lost a total of 10 points of Rationality from repeated exposure to trench warfare, has presumably hardened against this type of trauma (as 10 is the maximum damage possibly rolled for trench warfare). Of course, the soldier would make a Horror check when facing a completely different sort of battle trauma (or a much more severe form of it).

The rare adventurer who repeatedly experiences the same type of supernatural creature may acquire a numbness to this specific creature (in the same manner that a soldier acquires a numbness to the violence of war). Although such a character would most likely never be the same after encountering an infestation of ghouls — having lost a portion of his Rationality in the first couple exposures to them — he probably would not require a Horror check after a few encounters with these creatures.

Cosmic terror — the kind induced by experiencing an entity from the outside, or seeing the true nature of Yog-Sothoth — is quite different. No matter how many times an adventurer comes into contact with cosmic terror, he will never become inured to its existence. Anything challenging the rational ego is potentially mind-destroying, even to the unlucky adventurer experiencing the horror for a second or third time.

SURVIVING THE ABYSS

If an adventurer or occultist survives a Horror check against a threat of major cosmic terror (in which the damage potential is at least 1d100) then he is profoundly changed by the experience. Such a character has **SURVIVED THE ABYSS**, as Randolph Carter did after facing Yog-Sothoth. As a consequence, the survivor may forever after choose to roll either Rationality or Willpower (whichever is higher) when facing any form of cosmic terror again.

Additionally, the gamemaster may ask the survivor to pick a new drive — or a modification of an old drive — to reflect this profound undoing of beliefs.

For example, when Randolph Carter first faces Yog-Sothoth, he must make a Horror check against Rationality. The threat to his sense of self and everything he knows to be true is so tremendous that if he fails it, he may lose up to 100 points of Rationality (which would devastate nearly any mind). He makes a Horror check, fails it, rolls damage and takes a remarkably low 5 points of damage. He deducts 5 Rationality. He also absorbs an awful truth about existence (which is reflected in his new "Obsessive" drive). If he ever faces Yog-Sothoth again, he will use his Willpower for his Horror check (because his Willpower is higher than his Rationality). He will still lose Rationality points if he fails the check, however.

The gamemaster may consider the option of awarding 5 to 10 Improvement Points to any character who survives such an epic encounter, to account for its life-changing ramifications.

RAIDERS OF R'LYEH





CHAPTER 6: COMBAT

AS MUCH AS A ROGUE TRIES TO AVOID COMBAT — WISHING to accomplish a job without complication — conflict nonetheless occurs and, on some missions, frequently. If retreat looks unlikely, and circumstances warrant action, then the following combat rules will simulate the blood, smoke and din of a fray.

HIT LOCATIONS & TACTICAL RULES

The gamemaster may wish to integrate some tactical elements — such as hit locations to dramatize the hulking anatomy of a titanic horror — into the regular combat rules. Additional tactical rules are covered in the gamemaster's guide.

SUMMARY OF COMBAT

1. A round of combat (or **Combat Round**) is broken into turns. A combat turn constitutes a brief moment of time, during which the character gets to act: throwing a fist, shooting a gun, ducking for cover, and so on.
2. A Combat Round finishes when every combatant completes all of his allowed turns. Each combatant is allowed to act for a number of turns — equal to his Action Points — per round.
3. The gamemaster determines the order of combat, using Initiative scores — or, optionally, Initiative plus 1d10. Combatants take their respective turns in order of Initiative — the combatant with the highest Initiative acting first, and the lowest acting last. Opponents with tied Initiative scores roll a die (highest wins) to determine order.
4. Any combatants allowed more turns to act, continue taking turns in order until everyone has exhausted his turns for the round. After all turns are completed, and if anyone is left standing, a new Combat Round is started (again using the determined order of combat).



Any opponent or player, blind-sided, bushwhacked or sucker-punched, loses a first turn. After this, Initiative is determined and combat enters its normal progression of blood and smoke.

RANDOMIZING INITIATIVE ORDER (OPTIONAL)

Optionally, the gamemaster may wish to add some unpredictability to combat order by having each participant add a 1d10 roll to his Initiative score. Alternatively, this process may be expedited by rolling a single 1d10 for each grouping of opponents, adding the one result to the separate Initiative scores in the group.

On a combatant's turn, if he has any actions left for the round (based on his Action Points), he may make one action. To act, he tells the gamemaster his intentions (and tests his relevant skill, if applicable). Perhaps the attacker uses a revolver and blasts a round at a charging enemy, testing his Fighting Method (Scout) skill, or instead draws his rifle on a shadow skulking in the smoke and foliage.

If the combatant succeeds with an attack, he damages the opponent; the weapon type determines the level of damage. A handgun shot may inflict 1d10 points of damage, for instance, meaning the target loses 1-10 Hit Points (depending on the outcome of the damage die roll). A rifle may cause 2d6+4 points of damage, a close-range shotgun 4d6, and so on. Some weapons, such as the trench knife or khukuri, add the attacker's Damage Modifier to the damage roll.

WEAPON SPECIAL EFFECTS

Some weapons include special effects — such as bleed, explosive, entangle or impale — that are triggered by a critical roll. As one example, a weapon with the **impale** special effect results in two consecutive damage rolls added together — if the assailant rolls a critical. A list of "Weapon Special Effects" is provided at the end of the chapter.

When a target takes damage, the damage die is rolled, and the resultant points subtracted from the target's Hit Points. Some opponents — mostly monsters — may possess armor (which soaks up inflicted damage). Fleshy, weak adventurers rarely have armor adequate to soaking damage, but characters may regrettably encounter resilient creatures that do possess substantial armor. When a target with armor takes damage, the damage taken equals the damage roll minus its armor value.

HOW LONG IS A COMBAT ROUND?

A Combat Round is broken into turns, and is used for measuring the dramatic moment-by-moment beats of fights, chases and other detailed action sequences. One Combat Round represents roughly **five seconds** in terms of real time.

If Hit Points drop to zero (or under), the damaged adventurer must make a Fortitude roll to stay conscious. If the test is successful, the character must still make a successful Fortitude roll each round to remain conscious, until stabilized by medical intervention. No other action may be taken by the character. If the character loses consciousness — by failing a Fortitude roll — then one Hit Point is lost per round until reaching the death threshold, at which point death is instantaneous (see “Damage and Healing from Injury” in the “Game Mechanics” chapter).

FORTITUDE ROLLS FOR NPCs (OPTIONAL)

Optionally, the gamemaster may choose to eliminate any saving Fortitude rolls for monsters or minor NPCs. Instead, these opponents would automatically perish once their Hit Points reach zero.

One Combat Round finishes when every combatant completes all of his allowed turns. A combatant is allowed to act for a number of turns — equal to his Action Points — per round. Any combatants allowed more turns to act, continue taking turns in order until everyone has exhausted his turns for the round. After all turns are completed, and if anyone is left standing, a new round is started (again using the determined order of combat). Note that combat may also end if one side surrenders or flees.

Parrying and Evading

If a combatant possesses an Action Point to do so, he may use it reactively to defend against an attack (that would have otherwise been successful), or to hurl himself out of the way.

PARRYING

A parry may be made against a successful hand-to-hand attack (note that a defender cannot parry a missile weapon or a firearm). The defender parries by announcing he is doing so, spending one of his Action Points — in other words, forfeiting one of his remaining turns for the round — and attempting to block the attack with a weapon or his body.

The intention to parry must be made before any attack roll is made; however, if the attack misses then the defender may withdraw his parry and save his Action Point. The defender then tests his relevant skill (such as an appropriate Fighting Method or his Unarmed score).

If the defender succeeds against a normal success, then he removes or reduces any damage sustained. If the defender succeeds and the attacker rolls a critical, the critical is reduced to a normal success. If the defender fails against a critical roll, then the attack circumvents any armor.

CONSIDERING WEAPON SIZES (OPTIONAL)

A melee weapon's size — **small**, **medium**, **large**, **huge** or **enormous** — determines how much damage is deflected (note that “colossal” may be used for certain cyclopean creatures). Successfully parrying an attack with a weapon equal (or greater) in size to the attacking weapon deflects all damage. Parrying with a weapon of one size less deflects only half the damage. And parrying with a weapon two (or more) sizes less fails to deflect any damage. A critical parry against a normal success deflects all the damage, regardless of size category. If the defender parries against a critical hit and rolls a critical, then he reduces the critical attack to a normal success.

EVADING

The defender may attempt to evade a successful attack, even one made from a firearm — but only if the defender is aware of the attack. The defender evades by announcing he is doing so, spending one of his Action Points — in other words, forfeiting one of his remaining turns for the round — and hurling himself out of the way. The defender then tests his Evade skill.

If the defender succeeds against a normal success, he avoids the attack. If the defender succeeds and the attacker rolls a critical, the critical is reduced to a normal success. If the defender fails against a critical roll, then the attack circumvents any armor.

PRONE COMBATANTS

The evasion, whether successful or not, places the defender at a disadvantage. He is now **prone**, and loses his ability to attack on his next turn. Assuming he has any remaining Action Points, he may still evade from a prone position — when attacked — or he may use his next turn to regain his footing.

While **prone**, any actions attempted — including evading — are made two degrees more difficult.

Some circumstances make evasion impossible or difficult. A character surrounded by lava, squeezed into a narrow corridor, or trapped by flaming wreckage, would lack an escape route. A mounted character would need to leap from the saddle, suffering falling damage in the process.

Combatants with Skills Over 100%

As with any opposed test involving a participant with a skill over 100%, the combatant with the highest fighting skill in excess of 100% reduces the skill value of his opponents by the difference between his skill and 100. Consequently, when making the test, the superior combatant rolls as if his skill is 100%, while each of his opponents rolls with this new penalty. For example, if a combatant possesses a fighting skill of 125%, then in the opposed test he rolls against 100% while his opponents each suffer a –25% penalty.



Fumbling a Combat Roll

If either the attacker or the defender fumble, then he may be subject to a mishap. Mishaps vary depending on circumstances and gamemaster discretion, though a table of examples is provided for convenience (see the “Combat Mishap (general)” table).

When rolling on the “Combat Mishap (general)” table, add the Fumble level and 1d10. Note that for the purposes of determining the Fumble level, “00” always counts as zero.

COMBAT MISHAP (GENERAL)

1d10 +Fumble level	Result
1-3	The combatant stumbles and loses his ability to react until his turn arrives
4-6	The combatant stumbles and loses his next turn (and his ability to react until that time)
7-9	The combatant drops his weapon 1d6 feet away
10-12	The combatant trips and falls prone
13-15	The combatant hits himself with the attacking weapon. Roll for normal damage
16+	The combatant hits an ally in an adjacent space (or himself if no ally is present). Roll for damage

Ranges (missile weapons and firearms)

The accuracy of a missile weapon or firearm is affected by the range and by the size of the target. For example, a combatant shooting a handgun (with a base range of 15 yards) at a medium-sized target 20 yards away, would test his skill with a Normal difficulty. The same shooter targeting a medium-sized opponent at 30 yards would test his skill with a Hard difficulty. **Note** that a difficulty modifier is, at best, Very Easy. Also, close quarters range is an abstract measurement — to be determined by the gamemaster and the needs of the setting — approximating close to melee combat range (roughly inside an 8 by 8 foot area).

RECOIL MODIFIER (OPTIONAL)

Though a firearm's recoil is generally not included in its statistics, a gamemaster may wish to include such a rating. By default, recoil is measured the same for all firearms, with a difficulty modifier based on the rate of fire: no modifier when making a single shot, one increased step of difficulty when firing a burst of shots, and two increased steps of difficulty for auto fire. If the gamemaster wishes to add a unique recoil modifier for each firearm, he may do so by rating each weapon with a **low**, **moderate** or **high** recoil, and by using the optional “Recoil Modifier” table as a guideline.

WEAPON RANGE MODIFIERS (MISSILE WEAPONS AND FIREARMS)

Range	Difficulty Modifier
Close quarters	Very Easy (shotgun only)
Half base range	Easy
Base range	Normal
Twice base range	Hard
Base range x 4	Daunting
Base range x 8 (rifle only)	Improbable
Base range x 16 (rifle only)	Impossible

TARGET SIZE MODIFIERS

Target's Size Category	Size	Difficulty Modifier
Small	10 or less	one degree harder
Medium	11 to 20	—
Large	21 to 40	—
Huge	41 to 70	one degree easier
Enormous	71 to 90	two degrees easier
Colossal	91 or more	three degrees easier

Firearms and Rates of Fire

Some weapons (such as firearms) indicate a rate of fire and allow more than one hit in a turn. A weapon with a **single** rate of fire makes the normally allowed one hit per turn. A weapon with a **burst** option allows the assailant to make 3 shots in his turn. A weapon with an **auto** option allows the assailant to make 20 shots per turn. Shooting a burst of rounds penalizes the assailant with an extra degree of difficulty (from Normal to Hard, or from Hard to Daunting, and so on), to account for the weapon's recoil. Shooting on auto penalizes the attacker with two extra degrees of difficulty (from Normal to Daunting, for example). If a burst attack succeeds, then the target is hit 1d3 times — effectively multiplying the resultant damage by the number of hits. If an auto attack succeeds, then the target is hit 1d20 times. Alternatively, the assailant making an auto attack may choose to target a group of opponents in an arc of fire. He must declare this before making his roll. However, if he succeeds, the number of hits are distributed evenly among the opponents caught in this arc of fire.

RECOIL MODIFIER (OPTIONAL)

Recoil	Max. Damage	Single Mod.	Burst Mod.	Auto Mod.
Low	0 to 6 points	none	–10%	Hard
Moderate	7 to 12 points	none	Hard	Daunting
High	13+ points	Hard	Hard	Daunting

Note that a pistol's burst recoil should be rated at best as moderate, regardless of the firearm's maximum damage — unless the pistol is stabilized with a shoulder stock or an Aim action. Gamemasters should consider making more difficult the recoil modifier for weapons that have been modified from their original manufacturing (such as shotguns with sawed off stocks).

Optionally, the gamemaster may allow a burst attack to fire 2 shots rather than the default 3 — using a 1d2 roll to determine the number of hits — and an auto attack to fire fewer shots than the default 20 — using a die appropriate for the number such as a 1d12, 1d10, or 1d8.

FIRING INTO A CROWD

When firing a ranged weapon into a crowd — or shooting an arc of fire — there is always a chance of hitting something other than the intended target. Typically, anyone caught in the arc of fire sustains the same damage, though the gamemaster is encouraged to use a case-by-case judgment.

When considering the opponents caught in an arc of fire, the gamemaster should note anyone protected by cover. Hits passing through the natural armor of the cover, may still strike those behind it. In such circumstances, the protected opponent must make a Luck check for each hit that gets through, followed by a roll on the “Hit Locations” table for each failed roll — or a common sense ruling based on circumstances. For full cover, the Luck roll is made one degree easier. Any damage is reduced by the armor rating of the protective barrier.

FIREARM MALFUNCTIONS

Some weapons, mostly firearms, possess a Malfunction rating — indicated by two numbers. The lower number is used for a weapon that is in poor condition, and the higher number is used for a weapon that is in optimal condition. If the assailant rolls the Malfunction rating or higher, while attacking, his weapon malfunctions. Most of the time this indicates a jam — for a semi-automatic or automatic weapon — or a misfire — for a revolver. Some malfunctions — such as those from improvised or antique firearms — may even result in the weapon exploding in the attacker’s hands. If a malfunction happens, the firearm becomes inoperable until fixed. Fixing a malfunction requires a successful Mechanisms roll — attempted with the spending of a turn — or a successful Athletics roll — attempted once every 1d6 turns.

FIREARM MALFUNCTIONS WITH BURST OR AUTO (OPTIONAL)

To compensate for the mechanical stress of firing a rapid cycle of rounds, the following optional rule may be employed. A firearm firing a burst of rounds reduces its current Malfunction rating by one point. A firearm firing on auto reduces its current Malfunction rating by three points.

BREAKING A FIREARM (OPTIONAL)

Any firearm that sustains damage — in one blow — greater than its armor rating reduces its Malfunction score to its lower number, compromising its integrity. A compromised weapon taking another such blow becomes inoperable. Any firearm that sustains damage — in one blow — greater than twice its armor rating becomes inoperable. Damage to weapons typically occurs if an attacker targets the weapon for destruction.

GUNSHOTS AND BLOOD LOSS

When a gunshot causes a major or critically major wound, the target suffers blood loss (see “Blood Loss” in the “Game Mechanics” chapter).

TAKING COVER

A combatant may spend a turn taking cover (especially from gunfire). Cover is either **partial** — as if shooting from behind an overturned table — or **full** — as if huddled behind the same barrier.

A combatant with **partial cover** is one degree more difficult to hit.

A combatant with **full cover** cannot be hit directly — unless damage passes through the armor of the cover — and he generally cannot make attacks from this position.

SUPPRESSIVE FIRE

A combatant may concentrate an intense barrage of attacks at an enemy — such as with a burst or with an auto attack. Even if the hits miss, the primary aim is pinning the enemy behind its cover. The success of such a strategy depends on the willingness of the enemy combatants to expose themselves to danger. Their motivation, leadership and morale will affect this willingness. The combatant wishing to use suppressive fire may first delay his turn, then later interrupt an enemy action with his assault of burst or auto fire. Enemy reactions to such attacks may be tested with Willpower rolls (note that these Willpower checks may be modified by intense motivations, effective leadership, or strong morale).

FIREARMS AND HEARING LOSS (OPTIONAL)

Anyone using firearms or within range of gunshots, and without ear protection, will invariable suffer temporary — if not long-term — hearing loss. To compensate for the intensity of sound, each combatant in a firefight reduces his Detection check by one degree of difficulty — if the Detection skill is used for a listening check. If the firefight occurs indoors, the damage is even more severe, reducing the Detection check by two degrees of difficulty. The impairment lasts 1d3 days, but the gamemaster may consider longer term effects for consistent exposure.

Bloodied Combatants (optional)

Any combatant losing more than half his total Hit Points in a battle is considered **bloodied**. Each non-player combatant may react differently when bloodied, depending on his morale, leadership and motivation to fight. The gamemaster determines the reactions for each bloodied non-player character or creature. A Willpower check may be required, for instance, to test the combatant’s willingness to continue fighting. The bloodied state may not apply to inhuman opponents.



Moving and Other Actions

An adventurer may perform other actions during a turn. For example, he may move up to a distance in yards equal to his Move rating. Or, he may delay his turn and then interrupt another combatant later in the round with his action — unless the round ends, resulting in the delayed action being forfeited. Players may creatively suggest other actions during combat.

USING MISSILE AND MELEE WEAPONS

Missile (or ranged) weapons (such as bows and blowguns) are those that can harm targets at ranges greater than hand-to-hand distances. Firearms are obviously included in this designation.

Melee weapons (such as swords and clubs) are intended for hand-to-hand combat, and therefore are generally limited to close quarters ranges. However, some melee weapons may be thrown (and are therefore usable as missile weapons). Weapons capable of ranged attacks have a **BASE RANGE** (the weapon's effective distance). Certain combat actions require the combatants being within hand-to-hand range of each other. For example, a grappling attack would obviously not work from a distance. Common sense applies when considering range and the actions available to the combatants.

These basic rules of combat suffice for expeditious rounds of battle, when technicalities would only encumber play. The gamemaster should treat them as guidelines, taking into consideration the strategic input of the players, and using the guidelines as a framework to adjudicate outcomes and to reward creativity. Consider: environments that uniquely affect combat; belligerents who use unconventional weaponry (such as fire, explosives or vehicles); or, players who coordinate tactics to increase advantage. For gamemasters and players who enjoy more complex rules, both the gamemaster's and player's guides provide more advanced tactical rules of combat.

ADDITIONAL COMBAT RULES

Environmental Conditions

Various environmental conditions may affect combat.

While **climbing**, a combatant's fighting skill cannot exceed the value of his Athletics skill. Bipedal combatants may only use a single limb to attack or defend, requiring the others to cling to the surface being scaled.

While **swimming**, a combatant's fighting skill cannot exceed the value of his Swim skill. Only thrusting weapons capable of impaling can be used successfully when immersed in water, with any potential damage halved. Natural weapons such as grappling, biting and strangulating, are treated as normal.

While a firearm using modern cartridges may fire underwater, doing so increases the chance for a malfunction and drastically limits the effective range of the round. For the purposes of in-game play, firearms are treated as impotent underwater, unless being fired at point-blank range. Additional, while underwater, the firearm's worst Malfunction rating is used — at half of its value.

Fighting from a Mount

Fighting from a mount affords the rider several advantages, but also presents a few challenges. While mounted during combat, the rider's fighting skill cannot exceed his Ride skill.

When using the optional "Hit Locations" rule or when striking a major wound, the rider rolls 1d10+10 — rather than 1d20 — when determining the locations hit on an enemy. This rule does not apply to small weapons (such as daggers).

When defending against attacks, the rider chooses his own fighting or Ride skill, or the relevant skill of the mount — whichever is more advantageous to the rider.

The rider adds his mount's SIZ to his own SIZ when calculating the effects of knockback. However, to do so successfully, he must first succeed with a Ride check.

The rider may use the Damage Modifier of the mount when charging with a braced weapon. Once braced, a weapon cannot be used for defense. A weapon that impales during a charge remains in the body of the target.

If using Bull Rush against a static formation of combatants, or against some other fortified defense, then the rider tests his Ride skill for the charge. The mount must cause knockback or be stunned for 1d3 rounds — resulting in a disoriented staggering.

When charging past an opponent, the rider gets only one turn to attack, as the mount quickly moves past the opponent.

A mount may be disabled if one of its legs is targeted and reduced to zero Hit Points — if hit locations are used — or if a leg suffers a major wound.

Knockback

When an attack causes damage in excess of the target's SIZ, the recipient suffers a knockback. When knockback occurs, the target must succeed with an Athletics check or fall prone from the force of the blow.

Additionally, the target gets knocked back one foot for every point of damage (minus any armor point deduction) rolled over the target's SIZ, or three feet — whichever amount is greater.

Leaping Attack

The combatant jumps on a target, attempting to knock the target prone. A leaping attack is treated similarly to a Bull Rush action. If leaping from concealment, then the attacker first tests his Stealth versus the target's Detection.

Lobbing Explosives

A combatant may attempt to lob an explosive — such as dynamite or some other incendiary object — over a barrier. To lob an object, the combatant uses his Athletics skill, but the task becomes one degree more difficult than throwing it directly.

If the roll fails, the explosive may still affect the target if the target is within range of the resultant blast.

If the gamemaster needs to determine the precise location of the blast, then the following guidelines may be used. For every 10 points away from a successful roll, the thrower misses his target by roughly 5%. To find the direction of the error (to see where it actually landed), the gamemaster rolls a 1d12. A 12 indicates that the object lands behind the target — at the 12 o'clock position — while a 6 indicates that the object lands in front of the target — at the 6 o'clock position. Other numbers indicate their various clock positions around the target.

For example, a combatant with an Athletics skill of 55% attempts to lob a stick of dynamite 30 yards over a barrier — which for a normal throw at that distance is Hard, but for a lob is one degree more difficult (or Daunting). He attempts to roll against 15%, but ends up rolling a 38. That's 5% for each 10 points he missed — in other words, 10% off the mark. The combatant misses by roughly 3 yards — or 9 feet. He rolls direction (1d12) and gets an 11. The dynamite is almost directly behind the barrier by 9 feet. When it blows, and if its area of explosion is greater than 9 feet, those within its blast radius will suffer damage.

FUSES

When explosives use fuses, then the thrower must determine when the actual explosion occurs. After lobbing the explosive, the thrower immediately tests his Luck. If the roll succeeds, then the explosive blows instantly as it lands. If it doesn't explode immediately, then he tests his Luck at the start of each new round — making the Luck roll one degree easier for each round that the fuse is lit. Rolling a fumble indicates that the explosive is a dud.

Morale

The morale of an enemy or underling (including the retainer of an adventurer) may be checked by the gamemaster when the character suffers a setback — such as being significantly injured or having his companions reduced in number. For a group of characters, a simple morale check may be made using a sorting test of each Willpower roll against the attack (or relevant) roll that precipitated the check. Such Willpower checks may be modified by effective leadership.

A strong leader is one with a high Influence, Intimidate or Command skill, each of which may affect the morale check, depending on the circumstances. Having the proper leadership score — whether Influence, Intimidate or Command proves most effective — allows the leader to first roll his leadership skill and, if successful, make the following morale check one degree easier. In other words, an effective leadership roll adds 20% to each of the follower's Willpower scores for the purpose of checking the sorting test results.

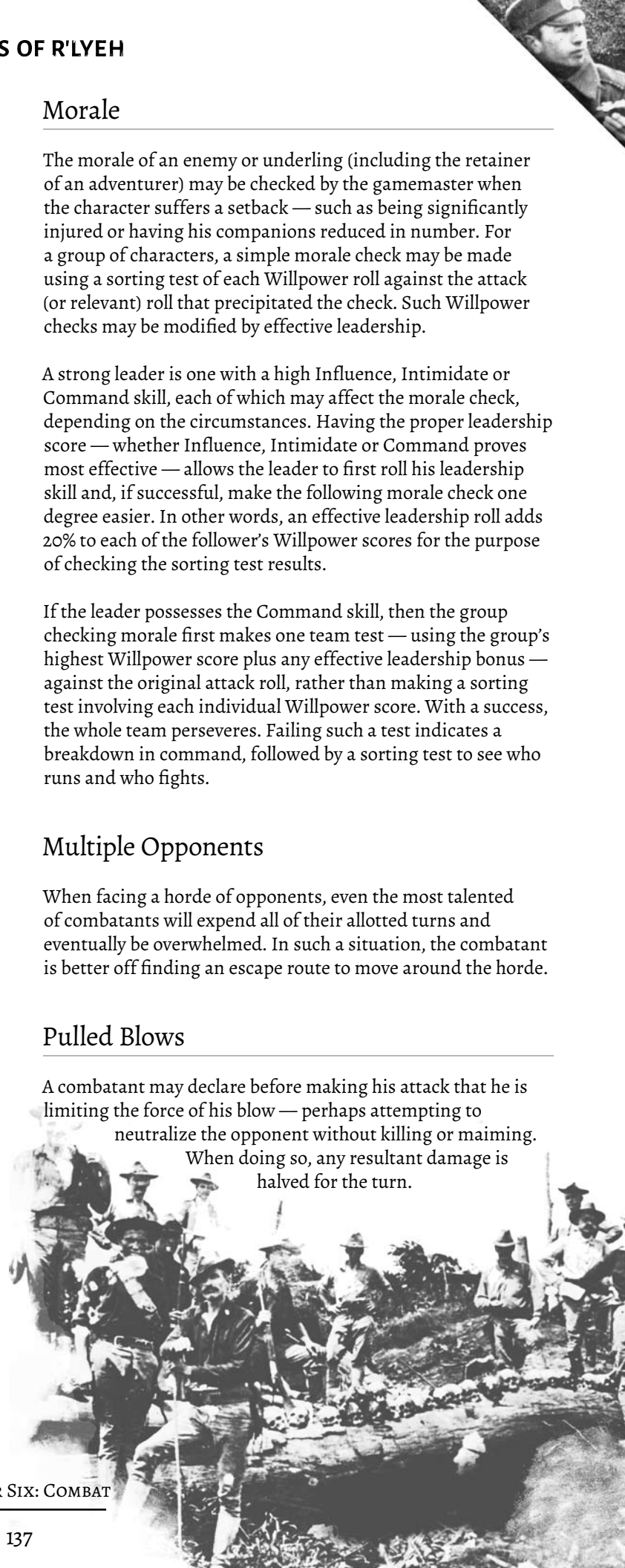
If the leader possesses the Command skill, then the group checking morale first makes one team test — using the group's highest Willpower score plus any effective leadership bonus — against the original attack roll, rather than making a sorting test involving each individual Willpower score. With a success, the whole team perseveres. Failing such a test indicates a breakdown in command, followed by a sorting test to see who runs and who fights.

Multiple Opponents

When facing a horde of opponents, even the most talented of combatants will expend all of their allotted turns and eventually be overwhelmed. In such a situation, the combatant is better off finding an escape route to move around the horde.

Pulled Blows

A combatant may declare before making his attack that he is limiting the force of his blow — perhaps attempting to neutralize the opponent without killing or maiming. When doing so, any resultant damage is halved for the turn.





Unarmed Fighting and Grappling

Unarmed fighting includes punching, kicking, head-butting and grappling. A combatant may use his Unarmed skill interchangeably with any other Fighting Method, if the opponent is in range of such an attack. Typically, unarmed strikes (by humans) inflict 1d3 points of damage — though some highly trained specialists are capable of delivering more damage with bare hands.

Combatants who succeed in an opposed Unarmed test may choose to inflict damage, to establish a grapple, or to struggle free from a grapple. Grappling generally requires that the gripping appendage be free to hold the opponent.

If successfully grappled, then any consequent skill check made by the target is made one degree more difficult — while the grapple continues. Once the grapple succeeds, it continues automatically until the target escapes or the grappler lets go. While the hold is maintained, on his turn the grappler may attempt to inflict further damage — such as strangulation.

The defender may attempt to break free from a grapple, testing Brawn or Unarmed versus whichever of the two skills the grappler prefers. The weaker opponent — the one whose Might score is lower — suffers one degree of difficulty for every level of difference between the opposing Might scores.

KNOCKOUTS AND STRANGULATION

In unarmed combat, a knockout may occur by inflicting either a major or a critically major wound to an opponent's head. If a grapple occurs and the attacker chooses to strangle his opponent, the opponent suffers asphyxiation each round he remains held (see “Drowning, Asphyxiation & Suffocation” in the “Game Mechanics” chapter).

Underlings and Minions (optional)

When the gamemaster wishes to use inconsequential underlings against the adventurers, then the following rules may be employed to better expedite or dramatize combat. Note that underlings are human, with typical human failings. Monsters should not be used as underlings, but should remain mysterious and frightening — regardless of whether or not an adventurous play style is desired.

The underling's Hit Points are reduced by half. At zero points, the underling perishes or, at the very least, is removed from battle.

Bloodied underlings — unless driven by a motivated leader — tend to scatter and run (see “Bloodied Combatants”). If half of the underlings' number is reduced or if the leader is disabled, then the remaining underlings scatter and run.

An underling suffering a major wound is incapacitated or knocked unconscious. No Fortitude roll is required.

FIGHTING METHODS

A Fighting Method is a skill that encompasses a number of weapons (typically, though a Fighting Method may theoretically include only one weapon), describes a fighting methodology and training background, and suggests a regional or historical style. In play, a character rolls his relevant Fighting Method when using any of the weapons included in that skill. Additionally, some Fighting Methods also incorporate bonus abilities for the fighters employing them.

There are an endless variety of Fighting Methods — each representing a discipline from history or a fighting style from fictional sources. The players are encouraged to develop their own Fighting Methods — as long as their characters' histories justify these decisions, and providing the gamemaster approves them. The following are a few suggestions for the development of a Fighting Method.

Generally, a Fighting Method's included arsenal is limited to the principal weaponry of a specific discipline, career or style. An exotic weapon not representative of a particular discipline should be given its own unique Fighting Method.

For example, a Texas Ranger possessing a gunfighter-themed style — aptly called either Fighting Method (Texas Ranger) or Fighting Method (Gunfighter) — could justifiably include the use of the rifle, the handgun and potentially the shotgun in its application. If the adventurer desired proficiency with a bullwhip as well, then this secondary weapon would necessitate an additional Fighting Method (Bullwhip) skill, as the bullwhip is not representative of the typical armament of a Texas Ranger.

As another example, a Moro insurgent in the Philippines possessing a Moro-themed style — defined by its inclusion of bladed and improvised melee weapons and its use of empty-handed techniques — could justifiably include an array of knives, sticks and grappling moves in its one Fighting Method. If the character with such a background adopted the use of a rifle or handgun, however, this secondary training would necessitate an additional Fighting Method (Rifle), Fighting Method (Handgun), or Fighting Method (Firearms) skill.

FIGHTING METHOD BONUS ABILITIES

Some Fighting Methods also incorporate one or more bonus abilities. A few possibilities are listed in the “Fighting Method Bonus Abilities” table, though more are certainly possible.

EARNING BONUS ABILITIES (OPTIONAL)

The gamemaster may decide to allow bonus abilities only for a character with enough skill points in his Fighting Method. The character must possess at least an amateur proficiency to earn one bonus ability. If the Fighting Method includes more

than one ability, then the character may earn the second one when he possesses at least a professional level of training in the skill. He may pick a third ability — if one exists — when he attains an expert level. At a master level, he may pick two more abilities (if the skill includes them). Such a guideline may prove useful for a Fighting Method skill involving nuanced degrees of proficiency.

INCLUDED WEAPONS

Since the possibilities for a Fighting Method are eminently open-ended, justified with historical and textual sources, and influenced by the needs of the setting, the final weapon package is best left to the gamemaster's discretion. A few examples are provided in the "Fighting Methods Examples" table.

Advancing Fighting Methods (optional)

In some circumstances, the gamemaster may wish to allow a character to change one Fighting Method into a more powerful version — as some methods may be designed to augment the capabilities of another fighting skill. Rather than creating a second Fighting Method, the character may simply advance his capabilities, adding the new weapons or bonus abilities to the original Fighting Method. This advancement may require certain prerequisites, such as the attainment of a specified skill level or of a qualified teacher, as well as the expenditure of two Improvement Points.

For example, a Bedu warrior with the Fighting Method (Bedouin Skirmisher) — which includes a scimitar, khanjar and rifle, and the "Mounted" bonus ability — wishes to advance this skill to the Fighting Method (Bedouin Saboteur) — which adds explosives equipment and the "Demolitions" bonus ability to the previous method. The gamemaster determines that to do so requires a minimum of a professional skill level in the "Bedouin Skirmisher" method, the proper training (most likely from a qualified saboteur or soldier) — and the standard expenditure of two Improvement Points.

Substituting Weapons

If a combatant uses a weapon outside of his typical Fighting Method arsenal, then he may justifiably use the skill as long as the weapon approximates one of his trained weapons.

If a weapon is very **similar** in operation to one of his trained weapons, then the combatant may use the relevant Fighting Method without penalty. For example, a soldier with rifle training would be able to quickly adapt to using a shotgun.

If a weapon is **roughly similar** in operation to one of his trained weapons, then the combatant may use the relevant Fighting Method — but with the difficulty made one grade harder. For example, a detective trained with a specific semi-automatic handgun would be able to use this skill — with reasonable

proficiency — with a break-top revolver firing more powerful cartridges.

If a weapon is **remotely similar** in function to one of his trained weapons, then the combatant may use the relevant Fighting Method — but with the difficulty made two grades harder. For example, the aforementioned detective trained with his handgun would be able to use this skill — with some proficiency — with a bolt-action rifle.

If a weapon is **different** in function to one of his trained weapons, but still logically connected to the skill, then the combatant may use the relevant Fighting Method — but with the skill reduced to its base value. For example, a soldier with modern rifle training would be able to use this skill — but only with basic proficiency — with a flintlock rifle.

The penalty for using an unfamiliar weapon cannot reduce the wielder's skill to an amount below the base value of the related Fighting Method, regardless of the final calculation. However, the gamemaster may determine that a weapon is so unfamiliar to a combatant that it simply cannot be used without proper training.

WEAPON SPECIAL EFFECTS

Artillery: When used against a unit of combatants, damage is dealt to the unit as a whole rather than to any one individual. Against the individual, the attack instantly kills its target with devastating gore. An exception to this rule occurs when the target's size and ferocity are equivalent to a unit of combatants.

Bash: The attack forces the defender back and off balance. The target gets bashed back one foot for every point of damage (minus any armor point deduction) rolled over the target's SIZ, or three feet — whichever amount is greater. If the opponent is knocked into an obstacle, then the target must make an Athletics roll — with a Hard difficulty — to avoid falling prone. Bashing works only on opponents up to twice the attacker's SIZ.

Bleed: The defender must make an opposed roll of his Fortitude against the attacker's original attack roll. If he fails, then a major artery is cut and he suffers blood loss (see "Blood Loss" in the "Game Mechanics" chapter).

Electrify: The weapon discharges electrical damage (see "Electricity" in the "Game Mechanics" chapter).

Entangle: An entangling weapon, such as a whip or a net, immobilizes the opponent by striking a specific location. Depending on the location struck, the opponent cannot use a weapon (if an arm is targeted), cannot move (if a leg is targeted), or suffers a Hard difficulty to any activity (if a general area is targeted). The wielder may spend his next turn tripping the defender to a prone position, if he so desires.



RAIDERS OF R'LYEH

FIGHTING METHOD BONUS ABILITIES

Acrobatic	The combatant may evade a (non-firearm) blow in combat without falling prone.
Artillery	Allows a three- to five-man, specially-trained team to reload and operate heavy artillery. When determining weapon range penalties, the artillery's maximum firing range is 16 times its base range, and the difficulty is one grade easier.
Berserker	The combatant delays the effects of an otherwise neutralizing strike (such as one causing blood loss, a major wound, or sub-zero Hit Points) for 1d3 rounds, after which the wound finally takes effect. Does not apply to severed limbs or to Hit Points reduced to the death threshold.
Bone Crushing	When inflicting a major wound in melee, the combatant breaks one of the target's bones.
Demolitions	When engineering explosives, any Luck rolls made for fuses are made two degrees easier.
Empty Handed	The combatant uses 1d6 points for damage when fighting unarmed.
Fortified	When entrenched with allies in cover, the combatant becomes one degree more difficult to hit from ranged attacks.
Ground Fighting	Attacks, including grappling (if an opponent is in range), and evasions can occur from a prone position without the standard penalty. Additionally, when first knocked prone, the combatant may still attack on his next turn.
Gun Draw	When drawing a trained gun to surprise attack, Sleight of Hand or Fighting Method (whichever is higher) is made one degree easier.
Improvised	The combatant may use improvised objects — related to the Fighting Method — to cause stun , bash , entangle or bleed damage (each is a separate special ability).
Marksman	When attacking from a distance greater than base range, the difficulty is made one degree easier.
Mounted	While mounted, the combatant does not suffer the typical fighting skill limit imposed by the Ride skill.
Speed Loading	When using a trained weapon, the reload time is reduced by one degree (4 AP > 3 AP > 2 AP > 1 AP).
Trained Animal	The combatant uses a trained animal while fighting, such as a dog. When testing the animal's loyalty in battle, the trainer uses his Influence or Intimidate to affect the outcome (see “Morale”).

FIGHTING METHOD EXAMPLES

Fighting Method	Included Weapons	Bonus Abilities
Infantry	Rifle, handgun, bayonet	Fortified
Cavalry	Rifle, handgun	Fortified, Trained Animal
Moro Insurgent	Barong, kris, shield	Improvised Bleed, Berserker
Honghuzi Bandit	Rifle, handgun	Improvised Bleed, Improvised Stun
Bartitsu	Stick	Empty Handed, Improvised Stun
Street Thug	Knife, stick, brass knuckles	—

Explosive: The weapon causes explosive damage (see “Fires and Explosions”).

Impale: The weapon sinks in deeper or strikes a vital area, resulting in two consecutive damage rolls added together. If the weapon is a melee weapon, such as a knife, the attacker has the option of either leaving the weapon in the wound or yanking it free. Leaving a weapon in the wound causes the defender to suffer a skill penalty of one degree per size category of the weapon — Hard for small weapons, Daunting for medium weapons, and so on. Yanking a weapon free costs the attacker another turn and requires a successful Brawn roll. If successful, this causes further injury to the same location equal to the normal damage roll for that weapon — minus any Damage Modifier. Armor does not reduce this withdrawal damage. Obviously, while a weapon remains impaled, it cannot be used for any other attacks or parrying.

Sunder: Any damage in excess of the opponent's armor is applied to reducing the armor itself. If hit locations are used, then a location is rolled on the appropriate “Hit Locations” table. If the

armor is reduced to zero, any excess damage is applied to Hit Points. When used against the natural armor of a creature, such a blow opens a devastating gash in its hide, chitin, scales, and so on.

Stun: The defender must make a successful Fortitude roll against the original attack roll, or suffer a stunning effect. If made against general Hit Points, the opponent staggers winded, capable of only defense. If a limb is struck, the limb is rendered useless. A head shot renders the opponent unconscious. The duration of incapacitation lasts a number of turns equal to the damage that penetrated any armor. If no damage penetrated, then the impact was insufficient to stun.



CHAPTER 7: MAGIC

TWO TYPES OF MAGIC — OCCULT AND MYTHOS — EXIST IN *Raiders of R'lyeh*, though the line between the two often lies in shadow.

Occult magic is almost always difficult to quantify with objective data. Under most circumstances, its effects are either imperceptible to the layman or rationally explicable by the materialist. The caster may be able to produce what seems to the observer like mystifying and uncanny results, but these will be just low-powered enough to merit some doubt among hardened skeptics.

Is the caster truly drawing on spiritual forces? Is he actually tapping into more dangerous alien mythos magic in naïve ignorance? Are his “tricks” mere uncanny coincidences? Or is he unconsciously creating these effects with some form of self-hypnotic will? Of course, with occult magic, any one of these realities could blur into the next.

Since the effects of occult magic leave some measure of doubt in the observer, most occult spells should allow for this skeptical explanation. A witness of occult magic could reasonably arrive at the following conclusions: the caster performing astral projection is experiencing a self-hypnotic dream state; the caster invoking a vicious entity into his consciousness is suffering a state of mad delirium; the caster using “invisibility” is exploiting coincidence; the caster materializing a demon into a ritual space is causing witness hysteria, heightened by drugs and gusts of wind and extinguishing candles. The gamemaster should allow room for these dual interpretations, where it is practical to do so.

The gamemaster may decide any of the following: that several of these potential truths about occult magic are possible; that in one instance a ritual may be the result of true supernatural intervention, while in another the outcome of serendipity — leaving the interpretation of various effects to the witnesses; or, that the truth of magic is simply unattainable by the human mind.

Whether or not the adventurers understand these phenomena to be supernatural or coincidental, the caster nonetheless earns some form of mechanical or informational reward after succeeding with the occult spell or ritual. Successfully cast spells may manifest mechanically as bonuses on skill checks related to the powers invoked, as unique abilities, as privileged information communicated by summoned (often invisible) entities, as protections against supernatural threats, or as beneficial clues recovered from dangerous astral journeys.

Mythos magic, by comparison, will most certainly make itself evident — with devastating assuredness — to the layman and even to the hardened skeptic. The universe teems with malignant, titanic, supranormal intelligences capable of imparting such understanding. The willful occultist who

solicits the erudition of these beings — their mastery of death, their conquering of spacetime, and their reservoir of horrible powers — may find a codified text containing such mythos lore or a patron willing to “educate” the desperate seeker (for a horrible price).

When it comes to encountering these incredibly powerful alien forces in *Raiders of R'lyeh*, the magic-using adventurer is both slightly advantaged and uniquely vulnerable. On one hand, the caster most likely has some training and experience in dealing with sublime realities, and consequently a faster time adjusting to non-Euclidean horrors. In addition, at various times he is able to detect supernatural snares, to intercept occultic threats, or to observe and assess otherworldly realities that may prove useful to his team. On the other hand, the student of the occult moves ever closer to fully realizing the overwhelming horrors beneath the illusory veil of the workaday world. He may venture too far into unsafe territories, drawing to him some entity outside of the limits of any human ability to conquer or understand. This threat of “venturing too far” should be everpresent with the caster, and it is up to the gamemaster to determine just how dangerous it is to use occult magic in a universe where doing so could be a beacon light to some unimaginable horror. A related threat to the caster is the covetous desire for secrets humankind was not meant to know, and the consequent lure of ancient, forbidden sorceries. Many of the sorcerers encountered in *Raiders of R'lyeh* were once well-intentioned occultists investigating mysteries of the universe, only to delve too deeply and be enthralled by some horrible abyssal entity.

While historical magicians have memorized, inscribed, engraved and catalogued their discoveries — a hierarchy of Goetic demons, a map of immaterial aethyrs, a system of angelic keys, and so on — these are rarely immediately useful to the uninitiated. While scientific laws can be objectively quantified and recreated in laboratories, magical realities must be subjectively experienced and realized through imaginative effort. The caster must diligently record the effects of ritual experimentation and formulate his own experiences of reality. Hypotheses about what actually occurs during these rituals are also left to the caster to surmise. While one practitioner may deduce that he is invoking actual spirits, another may determine that these spirits are metaphors for various states of his own consciousness. A third practitioner may decide that both conditions could potentially be true simultaneously.

Because it is not fixed in any one rigid system or paradigm, the magic in *Raiders of R'lyeh* is provided in an open-ended list of spells, rituals, and abilities common to many magical systems. Each unique Occult path of magical study will suggest which spells are relevant to its methods, beliefs, prejudices and themes. It is up to the gamemaster to determine which paths are available to the adventurers, and to decide which spells are attached to each path. This open flexibility allows the gamemaster either to adhere to the historical source texts used by real occultists, or to design and modify his own magic systems. See “Occult Paths” for more information.

SPELLS FOR NEW OCCULTIST CHARACTERS

When a new magic-using character is developed — at character generation — the magician is allowed one relevant spell for every Occult skill level, if such spells are available to him in his chosen Occult path. If the character possesses more than one Occult skill, then he is allowed a number of spells for levels in each separate Occult path.

STARTING RATIONALITY FOR NEW OCCULTIST CHARACTERS

Additionally, the new magician — at character generation — is required to make Horror checks — and suffer Rationality penalties — for every Occult skill that reaches 50%, 75%, 100%, and so on (see the “Horror Check Examples” table in the “Horror, Shock and Sanity” chapter).

For example, a new magician starting with one Occult path of 76%, and a second Occult path of 51%, would be allowed 4 spells for the first Occult skill, and 3 for the second Occult skill. Additionally, he would be required to make three Horror checks — one for the first Occult skill reaching the 50% threshold, and then again for the same skill reaching the 75% threshold, and then a third for the second Occult skill reaching 50%.

SPELL LEVELS

Spell Level	Minimum Occult Skill Required to Learn
1	Base value
2	25%
3	50%
4	75%
5	100%
6	125%
7	150%
8	175%
9+	200% and over

LEARNING OCCULT MAGIC

An occultist's devotion to his craft — which includes the humbled training under experienced mentors, the disciplined study of occult texts and methods, and the diligent recording of ritual experimentation — determines the range of his powers.

Spells may be acquired from mentors, from lodges, or from the study of grimoires. Some Occult paths even allow a practitioner to develop his own rituals, once reaching a mastery of the craft.

When learning new magic, the practitioner must first possess the bare minimum Occult skill before even deciphering a spell's operations and requirements (see the “Spell Levels” table). Even with the guidance of a mentor, the student still suffers these restrictions. In order to learn a level one spell, a caster must possess the base value for an Occult skill. In order to learn a level 2 spell, a caster must possess an Occult skill with at least 25% proficiency. In order to learn a level 3 spell, a caster must possess an Occult skill with at least 50% proficiency. And so on.

Note that a practitioner may also be restricted by the rules and limitations of a lodge or mentor. Just because a magician attains the requisite Occult skill level does not guarantee a willing teacher. Sometimes, other esoteric requirements are demanded of the student. Of course, such restrictions do not apply to independent practitioners.

When determining a caster's ability to learn a spell, his Occult skill with the highest score is used — regardless of which path it represents.



LEARNING MAGIC FROM A TEXT

A practitioner studying spells in an occult text may be limited in learning many or all of the spells within the book, depending on his Occult skill level. It is possible to pore over a tome, ascertain the significance of only a few lower level spells, and overlook the meaning of the remaining spells beyond reach. However, after earning a higher proficiency in the requisite Occult skill, the student may try the text again for new insights.

Secondly, when studying from an occult source — such as a grimoire — the practitioner must be capable of reading and comprehending the language of the text. Even if a practitioner is able to loosely decipher the wording of a text with a Language roll, the mistranslation of even one word can nullify the spell or alter the outcome of its effects.

Lastly, the practitioner chooses which spell he wishes to learn — from those he is able to decipher — and devotes himself to the required time of study. To learn one spell requires a number of weeks equaling the level of the spell — or for a level one spell, a number of days determined by the gamemaster — and the expenditure of Improvement Points equaling the level of the spell. However, a spell never costs more than 3 Improvement Points, regardless of its level.

LEARNING MAGIC THROUGH MENTORSHIP

To learn one spell from a willing mentor (who must have at least 50% in the relevant Occult path) requires a number of days equaling the level of the spell — and the expenditure of Improvement Points equaling the level of the spell (but no more than 3 points, regardless of the spell's level). See the “Character Improvement” section in the “Game Mechanics” chapter for more information about mentorship. Note that a willing mentor may request an odd task — in addition to payment — in return for instruction. Such a task may provide an interesting opportunity for adventuring or drama.

TRAINED AND UNTRAINED LEARNERS

A caster who has learned a spell as part of his Occult path is properly **trained** in that spell. Learning magic through guesswork and without a trained eye is extremely dangerous. However, as an **optional** rule and under some circumstances, the gamemaster may wish to allow an **untrained** adventurer access to an essential spell that is otherwise beyond his limits. To learn such a spell without the prerequisite Occult skill, the adventurer may default to Research or to another preexisting Occult skill (whichever is higher). The learning time is one month per level of the spell — subtracting a number of weeks equal to 10% of the Occult or Research skill from the total time required (with a minimum of 2 days time required for any spell). At the end of the time, the caster rolls to determine if he has absorbed the spell.

In order to absorb the spell, he must make a successful Occult check — or a defaulted skill check using Research (using a one step penalty of difficulty). When a mentor is used for the roll, the adventurer augments his skill by a number equaling his own INT plus 10% of the mentor's relevant skill. The caster may attempt another check after a second period of studying — but at half the time required. After a successful roll, the caster spends the requisite Improvement Points and learns the spell. However, the caster is still considered untrained, a condition which may produce less desirable results when casting.

Optionally, the gamemaster may wish to make any untrained casting mishaps one degree more severe (from minor to moderate, or from moderate to major).

LEARNING MYTHOS MAGIC

The attainment of mythos magic is so dangerous, so taxing, and so aligned with malignance, that most of the spells are best reserved for the setting's villains. However, some exceptions do exist — such as Spacetime Gate and a few others. The occultist who succumbs to the allure of eldritch powers has committed his soul to dark sorcery. The one who wades too far eventually loses himself entirely, devolving into an inhuman thrall or into a “creature of shadow.”

While occult magic requires the practitioner's devotion to craft — which includes the appropriate Occult skill level — mythos magic more often requires the risk of one's life or the enthrallment to eldritch horrors. An Occult skill may help in interpreting a mythos-themed grimoire, but for some spells this proficiency becomes less relevant than the practitioner's willingness to sacrifice his humanity.

Mythos magic is often tapped from the reservoirs of powerful eldritch entities, either through foul worship and sacrifice, through communion with a devoted cult, by channeling preexisting entropic energies, or through the Invocation of an entity's essence. Oftentimes, the seeker of such forbidden knowledge is an occultist with overreaching ambition — though not exclusively.

If the practitioner using occult magic is in actuality tapping into an alien super-science, then the distinction between occult magic and mythos magic — is at best — vague. As with occult magic, by default the practitioner must first possess the bare minimum Occult skill before even deciphering a spell's operations and requirements. For the rare practitioner meeting the Occult skill level requirements of a mythos spell, he may learn it just as he would an occult spell.

By default, spells of level four (and below) are designed as occult magic, and spells of level five and above are counted as mythos magic. However, the gamemaster is free to modify this dividing line to better fit the feel of his setting.

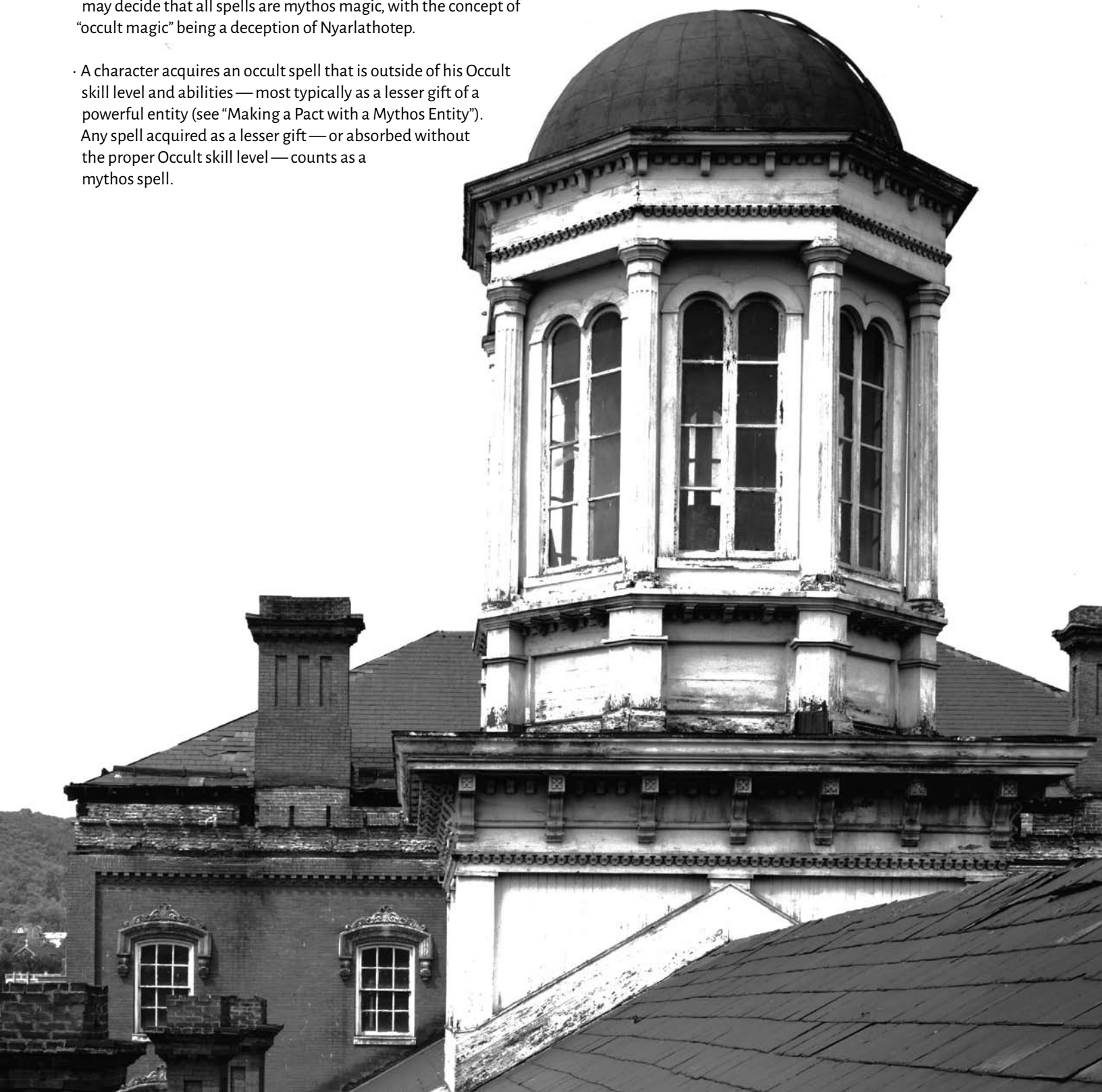
RAIDERS OF R'LYEH

The practitioner seeking magic beyond his level and abilities — most often from a powerful eldritch entity — may circumvent this rule, for a price (see “Making a Pact with a Mythos Entity”).

In some circumstances, certain occult spells may be treated as mythos magic. Any one of the following may cause an occult spell to be may counted as a mythos spell.

- The gamemaster determines that certain occult spell levels will be counted as mythos levels. For example, the gamemaster may decide that only level one and two spells constitute occult magic (while the rest count as mythos magic). Or, a gamemaster may decide that all spells are mythos magic, with the concept of “occult magic” being a deception of Nyarlathotep.
- A character acquires an occult spell that is outside of his Occult skill level and abilities — most typically as a lesser gift of a powerful entity (see “Making a Pact with a Mythos Entity”). Any spell acquired as a lesser gift — or absorbed without the proper Occult skill level — counts as a mythos spell.

- The gamemaster may create more powerful mythos versions of occult spells — increasing the spell level for each to at least 5. Some examples include Dominate Reanimated, Evocation (an outer monstrosity), Invocation (power of outer monstrosity or mythos entity), Speak with the Dead, Summon (a mythos creature), Voice of Azathoth, Ward of Teleportation, or Ward of Annihilation.



Making a Pact with a Mythos Entity

"In his last years Alhazred dwelt in Damascus, where the Necronomicon (Al Azif) was written, and of his final death or disappearance (738 A.D.) many terrible and conflicting things are told. He is said by Ebn Khallikan (12th cent. biographer) to have been seized by an invisible monster in broad daylight and devoured horribly before a large number of fright-frozen witnesses." —H.P. LOVECRAFT ("The History of the Necronomicon")

Some unique spells (even those too powerful for the caster's abilities) or complete Occult paths may be acquired by making a pact with an immensely powerful entity — or through the fanatical devotion or enthrallment to the entity.

When a character — typically a villain or other non-player character — makes a pact, he has committed himself to loyally following the directives of a mythos entity. A few examples of such pacts are listed in the "Occult Path Restrictions" section, though the gamemaster is encouraged to create his own. Mechanically, this pact acts as a bond, competing with the other motivating drives of the character (see "Drives and Bonds" in the "Character Creation" and "Game Mechanics" chapters).

Some entities even demand that the sycophant replace one of his 3 motivations with the pact. By accepting such an agreement, the character must choose which of his previously cherished bonds or drives is lost (subsequently losing a bit of humanity in the process). A character who has replaced one of his drives or bonds with a pact has become **enthralled** to the entity.

Typically, an enthralled character receives a percentage score for this new pact — though a gamemaster may choose to simply roleplay the effect of the pact, rather than treating it mechanically like a skill. However, when treated as a percentage, the pact measures the degree to which the character has absorbed the personality, motivations and tainted qualities of his master.

The base value for such a pact is calculated by adding together the adventurer's POW and the entity's POW.

Once a character possesses a pact stat, various circumstances may cause the character to automatically increase the score — and in the process absorb more qualities of his overlord. Just as with a normal drive or bond, the gamemaster may increase this percentage — typically by up to 1d10 points — during critical moments when the character's loyalty to the entity is clearly proven. As the character increases his devotion to his master — as represented by his actions in-game and his pact score — he gradually exhibits more and more of the physical and mental qualities of the entity.

The obligations of enthrallment differ from entity to entity. However, at minimum, the practitioner has forfeited his life to the being, represented by the pact. Additionally, when a gift — such as a spell, Occult path, or special ability — is granted to the servant, then he suffers a permanent expenditure of POW. The amount of POW lost is related to the gift granted to the servant.

LESSER AND GREATER GIFTS

Lesser gifts are spells purchased with the permanent expenditure of 1d3 points of POW, and an increase of the pact score by 1d10 points. Typically, the thrall absorbs the spell instantly — even if he does not possess the requisite Occult skill level to understand it — and pays any requisite costs enumerated in the spell description.

Greater gifts are spells acquired with the immediate expenditure of one point of POW and an increase of the pact score by 1d10 points, and with the promise of payment of 3d10 points of POW — to be rolled and collected at a later date. Note that a thrall may acquire only one greater gift, though multiple lesser gifts may be added to his spell collection. Note that a greater gift may also be a new Occult path or a special ability.

Collection of the promised POW is typically made when the thrall dies. However, if the thrall's Essence Points ever drop to 2, then he must roll over his pact score (or under his Rationality with a Hard difficulty, if no pact percentage is calculated) or suffer the immediate extraction of the POW. If the thrall escapes this extraction, he may recover his Essence Points as normal. However, each time his Essence Points drops to 2 (or below), he must again make this check.

When an entity, its avatar, or one of its servitors arrive to collect the thrall's POW, the victim's fate is irreversible. If, in the extraction, the POW is reduced to zero or less, then the victim suffers a gruesome death or horrible fate. Any witnesses must make appropriate Horror checks. If the thrall somehow survives, he must make a Horror check, testing Rationality with an Improbable difficulty, and risking –1d100 points of mental damage. Additionally, he ages a number of years equal to the POW lost, with any relevant aging penalties calculated while suffering this rapid deterioration. Lastly, the greater gift fades from memory, along with 1d3 other spells or lesser gifts — with the latest ones fading first, or with attribute points fading if no spells remain. If he survives, the thrall is typically released from bondage at this point. However, any survivor of such an assault almost always diminishes to a drooling wreck.

The details of a fatal assault will vary from entity to entity. One victim may be eviscerated from the inside out, another carried into the air and quartered, another swarmed with frenzied vermin, and yet another spontaneously set ablaze in a screaming conflagration. A victim may even be tortured into a new shape, then enslaved to servitude as a creeping wretch or as a monstrous familiar. Any effect is ultimately left to the gamemaster's imagination.

Example Lesser and Greater Gifts

Note that a powerful entity's lesser and greater gifts are left to the gamemaster to devise (though some mythos creatures — especially those classified as Ancient Ones — possess magic unique to them and related to their particular domains). The following gifts of Yog-Sothoth are merely one set of possibilities for this entity. Ultimately, it is the gamemaster who determines what magic best suits each Ancient One.

GIFTS OF YOG-SOTHOTH

LESSER GIFTS*: Divination (Aeromancy), Divination (Necromancy), Dho-Hna Formula, Dominate Reanimated, Evocation (several types of outer monstrosities), Invocation (Yi Nash Yog-Sothoth), Summon (several types of mythos entities), Summon Storms and Lightning, Voorish Sign

DHO-HNA FORMULA

Level Five, Range (Variable), Duration (Variable)

The Dho-Hna Formula is an Astral Projection spell with a specific destination: the inner city at the 2 magnetic poles. From this otherworldly area, the traveler may sense interrelationships of space and time, and learn the angles of the planes and all the formulas between the Yr and Nhhngr. While at the inner city, any research of a Spacetime Gate spell takes 1d3 minutes (rather than days), and results in the number of revealed facts about a gate being multiplied by three. Additionally (and with gamemaster approval), new Spacetime Gates may be revealed to the traveler that would otherwise remain unknown.

INVOCATION (YI NASH YOG-SOTHOTH)

Yi Nash Yog-Sothoth (Intensity 6). Each Invocation allows the caster to reanimate one body from the ashes of a corpse's "essential salts." Produces sociopathy and intense nightmares in the caster, and drains electricity and incites animals within a three mile radius.

VOORISH SIGN

Level Five, Range (Feet), Duration (Concentration), Resist (Willpower)

With a gestural incantation, the caster makes visible an otherwise invisible entity. With some extraplanar entities (such as demons), this spell may produce a different vision for each observer.

*See "List of Spells" for the other lesser gifts.

GREATER GIFTS: Door of Yog-Sothoth, Inhabitation of Immortality

DOOR OF YOG-SOTHOTH

Level Five, Duration (Minutes), Resist (Willpower)

The Door of Yog-Sothoth is a Spacetime Gate spell that uses a victim's body as the portal — through which an avatar of Yog-Sothoth travels into our world (for a Duration of minutes). The victim's flesh transforms into a congeries of eyes, mouths, and jellified putrefaction. The victim may resist, but even with a successful roll he suffers a Horror check against Willpower (Daunting) for -1d100 points of damage — as Yog-Sothoth begins to merge its consciousness with the target's. With a fumbled casting, the caster himself inadvertently becomes the portal. The gamemaster may opt to make the spell workable only with certain conditions (such as the confluence of celestial bodies and specified dates, the presence of stormy weather, and so on). See the "Spacetime Gate" spell for more information.

INHABITATION OF IMMORTALITY

Level Five, Range (Feet), Duration (Variable), Resist (Willpower)

After reducing a target's Essence Points to zero — perhaps with a Discorporation spell — the caster exchanges minds with the exhausted victim. The exchange may be permanent, if the caster wishes it. However, after a week's time the transfer becomes irreversible. If the spell succeeds, the victim suffers a Horror check against Willpower (Hard), for -1d20 points of damage. Though the exhausted victim may resist the exchange, the resistance roll is made two degrees more difficult if the victim is blood-related to the caster. Inhabitation of Immortality allows the caster to jump from older body to younger body, and therefore to attain a certain kind of immortality. The gamemaster may opt to make the spell workable only with certain conditions (such as the confluence of celestial bodies and specified dates, the presence of stormy weather, and so on).



Absorbing a Spell From an Entity

Without a pact, it is still possible for a spell to be sent by a powerful entity telepathically or through a dream, with a requisite number of Rationality points lost for the experience — starting with -1d3 for level one, two and three spells, -1d4 for level four spells, and -1d6 for more complex spells (or whatever the gamemaster deems is appropriate).

If the adventurer's minimum Occult requirements are high enough to absorb it, then he learns the spell instantly. An adventurer may attempt to absorb a spell beyond his abilities, but only if he succeeds with a test of Willpower. If he fails the roll, he absorbs the spell only temporarily. Temporary spells stay in memory for a number of hours equal to the adventurer's POW.

Corruption

Some entities and unique spells — or spells too powerful for the caster's abilities — may cause **CORRUPTION**. Corruption represents a character's physical degradation or devolution resulting from a supernatural influence.

Corruption is calculated as a percentage, and measures the degree to which the character has degraded or absorbed the tainted qualities — or **weird traits** — of his master. For example, a sorcerer could possess one of the following: Corruption (Foul Devolution) 42%, Corruption (Amphibious Putrefaction) 23%, Corruption (Creature of Shadow) 73%, or any number of possibilities invented by the gamemaster.

When a character first attains a Corruption, he adds 3 points to this newly acquired Corruption score and checks the relevant Corruption table for a new weird trait. See the "Weird Traits of Corruption (General)" table for some examples.

Once a character possesses a Corruption stat, various circumstances may cause the character to automatically increase the score — and in the process degrade further or absorb more weird traits of his overlord.

When a number on the Corruption table is rolled for the first time, the first weird trait in the rolled sequence is acquired. If the same number is rolled again at a later time, the next trait in the sequence replaces the last one. Acquiring the first trait in a sequence increases the Corruption score by 3 points. Acquiring the second trait in a sequence increases the Corruption by 5 points. And acquiring the third trait increases the Corruption by 7 points. Rolling the same sequence a fourth (or higher) time increases the Corruption by 10 points.

Once a character increases his Corruption to 100% (or over), his humanity is lost forever. If an unfortunate player character earns a Corruption score and increases it to 100% (or over),

then the character is forfeited to the gamemaster as a creature of the mythos.

Note that while a character's Corruption type may be renamed if circumstances warrant this — such as changing Corruption (General) to Corruption (Defiled Sycophant), as just one example — a character should only ever have one Corruption score to represent his overall decline.

Though the "Weird Traits of Corruption (General)" table is provided as a model, each entity would more than likely include its own Corruption table specific to its loathsome qualities. The gamemaster is encouraged to modify the provided Corruption table or invent new ones as needed.

WEIRD TRAITS OF CORRUPTION (GENERAL)

1d10	Traits (in order of degradation)
1	Clammy, thinning hair. Oily, patchy hair. Greasy, hairless scalp.
2	Thinned lips. Crusted, eroding lips. Lipless, with rotting teeth.
3	Persistent cough. Persistent wheezing. Fluid-filled choking.
4	Sallow. Sallow and veiny. Yellowed, and nettled with varicose veins.
5	Blood-shot eyes. Sunken, blood-shot eyes. Sunken, oozing eyes.
6	Puffy and clammy. Corpulent and sweaty. Bloated and moist.
7	Itching, flaking skin. Festering sores. Squamous, with leprous lesions.
8	Strange odor. Swampy, festering odor. Perpetual putrid odor.
9	Hunched. Hunched and misshapen. Malformed shape and movement.
10	Swollen fingers. Gnarled, swollen fingers. Swollen, claw-like fingers.

MAKING A CORRUPTION CHECK

The character with a Corruption score suffers a gradual transformation, measured by periodic Corruption checks. When called to make a Corruption check, the character tests his Fortitude (with a Hard difficulty). Each time this check fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score. When the character's Corruption reaches 100%, he devolves entirely — losing any memories of his humanity in the process.

Several circumstances may provoke a Corruption check, though the governance of such checks is left to the gamemaster's discretion. However, in general, a Corruption check is warranted whenever the character loses a bit of his humanity, by: losing a test between the loyalty to a foul master and the bond to one's human past; physically succumbing to the degrading effects of Undeath (see the "Cast Undeath" and "Undeath" spells); making a monstrous choice; committing a heinous crime against humanity; and so on.

COSTS OF CASTING SPELLS

To cast a spell, the practitioner spends a number of Essence Points equal to the level of the spell, plus any extra points specified in the spell's description.

Additionally, the caster spends a number of Rationality points.

Unless otherwise noted, the default Rationality cost is based on a die size equal to the Intensity of the spell, or $-1d3$ for Intensities of 1, 2 and 3, $-1d4$ for Intensities of 4, $-1d6$ for Intensities of 5 and 6, $-1d8$ for Intensities of 7 and 8, $-1d10$ for Intensities of 9 and 10, and $-1d12$ for Intensities of 11 and 12 (with $-1d20$ reserved for any Intensities higher than 12).

With spells involving the Evocation or Invocation of an entity or archetypal force, the Rationality cost is based on the Intensity of the summoned entity or force.

A caster who has learned a spell as part of his Occult path is properly **trained** in that spell. When casting a trained magic spell, the caster may subtract the relevant Occult skill level from the Rationality roll. In other words, a sorcerer with an Occult skill of 68% (level 3) attempting to contact Cthulhu with a trained Evocation of Cthulhu spell, will roll $1d12-3$ for his Rationality loss.

Some spells by default do not require a Rationality expenditure as long as they are part of the caster's magical discipline (unless the gamemaster decides that circumstances warrant a Rationality cost). These exceptions include: Banishing, Binding, Bypass (type), Divination (method), Fortified (type), Healing, Immunity to (type), Invisibility, and Ward of (type).

Note that some spells may list different Essence Point and Rationality expenditures. In such cases, the spell's description overrides these default rules.

CASTING PROCEDURE

As a default guideline, a spell generally requires a number of minutes of preparation equal to three times the level of the spell — though this rule does not necessarily apply in every circumstance. As each spell is unique, some casting times may vary. During this preparation period, the practitioner must concentrate entirely on the casting and no other actions may be taken. If the caster suffers injury, distraction or fatigue while casting, he may attempt a Willpower check to remain focused. However, any major wound or major mental trauma suffered will interrupt the spell, resulting in automatic failure.

On the final turn of preparation, the practitioner gambles the required Essence Points and makes a Willpower check. The results of the roll occur immediately.

Casting Difficulty Modifiers

A casting may be modified by situational factors. When two or more situations happen simultaneously, the highest penalty is used. As not every possible circumstance can be covered, only a few examples are provided. The gamemaster is encouraged to extrapolate modifiers based on these examples.

CASTING MODIFIER EXAMPLES

Situation	Difficulty Modifier
Casting happens under a less than ideal condition (e.g., frequent interruptions, extreme temperatures, missing nonessential accoutrement)	Hard
Multiple less than ideal conditions	Daunting
Caster is fatigued	Hard
Caster is severely fatigued	Daunting
Caster is bound and gagged	Impossible

Casting Results

Critical: The spell works, costing the caster only half of the required Essence Points (any permanent Essence Points for special increases must still be spent) and only half the Rationality.

Success: The spell works, costing the caster all of the required Essence Points (including any permanent Essence Points for special increases) and Rationality.

Failure: The spell fails, costing the caster zero Essence Points and zero Rationality.

Fumble: The spell fails, costing the caster all of the required Essence Points (including any permanent Essence Points for special increases) and Rationality.



CASTING MISHAPS

Depending on the spell and circumstances, a casting fumble may cause a mishap (with additional effects). It is up to the gamemaster to determine if and when a casting mishap occurs with a fumble. A few spells include their own specific casting mishap tables, though the gamemaster is free to interpret these effects as he sees fit or to create unique mishap tables for other spells, using those provided as models.

When the gamemaster needs to determine the severity of a mishap, he either decides which severity level is most applicable, or calculates the severity — by adding the number of expended Essence Points, the Fumble level, and a die size equaling the number of Essence Points spent — and consults the “Casting Mishap (General)” table. When calculating severity, a result of 0 to 12 indicates a **minor mishap** (or no mishap), a result of 13 to 20 a **moderate mishap**, and a result of 21 or higher a **major mishap**.

ESOTERIC NATURE OF CASTING MISHAPS

Though some general mishap tables are provided, the gamemaster should determine what is most applicable to the specifics of a spell (using the tables for inspiration). Creative interpretation is encouraged (and not every spell will require a mishap, especially ones of lesser effect). Where a mishap doesn't immediately suggest itself, the following ideas may help. Depending on the nature of the spell, a fumbled casting may:

- Have the opposite effect (e.g., a Bypass Mechanisms spell not only fails to disarm a safe lock, but makes it one grade harder to crack through normal means, an Invisibility casting makes the caster's presence obvious to anyone in the immediate vicinity)
- Leave evidence of a casting easily detected by anyone investigating its use (e.g., an Evocation leaves a trace of its presence to anyone with a preternatural sensitivity to such effects, a Cast Undeath spell leaves an eldritch glow barely detectable in daylight but difficult to miss in the darkness)
- Offer a false sense of success (i.e., a Divination — made with a secret test by the gamemaster — presents wildly inaccurate information, or leaves the caster with terrible nightmares)
- Backfire on the caster (i.e., a Wrack casting inflicts its damage on the caster himself)

RANDOM CASTING MISHAPS

In the event that a random magical effect is needed — for such things as moderate to major mishaps, unusual Invocations, and so on — the “Random Casting Mishaps” table may be used. The gamemaster is free to adapt this model as necessity dictates, and encouraged to create unique mishap tables for particular rituals or malevolent entities.

Each “Random Casting Mishap” lasts a number of hours equal to the number of Essence Points devoted to the spell, and is subjective to the caster — unless otherwise stated in the roll effect. Any useful knowledge acquired during the entropic effect is lost upon recovery, though the caster will remember having the experience. The caster — and anyone else experiencing these effects — must succeed with a Horror check using Rationality (Daunting), or lose $-1d8$ Rationality points. All skill checks are three grades harder while the effects last.

CASTING MISHAP (GENERAL)

1d8	Minor Mishap
1	Rancid odors
2	Whistling winds
3	Thunder and lightning
4	Electrical fluttering
5	Feelings of paranoia
6	Strange noises in the walls (or under the ground)
7	Bleeding nose (caster and $1d3-1$ observers)
8	Nausea (caster and $1d3-1$ observers)

1d8	Moderate Mishap
1	$1d6$ Hit Points lost from the caster or an observer
2	$1d6$ Essence Points drained from the caster or an observer
3	The spell backfires on the caster or creates an inverse effect
4	An alternate spell is cast
5	The caster loses his vision or hearing for $1d100$ minutes
6	The caster is permanently drained of one point of POW
7	The environment suffers a long-lasting entropic effect (see the “Spacetime Gate” spell)
8	Roll on the “Random Casting Mishaps” table

1d8	Major Mishap
1	$1d3$ moderate effects occur simultaneously
2	A mythos creature or extraplanar entity is drawn to the caster
3	The caster suffers an instantaneous mental disorder (see “Mental Disorders”), such as amnesia, paranoia or an obsession (e.g., loss of memory of a loved one after a bad Invocation, paranoia in which demons are seen everywhere after a bad Evocation, an obsession with reading futures and finding patterns after a bad Divination)
4	The caster and any observer failing a Luck roll is drained of all their Hit Points
5	One of the caster's Hit Locations is disfigured, losing $1d3$ points of CON
6	The caster (plus any observer failing an Easy Luck roll) ages $1d10$ years
7	3 minor mishaps occur, plus one other random major mishap
8	Observer with the lowest failed Luck roll is set alight

RANDOM CASTING MISHAPS

1d100	Effect
1-4	You “see” any dark emotions, ideas that take literal form and crawl and fly as insect shapes. Addiction crawls and burrows, violence swarms and stings, and despair envelops and infests. The insect shapes are teeming.
5-8	You observe six fingers on each hand, yet count five to the touch. The disparity is disorienting and nauseating.
9-12	A time wobble causes your continuum to coagulate. The moment-ago slips into the moment-to-happen, and every living thing becomes blob-like in its movement.
13-16	Every atom whirs. All of creation buzzes like bees. Some elements are more aggressive than others. Uncomfortable cacophony.
17-20	Everyone's flesh looks yellowish and slightly translucent. Internal organs churn and pulse, greasy sacks and snakes waiting to be born. Every living creature is a womb of gore.
20-24	You carry the memories of an Assyrian skin flayer. You are able to think, process, and dream only in Assyrian — though you have trouble speaking but in idiotic half syllables. For the duration of these effects, you have a difficult time remembering who you are (and then only with great concentration).
25-28	You remember the immediate future instead of the immediate past. You are incapable of putting the divinatory potential to any use, as the disorientation of the effect is debilitating.
29-32	Earth's horizon appears ten times its usual distance. The sun is white, and so close to the horizon that it consumes the entire sky. Plants that should be green appear black and gray. Shadows are not cool and short but hot and stretched. Light stabs your eyes. You desperately require the dark, but even the darkness hurts your eyes.
33-36	You feel the frailty of gravity and the infinity of space. You cannot look upon the immensity of sky without trembling, or crawling.
37-40	Ideas become sounds, like church bells or the chittering mandibles of insects.
41-44	You are blind, but can “see” by taste. Smells of decay are overwhelming, and they are everywhere.
45-48	Memory vanishes. All Professional skills are forgotten for the duration.
49-52	Everyone's language sounds like incoherent babble (only to those affected).
53-56	Your skin feels as though it (roll 1d6): 1. swarms with insects, 2. oozes with pus, 3. unwraps itself, 4. putrefies, 5. puffs to smoke, 6. crusts into chitin.
57-60	Apparitional shadows of a future world move through your dimension.
61-64	Poltergeist activity moves objects, whips torches, growls, hisses, and mewls. Though anyone in the vicinity may witness them, the effects are intermittent and just subtle enough that they may be rationalized away as wind, hallucination or animal activity.
65-68	You need to focus intensely on your identity; your mind is merging with other minds in the room. Each word spoken by another becomes your own.
69-72	You observe yourself from a distance like a puppeteer with a marionette. The gangly legs and arms are difficult to control.
73-76	Every transient feeling and thought creates a symbolic odor that overwhelms your other senses.
77-80	You are transfixed by the fragility of skin, and must hold yourself back from unwrapping it like packaging paper.
81-84	The sounds of crawling things issue from every hidden space.
85-88	A tendrilled shadow envelops you, drawing out 1d6 Essence Points and poisoning your mind with despair.
89-92	You sense the presence of an alien malignance observing you — and studying your innermost fears — as if through a prism.
93-96	A heavy presence embraces you and feeds deeply, draining you of three fatigue levels and your will to live. However, this alone will not kill you, even if your fatigue drops to precipitous levels.
97-00	A number of your allies (equal to the Intensity of the spell) share the malign side effects of the magical backlash. Roll again to determine the particulars.

MAGIC SPELL TRAITS AND DESCRIPTIONS

Spell descriptions use the following nomenclature: Name, Area, Duration, Level, Range and Resist. However, if a spell deviates from this norm, then any unique circumstances are included in its description.

Note that each spell's **NAME** is merely a generic label used for easy reference. The gamemaster should consider individualizing each spell encountered in the setting with a unique or esoteric name. Likewise, spell effects and costs are merely guidelines; the gamemaster is certainly encouraged to create variations based on the examples provided here.

AREA (x): If included, the spell effects all targets within a specified radius, described as Feet, Yards, or Miles (or, in rare cases, another type). The defined unit is multiplied by the POW of the caster.

DURATION (x): The spell stays in effect for an amount of time described as Instant, Concentration, Permanent, Variable, Seconds, Minutes, Hours, Days or Months. If described as Instant, the spell takes immediate effect, then disappears. If described as Concentration, the spell continues as long as the caster concentrates on it; once focus is lost, the spell either ceases or remains static until the caster regains concentration. If described as Permanent or Variable, the spell's duration is further explained in its description. Otherwise, the described period is multiplied by the POW of the caster.

NUMBER OF CONCENTRATION SPELLS

A caster may cast only one Concentration spell at a time. Such a spell may be maintained indefinitely during routine activity, but requires a Willpower check once interrupted by stressful, combative, strenuous, distracting or fatiguing conditions.

LEVEL: The level indicates the bare minimum Occult skill needed to decipher and learn the spell. Additionally, the default Intensity of a spell is equal to its level — unless otherwise stated in its description. If a spell “increases,” then the spell's Intensity grows as the caster's Occult level reaches new thresholds; such increases allow the caster the option of boosting a spell's level — to the limits of his Occult level — as he sees fit.

Boosting a spell's level: Some spells allow the caster to boost their levels, either by devoting extra and permanent Essence Points to their casting, or sometimes by other esoteric means. When a caster boosts the level of a spell, he typically changes the spell's Intensity (and consequently, its Rationality cost).

RANGE (x): If relevant, the spell's range of effect is listed as Touch or as a unit of distance. If listed as Touch, the caster must be in physical contact with the target for the spell to take effect. If described as Feet, Yards, or Miles — or, in rare cases, another type — then this defined unit is multiplied by the POW of the caster. The spell may affect a specified target — or targets — within this range.

RESIST (x): In some cases, a spell may be resisted by the target with an opposed test (using Evade, Fortitude or Willpower).

LIST OF SPELLS

SPELL LIST

Level One

Banishing*	Fortified (type)*
Binding*	Ward of (type)*

Level Two

Detect (focus)	Healing*
Evocation (extraplanar entity)	Invocation (archetypal force)

Level Three

Dispel Magic	Projection (type)
Divination (method)*	Phantom (sense)
Invisibility*	Speak with (creature archetype)

Level Four

Bypass (type)*	Immunity to (type)*
Charm (specific gift)	Magic Mark
Curse (specific curse)	Spellbind
Dominate (creature archetype)	Voice of (type)

Level Five and Above (mythos magic, by default)

Cast Undeath (type)	Summon (archetype)
Discorporation	Tap (attribute)
Drain (type)	Tongues
Repel (archetype)	Undeath (type)
Spacetime Gate (variable)	Wrack (torment)
All other mythos spells and greater gifts	

*No Rationality expenditures required for trained occultists

BANISHING

Level One, Range (Feet), Duration (Instant), Resist (Willpower)

Banishing allows the caster to dismiss an extraplanar entity — with an Intensity no greater than the Occult level of the caster — back to its own dimension or plane of existence. A free roaming entity may attempt to resist with an opposed test of Willpower, but will dissipate within seconds if this attempt fails. Though Banishing is limited by the Occult level of the caster, a few options exist to increase this. Out of desperation, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to the casting; each forfeited Essence Point increases the Occult level of the spell by one. Alternatively, a more powerful and complex Banishing may be performed with a ritual (see the “Greater Banishing Ritual” for an example). By default, Banishing has no effect on an extraplanar entity in a possessed host; however, a caster with an “Exorcist” ability may use Banishing in such a way — but with an increased degree of difficulty and the chance for a mishap (see the “Casting Mishap (Exorcism)” table).

CASTING MISHAP (EXORCISM)

1d3 Moderate Mishap

1	Roll on the “Random Casting Mishaps” table
2	The entity psychically or physically assaults the exorcist
3	The possessed loses 1d6 Hit Points (made visible to observers) and the entity regains all of its Essence Points

1d8 Major Mishap

1	The possessed suffers an instantaneous mental disorder (see “Mental Disorders”), such as paranoia (i.e., becoming forever after obsessed that demons are stalking him)
2	The mind of the possessed fractures (see “Mental Disorders”)
3	The possessed loses half of his Essence Points permanently
4	The possessed is killed instantly
5	The possessed suffers amnesia (see “Mental Disorders”)
6	The possessed loses part of his personality (and –1d6 CHA)
7	The possessed loses 1d10 Willpower points
8	The exorcist suffers the effect (roll again)

For minor mishaps, roll on the “Casting Mishap (general)” table.

BINDING

Level One, Range (Feet), Duration (Variable), Resist (Willpower)

Binding allows the caster to control, coerce and petition an extraplanar entity, though it must be used in combination with other spells. Typically, Binding is performed as part of an Evocation (see the “Evocation” spell for more information).

BYPASS (TYPE)

Level Four, Range (Touch), Duration (Concentration)

Through intense focus, the caster is able to negate or bypass an obstacle that would otherwise prove insurmountable by any other means. Anyone witnessing the action has trouble explaining how the caster accomplished the task, even though a rational if not likely explanation could be theorized. Examples include: a caster using Bypass Mechanisms to instantly disassemble a complex lock or to collapse the axle of a Model T without apparent effort; a caster using Bypass Protection to force a bladed object straight through the armor of a shield; or a caster using Bypass Magic to walk through an eldritch flame cast by sorcery.

Each type of Bypass is a separate spell.

Bypass Mechanisms allows the caster to somehow disable or disassemble a mechanism, lock or trap constructed with a Mechanisms or Engineering skill lower than half the caster's Occult skill. The spell does not work against mechanisms bound with magic — unless the caster also possesses Bypass Magic, in which case this rule can be disregarded.

Bypass Protection allows the caster to negate a number of armor points equal to his Occult level. The spell does not work against armor created through magical means — unless the caster also possesses Bypass Magic, in which case this rule can be disregarded.

Bypass Magic allows the caster to avoid a magical effect cast with an Occult skill lower than half the caster's Occult skill. Note that while Bypass Magic in theory works against any type of spell effect, the gamemaster should prepare logical limitations of its application. Some spells simply may not be affected by its use, and logic should dictate this ruling.

CAST UNDEATH (TYPE)

Level Five, Duration (Permanent), Range (Touch), Resist (Fortitude)

Each type of Cast Undeath spell unnaturally prolongs the material existence of its target. Once cast, the spell slowly transforms the body into a likeness better suited for immortal life.

Using a Cast Undeath spell costs the sorcerer one permanent point of POW in addition to its other expenditures. Or, optionally, a brewing ritual — combining the Science (Alchemy) skill, any material components specific to the type of Undeath, and the Cast Undeath spell itself — may be employed. This ritual would allow the sorcerer to invest his one POW, forgo the Rationality cost, and prepare a potion or powder good for three separate uses. Depending on the ritual, the potion or powder would need to be imbibed, absorbed into the eyes, or injected as a toxin. Details of such rituals are left to the gamemaster's imagination.

The target of a Cast Undeath spell suffers a gradual transformation. Once a month (or once a period defined in the spell), the victim makes a Corruption check. To do so, he makes a Fortitude roll (with a Hard difficulty). Each time this fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score (see "Corruption"). When the target's Corruption reaches 100%, the victim devolves entirely — losing any memories of its humanity in the process (unless otherwise stated in the spell's description).

Each Cast Undeath spell is connected with a related form of Undeath (see the "Undeath" spell for examples).

CHARM (SPECIFIC GIFT)

Level Four, Range (Feet), Duration (Days), Resist (Willpower)

Each Charm is a unique spell, representing one specific preternatural gift (see the "List of Preternatural Gifts" for more information). A caster cannot Charm himself with the gift, but rather bestows it — with an incantation — upon another individual. The target may resist with a Willpower roll, or may forgo the resistance and just accept the boon. In the rare event that a Charm conflicts with an Invocation, the effects of the higher Intensity spell take precedence. While a Charm by default lasts a number of days, the caster may make it everlasting by using Spellbind and permanently devoting 4 extra Essence Points to the casting. If the casting fumbles (and the Charm fails to take effect), the caster still loses these points, permanently.

CURSE (SPECIFIC CURSE)

Level Four, Range (Feet), Duration (Days), Resist (Willpower)

Each Curse is a unique spell, representing one specific preternatural curse (see the "List of Preternatural Curses" for more information). A caster cannot Curse himself, but rather afflicts — with an incantation — another individual with the hex. In the rare event that a Curse conflicts with an Invocation, the effects of the higher Intensity spell take precedence. While a Curse by default lasts a number of days, the caster may make it everlasting by using Spellbind and permanently devoting 4 extra Essence Points to the casting. If the casting fumbles (and the Curse fails to take effect), the caster still loses these points, permanently.

DETECT (FOCUS)

Level Two, Range (Variable), Duration (Concentration), Resist (Willpower)

While under the influence of the Detect spell, the caster perceives subtle patterns of extraplanar, magical or psychic phenomena invisible to the naked eye. A caster using Detect Snakes may feel the ground slithering, or hear a cacophony of rattles in the wind, as he nears a snake den. A caster using Detect Gold may experience a scorching heat as he nears a hidden cache of gold bars.

To the caster using Detect Magic: another magician imbued with Fortified Will may glow faintly with a white or silver aura; the face of another magician cloaked by Invisibility may appear as a featureless waxen mask; the magician using Speak with Fish may suggest in countenance or in behavior some subtle, symbolic aspect of the creature's essence; the magician issuing the Voice of Wrath may possess the shape of an alien horror; the demonic entity, normally invisible to the naked eye, now appears to the observer in all of its true obscene form (inducing an immediate Horror check).



Each Detect variation is a separate spell with its own peculiarities.

Detect Enemies reveals the presence of any individual intent on harming the caster — who may attempt to hide these intentions with an opposed test of Willpower.

Each **Detect (species or substance)** spell reveals the presence of one specified creature archetype — such as a snake or cat — or of one particular substance — such as gold or oil.

Detect Magic reveals the presence of enchanted artifacts, ancient sorcery, and magic-wielding occultists.

When the focus of the spell is within miles or behind a significant barrier, the perception is vague (indicating a general compass direction of its location). When the range is within yards, the perception takes on a specific quality, such as a slight buzzing, a dull but persistent pain, a unique taste or odor, or a subtle (perceptible only to the caster) trail of light leading to the focus of the spell. The sensation is unique to each caster or to each focus type, and is best created with the input of the gamemaster.

The Detect spell is affected by any significant barriers that exist between the caster and the focus. The spell can penetrate a combined thickness of 10 feet for every Occult level possessed by the caster. Certain materials (such as iron) reduce this penetration limit to inches.

DISCORPORATION

Level Five, Range (Feet), Resist (Willpower)

The caster mentally assaults a target's Essence Points. With a successful attack, the target's Essence Points are reduced by an amount equal to the caster's Essence Drain Modifier. When determining the Essence Drain Modifier, reference the "Intensity and Essence Drain Modifier" table in the "Extraplanar Entities" chapter of the gamemaster's guide. The Intensity of a caster is equal to his Occult skill level or based on his POW — whichever method produces the higher result.

Any mortal reduced to zero (or less) Essence Points is temporarily separated from his body as a disembodied entity and thrust into an ethereal dimension — similar in effect to experiencing Ethereal Projection (see the "Projection" spell).

Any extraplanar entity reduced to zero (or less) Essence Points immediately dissipates back to its home dimension or natural plane of existence. A mortal separated from his or her body cannot be further attacked in this manner.

Casting Discorporation takes either one action in combat or one brief moment of concentration. Making one attack against a mortal body costs 5 Essence Points. Making one attack against an extraplanar entity costs a number of Essence Points equal to 5, minus the Occult level of the caster (one point minimum).

By default, Discorporation has no effect on an entity in a possessed host, though a caster with an "Exorcist" ability may theoretically attempt its casting. However, using Discorporation in such a way will more than likely permanently disable the host (by causing a major mishap to occur). See the "Banishing" spell for more.

DISPEL MAGIC

Level Three, Range (Feet), Duration (Minutes)

The caster destroys or neutralizes a spell or its effect. In order to destroy a spell, the caster must first correctly identify the targeted magic — either with the use of Detect Magic, with an ability to perceive magic, or with the guidance of an extra-dimensional entity. Alternatively, he may guess a spell type — such as Invocation, for example. Once the magic is identified, a successful Dispel Magic casting temporarily neutralizes a spell effect with an Intensity no greater than the Occult level of the caster, or entirely destroys a spell with an Intensity no greater than half the Occult level of the caster (rounded up). In other words, a caster with an Occult of 55% (level 3) is capable of neutralizing Intensity 3 spell effects, or outright destroying effects of Intensity 2. In the event that two targeted spell effects are combined — as happens with Spellbind — then both spells must be identified correctly and the Spellbind destroyed (simply neutralizing Spellbind has no effect). If a Spellbind effect is permanently destroyed, then the secondary spell persists for the duration of its effect and then dissipates. A caster may also attempt to just neutralize unidentified magic. Without properly identifying the targeted spell, however, there is no chance of actually destroying it. When blindly cast, Dispel Magic targets the most powerful magic present.

A caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Dispel Magic attempt; each forfeited Essence Point increases the Occult level for the spell by one.

Note that while a Dispel Magic casting affects magic in general, the gamemaster should prepare logical limitations for its application. Some spells simply may not be affected by its use, and logic should dictate this ruling.



DIVINATION (METHOD)

Level Three, Duration (Instant)

The caster receives an insight concerning: a person; a location; an object; or a past, present, or future event. The insight typically reveals a significant clue or a useful piece of advice, but without the conventional effort involved in finding such information. However, the clue is seldom specific or straightforward in nature, but rather general, incomplete, or veiled in a riddle, impression or symbol. Typically, insights about the future produce the least reliable information — though the gamemaster may allow for exceptions. Divination may be used to ask a general question about a topic, to obtain a previously overlooked clue, or to gain helpful background information, though multiple queries about the same topic will invariably yield clouded or confused messages (and increasing difficulty modifiers to the checks). Divination checks are made as secret tests, with criticals resulting in increased clarity, failures in nothing, and fumbles in misinformation.

Each Divination method is a separate spell, involving its own set of preconditions, themes and limitations specific to it. A Divination (Aeromancy) spell grants a general omen (such as a portent of danger involving an important character) and requires the presence of atmospheric conditions. A Divination (Skatharomancy) spell discloses a secret about a corpse (such as the nickname of its murderer) and involves locating the body's grave and examining extant patterns of beetle tracks. A Divination (Oneiromancy) takes hours — rather than minutes — to perform, as the diviner dedicates the casting time to sleep. Some examples of Divination methods are provided in the “Examples of Divination Methods” table, though this list — and its creative applications — is certainly not exhaustive.

DOMINATE (CREATURE ARCHETYPE)

Level Four, Range (Feet), Duration (Concentration), Resist (Willpower)

The caster gains telepathic control over one specific animal archetype. Examples of animal archetypes include: fish, worms, snakes, frogs, spiders, scorpions, apes, birds, cats, and so on. The ability allows for control of one member of a species related to the archetype. However, each spell is limited by the INT of the target. The caster may dominate a creature with an INT of up to three times his Occult level. He may attempt to control a higher INT, but for every point of INT that surpasses the caster's limitation (of three times his Occult level), the casting Willpower check is made one degree more difficult. See the “Creature Intelligence” table included with this spell for examples.

A caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Dominate attempt; each forfeited Essence Point increases the Occult level for the spell by one.

The caster may attempt control over a swarm of similar creatures (if the gamemaster deems it appropriate). For a small swarm, the Willpower check is one degree more difficult (with the Essence Point expenditure doubling), for a medium swarm, it is two degrees more difficult (with the Essence Point expenditure tripling), and for a large swarm, it is three degrees more difficult (with the Essence Point expenditure quadrupling).

To use the ability, the caster must be within range and defeat the subject with an opposed test of Willpower (the creature or swarm — treated as one creature — rolls against the caster's original Willpower roll). Once subdued, the creature must follow the caster's commands for the duration of the spell — unless a command runs counter to the creature's essential nature or instincts, in which case the creature earns another resistance roll. Overtly suicidal commands automatically break the spell.

Additionally, if the distance between the caster and the subject becomes greater than the range of the spell, then the effect automatically ceases — though this rule may be circumvented with other methods (see the “Magic Mark” spell).

Each creature archetype is represented by a separate spell. Humans are represented by the Dominate (Hypnotic Will) spell, though this name may vary depending on the caster's Occult path. Other Dominate spells exist, and may be created by the gamemaster as needed.

CREATURE INTELLIGENCE

INT	Type
1	Lower invertebrates (e.g., worms, snails)
2	Insects, arachnids or crustaceans (e.g., cockroaches, spiders, scorpions, crabs)
3	Amphibians or fish (e.g., frogs, toads, salamanders)
4	Reptiles (e.g., snakes, lizards)
5	Mammals or avian herbivores (e.g., horses, small birds)
6	Mammals and avian carnivores (e.g., bears, cats, wolves, birds of prey)
7	Near-sapient mammals (e.g., apes, whales, dolphins)

Note that these ratings are merely approximations. Some creatures may defy these classifications. The gamemaster should consider these exceptions when determining a creature's INT.

EXAMPLES OF DIVINATION METHODS

Method	General Usage	Notes
Acultomancy	Divination by the patterns in needles (typically floating in water or in other substances)	—
Aeromancy	Divination by cloud formations, wind currents and other atmospheric conditions	—
Ailurumancy	Divination (typically relating to weather or dreams) by the behavior and movement of cats	May require sleep for a complete read
Arachnomancy	Divination by the appearance, behavior and movement of spiders	—
Archaeomancy	Divination through the focused gazing at relics and the receiving of prophetic vision	Caster must be touching the relic
Astrology	Divination by the position and movement of celestial bodies — most often used to discern an individual's personality, strengths, and weaknesses, or to anticipate the successes or failures he may experience based on his celestial nature	—
Augoeides	Divination by the consultation with one's guardian angel	Requires the “Augoeides” ability (see “Preternatural Gifts”)
Augury	Divination by the nature and patterns of bird flight — called “taking the auspices”	—
Auramancy	Divination by the subtle (imperceptible to most) luminous auras of individuals or locations	Caster gains “Ethereic Vision” (see “Preternatural Gifts”)
Batrachomancy	Divination by the appearance, behavior and movement of frogs	—
Bibliomancy	Divination by the random scanning of select texts and the receiving of prophetic insights	Typically used with inspired works
Cartomancy	Divination by the meanings and relationships of card spreads (typically of playing cards)	—
Catoptromancy	Divination by one's reflection — typically with a mirror submerged in water	—
Chartomancy	A form of bibliomancy using the I Ching and a system of 32 pairs of “hexagrams”	Requires Chinese or trainer to learn
Cryomancy	Divination by the formations, movements and refraction of ice	—
Electromancy	Divination by the currents, patterns and atmospheric conditions of lightning or electricity	—
Geomancy	Divination by the recursive patterns in soil, rocks, sand, clay, wax, or similar media	—
Gyromancy	Divination by inducing dizziness and noting any resultant effects while in the altered state	—
Haematomancy	Divination by the color, patterns, flow, and spray of blood	—
Haruspicy	Divination by the positioning, shape and patterns of livers and entrails	Sorcerers may even use mythos remains
Hydromancy	Divination by the currents, patterns and refraction of water or inky substances	—
Ichthyomancy	Divination by the appearance, behavior and movement of fish	—
Libanomancy	Divination by the flow of incense smoke as well as by the patterns of drifting, falling ash	—
Lunamancy	Divination by the apparent size, shape, shadows, luminescence, and motion of the moon	—
Megapolisomancy	Divination by the auras of cities, their architecture and their constituent materials	See notes below*
Myomancy	Divination by the appearance, behavior and movement of rodents	—
Necromancy	Divination by secrets revealed in the Evocation of spirits or the exhumation of corpses	Requires Evocation and related spells
Nggàm	Divination by the appearance, behavior and movement of crabs	—
Numerology	Divination by the values, relationships, calculations and symbolic meanings of numbers	Any mental disorder causes obsession
Oneiromancy	Divination by the exploration, interpretation and collection of dreams	Casting time is in hours
Ophidiomancy	Divination by the appearance, behavior and movement of snakes	—
Psychometry	Divination by sensing the hidden associations and history of objects or locations (i.e., reading details about an individual after touching a trinket once owned by the person or meditating in a room where the person slept)	Caster must be touching the object or inhabiting the associated space
Runecasting	Divination by the symbols, positioning and relationships of cast runes	—
Scrying	Divination through the focused gazing into translucent surfaces (such as crystals)	—
Skatharomancy	Divination (typically of the buried dead) by the tracks of beetles crawling over graves	—
Taromancy	A form of cartomancy using tarot cards	—
Tobaccomancy	Divination by the flow and odor of smoke as well as by the patterns of drifting, falling ash	—
Uromancy	Divination by the nature of a subjects's urine (and any pus, blood or evidence of disease)	—

*Caster gains “Electro-Mephitic Sensitivity” and has the option of learning the Detect Paramental Entities spell. Electro-Mephitic Sensitivity is a preternatural gift that works like Psychic Sensitivity, but granting unsolicited insights about the supernatural energies of cities or the auras of architectural anomalies (see “Preternatural Gifts”); for paramental entities, see “Elementals” in the gamemaster's guide.

DRAIN (TYPE)

Level Five, Range (Touch), Duration (Concentration), Resist (Fortitude or Willpower)

The caster is able to Drain his victim of some vital element. The caster may continue Draining his victim for as long as the victim remains subdued and the caster maintains his concentration. Each time the caster attempts another round of Draining, the target may escape the effects of the Drain with a successful Willpower or Fortitude roll — depending on the element being leached — or by successfully escaping the caster's grasp.

Draining costs the caster zero Essence Points. However, to successfully Drain a target, he must first subdue the victim. When determining the caster's Essence Drain Modifier, reference the "Intensity and Essence Drain Modifier" table in the gamemaster's guide. The Intensity of a caster is equal to his Occult skill level or based on his POW — whichever method produces the higher result.

With **Agony Drain**, the caster grasps his target, induces a supernatural pain, and then feeds on the victim's agony. Unless the victim makes a successful Fortitude roll versus the caster's Willpower roll, the caster drains a number of Hit Points equal to his Essence Drain Modifier. The target's Hit Points cannot be reduced to a negative number with Agony Drain alone. Major wounds cannot be counted either. Rather, if Hit Points are reduced to zero — or, if a major wound is inflicted — the victim simply passes out.

With **Blood Drain**, the caster bites his target and drinks the victim's blood. Unless the victim makes a successful Fortitude roll versus the caster's Willpower roll, the caster drains a number of points equal to his Essence Drain Modifier. The target drops one level of fatigue for every number of drained points equaling his CON. In other words, a victim with a CON of 11, suffering 23 points of Blood Drain, would drop two levels of fatigue.

With **Blood Sacrifice**, the caster kills his target and draws its Essence Points from the sacrificial bloodletting. With human or super intelligent targets, the caster drains a number of Essence Points equal to the victim's POW. With lower intelligent, nonhuman targets, the caster drains a number of Essence Points equal to the victim's INT divided by 2. See the "Creature Intelligence" table included with the "Dominate" spell for animal INT levels. Note that Blood Sacrifice is often accompanied by other spells, such as Dominate and Agony Drain.

With **Essence Drain**, the caster grasps his target and drains the victim's life force. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of Essence Points equal to his Essence Drain Modifier.

With **Rationality Drain**, the caster grasps his target and feeds on the victim's fear. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of points of Rationality equal to the rolled Horror damage. Horror damage is equal to $-1d4$ points, with an increase in the damage die for every two Occult levels of the caster. Trauma rules apply just as with normal Horror checks.

With **Willpower Drain**, the caster grasps his target and drains the victim's will to live. Unless the victim makes a successful Willpower roll versus the caster's Willpower roll, the caster drains a number of points of Willpower equal to $-1d4$. The damage die increases for every two Occult levels of the caster. Trauma rules apply just as with normal Horror checks.

The caster is capable of adding Drained points to his own Essence Points pool, at the rate of one Essence Point for every 10 Drained points. He may increase his total Essence Points to twice their normal maximum. Note that while a caster may attack an unconscious victim, the target is still allowed an opposed resistance roll.

EVOCATION (EXTRAPLANAR ENTITY)

Level Two, Duration (Concentration), Resist (Willpower)

The caster summons an entity from another dimension or plane of existence into our universe. The extraplanar entity may be an elemental, elementary spirit, demonic or alien intelligence, incorporeal force, outer monstrosity, or even the avatar or influence of a powerful god-like being, but each extraplanar entity requires its own Evocation spell. Knowing the entity's Evocation spell means the summoner has learned the seals and requirements specific to that entity.

The Evocation of an entity costs the caster a number of Essence Points equal to the entity's Intensity. Many times, unless the caster has diligently researched the entity, he won't know exactly how many Essence Points to forfeit. If not enough are invested, then the entity will not materialize (and the points will be lost).

If the Evocation fumbles and one or more of the following occur — the caster invests too many Essence Points, is untrained in the spell, or is ignorant about the entity being summoned (see "Researching an Entity") — then the gamemaster may consider rolling on the "Casting Mishap (Evocation)" table.

The Evocation spell alone simply summons the entity to our plane of existence, but by default does not grant the summoner any control over its actions. Once summoned, unless the practitioner has made preparations to control the entity, it is free to act how it chooses (until expending its energy and returning to its home dimension). This can be very dangerous, potentially opening the summoner, and any observers, to attacks.

If the caster knows the Ward of Protection spell, then he may first construct one prior to the actual Evocation. A Ward may take various forms, depending on the needs of the setting, though the following default configuration may be considered. In traditional magical disciplines, the caster constructs a magic circle — surrounded by symbols appropriate to the entity — where he will stand secured from danger. Similarly, he creates a triangle of art — also surrounded by symbols — where the entity will manifest and hopefully remain contained. Optionally, the gamemaster may make the Ward's casting roll in secret, as any failed roll would result in a mistake in its creation and the summoned entity dramatically breaching its barrier. If the caster properly constructs the Ward for a specific entity, the gamemaster may consider allowing an automatic success in the future for a similar Ward (for the same entity).

The caster may choose to bind a successfully contained entity with the Binding spell (if he knows it), though doing so without its consent may enrage it. To do so, he simply declares what he is attempting, using his previously rolled Evocation roll results. The entity makes an opposed test against the caster's roll with its own Willpower (made two degrees more difficult from within the Ward). If it fails, then it is successfully bound.

The caster is free to command a bound entity. Generally, the caster can converse with the entity either empathically or telepathically. It may be able to grant a gift, to share secret information, or to perform a specific task, but the caster will need to be concise with any request; an entity will feel no compulsion to respect vague or conflicting orders. Each entity will respond differently to a failed binding — depending on its attitude, intelligence and motives. Under such circumstances, an entity may attempt to break the Ward of Protection, to dissipate back to its dimension, or to negotiate a deal with its summoner. Any negotiated contract must be carried out by the entity — essentially binding it to the agreement — but cunning entities will try to exploit loopholes in the wording. Demons, especially, are adept at finding equivocal meanings in agreements.

Generally, the effects of a successful Evocation last for up to an hour, during which time the entity is preserved in our dimension to answer a question or carry out a task. The caster may extend this period of containment by spending one Essence Point for each extra hour.

The caster may automatically dispel an entity with the Banishing spell (if he knows it), but only if it is already bound to his will or committed to a contractual obligation. The caster simply declares that he is asking the entity to depart, and it will dissipate back to its home dimension. Of course, any unbound entity is free to decline this request.

It is up to the gamemaster to determine how an entity will react if it breaches its Ward or is summoned without such a failsafe. While some entities may be open to negotiation, many will simply attack the participants of the ritual or dissipate back to their home dimensions.

An Evocation, including any Ward of Protection, takes time — roughly 60 minutes — and often produces unanticipated results. Most often, an Evocation demands the creation of a symbolic temple space, the use of relevant magical tools, and the incorporation of correct environmental conditions. A caster may halve this preparation time, but in doing so makes his Evocation and Ward rolls one step harder.

Note that an entire chapter is dedicated to the infinite variety of extraplanar entities that may be summoned with an Evocation spell (see the gamemaster's guide).

CASTING MISHAP (EVOCATION)

1d10 Minor Mishap

- 1 Thunder booms far away, even with a clear sky
- 2 Sudden gust of wind
- 3 Noxious vapor
- 4 Surge of electricity (all electrical devices are affected) and any lights burst (with kerosene, check for fire) or blow out
- 5 Earth trembles
- 6 Chorus of distant wild animals (e.g., dogs, wolves, birds)
- 7 Doors slam shut
- 8 Low growl emanates from beneath the ground
- 9 Any observer failing a Fortitude check faints for 1d3 minutes
- 10 An observer breaks out in hives for one Hit Point of damage

1d6 Moderate Mishap

- 1 Swarm of flies or local vermin (e.g., rats, snakes, cockroaches)
- 2 A bottom feeding Intensity 1 demon (or "qliphoth") or elementary spirit is summoned and tries to pass itself off as the desired entity (wasting the summoner's time and energy)
- 3 The environment brings out the worst in people, affecting any behaviors and social skill checks inside its area for 1d100 hours
- 4 Three minor effects, plus the caster loses 1d3 Hit Points
- 5 Roll on the "Random Casting Mishaps" table
- 6 Three minor effects, plus the caster loses 1d6 Essence Points

1d8 Major Mishap

- 1 Caster suffers an instantaneous mental disorder, such as paranoia (i.e., becoming obsessed that demons are stalking him or that others are using "black magic" against him)
- 2 Three minor effects, plus the caster loses consciousness for 1d6 hours
- 3 One minor effect, followed by the wrong extraplanar entity being summoned (choose or roll on 1d6: 1. intended entity type, 2. elementary spirit, 3. elemental, 4. daimon, 5. demon, 6. outer monstrosity)
- 4 Same as 3, plus the caster loses consciousness for 1d6 hours
- 5 Same as 3, plus the caster loses all Essence Points for 1d6 days
- 6 Same as 3, plus the caster loses 1d20 Rationality points
- 7 Same as 3, plus the caster loses half his Willpower
- 8 Same as 3, plus the caster loses half his (higher) spells

Blind Conjunction

A blind conjunction is a special Evocation in which a lone caster (or a group of them using the “Coordinated Casting” guidelines) reach into the outer dark — with focused meditation — and draw from it an extraplanar entity of a desired Intensity (hopefully, to be controlled and to do the bidding of the conjurer). The end results are most often surprisingly unpredictable, and therefore dangerous to attempt. With a blind conjunction, it is assumed that the caster coordinates his attempts with a group; however, there exists no absolute rule stating this as mandatory (just practical sense, as there is safety in numbers). Instead of the normal Willpower check, the group (or solo caster) makes what is called a conjunction check (followed by a control check).

A **conjunction check** is equal to the intended Intensity of the entity $\times 5$, augmented by the Willpower of the lead caster. A **control check** is equal to $100 - (\text{the intended Intensity of the entity} \times 10)$, augmented by the Willpower of the lead caster.

For example, a group of 5 casters — with the lead caster possessing an Occult skill of 83% and a Willpower of 61% — is attempting to blindly conjure to our reality an Intensity 8 entity from the outer dark. The chance of conjunction is 40% (Intensity 8×5) plus 16% (20% of the lead caster's Willpower), for a 56% chance of success, and the chance of control is 20% ($100 - \text{Intensity } 8 \times 10$) plus 16%, for a 36% chance of success.

A conjunction check costs a number of Essence Points equal to the entity's Intensity (with each participant spending the same amount, in a coordinated casting) and requires a number of minutes equal to three times the level of the entity's Intensity (on top of the initial 60 minutes of preparation time). During this time, all participants must devote their focus and energy to intense meditation. Any interruption may cause the entity to fade back to its dimension. Additionally, a blind conjunction may require certain conditions (as suggested in the “Conjunction Conditions” table found in the gamemaster's guide) for it to be successful. It is up to the gamemaster to apply these as he sees fit.

If the conjunction check fails or fumbles, nothing occurs and the casting is over; all Essence Points are spent in mental exhaustion and a day must pass before another attempt is made.

If the conjunction check merely succeeds, a dreamlike image begins to coalesce and the casters proceed to the next step: a control check is made immediately, to determine the strength of the thing summoned. With a fumble, the entity's Intensity is 1d6 points less than that intended (which instantly dissipates the entity if this reduces its Intensity to zero or less). With a failure, the entity's Intensity is 1d3–1 points less than intended (with the same chance for dissipation). With a success, the entity's Intensity is 1d3–1 points more than intended, and with a critical, the entity's Intensity is 1d6 points more than intended.

If the conjunction check is a critical success, a dreamlike image takes sharp focus and becomes aware of the casters, who then proceed to the next step: a control check is made immediately, to determine the strength of the thing summoned. If this second roll fails or fumbles, then the entity's Intensity is 1d6 points more or less (to be determined by the gamemaster, or randomly with an odd or even result of a second die) than that intended; if a 6 is rolled then a second 1d6 is added to the result. The maximum increase is to 12, and if it is decreased to zero, the entity instantly dissipates. With a success, the entity's Intensity is equal to that intended by the conjurers. If a critical is rolled, then the entity may be shaped into something of the conjurer's design (see “Tulpa” in the gamemaster's guide), with an Intensity equal to that intended by the conjurers.

As with a normal Evocation, casters may first construct a Ward (if they know the relevant spell) prior to the actual conjunction, with seals specific to the energies sought, wherein the entity will manifest and hopefully remain contained (or wherein the casters will stand and hopefully remain protected). **Note** that some of the more chaotic entities possess the ability to breach such a failsafe. Any blindly conjured entity has a chance (equal to its Intensity $\times 5$) of possessing the “Resists Magical Barrier” ability (with any Intensity 8 or higher entities automatically having it, at the gamemaster's discretion). Likewise, the gamemaster may make additional rolls to test for each of the following abilities: Psychic Shield, Resists Banishing and Resists Dissipation.

Casters must bind a successfully contained entity with a Binding spell if they wish to control it for any length of time. To do so, they simply declare what they are attempting, using their previously rolled conjunction roll results. The entity makes an opposed test against the conjunction roll with its own Willpower (made two degrees more difficult from within the Ward). If it fails, then it is successfully bound.

In circumstances where the casters summon a hypnagogic vision (or something equally abstract), a Binding has no effect, and the energies may not be opposed unless the casters themselves are successfully protected within a Ward; if so, then the lead caster makes an opposed roll testing his Willpower versus the Entropy of the extraplanar energies. If the lead caster wins such an opposed roll, he may choose to accept or reject the effects of the conjunction as he sees fit (though he does so not knowing what these effects may be).

ENTROPY

Entropy measures the chaotic power of a vision, other abstract thing, or even a location (and is somewhat equivalent to an entity's Willpower). It is calculated by first finding the Pow of the corrupting energies (which is based on Intensity, just as it is with individual entities), multiplying the Pow by 2, and adding 50%. For example, an Intensity 1 hypnagogic vision (with a Pow of 7) would have an Entropy of 64%. Or, an Intensity 10 hypnagogic vision (with a Pow of 63) would have an Entropy of 176%.

If the casters gain control of a corporeal or incorporeal entity, then they may treat it as bound and ready to command. However, entities called from the outer dark in such a way often are too strange or unpredictable to be of any use. It is up to the gamemaster to determine the unique qualifications of each randomly summoned entity. As a guideline, any conjured entity has a chance (equal to its Intensity $\times$ 5) of possessing the “Servile Task” ability (or something equivalent). Any other guidelines for bound entities follow those for a normal Evocation. With a blind conjuration, most often the entity called forth is an outer monstrosity or elemental, though it is up to the gamemaster to determine any anomalies. An entire chapter — including random tables — is dedicated to the infinite variety of extraplanar entities that may be summoned with a blind conjuration (see the “Extraplanar Entities” chapter in the gamemaster’s guide).

FORTIFIED (TYPE)

Level One (increases), Duration (Variable)

There exist two versions of this spell, one for the mind and one for the body.

Fortified Will increases the caster’s ability to withstand mental stress. Through meditation or prayer, the caster fortifies the mind against trauma. The caster must routinely meditate or pray in a designated ritual space — the details of which are left to the caster and to the peculiarities of his path — and devote part of his pool of Essence Points to the focused protection. At level one, the spell allows the user to dedicate one permanent Essence Point to raising his Trauma score by two points. This dedicated Essence Point may not be used for anything else, unless the user forfeits it in a time of need (losing the Trauma rating boost in the process). Increases in ability are gained automatically as the caster reaches new Occult levels. For each level gained, the caster may devote one extra Essence Point to the protective effect, raising his Trauma score by an extra two points.

Fortified Body acts similarly to Fortified Will, though it increases the caster’s ability to withstand physical damage. The caster must routinely meditate and exercise in a designated workout space — the details of which are left to the caster and to the peculiarities of his path — and devote part of his pool of Essence Points to the focused protection. At level one, the spell allows the caster to dedicate one permanent Essence Point to raising his Wound score by one point. As with Fortified Will, this dedicated Essence Point may not be used for anything else, unless the caster forfeits it in a time of need (losing the Wound rating boost in the process). Increases in ability are gained automatically as the caster reaches new Occult levels. For each level gained, the caster may devote one extra Essence Point to the protective effect, raising his Wound score by one extra point.

Fortified Will and Fortified Body cannot be nullified by any magical effect (such as a Dispel Magic casting).

HEALING

Level Two, Duration (Days)

Through meditation, the caster increases his own natural healing rate for the duration of the spell. If successfully cast, Healing increases the rate by a number of Hit Points equal to half the caster’s Occult level, per cycle. If the caster uses either Fortified Will or Fortified Body (with the requisite devoted Essence Points), then the rate is increased by a number of Hit Points equal to the caster’s Occult level, per cycle. See “Damage and Healing from Injury” in the “Game Mechanics” chapter for more information.

IMMUNITY TO (TYPE)

Level Four, Duration (Concentration)

When cast, Immunity grants an uncanny resistance to (nonmagical) physical harm, to poison, or to disease — or to any number of specific types of damage.

With **Immunity to Damage**, the caster is granted a number of armor points (against physical attacks) equal to his Occult level. These points erode away naturally as they absorb damage. Though the Immunity is limited by the caster’s Occult level, he may devote one extra and permanent Essence Point — for every Occult level he possesses — to the Immunity; each forfeited Essence Point increases the Occult level for the spell by one. Immunity to Damage must be cast before any damage is suffered, or else the protection has no effect.

With either **Immunity to Poison** or **Immunity to Disease**, the caster makes his resistance roll to poison or disease one or more grades easier. For every two Occult levels possessed by the caster, the resistance roll is made one degree easier. Both Immunity to Poison and Immunity to Disease may be cast after exposure (but before any effects occur). However, the casting may be made only once.

Anyone witnessing the resistance has trouble explaining how the caster suffered the damage with such endurance, even though a rational if not likely explanation could be theorized. Bullets passing through the caster may have miraculously escaped any vital organs. A lethal serpent bite may have failed to inject any venom. And so on.

Once an Immunity spell is successfully cast, it may be used instantly in the future — or with the expenditure of one Action Point in combat.

Other variations for Immunity spells are certainly possible, and are left to the gamemaster’s (or player’s) creativity.

INVISIBILITY

Level Three, Duration (Concentration), Resist (Willpower)

The caster clouds minds and avoids detection. While not literally invisible, his presence becomes obscured from general notice. Overt signs of the caster's presence negate the effect and dispel any further magical protection. For example, a caster standing directly in front of a subject cannot suddenly disappear from view. Similarly, a caster striking from concealment cannot remain unnoticed. However, an affected observer will have trouble recollecting details about the cloaked caster — name, appearance, hair color, clothing, or words exchanged — once the caster is no longer in the observer's presence. The ability works in situations where concealment would be logically effective under mundane circumstances, or where relevant skills such as Stealth could be employed. Invisibility may be used to follow subjects from behind, to stand in a crowd unnoticed, to hide in shadows, and so on. In addition, the cloaked caster may make surprise attacks from concealment.

Each potential observer makes an opposed test of his Willpower versus the caster's original Willpower roll. An observer losing the test results in the caster remaining invisible to the subject for the duration of the spell, unless some obvious action is made to warrant detection. A successful opposing check does not necessarily indicate immediate detection, only that the caster is not magically protected from that subject's awareness.

Invisibility cannot be nullified by any magical effect (such as a Dispel Magic casting).

INVOCATION (ARCHETYPAL FORCE)

Level Two, Duration (Permanent or Variable)

The caster draws into himself the force and influence of an archetypal power — such as that of a divine aspect, of a planetary spirit, or even of an outer monstrosity. The force permeates the adventurer with qualities of its archetypal nature. Typically, this means increasing an attribute, granting a special ability, infusing a preternatural gift, or corrupting the host with inhuman traits.

PLANETARY DOMAINS AND INFLUENCES

Moon	Imagination, emotion, astral, clairvoyance, dreams, sleep, sea
Mercury	Reason, communication, hidden knowledge, travel, business, writing, education, science, medicine, mathematics, statistics
Venus	Love, desire, aesthetics, beauty, art, nurturing, femininity
Sun	Friendship, health, youth, illumination, money, power
Mars	Justice, strength, passion, force, violence, conflict, courage, competition, athletics, masculinity
Jupiter	Generosity, abundance, leadership, vision, prestige, law, luck
Saturn	Boundaries, death, reincarnation, inheritance, change

CASTING MISHAP (INVOCATION)

1d6 Minor Mishap

1-2	Thunder booms far away, even with a clear sky
3	Chorus of distant wild animals (e.g., dogs, wolves, birds)
4	Lights burst (with kerosene, check for fire) or blow out
5	Caster lose 1d6 Essence Points
6	Caster loses consciousness for 1d6 hours

1d6 Moderate Mishap

1	Caster loses 1d8 Essence Points
2	Caster suffers amnesia for 1d100 hours (see "Mental Disorders")
3-4	Roll on the "Random Casting Mishaps" table
5-6	Wrong archetypal force (gamemaster choice) is drawn

1d6 Major Mishap

1-2	Caster suffers amnesia (see "Mental Disorders")
3	A moderate effect, plus the caster loses 1d20 Rationality points
4	Caster suffers psychosis (see "Mental Disorders")
5	Caster suffers a fractured identity (see "Mental Disorders")
6	Possession by an outer monstrosity

The Invocation of such a powerful source may influence the adventurer's personality. A martial archetype may increase the adventurer's aggressiveness. A solar archetype may engender nonchalance or stoicism. A mercurial archetype may trigger excessive rationalism or obsessiveness. Archetypes of malevolent forces may provoke unwelcome influences such as sociopathy or psychopathy.

Knowing the Invocation for an archetypal force means the caster has learned the seals and requirements specific to that force. The actual Invocation costs the caster a number of Essence Points equal to the force's Intensity. However, until the caster researches the archetypal influence thoroughly, he cannot know how many Essence Points to invest in its Invocation. He may attempt an Invocation by gambling Essence Points, but with the potential for side effects. See the "Casting Mishap (Invocation)" table.

If the caster is already permeated with another archetype's influence, then the influence with the higher Intensity — and its mechanical bonuses — takes precedence. Consequently, any bonuses from the weaker force are lost or nullified and replaced with the more powerful archetype. If both influences are equal in Intensity, then the influence that best matches the caster's essential nature takes precedence.

The effect of an Invocation is generally permanent, unless the caster replaces it with another archetypal force, or experiences a magical effect — such as that of a Banishing or Dispel Magic casting — that neutralizes or destroys its power.

Each archetypal influence grants one of the following, related to its domain: an increased attribute or secondary attribute; a skill increase; a difficulty modifier made one step easier; a preternatural gift; or, a special ability. Gifts and abilities are generally attached to influences with Intensities of 2 or higher (and limited to one gift per influence). An attribute or secondary attribute may increase one point or one step for every 3 points of an archetype's Intensity. A skill may increase by 10% for every one point of Intensity (usable only by the adventurer already having points in the skill). A more powerful archetype may produce more than one effect if its Intensity is high enough — such as an Intensity 5 entity granting one preternatural gift and also increasing an attribute by one point.

Each archetypal force is its own spell. Some examples with mechanical bonuses follow.

Luminous Allure (Intensity 3). Increases Influence by 30%. Increases affability.

Harmonious Fist (Intensity 2). Grants the preternatural gift of Blood Fury. Affects an attitude of invulnerability and recklessness.

Fortune of Nodens (Intensity 2). Grants the preternatural gift of Psychic Sensitivity. Increases feelings of carelessness.

Martial Might (Intensity 4). Increases the Damage Modifier by one step. Increases Fighting Method by 10%. Increases moodiness and aggressiveness.

Spark of Jove (Intensity 1). Increases Class & Credit by 10%. Produces an attitude of overconfidence.

Mercurial Erudition (Intensity 1). Increases Research by 10%. Produces nervousness and arouses the attention of elementary spirits.

Light of Valor (Intensity 3). Increases Command by 30%. Intensifies ambition.

Lust of Qetesh (Intensity 3). Grants the preternatural gift of Alluring Glamour. Increases Seduction by 10%. Inspires feelings of sensuality and promiscuity.

Eldritch Aura (Intensity 2). Grants the preternatural gift of Spectral Insight. Affects feelings of melancholy.

Flame of Bastet (Intensity 4). Creates an uncanny resistance to harm, granting one point of armor against physical, extraplanar or magical attacks. Increases Willpower by 10%. Affects an attitude of haughtiness and arouses the attraction of cats.

Voracity of Yog-Sothoth (Intensity 6). Increases the Occult skill level — and the subsequent Intensity of spells — by two steps. Produces intense nightmares.

MAGIC MARK

Level Four, Area (Variable), Range (Touch), Duration (Days), Resist (Willpower)

The caster marks an object, location or person with a glyph or rune — which allows the caster to target the marked area — with a spell — from any range. A Magic Mark may be scrawled onto a surface with ink, chalk, blood, or mud, or etched into skin, stitched into fabric, carved into wood, or engraved onto stone. It may also be passed to a target ethereally. For example, a caster could write a Magic Mark onto a piece of paper and hand it to a target. If the target accepted the paper, then the glyph would attach to him (and remain even if the scrap was destroyed). A mark's actual existence remains to those with the ability to perceive magic — for the duration of its effect — even when its terrestrial medium is physically erased, incinerated, demolished, or pulverized.

Magic Mark may be used in parallel with other spells. For example, Ward of Detection could be cast along with Magic Mark, in order to alert the caster when an area is breached, and then to cast magic at the intruder from afar (or to view the intruder with a Projection spell). Other innovative uses of the Magic Mark are certainly possible. Such creativity of application should be encouraged, though within reason — and as arbitrated by the gamemaster.

While a Magic Mark by default lasts a number of days, the caster may make it everlasting by using Spellbind and devoting 4 extra and permanent Essence Points to the casting. If the casting fumbles (and the Magic Mark fails to take effect), the caster still loses these points, permanently.

PHANTOM (SENSE)

Level Three, Area (Yards), Duration (Concentration), Resist (Willpower)

The caster produces an illusion that affects one of the senses. Each sense — such as sight, sound, touch, taste, and smell — is represented by a separate Phantom spell. Anyone within the targeted area must make a successful opposed test of Willpower versus the original Willpower that created the spell, or be fooled by the illusion. The illusion cannot be harmful directly, though psychosomatic effects may occur. For example, a Phantom Touch spell could produce a sense of nausea, though this feeling would be entirely in the mind of the target. Because of this, for perpetual illusions, targets should be allowed to roll for resistance more than once. Illusions should also appear somewhat vague, allowing for doubt. For example, a Phantom Sight spell could produce a prowling tiger, but the illusion would be merely a suggestive and shadowy form moving through trees. Such an illusion would be effective in terrifying a target having low morale, however. While creativity of the Phantom spell should be encouraged, the gamemaster should prepare logical limitations of its use.

PROJECTION (TYPE)

Level Three, Range (Variable), Duration (Variable)

Projection allows the caster to send his consciousness and essence to another area (within our own plane of existence), to an ethereal dimension (where various extraplanar entities reside), or to another plane of existence entirely (where outer monstrosities possibly reside). See the “Spacetime Gate” spell for ideas for destinations.

Each Projection is a different spell.

Remote Projection allows the caster to send his essence to another part of the world (or possibly to another part of space) for a short amount of time. While there, he takes on some of the qualities of an extraplanar entity. In other words, he has difficulty affecting any physical change in the environment, and dissipates after a brief time, just as an extraplanar entity does (see “Fatigue During Projection” in the gamemaster’s guide). The caster may observe the location — with a number of senses equaling his Occult level or one, whichever is higher — but as if in a fog or a delirium. This state makes any Detection checks one degree more difficult. Any other observational skills are allowed at the gamemaster’s discretion, though each is similarly penalized. While the range of projection is variable, one of the following conditions for travel is required: the caster has physically or remotely visited the targeted geography at some point in the past; the caster has been adequately prepared with maps and detailed information; or, the caster is guided by another entity or by a fellow experienced traveler.

Ethereal Projection allows the caster to send his essence into an ethereal dimension, which typically appears as a shadowy aspect of our own plane of existence (but not exclusively). While there, he takes on the qualities of an extraplanar entity, and may be attacked by other extraplanar entities inhabiting the ethereal space. However, the caster’s ethereal form is tethered to its terrestrial body. If his Essence Points are depleted through assault, then he simply dissipates and returns to his body. If an extraplanar entity — with the ability to sever this ethereal cord — reduces the caster’s Essence Points to zero, then the caster’s essence is consumed and the physical body dies. The caster may observe the target location — with a number of senses equaling half of his Occult level or one, whichever is higher — but as if in a fog or a delirium. This ethereal state makes any Detection checks two degrees more difficult. Any other observational skills are allowed at the gamemaster’s discretion, though each is penalized with a similar difficulty. While the range of projection is variable, the caster by default has little control over his destination, until adequately exploring the space; however, if the caster is guided by another entity, then a more precise destination may be arranged.

Astral Projection allows the caster to send his essence into another plane of existence and works similarly to Ethereal Projection. However, while traveling through such alien geographies, the caster may encounter outer monstrosities or other extraplanar entities. The caster may observe these strange territories — with a number of senses equaling a third of his Occult level or one, whichever is higher — but as if in a fog or a delirium. This ethereal state makes any Detection checks three degrees more difficult. As with Ethereal Projection, the caster by default has little control over his destination, but may find assistance from a guide native to the dimension or from a fellow experienced traveler.

When using Projection, the traveler suffers fatigue (see “Fatigue” in the “Game Mechanics” chapter for more information). The amount of time available before a fatigue check — made with Willpower — is equal to the caster’s POW (rather than to the default CON). When the traveler first explores a destination, this amount of time is measured in seconds. As he gains more experience, this period may be increased incrementally to minutes, and then to hours, to days, to months, to years, and finally even to decades. These increments are earned each time the traveler uses Projection successfully. Whenever a caster successfully travels to a remote, ethereal or astral location, he gains one increment — for that specific destination only.

Failing a fatigue check — while in a remote, ethereal or astral destination — indicates the traveler dropping a level of fatigue and suffering any appropriate consequences. By default, a traveler reaching “debilitated” dissipates and returns to his physical body. However, if a traveler’s tether is severed during an Ethereal or Astral Projection, and his fatigue reduced to “debilitated,” then his essence is lost to the alien dimension — with his physical body dying after a number of minutes equal to his CON. The only chance for escape in such a scenario is with the help of another entity or a fellow traveler.

The properties of each destination and its effect on a traveler vary — and should be designed by the gamemaster. By default, a traveler experiencing an alien plane of existence for the first time cannot use his skills (other than Detection and maybe a few other observation skills) or cast magic (other than to resist extraplanar assaults with Willpower). With Remote Projection, these defaults rarely change, regardless of the traveler’s experience. With Ethereal Projection, the gamemaster may allow one magic spell as a special ability, once the traveler possesses enough experience to explore for “days.” With Astral Projection, the properties of each planar destination dictates how the traveler grows with experience, though the following guideline for the Dreamlands may be used as an example.

TRAVELER EXPERIENCE AND GROWTH IN AN ASTRAL PLANE (DREAMLANDS)

Experience in the Plane	Fatigue Period	Acquired Skills and Magic	Other Bonus†
First journey	Seconds	Detection only*	One sense
Second journey	Minutes	Other observational skills*	One extra sense
Third journey	Hours	Half the skills (of the lowest %)*	One extra sense
Fourth journey	Days	All the relevant skills, plus one spell*	One extra sense
Fifth journey	Months	All spells of half the Occult level*	One extra sense
Sixth journey	Years	All spells*	—

*The use of skills and magic requires the traveler possessing the relevant perceptive senses. At Occult level one or lower, the traveler has access to only one sense. At Occult level 3, the traveler has access to two senses. At Occult level 5, the traveler has access to three senses. And so on. A traveler gains more senses either with his Occult level, or through experience in the astral plane — using whichever method grants the higher amount.

†Any difficulty penalties should incrementally decrease with experience. For example, if a traveler suffers three degrees of difficulty to skill checks during his first visit to an area, then on his next visit this penalty should decrease to two degrees of difficulty, and so on.

REPEL (NATURAL ARCHETYPE)

Level Five, Area (Variable), Duration (Hours), Resist (Willpower)

Repel works as a contrast to the Summon spell — driving away creatures or forces of a specific archetype (see the “Summon” spell). When Repelling creature archetypes — such as rat swarms — the area of effect is in yards. When Repelling natural archetypes — such as torrential storms — the area of effect is variable and best determined by the circumstances of the forces involved.

Creatures with base instincts — typically with INT no higher than the caster’s POW — may resist with a Willpower check (see the “Creature Intelligence” table included with the “Dominate” spell). Targets of higher INT — such as humans — may be affected by overwhelming feelings of dread or terror, suffering a Horror check (rolling against Willpower) if they do not immediately retreat from the spell’s area of effect. The damage for such a Horror check is –1d4 points, with an increase in the damage die for every two Occult levels of the caster.

When Repelling a natural archetype, the caster decreases the severity of the surrounding atmospheric conditions by one level. For winds, this means changing conditions from cyclonic winds to storm winds, from storm winds to moderate gales, from moderate gales to strong breezes, from strong breezes to moderate breezes, and from moderate breezes to calm. For storms, this means changing conditions from torrential storms to moderate storms, from moderate storms to complete overcast, from complete overcast to moderate clouds, from moderate clouds to light clouds, and from light clouds to clear. The caster must concentrate for 15 minutes in order to cause one incremental change. After this period of time, and as long as the caster’s concentration is not broken, he may invest one more Essence Point — and concentrate for an additional 15 minutes — to make another level of change.

These incremental changes may continue for as long as his focus remains unbroken. The actual results may take a number of minutes equal to the caster’s meditation period — as the atmosphere inexorably alters its natural course. Once the Repel spell is cast, atmospheric conditions continue for a period of hours equal to the caster’s POW.

As with the Summon spell, tampering with the natural order often results in unforeseen and uncontrollable side effects. A caster attempting to Repel a supernaturally Summoned storm may cause rampaging tornadoes or draw lightning to the caster. A caster attempting to Repel a rioting mob may inadvertently induce madness and bloodshed. The gamemaster should feel free to modify results according to the nature of the circumstances.



SPACETIME GATE (VARIABLE)

Level Five, Duration (Variable)

"As time wore along, his absorption in the irregular wall and ceiling of his room increased; for he began to read into the odd angles a mathematical significance which seemed to offer vague clues regarding their purpose. Old Keziah, he reflected, might have had excellent reasons for living in a room with peculiar angles; for was it not through certain angles that she claimed to have gone outside the boundaries of the world of space we know?" —H.P. LOVECRAFT ("The Dreams in the Witch House")

A Spacetime Gate is a bridge between destinations, allowing a traveler to transport his physical body to another place or time.

Spacetime Gates are rare and dangerous relics of a primeval epoch. Erecting one in the modern age imposes a tremendous price of power, and its mere existence destabilizes the fundamental forces both in its surrounding environment and in the areas of its destinations. By default, most gates manifest at subatomic sizes and then decay within microseconds. The active forces of our universe work against their integrity, which is fortunate — keeping one open for even a fragmentary moment risks intrusion of life inimical to our existence. Though sorcery in ancient times was capable of materializing permanent gates — bridging continents, planets, planes of existence, and even epochs of time — applications of this forbidden knowledge more often resulted in cataclysmic ruin for its host civilization.

The creation of a new gate (typically) requires fluency in Aklo, a lost language of alien mathematics. Assuming one can learn the language, deciphering the multilayered mathematical applications — and "learning all the angles of the planes" — requires at minimum a Science (Mathematics) skill of 100% and a number of years of study equal to the Intensity of the gate requested. Even then, the human mind will prove incapable of grasping more than a crude application of its potential. Additionally, the power requirements are immense. An explosion on the order of the Tunguska blast could open a gate for a number of seconds. Crushing pressures — such as those encountered in an ocean abyss on Earth or in the infernal maw of a black hole — could open a gate for an indeterminate length of time. For this reason, many gates employ one anchoring destination either in a gravitational well or in a similarly hostile environment. A hapless traveler arriving at such an anchor — rather than at one of the intended destinations — would more than likely be crushed, vaporized or engulfed.

Most Spacetime Gates are cyclical, ebbing and flowing in a temporal-orbital pattern in accord with the clockwork motions of the universe. If a gate does not dissipate permanently after creation, then it generally tends to dematerialize and rematerialize on a deterministic schedule. Such temporal-orbital periods, once established, may endure eternally.

As more gates open in the universe, entropic energies — over time — destabilize the fundamental forces holding back intrusions from unplumbed dimensions.

The Intensity of a Spacetime Gate determines its size when it materializes, as well as the entropic effects exerted on its various locations (see the "Entropic Effects of a Gate Location" table). A gate allows a Siz of three times its Intensity to pass through its threshold. Gates with zero-level Intensities materialize at microscopic sizes, though they may still cause entropic effects on the environment. The Intensity of a Spacetime Gate is equal to its number of destinations.

Some Spacetime Gates physically alter the traveler, molding the original biology into an accommodating shape appropriate to the destination. Such an alteration is rarely reversible.

When a caster learns a Spacetime Gate spell, he does not learn how to create a new gate. Rather, he learns the location and operations — but not necessarily all of the nuances and dangers — of one specific preexisting gate. Because of the potential dangers involved in using a gate for the first time, a traveler typically spends some time researching its origins and making calculations of its operations.

RESEARCHING AND USING A SPACETIME GATE

After first learning a Spacetime Gate spell, the exact nature and peculiarities of its operation and dangers will be unknown to the traveler — outside of a general knowledge. Only through careful calculation can a traveler be sure that his information about a gate is correct.

A traveler attempting to discern information about a gate must dedicate time to research and calculations. Study time takes 1d3 days, after which the researcher may inquire about one fact of the gate. As examples, the traveler may ask: "What is the gate's size?"; "Does the gate have any undisclosed termini, such as an anchoring destination?"; "How many destinations does the gate bridge?"; "How long does the gate remain open once it materializes?"; "Does the gate cause any longterm effects to the traveler?"; or, "How frequently does the gate materialize?"

FACTS ABOUT THE SPACETIME GATE

1. Gate's size or Intensity (with a margin of error of one point)
2. Any undisclosed dangerous destinations of the gate
3. All of the gate's "safe" destinations and their coordinates
4. How frequently the gate materializes
5. Any permanent effects on the traveler

The gamemaster makes a secret test on the traveler's behalf, rolling against the traveler's Science (Mathematics) skill — or another relevant skill deemed suitable by the gamemaster. With a success, the gamemaster imparts one truthful fact about the gate. With a critical, the gamemaster imparts two truthful facts about the gate (one of which is in addition to the adventurer's original request).

With a failure, the adventurer has turned up no relevant information. And with a fumble, the gamemaster presents one or two deliberate misrepresentations.

The traveler may spend another period of 1d3 days in study and calculation, repeating the process to gain more information. The traveler may even inquire about the same fact, in order to double-check the results. Generally, after five attempts, the character has studied whatever facts are available to the best of his abilities and cannot ascertain any further details.

As already mentioned, learning a Spacetime Gate spell alone does not allow for the creation of a new gate, but only for the operation of a preexisting gate. The creation of a new gate entails a complex ritual requiring knowledge of at least one Spacetime Gate spell, fluency in Aklo, a Science (Mathematics) skill of 100% or more, an expenditure of two points of POW per point of the gate's Intensity, the use of Astral or Ethereal Projection to scout the destination, and the proper energy requirements. Each ritual varies in its details, depending on the destination desired. The specifics of such rituals are left to the gamemaster's imagination.

Note that the creation of a Spacetime Gate is typically beyond the reach of even the most brilliant and resourceful human. However, the most ambitious or eldritch villains may invest years of effort into constructing a new bridge between our world and another.

NUMBER OF SPATIAL, TEMPORAL OR PLANAR DESTINATIONS

1d6	Destinations
1	1d3 planar destinations
2	Add one spatial destination, then roll 1d6-1 and check again
3	1d4 spatial destinations
4	1d6 spatial destinations, and 1d3 deadly anchor destinations
5	1d8 spatial destinations, and 1d4 deadly anchor destinations
6	1d3 spatial destinations, then roll 1d6+2 and check again
7	Add one spatial destination, then roll 1d6+3 and check again
8	Add one temporal destination, and 1d3 anchor destinations
9	Add one planar destination, then roll 1d6-1 and check again

HOW OFTEN A GATE'S DESTINATION OPENS

1d10	The gate opens to one (or all) of its destinations...
1	Roughly once a month
2	Roughly once a year
3	Roughly once every ten years
4	Roughly once a century
5	Roughly once a millenium
6	Roughly once every 5000 years
7	Roughly once every 10,000 years
8	Roughly once every 50,000 years
9	Roughly once every 100,000 years
10	Roughly once every million years

HOW THE GATE OPENS

1d12	Explanation
1	The gate opens to all of its destinations simultaneously, sending the traveler to one of these destinations randomly — unless the traveler successfully determines a route beforehand (through research or via Astral or Ethereal Projection)
2	The gate by default sends any traveler to one of its deadly anchor destinations unless a specific destination is determined beforehand
3	Same as above, though the gate does not work unless a specific environmental condition is met (possibly each destination is keyed to its own environmental condition)
4	One random destination opens with the proper incantation (on 1d8): 1. Nacaal, 2. Arabic, 3. Aramaic, 4. Egyptian, 5. Greek, 6. Hebrew, 7. Latin, 8. Sanskrit, or, an ancient language of the gamemaster's choosing
5	Same as above, except the traveler must specify a destination beforehand (through research or via Astral or Ethereal Projection), or else the gate does not materialize
6	Each destination of the gate opens at a different date, and is keyed to the presence of 1d3-1 specific environmental conditions (if the environmental combinations prove illogical then reroll them or choose your own)
7	The gate creates an exact duplicate of the traveler (reroll with 1d6 to add one of the first six conditions)
8	The traveler "becomes" the gate (reroll with 1d6 to add one of the first six conditions)
9	Once traversed, the gate will reset itself randomly to an entirely new set of conditions (reroll with 1d6 to add one of the first six conditions)
10	The gate works in only one direction (reroll with 1d6 to add one of the first six conditions)
11	The gate is sentient, a congeries of iridescent globes alive with malign suggestiveness (reroll with 1d6 to add one of the first six conditions)
12	Yog-Sothoth knows the gate — Yog-Sothoth is the gate — Yog-Sothoth is the key and guardian of the gate — past, present, future, all are one in Yog-Sothoth (reroll with 1d6 to add one of the first six conditions)

DURATION OF THE PORTAL

1d6	How long does the gate to one destination stay open?
1	Seconds equal to the Intensity
2	Tens of seconds equal to the Intensity
3	Minutes equal to the Intensity
4	Hours equal to the Intensity
5	Opens and closes for a number of intervals equal to its Intensity, with each period of opening or closing lasting for a duration of time equal to its Intensity (roll 1d3 to check for seconds, minutes or hours)
6	Opens for 1d20+4 seconds, minutes, or hours (roll 1d3)

RAIDERS OF R'LYEH

GATE'S EFFECT ON THE TRAVELER

1d6 Does the gate transform the biology of the traveler?

1–4	No change occurs
5–6	Yes, the traveler is changed into a creature appropriate for the destination (if the destination is habitable for human life, then no change takes place)

TEMPORAL DESTINATION

1d100 Precise date is unknown

1–2	Crinoid (roughly one billion BC to 500 million BC)
3–5	Rlyean (roughly 500 million BC to 300 million BC)
6–10	Valusian (roughly 300 million BC to 225 million BC)
11–20	Triassic (roughly 225 million BC to 65 million BC)
21–30	Lemurian (roughly 65 million BC to 3,000,000 BC)
31–40	Hyperborean (roughly 3,000,000 BC to 500,000 BC)
41–50	Muvian (roughly 500,000 BC to 20,000 BC)
51–55	Thurian (roughly 20,000 BC to 18,000 BC)
56–60	Hyborian (roughly 18,000 BC to 8000 BC)
61–65	Prehistory (roughly 8000 BC to 4000 BC)
66–70	Ancient history (roughly 4000 BC to 300 AD)
71–75	Modern (roughly 300 AD to present)
76–80	Apocalyptic parallel timeline (roughly present to ?)
81–85	Tsan-Chan parallel timeline (roughly 5000 AD to ?)
86–90	Borderland parallel timeline (roughly 15,000 AD to ?)
91–95	Zothique parallel timeline (roughly 20,000 AD to ?)
96–97	Night Land parallel timeline (roughly 1,000,000 AD to ?)
98–00	Coleopteran parallel timeline (roughly 60 million AD to ?)

ANCHOR DESTINATION

1d12 Location

1	Crushing pressures of Earth's abyssal plains
2	Earth's core
3	Alien dimension
4	Core of a star
5	Ocean deep of an alien world
6	Infernal pressures of Venusian surface
7	Maw of a black hole
8	Inside a quasar
9	Neutron star
10	Embryonic universe
11	Atmosphere of a jovian world
12	Belly of an alien-engineered singularity

SPATIAL DESTINATION (ROLL 1d3 FOR GENERAL LOCATION)

1 (ON 1d3) EARTH

1d6	Surface	1d10	Area
1	Island	1	North America
2	Northern area	2	South America
3	Southern area	3	Europe
4	Western area	4	Oceania
5	Eastern area	5	Africa
6	Middle of an ocean	6	Asia
		7	Arctic
		8	Antarctic
		9	Lost continent
		10	Reroll, add a temporal destination

2 (ON 1d3) SOLAR SYSTEM

1d20	Location	1d10	Planet
1–9	Orbiting moon	1	Mercury
10	Orbiting	2	Venus
11	In the core	3	Earth (roll Earth above)
12–20	Surface	4	Mars
		5	Asteroids
		6	Jupiter
		7	Saturn
		8	Uranus
		9	Neptune
		10	Yuggoth

3 (ON 1d3) OUTER SPACE

1d20	Surface	1d20	Area
1–10	Neighboring world	1	Quasar
11	Jovian world	2	Black hole
12	Comet	3	Neutron star
13	Searing inferno	4	1d3 stars
14	Ice world	5	Algol
15–16	Orbiting a world	6	Pleiades star cluster
17–20	In the core	7	Aldebaran
		8	Capella
		9	Sirius
		10	Procyon
		11	Regulus
		12	Alkaid
		13	Gienah
		14	Spica
		15	Arcturus
		16	Antares
		17	Vega
		18	Alphecca
		19	Deneb Algedi
		20	Fomalhaut

RAIDERS OF R'LYEH

PLANAR AND RANDOM DESTINATIONS (PICK ONE OR ROLL AND CHOOSE A COLUMN)

1d10	Precise destination is unknown			
1	Edwardian ruins in a vast plain of silence	Lemuria, then roll for temporal destination	Pressurized alien temple at the bottom of the Pacific Ocean	New England, then roll for temporal destination
2	Lost city of Xuchotl then roll for temporal destination	Yaddith, a silent world of dune seas and gigantic dholes	An irradiated wasteland orbiting a black hole	Bayou, then roll for temporal destination
3	Dreamlands, territory of Utnar Vehi, a city of torturers	Mu, then roll for temporal destination	Airless moon, with long-abandoned monoliths, orphaned in space	Dreamlands, a labyrinthine necropolis-city of ghouls and deathless dreamers
4	Irem, then roll for temporal destination	Dreamlands, throne of Sarnath	Atlantis, then roll for temporal destination	Sarkomand, then roll for temporal destination
5	Antimatter universe instantly annihilating any matter	Antarctica, a city of the elder things, then roll for temporal destination	Fog-enshrouded city of thieves, Hyperborea	Ancient house on the borderland, then roll for temporal destination
6	Dreamlands, icy desert plateau of Leng	Mount Voormithadreth, then roll for temporal destination	Lesser Redoubt, in the Night Land	Embryonic universe of crushing pressures and incinerating heat
7	Alien temple, inside a whorling vortex of radioactive decay	Highgate Cemetery, then roll for temporal destination	Dreamlands region made to resemble medieval Cornwall	Greenland, then roll for temporal destination
8	Parallel Earth of yellow sky, fetid waters, and predatory fungal rot	Teotihuacan, then roll for temporal destination	Ethereal plane of Kingsport, with labyrinthine streets and worm things	R'lyeh, then roll for temporal destination
9	Great Library of Celaeno, in the Pleiades star cluster	Lost City of Pnakotus, then roll for temporal destination	Illimitable space, alive with motion and discordant sound	Ponape, then roll for temporal destination
10	Moons of Cyranosh (Hyperborean Saturn), then roll for temporal destination	Carcosa, then roll for spatial and temporal destinations	Dreamlands city of gothic towers and golden half-light	K'n-yan, then roll for temporal destination



RAIDERS OF R'LYEH

ENVIRONMENTAL CONDITIONS

1d100	Gate works only with this environmental condition	1d100	Gate works only with this environmental condition
1–2	Full moon	51–52	A pyre of 1 human sacrifice
3–4	New moon	53–54	A pyre of 100 human sacrifices
5–6	Presence of specific comet above the horizon	55–56	A pyre of 1000 human sacrifices
7–8	Presence of Aldebaran above the horizon	57–58	A flood
9–10	Presence of Algol above the horizon	59–60	An eclipse
11–12	Presence of Alkaid above the horizon	61–62	A solar flare
13–14	Presence of Alphecca above the horizon	63–64	A thunderstorm
15–16	Presence of Antares above the horizon	65–66	A six-month drought
17–18	Presence of Arcturus above the horizon	67–68	Traveler imbibes enchanted black lotus potion
19–20	Presence of Capella above the horizon	69–70	Soil soaked with the blood of 1 human sacrifice
21–22	Presence of Deneb Algedi above the horizon	71–72	Soil soaked with the blood of 10,000 human sacrifices
23–24	Presence of Fomalhaut above the horizon	73–74	Soil soaked with the blood of 100,000 human sacrifices
25–26	Presence of Gienah above the horizon	75–76	Soil soaked with the blood of 1,000,000 human sacrifices
27–28	Presence of Procyon above the horizon	77–78	Sacrifice of creature with SIZ equal to the gate's Intensity
29–30	Presence of Regulus above the horizon	79–80	Presence of enchanted artifact or key filled with quicksilver
31–32	Presence of Sirius above the horizon	81–82	Presence of enchanted artifact or key made of copper
33–34	Presence of Spica above the horizon	83–84	Presence of enchanted artifact or key made of gold
35–36	Presence of the Pleiades star cluster above the horizon	85–86	Presence of enchanted artifact or key made of iron
37–38	Presence of Vega above the horizon	87–88	Presence of enchanted artifact or key made of lead
39–40	Presence of Mercury above the horizon	89–90	Presence of enchanted artifact or key made of silver
41–42	Presence of Venus above the horizon	91–92	Presence of enchanted artifact or key made of tin
43–44	Presence of Mars above the horizon	93–94	Presence of totemic idol sculpted from clay and blood
45–46	Presence of Jupiter above the horizon	95–96	Presence of enchanted artifact made of meteoric iron
47–48	Presence of Saturn above the horizon	97–98	Presence of enchanted ferromagnetic artifact
49–50	Furious winds	99–00	Presence of enchanted artifact made of black stone

ENTROPIC EFFECTS OF A GATE LOCATION

Intensity	Effects
0	Cold spots and creepy feelings
6	Strange lights, hauntings, fairy rings, and lightning orbs
12	Ghostly apparitions, hallucinations, disorientation, paranoia, and heightened or random magical effects
18	Extreme paranoia, severe disorientation, lost time, and lucid nightmares of strange vistas
24	Temporary dimensional vistas, strange forces entering into our world, small pockets of reality dissolving and reorienting, and visitors disappearing
30	Euclidean space distortions and powerful malignant entities warping reality



SPEAK WITH (CREATURE ARCHETYPE)

Level Three, Range (Feet), Duration (Concentration or Hours)

The caster communicates with one specific animal archetype. Examples of animal archetypes include: fish, worms, snakes, frogs, spiders, scorpions, apes, birds, cats, and so on. The ability allows for communication with one member of a species related to the archetype. However, each spell is limited by the INT of the target. For every point of INT that surpasses the caster's Occult level, the casting Willpower check is made one degree more difficult. See the "Creature Intelligence" table included with the "Dominate" spell for more information.

To use the ability, the caster must either physically subdue the animal, or be in close proximity and defeat it with an opposed test of Willpower (the creature rolls against the caster's original Willpower roll). Once subdued, the creature may be asked one question. While not literally speaking with the animal, the caster empathizes on its base instinctual level and understands what the creature is attempting to communicate. In answering the caster's question, the creature can impart basic details about its environment or about its inborn knowledge. Examples include: a bird granting a panoramic impression of a regional area; a frog "lamenting" the toxicity of a nearby stream; or a spider revealing the location of a hidden passageway.

In lieu of asking one question, the caster may instead assign the subdued creature a simple task, by spending a number of Essence Points equal to the creature's INT. The assigned task must be consistent with the essential nature and capabilities of the animal (otherwise, the target will simply wander off confused). Once released, the creature feels compelled to carry out the task for a number of hours, after which it resumes its routine activity. A caster may ask: a chimpanzee to lie in wait and attack an opponent; a rattlesnake to seek warmth in the bed of a targeted individual; or, a spider to create a web over a cave entrance in order to conceal the caster hiding within.

SPELLBIND

Level Four, Duration (Permanent)

The caster permanently enchants an object or location with a Charm, Curse, or Ward spell (or another spell determined appropriate by the gamemaster). The caster must already know this second spell to combine it with Spellbind. The enchantment takes hours rather than minutes to prepare and cast, and permanently reduces the enchanter's Essence Points by an amount equal to the casting cost of the second spell, grafting the spell's effects to the object. Casting rules apply to this permanent Essence Point loss as they would to a temporary point loss for other spells. In other words, a fumbled casting roll results in a failed enchantment and a permanent loss of Essence Points. However, once bound, the spell activates automatically without further Essence Point expenditures. If the enchantment is successful, the caster and gamemaster work out the peculiarities and rules of the blessed, cursed or enchanted artifact.

As an example, the enchanter may decide that a spellbound locked box curses any individual who unlocks it, but not the caster himself who originally bound the box, nor any blood relative who may happen upon the object. Spellbind may also be used to create basic protective charms, though complex charms such as forged talismans may require more involved rituals.

The default Intensity of a spellbound object is 4. However, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to a Spellbind enchantment; each forfeited Essence Point increases the Intensity of the Spellbind effect by one.

It is possible for other innovative Spellbind combinations — with spells other than Charm, Curse or Ward — to be considered. Dispel Magic or Ward of Protection could be spellbound into the masonry of a library, effectively protecting the space from invasive magic (the radius of a physical space is limited by the caster's POW, in feet). Phantom Touch could be spellbound to an artifact, inducing a nauseous reaction to anyone in its presence. Generally, enchanted objects lose their magical properties once destroyed, though under some circumstances this destruction may actually free a dangerous effect or entity. Such creativity of application should be encouraged, though within reason — and as arbitrated by the gamemaster.



SUMMON (ARCHETYPE)

Level Five, Range (Miles), Duration (Variable)

The caster draws to himself creatures of a specific animal archetype, or forces of a specific natural archetype. Examples of creature archetypes include: fish, worms, snakes, frogs, rats, spiders, scorpions, bats, birds, and so on. Natural archetypes include winds, storms and other atmospheric forces. The number of creatures or area of force varies — according to gamemaster discretion — though the end result is always significant in effect. When summoning a creature archetype, a swarm is typical. And when summoning a natural archetype, a dramatic change in environment occurs.

When Summoning a creature archetype, the caster is limited by a few conditions. One, only creatures with base instincts — typically with INT no higher than 6 — may be called (see the “Creature Intelligence” table included with the “Dominate” spell). Second, though the caster may spend a mere matter of minutes in meditative concentration while casting the spell, the actual results may take minutes or even hours to occur — as the creatures traverse natural distances to reach the caster. And third, once the creatures do reach their target (if they are not impeded en route) the caster by default has no control over their actions. Once the Summon spell is cast, creatures continue targeting the caster of the spell (even if he moves locations) until they reach their destination, or for a period of days equal to the caster’s POW — whichever happens first. Of course, the caster may also cancel this magnetic effect with a successful Dispel Magic casting.

When Summoning a natural archetype, the caster changes the surrounding atmospheric conditions by one level. For winds, this means changing conditions from calm to moderate breezes, from moderate breezes to strong breezes, from strong breezes to moderate gales, from moderate gales to storm winds, and from storm winds to cyclonic winds. For storms, this means changing conditions from clear to light clouds, from light clouds to moderate clouds, from moderate clouds to complete overcast, from complete overcast to moderate storms, and from moderate storms to torrential storms. The caster must concentrate for 15 minutes in order to cause one incremental change. After this period of time, and as long as the caster’s concentration is not broken, he may continue concentrating for an additional 15 minutes — to make another level of change. These incremental changes may continue for as long as his focus remains unbroken. The actual results may take a number of minutes equal to the caster’s meditation period — as the atmosphere inexorably alters its natural course. Once the Summon spell is cast, atmospheric conditions continue for a period of hours equal to the caster’s POW.

Tampering with the natural order often results in unforeseen and uncontrollable side effects. A caster attempting to Summon torrential rain in the middle of an arid desert may instead cause overwhelming humidity or inadvertent sandstorms. A caster attempting to Repel a previously

Summoned storm may instead cause rampaging tornadoes. The gamemaster should feel free to modify results according to the nature of the circumstances.

TAP (ATTRIBUTE)

Level Five, Range (Feet), Duration (Concentration), Resist (Willpower)

The caster permanently drains a victim of his attribute points, with each Tap spell targeting one specific attribute — such as Strength, Constitution, Dexterity and so on — down to a minimum of one point. The Tap Size spell emaciates its victim, rather than shrinking the target’s height. Points that are Tapped cause irrevocable damage to the victim, causing immediate effects to his or her appearance and abilities.

The caster may first Tap a total number of attribute points equal to his Occult level — one point per round — increasing his maximum Essence Point threshold by an equivalent amount. Once this level is increased to its maximum, any further drained attribute points increase the caster’s temporary Essence Points up to twice their maximum threshold. Any drained attribute points beyond these limits simply dissipate.

After each Tapped point, the victim may attempt to break free from the spell with another opposed test of Willpower against the caster’s original Willpower roll.

Note that it is possible for the caster to Tap his own attributes. Doing so, however, is a drastic measure that leaves the caster weakened and disfigured.

TONGUES

Level Five, Duration (Concentration)

The caster spends 15 minutes concentrating on an otherwise indecipherable language. With a successful Willpower roll, the caster has a sudden comprehension of the language’s meaning, and may read it aloud in its original tongue. While the caster cannot directly translate the language, he may make rough gestural signs or drawings while processing a text’s meaning. The effect lasts as long as the caster maintains his focus, though he is limited by his human faculties. In other words, a language needing alien physiology for its comprehension or vocalization would be beyond the caster’s capability to read or to reproduce orally. Additionally, the reading will be as accurate as the caster’s Common Knowledge percentage, allowing for subtle mistakes and misunderstanding. Once the spell dissipates, the caster loses all memory of the language and what was spoken during his focused state, though an observer may attempt to record the caster’s actions or to transcribe the caster’s rambling into modern phonetic marks.

UNDEATH (TYPE)

Level Five, Duration (Permanent)

"I looked, and a pang of horror seized my heart as with a white-hot iron. There upon the floor was a dark and putrid mass, seething with corruption and hideous rottenness, neither liquid nor solid, but melting and changing before our eyes, and bubbling with unctuous oily bubbles like boiling pitch. And out of the midst of it shone two burning points like eyes, and I saw a writhing and stirring as of limbs, and something moved and lifted up what might have been an arm. The doctor took a step forward, raised the iron bar and struck at the burning points; he drove in the weapon, and struck again and again in the fury of loathing." —ARTHUR MACHEN (*The Three Impostors*)

Undeath is not a spell, per se, but rather a special condition. Each Undeath condition is created by a related Cast Undeath spell. As there exists an endless variety of these conditions — each with its own peculiarities — merely a sampling of the possibilities are provided here. More types may be created, using the following as models.

The target of an Undeath condition suffers a gradual transformation. Once a month (or once a period defined in the spell), the victim makes a Corruption check. To do so, he makes a Fortitude roll (with a Hard difficulty). Each time this check fails, the target degrades. Typically this means rolling on the relevant Corruption table for a new weird trait and increasing his Corruption score (see "Corruption"). When the target's Corruption reaches 100%, the victim devolves entirely — losing any memories of its humanity in the process (unless otherwise stated in the spell's description).

For Corruption effects, use the "Weird Traits of Corruption (General)" table as a default, or create an original table for each unique condition, better suited to its circumstances.

CREATURE OF SHADOW

Foul sorcerers often seek the gift of the Undeath (Creature of Shadow) condition to prolong their wretched lives — sometimes for centuries. With cunning, they may delay the side effects of the spell's Corruption. The creature of shadow accomplishes this with its Blood Drain ability (see the "Drain" spell), basing its Intensity on its POW or on its Occult level — whichever is higher. Draining a sapient being to the point of death — or, if simpler, just cannibalizing the victim — allows the creature of shadow to forgo Corruption for one month. A creature of shadow may drain a non-sapient being — with at least 7 POW — in order to forgo Corruption for one day. Successfully draining a sapient life also eliminates the host's most recent weird trait — but does not decrease the overall Corruption score. Weird traits cannot be reduced to a number below one-tenth of the host's Corruption score.

Once a creature of shadow attains a Corruption of 100%, its essence dissolves and its host body invites the possession of a malevolent extraplanar entity. Such miserable creatures are sometimes used as thralls by other powerful sorcerers, or simply tortured for their magical secrets.

DEEP ONE

The Undeath (Deep One) condition — over time — transmogrifies its target into an amphibious monstrosity. However, the effects of the Corruption do not start until the target surpasses an age of years equal to its CON.

Once a deep one attains a Corruption of 100%, it loses the ability to communicate in human tongues — though having an INT of 15 or higher allows the retention of important phrases or concepts. Most memories of its humanity is lost, save for a few scant flickers of recognition. The creature adopts the instincts and nature of an oceanic horror. Such a creature must return to deep water after a number of hours equal to its CON, or suffer decreasing fatigue levels from exposure. However, as the deep one cannot perish from fatigue alone, reaching "death" by exposure results in a coma-like sleep — until the deep one is returned to deep water.

The deep one continues transforming, even after its Corruption reaches 100%. Every number of years — equal to its POW — its SIZ increases by one, and its resistance time for out-of-water fatigue and exposure — measured by its CON — decreases by one. Additionally, its Corruption increases by a number equal to half of its POW. It also begins exhibiting new and more bizarre monster traits. The Corruption finally stops when it reaches a SIZ of thrice its total POW.

Additionally, the Undeath (Deep One) spell passes its effects to any progeny.

DEFILING OOZE

The Undeath (Defiling Ooze) condition — over time — degenerates its target into a protoplasmic jelly. Every 20% of Corruption reduces all skill rolls by one difficulty level, but increases armor — as bloated, fleshy resilience — by one point. Every time a weird trait is added, there is a chance — equal to the Corruption percentage — of the host adding "psychosis" to the character's history (see "Mental Disorders" in the "Horror, Shock and Sanity" chapter). This particular psychosis produces an inappropriate giddiness and a preoccupation with sensual pleasures — the behaviors becoming more evident as the Corruption grows.

Once a defiling ooze attains a Corruption of 100%, its essence dissolves and its host body accepts the possession of a mindless elemental. The body loses all shape and absorbs its sense organs (though a few vestigial fragments linger for some time). Such mindless creatures roam the sewers of cities, until eventually seeping into forgotten places of the earth and surviving on the sustenance of lesser creatures.

GHOU

The Undeath (Ghoul) condition produces effects similar to those of the creature of shadow, yet the Corruption manifests differently. When the ghoul consumes sapient (human) corpse meat — it receives the same benefits as the creature of shadow using Blood Drain. However, the corpse must be fresh (no more than a week old).

Once a ghoul attains a Corruption of 100%, it loses the ability to communicate in human tongues — though having an INT of 15 or higher allows the retention of important phrases or concepts. Most memories of its humanity is lost, save for a few scant flickers of recognition. Such a creature must consume its SIZ in sapient corpse-meat every number of days equal to its CON, or suffer decreasing fatigue levels as if thirsting for water (see “Fatigue” in the “Game Mechanics” chapter). However, as the ghoul cannot perish from fatigue alone, reaching “death” by starvation results in it succumbing to a cannibalistic frenzy. During this time, it will attack and consume anything it can find, including living creatures and other ghouls. Not until it consumes three times its SIZ in victims does it collapse into a slumber for 1d3 days — after which it wakes and regains its “normal” appetites.

The ghoul continues transforming, even after its Corruption reaches 100%. Every number of years — equal to its POW — its STR increases by one. Additionally, its Corruption increases by a number equal to half of its POW. The Corruption stops when its STR increases by a number equal to half of its total POW.

Additionally, the Undeath (Ghoul) condition passes its effects to any progeny. However, for the progeny, the Corruption does not take effect unless one of three things happen. If the progeny dies before any Corruption starts, the Undeath condition is negated. If the progeny ever voluntarily practices cannibalism, then the Corruption takes immediate effect. If the progeny ever experiences enough trauma to earn a mental disorder, he automatically triggers his Corruption. First, he suffers a temporary psychosis and succumbs to a cannibalistic frenzy — until losing consciousness or satiating the frenzied hunger. Once the frenzy ends, the progeny slips into a deep sleep for 1d3 days. Upon waking, he suffers the “amnesia” mental disorder (see “Mental Disorders” in the “Horror, Shock and Sanity” chapter) and begins the inevitable transformation. Any additional mental disorders incurred during this period of devolution cause the same frenzied state.

OBSCENE ONE

The Undeath (Obscene One) condition produces effects similar to those of the creature of shadow, yet the Corruption manifests differently. Though an obscene one possesses the Blood Drain ability (see the “Drain” spell), and with it can attempt to forgo Corruption for one week, it cannot reverse any of its weird traits (unlike the creature of shadow). When using Blood Drain, the obscene one bases its Intensity on its POW or uses its Occult level — whichever produces the higher result.

Once an obscene one attains a Corruption of 100%, its essence dissolves and its host body suffers an instinctual obsession with feeding and sharing its disease. Any sapient victim surviving an attack by an obscene one (with Corruption 100%, or higher) must succeed with an opposed test of the creature’s Corruption versus the victim’s Fortitude. Failing the test results in the victim inheriting the same Undeath (Obscene One) condition.

OPHIDIAN WRETCH

The Undeath (Ophidian Wretch) condition — over time — transmogrifies its target into a crawling, hairless, serpent-like creature.

Once an ophidian wretch attains a Corruption of 100%, its INT halves or reduces to 5 (whichever is higher) and it loses the abilities to speak and to walk. It now moves by crawling, its limbs weakened to an almost vestigial state. All other attributes decrease by a third (except for CHA, which reduces to zero, and SIZ, which remains the same). Memory of its humanity is lost, save for a few scant flickers of recognition. The creature adopts the instincts and nature of a constricting serpent, strangling and swallowing any prey up to a third its SIZ.

Additionally, the Undeath (Ophidian Wretch) condition passes its effects to any progeny.

WORM THING

The Undeath (Worm Thing) condition — over time — twists its target into a fleshy, faceless, worm-like creature. The worm thing possesses the Essence Drain special ability (see the “Drain” spell), which it may use to forgo its Corruption for one month. When using Essence Drain, it bases its Intensity on its POW or uses its Occult level — whichever produces the higher result. In order for this to work, it must drain its victim to zero Essence Points.

Once a worm thing attains a Corruption of 100%, its material body fades from our plane of existence — though its maggot-like corpulence survives in an ethereal dimension. While worm things maintain their human memories, they lose their Rationality entirely once dissolving from our plane of existence. After fading into an ethereal realm, the worm thing has a chance equal to its INT of absorbing the Cast Undeath (Worm Thing) spell — which it can then use to “recruit” more future worm things.

Anyone possessing an ability to see into ethereal dimensions may observe worm things congregating in their mockeries of human settlements. Worm things also appear to dreamers who inadvertently wander into an ethereal dimension. Even while invisible to our world, they exude a sour or putrefying odor. They often wear layers of clothing, gloves, hats, and clumsily sculpted, waxen masks — to conceal their repulsive forms — or carry incense and candles — to cloud their repellent miasma.

DESTROYING THE HOST OF UNDEATH

The effects of Undeath cannot be reversed, even if the Corruption is still young. The host may be annihilated with magic, however, if the originating Cast Undeath spell can be located. The process of magically annihilating a host of Undeath follows a similar procedure as the Greater Banishing ritual, but with the inclusion of the Cast Undeath spell (in lieu of the Evocation spell). Of course, physical means of disposal may be employed as well. Most creatures of Undeath suffer physical damage just as mortals do. However, unless the corpse is incinerated and the ashes scattered, there is always the chance — equal to the creature's Corruption with a Daunting difficulty — of the creature returning to life after 1d3 weeks of repose. Some forms of Undeath even allow the host an indefinite period of hibernation, during which time the body lies in stasis.

VOICE OF (TYPE)

Level Three, Area (Yards), Duration (Seconds), Resist (Willpower)

Each Voice type is a separate spell with its own peculiarities.

With a **Voice of Thunder**, the caster commands with an awesome authority. With a success, any allies within range make their Fighting Method rolls or morale checks one degree easier — for the duration of the effect.

With a **Voice of Wrath**, the caster intimidates with a fearsome power. With a success, any adversaries within range must make a successful Willpower check or suffer an extra degree of difficulty on their Fighting Method rolls — for the duration of the effect.

With a **Voice of Silver**, the caster influences with an uncanny charm. With a success, any adversaries within range must make a successful Willpower check or suffer an extra degree of difficulty on any followup bargaining, negotiation or social rolls — for the duration of the effect.

With a **Voice of Seduction**, the caster seduces with an overpowering allure. With a success, any adversaries within range must make a successful Willpower check or suffer a brief moment of distraction (for the duration of the effect). Any skill checks made in this distracted state are made one degree harder.

Additionally, when a Voice is used against a demonic entity, the entity's Willpower roll is made one degree more difficult.

Other Voice types may be created by extrapolating these examples.

WARD OF (TYPE)

Level One (increases), Area (Feet), Duration (Hours), Resist (Fortitude)

The caster creates a boundary (almost always a magic circle) which causes a magical effect or barrier. The effect or barrier either protects its occupants from outside intrusion or influence, or dissuades its occupants from escaping — depending on the caster's intent. Wards may be created in a variety of ways, and each is based on the nature and methodologies of the caster's Occult path. Some casters draw magic circles surrounded by holy names; others pour powdered substances, pulverized bone, oil, dust, ash or chalk; and yet others lay twine, electrical wiring, or other unusual materials. The actual methodology should be defined by the player and gamemaster when the spell is acquired.

Each type of Ward is its own spell.

A **Ward of Protection** blocks any extraplanar entity — with an Intensity no greater than the Occult level of the caster — from entering or leaving its boundary. Similarly, the Ward blocks any spell — with a level no greater than the Occult level of the Ward's creator — from breaching its boundary. This even impedes such far-reaching spells as Detect and Divination. A Ward of Protection cannot be resisted or physically altered by an entity, unless the entity possesses some special ability allowing it to do so.

A **Ward of Detection** alerts the caster — from any distance — when a breach of its threshold occurs. The caster determines, when creating the Ward, what justifies an alert. Human intrusion, magical tampering, and extraplanar invasion are typical concerns, though the caster may have something else in mind. A Ward of Detection cannot be resisted, unless an entity possesses some special ability allowing it to do so. However, a Ward of Detection may be perceived through magical means.

A **Ward of Affliction** attacks a terrestrial intruder with a supernatural affliction. Though the disease mimics a common disease or poison, it is one degree more difficult to heal than its terrestrial counterpart. However, the Potency of the affliction is no higher than the Occult skill of the Ward's creator. A Ward of Affliction may be resisted with a Fortitude check, just as with a conventional affliction.

Though each Ward is limited by the Occult level of the caster, a few options exist to increase this. Out of desperation, a caster may devote one extra and permanent Essence Point — for every Occult level he possesses — to the creation of the Ward; each forfeited Essence Point increases the Occult level for the spell by one. Alternatively, a more powerful Ward may be created by boosting its power with technology (see the "Electric Pentacle" in the "Occult Rituals" section). Most Wards fade in power after a few hours; however, a caster may use Spellbind to make a Ward permanent.

WRACK (TORMENT)

Level Five, Range (Feet), Duration (Concentration),
Resist (Willpower)

The caster inflicts intense pain and damage to the target. Each round that the target fails to resist the spell, he suffers agony and physical damage. The damage die is based on the Occult level of the caster — the die starting at $-1d3$ for Occult level one, and increasing in size for every incremental level ($-1d3$ points for Occult level one, $-1d4$ for level two, $-1d6$ for level three, $-1d8$ for level four, $-1d10$ for level five, and so on).

Each Wrack spell is of a specific nature with its own particular torment. Wrack (Cold Tendrils) creates sensations of freezing temperatures, Wrack (Crushing Torment) produces feelings of agonizing pressures, and so on. Some Wrack spells may also have secondary effects (e.g., stun, bleed, electrify).

OTHER OCCULT AND MYTHOS SPELLS

The spells included in this chapter provide an overall framework of magic, and represent merely a sampling of what is possible in the setting. Powerful entities may teach more potent versions of the ones listed here, or may even employ unique spells (best left to the gamemaster to invent). Some mythos creatures — especially those classified as Ancient Ones — possess magic and abilities unique to them and related to their particular domains. See “Lesser and Greater Gifts” for some examples.

OCCULT RITUALS

Rituals combine more than one spell — or a collection of spells, skills, and sometimes Improvement Points — to produce a magical effect or object. Beyond the prerequisite knowledge of spells and skills involved in a ritual, other parameters may be involved. Some rituals even necessitate precise astrological dates and exotic locations. Each ritual differs in its complexity, though most rituals require dedicated space, tools and other esoteric resources. The availability of these resources affects: whether or not the ritual is possible; how long the ritual takes; and the end results of the process.

Common types include: **alchemical** rituals for producing complex talismans, **construction** rituals for building weird devices, **brewing** rituals for creating potions and powders, and **evocation** rituals for contacting, summoning or manipulating entities.

Note that in order to perform a ritual, the caster must possess the specified knowledge — such as the listed spells and skills — as well as the constituent parts that make up the ritual. Missing a key resource — or making an error in a translation or calculation — may result in either automatic failure or disastrous side effects.



Because a ritual is broken up into constituent steps — each necessitating specific spells, skills or other resources — a practitioner may be limited in understanding or fulfilling all of its prerequisites. He may lack the knowledge of a specific spell. Or, he may lack the proper skill. Or, he may be incapable of acquiring a rare crucial ingredient. Any one of these situations provides a challenging motivation, inspiring the caster to pursue the proper education, to seek the enlightened mentor, or to track down the elusive ingredient.

There are an endless variety of rituals, including those invented by experienced magicians. A few commonly used rituals are provided as models for use and study. The gamemaster is free to modify these models and to invent new ideas.

A ritual description generally includes: its generic title; a list of its spell, skill, and resource requirements; a general explanation of its effects; its step-by-step instructions with appropriate skill checks; and, any relevant casting mishap tables. Note that actual rituals may have exotic titles far more mysterious than these generic labels.

BLACK DUST POTION

Skill Requirements: Science (Alchemy), plus Science (Botany)

Special Requirements: a black lotus plant

The existence of the black lotus plant is a legend, though rumors of its cultivation in the jungles of Burma circulate through various occult channels. If the plant actually does exist, then anyone in possession of it would be in great danger from powerful forces. In the off chance that an occultist actually locates such a plant, he may distill it — with alchemical processes — into black dust. Black dust, when inhaled as incense over a course of hours, temporarily increases the Occult level of the caster.

See the “Repairing, Upgrading and Inventing Equipment” section in the “Wealth and Equipment” chapter for general build times. Use the Science (Alchemy) or Science (Botany) skill — whichever is lower — instead of Engineering, with a Hard difficulty, and an “8 hour” build time. Any fumble of the Science (Alchemy) or Science (Botany) roll during the distillation permanently corrupts the process, ruining the black dust. Anyone inhaling this corrupted powder must make a Fortitude roll with a Daunting difficulty, or die within a matter of seconds.

To use black dust, the caster burns one handful of the substance in a consecrated bowl. After inhaling the vapors for a number of hours equaling his Occult level — during which he succumbs to a continuous meditative sleep — he spends a number of Essence Points for each hour. When the caster emerges from this meditation, and with a successful Willpower check, his Occult level is doubled for a period of hours equal to the duration of sleep. Fumbling the roll indicates the caster succumbing to the toxic nature of the black dust, after which he slips into a coma for 1d4 days — suffering any relevant health consequences and a temporary loss of all Essence Points upon waking.

ELECTRIC PENTACLE

Spell Requirements: Evocation (entity), plus Spellbind and Ward of Protection

Skill Requirements: Engineering

An electric pentacle is a Ward constructed as a wired device running a current, circumvented with vacuum tubes, and Spellbound to its circuit. When powered with a generator, the current amplifies the Intensity of the Ward by several levels. The amount of amplification is equal to the Engineering skill level of the caster who constructed the device. In other words, a caster with an Engineering of 62% (level 3) is capable of building a device that boosts its Ward’s power by 3 points. The diameter of the device (and its Ward) is limited by the Occult and Engineering skills of the caster.

The device may protect no more than a diameter equal to the combined total of the builder’s Occult and Engineering skill levels — in yards. Additionally, the device works only while a current is running through it. With current technology, this amounts to about 8 hours at a time — though a Luck check is required each hour after 4 to test for a failed circuit. If the current escapes somehow — possibly with an exposed wire — it deals 3d6 points of damage (with an “electrify” special effect). As with other weird devices, the complex process of constructing the electric pentacle involves the infusion of modern technology with occult magic. Because of this complexity, very few people in the world are capable of constructing such a device. If the gamemaster allows it, however, then see “Repairing, Upgrading and Inventing Equipment” section in the “Wealth and Equipment” chapter for build times.

FORGED TALISMAN

Spell Requirements: Spellbind, plus secondary spell

Skill Requirements: Science (Alchemy), plus Tradeskill (Metallurgy)

The caster forges a small talisman out of precious metal, Spellbinding a specific spell permanently to its essence — with the proper amount of Essence Points permanently devoted to the Spellbind. Once constructed, the talisman's power increases the Occult level of the bound spell by an amount equal to the skill level of either the creator's Science (Alchemy) or his Tradeskill (Metallurgy) — whichever is lower.

For example, a caster wishing to forge a protective talisman (with the gamemaster's permission) decides to Spellbind an Immunity to Damage spell to the talisman. The caster's Occult skill is 101% (level 5). His Science (Alchemy) skill is 51%, and his Tradeskill (Metallurgy) skill is 28%. Because his Tradeskill (Metallurgy) skill is lower, he uses its skill level (level 2) for the additional points grafted to the talisman. Consequently, if he successfully creates the talisman, it will grant the wearer the power of an Immunity to Damage spell, with an armor score of 7 — the combined total from the original Immunity spell's level and the caster's Tradeskill (Metallurgy) level.

The details of choosing and smelting metal, and infusing the talisman, are best left to the gamemaster's interpretation. See the "Repairing, Upgrading and Inventing Equipment" section in the "Wealth and Equipment" chapter for general build rules. Use the Science (Alchemy) skill instead of Engineering, with a Normal difficulty, and a "Moderate (2 RND)" build time. Any failure of the Science (Alchemy) roll during the build permanently corrupts the process, rendering the talisman inert. If the gamemaster makes these Science (Alchemy) rolls into secret tests, then the caster won't know if the talisman is effective until he actually uses it.

GREATER BANISHING RITUAL

Spell Requirements: Evocation (entity), plus Banishing

While the general Banishing spell works for confrontations with lower spirits, some of the more powerful entities will prove immune to its effects. By combining an entity's Evocation spell with the general Banishing spell, a caster may create a Greater Banishing ritual targeting the specific entity. However, locating the entity's original Evocation spell is not always easy, as sorcerers oftentimes closely guard these secrets.

1. The caster studies the original Evocation spell and determines an incantation that will (hopefully) reverse the process. If this is the first time that the caster has attempted to banish the entity, then an Occult roll is made on the caster's behalf (in order to make sure that the incantation has been correctly deduced). In other words, the caster won't know if the incantation is correct until experiencing its actual effect on the entity.
2. When confronting the entity, the caster spends a number of Essence Points equal to its Intensity, and begins the incantation. Many times, unless the caster has diligently researched the entity, he won't know exactly how many Essence Points to forfeit. If the number of Essence Points surpass or do not equal the Intensity of the entity, then the incantation will have no effect.
3. The caster, and any helpers present, must stand near the target — no farther than a distance in yards equaling the Intensity of the entity.
4. If the incantation was not deduced correctly — determined by the caster's original Occult roll — then it has no effect on the entity. If the caster accurately deduced the incantation, then he has successfully committed the entity's Banishing ritual to memory. If he ever needs to banish the same entity again, he automatically succeeds with the initial Occult skill check — though he will still need to make a Willpower roll for the rest of the ritual.
5. The caster's Occult skill level must equal or surpass the Intensity of the entity. The caster may temporarily increase this level by adding a number of helpers. Each helper recites the incantation, and adds one point to the caster's level. If the caster's level — augmented by the number of helpers — does not equal or surpass the entity's Intensity, then the incantation has no effect.
6. If the caster has made it this far, then he must make an opposed test of Willpower versus the entity's Willpower. If successful, then the entity is incapable of moving while the incantation lasts. The caster — and any helpers — must repeat the incantation for a duration of one minute per Essence Point spent. Any major disturbance during this period results in instant failure. If the ritual succeeds, then the entity dematerializes at the end of the duration and is sent back to its home dimension. The effects of the dematerialization vary with each entity. Some discharge in a burst of lightning, others rupture in a noxious vapor, and yet others seep into a pitiable putrefaction.
7. Note that while this is a general procedure common to all Greater Banishing rituals, smaller details may vary for each entity. Some Banishing rituals work only with precise astrological conditions, others with particular weather patterns, and still others in strictly defined locations. As each entity is unique, these details should be customized as needed.

MYTHOS RITUALS

Mythos rituals work just like occult rituals, combining more than one spell — or a collection of spells, skills, and sometimes Improvement Points — to produce a magical effect or object. The only difference between the two is the level of spells involved.

As with occult rituals, there are an endless variety of mythos rituals, including those invented by experienced sorcerers. A couple examples of mythos rituals follow. The gamemaster is free to modify any of the provided occult or mythos rituals and to invent new ideas from these models.

ALCHEMY OF ESSENTIAL SALTS

Spell Requirements: Invocation (Yi Nash Yog-Sothoth), plus Cast Undeath (Reanimated Corpse) and Discorporation

Skill Requirements: Science (Alchemy), plus Science (Biology) or Forensics

Special Requirements: black dust potion, a sufficient corpse

This horrific alchemical ritual reduces a corpse of sufficient completeness (at minimum constituting a head and torso) to its Essential Salts. Refining the Essential Salts is a complex process requiring several months in a secret alchemical laboratory. See the “Repairing, Upgrading and Inventing Equipment” section in the “Wealth and Equipment” chapter for general build times. Use the Science (Alchemy) or chosen Science/Forensics skill — whichever is lower — instead of Engineering, with a Hard difficulty, and a “Major (3 RND)” build time. Any one fumble of the Science (Alchemy) or Science/Forensics roll during the refining process permanently corrupts the result, ruining the Essential Salts. After one successful production of Essential Salts, the caster may repeat the process with more efficiency, using a Normal difficulty and a Minor (1 RND) build time.

With the complete Essential Salts, the caster may — at any later time — resurrect the dust into a reanimated corpse — to be tortured for secrets or compelled to obedience. Ruined Essential Salts, or incomplete Salts, produce only malformed and monstrous life. Reanimating the Essential Salts requires the casting of the “Yi Nash Yog-Sothoth” Invocation.

MYTHOS RITUALS INVOCATIONS

Voracity of Yog-Sothoth (Intensity 6). Increases the Occult skill level — and the subsequent Intensity of spells — by two steps. Produces intense nightmares.

Yi Nash Yog-Sothoth (Intensity 6). Allows the caster to reanimate one body from the ashes of a corpse’s “essential salts.” Produces sociopathy and intense nightmares in the caster, and drains electricity and incites animals within a three mile radius.

CORRUPTIVE BREATH OF UNLIFE

Spell Requirements: Invocation (Voracity of Yog-Sothoth), plus Evocation (an elemental or elementary spirit), Spellbind and Ward of Protection

Special Requirements: black dust potion, powdered human bone fragments, a sufficient corpse

This blasphemous evocation ritual creates a dreaded “Thibetan rolang,” a husk of a corpse possessed by an elemental or elementary spirit (and controlled by the caster). The creation requires a successful “Voracity of Yog-Sothoth” Invocation to consecrate the temple space, followed by several successful casting checks (the entire process taking a 24 hour day). After preparing the space with the Invocation, the caster summons an elemental or elementary spirit into a Ward of Protection (made with the dust of powdered human bone fragments), in a room devoid of sunlight (lit only by the burning of animal fat). Alternatively, the caster may use a talisman or “witch bottle” (a consecrated object housing a Spellbound extraplanar entity) containing the already trapped spirit. Prepared inside the Ward is the target corpse (from which the caster removes a small body part — typically the tongue — to be used as a talisman for later controlling the creation) marked on the flesh with the proper seals. The caster then uses Spellbind to permanently bind the extraplanar entity to the corpse. A final casting roll, made as an opposed check between the Willpower of the caster and that of the extraplanar entity, tests the “breath of the rolang” and, if successful, completes the ritual. The caster exhales into the mouth of the corpse the foul incense of burning black dust potion. With a success or critical, the rolang stirs to life on the night of the next day (as long as sunlight does not reach the corpse until that time) and exists to serve the caster’s will (as long as the caster wears the corpse’s talisman). With a fumble, the extraplanar entity escapes (or possibly possesses the corpse, if powerful enough). Statistics for a Thibetan rolang may be derived from the “elementary spirit” guidelines (using the corporeal attributes) in the “Extraplanar Entities” chapter.

POWDER OF IBN GHAZI

Skill Requirements: Science (Alchemy), or Research

Special Requirements: chemicals found in a modern laboratory, the powder of a desiccated human corpse

The Powder of Ibn Ghazi, when dusted over an invisible entity, temporarily (1d10 minutes) makes the entity visible. See the “Repairing, Upgrading and Inventing Equipment” section in the “Wealth and Equipment” chapter for general build times. Use the Science (Alchemy or Chemistry) skill instead of Engineering, with an Easy difficulty, and a “4 hour” build time. Or, use Research as a default skill, with a Hard difficulty. Any fumble of the Science (Alchemy or Chemistry) or Research roll during the distillation permanently corrupts the process, rendering the powder inert.

OTHER MAGIC RULES

LIST OF PRETERNATURAL GIFTS

A preternatural gift is added to an adventurer's list of special abilities. Note that some gifts are ephemeral (for "one use" only).

AUGOEIDES

Also known as a guardian angel, luminous body, atman, or daemon, the Augoeides is the adventurer's inspired and empowered inner self, capable of revealing occult secrets or divining information to him. The adventurer treats the Augoeides as a daimon with an Intensity equal to the adventurer's current Occult skill level. The name, appearance, nature, and abilities of the Augoeides is best left to the adventurer to devise, with gamemaster approval. In order to communicate properly with the Augoeides, however, the adventurer may need to perform a special ritual or Invocation in order to petition it for questions, or may need to acquire the Divination (Augoeides) spell in order to seek its prophetic abilities.

ALLURING GLAMOUR (DESCRIPTION)

The adventurer possesses a compelling and magnetic charisma that influences weaker minds. At minimum, the effect makes the adventurer's social rolls one degree easier, though other characters may resist the effect with Willpower. Some creatures have such powerful Glammers that they appear human to the untrained eye.

BLOOD FURY

Rather than testing for unconsciousness when Hit Points drop below zero, the adventurer continues fighting each round until reaching his death threshold. Once this ability is invoked, however, death is inevitable.

CHARMED LIFE

When rolling for Luck, the adventurer chooses which way to read the d100 result. As an example, a roll of 63 could be read as 36.

CURRY FAVOR (WITH SPECIFIED INDIVIDUAL)

The adventurer gains a contact or ally who would otherwise prove uncooperative. The targeted ally may attempt a Willpower roll — with any appropriate difficulty modifiers — to refuse the effect.

DEMONIC SERVANT (TYPE)

The adventurer gains a specific type of demonic servant, which may be summoned immediately for one task per adventure.

ELEMENTAL SERVANT (TYPE)

The adventurer gains a specific type of elemental servant, which may be summoned immediately for one task per adventure.

ETHERIC VISION

The adventurer detects subtle patterns of extraplanar, magical and psychic phenomena invisible to the naked eye (see the "Detect" spell for more information). This vision may also occur unwanted, especially around areas of intense entropic energy — sometimes penalizing the adventurer with a Horror check.

HAND OF CORRUPTION

The adventurer leeches one Essence Point per round of contact — requiring touch — with another creature. No more than twice the adventurer's POW may be gained this way, and any Essence Points surpassing the adventurer's original total dissipate after a number of hours equal to his POW.

HOLY BLESSING

The adventurer gains immunity to possession, to mind control and to the Discorporation spell.

INFERNAL DIGNITIES

The adventurer automatically commands the acquiescence of any extraplanar entities with POW less than his own — forgoing the typical opposed test of Willpower.

MAGNIFY (ATTRIBUTE)

One of the adventurer's attributes is increased by 2 points, affecting any relevant skills and secondary attributes in the process. The bonus points and its effects immediately dissipate once the gift is removed.

MARTIAL FORCE

The adventurer gains an improved Damage Modifier, calculated using the sum of STR, SIZ and POW.

MARTIAL TENACITY

The adventurer gains improved Hit Points, calculated using the sum of CON, SIZ and POW (divided by 2).

MYTHOS INTUITION

The adventurer gains sudden unsolicited insights about the mythos. These insights and connections are typically incomplete and open to interpretation. They may also occur unwanted, as through dreams or powerful supernatural influence — sometimes penalizing the adventurer with a Horror check.

PSYCHIC SENSITIVITY

The adventurer gains random unsolicited insights. These insights are typically symbolic and open to interpretation (see the "Divination" spell for more information). Insights may also occur unwanted, as through dreams or powerful supernatural influence — sometimes penalizing the adventurer with a Horror check.

RESISTANCE TO THE ELEMENTS

When suffering exposure to the elements — such as extreme heat or cold — the adventurer's fatigue checks are made two degrees easier. This includes fatigue checks for starving and thirsting.

SILVER TONGUE

When rolling for Influence, the adventurer may choose which way to read the d100 result. As an example, a roll of 63 could be read as 36.

SPECTRAL INSIGHT

The adventurer fearlessly faces extraplanar entities with Intensities no greater than his Occult skill level — forgoing the typical Horror check when encountering them. When first acquiring this ability, the adventurer loses two points of charisma and gains some form of weird trait — such as a haunted disposition, an obsessive fussiness, or a nervous twitch — that characterizes this loss.

SPIRIT HELPER (TYPE)

The caster gains a specific type of spirit helper, which may be summoned immediately for one task per adventure.

UNHOLY CORRUPTION

The adventurer gains the ability to increase his POW by permanently leeching points from his STR, CON, DEX, INT or CHA. POW is increased by two points at a time and only once per month, taken directly from the other attribute. Each time the adventurer invokes this ability, some form of permanent scarring occurs from the exchange. As an example, a leeched CHA may suddenly age the adventurer ten years in appearance.

TRUE GRIT

The adventurer automatically succeeds with Fortitude checks when attempting to prevent unconsciousness.

UNNATURAL YOUTH

The adventurer's age is artificially halted — for as long as the gift functions — potentially hiding his true years. This goes beyond appearance, affecting any future aging penalties.

LIST OF PRETERNATURAL CURSES

An entity capable of bestowing a preternatural gift oftentimes possesses the power to inflict a curse with a related or inverse effect. As an example, an entity capable of bestowing Charmed Life is most likely capable of inflicting its inverse, Cursed Life. It is up to the gamemaster to develop curses that logically follow from their gift counterparts, though a few examples follow. The gamemaster is free to modify these or create original ideas. Note that some curses are ephemeral — with their effect happening only once — while others are long-lasting.

CURSED LIFE

After making a successful Luck roll, the adventurer's d100 result is inverted (if it makes the outcome of the roll worse). As an example, a roll of 36 reads as a 63. Note that rolling double nullifies this effect.

DEMONIC OPPRESSOR

The adventurer suffers the relentless oppression by a specific type of malevolent extraplanar entity. Until eradicated, it may appear to plague the adventurer at most once per adventure — each visitation costing the adventurer a Horror check against Rationality, for 1d6 points of damage.

ELEMENTAL HAUNTER

The adventurer suffers the relentless haunting by a specific type of elemental. Until eradicated, it may appear to plague the adventurer at most once per adventure — each visitation costing the adventurer a Horror check against Rationality, for 1d3 points of damage.

PLAGUE (OF NATURAL ARCHETYPE)

The adventurer suffers the relentless pursuit of some form of natural pest. Until eradicated, a swarm may appear to plague the adventurer at most once per adventure — with each visitation best narrated by the gamemaster, but possibly costing the adventurer a Fortitude check against swarming (or one point of damage), a Willpower check against distraction during an inopportune time, or the loss of sleep during a moment of much needed rest.

PROVOKE ABHORRENCE (WITH SPECIFIED INDIVIDUAL)

The adventurer gains a rival or enemy who would otherwise prove amenable to cooperation. The targeted ally may attempt a Willpower roll — with any appropriate difficulty modifiers — to combat the effect.

RELENTLESS DRAINING

The adventurer's STR, CON, DEX, INT, CHA or POW (roll on 1d6) is steadily leeched by a devouring extraplanar entity. Two points of the attribute are leeched each month, until the attribute reaches zero and death occurs, or until the devouring entity is somehow stopped. Each time the adventurer loses two points, some form of permanent scarring occurs from the exchange. As an example, two leeched CHA points may suddenly age the adventurer ten years in appearance.

REPULSIVE GLAMOUR

The adventurer possesses a repellent aura that influences weaker minds. At minimum, the effect makes the adventurer's social rolls one degree harder.

WEAKEN (ATTRIBUTE)

One of the adventurer's attributes is decreased by 2 points, affecting any relevant skills and secondary attributes in the process. The penalty and its effects immediately dissipate once the curse is removed.

COORDINATED CASTING

Some spells or rituals — such as Ward of Protection, Spellbind and Evocation — benefit from multiple magicians banding together and coordinating their casting efforts. When the gamemaster deems that a spell or ritual is suitable for coordination, then the following rules apply.

The member with the highest Occult skill is used as the representative — who makes a single casting roll for the entire group. Note that this member is the representative even if he does not possess the highest Willpower score. The group may add a number of casters equal to the representative's Occult skill level. A caster is any member with at minimum a base value in his Occult skill. When casting the designated spell, the representative increases his Occult level by a number equaling the total casters added to the group.

Alternatively, three (nonmagical) helpers may substitute for one caster. Each trio of helpers increases the representative's Occult level by one level. However, the total number of casters and helpers may not exceed the Occult level of the representative.

As an example, a caster with an Occult skill of 83% (level four) may add 4 casters to his group — increasing his Occult level for a spell to 8 — or may add 3 helpers and one caster — increasing his Occult level for a spell to 6.

Each member of a coordinated group pays the same requisite costs — including any Essence Points expenditures — and suffers the same side effects of the spell. In other words, a spell costing 3 Essence Points would cost each individual in the group 3 Essence Points.

Note that some spells or rituals — such as the Greater Banishing ritual — may provide special rules for coordinated casting. Under such circumstances, the special rules override these default guidelines.

RESEARCHING EXTRAPLANAR ENTITIES

Although all Evocation spells are treated as level two, the actual Intensity of each summoned entity will vary. While the caster may technically learn an Evocation spell for an entity more powerful than his abilities, attempting to cast such a spell could prove reckless.

After first learning an Evocation spell, the exact nature and peculiarities of an entity will be unknown to the caster — outside of a general knowledge. Only through careful calculation and experimentation can a caster be sure that his information about an entity is correct. This becomes significant when dealing with extremely malevolent and powerful entities.

An adventurer attempting to discern information about an entity must dedicate time to research and meditation. Study time takes 1d3 days, after which the adventurer may inquire about one fact of the entity. As an example, the adventurer may ask, “What is the entity's Intensity?” Or, he may just as well ask, “What is the essential nature of the entity, and is it generally neutral or hostile?”

The gamemaster makes a secret test on the adventurer's behalf, rolling against the relevant Occult skill. With a success, the gamemaster imparts one truthful fact about the entity. With a critical, the gamemaster imparts two truthful facts about the entity (one of which is in addition to the adventurer's original request). With a failure, the adventurer has turned up no relevant information. And with a fumble, the gamemaster presents one or two deliberate misrepresentations.

The adventurer may spend another period of 1d3 days in study and meditation, repeating the process to gain more information. The adventurer may even inquire about the same fact, in order to double-check the results. Generally, after five attempts, the adventurer has studied whatever facts are available to the best of his abilities and cannot ascertain any further details.

FACTS ABOUT THE ENTITY

1. The entity's Intensity — with a margin of error of one point
2. The entity's strength of Willpower — within 10% accuracy
3. The entity's attitude and essential nature (or type)
4. Any relevant peculiarities or special abilities — if applicable
5. Any details about bargaining with the entity — if applicable

USING EXTRAPLANAR ENTITIES

If the caster can control an entity with a Ward and Binding, he can petition or force it to help with one casting (effectively increasing the Intensity of the spell by a number equal to the entity's Intensity). Doing so, however, is extremely reckless. The gamemaster should determine suitable failed outcomes for tampering with such power.

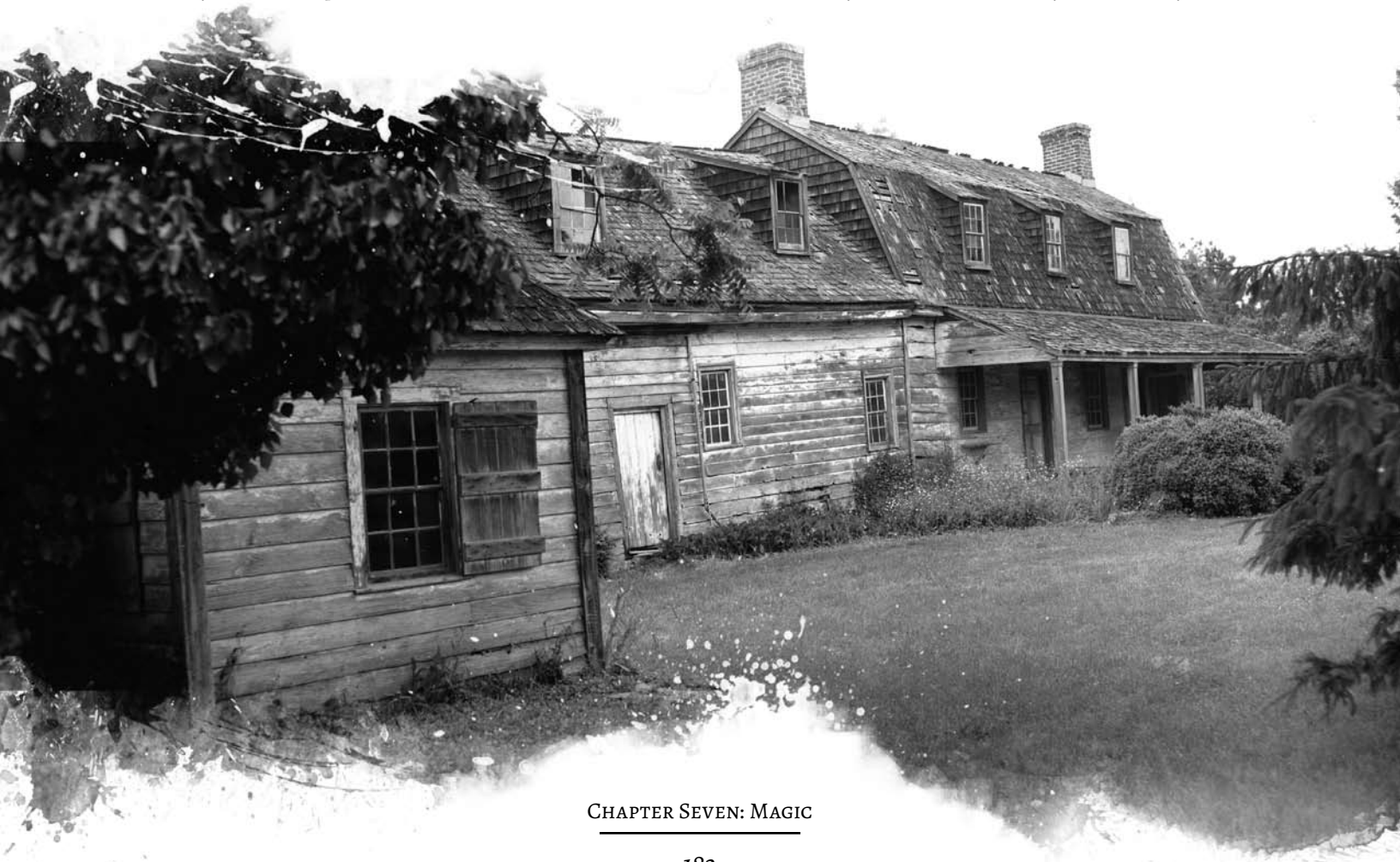
IMPORTANCE OF TIME AND PLACE

"The hills beyond Arkham are full of a strange magic — something, perhaps, which the old wizard Edmund Carter called down from the stars and up from the crypts of nether earth when he fled there from Salem in 1692. As soon as Randolph Carter was back among them he knew that he was close to one of the gates which a few audacious, abhorred and alien-souled men have blasted through titan walls betwixt the world and the outside absolute. Here, he felt, and on this day of the year, he could carry out with success the message he had deciphered months before from the arabesques of that tarnished and incredibly ancient silver key. He knew now how it must be rotated, and how it must be held up to the setting sun, and what syllables of ceremony must be intoned into the void at the ninth and last turning. In a spot as close to a dark polarity and induced gate as this, it could not fail in its primary functions." —H.P. LOVECRAFT ("Through the Gates of the Silver Key")

Some locations — such as those hiding Spacetime Gates or past events of powerful magic — are tainted with eldritch memory. Such locations possess a kind of preternatural radioactivity, possibly strengthening or nullifying particular kinds of magic. The burial chamber of a powerful sorcerer may increase the effects of necromantic spells, while a sacrificial altar to Yog-Sothoth may cause random temporal anomalies when Projection is cast. An ancient graveyard may increase a caster's Evocation powers, while a place of deep water decreases any Cthulhoid spells.

Such locations — that are powerful enough to exhibit such dramatic changes — should be rare and difficult to find (and most likely the target of an occultist's pilgrimage). When discovered, the location's Intensity and specific effects should be connected to the logic of the place and its history (see the "Spacetime Gate" spell for examples of "Entropic Effects of a Gate Location" and a description of how the Intensity of a place is determined). When a specific kind of magic is affected by a location, then any related spells may be increased or decreased in Intensity, automatically, while the caster is within its perimeter (as if the Occult level of the caster performing the spell was a number of degrees higher or lower). The degree to which a caster's Occult level is changed while frequenting the location is related to the location's Intensity. As a general guideline, any affected magic is either increased or decreased by a number of degrees equal to the location's Intensity divided by 5.

As an example, the gallows where a powerful sorcerer died may have an Intensity 6 rating, influencing any necromantic magic in the vicinity. A caster attempting to use such magic in the area may unknowingly increase his Occult skill level by one (Intensity 6 divided by 5) when doing so. As another example, a group of cultists make a dark pilgrimage to a forgotten and desolate temple of an Ancient One, deep in the tundra of Russia. The secret location has an Intensity of 17, and any spells cast there — which are connected with that Ancient One's nature — are increased in power. A caster using such magic, while inhabiting the temple, would automatically increase his Occult skill by three levels (Intensity 17 divided by 5).



OCCULT TEXTS

An occult text may be any work containing esoteric knowledge, dangerous secrets, occult magic, ritual instructions, rare mythos magic, or a combination of these.

INFLUENCE RATING

Each occult text possesses an influence rating, which indicates its rarity and communicates its overall magical content, power, relevance and effect on the world and on the reader. An influence of zero indicates a work ultimately devoid of any real substance — even if appearing genuine to the layman — while a rating of five or more promises esoteric content possibly filled with actual workable spells, and most likely of rare value. Examples provided in the “Influence and Occult Texts” table below list some suggested starting values, but actual occult texts may vary from these numbers.

STUDYING AN OCCULT TEXT

Before attempting to learn any spells or glean any relevant information from a newly acquired occult text, the practitioner must first study its contents.

Assuming the language of the text is one the reader can understand, the total study time for a work is a number of months equal to its influence rating. If the influence is zero, then the time is 1d3+1 weeks. This general rule may vary for unique texts. Additionally, the required time may be affected by legibility and clarity, either halving for typeset or published manuscripts, or doubling for nearly incoherent scrawlings. The gamemaster is free to modify these numbers, perhaps even abstracting the required time to a number of downtime turns between play sessions.

As an **optional** rule, the reader with an Occult skill may be allowed a faster study period — to account for a preexisting experience with such texts. As a general guideline, the occultist subtracts a number of weeks — equal to 10% of his Occult skill — from the total time required. However, the period of study is never less than 2 weeks, regardless of this bonus.

SKIMMING AN OCCULT TEXT

Each text possesses a content difficulty modifier, which reflects its overall insight as an occult reference, its density of useful information, and the chance that it supplies a relevant or specific clue. While a fake text offers no chance of providing such information — represented with an Impossible difficulty — a dangerously dense grimoire may offer a higher chance for finding some relevant content — indicated with a Very Easy difficulty. The content modifier is generally related to the influence rating of the text — with the modifier for a zero influence work being Impossible, the modifier for an influence one work being Improbable, and so on — but modifiers may vary for anomalies.

A reader may attempt to skim a text for a vital clue (the details of which depends on the dictates of the setting) without first absorbing the entire work. Skimming costs a number of hours equal to the number of weeks required to study the text thoroughly. If the text contains something of use, the reader will automatically discover a general or possibly incomplete interpretation. However, to know if the information is useful, credible, accurate, or fully comprehended, the reader must make a successful Occult check — as a secret test — with the appropriate content modifier. The gamemaster may consider allowing this check with a defaulted skill — such as Research for rhetorical texts or Science (Mathematics) for mathematical works — in lieu of Occult, but only with a one step penalty of difficulty. If such a roll fails, the reader obtains an impartial or general version of the information. If the roll fumbles, the reader misinterprets the text — with potentially dangerous results. In order to verify the information, a reader may attempt another check after a second period of skimming — but at half the time required.

INFLUENCE AND OCCULT TEXTS

Influence	Example	Modifier	Spells [*]	Improvement Points	Study Time	Rarity
0	Forged grimoire	Impossible	—	—	1d3+1 weeks	Common
1	Published work	Improbable	0-4	33% chance	4 weeks	Common
2	Known work (out of pub.)	Daunting	0-5	66% chance	8 weeks	Less common
3	Largely unknown work	Hard	1-6	1	12 weeks	Less common
4	Legendary grimoire	Normal	2-7	1	16 weeks	Rare
5	Occultist's magical diary	Easy	3-8	1	20 weeks	Very rare
6	Cultist's mad scrawlings	Very Easy	4-9	2	24 weeks	Unique
7	Sorcerer's magical diary	Very Easy	5-10	2	28 weeks	Unique
8	Necronomicon (Latin)	Very Easy	6-11	2	32 weeks	Very rare
+1	Alhazred's magical diary	Very Easy	+1	+1	+4 weeks	Poss. destroyed

^{*}Note that a text may not contain any spells, regardless of the influence rating.

IMPROVEMENT POINTS, HORROR CHECKS AND OTHER EFFECTS

After successfully studying a newly acquired occult text, the reader is awarded one or more Improvement Points — to account for the absorption of some of its contents. These points may be used toward increasing an Occult skill for the adventurer who possesses it. For the adventurer without this skill, the points may be saved toward ultimately acquiring an Occult skill — should this be desired. See “Character Improvement” for information about acquiring new skills.

It is possible for a text either to provide little to no occult content — resulting in zero Improvement Points — or to supply overflowing insight — resulting in two or more Improvements Points. A text that ultimately proves a convincing fake, devoid of any actual information, awards nothing. A very dangerous text, on the other hand, may offer two or more Improvement Points, along with a Horror check for its sudden overwhelming revelations. As a general guideline, an occult text provides a number of Improvement Points equal to a third of its influence score — with this value varying for outliers.

While a practitioner of magic already suffers Horror checks when reaching thresholds of his Occult skill increases (see “Making a Horror Check” for these thresholds), an occult text may prove so horrific in content that it inflicts an additional and immediate Horror check on the reader. Whether or not the reader spends any awarded Improvement Points on his Occult skill, he nonetheless suffers any included Horror check as a subconscious blow to his Rationality. If a work induces a Horror check, then the severity of the check is generally related to its influence rating (see the “Example Horror Checks for Studying Occult Texts” table).

OCCULT TEXTS AND SPELLS

Occult texts may or may not contain actual spells. It is possible for a work to contain nothing but esoteric knowledge, to provide only a list of spells, or to include both — and possibly in combination with pages of inconsequential minutiae. More typically, any spells discovered will be of the occult variety, though rare works will contain mythos spells — either exclusively or in combination with occult spells.

The gamemaster should decide which spells and rituals belong in each occult text according to its particular nature. The types of spells included depend on the author, purpose and themes of the text. As a general guideline, the number of spells included — if any — generally equals the work’s influence rating plus 1d6–3. If any mythos spells are included, then the number is best left to the gamemaster’s discretion — though texts with influence scores below four should rarely contain such spells.

OTHER MALIGNANT EFFECTS

Lastly, some occult texts may be cursed with various other malignant effects. The details of such effects are left to the imagination of the gamemaster, though some models are provided below.



EXAMPLE HORROR CHECKS FOR STUDYING OCCULT TEXTS

Influence	Example	Horror Check (Modifier)*	Rationality
0	Mindless fluff or empty rhetoric	—	—
1-3	Esoteric and intriguing (default)	—	—
4	Dreadful and depressing	Fortitude (Normal)	–1d4
4	Disturbing	Rationality (Normal)	–1d4
5	Exceedingly disturbing	Rationality (Normal)	–1d6
6	Terrible and forbidden	Rationality (Normal)	–1d8
7	Mind-altering	Rationality (Normal)	–1d12
8+	Mind-blasting	Rationality (Normal)	–1d20

*Note that it is possible for a text — even one with a high influence rating — to lack a Horror check.

Occult Text Examples

BOOK OF EIBON

Purportedly written by Eibon, a wizard of lost Hyperborea, editions have been translated into multiple languages — including the English *Book of Eibon*, the Latin *Liber Ivonis*, and the French *Livre d'Eibon*. The 13th century French translation is accredited to Gaspard du Nord, though a more thorough translation — by William of Moerbeke — is rumored to exist in the Vatican archives. Modern copies derived from du Nord's translation will most likely contain fanciful accounts of Eibon's travels to Pnath and even Shaggai, with embellishments of medieval Hermetic traditions — but devoid of any significant magical content. If actual arcane knowledge is to be found, it would most likely exist in the original source texts — now lost to legendary time — or possibly in William of Moerbeke's translations from the now lost Greek editions. Modern extant versions of the text have an influence rating of 2 and are fairly commonly found in occult circulation, each containing one or no low level occult spells, providing a Daunting difficulty modifier for skimming, and granting a 66% chance of earning one Improvement Point for studying (8 weeks study time). The very rare William of Moerbeke edition has an influence rating of 8, contains 8 to 10 occult spells and several mythos spells and rituals, provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (32 weeks study time), and inflicts a Horror (Rationality) check, for -1d6 points of damage. The original manuscript, if it exists, would have an influence rating of 10 or higher, and be written in an ancient cipher — most likely in Aklo.

BOOK OF THE LAW

Originally penned in 1904 by Aleister Crowley — during a honeymoon in Cairo — the *Book of the Law* is reputedly a transcription of teachings received from Crowley's soon-to-be guiding spirit, "Aiwass." According to Crowley, it was his wife, Rose Edith Kelly, who (after surviving an unsolicited mystical visitation, despite Kelly having no prior experience with the occult or supernatural) imparted to Crowley the unorthodox instructions for contacting Aiwass. During Crowley's ritual, a shadowy presence materialized and identified itself, then dictated to the occultist the *Liber AL vel Legis* (or "Book of the Law"). According to Aiwass, the twentieth century would usher in a new Aeon (or threshold of spiritual development); humanity previously lived under the Aeon of Osiris, which was an age defined by Man's subservience to authoritarian gods and slave religions. In the new Aeon of Horus, however, humanity would abide only by the laws of freedom, magick and evolution, believing the dictate, "Do what thou wilt shall be the whole of the Law," and unshackling itself from the repressive burdens of prior centuries. Though no actual spells or rituals will be found in the text, those who read it will have a difficult time forgetting its central tenets or ignoring signs of its portents in the advancing new century. The book has an influence of 4, may be studied in a matter of days, and inflicts a Horror (Rationality) check, for -1d4 points.

CULTES DES GOULES

A decadent and obsessive fantasy (mostly fictional) of necromantic cults, secret sorceries and debauched rituals. Whole chapters are devoted to infamous figures — such as Gilles de Rais, Pierre Burgot, Michel Verdun, Peter Niers, Gilles Garnier, Elizabeth Báthory, and others — with rambling digressions of conspiratorial theories. *Cultes des Goules* was penned and published, in small circulation, in the early 18th century by a "Comte d'Erlette" (most likely the pseudonym of a French aristocrat). While the rare French edition, with its intaglio engraved illustrations, fetches a handsome price on the occult black market, its influence rating is only 2, with no spells, a Daunting difficulty modifier for skimming, no Improvement Points for studying (2 weeks study time), and a Horror (Fortitude) check, for -1d4 points of damage.

DE VERMIS MYSTERIIS

The Latin *De Vermis Mysteriis* recounts the travels and magical journaling of Ludwig Prinn, a 15th century alchemist and reputed necromancer executed in Brussels during the height of the witch trials. Contents of the work include secrets uncovered during Prinn's black pilgrimage to the Middle East, and specifically to Alexandria. Also included are Invocations, Evocations, Divinations, a special Evocation for the "Shambler from the Stars," as well as references to other strange gods. A few English and German translations are reputed to exist (one German edition apparently claimed by Aleister Crowley). A very rare copy of the "Mysteries of the Worm" has an influence rating of 12, contains 10 to 15 spells (mostly mythos), provides a Very Easy difficulty modifier for skimming, grants 3 Improvement Points for studying (48 weeks study time), and inflicts a Horror (Rationality) check, for -1d12 points of damage.

GOETIA

The Goetia is a revised English translation published in 1904 by Samuel Liddell Mathers and Aleister Crowley, from original Renaissance manuscripts found in the British Museum. The source texts are part of a larger work known as the *Lemegeton* — also known as the *Lesser Key of Solomon* and the *Clavicula Salomonis Regis* — itself compiled in the 17th century from older materials (including Johann Weyer's *Pseudomonarchia Daemonum*, among others) dating back several more centuries. The text claims to contain within it Evocations for 72 demons — with their names, attributes, and magical abilities — in a system allegedly created by King Solomon (though this is in actuality a fabrication). Its requirements for an Evocation include the cleansing of a temple space, the precise inscribing of a Ward of Protection (including a triangle of art), and the creation of seals dedicated to the specific demon being summoned. Due to its multitude of source texts and mutations of translations and mistranslations, the text — frankly — contains errors (hopefully to be sussed out by the careful and experienced practitioner). Though decoding its 72 (and possibly more) Evocation spells may be theoretically possible, using them properly requires weeks of possibly dangerous experimentation — though an experienced caster of the Goetic path may be able to guide the initiate in doing so.

The Mathers and Crowley edition has an influence rating of 4, contains numerous Evocations of Goetic demons, provides a Normal difficulty modifier for skimming, grants one Improvement Point for studying (16 weeks study time), and inflicts a Horror (Rationality) check, for -1d4 points of damage. Though the modern edition is common, the earliest source texts (most likely from the 16th century) are rare and very valuable. For some examples of Goetic demons, see the “Extraplanar Entities” chapter in the gamemaster’s guide.

KING IN YELLOW

The King in Yellow — a work of late 19th century Decadent delirium — is a play of unknown authorship. Anyone who reads it or sees it performed suffers a Horror (Rationality) check with a Hard difficulty, for -1d20 points of damage. Any mental disorder caused by the play is an automatic “psychosis” associated with the events of its story (see “Mental Disorders”). Effects of its influence continue interminably, increasing as more individuals become tainted by its viral madness — further unraveling reality itself. While agents of order hunt down extant copies (and their scribes), aesthetes and cultists — under the aegis of the Yellow King — seek new media to spread its influence. In rural California, a film is already in production.

NECRONOMICON

The Arabic manuscript originally known as *Al Azif* — dated to 730 to 740 A.D. — was in actuality the accumulation of the private magical diaries of Abdul Alhazred. Though the original *Al Azif* was apparently destroyed in the 11th century, less faithful translations have been made from inexact copies. Rumors of the original’s preservation circulate in occult circles, though none are taken seriously except in the most fanciful imaginations. If one were to pursue such a rumor, he would mostly like travel to eastern Africa to investigate an Ethiopian Sufi cult. Copied versions of *Al Azif* include a 10th century Greek edition — renamed to the now more well-known *Necronomicon* — by Theodorus Philetas of Constantinople, a 13th century Latin translation by Olaus Wormius, a 15th century German edition (in blackletter), a 17th century Spanish edition, and a 17th century English translation by John Dee. The few existing copies are mostly in the hands of private collectors, or safeguarded in secret areas — though patrons such as the British Museum, the Vatican, select universities, and other private interests, are aggressively seeking their collection or demise. Very rare editions — such as the Latin or John Dee — have an influence rating of 8, contain 8 to 10 mythos spells and several occult spells, provide a Very Easy difficulty modifier for skimming, grant 2 Improvement Points for studying (32 weeks study time), and inflict a Horror (Rationality) check, for -1d8 points of damage. The original Arabic *Al Azif* — constituting a lifetime of the mad poet’s studies and travels — would in total have an influence rating of 12, inflict a Horror (Rationality) check, for -1d12 points, and supply a wealth of arcane knowledge and power.

PNAKOTIC MANUSCRIPTS

The original thousand steles recovered from the Australian Great Sandy Desert have been recorded (in manuscript form), archived and protected by mysterious agents. The manuscript contents are largely indecipherable, except by minds possessed of alien sentience. Anyone absorbing such information would most likely be doing so from a very secure archives room, and only with the assistance of a far greater intelligence. The influence rating of such archives is incalculable, though its contents consist predominantly of Spacetime Gate and Projection spells, and histories of both past and future eras.

RIEMANN MANIFOLDS

The working title of Bernhard Riemann’s unpublished book (1864) is *Theories of Non-Euclidean Geometries and N-Dimensional Manifolds*. As an influential German mathematician who made lasting contributions to analysis, number theory, and differential geometry (some of them later affecting the development of general relativity), it is odd that such a radical and exciting treatise by the theorist would go largely unnoticed by the academic community. Perhaps the marginal notes regarding antediluvian intelligences diminished its value as scholarship? Rather than publishing, the Riemann estate has instead kept copies of *Riemann Manifolds* secreted away (though rumors of pilfered copies, one purportedly owned by Nikola Tesla, have circulated throughout academia). Aside from the strange references to “psychical antediluvian intelligences,” much of the text covers topology, mathematical physics, and higher dimensions (some of which repeats Riemann’s lecture at Göttingen in 1854 entitled “Über die Hypothesen welche der Geometrie zu Grunde liegen,” or “On the hypotheses which underlie geometry”). Riemann found the correct way to extend into n-dimensions the differential geometry of surfaces, though one would need to speak the language of mathematics to even understand the theories. Once transcending this language barrier, however, the reader of *Riemann Manifolds* would find the contents possessing an influence rating of 4, containing 1 to 6 partially researched (and therefore dangerous) Spacetime Gate calculations, providing a Normal difficulty for skimming, granting one Improvement Point for studying and calculations (16 weeks study time), and inflicting a Horror (Rationality) check, for one point of damage.

SEVEN CRYPTICAL BOOKS OF HSAN

The Seven Cryptical Books of Hsan contain secrets of Divination and Projection, as well as topographies of astral planes. Their author is a legendary figure of ancient China, whose true identity is as insubstantial as that of the author of the *I Ching*. No copies of *The Seven Cryptical Books of Hsan* are known to exist in our earthly realm. However, Edward Plunkett, 18th Baron of Dunsany, claims to have absorbed their secrets while traveling to Ulthar. Lord Kuranos also knows their contents, though the earthly identity of Kuranos is unknown. The books in total have an influence rating of 6, contain 6 to 8 mythos and occult spells, provide a Very Easy difficulty modifier for skimming, grant 2 Improvement Points for studying (24 weeks study time), and inflict a Horror (Rationality) check, for -1d6 points of damage.

UNAUSSPRECHLICHEN KULTEN

Not much is substantiated about Friedrich Wilhelm von Juntz, only speculation about his origins in Dusseldorf, his associations with a number of secret societies, his extensive travels throughout eastern Europe and Asia, and his authorship of *Unausprechlichen Kulten*. His original journal contains his travel records, his threading of conspiratorial connections across the world, and his anthropological documentation of strange rites and foul worship. After his mysterious death in 1840, the von Juntz journal grew in notoriety despite the near destruction of all existing copies. A haphazardly transcribed edition was released in 1845 by Bridewell Press of London, and a later expurgated edition (translated to "Nameless Cults") by Golden Goblin Press of New York, in 1909. A faithful copy of the original Dusseldorf edition (incredibly rare) has an influence rating of 7, contains 2 to 3 mythos spells and several occult spells, provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (28 weeks study time), and inflicts a Horror (Rationality) check, for -1d8 points of damage. The Golden Goblin Press edition (somewhat common) has an influence rating of 4, contains 2 to 4 lower level occult spells and possibly one mythos spell, provides a Normal difficulty modifier for skimming, grants one Improvement Point for studying (16 weeks study time), and inflicts a Horror (Rationality) check, for -1d4 points of damage. The Bridewell edition is too scattered to be of much use, though skimming it with a Normal difficulty may reveal some interesting suggestions. However, despite its lack of coherence, the Bridewell edition still inflicts a Horror (Rationality) check, for -1d4 points of damage.

WUSHENG LAOMU JINIAN

Encoded in Classical Chinese, the *Wusheng Laomu Jinian*, or "Annals of the Ancient Unborn Eternal Mother," is a series of handscrolls printed in the late 17th century by Jesuit scribes, translated from a far older Chinese text. This older text, written on bamboo slips (the usual writing material of the Warring States period), was interred with King Xiang of Wei — who died in 296 B.C. — and rediscovered in 281 A.D. during the Western Jin dynasty. For this reason, the text survived the burning of the books by Emperor Qin Shi Huang (though its location is now a mystery). The first and second scrolls of the later edition contain a sparse narrative of the pre-dynastic emperors (beginning with the Yellow Emperor), the Xia dynasty and the Shang dynasty, then a more detailed account of the history of the Western Zhou, the state of Jin and its successor state Wei. The third scroll details the deathless ones of mythical Kunlun and their pilgrimage to the "Yellow King," the nature of the "Unborn Mother" — a central figure worshipped in mysterious Chinese salvationist religions (and by millenarian movements as early as the Han dynasty) — and a rite called "The Precious Repentance of Blood Lake of Red Sun of the Primordial Origin." A thematic puzzle runs through the three scrolls, which once decoded maps a comet with a 60,000 year orbital period and portends its arrival across the Southern Hemisphere in January of 1910 followed by a great war and an age of calamity (though the actual dates are revealed on the Han Chinese calendar). The later Jesuit edition of the *Wusheng Laomu Jinian* is very rare and highly sought-after by collectors (and various millenarian sects), has an influence rating of 7, contains 5 to 6 mythos spells and several mythos rituals (all relating to the prophesied comet), provides a Very Easy difficulty modifier for skimming, grants 2 Improvement Points for studying (28 weeks study time), and inflicts a Horror (Rationality) check, for -1d8 points of damage. Even without a translation, studying any of the calligraphic celestial scenes of the scrolls for any length of time causes a Horror (Willpower) check, for -1d6 points of damage. Any mental disorder caused by the scroll is an automatic "psychosis" in which the reader senses sentient life burrowing inside his mind and audibly sharing unwholesome secrets with him (see "Mental Disorders").

Creating a Unique Occult Text

To avoid populating a setting entirely with occult works well established by canon — and well known to various players — it is a good idea to create unique texts with fresh twists and unknown qualities.

An occult text should provide more than just statistics. Each is a mystery to be solved, full of wisdom (or malevolence), experiences, deceptions and dangers. Most texts will be obscured by esoteric wording or sometimes hidden behind seemingly facile layers of ordinary prose or exposition. An occult text may contain such things as poetry, journaling, philosophy, history, criticism, maps, schematics, or mathematics, along with any actual magical information. It may also provide clues, story hooks, unreliable testimony, imminent conflict with powerful forces, or connections to strange locations or important people.

The various tables below offer some seed ideas for unique concepts. The gamemaster is free to pick ideas that best suit his vision, or to roll for inspiration. By combining ideas, the

gamemaster may flesh out new occult works with their own histories and properties. Obviously, rolled concepts that contradict one another should either be rerolled or interpreted creatively.

Although mythos entities are not included in these tables, it is perfectly reasonable for the gamemaster to begin with a powerful entity in mind — such as Cthulhu as just one example — and then build the rest of the themes around this core. A text written by a “cardinal” with “faustian negotiations” with Cthulhu would differ greatly from a text of such negotiations with Shub-Niggurath, Nyarlathotep, Goetic demons, or mi-go. Similarly, a text written by a “mathematician” recording “hyperspatial calculations,” and connected to Nyarlathotep, would prove quite different from a text connected to Yog-Sothoth or to Yithians. For something entirely unanticipated, the gamemaster may start with an original extraplanar entity or abomination.

Also included is a table for “A Few Other Authors and Titles Found in an Occultist’s Library,” for the expeditious inclusion of authors and titles that may or may not possess usable occult information.

AUTHORSHIP AND THEMES

1d100	Author	Theme	1d100	Author	Theme
1–2	Abbot	Occult architecture	51–52	Merchant	Hidden treasures
3–4	Alchemist	Reanimation procedures	53–54	Missionary	Corrupted folk magic
5–6	Anarchist	Maniacal manifesto	55–56	Monastic scriptorium	Illuminated horrors
7–8	Antiquarian	Warnings to the curious	57–58	Occultist	Gnostic revelations
9–10	Astronomer	Celestial observations	59–60	Painter	Painted madness
11–12	Cardinal	Faustian negotiations	61–62	Philosopher	Utopian treatise
13–14	Child	Invisible friends	63–64	Physician	Body snatching ledger
15–16	Clergy	Apocalyptic revelations	65–66	Playwright	Theatrical phantasia
17–18	Collector	Obscene vices	67–68	Poet	Haunted poetry
19–20	Court adviser	Deadly blackmail	69–70	Poisoner	Infernal toxins
21–22	Cultist	Foul worship	71–72	Preacher	Tainted scripture
23–24	Cunning folk	Sinister cantrips	73–74	Printer	Viral message
25–26	Drifter	Unreliable testimony	75–76	Professor	Correlated contents
27–28	Fortune teller	Prophetic doom	77–78	Royal court scribe	Insidious manipulations
29–30	Hermetic order	Infernal codex	79–80	Ruler	Fear of death
31–32	Inquisitor	Stolen occult knowledge	81–82	Scholar	Unnatural curiosities
33–34	Inventor	Weird science	83–84	Scientist	Sorcerous formulae
35–36	Investigator	Murderous evidence	85–86	Sea captain	Blood money contract
37–38	Landholder	Forbidden genealogies	87–88	Secret society	Voracious entity
39–40	Librarian	Obsessive scrawlings	89–90	Slave	Goetic summoning
41–42	Lord	Degenerate appetites	91–92	Sorcerer	Black arts
43–44	Mariner	Mysterious cartography	93–94	Sorcerous cabal	Sadistic pleasures
45–46	Mason	Conspiratorial plots	95–96	Spy or emissary	Doppelgänger encryption
47–48	Mathematician	Hyperspatial calculations	97–98	Surgeon	Abominable experiments
49–50	Mercantilist	Sacrificial pact	99–00	Torturer	Pain anatomies

RAIDERS OF R'LYEH

OTHER INCLUDED TOPICS

1d100	Topic	1d100	Topic
1–2	Alchemy or chemistry	51–52	Insects, taxonomy
3–4	Angels, taxonomy	53–54	Kabbalism, numerology
5–6	Animals, taxonomy	55–56	Logic or ethics
7–8	Astrology or horoscopes	57–58	Magical theory
9–10	Astronomy or star maps	59–60	Martial techniques
11–12	Architecture	61–62	Mathematics, geometry
13–14	Blessings or curses	63–64	Military history
15–16	Botany	65–66	Music or dance
17–18	Cartography	67–68	Necromancy
19–20	City maps	69–70	Nursery rhymes or fables
21–22	Cooking and recipes	71–72	Ocean navigation
23–24	Criticism, social or general	73–74	Philosophy
25–26	Demonology	75–76	Poetry
27–28	Diseases	77–78	Poisons
29–30	Divination	79–80	Sea magic and folklore
31–32	Etiquette	81–82	Seals and wards
33–34	Exorcism	83–84	Sexual fulfillment
35–36	Financial success	85–86	Spirit world
37–38	Folklore or folk magic	87–88	Talismans, creating
39–40	Genealogies	89–90	Tarot
41–42	Gnostic philosophy	91–92	Theosophy
43–44	Health and healing	93–94	Torture techniques
45–46	Herbalism	95–96	Travel guide
47–48	History, general	97–98	Treasure, discovering
49–50	History of magic	99–00	Witchcraft

LANGUAGE

1d20	Language	1d20	Language
1	Akkadian cuneiform	11	Japanese
2	Arabic	12	Korean
3	Aramaic	13	Latin
4	Coptic	14	Mandarin
5	English	15	Nahuatl
6	Egyptian hieroglyphics	16	Phoenician
7	French	17	Sanskrit
8	Greek	18	Tibetan
9	German	19	Other known language
10	Hebrew	20	Roll on “Esoteric”

ESOTERIC

1d8	Language	1d8	Language
1	Aklo	5	Mathematical notation
2	Cartographic notation	6	Musical notation
3	Enochian	7	Other or alien
4	Nacaal	8	R'lyeh hieroglyphics



PHYSICAL QUALITIES

1d100	Medium	1d8	Book Type
1-2	Tablet or stele (stone or wood)	1	Detached signature from lost book
3-4	Cuneiform clay tablet	2	Folio
5-6	Amulet	3	Grimoire
7-8	Metal disk	4	Magazine, pamphlet or published journal
9-12	Scroll	5	Magical diary
13	Bamboo codex	6	Private journal
14	Gear-wheel device with encryption mechanism	7	Published edition
15-18	Tableau	8	Religious text
19-22	Bas-relief		
23-26	Playing cards		
27-33	Audio or film recording		
34	Holographic recording		
35-67	Book, handwritten manuscript		
68-00	Book, typeset manuscript		

1d20	Distinctive Book Detail	1d20	Distinctive Book Detail
1	Roll on "Distinctive Originator"	11	Metal cover wrapped in fabric
2	Wood and leather (possibly human skin)	12	Mezzotints or period photography
3	Gold leaf or illuminations	13	Missing pages or cover
4	Tobacco resin	14	Cryptic cursive notes by a second hand
5	Artfully preserved and rebound by a collector	15	Reptile skin
6	Considerable imperfections in the copy	16	Smell of incense, refuse, fish or ash
7	Inks infused with blood or wine	17	Straps and clasps (possibly locked)
8	Inks made of powdered and burnt bone	18	Sun, fire or water damage
9	Inks made of sea life or insects	19	Submerged in salt or brackish water
10	Inks made of tar and pitch	20	Exotic etchings or woodblock printing

1d6	Distinctive Originator	Investigative Notes
1	Monastic scriptorium	Laboriously created in a protected chamber lacking artificial light, by a team of experts including a scribe, various copyists, illuminators (illustrators), correctors (copyeditors), rubricators (red letter painters) and a bookbinder — the detailing and care of preservation reveal the painstaking labor involved in its production
2	Islamic scribes	Methodically created in a set of multiple copies originating from one reader orating to a team of Islamic scribes — with each scribe producing an exact duplicate in tandem — and then circulated in medieval book production centers such as those in Marrakesh or Casablanca (perhaps an analysis of tobacco resin on the paper would reveal specific regions of commerce)
3	Private publisher	Expertly set with movable type (using an early blackletter predating Fraktur) and spot illustrated with hand-colored woodcut prints (the artist demonstrating considerable knowledge of composition and anatomy) — judging by the investment in quality and craft, and by its odd content, the book was most likely commissioned by a wealthy patron and possibly fabricated in his or her private quarters
4	Private journalist	Obsessively scrawled by the author as a diary of sorts, with the variations in handwriting, inks and writing instruments indicating an extended length of time for completion (or possibly various authorial voices) — the luscious binding and delicate sewing (showing craft similar to that of Sangorski & Sutcliffe in London) is such a contrast to the inept calligraphy of the author that it must be a later addition
5	Professional house	Most likely British (late eighteenth century), commissioned by a private patron (judging by the odd content) though designed and printed by a professional mezzotinter (typically being employed during the period for portraiture of historical figures) — the chemical breakdown of the aged paper exudes strong floral notes
6	Secret society radical	Contemporary (within twenty years) and cheaply reproduced using modern hectograph technology, but with art that shows some rudimentary skill (though bizarre in nature) — judging by the cheap paper, aniline dyes, rapid weathering and oxidation, and poor material fabrication, the pamphlet was mass-produced by an amateur (showing radical or bohemian leanings)



RAIDERS OF R'LYEH

A FEW OTHER AUTHORS AND TITLES FOUND IN AN OCCULTIST'S LIBRARY

1d20	Author	1d20	Author
1	Albertus Magnus	11	Johann Joachim Becher
2	Aristotle	12	Johann Rudolf Glauber
3	Franciscus Sylvius	13	Johannes Trithemius
4	Georg Ernst Stahl	14	John Dee
5	Georgius Agricola	15	Paracelsus
6	Heinrich Cornelius Agrippa	16	Ramon Llull
7	Herman Boerhaave	17	René Descartes
8	Hermes Trismegistus	18	Robert Boyle
9	Isaac Newton	19	Roger Bacon
10	Jan Baptist van Helmont	20	Simon Magus

1d100	Title	1d00	Title
1–2	Alphabet of Sirach	51–52	Kryptographik
3–4	Aristotle's Metaphysics	53–54	Liber Investigationis
5–6	Ars Magna et Ultima	55–56	Magnalia Christi Americana
7–8	Black Pullet	57–58	Picatrix
9–10	Book of Dzyan	59–60	Pliny the Elder's Natural History
11–12	Book of the Law	61–62	Poligraphia
13–14	Book of Thoth	63–64	Pseudomonarchia Daemonum
15–16	Cipher Manuscripts	65–66	Qanoon-e-Islam
17–18	Clavis Alchimiae	67–68	Records of Three Kingdoms (untranslated)
19–20	Coffin Texts	69–70	Saducismus Triumphatus
21–22	Corpus Hermeticum	71–72	Sefer Raziel HaMalakh
23–24	Cryptomenysis Patefacta	73–74	Sixth and Seventh Books of Moses
25–26	Daemonolatrea	75–76	Sworn Book of Honorius
27–28	De Furtivis Literarum Notis	77–78	Thaumaturgical Prodigies
29–30	De Lapide Philosophico	79–80	The Book of Abramelin
31–32	De Materia Medica	81–82	The Golden Bough
33–34	Egyptian Book of the Dead	83–84	The Occult Review (monthly journal)
35–36	Euclid's Elements	85–86	Theatrum Chemicum
37–38	Grand Grimoire	87–88	Theogony
39–40	Hebrew Bible	89–90	Theophrastus' Enquiry into Plants
41–42	Herodotus' Histories	91–92	Thesaurus Chemicus
43–44	I Ching (untranslated)	93–94	Traicté des Chiffres
45–46	Isis Unveiled	95–96	Turba Philosophorum
47–48	Key of Solomon	97–98	Wonders of the Invisible World
49–50	Khordeh Avesta	99–00	Zohar

A FEW PHYSICAL PROPERTIES AND ELDRITCH POWERS OF AN ALIEN ARTIFACT

1d12	Physical Properties	1d12	Physical Properties
1	Archival or storage (e.g., box, coffin, cylindrical recorder)	7	Lantern or light-emitting device
2	Architectural space or vehicle (e.g., temple, inhabitable machine)	8	Machine (e.g., computer, musical device)
3	Booth or pod	9	Organic, elemental or possibly consumable
4	Carven or totemic idol	10	Polyhedron, torus, or non-Euclidean shape
5	Dismembered or desiccated body part	11	Rod or staff
6	Gemstone	12	Weapon or wearable object (e.g., armor, spectacles, diskos)
1d20	Eldritch Power		
1	Ancestral Enlightenment. The artifact awakens ancestral memories or powers in the user. As a variation, the artifact devolves the user (over time) into protomatter.		
2	Amplifier Artifact. The artifact boosts one of the user's attributes by one or two points, or stores a variable number of Essence Points to be absorbed by the user. As a variation, the artifact leeches one of the user's attributes by a point or a two, or a variable number of the user's Essence Points (storing them permanently for use by another wielder).		
3	Beacon Artifact. The artifact draws hungry entities to it (like a lighthouse to lost ships) until it is deactivated (which even then may be too late).		
4	Communal Properties. Properties of the artifact affect other people in proximity to the user.		
5	Decryption Device. The artifact decodes alien script into a language familiar to the user, or possibly produces effects akin to those of the Tongues spell. As a variation, the artifact beams information directly into the user's mind.		
6	Devourer Artifact. The artifact is actually junk masked (through enchantment) as a valuable object of power. As a variation, the artifact grants the user a preternatural ability to see the reality beneath illusion (or beyond the boundaries of our limited perceptions).		
7	Domination Device. The artifact produces effects akin to those of the Dominate spell (e.g., Dominate Shoggoths, Dominate Serpent Folk, Dominate Undead).		
8	Eldritch Weapon. The artifact acts as an offensive (and possibly defensive) weapon, with properties similar to those of the Wrack (and possibly Banishing, Binding, Ward, and so on) spell, or a similar type of magic.		
9	Entity Container. An object ensorcelled to contain a specific entity, one possibly with a directive to damage offenders; once the container is breached or broken, the entity escapes.		
10	Heightened Senses. The artifact amplifies one of the user's senses to superhuman levels; if boosted, the heightened sense keeps growing until the person senses beyond the veils of reality. As a variation, the artifact awakens or amplifies latent psionic powers, deep one genes, or other hidden secrets, to create various effects (though very dangerous for a human mind), possibly granting a preternatural gift or unlocking a preternatural curse.		
11	Impregnating Force. The artifact impregnates the user with something from the Outside, which fuses human traits with something else (may or may not kill the parent when it births).		
12	Mind Portal. The artifact transports something from the Outside into the user's essence, merging with him and slowly taking over the user's will and personality. As a variation, the artifact transports something from the Outside into the user's body, merging with him and creating a slow door into our world.		
13	Mind-Swapping Object. The artifact switches the mind of the user with another user or creature in another location, or traps the user's mind inside the object.		
14	Mutagenic Device. The artifact taints the user with a virus (material or magical) that over time changes the user into something else. As a variation, the artifact alters the user's genetic coding, affecting any future progeny.		
15	Obsession Meme. An idea is planted into the mind, which perpetually grows over time until the user is overcome with the obsession and cannot control his actions (usually hurting himself or others). As a variation, anyone who comes in contact with the user is impregnated with the obsession as well.		
16	Portal to Otherwhere. The artifact (once activated) acts as a Spacetime Gate or teleportation device.		
17	Singularity Matrix. Unlocking the artifact triggers a small singularity which annihilates everything in its area.		
18	Spellbound Artifact. While powered, or for a set number of temporary uses, the artifact produces the effects of a magical spell (e.g., Bypass Mechanisms, Cast Undeath, Dispel Magic, Divination, Immunity to Fire, Invocation, Phantom Sight, Speak with Dead).		
19	Summoning Artifact. The artifact summons a mythos entity (90% chance of a minor servant, and 10% chance of an Ancient One).		
20	Vril Battery. The artifact or its vril energies powers an alien device or enhances the magical powers of the user. As a variation, the artifact requires a Vril Battery or other vril power source to operate.		



OCCULT PATHS

Occult paths allow the gamemaster (with player input) to create magical disciplines for the adventurers and opponents, and to determine which spells logically fit with each discipline.

An Occult path may represent an informal and independent course of study, a disciplined methodology (with its own formalized structure), or an esoteric cult. There is no limitation to the total number of spells in any given path. Rather, the number of spells are determined by the beliefs, restrictions and themes of the path — whether or not the path represents a formalized methodology or a more informal worldview of the practitioner.

A practitioner of magic may possess one Occult skill or he may possess several Occult skills. While some adventurers may possess only a single Occult skill, powerful sorcerers will oftentimes command multiple Occult skills — each representing a forbidden path of study.

Some spells may be rejected by practitioners of a particular path — such as one dictated by a lodge or by a religious order (see “Occult Path Restrictions”). An independent path would sidestep such restrictions, though risk the eventuality of unforeseen dangers or mentors unwilling to share with an outsider.

OCCULT PATH RESTRICTIONS

Some paths include restrictions — of behaviors or beliefs, or of certain forms of magic — either imposed by a school or by the individual himself. Restrictions are not always required, but they can help define the worldview of an Occult path, round out an occultist's drives and personality, accentuate the weirdness of a cult, or dramatize the eccentricities of a powerful sorcerer. As an example, a mystic order may “Renounce Wealth,” demanding that all students forfeit the ways of the world before gaining access to their inner circle. A cult may demand a dread “Pledge of Sacrifice” (involving scarification of the initiate) or “Pact of the Eater of Souls” (effectively entralling the candidate to Yog-Sothoth). Or, a reformed occultist may “Renounce Evocation” (and all other forms of “black magic”) as an atonement for past horrors. A restriction may even become a drive (or bond), though the application of such a mandate is left to the discretion of the gamemaster.

Some ideas for restrictions may be found in the “Example Restrictions of Occult Paths” table.

OCCULT PATH BONUS ABILITIES

Some Occult paths also incorporate one or more bonus abilities. In an Occult path, a bonus ability is an abstraction that may represent a special training, the study of a school's esoteric texts, or some other threshold through which the caster achieves a higher understanding of his art.

EXAMPLE RESTRICTIONS OF OCCULT PATHS

Restriction	Examples
Pact of (x)	Pact of the Eater of Souls, Pact of the Black Pharaoh, Pact of the Obscene One (see “Making a Pact with a Mythos Entity” and “Corruption”)
Pledge (x)	Pledge (Oath Against Modernism), Pledge (Indomitable Faith), Pledge (Covenant of Brotherhood)
Renounce (x)	Renounce Evocation, Renounce Conjuraction, Renounce Violence, Renounce Alcohol, Renounce Vanity, Renounce Wealth, Renounce Light, Renounce Speaking, Renounce Black Magic
Swear (x)	Swear Celibacy, Swear Obedience, Swear Devotion
Sacrifice (x)	Sacrifice Appearance, Sacrifice Power, Sacrifice Strength, Sacrifice Health, Sacrifice Possessions, Sacrifice Comfort

Each bonus ability in a path should be earned by the caster. Depending on the nature of the discipline, the prerequisite may be the completion of a formalized ritual, the seeking of a master, or the acquisition of an artifact. A bonus ability may be limited to a caster with a minimum skill proficiency, or guarded by a xenophobic and bureaucratic council.

Additionally, the character must possess at least an amateur proficiency to earn one bonus ability. If the Occult path includes more than one ability, then the character may earn the second one when he possesses at least a professional level of training in the skill. He may pick a third ability — if one exists — when he attains an expert level. At a master level, he may pick two more abilities (if the skill includes them).

Only a few examples are provided in the “Occult Path Bonus Abilities” table, as each Occult path demands its own unique flavor and circumstances. For other possibilities, see the “List of Preternatural Gifts.” The gamemaster is encouraged to design his own bonus abilities if the setting demands them, using these as models.

OCCULT PATH REQUIREMENTS

Some paths demand requirements from the practitioner — such as the accomplishment of esoteric tasks, the learning of necessary skills such as Knowledge (Cryptography) or others, the payment of money or services, or the meeting of specifications about religion, class, nationality, ethnicity, gender, and so on.

INCLUDED SPELLS

Since the possibilities for an Occult path are eminently open-ended, justified with historical and textual sources, and influenced by the needs of the setting, the final design of the discipline — and its included spells — is best left to the gamemaster, with the creative input of the adventurer. A few models are provided in the “Occult Path Examples” table.

OCCULT PATH BONUS ABILITIES

Ability	Explanation	Suggested Requirements
Augoeides*	See “Preternatural Gifts.”	Expert proficiency; attainment of an Augoeides differs for every individual, but should require a difficult and possibly life-changing magical task
Elemental Servant*	See “Preternatural Gifts.”	Expert proficiency; has studied the discipline's relevant lore and successfully performed an esoteric Evocation
Etheric Vision*	See “Preternatural Gifts.”	Expert proficiency; successful Ethereal Projection
Exorcist	The caster may use Banishing on a possessed host, though the Banishing is made one degree more difficult when doing so. Some unique extraplanar entities may be immune to this ability (to be determined by the gamemaster).	Professional proficiency
Goetia	The caster has thorough experience with Goetic demonology — found in various Medieval and Renaissance grimoires — and may apply — without penalty — any one learned Evocation of a Goetic entity (or “demon”) to the Evocation, Binding, Banishing (and so on) of other discovered Goetic entities — without the necessity of learning a distinct Evocation for each.	Professional proficiency and Language (Latin); has studied the discipline's relevant texts (such as the Key of Solomon), and successfully performed the Evocation, Binding and Banishing of a Goetic entity
Gnosis	The caster achieves a transcendent understanding of reality and either gains Mythos Intuition (See “Preternatural Gifts”) or makes every occult spell casting in the path one degree easier; additionally, he now forgoes any Rationality losses for spells in the path.	Master proficiency; has “Survived the Abyss” (see the “Horror, Shock and Sanity” chapter)
Grimoire (name)	The rules for the Goetia ability may be applied to the use of another named grimoire with its own magical tools and inventory of entities or forces.	Professional proficiency; other requirements depend on the nature of the grimoire
Martial Force*	See “Preternatural Gifts.”	Expert proficiency; has dedicated 3 Essence Points total to Fortified Will and Fortified Body, with at least one point dedicated to each
Martial Tenacity*	See “Preternatural Gifts.”	Expert proficiency; has dedicated 3 Essence Points total to Fortified Will and Fortified Body, with at least one point dedicated to each
Theurgy	The caster has thorough experience with various archetypal forces and may apply — without penalty — any one learned Invocation to the Invocation of other discovered archetypal forces included in the discipline — without the necessity of learning a distinct Invocation for each.	Professional proficiency; has successfully performed a number of Invocations of archetypal forces
Training (name)	The rules for the Vodun or Theurgy abilities may be applied to the use of another training with its own magical tools and inventory of entities or forces.	Professional proficiency; other requirements depend on the nature of the training
Vodun	Loa — also called Mystères or the “Invisibles” — are animistic extraplanar entities, intermediaries between a Supreme Creator and humanity, found in various forms of Voodoo. With this ability, the practitioner may apply — without penalty — any one learned Evocation or Invocation of a loa to the Evocation, Binding, Banishing, or Invocation (and so on) of other discovered loa in the discipline's pantheon of spirits — without the necessity of learning a distinct Evocation or Invocation for each.	Professional proficiency; has experienced possession by an entity having the “Spirit Rider” ability (see “Special Abilities of Extraplanar Entities” in the gamemaster's guide)

*Any preternatural gift may be adapted for use as a bonus ability, with logical prerequisites attached. Merely a few examples are provided here as models.

OCCULT PATH EXAMPLES

Occult Path	Included Spells	Bonus Abilities
Demonology	Banishing, Binding, Divination (variable), Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), Ward of Protection	Goetia, Theurgy
Exorcism	Banishing, Binding, Detect Magic, Dispel Magic, Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), Fortified Will (possibly as prayer)	Exorcist, (optionally) one of the following preternatural gifts: Holy Blessing, Infernal Dignities, Psychic Sensitivity, or Spectral Insight
Hermeticism	Astral Projection, Banishing, Binding, Detect Magic, Divination (Astrology), Divination (Augoeides), Divination (Cartomancy or Taromancy), Divination (Charomancy or Geomancy), Evocation (a Goetic demon), Fortified Body (possibly using bhakti yoga, a devotional Hindu practice), Fortified Will, Healing, Invisibility, Invocation (a planetary archetype), Ward of Protection	Augoeides, Goetia, Theurgy, (very rarely) Gnosis

DEMONOLOGY

A systematic study of demons and other unholy supernatural beings.

Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Anthropology), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on), and Linguistics.

Possible **bonus abilities** include Goetia and Theurgy.

Spells — LEVEL ONE: Banishing, Binding, Ward of Protection, LEVEL TWO: Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), LEVEL THREE: Divination (variable)

EXORCISM

The practice of dispelling demons and other unholy supernatural beings. May share many similarities — such as associated skills and many spells — with the Demonology path, though most likely with restrictions.

Restrictions may include such things as “Swearing an Oath” (to a higher power), or “Renouncing Evocation” (and other forms of “black magic”). An exorcist with such restrictions may learn specific Evocation spells — in order to understand their power, but not necessarily to cast them. Depending on the metaphysics of the setting, the gamemaster may allow one preternatural gift — such as Holy Blessing, Infernal Dignities, Psychic Sensitivity, or Spectral Insight — as a reward (bonus ability) for accepting one or more of these restrictions.

Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Anthropology), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), Knowledge (Psychology), and any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on).

Bonus abilities — Exorcist, and see “Restrictions”

Spells — LEVEL ONE: Banishing, Binding, Fortified Will (possibly as prayer), LEVEL TWO: Detect Magic, Evocation (an animistic daimon), Evocation (an elementary spirit), Evocation (an elemental), Evocation (a Goetic demon), LEVEL THREE: Dispel Magic

HERMETICISM

Belief in a secret theology delivered by God to mankind in antiquity, and in magic reliant on powerful divine forces. The ultimate goal of the practitioner is the realization of one’s higher self and the attainment of divine consciousness.

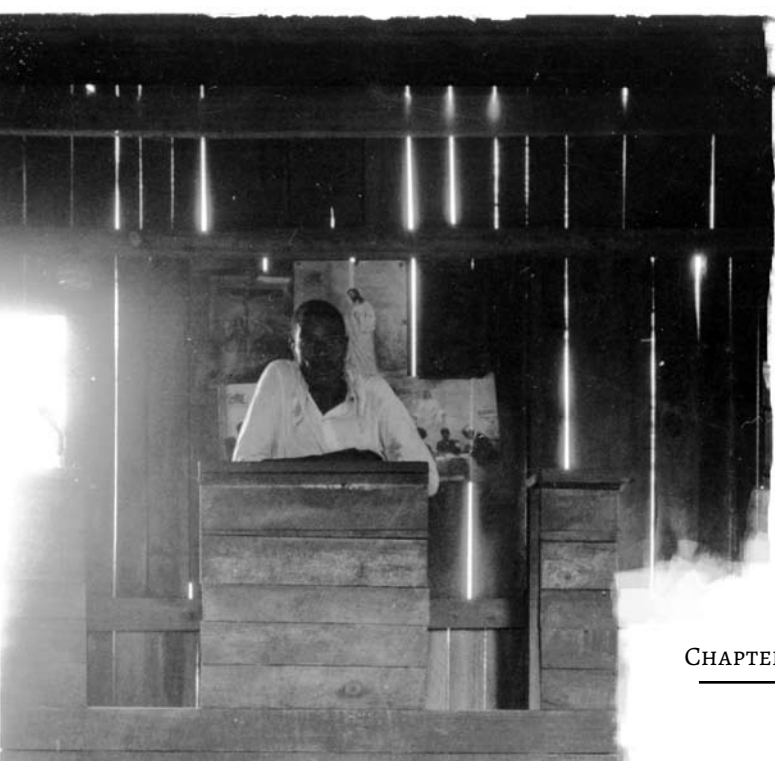
Associated skills — either chosen by the independent practitioner studying alone, or mandated by a formalized school — may include any number of the following: Knowledge (Alchemy), Knowledge (Astronomy), Knowledge (a specified lore, such as Folklore), Knowledge (a specified religion, such as Christianity, Islam, Hinduism, Buddhism, and so on), Knowledge (Cryptography), and any number of ancient Languages (such as Aramaic, Classical Hebrew, Latin, and so on).

The path may also include a variety of **alchemical rituals** (such as the creation of talismans).

Possible **bonus abilities** include Augoeides, Goetia, Theurgy and (very rarely) Gnosis.

Spells — LEVEL ONE: Banishing, Binding, Fortified Will, Fortified Body (possibly using bhakti yoga, a devotional Hindu practice), Ward of Protection, LEVEL TWO: Detect Magic, Evocation (a Goetic demon), Healing, Invocation (a planetary or angelic archetypal force), LEVEL THREE: Astral Projection, Divination (Astrology), Divination (Augoeides), Divination (Cartomancy or Taromancy), Divination (Charomancy or Geomancy), Invisibility

Note that a formalized school may not necessarily teach these spells in order of level. Each school provides its own coursework and sequence.



OCCULTIST ARCHETYPES

Occultist archetypes come in many variants. Some of the following may provide ideas for an adventurer.

OCCULT FRAUD

The occult fraud claims magical knowledge and occult experience, but is more adept at positing preposterous theories than devoting himself to actual study. He may fool the layman with his charismatic theatrics, but not the experienced sage. A fraud is more often generated using the “entertainer” or “thief” professional backgrounds, rather than any magic-using background.

Example Occult path: None, or perhaps a single low-level spell, as a fraud may have picked up a Ward of Protection spell at some point (in order to impress his patrons)

REFORMED OCCULTIST

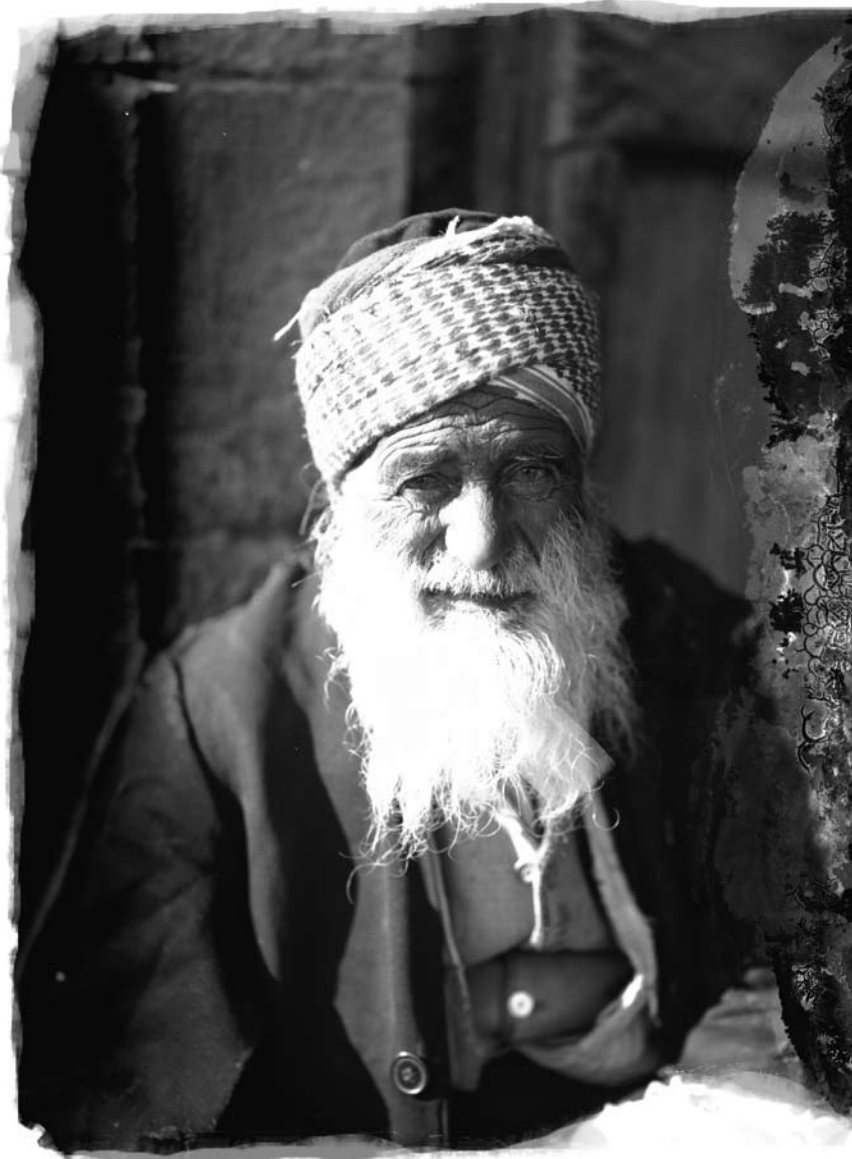
The reformed occultist traveled too far in his study and nearly lost everything in the process. Perhaps he was once enthralled to some entity and is now looking for an escape from a horrifying bargain. Perhaps he learned an uncomfortable truth about himself that he could not reconcile. Maybe a mentor destroyed his faith in the occult. Maybe he survived an extended stay in a mental institution. Or, maybe he is now seeking atonement for a past wrongdoing. In any event, he knows real magic but denounces its use. He may use his Occult skill to solve mysteries, but never again to learn more spells or to cast them — unless he wishes to forfeit some Rationality — the amount of which is determined by the gamemaster — and his Improvement Points for the adventure. Some reformed occultists are generated using the “outsider” essential nature.

Example Occult path: Any occult magic spells learned by a professional or expert level occultist (perhaps based on Hermeticism, or even on a darker path of “black magic”)

OCCULT DETECTIVE

The occult detective investigates — and many times eradicates — supernatural phenomena. Some occult detectives practice magic — with a variety of Occult paths represented — while others possess a preternatural (or psychic) gift, such as Etheric Vision, Infernal Dignities, Psychic Sensitivity, or Spectral Insight (see the “List of Preternatural Gifts”). Such gifts may cripple the occult detective, emotionally or psychically — haunting him with unwanted visions that tax both his Rationality and his Willpower. Many occult detectives are generated using the “outsider” essential nature.

Other variants of the occult detective include the **doctor of medicine** — who also happens to research the supernatural — and the **inventor of weird machinery** (such as electric pentacles or weaponized Crooke tubes). Occult detectives may be reformed (and haunted) occultists, frauds motivated by profit or adventure, full-blown magicians, drifters with little more than courage and a Holy Blessing preternatural gift, or any other number of variations.





CHAPTER 8: MYTHOS CREATURES

"Cthulhu still lives...again in that chasm of stone which has shielded him since the sun was young. His accursed city is sunken once more, for the Vigilant sailed over the spot after the April storm; but his ministers on earth still bellow and prance and slay around idol-capped monoliths in lonely places. He must have been trapped by the sinking whilst within his black abyss, or else the world would by now be screaming with fright and frenzy. Who knows the end? What has risen may sink, and what has sunk may rise. Loathsomeness waits and dreams in the deep, and decay spreads over the tottering cities of men. A time will come — but I must not and cannot think! Let me pray that, if I do not survive this manuscript, my executors may put caution before audacity and see that it meets no other eye."

—H.P. LOVECRAFT ("The Call of Cthulhu")

THE CTHULHU MYTHOS INVOLVES A LOOSE PANTHEON of ancient and powerful deities originating from the outer dark (or from the outer reaches of space), who once ruled our world but who have since succumbed to a deathlike sleep. Those attuned to their existence and horrible desires — cultists, madmen, drifters and dreamers — speak of their inevitable return — when "the stars are right" — followed by the utter destruction of our world.

Creatures in this chapter are broken into two general categories: the **MINOR CREATURES** (which are provided with stats), and the **ANCIENT ONES** (which are provided without stats, here in this chapter, but may be assigned the "Great Old One" stats from the "Extraplanar Entities" chapter in the gamemaster's guide, if such numbers are needed).

Though stats are provided for the minor creatures, the gamemaster should note that most of these monsters are powerful in straight combat. Mythos entities, whether minor or major, should be used in such a way judiciously, while their presence in the setting should be felt through the atmosphere of the setting, and most likely through the worship and loyalty of human allies. While the mystery of an adventure may center around the identity of a minor creature, an entire campaign may be affected by the background existence of one Ancient One — possibly at the top of a conspiratorial hierarchy — casting its horrible influence upon the world and the cast of human and inhuman allies within it.

Many of the entities found in the mythos canon are either vaguely defined or described in ways that contradict other appearances. In the spirit of flexibility, the gamemaster is encouraged to use the minor creatures provided here as templates to modify as he sees fit, and to use the rules in the "Extraplanar Entities" chapter of the gamemaster's guide for original creations. Likewise, the gamemaster is encouraged to add to or to adapt the rumors provided for each Ancient One.

Carrion Horror

TRAITS: out of caverns, flopping limply and rhythmically, hybrid amalgam of crow-mole-buzzard-ant-vampire bat-decomposed human, webbed feet, membraneous and bat-winged, stench of refuse

MOTIVATIONS: accepting worship, serving polypous and malignant things, feeding, mayhem

Carrion horrors are known by many other names by the cultists, occultists and sorcerers who employ their foul services, and these names are often found inscribed in magical books or engraved on stone. They are horrible insect-bat-like things — summoned out of portals from the outer dark — to assist in sacrifices, to guard their masters, to worship the Ancient Ones, and to act as mounted transportation through hostile environments and dimensions (even through the vacuum of space, with the aid of magic). According to some occult lore, they are associated with the King in Yellow (and are perhaps servitors of its will).

STR: 2d6+21 (28)

CON: 3d6 (11)

SIZ: 2d6+17 (24 Large)

INT: 3d6 (11)

POW: 3d6 (11)

DEX: 2d6+6 (13)

Horror (Shock): Willpower (Hard)—1d8

Action Points: 2

Damage Modifier: +1d12

Might: 11

Essence Points: 11

Initiative: 12

Move: 6, 15 mph; fly 16, 55 mph

Hit Points: 13

Armor: Chitinous hide 3

Skills: Athletics 71%, Brawn 82%, Conceal 52%, Detection 52%, Evade 56%, Fortitude 52%, Stealth 84%, Survival 52%, Tracking 32%, Unarmed 39%, Willpower 22%, (modify as needed)

Fighting Method (Carrion Hunter): 39% (tearing claws 1d8+dm bleed or grip, chewing mandibles 1d8+dm grip or impale, stinging appendage 1d8+dm impale)

Occult (Servant of the King in Yellow): 22% (various, possibility of knowing 1d3—1 spells)



RAIDERS OF R'LYEH

CARRION HORROR (optional hit locations) — LARGE

1d20	Location	Armor	Hit Points
1-2	Right Leg(s)	3	6
3-4	Left Leg(s)	3	6
5-6	Abdomen	3	7
7-9	Thoracic Area	3	8
10-12	Right Wing Cluster	3	5
13-15	Left Wing Cluster	3	5
16-17	Right Arm(s)	3	5
18-19	Left Arm(s)	3	5
20	Head and Mandibles	3	6

FROM “THE FESTIVAL”

“Out of the unimaginable blackness beyond the gangrenous glare of that cold flame, out of the Tartarean leagues through which that oily river rolled uncanny, unheard, and unsuspected, there flopped rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember. They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall. They flopped limply along, half with their webbed feet and half with their membraneous wings; and as they reached the throng of celebrants the cowed figures seized and mounted them, and rode off one by one along the reaches of that unlighted river, into pits and galleries of panic where poison springs feed frightful and undiscoverable cataracts.” —H.P. LOVECRAFT

FROM “THE CALL OF CTHULHU”

“...squatters whispered that bat-winged devils flew up out of caverns in inner earth to worship it at midnight...” —H.P. LOVECRAFT

CREATING UNIQUE MYTHOS CREATURES

Any of the mythos creatures (or archetypal beasts and monsters — see “Beasts & Monsters” in the gamemaster’s guide) — or their hit locations tables — may be repurposed as templates for unique mythos creatures or minions of an Ancient One. For example, though it is not included in the mythos bestiary, the **WHITE APE** from Lovecraft’s controversial story, “Facts Concerning the Late Arthur Jermyn and His Family,” may be derived from the gorilla write-up. Similarly the gorilla write-up may be used for mutated, **CANNIBALISTIC HILL FOLK** descended from a once aristocratic Belgian family (now populating a forgotten stone city in the jungle), or — with a few extra special abilities — as the template for a **DIMENSIONAL SHAMBLER**. The various sea creature templates may serve as lesser **MINIONS OF CTHULHU**, late-stage versions of **DEEP ONES**, or even blood-seeking **STAR VAMPIRES** (with a few modifications to their native environment and essential properties). The allosaurus may double as a **HOUND OF TINDALOS** or other **EXTRADIMENSIONAL HUNTER**. A creative gamemaster may even amalgamate two or more creatures.

Deep One

TRAITS: loathsome and scaly, babylonish abomination, greyish-green, white belly, prodigious bulging eyes that never close, crouching shape loping and shambling, palpitating gills, long webbed paws, hopping irregularly sometimes on two legs and sometimes on four, croaking and baying, bestial babel of croaking, hoarse snarling, staring face, dark shade of expression, stench of fish

MOTIVATIONS: serving the Beast from the Sea, rebirth of the old ways, annihilation of humankind, amassing abominable secrets, destroying one’s own human longings, malevolence toward humankind, dwelling in the abyssal dark

Deep ones are intelligent, mostly immortal, ocean-dwelling creatures somewhat approximating human shapes (but with the traits of underwater creatures). Some of the older deep ones are more monstrous in appearance, however. They regularly mate with humans along the coast, creating human hybrid societies, with these humans adopting more traits and powers of their deep one heritage as they age. Though hybrids appear human in their youth, they adopt monstrous traits as they approach early adulthood and middle age: shrinking or disappearing ears, bulging and unblinking eyes, a narrowing and balding head, scabrous skin, strange folds and gills in the neck, and other other horrible deformities. The more monstrous of the mutants are kept hidden from society. The largest and most monstrous of the deep ones are often worshiped in foul rituals — along with Cthulhu — by their younger brood. The origins of the deep ones are a mystery, though some rumors claim they were bioengineered by the elder crinoid things.

STR: 3d6+3 (14)

CON: 3d6 (11)

SIZ: 2d6+8 (15 Medium)

INT: 2d6+6 (13)

POW: 2d6+6 (13)

DEX: 3d6 (11)

Horror (Shock): Willpower (Normal) —1d6

Action Points: 2

Damage Modifier: +1d2

Might: 6

Essence Points: 13

Initiative: 12

Move: 8, 17 mph; swim 12, 25 mph

Hit Points: 13

Armor: Scaly loathsomeness 1

RAIDERS OF R'LYEH

DEEP ONE (optional hit locations) — MEDIUM TO LARGE

1d20	Location	Armor*	Hit Points*
1-3	Right Leg	1/2/3	6/7/12
4-6	Left Leg	1/2/3	6/7/12
7-9	Abdomen	1/2/3	7/8/13
10-12	Chest	1/2/3	8/9/14
13-15	Right Arm	1/2/3	5/6/11
16-18	Left Arm	1/2/3	5/6/11
19-20	Head	1/2/3	6/7/12

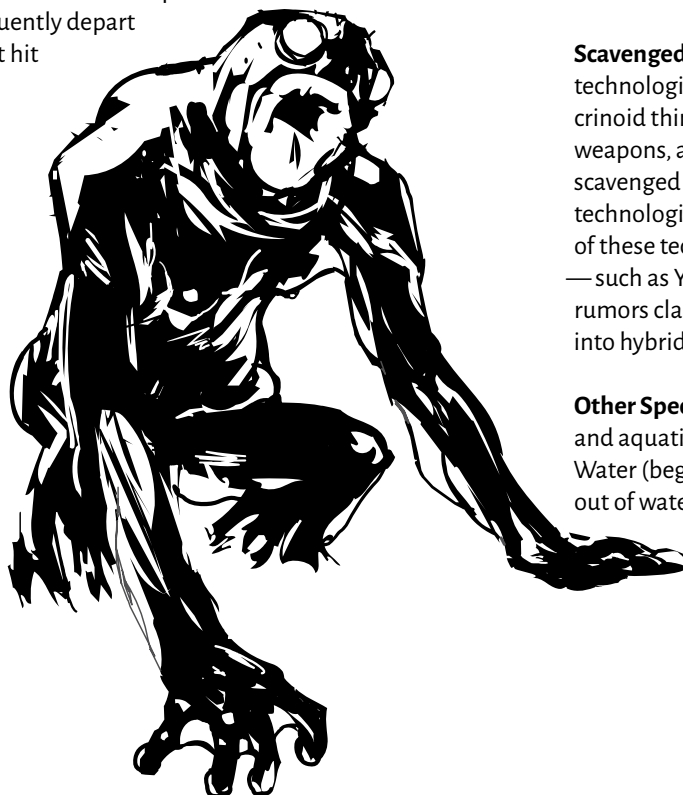
*For variation i/ii/iii, respectively

Skills: Athletics 57%, Brawn 59%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 114%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 58%, Intimidate 58%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 125%, Tracking 24%, Unarmed 35%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Wretch): 35% (pawing strikes 1d4+dm stun, strangling hands 1d8+dm grip or strangle)

Occult (Abyssal Secrets): 56% (various, possibility of knowing 1d3–1 spells, Summon Shoggoths or Dominate Shoggoths — only with the aid of elder thing technology, Summon Deep Ones, Evocation (Cthulhu))

Deep One Mutations: As a deep one grows in Corruption — becoming a variant ii or iii — it often acquires additional inhuman or abyssal traits. Details may be rolled on the following table — or simply imagined by the gamemaster. Note that some deep ones may consequently depart from their default hit locations tables (which will therefore require new and unique designs).



DEEP ONE MUTATIONS

1d100	Descriptor (Special Abilities)
1-4	Acidic (Corrosive)
5-8	Bloated, blubbery or corpulent (Armored +2, Disturbing)
9-12	Brutish (Unthinking, Unrelenting)
13-16	Colorless (Camouflaged, Disturbing)
17-20	Crawling, slithering or squirming (Writhing)
21-24	Crustaceous or spiny (Armored +3)
25-28	Flesh-eating (Corrosive, Diseased)
29-32	Fetid, putrid or worm-eaten (Noxious)
33-36	Gelatinous or viscous (Mutable, Oozing, Sticky)
37-40	Cancerous or infected (Diseased)
41-44	Infested (Diseased, Spawning, Swarming)
45-48	Insectoid (Multi-Limbed)
49-52	Leechlike (Grappling, Vampiric — gains Blood Drain)
53-56	Octopoid (Grappling, Multi-Limbed, Mutable)
57-60	Piteous (Feeble)
61-64	Poisonous or stinging (Poisonous)
65-68	Protoplasmic (Mutable, Regenerating — 2 HP/round)
69-72	Pseudopodal or tentacled (Engulfing, Multi-Limbed)
73-76	Quiescent (Dormant)
77-80	Resplendent (Glowing, Hypnotic)
81-84	Ridged or rubbery (Armored +2)
85-88	Shambling (Slow)
89-92	Sightless (Senseless, Supersensory)
93-96	Slug-like (Adhering, Grappling, Mutable, Oozing, Slow)
97-00	Sponge-like (Immunity to Fire, Regenerating — 2 HP/round)

Scavenged Technology: Deep ones often possess alien technologies, possibly scavenged from the ruins of the elder crinoid things, such as bioengineering devices, bioengineered weapons, and shoggoth spawning pools. However, being scavenged by a lesser and degenerate species, these technologies are in various states of decay and corruption. Many of these technologies are protected in deep one strongholds — such as Y'ha-nthlei off the coast of Innsmouth — though rumors claim that shoggoths have been recently transported into hybrid enclaves for some unfathomable reason.

Other Special Abilities: Aquatic, Scotopic, Stealthy (in cavernous and aquatic areas), Undeath (Deep One), Vulnerability out of Water (begins suffering fatigue after 9 hours/3 hours/11 minutes out of water, for variation i, ii, or iii, respectively)

RAIDERS OF R'LYEH

DEEP ONE (VARIATION II — BRUTE)

STR: 3d6+10 (21)
CON: 3d6 (11)
SIZ: 2d6+14 (21 Large)
INT: 2d6+6 (13)
POW: 2d6+6 (13)
DEX: 3d6 (11)

Horror (Shock): Willpower (Normal) —1d8
Action Points: 2
Damage Modifier: +1d8
Might: 9
Essence Points: 13
Initiative: 12
Move: 8, 17 mph; swim 12, 25 mph
Hit Points: 16
Armor: Scaly loathsomeness 2

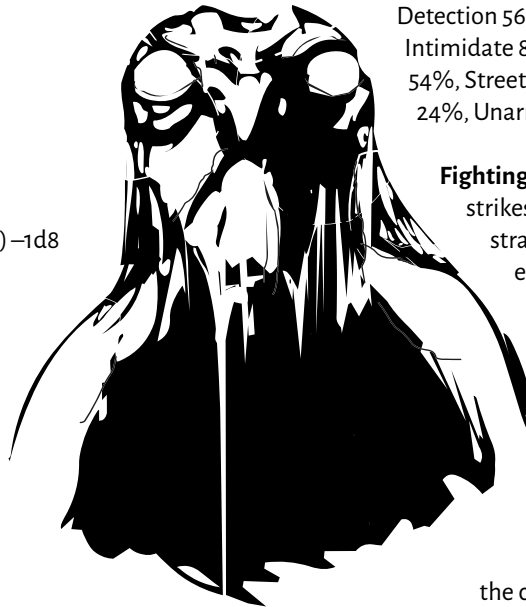
Skills: Athletics 62%, Brawn 72%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 156%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 64%, Intimidate 58%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 133%, Tracking 24%, Unarmed 43%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Brute): 43% (pawing strikes 1d6+dm stun, strangling hands 1d6+dm grip or strangle)

DEEP ONE (VARIATION III — TITAN)

STR: 3d6+36 (47)
CON: 3d6 (11)
SIZ: 2d6+32 (39 Large)
INT: 2d6+6 (13)
POW: 2d6+6 (13)
DEX: 3d6 (11)

Horror (Shock): Willpower (Hard) —1d12
Action Points: 2
Damage Modifier: +2d10
Might: 14
Essence Points: 13
Initiative: 12
Move: 6, 15 mph; swim 12, 25 mph
Hit Points: 25
Armor: Scaly loathsomeness 3



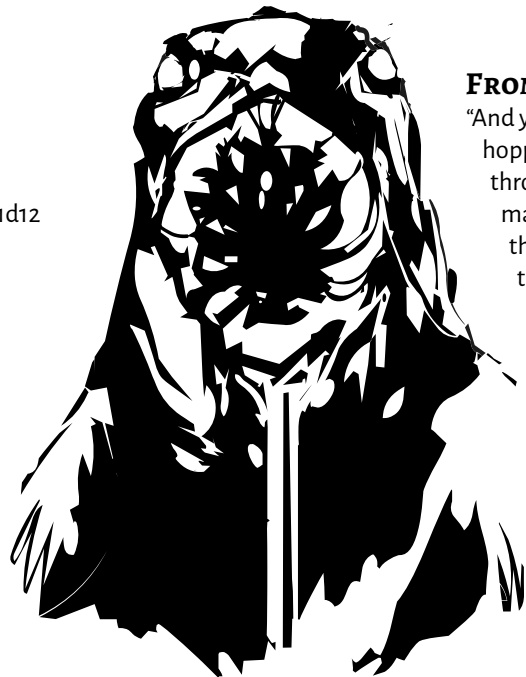
Skills: Athletics 88%, Brawn 116%, Common Knowledge 56%, Conceal 56%, Corruption (Deep One) 282%, Deceit 56%, Detection 56%, Evade 52%, Fortitude 52%, Influence 64%, Intimidate 82%, Intuition 56%, Mechanisms 54%, Stealth 54%, Streetwise 56%, Survival 54%, Swim 158%, Tracking 24%, Unarmed 68%, Willpower 56%, (modify as needed)

Fighting Method (Batrachian Titan): 68% (smashing strikes 1d6+dm stun, strangling hands 1d6+dm grip or strangle, slobbering and swallowing mouth 1d6+dm engulfing)

FROM “DAGON”

“Plainly visible across the intervening water on account of their enormous size was an array of bas-reliefs whose subjects would have excited the envy of a Dore. I think that these things were supposed to depict men — at least, a certain sort of men; though the creatures were shown disporting like fishes in the waters of some marine grotto, or paying homage at some monolithic shrine which appeared to be under the waves as well. Of their faces and forms I dare not speak in detail, for the mere remembrance makes me grow faint. Grotesque beyond the imagination of a Poe or a Bulwer, they were damnably human in general outline despite webbed hands and feet, shockingly wide and flabby lips, glassy, bulging eyes, and other features less pleasant to recall. Curiously enough, they seemed to have been chiseled badly out of proportion with their scenic background; for one of the creatures was shown in the act of killing a whale represented as but little larger than himself. I remarked, as I say, their grotesqueness and strange size...”

—H.P. LOVECRAFT



FROM “THE SHADOW OVER INNSMOUTH”

“And yet I saw them in a limitless stream - flopping, hopping, croaking, bleating - urging inhumanly through the spectral moonlight in a grotesque, malignant saraband of fantastic nightmare...I think their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four. I was somehow glad that they had no more than four limbs. Their croaking, baying voices, clearly wedded to articulate speech, held all the dark shades of expression which their staring faces lacked.” —H.P. LOVECRAFT

Dhole (or Bhole)

TRAITS: gigantic and serpentine predator, festering below ground, obscenely undulating and translucent, burrowing and devouring, viscous and abyssal four-pronged orifice, disgorging and writhing esophageal maw

MOTIVATIONS: burrowing and festering, scavenging, relentless hunger

Dholes are known by many names among various cultures, based on whether the dholes creep and rampage in the Vale of Pnath in the Dreamlands or slip into our reality through sorcerous means. In various places in our world, earthquakes are attributed to these “chthonic titans,” and even worshiped as powerful forces from the underworld. Dholes are enormous, worm-like creatures — most at least hundreds of feet in length — covered in viscous slime and lurking deep beneath the earth. Rumors among cultists claim that a colossally large, nigh-immortal mother of all dholes, an Ancient One of sorts, exists on our world in a state of impermanent sleep — to awaken periodically only by summoning and sacrificial ritual.

STR: 4d6+42 (56)

CON: 2d6+25 (32)

SIZ: 4d6+71 (85 Enormous)

INT: 1d6+3 (7)

POW: 1d6+6 (10)

DEX: 2d6 (7)

Horror (Shock and Awe):

Willpower (Hard) –1d20

Action Points: 2

Damage Modifier: +3d12+1d4

Might: 19

Essence Points: 10

Initiative: 7

Move: 8, 16 mph; burrow 4, 9 mph

Hit Points: 107

Armor: Viscous thickness 8

Skills: Athletics 63%, Brawn 141%, Detection 37%, Evade 14%, Fortitude 64%, Stealth 27%, Tracking 69%, Unarmed 63%, Willpower 20% , (modify as needed)

Fighting Method (Obscene Undulation): 63% (crushing bulk 1d10+dm stun, esophageal maw 1d10+dm grip or impale, swallowing orifice engulfing)

Special Abilities: Burrowing (solid rock and soft earth, causes incredible tremors within a number of miles equal to its Size), Mutable (esophageal maw only), Oozing, Scavenging, Senseless, Supersensory (Taste and Touch), Writhing

DHOLE OR BHOLE (optional hit locations) — ENORMOUS

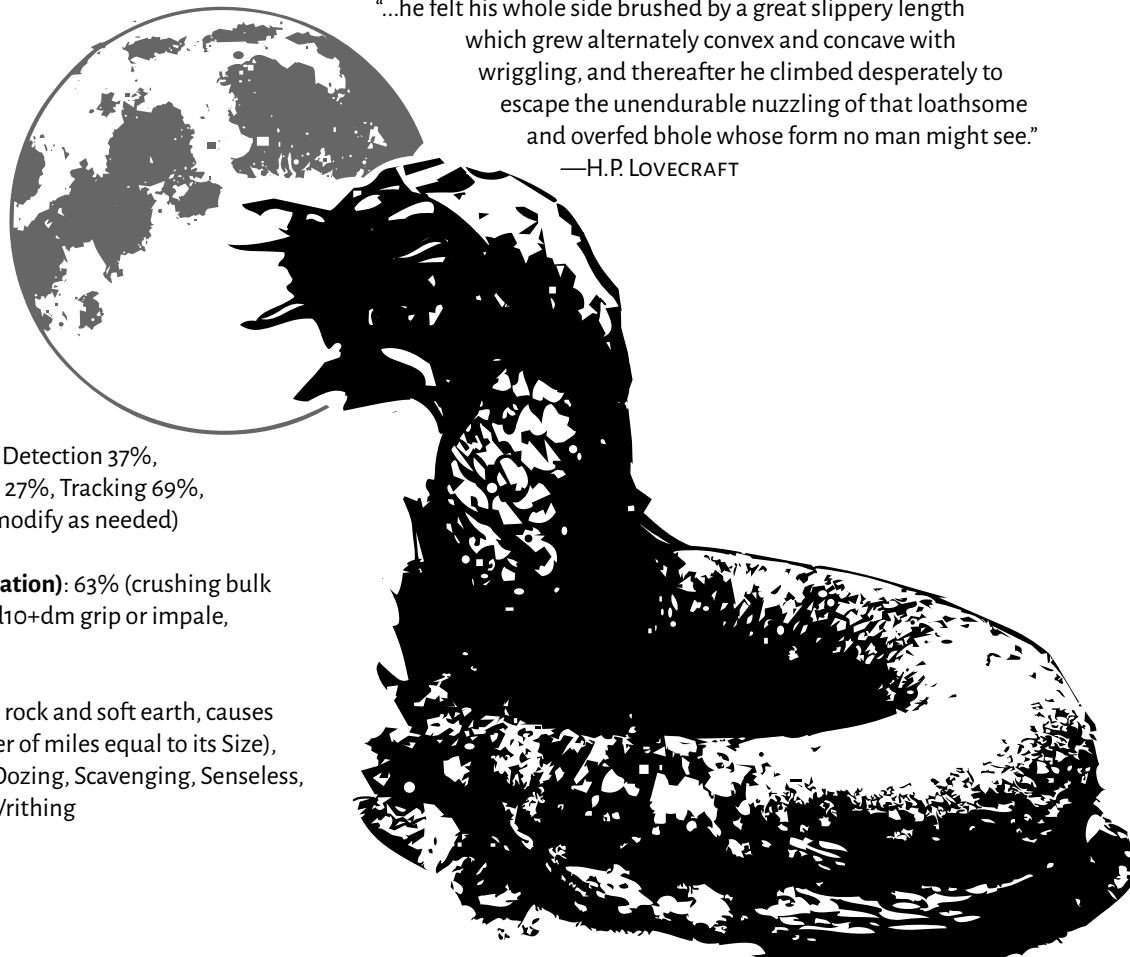
1d20	Location	Armor	Hit Points
1-2	Tail	8	53
3-4	Rear Section	8	54
5-6	Mid Section	8	54
7-8	Mid Section	8	54
9-10	Mid Section	8	54
11-12	Mid Section	8	54
13-14	Mid Section	8	54
15-16	Fore Section	8	54
17-18	Head and Orifice	8	53
19-20	Esophageal Maw	8	27

FROM “THROUGH THE GATES OF THE SILVER KEY”

“All at once Carter felt a new equilibrium. The cold of interstellar gulfs gnawed at the outside of his envelope, and he could see that he floated free in space — the metal building from which he had started having decayed ages before. Below him the ground was festering with gigantic bholes; and even as he looked, one reared up several hundred feet and leveled a bleached, viscous end at him...” —H.P. LOVECRAFT AND E. HOFFMAN PRICE

FROM “THE DREAM-QUEST OF UNKNOWN KADATH”

“...he felt his whole side brushed by a great slippery length which grew alternately convex and concave with wriggling, and thereafter he climbed desperately to escape the unendurable nuzzling of that loathsome and overfed bhole whose form no man might see.” —H.P. LOVECRAFT



Elder (Crinoid) Thing

TRAITS: monstrous and barrel-shaped, tough as leather, membraneous wings that fold up and spread out like fans, framework of glandular tubing, five tapering arms like a starfish, radiating spoke-like from a central ring, bulbs projecting from the head

MOTIVATIONS: survival of alien civilization, colonization and enslavement, war and conquest, vengeance against enemies, secret knowledge, genocidal mania, depraved insanity

Elder crinoid things colonized Earth roughly one billion years ago, building vast cities both underwater and on land, and bioengineering the shoggoths (which eventually rebelled and hastened the collapse of their civilization), among other lifeforms (including protomatter eventually leading to humankind, if the speculations are believed to be true).

Elder crinoid things are echinoderm-like in shape, with radial symmetry. They stand roughly eight feet tall and appear as hulking barrels with starfish-like appendages at both ends. The top appendage is a head-like structure adorned with five eyes, five eating tubes, and an array of cilia capable of scotopic sight. The five-limbed bottom appendage is used for locomotion. Five leathery, fan-like retractable wings and five sets of branching tentacles sprout — at regular intervals — from their cylindrical torsos. Their bodies are made of terrestrial matter, exhibiting both vegetable and animal characteristics, though their five-lobed brains are capable of an alien intelligence far beyond our own. Their physiologies are far tougher than those of humankind, and are capable of withstanding pressures of the deepest ocean and presumably the vacuum of space. They are also capable of hibernating for uncountable measures of time (making them nearly immortal unless destroyed through accident or violence), and of reproducing via spores (though they rarely reproduce save for times of expansion and colonization).

STR: 2d6+33 (40)

CON: 2d6+16 (23)

SIZ: 2d6+19 (26 Large)

INT: 2d6+10 (17)

POW: 1d6+2 (6)

DEX: 3d6 (11)

Horror (Shock): Willpower (Hard)–1d8

Action Points: 4

Damage Modifier: +2d6

Might: 12

Essence Points: 6

Initiative: 14

Move: 4, 11 mph; fly 12, 24 mph; swim 8, 17 mph

Hit Points: 25

Armor: Tough as leather 4

ELDER (CRINOID) THING (optional hit locations) — LARGE

1d20	Location	Armor	Hit Points
1-2	Radial Base	4	12
3-7	Barrel-Shaped Body	4	14
8	Tapering Appendage	4	11
9	Tapering Appendage	4	11
10	Tapering Appendage	4	11
11	Tapering Appendage	4	11
12	Tapering Appendage	4	11
13-15	Membraneous Wing	4	11
16-18	Membraneous Wing	4	11
19-20	Radial Head	4	12

Skills: Athletics 81%, Brawn 79%, Common Knowledge 64%, Conceal 53%, Deceit 53%, Detection 53%, Engineering 134%, Evade 22%, Fortitude 123%, Influence 42%, Intimidate 62%, Intuition 53%, Mechanisms 128%, Medicine 122%, Stealth 47%, Survival 79%, Swim 93%, Unarmed 51%, Willpower 42%, (modify as needed)

Fighting Method (Crinoid Malevolence): 51% (tapering appendages 1d6+dm stun)

Occult (Crinoid Suprascience): 42% (various, possibility of knowing 1d3–1 spells, Summon Shoggoths or Dominate Shoggoths — only with the aid of elder thing technology)

Mastery of Bioengineering: According to occult lore, during their expansive history on Earth the elder crinoid things developed much (if not all) of the life on Earth, and warred against Cthulhu and its brood (the noted “star spawn”), the Great Race of Yith and polypous horrors, and the mi-go, utilizing advanced bioengineered weapons (such as shoggoths, the monstrous protoplasm known by cults as Ubbo-Sathla, and other nightmarish creations).

Mountains of Madness: Despite these perpetual conflicts, the elder crinoid things thrived until the gradual cooling of the planet during the last ice age undermined their survival. In response to environmental changes, they retreated to their deep ocean metropolises, isolating themselves forever from the outside world. Currently, the last surface metropolis of the elder crinoid things exists as a vast, frozen necropolis — haunted by antediluvian horrors — located on a high plateau in the Antarctic, and connected by subterranean networks to an even older undersea complex housing shoggoths and other alien nightmares. In 1931, these extant ruins will be discovered by an Antarctic expedition from Miskatonic University, though rumors claim that a secret society in Germany is currently established in the region.

Colonial Expansion: Elder crinoid things exist on other worlds, and it is possible that the colonies abandoned on Earth still harbor rotting dimensional portals to these star systems (such as the yellow, red, and blue triple star system located between Hydra and Argo Navis).

Vril Society: A select few human individuals — notably connected to the German Empire and using a pedestrian explorer's club as a cover — possess partial knowledge about the elder crinoid things and possibly other alien races on the planet — and are currently conducting explorations of these alien lost worlds in the Antarctic. They presumably have a base of operations set up in the region, with access to submarines and advanced equipment and potentially to specimens of elder thing technology (and even to Spacetime Gates tunneling to other elder thing worlds). The name "Vril Society" may be a cover concealing their true name, as there appears to be several secret orders in Germany using the same monicker.

Other Special Abilities: Grappling, Multi-Limbed, Nerveless, Scotopic

FROM "AT THE MOUNTAINS OF MADNESS"

"Important discovery. Orrendorf and Watkins, working underground at 9:45 with light, found monstrous barrel-shaped fossil of wholly unknown nature; probably vegetable unless overgrown specimen of unknown marine radiata. Tissue evidently preserved by mineral salts. Tough as leather, but astonishing flexibility retained in places. Marks of broken-off parts at ends and around sides. Six feet end to end, 3.5 feet central diameter, tapering to 1 foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curious growths. Combs or wings that fold up and spread out like fans. All greatly damaged but one, which gives almost seven-foot wing spread. Arrangement reminds one of certain monsters of primal myth, especially fabled Elder Things in Necronomicon. These wings seem to be membraneous, stretched on a framework of glandular tubing. Apparent minute orifices in frame tubing at wing tips. Ends of body shrivelled, giving no clue to interior or to what has been broken off there." —H.P. LOVECRAFT

Fungal Monstrosity

TRAITS: nodules of several feet, great smell of staleness, extraordinarily shaped mass of fungus, grotesque resemblance of human life, sickening noise of tearing, branch-like arms, shapeless grey head, sweetish taste of inhuman desire

FROM "THE DREAMS IN THE WITCH-HOUSE"

"They represented some ridged, barrel-shaped object with thin horizontal arms radiating spoke-like from a central ring, and with vertical knobs or bulbs projecting from the head and base of the barrel. Each of these knobs was the hub of a system of five long, flat, triangularly tapering arms arranged around it like the arms of a starfish—nearly horizontal, but curving slightly away from the central barrel." —H.P. LOVECRAFT

MOTIVATIONS: invasion and decomposition, corruption of life, growth of the colony

The fungus is a weird aberration that absorbs terrestrial life — both human and animal — turning it into a gross, diseased mockery of its former self. The new fungal form, once fully assimilated by the fungus, becomes a slow, hulking monstrosity, driven by the need to share and spread its disease — either through touch or by the explosion of large nodules and the emission of spores. The mold spores are

RAIDERS OF R'LYEH

extremely intoxicating, and many touched by them are driven to consume the fungus. Most fungal monstrosities congregate in remote areas, such as lost islands, amidst massive fungal colonies. Their origins are a mystery, though it is possible that they were created as bioweapons by the elder crinoid things. One rumor claims they are currently used by both deep ones and sorcerers as guardians of protected territories.

STR: 2d6+2 (9)

CON: 2d6+2 (9)

SIZ: 3d6+3 (14 Medium)

INT: 2d6+1 (5)

POW: 1d6 (4)

DEX: 2d6+2 (9)

Horror (Shock): Willpower (Normal) —1d6

Action Points: 2

Damage Modifier: +0

Might: 5

Essence Points: 4

Initiative: 7

Move: 8, 4 mph; swim 8, 5 mph

Hit Points: 12

Armor: Mass of fungus 2

Skills: Athletics 28%, Brawn 53%, Detection 39%, Evade 0%, Fortitude 48%, Stealth 43%, Swim 48%, Unarmed 18%, Willpower 18%, (modify as needed)

Fighting Method (Unrelenting Infestation):

18% (grasping appendages 1d4+dm special — infect with mold spore)

Mold Spores: Anyone touched by a fungal monstrosity may be infested with its mold disease — effectively becoming a fungal monstrosity within 1d6–1 days (six hours minimum). After the initial onset time of infestation (30 minutes), the victim will experience intoxicating Hallucination effects and crave more of the mold spore (which he will consume if he is exposed to it, shortening the time in which he may succumb totally to the transformation). Over the duration of the disease, the victim's tissues will be overtaken by fungal rot, until there is merely a grotesque semblance of its former self. There is no known cure.

FUNGAL MONSTROSITY (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	1	6
4-6	Left Leg	1	6
7-9	Abdomen	1	6
10-12	Chest	1	6
13-15	Right Arm	1	6
16-18	Left Arm	1	6
19-20	Head	1	6

Application: Ingested or Contact

Potency: 50%

Resistance: Fortitude or Willpower (whichever is higher)

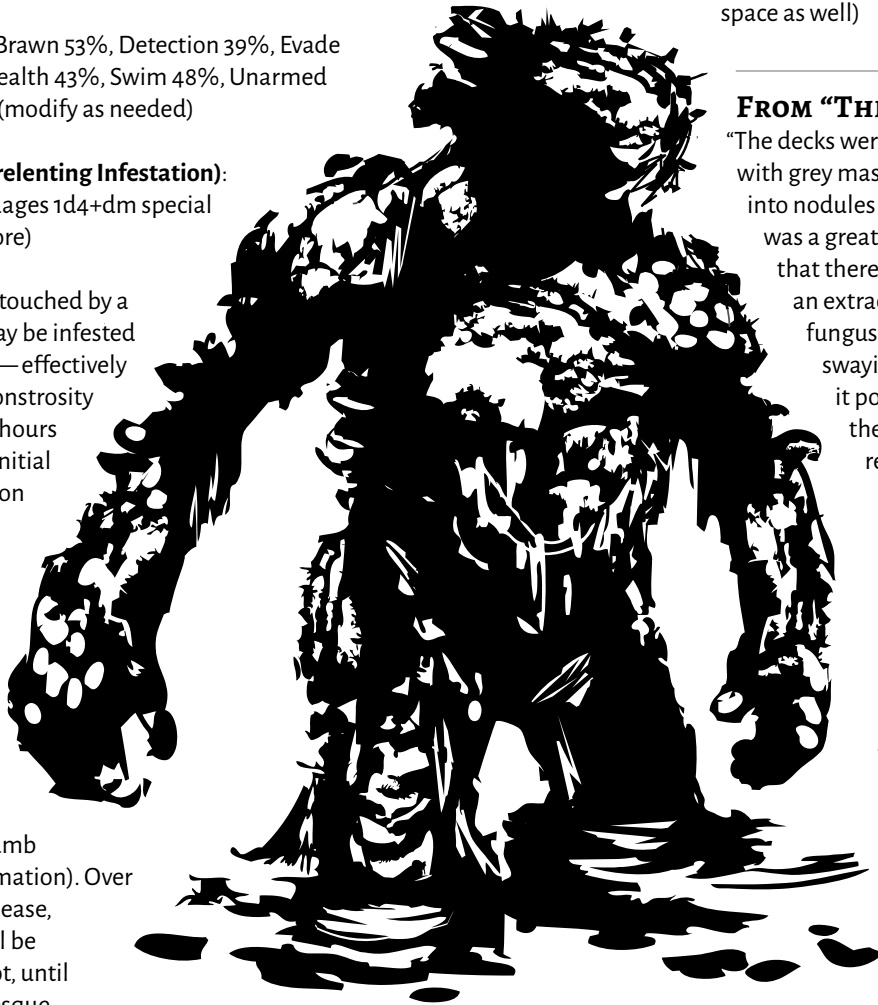
Onset Time: 30 minutes

Duration: 1d6–1 days (six hours minimum)

Other Special Abilities: Camouflaged (within its colony), Dormant (becomes mobile 1d12 minutes after detecting movement), Sticky, Swarming, Unrelenting (even destroying its head does not stop its movement), Unthinking, Vulnerability to Fire (when ignited, any Luck checks for fire are two degrees more difficult, affecting anything in an adjacent space as well)

FROM “THE VOICE IN THE NIGHT”

“The decks were covered, in great patches, with grey masses, some of them rising into nodules several feet in height...There was a great smell of staleness...I saw that there was movement among an extraordinarily shaped mass of fungus, close to my elbow. It was swaying uneasily, as though it possessed life of its own... the thing had a grotesque resemblance to the figure of a distorted human creature... there was a slight, sickening noise of tearing, and I saw that one of the branch-like arms was detaching itself from the surrounding grey masses, and coming towards me. The head of the thing — a shapeless grey ball, inclined in my direction.”
—WILLIAM HOPE HODGSON



Ghoul

TRAITS: roughly bipedal, forward slumping, vaguely canine, unpleasant rubberiness, glaring red eyes, drooling lips, smell of rot and refuse

MOTIVATIONS: perpetual hunger, longing for humanity (if corruption is less than 100%), serving the way of the flesh, protecting the sovereign territories, rebirth, annihilation, amassing of knowledge (in rare circumstances), destroying one's own human longings, vengeance against trespass (especially against sorcerers and necromancers)

Ghouls inhabit underground realms and desert wastes, guard the portals to the Dreamlands, and feast on the corpses of dead humans. Though they are not necessarily human, a human may — through magical means that are not quite understood by occultists — transform over time into a ghou. Many times this transformation is precipitated by an individual or family adopting ghou-like habits: reclusion from the world, inhabitation of underground tunnels, nocturnal activities, and especially grave robbing and cannibalism. True ghouls, that are fully transformed, learn the language and symbols of the night; cultists who worship ghoul clans are also able to somewhat translate their strange markings left on graves, menhirs, desert rocks, and Dreamlands portals. Ghouls worship a number of Ancient Ones — among them Mordiggian, the Sleeper of the Waste — largely abandoned by modern societies.

STR: 3d6+6 (17)

CON: 3d6 (11)

SIZ: 2d6+6 (13 Medium)

INT: 2d6+6 (13)

POW: 3d6 (11)

DEX: 3d6+3 (14)

Horror (Shock): Willpower (Normal) –1d6

Action Points: 3

Damage Modifier: +1d2

Might: 6

Essence Points: 11

Initiative: 14

Move: 12, 24 mph

Hit Points: 12

Armor: Unpleasant rubberiness 1 (plus any worn old armor)

Skills: Athletics 51%, Brawn 60%, Common Knowledge 56%, Conceal 53%, Corruption (Ghoul Taint) 136%, Deceit 56%, Detection 53%, Evade 58%, Fortitude 52%, Influence 52%, Intimidate 54%, Intuition 53%, Knowledge (Dreamlands) 56%, Mechanisms 54%, Stealth 55%, Streetwise 52%, Survival 52%, Swim 58%, Tracking 54%, Unarmed 41%, Willpower 52%, (modify as needed)

GHOUL (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	1	5
4-6	Left Leg	1	5
7-9	Abdomen	1	6
10-12	Chest	1	7
13-15	Right Arm	1	4
16-18	Left Arm	1	4
19-20	Head	1	5

Fighting Method (Scavenging Savagery): 41% (clawing fingers 1d6+dm bleed, biting teeth 1d6+dm impale, strangling hands 1d4+dm grip or strangle)

Occult (Dream Lore): 52% (various, possibility of knowing 1d3–1 spells, Detect Necromantic Magic, Invocation (Sluice of Mordiggian), Spacetime Gate (Dreamlands Necropolis))

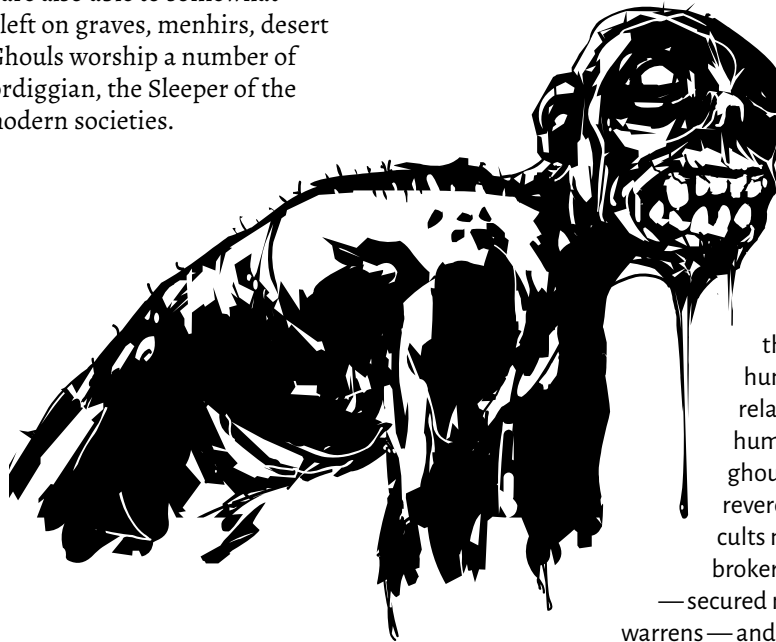
Sluice of Mordiggian (Intensity 2). Showers the ghou with a freezing darkness (and its noxious odor of decay), inducing a catatonic sleep of indefinite years — during which the

ghoul communes with the Sleeper of the Waste. Upon waking, the ghou is fully healed of all physical or magical injuries. Reduces any vestiges of humanity.

Cannibal Cults:

Some smaller tribes of ghouls (especially those with attachments to humanity) enter into symbiotic relationships with degenerate humans wishing to treat the ghouls and their gods with reverence. Members of these cults may act as intermediaries, brokering deals between the ghouls — secured nearby in their obfuscated

warrens — and the outside world. Members of these cults are oftentimes well-disguised behind a cloak of manners and normalcy (as a necessary deceit in civilization), but will lose this disguise once free from civilization. Cannibal cults exist all over the world — usually as small localized groups, infrequently as remote insular villages, and more often as clannish and isolated families. An overabundant presence of necrophagous insects, and a lingering smell of rot, may give away a ghou cult's true nature. Also, indications of Beelzebub worship (or rumors of a "Lord of Flies" — oftentimes conflated with the Sleeper of the Waste) may indicate a nearby ghou cult. Ghouls having regular contact with humans (and especially younger ghouls under the age of 150) may appropriate modern weapons from their victims.





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Ghoul Warrens: Ghoul warrens are extremely difficult to permanently eradicate, as ghouls are clever in repurposing lost tunnels and catacombs, and even hiding temporarily in the Dreamlands (really another plane of existence) until they are able to return and rebuild. They are also secure in knowing that every civilization falls, and every species dies; in the end there will be only the feast of rotting flesh, and ghouls are supremely patient creatures. Ghouls are especially present in places that are: historically ancient (by human standards); networked with ancient crawlways, caverns, sewers or catacombs; and metaphysically charged with the dreams of generations. Rome, Constantinople, and Paris are notable cities that have been thoroughly fortified and conquered by these creatures, and the Arabian wastes have long been known as their twilight domain.

Other Special Abilities: Scavenging, Scotopic, Supersensory (senses death), Supersensory (senses necromantic magic), Undeath (Ghoul Taint)

FROM “PICKMAN’S MODEL”

“The madness and monstrosity lay in the figures in the foreground...these figures were seldom completely human, but often approached humanity in varying degree. Most of the bodies, while roughly bipedal, had a forward slumping, and a vaguely canine cast. The texture of the majority was a kind of unpleasant rubberiness...they were usually feeding—I won't say on what. They were sometimes shown in groups in cemeteries or underground passages, and often appeared to be in battle over their prey—or rather, their treasure-trove. Occasionally the things were shown leaping through open windows at night, or squatting on the chests of sleepers, worrying at their throats. One canvas showed a ring of them baying about a hanged witch on Gallows Hill, whose dead face held a close kinship to theirs.”

—H.P. LOVECRAFT

Mi-go

TRAITS: crustaceous body, vast pairs of membraneous wings, sets of articulated limbs, convoluted ellipsoid (head) covered with multitudes of antennae, scratching and shuffling, buzzing voice

MOTIVATIONS: obfuscation of activity, defense against trespass, enslavement of lesser species, surgical experimentation and manipulation of organic life, clandestine colonization and exploitation of natural resources, fearful obedience to powerful and malign intelligences

Mi-go are man-sized (on average), pinkish, fungoid, crustacean-like entities. They are typically about five feet long, with crustacean-like bodies bearing numerous sets of paired appendages, a convoluted and fungoid ellipsoid for a head, and an array of membranous bat-like wings used for interspace and inter-dimensional (ethereal) travel. Notably, these wings

Mi-go (optional hit locations) — ENORMOUS

1d20	Location	Armor	Hit Points
1	Right Third Leg	3	6
2	Left Third Leg	3	6
3	Right Second Leg	3	6
4	Left Second Leg	3	6
5-7	Right Wing Cluster	3	5
8-10	Left Wing Cluster	3	5
11-12	Cephalothorax	3	8
13	Right First Leg	3	6
14	Left First Leg	3	6
15-16	Antennae Cluster	—	5
17-18	Left Pincer	3	7
19-20	Right Pincer	3	7

do not function well on Earth. Though these biological forms are typical, mi-go are able to create adaptations of these forms through radical surgery and genetic mutations. They may worship Nyarlathotep and Shub-Niggurath, though their morals and motives appear completely alien and malevolent to the human perspective. They are most often encountered in remote areas rich in minerals or other natural resources, which they invade with tenacity (typically assimilating any nearby human settlements that interfere with their operations).

STR: 3d6+3 (14)

CON: 3d6 (11)

SIZ: 2d6+7 (14 Medium)

INT: 2d6+10 (17)

POW: 2d6 (7)

DEX: 3d6 (11)

Horror (Shock): Willpower (Hard) —1d8

Action Points: 3

Damage Modifier: +1d2

Might: 6

Essence Points: 7

Initiative: 14

Move: 8, 17 mph; fly 12, 23 mph

Hit Points: 14

Armor: Fungal carapace 3

Skills: Athletics 58%, Brawn 58%, Common Knowledge 64%, Conceal 54%, Deceit 64%, Detection 54%, Engineering 134%, Evade 42%, Fortitude 52%, Influence 44%, Intimidate 54%, Intuition 54%, Mechanisms 128%, Medicine 124%, Stealth 58%, Survival 48%, Unarmed 45%, Willpower 44%, (modify as needed)

Fighting Method (Scuttling Minion): 45% (grasping pincers 1d6+dm grip or sunder)

Occult (Supranormal Science): 44% (various, possibility of knowing 1d3–1 spells)



Multiple Forms: Mi-go exist in various forms, with each individual developing appendages for its given responsibilities. Consequently, hit locations may deviate from the default presented here. Additionally, an individual's armor may vary, from a soft and dust-like fungus (with zero protection) to a resilient carapace (with up to double the default protection). Some individuals may possess mutated pincers for fine manipulation (and halved damage), or may increase their number of pincers beyond 2. Other bizarre mutations are certainly possible — and left to the gamemaster's imagination. A designated colony leader may increase its Influence, Intimidate, Occult, and Willpower by an additional 30%.

Yuggoth: Although they originate from beyond our solar system, the mi-go have set up an outpost on Yuggoth (Pluto), and presumably on other worlds as well — whether or not they are capable of opening and using Spacetime Gates from the Earth to these other locations is a matter of conjecture.

Supranormal Science: Mi-go possess superior knowledge of science and surgery and some forms of supranormal science (akin to magic), and are capable of performing aggressive body mutations on human and alien life — reducing, for example, a human victim to its conscious brain suspended in a brain cylinder (which in turn can see, hear and speak with the assistance of external machinery). The mi-go are also able to transport humans — as brain cylinders — to their base on Yuggoth (Pluto), and beyond.

Mimicry: Mi-go communicate through an odd buzzing, akin to telegraph tapping, though they are able to fashion masks from their human victims, and to mimic with some approximation a victim's voice. Through horrific surgery, the mi-go can mimic human forms, but with some telltale signs for the discerning observer (e.g., robotic behavior, lack of affect in the voice, jerky mannerisms, buzzing in the voice).

Other Special Abilities: Adhering, Aerial, Eldritch (invisible to photography and spectrometer), Immunity to Magic (caster must succeed with a Luck roll, in addition to other casting requirements), Grappling, Mimicry (requires alien surgical lab), Multiple Forms, Nerveless, Scotopic, Senseless, Stealthy (in cavernous lairs)

Oozing Spawn

TRAITS: viscous, semi-liquescient, opaque and sooty, yeasty and swelling, amorphous appendages, pouring and rolling torrent of hideous intent and movement

MOTIVATIONS: guarding of spaces, obedience of powerful masters, hunting of trespassers

Oozing spawn are treated like shoggoths, mechanically (though without the capability of adapting new special abilities on their own). Various special abilities may be attributed to them, depending on the nature of their creator. One such example is the abominable spawn of Tsathoggua, used to carry out the titan's foul tasks and to guard its temples. See "Shoggoths" for more.

Literary Source: "The Tale of Satampra Zeiros" by Clark Ashton Smith

FROM "THE WHISPERER IN DARKNESS"

"They were pinkish things about five feet long; with crustaceous bodies bearing vast pairs of dorsal fins or membraneous wings and several sets of articulated limbs, and with a sort of convoluted ellipsoid, covered with multitudes of very short antennae, where a head would ordinarily be...I was also conscious of a great deal of stirring and scratching and shuffling...the sound of their footfalls having something about it like a loose, hard-surfaced clattering — as of the contact of ill-coordinated surfaces of horn or hard rubber..." —H.P. LOVECRAFT

Polypous Horror

TRAITS: lurking in black abysses, aërial motion and feverish burrowing through cyclone-whipped darkness, a tide of utterly alien abomination, half-polypous and partly material, monstrous plasticity, temporary lapses of visibility, control and military use of great winds, fiendish and shrieking whistling, colossal footprints of circular toe-marks, whirlpools of daemon wind

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MOTIVATIONS: utterly alien malevolence, destruction of terrestrial life

Polypous horrors are whorling, flying masses of higher-dimensional matter emitting high wind eldritch radiation, and corrupting their environments with their otherworldly energies. The utterly alien entities arrived on Earth over 750 million years ago, building their basalt towers on land, warring with the elder crinoid things, and later threatening the survival of the Great Race of Yith. In the modern day, they haunt the subterranean chambers of alien crypts and haunted cities, especially those abandoned by the Yith.

STR: 4d20+20 (62)

CON: 2d6+18 (25)

SIZ: 4d20+2 (44 Huge)

INT: 2d6+8 (15)

POW: 1d6+6 (10)

DEX: 2d6+8 (15)

Horror (Shock and Awe): Willpower (Hard) –1d20

Action Points: 3

Damage Modifier: +2d12+1d4

Might: 16

Essence Points: 10

Initiative: 12

Move: 10, 20 mph; fly 12, 55 mph

Hit Points: 35

Armor: Half-polypous matter 8

Skills: Athletics 72%, Brawn 106%, Detection 25%, Engineering 60%, Evade 30%, Fortitude 50%, Mechanisms 30%, Stealth 25%, Unarmed 77%, Willpower 30%, (modify as needed)

Fighting Method (Daemon Wind): 77%

(half-polypous tendrils 1d8+dm stun, writhing vortex engulfing)

Occult (Interdimensional Consciousness):

20% (various, possibility of knowing 1d3–1 spells)

POLYPOUS HORROR (optional hit locations) — HUGE

1d20	Location	Armor	Hit Points
1–20	Whorling Mass	8	35

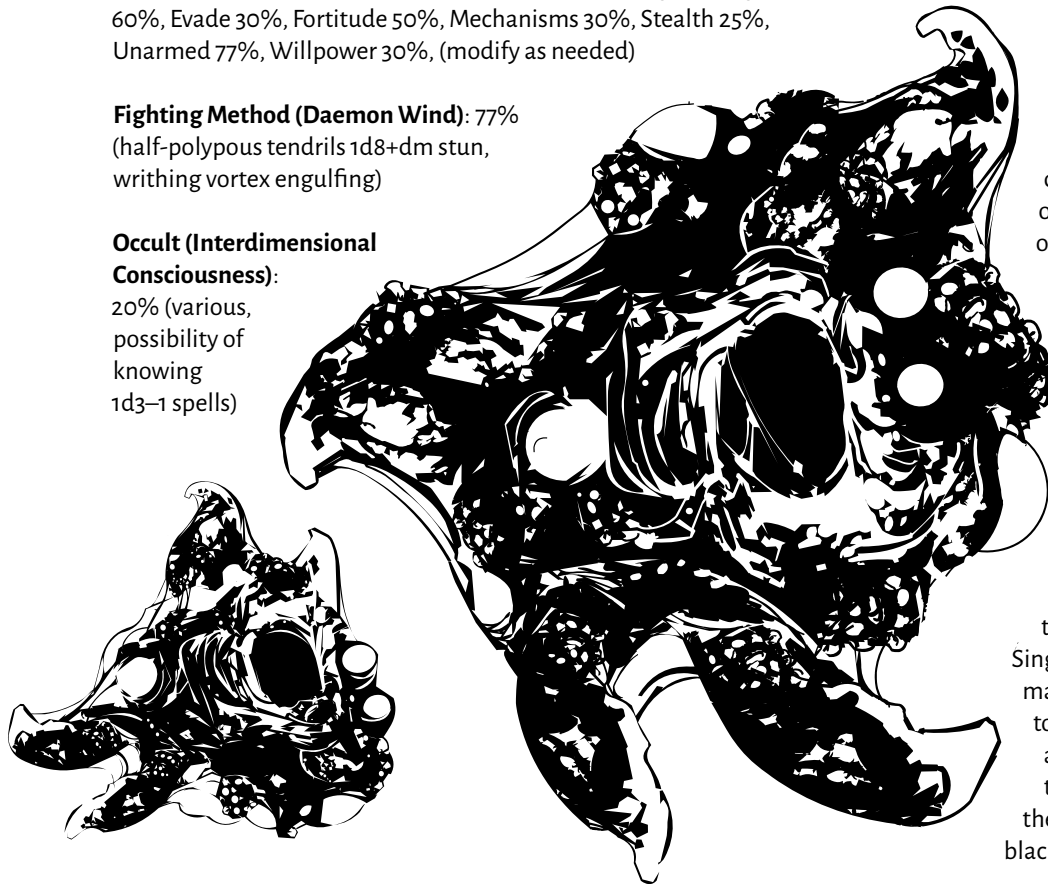
Cyclone-Whipped Darkness: The ability is equivalent to a Summon Wind spell (and with the same Essence Point expenditures). Each round, and with a successful Willpower roll, the entity may change the atmospheric conditions by one level — as well as drop the surrounding temperature by 10 degrees Fahrenheit, until arctic conditions are reached. Groups of these entities are even capable of creating and controlling tornadoes.

Eldritch Radiation: Due to their higher-dimensional natures, polypous horrors radiate eldritch energies that alter their environments and even mutate nearby terrestrial flora and fauna — over epochs of time — into strange abominations. Individuals exposed to polypous horrors or their lairs — for over 1d12 hours — suffer minor radiation effects. Titanic horrors may even cause moderate to major damage.

Other Special Abilities: Aerial, Eldritch (immune to any direct magical attacks against the horror's Willpower), Engulfing, Immunity to Terrestrial Weapons (phases in and out, attacker must succeed with a Luck roll after each attack, in order to inflict damage), Invisible (phases in and out, roll Luck each round to check for visibility), Nerveless, Senseless, Supersensory (can see "around dimensions" and through solid matter up to 10 feet thick), Vulnerability to Electricity (invisibility and phasing doesn't protect against electrical damage), Weather Control

FROM "THE SHADOW OUT OF TIME"

"They were only partly material — as we understand matter — and their type of consciousness and media of perception differed wholly from those of terrestrial organisms...their senses did not include that of sight; their mental world being a strange, non-visual pattern of impressions...Though their senses could penetrate all material barriers, their substance could not; and certain forms of electrical energy could wholly destroy them. They had the power of aërial motion despite the absence of wings or any other visible means of levitation. There were veiled suggestions of a monstrous plasticity, and of temporary lapses of visibility, while other fragmentary whispers referred to their control and military use of great winds. Singular whistling noises, and colossal footprints made up of five circular toe-marks, seemed also to be associated with them...Earth, and beyond any adequate verbal description...and hearing that damnable alien sound piping up from the open, unguarded door of limitless nether blacknesses." —H.P. LOVECRAFT



Reanimated Corpse

TRAITS: mockery of human life, dreaded putrid flesh, shambling gait, malevolent eyes of glass, grotesque countenance

MOTIVATIONS: insatiable craving for blood and flesh, malevolence toward life, obedience to the will of sorcery (or vengeance against reanimators and necromancers)

STR: 1d6+Intensity×2 (6)

CON: 1d6+Intensity×2 (6)

SIZ: 2d6+6 (13 Medium)

INT: 1d6+3 (7)

POW: Intensity (1)

DEX: 1d6+Intensity (5)

Horror (Dread): Fortitude (Normal) —1d6

Action Points: 1

Damage Modifier: +0

Might: 4

Essence Drain Modifier: +1d4

Essence Points: 1

Initiative: 7

Move: 8, 14 mph

Hit Points: 10

Armor: Any worn armor (if relevant)

Skills: Athletics 11%, Common Knowledge 44%, Conceal 28%, Deceit 28%, Detection 28%, Evade 10%, Influence 21%, Native Tongue 34%, Stealth 36%, Unarmed 22%, Willpower 12%, (modify as needed)

Fighting Method (Reanimated Malice): 22% (tearing teeth 1d6+dm grip, strangling and ripping hands 1d6+dm grip or bleed)

Frenzied Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, animated corpses inflict double the damage rolled, and make their attack checks two degrees easier.

Reanimated Memories: A reanimated corpse may retain some memories of its past exploits or sorcerous knowledge (if it knew sorcery in its past life) — which may be tortured out of it using horrible ritual magic.

Other Special Abilities: Cannibalistic, Scotopic (partial darkness), Regenerating (still animates itself even at zero Hit Points — but with all of its checks made a degree more difficult — unless the heart or brain stem is destroyed), Stealthy (in specified lairs), Supersensory (senses blood and decay), Supersensory (senses necromantic magic), Swarming; any number of special abilities may be granted to a more powerful reanimated corpse to make it unique, such as: Blood or Essence Drain, Lair, Possession, Resists Magical Barrier, or Servile Task, among others

REANIMATED CORPSE (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	4
4-6	Left Leg	—	4
7-9	Abdomen	—	5
10-11	Chest	—	6
12	Heart	—	3
13-15	Right Arm	—	3
16-18	Left Arm	—	3
19	Head	—	4
20	Brain Stem	—	2

FROM “HERBERT WEST — REANIMATOR”

“The bodies had to be exceedingly fresh, or the slight decomposition of brain tissue would render perfect reanimation impossible. Indeed, the greatest problem was to get them fresh enough—West had had horrible experiences during his secret college researches with corpses of doubtful vintage. The results of partial or imperfect animation were much more hideous than were the total failures, and we both held fearsome recollections of such things.” —H.P. LOVECRAFT

Serpent Folk

TRAITS: snakish figure, semblance of a man, unnaturally made hands and feet, python’s snout, small and glittering eyes, writhing and squamous lips, whitish hide of an ancient serpent, dripping venom, loathsome slithering or upright walking, stench of snake houses, telepathic invasion

MOTIVATIONS: infiltration of human empires, malice toward humanity, service and worship of the great old ones (especially of Yig, and possibly of Tsathoggua), protection of ancient sites and lost worlds, fulfillment of blasphemous rites and ancient prophecies, amassing of esoteric and modern knowledge, destruction of the modern world, vengeance against trespass

The serpent folk origins are lost to antiquity, but it is generally believed that they originated aeons ago (perhaps spawned by Yig, the Great Serpent). Throughout prehistory, they enslaved mankind and ruled from Valusia with coldblooded vigilance. The empire was fueled by sorcery and alchemy, empowered by communion with the Ancient Ones, and devoted to horrendous genocidal acts of worship. The powerful empire eventually collapsed with the rise of the dinosaurs (about 225 million years ago during the Triassic era), and their remnant colonies finally destroyed after perpetual war with mankind.

Many of the human snake cults and bloody and cannibalistic religions of recent history are merely the cargo cults of this once great serpent empire. After human civilizations



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eclipsed those of the serpent folk, humans appropriated the religions, sorceries, technologies, governmental systems, and architecture of their former masters. The survivors of the serpent folk either retreated to their lost worlds deep within the Earth (eventually becoming degenerate worms of the earth living like animals among the ruins of their forgotten cities), or used sorcerous powers to blend into human society. The latter groups created serpent folk bloodlines among the human populations. In the modern era, their descendants exist as the thirteen powerful dynasties ruling from the shadows and in the half-caste degenerate folk scattered across the world's backwaters.

STR: 2d6+6 (13)

CON: 3d6 (11)

SIZ: 3d6 (11 Medium)

INT: 2d6+6 (13)

POW: 2d6+8 (15)

DEX: 2d6+6 (11)

CHA: 3d6 (11)

Horror (Shock): Willpower (Normal) —1d6

Action Points: 2

Damage Modifier: +0

Might: 5

Essence Drain Modifier: +1d8

Essence Points: 15

Initiative: 10

Move: 8, 16 mph

Hit Points: 11

Armor: Squamous skin 1

Skills: Athletics 56%, Brawn 44%, Common Knowledge 56%, Conceal 58%, Deceit 84%, Detection 58%, Engineering 86%, Evade 36%, Fortitude 32%, Influence 76%, Intimidate 76%, Intuition 58%, Mechanisms 86%, Medicine 28%, Sleight of Hand 56%, Stealth 58%, Streetwise 46%, Survival 36%, Unarmed 46%, Willpower 80%, (modify as needed)

Fighting Method (Serpent Stalker): 46% (strangling hands 1d4+dm grip or strangle, biting fangs 1d6+dm special — inject poison, similar to either curare or rattlesnake venom, depending on the racial type, or a variation created by the gamemaster)

Fighting Method (Valusian Warrior): 66% (clawing talons 1d6+dm bleed or grip, whipping tail (for only some racial types) 1d4+dm bash or stun, various bladed and projectile weapons, similar to the atlatl, blowgun or kris; **BONUS ABILITIES:** Assassin, Grappling, Ground Fighting)

FROM “THE CURSE OF YIG”

“The moving object was almost of human size...it was absolutely hairless, and...seemed subtly squamous in the dim, ghoulish light...the head was very curiously flat. As it looked up to hiss at me I saw that the beady little black eyes were damnably anthropoid...” —H.P. LOVECRAFT

SERPENT FOLK (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Tail	1	4
4-5	Right Leg	1	5
6-7	Left Leg	1	5
8-10	Abdomen	1	6
11-14	Chest	1	7
15-16	Right Arm	1	4
17-18	Left Arm	1	4
19-20	Head	1	5

Occult (Valusian Sorcery): 86% (a sorcerer may know some (1d6+3 spells and rituals) of the following: Divination, Invocation, Spacetime Gate, Summon and Wrack spells, Detect Magic, Discorporation, Dominate (Hypnotic Will), Dominate Snakes, Essence Drain, Invisibility, Tap Charisma, Tap Power, Tap Strength, Summon Snakes, Summon Yig, Tongues, Voorish Sign)

Alluring Glamour: In their true forms, the serpent folk appear as humanoids with scaled skin and snake-like heads. However, a true blooded folk-member may appear human to the untrained eye, but only after consuming the target of mimicry and absorbing his memories. Once this occurs, the folk-member possesses a compelling and magnetic charisma that influences weaker minds. At minimum, the effect makes the folk-member's social rolls one degree easier, though other characters may resist the effect with Willpower.

Serpent Bloodlines: People of the hills are the modern products of ancient human and serpent bloodlines. They appear mostly human — sometimes with subtle snakelike features — yet harbor the dark dreams of their abominable ancestors. The folk “...dwell in remote and secret places, and celebrate foul mysteries on savage hills,” living cloistered lives on the outskirts of remote villages. Many display mutations — either subtle or overt — as physical reminders of their sorcerous lineage. The most monstrous of these offspring are kept hidden from the open air. Descendants each have a 10% chance of possessing one of the following preternatural gifts: Alluring Glamour (various), Etheric Vision, Silver Tongue, or Spectral Insight. There is also a 5% chance that a descendant possesses Occult (Blasphemous Knowledge), with 1d3–1 of the following spells: Curse of Yig, Divination, Dominate (Hypnotic Will), Dominate Snakes, Essence Drain, Invisibility, Invocation (Seal of Ishakshar), Summon Snakes, Summon Worms of the Earth (serpent folk or their descendants), Summon Yig, Tongues, or Voorish Sign, among others.

Sorcerous Attunement: All serpent folk and their descendants have some access to ancestral memories, allowing them to learn powerful magic and arcane technologies (and especially those descended from the once great serpent empires).

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SERPENT BLOODLINE



Curse of Yig: An elaborate ritual performed during eclipses, solstices, or other astronomical events — involving sacramental dancing and drums fashioned from human skin. Creates the same effect as the Cast Undeath (Ophidian Wretch) spell upon an unwilling target, but with a range in miles equal to the POW of the most powerful caster in the ritual, and requiring a strand of hair or vial of blood from the victim. If successful, the victim becomes a writhing serpent thing.

Seal of Ishakshar: A powerful Invocation — used in specific rituals by the people of the hills — with the following effect:

Seal of Ishakshar (Intensity 6). Reduces the caster “to the slime from which he came, forcing him to put on the flesh of the reptile and the snake.” Destroys any vestiges of humanity as he transforms to a blackened, bloated and tentacled creature.

Other Special Abilities: Alluring Glamour (various, for a sorcerer), Etheric Vision (for a sorcerer), Grappling (no penalty while prone), Mimicry (can replicate its prey after consuming him or her), Scotopic, Silver Tongue (for a sorcerer), Spectral Insight (for a sorcerer), Stealthy, Supersensory (Smell and Taste), Writhing

Serpent Thing (or Worm of the Earth)

TRAITS: weak and vacuous hissing, squirming and wriggling, hairless and curiously flat, beady little black eyes, speckled and brownish or milky and sickly, stench of snake houses

SERPENT THING (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

MOTIVATIONS: safety in darkness, defense against trespass, perpetual hunger, malice toward humanity

STR: 2d6+3 (10)

CON: 2d6+3 (10)

SIZ: 3d6 (11 Medium)

INT: 3d6/2 (6)

POW: 3d6 (11)

DEX: 3d6 (11)

Horror (Shock): Willpower (Normal) —1d6

Action Points: 2

Damage Modifier: +0

Might: 5

Essence Points: 11

Initiative: 10

Move: crawl 8, 4 mph

Hit Points: 11

Armor: Hairless flesh

Skills: Athletics 31%, Brawn 51%, Conceal 47%, Corruption (Ophidian Wretch) 102%, Detection 47%, Evade 32%, Fortitude 50%, Stealth 52%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Crawling Wretch): 21% (strangling hands 1d4+dm grip or strangle)

Crawling Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, serpent things inflict double the damage rolled, and make their attack checks two degrees easier.

Other Special Abilities: Scotopic, Supersensory (heightened taste and smell), Vulnerability to Bright Light (makes skill checks for the creature two degrees more difficult)

FROM “THE NOVEL OF THE BLACK SEAL”

“This folk...dwells in remote and secret places, and celebrates foul mysteries on savage hills. Nothing have they in common with men save the face, and the customs of humanity are wholly strange to them; and they hate the sun. They hiss rather than speak; their voices are harsh, and not to be heard without fear. They boast of a certain stone, which they call Sixtystone; for they say that it displays sixty characters. And this stone has a secret unspeakable name; which is Ixaxar.” —ARTHUR MACHEN

Shoggoth

TRAITS: monstrous black slime, obscenely fetid odor, looming colossally, oozing tightly, constellated with strange iridescence, pustules of greenish light, rethickening, spiralling cloud of pallid abyssal vapor, shapeless congeries of protoplasmic bubbles, myriads of temporary eyes forming and un-forming, slithering over the glistening floor, eldritch and mocking cry

MOTIVATIONS: utterly alien malevolence, destruction of terrestrial life, vengeance against captivity

Shoggoths are monstrous amoeba-like creatures made out of iridescent black slime, covered with multiple floating eyes, and capable of forming limbs and organs at will (as well as other mutations). An average shoggoth measures fifteen feet across when in the shape of a sphere, though shoggoths of much greater size are possible. It is rumored that a colossally large shoggoth — known in prehistory as the Ancient One, Ubbo-Sathla — was worshiped by foul cults as the progenitor of all life on Earth.

Shoggoths were originally created — bioengineered — by the elder crinoid things as monstrous slave laborers. They were designed to shape their amorphous forms into useful adaptations as needed for any given task, and to work efficiently in aquatic environments. They built the underwater cities and other architectural marvels of the elder things, and were sometimes used as war machines. In their original design, they had no real consciousness and were controlled through hypnotic programming (augmented by elder thing technology). However, over millions of years of evolution, some shoggoths developed independent thought and rebelled (learning in the process to creatively adapt via mutations for movement in new environments, and for violent opposition against their masters). They even learned rudimentary forms of the elder things' languages. In the modern era, shoggoths still survive in fetid corners of the globe. Some horrific rumors claim that there exist shoggoths capable of shaping themselves into human likenesses and of mimicking human languages.

STR: 4d20 (42)

CON: 2d6+18 (25)

SIZ: 4d20+20 (62 Huge)

INT: 2d6+2 (9)

POW: 1d6+6 (10)

DEX: 2d6 (10)

Horror (Shock and Awe): Willpower (Hard) —1d20

Action Points: 2

Damage Modifier: +2d12+1d4

Might: 16

Essence Points: 10

Initiative: 10

Move: 10, 20 mph; swim 20 mph

Hit Points: 44

Armor: Rethickening slime 3

SHOGGOTH (optional hit locations) — SMALL TO HUGE

1d20	Location	Armor	Hit Points*
1-20	Malevolent Ooze	3	13/44

*For a scout/sentry or normal shoggoth, respectively

Skills: Athletics 49%, Brawn 104%, Detection 29%, Evade 14%, Fortitude 80%, Stealth 47%, Swim 97%, Unarmed 49%, Willpower 20%, (modify as needed)

Fighting Method (Monstrous Ooze): 49% (grappling tentacles grip or entangle, surrounding ooze engulfing, crushing and ripping 1d10+dm stun or sunder)

Shoggoth Mutations: In addition to its standard special abilities, the shoggoth is capable of evolving and adapting its own physical structure. How these mutations are learned, and how easily the shoggoth alters its form with these new abilities, is best left for the gamemaster to decide. Perhaps the growth of new mutations requires large amounts of time and energy (and consumption of food), or are difficult to reverse once developed. Once a mutation is learned, it should require the shoggoth a number of Action Points to activate and use. The range of a shoggoth's capabilities are unknown, though a few examples are provided in the "Shoggoth Mutations" table.

Other Special Abilities: Engulfing, Mutable, Nerveless, Oozing, Regenerating (spends 2 Action Points to regenerate 1d6 Hit Points), Scotopic, Senseless (creates sense organs at will), Sticky, Writhing (for small scouts and sentries)

FROM "AT THE MOUNTAINS OF MADNESS"

"The shock of recognizing that monstrous slime and headlessness had frozen us into mute, motionless statues...a plastic column of fetid black iridescence oozed tightly onward through its fifteen-foot sinus, gathering unholy speed and driving before it a spiral, rethickening cloud of the pallid abyss vapor. It was a terrible, indescribable thing vaster than any subway train — a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front that bore down upon us..." —H.P. LOVECRAFT

FROM "THE SHADOW OVER INNSMOUTH"

"For the present they would rest; but some day, if they remembered, they would rise again for the tribute Great Cthulhu craved. It would be a city greater than Innsmouth next time. They had planned to spread, and had brought up that which would help them, but now they must wait once more. For bringing the upper-earth men's death I must do a penance, but that would not be heavy. This was the dream in which I saw a shoggoth for the first time, and the sight set me awake in a frenzy of screaming."

—H.P. LOVECRAFT

SHOGGOTH MUTATIONS

1d100	Descriptor (Special Abilities)*	Notes
1-4	Acidic (Corrosive)	Gamemaster determines nature and strength of acid
5-8	Anthropoid, bloated and shambling (Mimicry, Slow, Disturbing)	Can transform into an imperfect shambling copy of a human (or animal); if the shoggoth is large, then the copy may appear unnaturally gigantic or corpulent (halve the Move rating while in its transformed state)
9-12	Anthropoid (Mimicry)	Can transform into a nearly perfect copy of a human (or animal) with a CHA of 3d6 (average 11) for a human, and a Disguise skill of 100%; may need a sample of the target's blood, tissue, skin, and so on (or may need to consume and assimilate the target); possibly, may also be able to absorb and mimic the target's memories, lusts, and fears
13-16	Arachnoid or insectoid (Adhering, Armored, Multi-Limbed)	Roll 1d4+1, multiplied by two, for appendages; may also have the Poisonous ability, or even adopt the abilities and traits of a Spider (see "Spiders"), including the Webbing ability
17-20	Burrowing	Burrow rating is half its normal Move
21-24	Colorless (Camouflaged, Disturbing)	Internal "organs" or consumed prey visible through a sickly translucent skin; can also blend itself into the environment, making Detection rolls two degrees more difficult
25-28	Crawling, slithering or squirming (Writhing)	Can transform into a snake-like or centipedal creature (perhaps with a Poisonous ability as well); its Move rating increases to 12
29-32	Crustaceous or spiny (Armored)	Can harden its outer skin into a carapace, which temporarily halves its Move rating and increases its armor by 1d6 points
33-36	Crystalline and fungous (Armored, Camouflaged and Dormant)	Can harden into a crystalline spore, and then remain dormant and protected for a number of years, even blending into its surroundings
37-40	Deafening (Stunning)	Can emit a piercing ear-splitting sound; an observer must succeed with a Fortitude roll — made Hard — or be stunned for 1d3 rounds (Detection checks requiring listening are made one degree more difficult for a day)
41-44	Fecund (Spawning)	Shoggoths are mostly incapable of procreation, though the rare individual may have discovered a mutation that allows for it — possibly creating a protected spawning pool
45-48	Flesh-eating (Diseased)	Transforms a targeted limb — after striking it — into proto-shoggoth material within 1d6 rounds (unless the target succeeds with a Fortitude roll)
49-52	Flying (Aerial)	Can transform into a jelly-like, floating monstrosity, or into a bat-like or insectoid flier, capable of hunting from the air; its Flight rating is half its normal movement
53-56	Hairy or leathery (Armored)	Increases armor by 1d2 points
57-60	Infested (Diseased, Spawning, Swarming)	Gamemaster determines nature of swarm
61-64	Invasive (Puppeteering)	Can burrow painless gossamer filaments (like fishing line) into another creature and then control it from a distance (target first rolls Detection, made two steps harder, to notice the filament); once invaded, the target is controlled as with a Dominate spell, or until the filament is broken (typically the range is in yards equal to the Siz of the shoggoth)
65-68	Leechlike and slug-like (Adhering, Grappling, Slow, Vampiric)	Grows a protrusible proboscis and gains the "Blood Drain" special ability; halves the Move rating
69-72	Lurking and small (Slow, Small, Stealthy)	Size is reduced to that of a cat or a dog, with slower movement (may be the sentinel or scout of a larger shoggoth)
73-76	Multitudinous (Swarming)	Can divide itself into smaller units (each with the Small ability), which together is treated as a swarm; additionally, a unit may be used as a sentinel to guard a space or as a scout to gather information
77-80	Necrophagous (Cannibalistic, Scavenging)	Adopts the qualities and habits of a ghoul
81-84	Noxious (Noxious)	—
85-88	Octopoid (Grappling, Multi-Limbed)	Roll 1d8, multiplied by two, for appendages
89-92	Poisonous or stinging (Poisonous)	Grows fangs, stingers, mandibles, and so on, each of which may inject poison
93-96	Resplendent (Glowing, Hypnotic)	—
97-00	Tree-like and hooved (Multi-Limbed, Stealthy, Trampling)	Transforms into a horrific tree-like shape with various mouths and hooved movement (gaining the Trampling ability); roll 1d6, multiplied by two, for a number of black and ropy snake-like arms

*Many other weird offshoots are certainly possible, including capabilities for using magic or extra-dimensional abilities

RAIDERS OF R'LYEH

SHOGGOTH — SENTRY OR SCOUT

STR: 2d6 (7)

CON: 2d6+12 (19)

SIZ: 1d6+1 (5 Small)

INT: 2d6+2 (9)

POW: 1d6+6 (10)

DEX: 2d6 (7)

Horror (Shock): Willpower (Hard) –1d12

Action Points: 2

Damage Modifier: +0

Might: 3

Essence Points: 10

Initiative: 8

Move: 8, 14 mph; swim 8, 15 mph

Hit Points: 12

Armor: Rethickening slime 3

Skills: Athletics 24%, Brawn 12%, Detection 29%, Evade 14%, Fortitude 68%, Stealth 47%, Swim 56%, Unarmed 24%, Willpower 20%, (modify as needed)

Fighting Method (Horrible Ooze): 24% (strangling tentacles 1d3+dm grip or entangle plus special — asphyxiation if a target's head is attacked, striking tentacles 1d3+dm stun)

Spider (from Leng or elsewhere)

TRAITS: chitinous bulbous body, purplish and bloated, clinging and tenebrous, hairy and hideous, hissing and scuttling

MOTIVATIONS: spinning, breeding, cannibalizing, and feeding

Monstrous spiders exist in the Dreamlands (on the Plateau of Leng and in other nightmare lands) and purportedly in night-vaulted regions of our own world as well, possibly as offspring or servitors of an Ancient One known in prehistory as Atlach-Nacha, the Mother of All Spiders.

STR: 3d6+10 (21)

CON: 3d6+6 (17)

SIZ: 3d6+13 (24 Large)

INT: 1d6+3 (7)

POW: 1d6 (4)

DEX: 3d6 (11)

Horror (Shock): Willpower (Hard) –1d8

Action Points: 2

Damage Modifier: +1d8

Might: 9

Essence Points: 4

Initiative: 9

Move: 8, 16 mph

Hit Points: 21

Armor: Chitinous carapace 3

SPIDER (optional hit locations) — LARGE

1d20	Location	Armor	Hit Points
1-2	Right Fourth Leg	3	10
3-4	Left Fourth Leg	3	10
5-6	Right Third Leg	3	10
7-8	Left Third Leg	3	10
9-10	Right Second Leg	3	10
11-12	Left Second Leg	3	10
13-14	Abdomen	3	11
15-16	Right First Leg	3	10
17-18	Left First Leg	3	10
19-20	Cephalothorax	3	12

Skills: Athletics 32%, Brawn 45%, Detection 31%, Evade 22%, Fortitude 34%, Stealth 35%, Unarmed 32%, Willpower 44%, (modify as needed)

Fighting Method (Scuttling Hunter): 32% (grappling legs 1d6+dm bash or entangle, biting mandibles 1d8+dm special — inject poison, similar to curare but with induced Hallucinations of the Dreamlands)

Webbing: Adhesive strands of webbing have an armor of 4 and Hit Points equal to half of the spider's total Hit Points. Anyone caught in the webbing must break free with an opposed test of Brawn versus the Adhesiveness of the webbing (equal to the spider's Fortitude).

Other Special Abilities: Adhering, Grappling, Scotopic, Supersensory, Stealthy (in cavernous areas and other webbed locations), Supersensory (Touch, Detection checks made two degrees easier in webbing), Webbing

FROM "THE DREAM-QUEST OF UNKNOWN KADATH"

"There were scenes of old wars, wherein Leng's almost-humans fought with the bloated purple spiders of the neighbouring vales..."

—H.P. LOVECRAFT

SHOGGOTH



Tcho-Tcho

TRAITS: mistaken for dwarfish human, abominable and rat-like scurrying, grunting and loathsome night-spawn, organic and degenerate corruption, filthy whitish thing, seething and snarling

MOTIVATIONS: malevolence toward humanity, mayhem and torture, service and worship of the great old ones, protection of ancient sites and lost worlds, fulfillment of blasphemous rites and ancient prophecies, amassing of knowledge (in rare circumstances), destruction of the modern world, vengeance against trespass, trafficking of slaves and other contraband (willing to traffick with humans under special circumstances, and if it serves their needs)

Tcho-Tcho are an abominable, degenerate and cannibalistic race of creatures — appearing as dwarfish humans — who worship strange gods and inhabit the lesser civilized regions of the world. Their true homeland is unknown, though populations have been found in southeast Asia, central Asia, western Europe (specifically near the Basque Country), and more recently amidst immigrant groups in Western countries. Speculations place their origins in Tibet or on the Plateau of Leng, while more fanciful rumors claim they were spawned from antediluvian swamp-waters by a forgotten Ancient One. Though they are capable — with some use of restraint — of blending into human societies and even of working temporarily with evil human factions, they are in their unfettered state a savage species willing and able to serve their Ancient One masters with cruel and cannibalistic tenacity.

STR: 3d6 (11)

CON: 3d6 (11)

SIZ: 1d4+2 (5 Small)

INT: 3d6 (11)

POW: 2d6+6 (13)

DEX: 3d6 (11)

CHA: 2d6 (7)

Horror (Dread): Fortitude (Normal) –1d6

Action Points: 2

Damage Modifier: +0

Might: 4

Essence Points: 13

Initiative: 11

Move: 8, 16 mph

Hit Points: 8

Armor: Any worn armor (if relevant)

Skills: Athletics 32%, Brawn 16%, Common Knowledge 52%, Conceal 54%, Corruption (Loathsome Night-Spawn) 75%, Deceit 48%, Detection 54%, Evade 52%, Fortitude 32%, Influence 30%, Intimidate 28%, Intuition 54%, Mechanisms 52%, Stealth 54%, Streetwise 34%, Survival 84%, Swim 42%, Tracking 52%, Unarmed 32%, Willpower 36%, (modify as needed)

TCHO-TCHO (optional hit locations) — SMALL

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	3
4-6	Left Leg	—	3
7-9	Abdomen	—	4
10-12	Chest	—	5
13-15	Right Arm	—	2
16-18	Left Arm	—	2
19-20	Head	—	3

Fighting Method (Loathsome Night-Spawn): 32% (biting teeth 1d4+dm bleed, strangling hands 1d3+dm grip or strangle, various weapons, such as a: barong, blowgun, bone-crushing club, composite bow, cleaver, hatchet, net, sickle, sling, spear, or even rifles, explosives, and other appropriated modern arms; **BONUS ABILITIES:** Chewing Frenzy (a Tcho-Tcho cannibalizes or mutilates a downed foe, especially attacking the face), plus one or more of the following: Stalker, Berserker, Assassin, Acrobatic, Trained Animal (the animal may be a degenerate variation of a regional creature), Empty-Handed (the tcho-tcho uses 1d6 points for damage when fighting unarmed), Improvised Bleed or Stun, or Bone Crushing (used with the bone-crushing club), among others)

Occult (Obscene Lore): 40% (possibility of knowing 1d6–2 spells and rituals, Invocation (Blood Lust of Obscenities) plus various Divination, Evocation, Invocation, Summon and Wrack spells)





RAIDERS OF R'LYEH

Blood Lust of Obscenities: A powerful Invocation used by Tcho-Tcho during combat and ritualistic sacrifice, with the following effect:

Blood Lust of Obscenities (is actually two compatible Invocations, each of Intensity 2). The first Invocation grants the preternatural gift of Martial Force — effectively increasing the Damage Modifier to +1d2. The second Invocation grants the preternatural gift of Martial Tenacity — effectively increasing Hit Points to 15. Produces insatiable cravings for human flesh.

Other Special Abilities: Cannibalistic, Grappling, Scotopic (partial darkness), Small (no penalties while moving or fighting in crawl spaces or other confined areas), Stealthy (in specified lairs and hunting grounds), Swarming

FROM “THE HORROR IN THE MUSEUM”

“Do you remember...what I told you about that ruined city in Indo-China where the Tcho-Tchos lived? You had to admit I'd been there when you saw the photographs, even if you did think I made that oblong swimmer in darkness out of wax. If you'd seen it writhing in the underground pools as I did...” —H.P. LOVECRAFT

Worm That Walks

TRAITS: oddly bodied, radiating unnatural warmth, undulating and pulpy gelatinous body, congealed flesh, grotesque and fattened humanlike approximation, dull scavenging, gnawing and feeding and pulsating, pantomime of human expression, eyeless and faceless translucent jelly terminating in jawless and funnel-like mouth, monstrous swelling

MOTIVATIONS: safety in darkness, defense against trespass, perpetual craving for necromantic blood and fat, protection of lich lair, insatiable procreation

A worm that walks is a maggot or other necrophagous creature that grows — through foul magic and by gnawing and feeding on a sleeping sorcerer — to an unnatural size, mimicking in grotesque, naked likeness the humanoid form of the wizard. Worms that walk are sometimes used to guard a lich crypt against invasion, and to preserve the wizard in his sleep.

STR: 2d6+3 (10)

CON: 2d6+3 (10)

SIZ: 3d6 (11 Medium)

INT: 3d6/2 (6)

POW: 3d6 (11)

DEX: 3d6 (11)

WORM THAT WALKS (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

Horror (Shock): Willpower (Normal) —1d6

Action Points: 2

Damage Modifier: +0

Might: 5

Essence Points: 11

Initiative: 10

Move: crawl-walk 8, 4 mph

Hit Points: 11

Armor: Pulpish gelatin

Skills: Athletics 31%, Brawn 51%, Conceal 47%, Detection 47%, Evade 32%, Fortitude 50%, Stealth 72%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Creeping and Undulating): 31% (strangling hands or stumps 1d4+dm grip or strangle)

Larval Pool: Worms that walk typically inhabit crypts, and create swarming pits layered with silken webbing and teeming with larva. Anyone who steps into the silken carpet sinks into the mass of worms, and is immediately swarmed (a successful Athletics check avoids falling prone into the crawling carpet). Each of the worms has fed on the blood of an interred wizard, and is growing inexorably into a worm that walks; some of them may be large enough to possess rudimentary limbs. In the larval stage, the worms bite with lamprey-like mouths — causing —1d4 points of bleeding damage each round of exposure. Additionally, any actions taken while swarmed are made one degree more difficult (or three degrees harder while prone).

Sweltering Heat: Larval pools create a sweltering heat; within an infested crypt, the stifling air heats to over 130° Fahrenheit, and any long time exposure to its atmosphere may induce exhaustion and nausea.

Creeping Horde: When attacking in groups that outnumber their victims by 2 to 1 or more, worms that walk inflict double the damage rolled, and make their attack checks two degrees easier.

Other Special Abilities: Adhering, Cannibalistic, Mutable (capable of squeezing its gelatinous body into impossibly small cracks of masonry or earth — to attack from surprise or to retreat from imminent destruction), Oozing, Scotopic, Supersensory (heightened taste and smell), Writhing; any number of special abilities may be granted to a worm that walks variant to make it unique, such as: Blood Drain (using an adapted lamprey-like orifice), Engulfing (for an unnaturally large specimen), Regurgitated Webbing (treated as spider's Webbing), Corrosive (with a spitting acid), or a low-level spell absorbed from the memories of the interred wizard

FROM “THE FESTIVAL”

“For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fads and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.” —H.P. LOVECRAFT

Worm Thing (or Faceless One)

TRAITS: mockery of a man, devilish waxen human mask, corruption of horrid life, monstrous swelling, preternaturally soft, abnormally pulpy, faceless mass of maggoty flesh, dull scavenger

MOTIVATIONS: sycophantic devotion to the Great Old Ones (especially of the King in Yellow), fulfillment of blasphemous rites and ancient prophecies, amassing and protection of esoteric knowledge, invasion of dreams, stealing of rationality and spreading of madness

See the “Undeath” spell in the “Magic” chapter for more information about worm things.

STR: 3d6 (11)

CON: 3d6 (11)

SIZ: 2d6+6 (13 Medium)

INT: 2d6+6 (13)

POW: 2d6+8 (15)

DEX: 2d6+3 (10)

Horror (Shock, if unmasked): Willpower (Hard) —1d10

Action Points: 2

Damage Modifier: +0

Might: 5

Essence Drain Modifier: +1d8

Essence Points: 15

Initiative: 12

Move: 8, 15 mph

Hit Points: 12

Armor: Grotesque fleshiness

WORM THING (optional hit locations) — MEDIUM

1d20	Location	Armor	Hit Points
1-3	Right Leg	—	5
4-6	Left Leg	—	5
7-9	Abdomen	—	6
10-12	Chest	—	7
13-15	Right Arm	—	4
16-18	Left Arm	—	4
19-20	Head	—	5

Skills: Athletics 21%, Brawn 24%, Common Knowledge 126%, Conceal 128%, Corruption (Worm Thing) 105%, Deceit 26%, Detection 28%, Evade 20%, Fortitude 22%, Influence 30%, Intuition 58%, Stealth 85%, Streetwise 90%, Unarmed 31%, Willpower 60%, (modify as needed)

Fighting Method (Dull Scavenger of Life and Hope): 31% (strangling hands 1d4+dm grip or strangle, plus special — use Essence Drain)

Occult (Dull Scavenger of Esoteric Secrets): 60% (various (possibility of knowing 1d3–1 spells), Cast Undeath (Worm Thing), Detect Magic, Detect Necromantic Magic, Divination (various), Dominate Carrion Horror, Evocation (Cthulhu), Evocation (Egregore), Evocation (The King in Yellow), Evocation (Tsathoggua), Invisibility, Rationality Drain, Summon Carrion Horrors, Summon Worms and Other Creeping Things)

Special Abilities: Corporeality, Disturbing (maggoty faceless flesh underneath its mask), Eldritch (terrestrial weapons have no effect unless the worm thing becomes corporeal in our dimension; however, a worm thing is susceptible to magic), Essence Drain (touch, must exist in the same dimension as the target or be corporeal in our dimension), Etheric Vision, Invisible (unless made corporeal), Noxious (unless masking its stench), Senseless, Slow, Undeath (Worm Thing)

FROM “THE FESTIVAL”

“Amid these hushed throngs I followed my voiceless guides; jostled by elbows that seemed preternaturally soft, and pressed by chests and stomachs that seemed abnormally pulpy; but seeing never a face and hearing never a word. Up, up, up the eerie columns slithered...Presently an old man drew back his hood and pointed to the family resemblance in his face, but I only shuddered, because I was sure that the face was merely a devilish waxen mask...the suddenness of his motion dislodged the waxen mask from what should have been his head.” —H.P. LOVECRAFT

Yithian (from the Great Race of Yith)

TRAITS: enormous and iridescent cone, ridgy and scaly semi-elastic matter, enormous claws or nippers, trumpet-like appendages, yellowish globe with three great dark eyes, eight greenish antennae, fringed at the base with a rubbery and gray substance

MOTIVATIONS: survival, colonization and enslavement, war and conquest, archival of esoteric knowledge, exploration and research, preservation of time continuum

Yithians are beings with vast intellectual and psychic abilities, capable of manipulating time and space. In the distant past, they escaped the destruction of their homeworld by swapping their minds with those of a species native to primordial Earth; presumably, the target minds suffered the fate of extinction that would have otherwise affected the genocidal Yithians. Their newly acquired bodies were cone-shaped, with myriad tentacled appendages and claw-like nippers. They reproduced by spores (though rarely, as they are capable of surviving near-eternal lifespans via body theft). Their movement was achieved via rubbery mollusc-like layers at the bases of the conical bodies. Out of a need for survival in their new home, they developed strict socialist communities and constructed great cities housing their knowledge of time and space (the greatest of these cities presently lying in cyclopean ruin under the sands of Australia). Though venerating quietude and intellectualism, they were nonetheless forced to develop and employ sophisticated technologies of war in order to combat the **polypous horrors** (the weapons ultimately failing to defend against the unceasing alien numbers, despite the ingenuity of the Yithians).

After living on this planet for millions of years into the late Cretaceous — and fighting an insurmountable war against the alien polypous horrors — they were again forced to flee to Earth's far future (but this time inhabiting the bodies of intelligent beetle-like creatures populating the now post-human world).

Except for those criminal factions exiled to empty pockets of spacetime or to isolated worlds, Yithians worship only themselves, their hyper-rational intellects, and their powers of self-preservation.

YITHIAN (optional hit locations) — LARGE

1d20	Location	Armor	HP
1-2	Radial Base	2	13
3-12	Iridescent Cone Body	2	15
13-14	First Appendage (Claw)	2	12
15-16	Second Appendage (Claw)	2	12
17-18	Third Appendage	—	12
19-20	Fourth Appendage (Head)	—	12
19-20	Head	—	5

STR: 2d6+33 (40)

CON: 2d6+11 (18)

SIZ: 2d6+31 (38 Large)

INT: 2d6+16 (23)

POW: 2d6+11 (18)

DEX: 2d6+2 (11)

Horror (Shock): Willpower (Hard) —1d8

Action Points: 4

Damage Modifier: +2d8

Might: 13

Essence Points: 18

Initiative: 17

Move: 6, 12 mph

Hit Points: 28

Armor: Ridgy, scaly matter 2

Skills: Athletics 31%, Brawn 51%, Common Knowledge 106%, Conceal 47%, Deceit 56%, Detection 47%, Engineering 146%, Evade 32%, Fortitude 50%, Influence 96%, Mechanisms 141%, Medicine 141%, Stealth 72%, Survival 76%, Swim 58%, Unarmed 31%, Willpower 52%, (modify as needed)

Fighting Method (Yithian Emissary): 31% (clawing nipper or physiology of host body 1d8+dm grip or stun)

Fighting Method (Yithian Inquisitor): 51% (clawing nipper or physiology of host body 1d8+dm grip or stun, Yithian repulsor — see “Yithian Repulsor”)

Occult (Psionic Will): 136% (various, possibility of knowing 1d3–1 spells, Dominate (Hypnotic Will), various Spacetime Gate spells)



Mastery of Space and Time: Using specialized equipment, Yithians are able to travel through time by swapping minds with creatures of another era. This ability allows them to satisfy their interests in human events, cultures, and powers. The target possessed by a Yithian is “transferred” into a Yithian shell body (in primeval Earth) against its will. The “captive mind” is subsequently studied and queried by **INQUISITORS** (while the Yithian **EMISSARY** using the target's body travels as a doppelgänger). Yithians spend much of their research time studying and even manipulating the timestream that ensures their survival in the future. They are particularly concerned about shadows — eras in which the outcome of historical events are not guaranteed, or out of which multiple potential timelines emanate. One such shadow is the roughly thirty year period predating the Great War of humanity's twentieth century.

Although a possessed mind is a prisoner, it is nonetheless granted some freedom in exchange for its cooperation. A privileged prisoner is allowed to explore the ancient Yithian city at will — in its alien body — and to browse its galactic library, which contains the recorded histories of uncounted alien races (including those of humanity). Once a Yithian has accomplished its task in history, the occupied being's intellect is swapped back, but only after having its memory erased. However, such erasures are rarely total, and often leave behind nightmare-inducing impressions and bits of knowledge in the fragile mind.

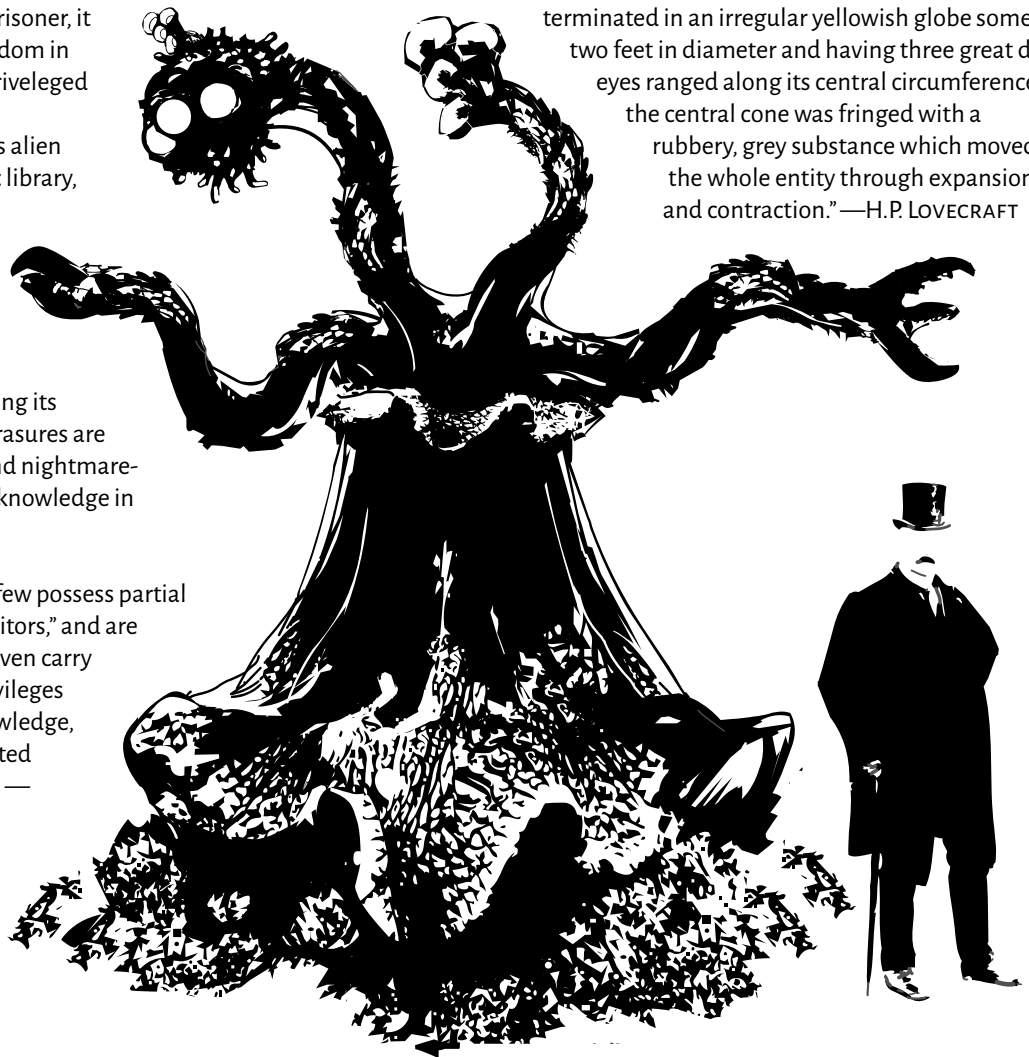
Conspirators and Spies: A select few possess partial knowledge about the “strange visitors,” and are willing to keep their secrets and even carry out specific plots in return for privileges (such as historical and occult knowledge, technological formulae, abbreviated access to the Pnakotus fragments — detailing the vast histories of the Yithian race — or even trips in time).

Lost City of Pnakotus: Located in Australia's Great Sandy Desert, the primeval city houses

the Yithian archives — an enormous library of knowledge and technological secrets. After the Yithians flee into Earth's future, the city succumbs to ruin, and later to an infestation of the alien polypous horrors.

FROM “THE SHADOW OUT OF TIME”

“They seemed to be enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red, trumpet-like appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference... the central cone was fringed with a rubbery, grey substance which moved the whole entity through expansion and contraction.” —H.P. LOVECRAFT



YITHIAN REPULSOR

Mode*	Damage	Special	Base Range	Rate	Rounds	Reload	MALF	Armor	ENC
Lightning charge	3d6	electrify	50 yards	single	6 charges	2 AP	85—96	8	treat as small artillery
Particle accelerator	6d6	artillery	525 yards	single	1 charge	3 AP	—	—	—
Gravitational field	Can lift, push, pull, drag or crush (for 18 seconds per charge), within a range of 18 yards, with a STR of 80. Damage is 3d12+1d8 per turn, lifting 800 lbs. or dragging 1600 lbs. (without a Willpower roll) or lifting 1600 lbs. or dragging 3200 lbs. (with a successful Willpower roll). A recharge takes 3 RND, during which time the weapon is inoperable in any mode.								

*Changing modes costs 2 AP

Azathoth

EPITHETS & VARIATIONS: Monstrous Nuclear Chaos Beyond Angled Space, Magnum Innominandum, The Great Not-To-Be-Named, (create your own)...

Azathoth is the infinite space and formless matter, the chaos preceding the creation of the universe, against which the cultural hero deity of various ancient European and Eastern civilizations struggle; in various völkisch societies, it is often represented in tableaux of Chaaskampf (the German “struggle against chaos”), as a dragon or serpent in perpetual conflict with order (often symbolized as the storm god Thor or the Archangel Michael), or abstractedly as an ouroboros (philosophically, the universe will eventually succumb to destruction when the struggle ends, signifying both the futility of life and the stoic dignity of those opposed to their ultimate destruction). In modern times it is unknowingly worshiped by materialists, atheists, or nihilists — any and all making an idol of pure science or meaningless despair.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Azathoth (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Azathoth is chaos incarnate, an amorphous blight of nethermost confusion which blasphemes and bubbles at the center of all infinity, a blind, idiot god embodying the state of disorder to which all things — both living and unliving — are inexorably drawn; it rules all of time and space from its black throne at the centre of Chaos, encircled by its flopping horde of mindless and octopoid servitors (with their maddening beating of vile drums and thin monotonous whine of accursed flutes)
- Azathoth is Mana-Yood-Sushai, who sleeps eternally, lulled by the music of its attendant servitors who must drum forever — for when it wakes all of creation will be unmade; the drums and their attendants are located in the frozen wastes of Kadath, in the Dreamlands, and protected in our world by ancient secret societies
- Azathoth is the meaningless center of all spacetime, a massive singularity around which all of creation orbits — whose ebbing and flowing creates a “fluting resonance” across reality (its maddening frequencies perceptible to those telepathically attuned to it with “Night Hearing”)

- Azathoth is a blind force of destructive nature worshipped or exploited by vastly superior alien intelligences — such as the fungal mi-go, the sociopathic Yithians, or the centipedal Yekubians — and made evident in the telluric currents of the Earth, the nuclear forces of matter, and the psionic resonances of Vril (all seemingly attuned to the cacophonous frequencies emanating from the center of all spacetime); atomic energy, Tunguska's destruction, Tesla's death ray, and the Last Redoubt are all products of its tapped power (and hidden horrors)
- Extant human followers of Azathoth seem to be either hopeless ideologues forming Romantic völkisch groups or anti-Romantic positivists dismissing all meaning save for that which mathematics provides; in modern times, both types are prevalent in Vienna (for some curious reason)
- Azathoth is the relativistic mechanism that momentarily guards against intrusion from unplumbed space but also allows invasion when its “stars are right”; several ancient cults attempted architectural structures or clockwork machines attuned to these millennial revolutions

Cthulhu

EPITHETS & VARIATIONS: Lord of the Star-Spawn, High Priest of the Great Old Ones, Great Dragon, Sleeper of the Deep, Lord of the Abyss, Beast from the Sea, Sleeping Serpent Who Cannot Be Summoned, Leviathan, Kushiruu, Tlaloc, Tulu, Kthulhut, Chaac, Koot Hoomi, Khlûl'-hloo, Tae-o-Tagaloo, Dagon, (create your own)...

Cthulhu is one of a multitude (and the high priest) of the star-spawn who once warred with other alien horrors inhabiting the Earth (before the dawn of man), but who now dwell in the fetid dark of their sunken city, R'lyeh, deep beneath the Pacific Ocean; they survive in a sleep of undeath, waiting until the stars are right and they are set free to rule the world.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Cthulhu (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Cthulhu's titanic form resembles that of his slime-ridden idols (atop pedestals covered in undecipherable glyphs), an anthropoid bloated corpulence with: an octopus-like head (and mass of writhing feelers); prodigious and flabby claws on hind and fore feet; and long, narrow wings behind
- Cthulhu sleeps from deep within his tomb in R'lyeh, but reaches out telepathically (but weakened beneath the water) to dreamers, artists and madmen (inspiring acts of strange worship, violent terror, and despairing madness across the planet)

- Cthulhu was worshiped in the ancient world — by human and inhuman sycophants — and known in many lands as Dagon
- The nightmare corpse-city of R'lyeh, with its monoliths and sepulchers, was built in Earth's forgotten history by the immense and loathsome shapes that seeped down from the dark stars; there lay great Cthulhu and his hordes, hidden in green, slimy vaults and awaiting a new age when they may once again ravage the Earth
- R'lyeh is located at either 47°9'S 126°43' or 49°51'S 128°34'W (though other conjectures place it elsewhere, such as in the Baltic Sea), depending on the source and on the current spatial-temporal realities of our universe; if the latter coordinates are accurate then R'lyeh is approximately 5100 nautical miles from Pohnpei, though both locations are close to the Pacific pole and to a point in the ocean farthest from any land mass
- Followers of Cthulhu speak of the ancient times when privileged few communed in dreams with the entombed Great Old Ones, the star-spawn of R'lyeh; today, these high-priests still summon the moldy and shadowy spirits of earth (full of dim rumors from caverns beneath forgotten sea-bottoms) and work with them to further the return of R'lyeh and the resurrection of its eternal rulers
- In the modern age, multifarious followers of Cthulhu have surfaced across the globe: from resurgent mystery religions in India, African and the Middle East to occult societies in the Americas, Europe and the Orient; at the center of them all lies the City of Pillars beneath the pathless deserts of Arabia
- Cthulhu is the genetic ancestor of various abominable races, from the repulsive deep ones — congregating in the shadows of ancient Massachusetts, across the abandoned archipelagos of the Spanish Empire, and near the haunted islands of the Pacific — to the malevolent Tcho-Tcho — exiled from their bloodsoaked jungles of Burma and now living clandestinely amidst human settlements across the world; it is through the miscegenation of these unholy bloodlines that Cthulhu corrodes humanity with its virulent malevolence

King in Yellow

EPITHETS & VARIATIONS: King in the Yellow Mask, High Priest Not to Be Described, Stranger in the Pallid Mask, King of Carcosa, Emperor of Kings, Obscene One, Lurker in the Dark, Feaster from Afar, Defiler, Gamaliel, Nameless Mist, Not-To-Be-Named-One, Eye in the Waste, Hoodrazai, Beli-yaal, Kaiwan, Hastur, Hali, (create your own)...

All who worship art and delusion — especially those who purposefully perpetuate knowledge (in their plays, novels, songs and prophecies) of Carcosa, the Yellow Sign, Hali and Hastur — further the King's agenda (through the memetic nature of ideas, working like diseases of the mind) and increase its powers to unmake reality and spread madness.

The King's followers are as multifarious as madness: a dread human corpse-eating cult in Central Asia; a commune of opiate-induced dreamwalkers on the shores of California; a circle of rich fantasists influencing publishing; a conspiracy of oracular theosophists in Berlin; a traveling circus infecting the American populace with addictive delusions; an orgiastic Orphic mystery cult in the Mediterranean; a Decadent movement of art and architecture in Vienna; an Exiles Club of depraved aristocrats in Britain; or a global cabal of occult inquisitors channeling monstrous powers from other dimensions.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of the King in Yellow (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- The King in Yellow is a multi-headed monstrosity dwelling in an alternate reality of oozing protoplasm and perpetual darkness; its worshippers in our world trick victims — through seemingly harmless but magically charged memetic devices (e.g., plays, religious pamphlets, music) — into astrally projecting themselves to the King's domain, after which their brains are siphoned and their essences collected (to live eternally in its domain of entropy and weeping)
- One aspect of the King is that of living darkness and madness, summoned with the ringing of three consecrated bells; it devours heretics exposing its sacred artifacts to the light, and anyone witnessing its countenance or artistic representation are hypnotically compelled to remove their own eyes (which is why its zealous cults worship in utter darkness and murder those making of it any graven images)
- The High Priest Not to Be Described dwells on the Plateau of Leng, in the bowels of a prehistoric and lightless monastery; it is a lumpish horror (concealed in yellow robes and a silken mask), sitting atop its throne of gold on a stone dais in utter darkness (beneath which yawns a portal of blood-stained altars spiraling to chaos) — surrounded by goatish, degenerate, human sycophants, and conveying its thoughts through a disgustingly carved flute of ivory
- The King in Yellow originates in the outer dark and resembles in our dimension a massive, fleshy marine worm with sensing chitinous bristles and razor-tipped feelers; its worshippers — through fasting, prayer and intoxicated dream-states — see it only as a phantasia of mythological imagery, but over time take on the pulpy and grotesque shapes of their master
- The King in Yellow is associated with dreamlike Carcosa coexisting on the shores of Hali (near Alar in the Hyades) and on the Plateau of Leng (itself shifting between the steppes of Central Asia, the jungles of Burma, the Dreamlands, and elsewhere); it is rumored that those who have inhabited the

city of Carcosa have suffered a form of dementia clouded with prophetic imagery (like scattered puzzle pieces) or simply succumbed to a madness of despair

- The Dreamlands house the noble dead and a multitude of alien intelligences, and host the delusions of dreamwalking travelers — it is a place of false hopes, unrealized utopias, and unplumbed horrors, ruled over by a Yellow King and his depressed oligarchs (those who choose illusion and madness over life and hope); the Dreamlands are also in a way the amorphous and ever-evolving essence of the King in Yellow itself, who grows in power and influence as its archetypal territories and fantasies bleed into our reality (as thoughtforms and altered physical realities)
- The King is Mana-Yood-Sushai, who created the Dreamlands then fell asleep; when he wakes — stirred to life by the visitors who colonize its territories of dream and steal its powers of unreality (through sorcery and deception) — it will undo the Dreamlands and the nature of reality as we know it
- In ancient days, the King was worshiped as Haïta the Shepherd, a misunderstood fertility god (also associated with an all-encompassing Dreamlands and with the astrological power of Aldebaran); its original mythology has been lost to history, though several of its orgiastic and bloodletting rites were later syncretized with the Orphic and Dionysian mystery religions
- The King in Yellow is an epithet of the Magnum Innominandum (the Nameless Mist and the Great Not-to-Be-Named), the possible progenitor of Yog-Sothoth or the consort of Shub-Niggurath, depending on the context of the text; the text does make clear the absolute danger — in both mind and body — to the sorcerer tampering with its influence
- The King in Yellow is an epithet of Hastur, a monstrous and shapeless deity of the outer dark associated in the Necronomicon with Yuggoth, Great Cthulhu, Tsathoggua, Yog-Sothoth, R'lyeh, Nyarlathotep, Azathoth, Yian, Leng, the Lake of Hali, Bethmoora, the Yellow Sign, L'mur-Kathulos, Bran and the Magnum Innominandum — its true nature is an eternal mystery, though its multifarious cults seem to draw power by ascribing to it specific attributes of madness and malevolence; likewise, its associated talisman is a nameless Yellow Sign, which either makes its bearer susceptible to mind control by the entity, or protects its user from the entity's influence

Nyarlathotep

EPITHETS & VARIATIONS: Crawling Chaos, Haunter of the Dark, Dweller in Darkness, Lord of a Thousand Forms, Servant of the Outer Spheres, Preacher of the Audient Void, Showman of the Sorrows, Man in Black, Black Man of the Witch-Cult, Sundered One, Promethean, Black Pharaoh, Empress of Agonies, Dullahan the Dark Rider, Nephren-Ka nai Hadoth, Faceless One, Skin Flayer, Hierophant, Wizard in Black, Necromancer, Baron Ferenczy, Ningauble of the Seven Eyes, Prince Duan, Aka Manah, Tezcatlipoca, Alhireth-Hotep the Prophet, Dracul,

Eater of Worlds and of Children, Asag, Balor, Baal-Peor, Papa Lundi, Thoth, Lamashtu, Legion, Béla Renczy, Cassius MacCaulay, Drosta the Clown of the Traveling Circus, Edward Hutchinson, Be'er Shahat, (create your own)...

Unlike the other Ancient Ones, Nyarlathotep walks the Earth in the guise of a charismatic and enigmatic human being, typically appearing during times of calamity and sowing discord and deceit; his human skins are multifarious — an itinerant showman sharing technological wonders, a heirophant of miracles promising powers of resurrection, a carnival barker seducing attendants with otherworldly spectacle and amazement, a drifter in black offering secrets of the universe, a sorcerous advisor of court whispering conspiratorial suggestions, or a witch of the woods gathering a retinue of bedazzled believers — but his most frequent countenance is that of the Dark Man, an Egyptian Pharaoh ushering in a new age of mankind.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Nyarlathotep (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- While the other Ancient Ones are bound by the physical constraints of our universe or exiled to the stars or outer dark, Nyarlathotep freely walks from dimension to dimension and from universe to universe, assuming a myriad of forms (one for each parallel world it inhabits)
- All magic is alien science far beyond our mortal limits to truly understand and control, stolen by the Ancient Ones and gifted to mankind by Nyarlathotep as a means to increase its own power and eventually undermine creation itself; the myth of Prometheus is one cultural syncretization of this reality
- Nyarlathotep possesses a thousand shapes, and more, each more horrific than the last: an ashen bipedal giant with a goring horn, a corpulent and wormy creature wrapped in yellow silk and ruling over the Dreamlands, a bloodied and tentacle-headed abomination howling in the dark, a fifty-foot worm of violence and putrescence, a luminous wraith devouring children and their fears, a faceless abhorrence shrieking in the caverns of the Earth, or a bat-winged shadow fleeing from the light, among others
- Nyarlathotep's true shape cannot be summoned to our world without ushering in an Apocalypse (an event its worshipers are working feverishly to unleash); its avatars are merely human hosts gifted with immortality and possessed of a new insidious nature and hollowed-out identity
- Nyarlathotep is not an individual but an emanation of an Ancient One, a kind of three-dimensional appendage reaching into our world from the outer dark to enact the bidding of its parent entity

- While the other Ancient Ones are mindless or unfathomable, Nyarlathotep is truly malevolent, delighting in cruelty, deception and manipulation; it is the heartbeat of every human conspiracy throughout history, patiently cultivating its deceived followers and using propagandistic lies and trickery to achieve its goals
- Nyarlathotep is the Crawling Chaos — a messenger enacting the will of the Great Old Ones in the outer dark — and servant of Azathoth, its father (or possibly its avatar); as each Great Old One varies in its form and function, so too does Nyarlathotep as it represents any given task or master
- The innumerable cults of Nyarlathotep — from those of bloodletting witches, ravening ghouls, insectoid mi-go, or degenerate Tcho-Tcho — each worship a singular vision of Nyarlathotep in one of its multitudinous cultural forms, possessing merely a shadow of knowledge about its true nature or intentions
- Nyarlathotep's true form cannot be understood by the human mind; we may at best see it only as a giant spider, as this shape is the closest approximation that our imaginations can fathom; or, to counter madness, our minds may fashion hypnagogic shapes of its essence from primitive fears and myths (e.g., darkness itself, sea creatures, mythological monsters, scuttling things, demonic beings, wrathful deities, serpents or dragons, clowns and other boogeyman)
- Nyarlathotep rewards its human thralls by eventually transforming them into creeping, immortal wretches — twisted into the shapes of rats, serpents, insects and other strange life, but wearing in some form the countenances of their past forms — to carry out innumerable horrible tasks, to teach forbidden knowledge to new sycophants, and to spy for their master

Shub-Niggurath

EPITHETS & VARIATIONS: Cybele, Pan, Magna Mater, Mother of Gods, Coatlicue, Sheol of a Thousand Young, (create your own)...

The oldest cults are those of Shub-Niggurath, each worshipping a different cultural aspect — the child mage in Stygia, the Great Mother in Catal Hüyük, Cybele in Phrygia, Ashteroth in Canaan, or Magna Mater in Rome; in these earlier incarnations she is the female, procreative force personified, the creator of pipes, drums, and medicinal herbs, and the watcher of the satyrs and other supernatural beings. In contrast, in ancient, witch-haunted Zugarramurdi, it took the form of a he-goat that turned human for the witches of the Zugarramurdi caves (the watchers of the “Cathedral of the Devil”) — in order to procreate with its followers.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Shub-Niggurath (or together create a fragmented and contradictory folklore). Additionally, any one of these

could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Shub-Niggurath is the horrid plasticity of all fungal, animal and vegetable life — from which and to which all biological forms originate and return; her followers believe in the purity of this essential plasticity and seek to alter all organisms — through surgical, chemical or magical modifications — to more ably represent this purer, amorphous state
- When Shub-Niggurath materializes in our dimension, it contaminates its immediate environment with “super sargassos” — humid and dense pocket dimensions enshrouded in greasy fog and full of teeming life; unfortunate prisoners caught in these vortices are quickly consumed by their malignant inhabitants
- Shub-Niggurath's infernal consort is the Not-to-Be-Named-One, the Magnum Innominandum (an epithet common in the ramblings of extant druidic mystery religions); the true identity of the Magnum Innominandum — most commonly associated with Yog-Sothoth, the King in Yellow, or Yig — is a matter of violent contention between Shub-Niggurath's followers
- Shub-Niggurath is the Ashteroth of the Hebrew Bible, a Canaanite fertility goddess maligned by the Israelites as a demon of lust and unholy fecundity; her most common idol is that of a female with horns (symbolizing her sovereignty in the ancient Middle East, an occultic crescent moon, or the mountain peaks of her inhabitation in the lands of Bashan)
- Many of Shub-Niggurath's Greek and later Roman cults included rites to a divine Phrygian castrate shepherd-consort; various modern sects of Shub-Niggurath still demand initiate castration as a fulfillment to the Mother's consort (her Goat with a Thousand Young) who himself was ritualistically castrated in a state of delirium; where castration was outlawed and mystery cults feared (such as in Rome), bloody sacrifice to the Mother was offered instead as a lawful substitute; a bull or ram was slaughtered over a priest standing in a pit beneath a slatted wooden floor
- Shub-Niggurath was in her earliest incarnation portrayed as a corpulent woman — with powers over fertility, nature, sexuality, and war; associated with the lion, the horse, the sphinx, the dove, and a star within a circle indicating the planet Venus; and later syncretized with orgiastic mystery rites honoring Ishtar, Gaia, Rhea, Cybele, Astarte, and Magna Mater
- In ancient days, Mother Shub-Niggurath's amorphous and ravenous brood would roam the countryside accepting sacrifices, serving the Mother's savage druids, and spreading her influence and power
- Shub-Niggurath materializes from the Earth's fissures as a malevolent cloud-like entity, or coagulates in our dimension as a hovering egg sac-cluster pulsating with squirming life

- According to elders in Yemen, the Mother-of-All-Life dwells underground in the vast caverns of the Crimson Desert — the corridor between the an-Nafud in the north and the Rub' al-Khali in the south — and accepts tribute to its brood (Nug and Yeb) at the crystalline monoliths of entombed Irem, City of Pillars
- In legendary Mu, sorcerers conflated the Mother-of-All-Life with the Goat with a Thousand Young (the Goat being a symbol of unsated sexuality and perpetual fecundity)

Tsathoggua

EPITHETS & VARIATIONS: Sleeper of N'kai, Lord of Refuse, Door to Saturn, Toad God, Gol-Goroth, Zhothaquah, Xothoquah, Thog, Saint Toad, Slithering Shadow, Abomination of the Pit, Bane of Klarkash-Ton, Master of the Monolith, (create your own)...

Tsathoggua is perhaps the most mutable of the Ancient Ones, and therefore difficult to describe with any certainty. Additionally, its power varies from testimony to testimony, with a vulnerable physicality — atypical of most Ancient Ones — suggested by these conflicting sources.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Tsathoggua (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Tsathoggua's true form is that of a monstrous, gliding, questing mantle of slime, which assumes the shapes and deified identities — a sloth-like toad-shaped idol of the voormis, a vampiric pseudopodal horror of the gnoph-keh, a grotesquely obese and greasy patriarch of the late-Atlanteans, and so on — absorbed from the frantic memories of its consumed victims
- Tsathoggua lies dormant in deep water inside an opalescent and quivering egg, yet exerts its influence over the crude life of the Earth — the worms, the toads, and the oozes — and any willing sycophants, telepathically suggesting they carry out its myriad obscene objectives
- Tsathoggua lives in a fecund depth of the outer dark, its numerous permutations birthing in our plane of existence as minor avatars evolving from the primordial muck; such an avatar crawling from its planar cloaca metamorphizes over a number of seasons of ravenous appetite — not unlike an amphibian crawling from its mother swamp
- When the stars are right, Tsathoggua is capable of traveling through space and time (which is how it arrived on Earth from Cykranosh, or Saturn); sorcerers seek Tsathoggua for its knowledge of the corrupting wormholes and entropic pockets it leaves behind

- Tsathoggua's common idol is that of a bloated human or monstrous hairy toad, these shapes being the rational mind's feeble approximation of its true nature (one of metamorphic fecundity, sedentary corpulence, and eternal consumption)
- Tsathoggua teaches to its elect the secrets of ancient powerful magic, but as its fickle attitude ultimately demonstrates, it consumes those practitioners (and their memories) who prove incapable of fulfilling their oaths
- Tsathoggua propagates itself by consuming a willing (or unwilling) victim, absorbing its memories and genetics, and then birthing a cloacal larva eventually capable of mimicking a crude likeness of the consumed; when first born to water, the mindless, writhing larva feeds ravenously, mutating over time into a human shape (the in-between stage creates an "obscene one," a shambling mockery of its soon-to-be human form with savage instinct and incredible appetite)
- Tsathoggua draws to itself followers with occult obsessions, as the creature promises them its vast wealth of sorcerous knowledge — obtained by its past consumption of Hyperborean, Atlantean, and Hyborian wizards
- Tsathoggua is an evolving hive mind of protean origins, crossing time and space and sharing with its followers an intoxicating and communal bond — one which inexorably changes its servants both mentally and physically; there is no one central Tsathoggua, only a fragmented colony of nameless shapes — each accompanied by its human and oozing sycophants — populating the fetid corners of the world (such as lightless N'kai)
- Tsathoggua's followers appropriate a culturally acceptable religion and its rituals to conceal their true practices; an outside observer looking closer at the superficial attention to Catholic sacraments, Shinto spirits, or Voodoo fetishes may discover the contradictions
- Tsathoggua's magic is as protean as its physical form, with each Evocation, Invocation, Repel, Spacetime Gate or Summon spell exhibiting a unique and unanticipated result upon its first casting
- Tsathoggua's cults — idolizing the basest and grossest desires — were without exception feared, hated and hunted throughout history by whatever host civilization they infected; this is why Tsathoggua is primarily a deity lost to time, and with so many contradictions about its true nature

Wendigo

EPITHETS & VARIATIONS: Desolation of the Winds, Wihtikow, Ithaqua, Wechuge, Wind-Walker, Ithaqua, Boreas, North Wind, Devouring One, (create your own)...

The Wendigo is an ancient and elemental force associated with famine, desolation, the horrors of nature and human depravity, and especially cannibalism. Failing to heed the boundaries or laws of the Ancient One leads to gruesome outcomes.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of the Wendigo (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- The Wendigo — recounted in the legends of the Algonquian peoples as an emaciated horror and spirit of the cold winds — dwells in the frozen wastes and possesses unwary travelers with its senseless depravity and hunger for human flesh; those who indulge in cannibalism — even in times of desperate survival — are especially vulnerable to its powers
- The Wendigo is one aspect of Shub-Niggurath — the Law of Life (of survival of the fittest) and Call of the Wild (of consumption and renewal); those possessed of its spirit succumb to degeneration and cannibalism (congregating together as incestuous, bestial clans in the dark places of the Earth and hunting for human prey by night)
- The Wendigo curiously resembles (at least in some aspects) the corpse-eating jikininki of Japan, the bloodthirsty rakshasas of India, the shapeshifting skinwalkers of the Navajo, and the undead jumbie of the Caribbean
- The bloodletting, sacrificial cults of the Wind-Walker are mostly propitiatory (save for the few extant eaters of flesh); where they have historically failed to keep its forces at bay — such as during the Great European Famine of the fourteenth century, the Starving Time of colonial Jamestown, or the Dark Sleep of Tsan-Chan — cold desolation has overtaken the land, followed by gluttonous exploitation, desperate cannibalism, and ravenous violence
- The Wendigo materializes in the frozen north, but where there is no ice it can still possess its victims with inhuman malice; legends regarding the Sawney Bean clan, the butcher Andrew Christie, the Guercy cave Neandertal massacre, the Siege of Ma'arra, the Qizilbash militants, among others throughout history, can in many cases be attributed to the Wendigo's infectious corruption
- The Wendigo is the Desolation of the Winds, a Great Old One materializing in the frigid wastes of our dimension (its

imminence presaged by the glow of the aurora borealis) as a putrefying and emaciated giant with glowing red eyes, to stalk unwary and isolated travelers (either slaughtering them gruesomely or absconding with them to the cold hells of its boreal outer dark)

- The Desolation of the Winds is frozen entropy itself, to which all life (and our dimension) must eventually succumb; the ice ages of our past and future — devastating civilizations along with all of their petty and futile ambitions — have been mere heartbeats signaling its impending arrival
- The Ojibwe, Eastern Cree, Westmain Swampy Cree, Naskapi, and Innu believed in giants which grow amorously in proportion to the sizes of their human prey and which are never satiated (forever roaming the cold dark and perpetually starving); according to these peoples, these giants are mere servile avatars of a Great Old One the ancient peoples called the Desolation of the Winds

Yig

EPITHETS & VARIATIONS: Father of Serpents, Quetzalcoatl, Set, Snake God, Kukulcan, Ix, Worm of Ishakshar, Great Serpent, Nagaraja, Q'uq'umatz, Serpent from the Hills, (create your own)...

Yig as a snake deity is the most ubiquitous of the Ancient Ones, as snake worship is so prevalent across ancient cultures — with the serpent being possibly the oldest and most widespread religious symbol (and source of fear and revulsion for humankind). Common symbolic themes include fertility and rebirth, protection and guardianship, poison (and its corollary, medicine), vindictive death and petty vengeance — though Yig's true nature dwells unconsciously in our primitive brain (as the monstrous creator of Earth's once dominant serpent folk).

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Yig (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Yig is an obscure Native American deity, the father and vindictive protector of all serpents, somehow descended from Set (worshipped in sorcery-enshrined, pre-cataclysmic Stygia and known later in Egypt), the giant, slow-coiled and devouring snake recounted in legends of extant saurian horrors
- Only individuals from serpent bloodlines may witness Yig's true form; it petrifies and necrotizes — by gaze or breath — those incapable of experiencing its countenance (legends of death-gazing creatures such as Medusa and the basilisk have originated from the remains of such encounters)



RAIDERS OF R'LYEH

- Yig resembles the serpent-headed-human idols of various Amerindian snake sects or the seven-headed statuary of exiled Mediterranean mystery cults
- Those who have seen its brood — the multifarious, slithering life of the Earth — have known the shapes of the father; its eternal essence emanates from their collective existence
- Yig is a self-aware and radiant, snake-like plasma stabilized in a helical Spacetime Gate — the energy of which powers the ancient and atrophying technologies abandoned by their ophidian creators
- Yig is the life force and racial memory of cold blood magic — passed down through Stygian royals to the dynasties of Egypt, inherited unknowingly in modern North and South America, India and the Far East — haunting the unsuspecting minds of its ancient bloodlines and calling sensuously to its purer children of the night
- Yig is the Vodun loa Damballah — the Sky Father and primordial creator of slithering or undead life
- Yig is merely one permutation of the collective myth of every snake god and cult throughout history, from ancient Stygia and dynastic Egypt, to modern India, Africa, the Americas and the Far East; there is not one shadowed recess on Earth untainted by the eternal presence of the Serpent or its brood
- Yig sheds its skin according to the oscillations of celestial bodies — bringing into being a renewed form appropriate to each epoch — and provoking in humankind all its baser, reptilian impulses
- Yig communicates clairvoyantly with its human-cloaked spies and sycophantic agents — those descendants of the Valusian serpent bloodlines who once ruled the Paleozoic, challenged the Thurians and Atlanteans, inspired history's snake cults, and later escaped to subterranean cities scattered throughout the world (such as Yoth, below blue-litten K'n-yan in Oklahoma)

Yog-Sothoth

EPITHETS & VARIATIONS: Lurker at the Threshold, Opener of the Way, Key and Guardian of the Gate, Beyond-One, All-in-One, Prolonged of Life, Most Ancient One, Umr at-Tawil, Eater of Souls, Sha'arei Mavet, Untranslatable Sign, Iog-Sotot, Aforgomon, (create your own)...

Yog-Sothoth knows the gate; Yog-Sothoth is the gate; Yog-Sothoth is the key and guardian of the gate; past, present, future, all are one in Yog-Sothoth; it knows where the Old Ones broke through of old, and where They shall break through again; it knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread.

UNRELIABLE TESTIMONIES

One or more — or all or none — of these may describe the true nature of Yog-Sothoth (or together create a fragmented and contradictory folklore). Additionally, any one of these could be inadvertently revealed in an interrogation, cryptically suggested in a sermon, or randomly theorized in a magical journal.

- Yog-Sothoth is able to warp space-time, to create parallel timelines (altering our known history), and even to erase people and events from existence (and from memory)
- Yog-Sothoth materializes in our dimension as a congeries of iridescent spheres which upset the three-dimensional mind attempting to sort out its non-Euclidean colors and movements; it often leaves in its wake a radioactively or thaumaturgically charged cavity (or roaming, vaporous orbs capable of mutating and decaying terrestrial life)
- Yog-Sothoth — also known as Aforgomon in ancient times — is the All-in-One and One-in-All of limitless being — a nexus of all realities past, present and parallel — a thing not of one space-time continuum, but of all continuums simultaneously created and annihilated
- Outside of the constraints of time and space, Yog-Sothoth is the conglomeration of all consciousness, the reality of self devoid of self, the pantheistic and amorphous shape of all life; to experience it is to know annihilation
- Yog-Sothoth teaches its followers great sorcery, though those who misalign themselves with its motives or betray its demands are forever consumed in the eternal horrors of its mind, experiencing for all time the cyclical annihilation and resurrection of their being
- Yog-Sothoth — the Lurker at the Threshold — privileges a chosen few with impossible knowledge about past, present and future things, though the price for these secrets often entails human sacrifice, eternal servitude, or the possession of one's destiny and bloodline
- Those capable of encountering Yog-Sothoth and glimpsing the gates of its living multiverse — and without being devoured by time, contradiction or madness — may acquire a flood of knowledge overwhelming the self and empowering one with a horrible gnosis; such a survivor is either capable of drawing up powers of resurrection and protection or becoming a bonded servant to the All-in-One (living within its essence for all time)
- Yog-Sothoth is the descendant of the abhorrent Nameless Mists (which were born of Azathoth at the center of all creation) and — through procreation with Mother Shub-Niggurath — the ancestor of the twin obscenities Nug and Yeb, of Cthulhu (through parthenogenesis), and eventually of a bloodline of deep ones, Tcho-Tcho and other humanlike horrors dwelling in the dark recesses of our genealogy; for unspeakable reasons, Yog-Sothoth also periodically impregnates mortal women

—paralleling in its heinous invasion the blasphemies of the enigmatic Nephilim in the Hebrew Bible—who then give birth to hybrid and monstrous spawn

- All Spacetime Gates are emanations of the arterial body of Yog-Sothoth; by using them, travelers destabilize the rational order of the cosmos and empower the non-Euclidean abilities of the Ancient One
- To a select few, Umr at-Tawil is the non-malevolent avatar of Yog-Sothoth presiding over the timeless halls beyond the Gate of the Silver Key and the nigh-omnipotent Ancient Ones who dwell there, whose less-benighted shape is that of a manlike silhouette dwelling behind a shimmering veil; however, those trespassing and unprivileged have known only its form as Iok Sotot, the Eater of Souls

Cultists

Though the alien minds of the mythos cannot be understood by human standards, aspects of their true natures may be gleaned from the drives of their followers. When creating human faces representing the interests of a mythos horror, create some relevant drives to characterize their outlook and motivation—or roll (or pick a sensible choice) for a drive and any telltale corruptive themes on the table below. Do so for a leader or other key individuals in a group—perhaps creating a tension between members. Alternatively, two drives may be combined in the leadership for an interesting synergistic variation.

The gamemaster may consider assigning percentage scores to cultist drives (as outlined in “Character Creation”), and even competing bonds (e.g., a Cthulhu cultist possessing a thaumaturgic drive in conflict with her love for her child).

A FEW CULTIST SUBTYPES: **haruspicer** (reads futures using human organs), **jostler** (poisons offenders by brushing them in crowds), **degenerate** (addicted to alcohol or cult opiate), **zealot** (disquieting obsession with the cult idol), **charismatic** (uncanny magnetism and attractive sychophants, perhaps even multiple offspring), **spider** (ensnares offenders with inhuman patience, efficiency and cruelty), **hashishan** (kills while intoxicated on cult opiate), **butcher** (prepares victims for the ghoulish), **deathless** (somehow long-living), **deformed** (nauseating disfigurement), **snatcher** (of the living or the dead), **familiar** (hollowed out host body—human or animal—possessed of inhuman intelligence), **dealer** (procures and sells drugs and toxins), **antiquary** (collects old things), **bohemian** (in it for the “pleasure” or counterculture), **dreamer** (influences or utilizes the Dreamlands), **repairer of reputations** (somehow remembers altered timelines, or just schizophrenic), **smuggler** (moves people, drugs or equipment for the cult), **hermit** (loves the sanctuary the cult offers), **moonchild** (its magical birth was preordained generations ago), **avatar** (mythos in human skinsuit), **mother/father** (parents monstrosities), **sacrifice** (willing or unwilling), **spy** (undercover mole or otherwise innocent party wanting out), **sociopath** (loves hurting others—physically or emotionally; either the sociopath is using the cult or the cult is using the sociopath...in the end it probably doesn't matter), **mastermind** (hyperintelligent with criminal resources)

1d20	Drive	Corruptive Theme
1	Anarchic. We seek individuality and freedom at any cost.	Swift violence against petty offense
2	Cannibalistic. On some nights the hunger is overwhelming.	Lotteries drawn during scarcity
3	Communal. We have finally found our eternal family.	Overbearing insularity or hospitality
4	Conspiratorial. We are slowly assuming power.	Bureaucratic agents and charismatic con artists
5	Crusading. We will cleanse this earth of its scum.	Secretive martial training and operations
6	Eugenic. We must weed out the inferior stock.	Spawning pool or laboratory
7	Innocent. Help us.	Encoded, desperate or faceless communications
8	Libertine. We seek only sensual and dehumanizing pleasures.	Enterprises of vice to lure victims
9	Maternal (Paternal). We are honored to birth (or father) its brood.	Busy purifying for the “ceremony”
10	Misanthropic. We loathe mankind and its tedious, petty pursuits.	Antiquated customs and technology
11	Paranoid. We must never stop insuring our security.	Obsessive elimination of suspected threats
12	Prophetic. We must know what it means.	Gruesome objects of occultism (e.g., entrails, insects)
13	Rapacious. Natural law demands we take from those who are weak.	Excessive industry and luxuries
14	Scholarly. We must correlate all the contents.	Labyrinthine paper stacks and dark, untended squalor
15	Scientific. We will discover the true laws of the universe.	Sociopathy, and inhuman curiosity
16	Sedentary. We must only hoard, feed, grow, excrete, hoard...	Clutter, corpulence, offal, flies
17	Servile. It will come in the night, but we pray for it to spare us.	Disquiet and drawn curtains
18	Thaumaturgic. Magic is life, knowledge and power.	Clandestine and profane rites
19	Vengeful. There is no safe haven from our retribution.	Unrelenting assassins and gruesome violence
20	Vigilant. We must appease it or guard its escape at all costs.	Unspoken sacrificial appeasement

CHAPTER 9: STORY CREATION

BY DEFAULT, RAIDERS OF R'LYEH SUPPORTS A NON-LINEAR and open-ended setting — sometimes referred to as a “sandbox” — allowing for the adventurers' exploration and investigation of its expanding mysteries and opportunities. There are no mandated story lines to follow, the adventurers' plans are not always assumed or predetermined, and their choices are not confined to any preordained script — or “railroad.”

Instead, the gamemaster seeds the setting with conspiratorial possibilities and interesting plot hooks tailored to the players' adventurers — with each hook suggesting potential timelines, enemies, artifacts, monsters and set pieces — and it is up to the players to determine which locations are worth exploring, which conspiratorial plots are worth investigating, and how they will react to events that unfold in response to their intervention or nonintervention. In turn, it is the gamemaster's responsibility to create a living, breathing world which responds in meaningful and dramatic ways to the players' choices. Unlike the author of a story, the gamemaster responding to the setting's unfolding events is not required to predict and account for every possible “plotline” that may occur. Instead, the gamemaster is in charge of reacting to player choices — as they forge their own paths through the evolving world — and to suspenseful rolls of the dice when their output is required.

The open-ended nature of such a play style may be tricky to run without sufficient planning and creativity. Adventurers without purposeful motivations or clear directions from the gamemaster may wander aimlessly in a completely unfocused environment (needing more structure before becoming proactive); likewise, a disorganized or uninspired gamemaster may end up with a disconnected series of plot threads leading nowhere. Again, with some structured planning, these threads may eventually suggest a growing threat and unfolding drama (should the players be coaxed into following its leads). If structured with a modicum of care, the open-ended campaign should yield benefits for the players — one of which being a sense of purposeful attachment to the setting — and for the gamemaster — whose allowance for flexibility may surprise him as well as the players as new unplanned revelations come to light in play.

This chapter offers some guidelines and resources for developing plot hooks around player interests, and then expanding these into full adventures if and when players pursue them. As the emerging threads of adventures and the player actions suggest connections to new locations and unfolding mysteries, the gamemaster may develop these connecting threads into a larger campaign. A campaign links a web of adventures together into a larger unfolding drama. For example, a seemingly minor villain may escape from the players, only to emerge later as an empowered agent of a dangerous organization with global reach. In contrast, a seemingly significant “mastermind” may be defeated earlier than expected, to be later exposed as a mere pawn of a shadowy benefactor. A cheap artifact discovered as a side quest in one adventure may in the campaign's future reveal its true occult importance. A vague reference to a church called the Servants of Men may inspire players to pursue this lead as a hook in an unanticipated direction. And so on.

IS A SANDBOX STYLE OF PLAY MANDATORY?

There is no rule stating that the gamemaster must organize an adventure non-linearly (or his campaigns as a sandbox); nor is there any implied judgment regarding linear adventures. The game supports both linear and non-linear adventures. The tools provided here may also be applied to the creation of linear adventures (or their periodic inclusion in an otherwise open-ended campaign).



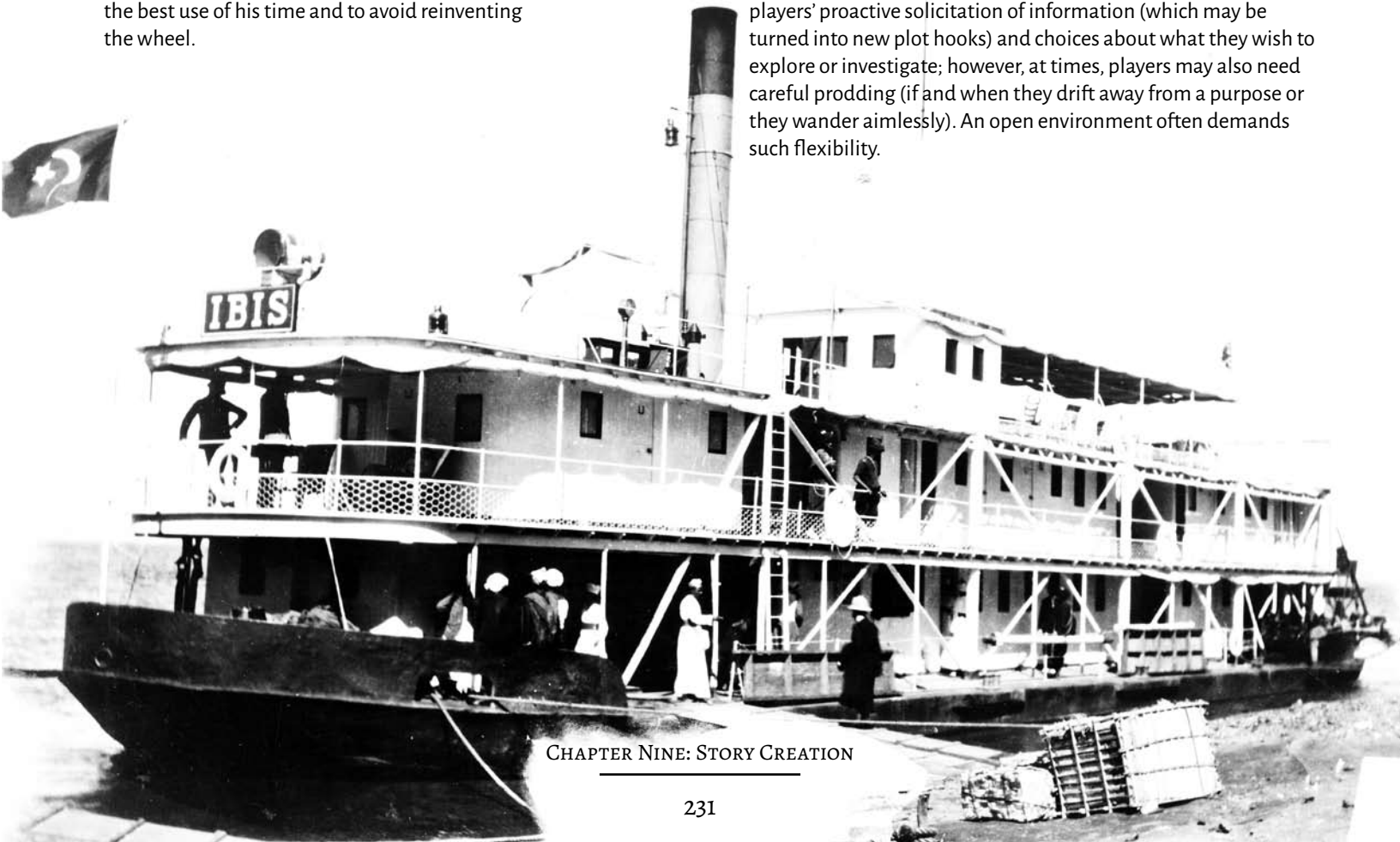
Running a Sandbox Adventure

While adventures each take a session or two to complete, a campaign may take dozens of sessions — or may continue indefinitely. If an adventure is somewhat akin to an episode in a television series, then a campaign is the season long story arc that reveals its mysteries as the episodes develop. However, the difference between a television episode and an adventure in *Raiders of R'lyeh* is that in the game's world the players decide which leads to pursue — and therefore which “episodes” to explore — as well as how they will react to the threats of the setting — and therefore which “plots” will emerge out of the players' crucial decisions.

Rather than scripting a story, the gamemaster creates the world's setting and triggers its conflicts, and it is the player who drive the game's “narrative” based upon the consequences of his actions.

Considering this allowance for player freedom, the gamemaster is encouraged to take note of the following best practices.

- The gamemaster outlines the big ideas of the setting, such as its key locations or set pieces, its big threats, and a few organizations that are relevant to the developing conflicts — noting that some of these ideas may evolve as the adventurers interact with the campaign's world.
- The gamemaster recycles, recombines, and reskins set pieces, character archetypes, and plot ideas, where appropriate, to make the best use of his time and to avoid reinventing the wheel.
- The gamemaster connects the players' backstories to the setting — when this is feasible to do so. Each developed character sheet reveals a player's interests in his chosen skills, special abilities, drives, circles of interest and essential natures. These character sheets provide opportunities for the players to share in the creation of the setting — as they each develop a unique background, motivations and supporting or adversarial connections. A player developing these elements is providing potential story seeds for the gamemaster to plant in the campaign world.
- The gamemaster organizes only as much material as is needed at the outset of a campaign (much of it in outline and shorthand forms), being aware that things may change. As players take control of their choices, the gamemaster will need to adapt to new directions and unanticipated choices.
- The gamemaster develops just enough content to be able to stay one step ahead of the players and to maintain a wealth of plot hooks in reserve. There is enough of this collected material to run the current adventure and to react to player choices regarding their next direction once the adventure's core challenge is resolved.
- The gamemaster asks the players at the end of an adventure or session (during downtime) about which direction the adventurers are pursuing in the next play session — giving himself enough time to adequately prepare the next adventure, from his outline of locations and ideas, in response to these choices.
- In an ongoing campaign, the gamemaster encourages the players' proactive solicitation of information (which may be turned into new plot hooks) and choices about what they wish to explore or investigate; however, at times, players may also need careful prodding (if and when they drift away from a purpose or they wander aimlessly). An open environment often demands such flexibility.





RAIDERS OF R'LYEH

ONGOING TIMELINE OF EVENTS

An adventure running as an open-ended or free form exploration or investigation assumes an ongoing timeline of events independent of the players. In other words, the antagonists of a designated location are presumed to be engaged in their varied schemes despite the actions of the players; if any adventurers enter the location, they are intruding upon these plans in motion. It is then up to the adventurers to formulate their strategies, to conduct any investigation, and to intervene with the situation (or not).

There are no planned scenes (though the gamemaster may anticipate the likelihood of some of them), only the eventualities prescribed in a timeline — should the players not engage with the inherent conflicts of the location. The resolution of an unchallenged timeline may result in a location's conditions changing. Perhaps an occult faction increases in power or spreads its influence into a neighboring area. Perhaps an unlucky witness — one who could have provided help to the adventurers at some point — is eliminated. Such resolutions and condition changes may then lead to a new antagonist scheme (with its own refreshed timeline). Note that some locations may not have a timeline at all, but instead just a general ongoing plot without a considered conclusion. In such cases, the status quo of the location remains as is, until the adventurers or some third party intrudes upon it and intervenes with its schemes.

As an example, Innsmouth's early history — taken from "The Shadow Over Innsmouth" — could be set to a timeline as Obed Marsh's cult challenges and takes over the townsfolk over a period of years. The timeline's resolution would result in the population being wholly subsumed into the deep one's collective. By 1910, however, the degenerate Innsmouth would have just an ongoing plot — involving the daily nefarious business of its devolved inhabitants — without any imminent change in its condition. This is not to say that an inventive gamemaster could not create a new timeline for the location! Perhaps Innsmouth is involved in some global conspiracy, in which deep ones are plotting the destruction of a colonial holding in the Pacific (a situation which could warrant a timeline of scheming minions interacting with other deep one strongholds throughout the world)?

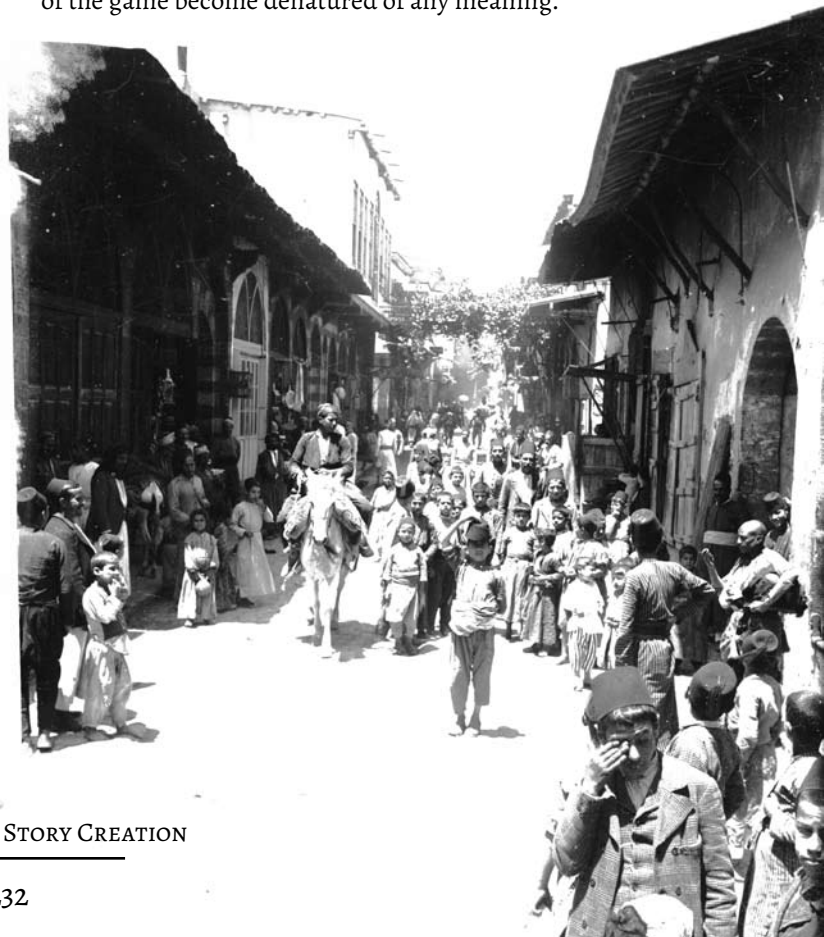
Given the open-ended nature of such adventures, the gamemaster will rarely predict how the players will interact with the outlined material. Though his planning should remain flexible and allow for improvisational interpretation (and especially for crazy schemes by the adventurers), there should be just enough structure for contingencies and unanticipated rabbit trails.

DANGERS OF THE SETTING

In *Raiders of R'lyeh*, adventurers are mortal while their enemies are often stronger (or more knowledgeable or powerful). There is no guarantee that a particular enemy can be overcome with brute force, or that every combat encounter is survivable, and the gamemaster is free to remind players of these facts. In other words, an open-ended setting can get players into trouble quickly.

Communication is key, and adventurers should be encouraged to strategize escape routes, facilitate negotiations, plan intrigues, invent alternate solutions (e.g., stakeouts, confidence tricks, use of hirelings) or otherwise use their wits to overcome uneven odds. Even if combat ensues, the gamemaster may consider outcomes other than death (e.g., capture — followed by jailbreaks; sudden flights — followed by wild chases through treacherous terrain and local habitations; surrender — followed by interrogations), or at the very least the deployment of minions who are more easily overcome by the adventurers in a straight-up brawl. Also consider that some mythos enemies may have more nefarious reasons to keep their victims alive (e.g., sacrifice, torture, questioning, feeding to their brood), potentially allowing time for last ditch efforts at survival.

That said, the gamemaster is the final arbiter in situations where players have been given fair warning. Though he should be amenable to daring creativity, he should also allow for the consequences of rebellious or risky choices. In other words, characters may die, and the gamemaster should allow for this eventuality and inclusion in the setting's ongoing and unfolding plot. The possibility of death provides weight to a setting, and without its overhanging threat, the overall stakes of the game become denatured of any meaning.



Determining the Central Threat

The first step in organizing a campaign setting is determining the nature of each location's central threat (or the central threat affecting a number of locations).

The **CENTRAL THREAT** may be a human or supernatural enemy, or some inhuman or impersonal force. Some questions to consider:

What does the central threat want?

How does it go about obtaining this want (and does it employ minions, agents, helpers, sympathizers, and so on, in this mission)?

How does this want affect the area and its inhabitants?

What happens if the threat gets what it wants (and what evidence will it leave behind of its activity)?

Who is most affected by this threat (either directly or tangentially)?

How does the central threat — especially a mythos or criminal one — conceal its activity from the workaday world, and what kinds of resources — both human and supernatural — does it employ to effectively achieve this concealment?

Generating Plot Hooks

A **PLOT HOOK** is a type of lead — either suggested to the adventurers by the gamemaster or directly solicited by the players — which points to a location and its potential adventure.

A plot hook for any given location is best developed using the adventurers' stated interests, connections and circles of influence, but this is merely a suggestion and not necessarily required for every situation. A plot hook may take one of many forms.

1. The plot hook is presented through a circle of influence.
2. The events of a location appear in an obscure newspaper article, as a strange unresolved mystery.
3. The plot hook is collected together with other seemingly random plot hooks, as part of another investigator's scattered notes or rambling journal.
4. An individual or organization "in the know" and with a secret agenda feeds plot hooks to the adventurers as part of an ongoing mission.
5. The adventurers are hired by a third party — someone with a vested interest or connected by profession or by blood to a person intimately involved in the conflict.
6. A missing person, connected to the location, is related to one of the adventurers.
7. The adventurers just happen to be traveling in a location when they come across a witness or a secondhand rumor, or inadvertently stumble into a situation.

The last two suggestions are one-offs; plot hooks such as these may work at the outset of a campaign, but wear thin quickly when repeated coincidences occur to the same protagonists. How many times can an adventurer just happen to stumble into a wild adventure or into a mythos conflict? However, by connecting the adventurers' circles of influence to the dramatic situations, the gamemaster may more easily generate a replenishing source of hooks without straining credulity.

Additionally, in an ongoing campaign, new plot hooks may suggest themselves in the interconnecting threads between locations, or in the insights made by adventurers about their own characters and connections. Adventurers may end up following a missing person's breadcrumbs or a mysterious trail from one location to another, fulfilling an owed favor for a former connection, or participating with an investigating organization, and so on.

To generate a strong plot hook, the gamemaster must consider what the adventure is about (see "Plot Ideas").





RAIDERS OF R'LYEH

DEVELOPING A CENTRAL THREAT (AN EXAMPLE)

The gamemaster decides that a remote Kentucky town has been infiltrated by mi-go. The mi-go are manipulating a growing war between local families and an exploitative industrialist company.

Based on some quick research about Kentucky mining towns at the turn of the century, and based on other suggestions in Lovecraft's "The Whisperer in Darkness," the gamemaster adds a few more elements: a company town built by the mining industry that employs and houses the locals; a concerned investor; warring factions (two ruling local family clans and the investor's strikebreakers); and an artifact of occult or legendary value.

Going through his checklist of central threat questions, he comes up with the following.

Central threat: A colony of mi-go invading the hills above the mining town.

What they want: They're mining for fragments of an alien meteor — a rare black rock — to be used for some infernal purpose (possibly as an energy source for their technology, or as an ingredient in some nefarious mythos ritual); they may also be hoping to recover a legendary object of occult power rumored to be hidden in the hills.

How the area and its inhabitants are affected: The locals have witnessed recurring strange phenomena in the hills and are in fear for their safety; a few key personnel have gone missing; one family is threatening to organize a strike unless working conditions improve and an investigation into three missing persons is carried out; an investor is losing time and money while locals become more hostile to the encroaching company and the potential dangers in the area.

What happens if the mi-go get what they want: They will eventually abandon the hills after stripping it of its resources, leaving behind an alien radiation that will infect the water supply and deform the populace over several generations — but not before sacrificing seven humans to an Ancient One as a means of appeasement; a devoted investigation into the event will eventually uncover legends about similar colonies throughout the world (and several theories about what may happen if the alien visitors obtain enough black rock).



MI-GO MINION

Who is most affected: Anyone living in the company town is immediately threatened, while relatives of the involved families are also concerned; the family members of the missing persons; the investor, who has time and money to lose (as well as any shareholders in the company).

How are the mi-go concealing their activities: They've done a poor job so far, considering the town is on the edge of an internal war and threatening a full-blown investigation; however, the mi-go may be able to replace a few key family members with impostors who may quell the town's suspicions, or, failing that, shift blame for the missing persons onto the company (the mi-go can manufacture duplicates of the victims, and place their corpses in such a way to make their deaths the results of company malfeasance).

The gamemaster considers generating some plot hooks based on his players' circles of influence, and finds the following plot hooks may be possible:

INTELLIGENCE NETWORK: The owner of the company town is hiring private detectives from outside the community to go undercover and to investigate the disappearances of the local town's folk (and to report on any potential strikes or other threats).

OCCULT (OR ACADEMIC) NETWORK: There has long been a floating rumor about an ancient artifact of occult power buried in the hills of Kentucky; a fellow Mason or professor (or friend of a friend), known for his outlandish conspiracies, has somehow connected the legend to the disappearances reported in the local newspaper.

MILITARY (OR BOHEMIAN) NETWORK: There may be a publishable story of company corruption, strikebreaking, and interfamily war in the hills of Kentucky (for the journalist looking for a sensational scandal or tale of injustice).

Plot hooks connected to the other circles of influence are certainly possible with a bit of creativity.

PLOT IDEAS

1d12	Plot Type	Plot Type
1	Assault Operation	Prison Break
2	Big Heist	Relic Hunt
3	Catch Them If You Can	Rescue Operation
4	Circle the Wagons	Restoring Order
5	Clock is Ticking	Sabotage Operation
6	High and Low	Scouting Mission
7	In Media Res	Smuggling Operation
8	Kick the Hornet's Nest	Sting Operation
9	Matters of Diplomacy	Terra Incognita
10	Morning After	Tomb Raid
11	Mystery	Twilight Zone
12	Pandora's Box	Who's in Charge Here?

OBJECTIVES, RESOLUTIONS AND MILESTONES

Rather than scripting a linear story which the players must recreate, the gamemaster should instead: create a dramatic situation that demands the players' interests; anticipate a number of logical objectives and resolutions for the players to achieve in the adventure; allow the players to go about solving these objectives creatively; remain flexible to the players' free agency; and, react to the players' choices as they forge their own paths through the evolving setting.

A **PLOT** is situational, fluid and dependent on player choices. It emerges out of the choices players make as they engage with the various conflicts and intrigues seeded by the gamemaster.

OBJECTIVES are the various goals the players should strive to accomplish to reach an adventure's (or campaign's) successful resolution, and **RESOLUTIONS** are the logically possible conclusions to an adventure (or campaign).

Players may fail to accomplish all of an adventure's objectives (or may solve them in ways unanticipated by the gamemaster or by a scripted adventure), but there should be at least one possible resolution met to conclude the adventure (whether the resolution is one anticipated by the gamemaster or one resulting from player agency).

A **MILESTONE** is a bigger, campaign-wide objective — which may be personal to a specific character (or based on one of his drives or bonds), or based on an ongoing mystery or conflict. The resolution of a milestone generally signals a new direction in the campaign, the revelation of a major secret, the dramatic change in a character or his mission, or some form of catharsis. Milestones may or may not occur in a given adventure.

Plot Ideas

ASSAULT OPERATION

Players must analyze a military or otherwise hostile target (perhaps using a map or other gathered intelligence), develop an informed strategy, and outright attack the enemy or stealthily invade its territory. The enemy is most likely entrenched in a fortified area (e.g., a military compound, a secluded castle, a gang hideout, a cultist stronghold, an Ancient One lair, an isolated village, an enemy-occupied neighborhood), with superior forces, allies, or minions.

BIG HEIST

Players must plan and execute a heist or an escape, typically taking place in a heavily secured area with patrols and other failsafes (e.g., a Turkish prison, a sorcerer's tower, a government warehouse, an industrialist's fortified estate, an armored train, an ocean liner populated with undercover detectives, a dirigible protected by private security, an armed escort, a state-of-the-art bank vault). For some heists, players may have to recruit specialists to overcome some of the mission's more unique obstacles.

CATCH ME IF YOU CAN

Players must catch a retreating enemy (e.g. an escaped convict, a fleeing creature, a minion now in possession of a powerful occult tome and rushing back to safety) before it reaches its native nation, underground bunker, home dimension or protected lair. If the enemy succeeds, then it may be difficult if not impossible to catch the enemy once it has retreated, and the setting will invariably become a more dangerous place. In some cases, the enemy is hiding in a specific area or bolt hole until the time is right for it to make its escape (allowing the players some time to investigate its whereabouts before it makes its final run).

CIRCLE THE WAGONS

Players must defend an area against an overwhelming enemy (e.g., a zombie horde, deep one invaders, local bandits). Given enough preparation time, players may fortify the area, train the defending populace in warfare, gather extra equipment, or use the environment to one's advantage (e.g., setting booby traps, creating bottlenecks). Internal strife and intrigues may cause complications: increasing paranoia; religious fanaticism; votes for leadership or sacrifice; threats of a traitor, mole or body snatcher in the group; or, an outright fight between bickering factions.

CLOCK IS TICKING

Players must overcome a challenge or solve a mystery within a given time frame — or else suffer dire circumstances. Perhaps an anarchist's bomb will explode at a given hour, or an infernal creature will devour the players or their allies on a given day.



RAIDERS OF R'LYEH

HIGH AND LOW

Players must search “high and low” — through careful investigation — to find a missing person (or people). Some kind of trail is left behind (e.g., a journal with clues, witness accounts, a cryptic message, a ransom note) by the victims, the witnesses, or possibly the abductors. As an added complication, the missing person is related to a powerful figure — someone capable of creating added political or media tensions or of drawing unwanted attention or third parties to the situation.

IN MEDIA RES

Players at the outset find themselves in the middle of an adventure (the details of which may be filled in with backstory) or of an already compromised situation (from which they must now figure out how to extricate themselves). For an added complication, see “Morning After.”

KICK THE HORNET'S NEST

While traveling, exploring or conducting another mission, players happen upon an apparently unrelated dangerous situation (e.g., a secret group engaged in some illicit or dangerous operation, a secret nest of criminals, an illegal archaeological dig, a warlord and his bandits preparing for an invasion, a mi-go or deep one colony). Now they must decide whether they should retreat entirely, intervene, or attempt to warn the authorities or any potential victims. For added complications, perhaps the authorities are actually allied with the new threat, or perhaps the players' patron knew about the new threat and was secretly setting up the players.

MATTERS OF DIPLOMACY

Players must accomplish a very important negotiation, establish critical political or trade relations, win a high-stakes game played by members of High Society, or conduct a business deal of great importance — and most likely against powerful and connected opponents, and in a hostile territory where the players are at a social and physical disadvantage. Most likely, the players must attempt to navigate secret agendas, shadowy intrigues, and foreign customs without offending the wrong party or looking idiotic. Oftentimes, the players (and enemies) will have a secondary and secret agenda (e.g., Big Heist, Mystery, Relic Hunt, Rescue Operation) underlying the diplomatic objective.

MORNING AFTER

Players at the outset find themselves in the middle of an already compromised situation and must figure out how and why they got into the predicament in the first place. Because the adventurers have no recollection of how they arrived at this moment (perhaps they were drugged, or had their memories erased, or are suffering from some sort of delusion or madness), they must now solve the mystery of their past actions in order to overcome the current challenge.

MYSTERY

Players — through careful investigation — must find the answer to a mystery (e.g., the identity of a killer, the location of a missing artifact, the explanation for a strange occurrence).

PANDORA'S BOX

Enemies attempt to release or summon something dangerous into the world (e.g., a quarantined disease, an inconvenient truth or damning evidence, an otherworldly entity), and the players must stop the event from happening. As an added complication, the solution to the problem involves a terrible compromise (e.g., the sacrifice of an innocent, a pact with an evil third party, an extortionist ransom).

PRISON BREAK

Somehow, players or their allies have ended up in a prison, and they must now escape (also, see “Assault Operation”). As an added twist, perhaps the adventurers wish to be captured, as the prison proves to be a place to gather strange rumors, crucial leads, fresh plot hooks, or unlikely allies. The prison itself may be more than just a building (e.g., an island owned by a demented doctor conducting cruel experiments, a pocket dimension ruled by a sorceress and her foul minions, a walled town overrun with deep ones who have cut off all communication and travel to the outside world).

RELIC HUNT

Players must overcome treacherous obstacles and enemies in order to locate an object (or sometimes an animal) of inestimable value.

RESCUE OPERATION

Players must must analyze a hostile situation (perhaps using a map or other gathered intelligence), develop an informed strategy, and rescue a third party (e.g., church missionaries, captured soldiers, slaves of a colonial holding, victims of human trafficking, innocents sentenced to sacrifice). Perhaps the players are hired by a powerful patron, or are contacted via a crackly distress signal, divinatory dream, or cryptic telegraph message. As an added complication, the rescue is in actuality a trap (or perhaps the players are the intended targets). Also, see “Assault Operation.”

RESTORING ORDER

Players must secure an area that is under hostile control. Sometimes the task requires the elimination of one instigator (e.g., a gang lord, a cult leader, a political rival) or of dangerous information, while other times the mission requires an ongoing effort over the course of several adventures (e.g., establishing a viable business or working infrastructure in an otherwise chaotic territory).

SABOTAGE OPERATION

Players must analyze a target (perhaps using a map or other gathered intelligence), develop an informed strategy, stealthily invade the enemy's territory, and cripple or outright destroy its infrastructure. Also, see “Assault Operation.”

SCOUTING MISSION

Players must work surveillance (e.g., using disguises or false identities, going undercover, employing assets), and in general gather information about an enemy — all without being discovered or getting involved in their affairs (beyond the parameters of the mission). As an added complication, the enemy suspects danger and is using some form of counter-intelligence measures.

SMUGGLING OPERATION

Players must develop an informed strategy to move contraband illegally through a foreign territory. For some operations, players may have to recruit specialists to overcome some of the mission's more unique obstacles. Also, see "Big Heist."

STING OPERATION

Players must develop an informed strategy to lure criminals into a trap — the aim of which may be to draw them out from hiding, to incriminate them, to observe them, or possibly to blackmail them.

TERRA INCOGNITA

Players must enter a (typically unmapped or politically compromised) territory, to either explore it, to map it, or to clear it of danger and make it safe for other people (see "Restoring Order"). The area is typically populated with dangerous opponents (e.g., Belgian Force Publique, hostile natives, violent warlords, unearthly creatures) and obstacles (e.g., virulent diseases, treacherous country and climate, man-eating creatures) — and the players are typically accompanied by various hirelings serving as guides and extra manpower.

TOMB RAID

Players must develop an informed strategy to enter and explore a dungeon or other claustrophobic environment — hopefully to retrieve an object of inestimable value. All manner of situations may complicate the raid, including guardians or third parties who are also in pursuit of the treasure (or who have already claimed it and set traps or an ambush for the players).

TWILIGHT ZONE

Players at the outset find themselves in the middle of an inexplicable and possibly supernatural situation (e.g., Yith extraction, time loop, super sargasso, house in the borderlands, dreamlike unreliable reality), and must figure out how and why they got into the predicament in the first place — and how to escape from it. Also, see "Morning After."

WHO'S IN CHARGE HERE?

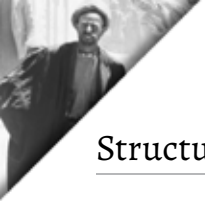
Players are in charge of some kind of operation (e.g., a plantation in a colonial holding, a fortified embassy in enemy territory, a front organization secretly serving as a criminal safe house), and must keep its day-to-day routines going until reinforcements or replacements arrive. Most likely, the players lack the requisite knowledge for the operation, and are struggling against the odds. The situation may at some point devolve into a bigger conflict (e.g., Circle the Wagons).

USING PLOT IDEAS

Plot ideas are loosely defined, and may be layered or stacked together in interesting combinations (e.g., Smuggling Operation and Terra Incognita, Matters of Diplomacy and Assault Operation). Or, players may start out with one type of mission (perhaps a Mystery), only to have it suddenly turn into a very different and more pressing type of mission (e.g., Circle the Wagons, Twilight Zone).

Though the topic is not covered in detail here, the gamemaster may also consider experimenting with subplots and multiple points of view. For example, players could temporarily control alternate characters (not their own) in a prologue, dream sequence, or occult vision, or be allowed to take over the actions of a hireling for a specific scene.





Structuring an Adventure

An adventure's structure is based on the specifics of the setting and how the characters are currently interacting with it.

When an adventure becomes focused on the room-by-room (or area-by-area) exploration of a specific architectural or geographic space, then a **CRYPT CRAWL** structure (also known as a "dungeon crawl") may be the best tool — one which indicates each significant area and its geographic relationship to other areas, as well as the physical routes or corridors by which the characters may navigate this map.

When an adventure becomes focused on the discovery of leads pointing to other locations or people (not necessarily in the same geographic space), then a **CLUE WEB** structure may be the best tool — one which indicates each possible discovery (such as a location to visit or a person to interrogate) and its relationship to the other discoveries in the web, as well as the leads by which the characters may navigate this information network.

A **LEAD** is a special type of clue that reveals to the adventurers something significant — such as a new location or an important NPC — that they may then follow and investigate. Players love finding leads in an investigative adventure, because each lead acts as a form of reward for good role-playing, and because it opens up a new avenue of the setting for exploration.

With a crypt crawl, the location may have one or more objectives — a secret room, a hidden adversary, an important clue, and so on — for an adventurer to find. In some cases, a location may be seeded with multiple potential conflicts allowing for the players to define their own objectives.

With a clue web, the network may have one or more revelations — a perpetrator's identity, an important address, a previously hidden lead, a hideout's location — for an investigator to discover. In some cases, an information network may be seeded with multiple potential clues allowing for the players to pursue the most intriguing leads.

In a crypt crawl the gamemaster may describe a room of a house to the players, with several potential compass directions for them to explore — such as a door in the north landing, two doors in the east wall, and a darkened stairwell leading down into a basement. Incidentally, there may also be a secret passage hidden behind a bookcase located on the west wall, if a thorough search of the room reveals this to the players.

In the crypt crawl, the adventurers choose a cardinal direction to explore (e.g., the landing door in the north, one of the two doors in the east wall, the darkened stairwell leading down, the secret door in the west wall — if it's discovered), based on the information provided in their current space.

In contrast, in a clue web, the gamemaster may describe a crime scene to the players (as just one example), one in which the adjacent rooms are less relevant than the leads discovered at the scene. After a thorough search of the area, the gamemaster may reveal to the players a ledger with an address inscribed on its inside cover (lead no. 1) and a matchbook from a restaurant (lead no. 2). Additionally, there may also be an especially helpful third lead (lead no. 3) discovered with the proper analysis of the area's muddled footprints — if a successful skill check reveals this to the players — as well as a few other relevant clues.

In the clue web, the investigators choose a node (e.g., a location) to investigate (e.g., the address in the ledger, the restaurant which originated the matchbook, the secret lead — if it's realized), based on the clues discovered at the current node.

In *Raiders of R'lyeh*, a crypt crawl works best when it provides an adequate focus — meaning the players have one or more goals in mind outside of wandering aimlessly through an environment — and when it offers meaningful choices within the confines of that environment — meaning the players don't feel confined to a single route or, worse, blocked by a dead end or an unlucky Detection check (such as one hiding a secret door essential to the progress of the exploration).

Likewise, a clue web works best with an adequate focus and meaningful choices. Just as with the crypt crawl, players should have one or more goals in mind in their investigation, as well as multiple paths — or leads — for achieving these revelations; they shouldn't feel confined to a preordained plot or blocked by an unlucky investigative skill check (such as one hiding a revelation essential to the progress of the investigation).

DUNGEON/CRYPT CRAWL EXAMPLE

KEY*	ROOM
1a	Entrance hall (secret crawlspace through chimney)
1b	Cloak room
2	Moldering library
3	Servant's hall (Lihao's bed)
4	Kitchen and pantry
5	Scorched landing
6	Emptied drawing room (occult symbols)
7	Butler's pantry
8	Dining room
9	Reception room (ceremonial storage)
10	Landing well and debris
11	Weapon cache
12	Storage cellar and moldering crates (12 makeshift beds)
13	Secret chamber (occult symbols) and crypt

*See adjacent map.

CLUES VERSUS LEADS

Clues are hidden pieces of information scattered throughout an adventure. Not all clues are essential to the successful resolution of an adventure, but each should provide some form of reward to the player who finds it — whether this reward is an insight about the nature of an enemy, a revelation about an adventure's central mystery, or a lead to a new node.

A lead is a specific type of clue that points the player to a new location, character, or event. In some way, a lead between nodes (in a clue web) acts like a corridor between rooms (in a crypt crawl). By mapping an adventure's clue web, the gamemaster may check to make sure that enough leads are provided for the players to navigate its central mysteries. Once the gamemaster maps these essential leads during the development of a clue web, he may then overlay additional — but nonessential — clues which provide new insights about the adventure's central mystery, critical information concerning its hidden threats, or other advantages for the players who find them.

A typical adventure may employ multiple game structures, with each serving a specific need. A clue web in a remote village may eventually lead adventurers to an abandoned castle (which itself is structured as a crypt crawl). In contrast, a crypt crawl may be littered with clues, some of them providing leads to a broader clue web. Most adventures also include opportunities for combat (another type of game structure), and some include suggestions for chases.

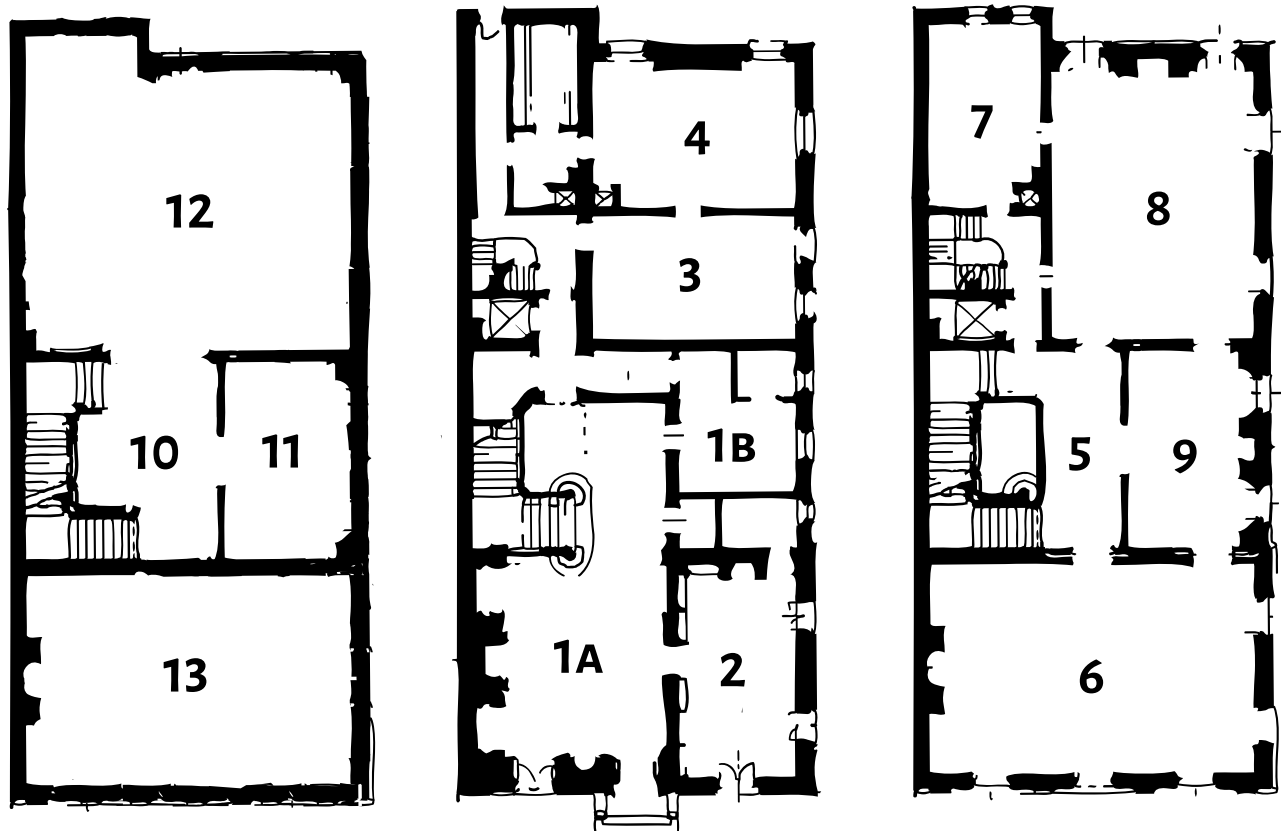
Other structures are certainly possible, such as hex map explorations and traveling (using random encounters) — which are briefly discussed in the “Movement, Exploration & Encumbrance” section of the “Game Mechanics” chapter. Unique structures may be developed as adventures suggest them. For example, a Limehouse adventure may include a mini-game for Fan-Tan and gambling. Or, an adventure aboard a merchant vessel may include a structure for the day-to-day progress of a steamer mission.

MAPPING AN ADVENTURE

Crypt crawls are mapped with geographic areas connected to each other by paths (e.g., corridors, trails, doors, other physical spaces), and often contain important locations or set pieces to be found.

Clue webs are mapped with nodes (e.g., locations, people, other secret destinations) connected to each other by leads, and often contain important revelations to be discovered.

MARSTEN HOUSE AND CULTIST HIDEOUT (DUNGEON/CRYPT CRAWL EXAMPLE)





RAIDERS OF R'LYEH

CREATING A CLUE WEB

A clue web is an organizational map that shows the interconnecting nodes of a scenario. With it, the gamemaster may more easily check the various leads in the adventure and the paths of investigation and exploration available to the players. As a diagram, it also provides a quick reference in lieu of reading through a dense layer of text.

A **NODE** may be a key location full of clues or a character with important information. It may be an abstracted area, such as a network of streets full of random encounters. It may be an entire hex or crypt crawl, each with its own hex or location map keyed by area or room. A node may be another adventure entirely (creating a path into a larger campaign) or it may even contain its own interior clue web.

A basic clue web has a beginning (or **INTRODUCTORY NODE**), the node at which the players are introduced to the network with a hook of some sort, several other nodes in its network connected by various leads (provided to the players or found by them with clever investigation and exploration), and one or more **OBJECTIVES** (with an objective being a **CONCLUDING NODE**, revelation or other information which the players hope to find). Additionally, one or more **SECRET NODES** — each providing helpful additional information if the players are able to find them — may be included.

NODE KEY EXAMPLE*

No. 1	Introductory node
No. 2	Town square
No. 3	Abandoned sheriff's post
No. 4	The Derrickson Hotel
No. 5	Marsten house and cultist hideout (crypt crawl)
No. 6	Old marsh (hex crawl) and refinery (crypt crawl)
No. 7	Sacrificial stone (potential concluding node)
No. 8	Blue Lantern in Limehouse (separate scenario)
No. 9	Thirteen Factories in Kwangchow (separate scenario)

NPC ENCOUNTERS

NODE	POTENTIAL ENCOUNTER
2	Town populace
2 to 4	Mr. Derrickson (Derrickson Hotel proprietor, potential ally)
5 or 7	Lihao (cult leader)
any	Lihao's cultists
5	Marsten (sorcerer)
6	Swamp inhabitants and shanties
6	Reanimated dead
6	Shoggoth (possibly mimicking human likeness)

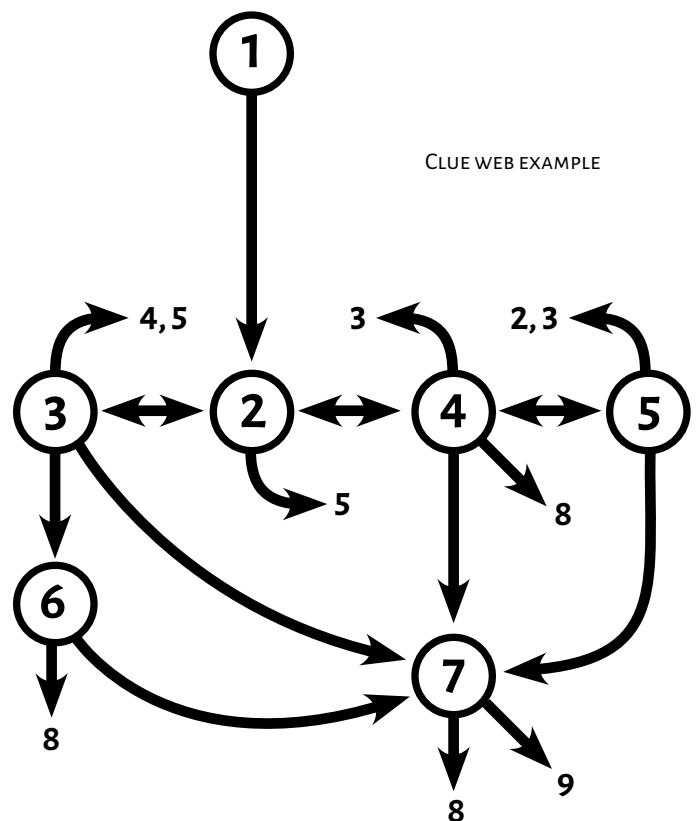
*See adjacent clue web.

Though the adventurers navigate a clue web according to their own proactive choices, it is the gamemaster who determines the parameters in which they do so (by designing the various paths and information available to the players). A clue web should provide enough structure so that players understand their choices, but also enough flexibility so that the gamemaster may adapt the node network to unanticipated creativity.

A lead in a clue web is made apparent to the players in various ways. The easiest and most obvious lead is provided for free by the gamemaster, once the players enter a node. An example of such a lead would be one provided as a plot hook. Sometimes, several of these “freebies” are provided once an introductory node is adequately explored by the players.

It is often a good idea to give the adventurers a few leads — and therefore options — at the outset of an adventure. Such choices are fun for the players, provide various routes by which they decide how to navigate the adventure, and engage the players with strategic planning.

A gamemaster may also provide a suboptimal lead in each essential node as a default path, for those players failing to obtain any better-won leads. Other types of leads are provided in the “Lead & Clue Types (most common types)” section.



LEAD & CLUE TYPES (MOST COMMON TYPES)

Note that these categories are numbered, for the gamemaster wishing to roll for ideas when designing an original clue web, or to roll for redundant clues for a preexisting scenario.

1. **Network:** The lead or clue is obtained by tapping into one's circle of influence — using Influence — or by otherwise petitioning an organization or faction for help. Network leads also originate from patrons, allies, contacts, enemies, rivals, hirelings, and other associates of the adventurers. Sometimes a connection or a known expert — one with an especially unique specialization or critical piece of information — may need to be consulted or persuaded somehow. Network leads provide opportunities for third parties and their minions to enter the adventure — especially if a rival faction is also attempting to resolve a similar objective.
2. **Archive:** Archives include museums, universities, libraries, newspapers, and various other locations where detailed records are kept. An archive lead or clue is most often discovered with Research, but a creative player may try other means (such as petitioning a competent connection or bribing a relevant official). Archive leads are not always anticipated by the gamemaster in the design of a clue web, though players may suggest them in play nonetheless (e.g., asking if the town has a local library that may provide some useful information). Though one may assume that some locations — such as those found in a wilderness — lack opportunities for archive clues, a clever gamemaster will invent adequate sources (e.g., the adventurers must break into the tent of a field archaeologist wherein her complete dig notes are kept under guard).
3. **Rumor:** The lead or clue may or may not be true, or may be purposely misleading (a reality with the other clue types as well, but especially relevant here). Some rumors are obtained with Streetwise, and often from disreputable sources or unreliable witnesses, though they may also be gifted by connections, or otherwise obtained through an interrogation or with the creative application of a social skill (e.g., Etiquette, Seduction, Intimidation). Some rumors take the form of scandalous, sensational or cryptic newspaper headlines (or otherwise mundane snippets dogeared and annotated by a frenzied third party). Though rumors most often provide incomplete information, their leads still provide dramatic and suspenseful opportunities for the adventurers.
4. **Object:** The lead or clue is discovered through simple observation or with Detection, either in plain sight or with a bit of simple investigation. Ledgers, diaries, cargo crates, shipping manifests, postage, matchbooks, and other such objects may all provide specific names or addresses pointing to a relevant node.
5. **NPC:** The lead or clue may be obtained from an assortment of potential friends or enemies (or otherwise insignificant bystanders or in-over-their-heads witnesses). An NPC may show up once and then disappear from the adventure, or may prove to be a useful wealth of information or source of assistance. NPCs are also capable of lying, obfuscating, setting traps, betraying, or moving from node to node (or of being a key node themselves). Additionally, a talented or dangerous NPC who fails to be recruited by the adventurers may end up in the employ of an enemy (or vice versa).
6. **Surveillance (or Reconnaissance):** Surveillance or reconnaissance leads are discovered through tailing or tracking suspects, planning stakeouts, spying (sometimes with the use of local assets), and running sting operations, among other options. Such leads are often affected by the timeline of the enemy.
7. **Puzzle:** The lead or clue is only partially revealed, and must be combined with other components or made apparent through some form of translation or decryption. The puzzle may be something as simple as a map fragment or ancient script, or as complex as a magical device with an arcane encryption. A puzzle piece is sometimes found in the hands of an enemy (who is likewise seeking a missing component possessed by the adventurers). Similarly, an expert may hold the key to unlocking a puzzle (and therefore be in considerable danger from forces wishing the information to either be revealed or remain concealed).
8. **Expertise (use of an adventurer's skill):** The lead or clue is obtained with a skill check (e.g., Knowledge, Science, Forensics, Detection). The lead may provide a significant advantage to the investigator, but may also be tricky to acquire if the skill check is botched.

The gamemaster should look for opportunities to connect the acquisition of leads and clues (as well as other challenges) to the essential natures of the player characters. If an outsider shines when surviving a weird encounter, then perhaps a rumor can be earned during such an event. Likewise, if a tough shines when roughing up a suspect, then such an opportunity may present itself with an NPC hiding a significant lead. See “Essential Nature” in the “Character Creation” chapter for more.

**CREATING LEADS**

A clue web should be layered with opportunities for the discovery of leads. However, not every seeded lead or clue in a scenario will be found by the players — nor should this be expected. The reason for layering the nodes with potential clues is that players are liable to find at least one path of exploration, even if this path is a less optimal one. Note that “less optimal” does not mean “less fun,” but rather less advantageous to the adventurers. When designing or analyzing a scenario’s structure, it is often a good idea to consider the following guidelines.

Redundant leads — using a variety of clue types — provide similar information about a particular path. A node may include one lead with the roll of a Knowledge check, or failing that, another similar lead offered by a duplicitous NPC. In the former case, the resolving of the skill check puts the information in the adventurers’ hands quickly, while in the latter the same information is still acquired but only with some time and effort and the possibility of involving a third party — which could prove detrimental later in the scenario. The gamemaster may even layer in a third potential surveillance lead (e.g., allowing the players to tail a suspect). Redundancy ensures that essential information flows to the adventurers, regardless of any one failed skill check.

A character-focused and tiered clue (see “Using Skill Levels” in the “Skills” chapter) provides information especially catered to the adventurers and their skill sets. For instance, partial information may be provided without a skill check to the player with expertise in the given skill; however, more elaborate detail is revealed only with a followup (successful) skill roll. This is not to say that every node must be made to match the proficiencies of the players’ characters — nor would this be an ideal. But allowing opportunities for each adventurer to use his unique areas of expertise — at least once in a scenario — is a good way to connect the players to the setting in a meaningful way.

Scenarios should be designed around failures (i.e., failed skill checks) as much as they are around successes. In other words, when rolls are failed, interesting consequences should occur (rather than just no consequences). A failed opportunity may result in the antagonist moving one step closer to achieving his goals, or in his minions intercepting the adventurers, as just a few examples. Failed opportunities also engage the players with more dangerous paths (such as those suggested by redundant leads).

Some adventures are layered with random encounters or subject to a timeline. Random encounters may provide more opportunities for acquiring clues or for otherwise interacting with elements and characters relevant to the adventure’s central threat. A timeline of events that trigger at specific intervals may inspire more dramatic consequences for failure (and more opportunities for engagement with the scenario’s conflicts).

AVOIDING CHOKE POINTS

When developing a clue web, it is important to balance the adventure’s structure with enough choices so that players don’t run into choke points — which may happen if all the forward progress of an adventure relies on a solitary skill check. To counteract this, the gamemaster may use redundant leads, character-focused and tiered clues (using skill levels), interesting consequence for failure (and the design of clue webs around failed skill checks), and some common sense preparation. As more advanced options in an adventure, timelines and random encounters (also seeded with redundant leads) may prove useful. Additionally, a clue connection table — outlining the essential leads in an adventure and their connected nodes — provides a quick and helpful references for the gamemaster (in both the design and the execution of the adventure).

EXAMPLE OF LEADS (FROM NODE 4, “THE DERRICKSON HOTEL”)*

LEAD	TYPE	OBTAINED FROM...	LEADS TO...
Missing sheriff...	Rumor	Mr. Derrickson	Abandoned sheriff's post (node 3)
Abandoned mansion...	Rumor	Mr. Derrickson	Marsten house (node 5)
Strange occurrences...	Rumor	Mr. Derrickson	Sacrificial stone (node 7)
Cultist ledger	Object	Hidden in room 5	Marsten house (node 5)
Cult hideout	NPC	Cultist in room 5 (interrogation)	Marsten house (node 5)
Overseas shipments	NPC	Cultist in room 5 (interrogation)	Blue Lantern in Limehouse (node 8)
Cult activity	Surveillance	Shadowing cultist in room 5	Sacrificial stone (node 7)
Derrickson's corpse	Forensics, Knowledge or Science	Hotel cellar	Marsten house (node 5)
Note in corpse pocket	Object	Hotel cellar	Abandoned sheriff's post (node 3)

*See “Creating a Clue Web.”



APPENDIX: SOURCE BOOK

BOSTON POLICE DEPARTMENT HIERARCHY (EARLY TWENTIETH CENTURY)

Position	Headquarters	Bureau of Criminal Investigation	First Division (of 16 total)
Board of Police Commissioners	4 civilians and retired officers	—	—
Superintendent (equiv. to Chief of Police)	1	—	—
Superintendent of Intelligence Offices	—	1	—
Deputy Superintendents	2	—	—
Chief Inspector of Police	1	—	—
Chief Inspector of the Bureau of Criminal Investigation	—	1	—
Inspectors of Police	2	3	—
Assistant Inspectors of Police	—	1	—
Captains	8 (one being Property Clerk of HQ)	1	1
Lieutenants	2	—	2
Sergeants	3	—	3
Inspectors (detectives)	—	20	—
Patrolmen	—	7	85 (10 plainclothes)
Reserve officers, clerks, civilians	5 clerks, 12 civilians	4 reserve officers, 5 clerks	10 reserve officers, 2 clerks

Special Positions: Clerks (e.g., Property Clerk, Clerk to the Superintendent of Police, Clerk to the Board, Chief Clerk of the Department), Telegraphers, Patrol Drivers (one-horse carriage with wooden wheels and canvas roof), 1 Chauffeur (civilian with patrol automobile), Coroner (civilian), various civilian assistants and consultants, 1 Harbormaster (at the rank of Deputy Superintendent) at Eighth Division only, Patrolmen (on foot, on bicycle, and mounted)

ARKHAM POLICE DEPARTMENT HIERARCHY (AS OF 1910)

Position	Numbers
Town Council (Board of Selectmen)	5 to 7 old money family members
Police Chief	1 (42 year old Frank Forte)
Deputies	3 currently (Police Chief appointed)
Reserve officers, clerks, civilians	2 clerks, 1 off-the-books Forensic Expert*
Courthouses and jails†	1 of each

Special Positions: various civilian consultants (private detectives)

*Although Miskatonic University has a new morgue and Department of Forensic Medicine, its doors are rarely opened for the police chief. He secretly employs Stuart J. Milton (as his off-the-books forensic expert) — who runs an undertaker business in a three story Federal structure in Smuggler's Row, at 22 Union Street in east Arkham (within walking distance to the train station).

†Arkham has been an incorporated municipality since 1890. It maintains a local county seat and town council, which in turn employs the police chief and deputies. The historic courthouse is used for some local civil and criminal cases, though more often higher profile cases are moved to Salem (or even to Boston). The police station is a three story converted Georgian, and its jails (used mostly for processing and overnight holding) are located in the cellars.

Arkham Population: 33,000

TROLLEY TRIPS THROUGH NEW ENGLAND (FROM BOSTON, 1910)

Destination	Distance	Hrs : Min	Avg. Fare
Arkham, MA	29 miles	2:15	.15 to .29
Bridgeport, CT	153 miles	11:45	.77 to \$1.53
Framingham, MA	23 miles	1:45	.12 to .23
Hartford, CT	102 miles	7:45	.51 to \$1.02
Lynn, MA	13 miles	1:00	.07 to .13
New Haven, CT	138 miles	10:30	.69 to \$1.38
New York City, NY	230 miles	17:45	\$1.15 to \$2.30
Salem, MA	22 miles	1:45	.11 to .22
Springfield, MA	92 miles	7:00	.46 to .92
Portsmouth, NH	57 miles	4:30	.29 to .57
Portland, Feeding Hills, MA	97 miles	7:30	.49 to .97
Providence, RI	50 miles	3:45	.25 to .50
West Farms, Bronx, NY	203 miles	15:30	\$1.02 to \$2.03
Worcester, MA	47 miles	3:30	.24 to .47

CALCULATING AVERAGE TICKET COSTS*

Type	First Class/Second Class/Third Class
Stagecoach or carriage	.09 to .10/.07 to .09/.05 to .07 per mile
Steamer	.03 to .07/.02 to .03/.01 to .02 per nmi
Train	.04 to .05/.03 to .04/.02 to .03 per mile
Trolley or electric streetcar	.02 to .03 per mile

*×2 to ×3 (or more) the cost for premium (e.g., high-speed train, elite cabin suite, private sleeper car, extra luxuries)

RAIDERS OF R'LYEH

DISTANCES TO PRINCIPAL SEAPORTS, IN NAUTICAL MILES (1 NMI = 1.15 MILES)

Port	New York	New Orleans	San Francisco	Port	New York	New Orleans	San Francisco
Aden	6532	11,500	11,300	New Orleans	1741	—	13,539
Antwerp	3325	13,671	14,446	New York	—	1741	13,089
Batavia	10,182	7800	7600	Nome	15,840	16,249	2705
Bombay	8120	9780	9580	Odessa	5370	6760	14,897
Brest	2954	13,209	13,984	Pernambuco	3696	3969	9439
Buenos Aires	5868	7511	8286	Port Said	5122	6509	12,810
Calcutta	9830	8990	8896	Port Townsend	13,848	14,298	775
Callao	9603	4012	4769	Punta Arenas	6890	7340	6199
Cape Town	6815	10,454	11,229	Panama	2028*	1427*	3277
Colombo	8610	8900	8700	Rio de Janeiro	4778	5218	8339
Colon	1981	3324*	4090	San Francisco	13,089	13,539	—
Gibraltar	3207	12,734	13,509	St. Petersburg	4632	6223	14,960
Hamburg	3652	13,998	14,773	San Juan, P. R.	1428	1539	12,199
Havana	1227	12,900	13,675	Singapore	10,170	11,560	7502
Havre	3169	13,307	14,082	Sitka	14,391	14,841	1302
Hongkong	11,610	6086	5886	Shanghai	12,360	13,750	5550
Honolulu	13,269	2097	2370	Tehuantepec	2036	812	2189
Liverpool	3053	13,503	14,278	Valparaiso	8460	8733	5140
Manila	11,556	6289	5993	Vladivostok	17,036	17,445	4706
Marseilles	3876	13,324	14,099	Wellington	11,500	11,773	5909
Melbourne	12,670	12,933	7040	Yokohama	13,040	14,471	4538
Naples	4172	5562	13,699	*Via Panama Canal (officially opened in 1914)			

AVERAGE VOYAGE TIMES (FROM ENGLAND, BY OCEAN LINER, 1910)*

Destination	Time	Destination	Time
Aden	19 days	King George's Sound	39 days
Adelaide	43 days	Madras	30 days
Alexandria	12 days	Malta	9 days
Batavia	36 days	Manila	50 days
Bombay	24 days	Mauritius	30 days
Brisbane	50 days	Melbourne	45 days
Cádiz	5 days	Natal	25 days
Calcutta	33 days	New Zealand	45 days
Cape Town	19 days	Port Said	12 days
Colombo	25 days	Shanghai	45 days
Constantinople	16 days	Singapore	34 days
Corfu	21 days	Suez	13 days
Gibraltar	5 days	Sydney	48 days
Hong Kong	42 days	Tasmania	50 days
Ismailia	13 days	Yokohama	53 days

*Via Brindisi: Melbourne (33 days); Bombay (14 days); Shanghai (30 days)

CALCULATING AVERAGE VOYAGE TIMES FOR OTHER VESSELS*

Vessel	Service Speed	Treacherous Route
Sailing	5 to 8 knots	×1d6 days
U-boat	Surface: 8 knots Submerged: 10 knots	Add 1d20+4 hours
Tramp	Average tramp: 8 to 10 knots Fast tramp: 11 to 15 knots	Add 1d100 hours
Freighter	Cargo ship: 8 to 10 knots Specialized freighter: 11 to 15 knots	Add 1d100 hours
Liner	Cargo vessel: 10 to 15 knots Cargo & passenger: 10 to 20 knots Express ocean liner: 21 to 30 knots	Add 1d20+4 hours

*Voyage time (in hours) = distance (in nautical miles) ÷ service speed (in knots); divide by 24 for voyage time in days; add extra time for a treacherous route (e.g., dangerous weather).

Note that default times presume travel along chartered shipping routes.

Destination from New England (or from New York)	Time
England (e.g., Liverpool, Southampton, Plymouth)	5 days

RAIDERS OF R'LYEH

AVERAGE TRAVEL TIMES (BY TRAIN, 1910)

Destn. from Paris	Time	Destn. from London	Time
Amsterdam	11 hours	Aberdeen	11 hours
Antwerp	8 hours	Bath	2 hours
Athens	45 hours	Birmingham	2 hours
Averoigne	7.5 hours	Bournemouth	2.25 hours
Basle	8.5 hours	Bradford	4 hours
Berlin	19 hours	Brichester (Severn V.)	2.25 hours
Bremen	17 hours	Brighton	1.5 hours
Brussels	4.5 hours	Bristol	2.25 hours
Bucharest	39 hours	Cambridge	1 hour
Budapest	28 hours	Dover	2.5 hours
Calais	4.5 hours	Dublin	9.25 hours
Constantinople	63 hours	Eastbourne	1.5 hours
Copenhagen	27 hours	Edinburgh	8 hours
Geneva	12 hours	Glasgow	8 hours
Genoa	22 hours	Leamington	2 hours
Gibraltar	32 hours	Leeds	3.75 hours
Hamburg	17 hours	Liverpool	3.75 hours
Karlsbad/Erzgebirge	17 hours	Manchester	3.5 hours
Lisbon	35 hours	Newcastle	5.25 hours
London*	8 hours	Nottingham	2.5 hours
Madrid	26.5 hours	Oxford	1.25 hours
Marseilles	12 hours	Paris*	8 hours
Monte Carlo	15.5 hours	Scarborough	5 hours
Munich	19 hours	Sheffield	3.5 hours
Prague	27 hours	Southampton	1.75 hours
Rome	30 hours	York	3.5 hours
St. Petersburg	46 hours		
Strasbourg	8 hours		
Turin	16 hours		
Varna	53 hours		
Versailles	.5 hours		
Vienna	22 hours		
Warsaw	29 hours		
*Via ferry connecting Calais and Dover			
TRAVEL NOTES: Second class is usually good, but third class rail is very fair in Germany, Belgium, etc. Always take first class in Italy and Spain.			

Destination from Berlin	Time
Moscow†	54 hours

†TRAVEL NOTES: By Nord Express, via St. Petersburg — which is preferable to the direct route to Moscow as the Nord Express train service is fast and excellent.

Destination from Moscow	Time
Vladivostok‡	8.5 days
‡Via southern Siberia on the Trans-Siberian Railway	

AVERAGE TRAVEL TIMES (BY TRAIN, 1910)

Destn. from Boston*	Time	Destn. from Boston	Time
Arkham/E. Arkham	1 hour	New Orleans	54 hours
Attica/Yalding	14 hours	New York†	7.5 hours
Aylesbury/Dunwich	2.5 hours	Philadelphia	11 hours
Chicago	35 hours	Providence	1.5 hours
Cincinnati	31 hours	Richmond	18 hours
Cleveland	23 hours	San Antonio	3 days
Dean's Corners	2.75 hours	San Francisco/San Ibarra	4.75 days
Foxfield	2.25 hours	Seattle	4.5 days
Innsmouth	1.5 hours	Shreveport/Palestine	50 hours
Kansas City	44 hours	St. Louis	41 hours
Los Angeles	4.5 days	Toronto	19 hours
Louisville	35 hours	Washington	15 hours

*Leaving from South Central Station — the busiest train station in the United States — and most likely connecting with other lines

†Before September 8, 1910, arriving at the old New York City-area terminal across the Hudson River at Exchange Place in Jersey City; after September 8, 1910, arriving at the impressive Pennsylvania Station

CALCULATING AVERAGE RAILWAY TIMES*

Train	Service Speed	Notes
Older	15 to 25 mph	Potentially bumpy, overcrowded, uncomfortable (with poor ventilation, heating or cooling), 3rd class may prove insufferable
Modernized	26 to 35 mph	Modern speed and comforts
High-speed	36 to 50 mph	Infrequent stops, premium prices

*Travel time (in hours) = distance (in miles) ÷ service speed (in mph); divide by 24 for travel time in days; add extra travel time — decreasing the average service speed by 10 to 30% (or more) depending on the train and circumstances — for frequent stops, maintenance issues, poor track conditions, or other factors.

Note that default times presume a service speed of 30 mph with infrequent stops, but these variables may change drastically depending on geographic region and railway company.

A FEW LONG-DISTANCE PASSENGER TRAIN SERVICES (1910)

Berlin-Naples-Palermo Express	Nord-Sud Express
Berlin-Vienna Express	Orient Express
Bombay Express	Ostende-Vienna Express
Calais-Mediterranée Express	Paris-Barcelona Express
Cairo-Luxor Express	Peninsular Express
Lloyd Express	Trans-Siberian-Express

A Few Orient Express Destinations (until 1914)

Paris	Budapest
Strasbourg	Bucharest
Munich	Varna
Vienna	Constantinople

Design Notes

WHAT'S DIFFERENT ABOUT THIS D100 MYTHOS GAME?

We had some specific design goals in mind when creating *Raiders of R'lyeh*.

A few of the bigger goals follow.

1. Open-ended for **CUSTOMIZATION**. Other d100 games — such as *Eclipse Phase* and *Runequest* (various editions, especially 6) — have divided skills into common and professional categories. We did so for various reasons, one of them being the ability to easily port the rules to different times and settings.

Our Cultural Backgrounds, Combat (with its tactical rules for settings that can use them), Magic, and skill organization were organized to be easily ported to various weird settings: Weird West, Indy-Pulp, Great War, Night Land, Elizabethan-Solomon-Kane, Conan-Cimmerian, and so on — without the need for additional expansion material.

The Common skills list (excepting Class & Credit in some cases), for instance, is appropriate for just about any setting, while the Knowledge, Science and Tradeskill skills can be easily customized for the appropriate time period.

Kevin Ross — early on — offered advice about simplifying skills; as an effort toward the goal of simplification, we divided skills into a minimal Common skills list with options for adding Professional skills.

2. We spent time refining **INVESTIGATION** in the game, not by changing time-honored legacies and rules of the d100 system, but by layering in guidelines for facilitating mysteries, explanations, and examples for investigation-based scenarios.

Circles of Influence (derived from other systems), Clue Webs and Scenario Nodes (inspired by several discussions at therpgsite.com and by Justin Alexander's excellent **THREE-CLUE RULE** and **NODE-BASED DESIGN**), Networking and Connections rules, Organization/Conspiracy Responses and Hierarchies (drawing influences from Kevin Crawford's amazing games, roleplayingtips.com, Ken Hite's work on *Night's Black Agents*, and Elizabeth Sampat's *Blowback*) were all designed to help facilitate this approach. Our focus from the beginning was to avoid investigations-on-rails.

3. Both Chris Birch and especially the **RPGPundit** — early on — suggested an “OSR” approach (admittedly a loaded concept at this point) in design — meaning pushing the rules toward **SANDBOXES OVER RAILROADS**. Everything in the game was governed with this in mind (e.g., faction rules, location traits, clue web/node-based approach to scenario design).

Kevin Crawford's work and Justin Alexander's blog both proved invaluable as inspirations in this effort. “Dark Swamp” as a scenario is an example of a node-based location, designed as a modular unit to be incorporated into a bigger conspiracy (akin to the various scenarios interconnected in *Masks of Nyarlathotep*).

4. We wanted a comprehensive **MYTHOS CREATURE GENERATOR** rather than just a fixed set of creatures that every player memorizes — and other mythos-based and weird setting toolkits for the d100 system.

5. We wanted mythos setting material (historical organizations, weapons, personalities, events, and so on) for the **EDWARDIAN/IMPERIAL AGE**.

6. Options for “pulpier” **OCCULTIST AND OCCULT DETECTIVE CHARACTERS** — such as those found in much of Lovecraft's original material and most of Howard's, and in the works of various weird writers such as William Hope Hodgson, Arthur Machen, and so on — for players who want to incorporate pulpier magic into their mythos game.

7. We wanted a mythos-based d100 system with an **OGL**, one that others gamers could adapt as they see fit, with ongoing support for other designers to hack their own settings and derived rules. Going forward, we plan to create more locations, NPCs, and weird threats for the setting, and we look forward to seeing others using the system for their own creations.

RAIDERS OF R'LYEH

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RAIDERS OF R'LYEH

ADVENTURER'S NAME _____ SOCIAL STANDING _____ STANDARD OF LIVING _____
 CULTURAL BACKGROUND _____ PROFESSIONAL BACKGROUND _____ RELIGION _____
 BIRTHDATE _____ ZODIAC _____ NATIVE LANGUAGES _____ YEARS OF EDUCATION _____

AGE	STR	CON	SIZ
INT	POW	DEX	CHA

INITIATIVE

ACTION POINTS

DAMAGE MODIFIER

MIGHT:

MOVE

10 yards

TOP SPEED:

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	
Brawn	STR+SIZ	
Class & Credit	—	
Common Knowledge	INT×2	
Conceal	INT+POW	
Deceit	INT+CHA	
Detection	INT+POW	
Etiquette	INT+CHA	
Evade	DEX×2	
First Aid	DEX+INT	
Fortitude	CON×2	
Influence	CHA+POW	
Intuition	INT+POW	
Native Tongue	INT×2	
Research	INT×2	
Stealth	DEX+POW	
Streetwise	POW+CHA	
Swim	STR+CON	
Unarmed	STR+DEX	
Willpower	POW×2	

PROFESSIONAL SKILLS	BASE VALUE	%

RATIONALITY

TRAUMA:

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
	STR+DEX		
	STR+DEX		

WEAPONS:

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
	CHA+POW		
	CHA+POW		

SPELLS:

DRIVES & BONDS (OR MENTAL DISORDERS)	%

PERSONALITY TRAITS & ECCENTRICITIES

EQUIPMENT	ENC

OVERLOADED:

ESSENCE POINTS																
Unconsciousness					1	2	3	4								
5	6	7	8	9	10	11	12									
13	14	15	16	17	18	19	20									
21	22	23	24	25	26	27	28									

HIT POINTS									
Death Spiral			0	1	2	3	4		
5	6	7	8	9	10	11	12		
13	14	15	16	17	18	19	20		
WOUND:									

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons

RAIDERS OF R'LYEH

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

CONNECTIONS

1.

2.

3.

4.

5.

6.

7.

8.

9.

10.

11.

12.

CIRCLES OF INFLUENCE & ORGANIZATIONS

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL EFFECT

Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

* **OVERLOADED** if armor ENC ÷ armor locations is greater than 5

SPECIAL ABILITIES

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

ADVENTURER'S NAME		HARLEY WARREN		SOCIAL STANDING		Lower Middle Class		STANDARD OF LIVING		Frugal (\$750/year)	
CULTURAL BACKGROUND		South Carolina		PROFESSIONAL BACKGROUND		Occult Researcher		RELIGION		Catholic?	
BIRTHDATE		January 14, 1878		ZODIAC		Capricorn		NATIVE LANGUAGES		English	
		YEARS OF EDUCATION				13					

AGE

32

STR

14

CON

14

SIZ

15

INT

14

POW

13

DEX

13

CHA

12

INITIATIVE

14

ACTION POINTS

3

DAMAGE MODIFIER

+1d2

MIGHT: 6

MOVE

10 yards

TOP SPEED: 48 (20mph)

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	52
Brawn	STR+SIZ	54
Class & Credit	—	22
Common Knowledge	INT×2	68
Conceal	INT+POW	27
Deceit	INT+CHA	26
Detection	INT+POW	62
Etiquette	INT+CHA	36
Evade	DEX×2	26
First Aid	DEX+INT	37
Fortitude	CON×2	28
Influence	CHA+POW	25
Intuition	INT+POW	47
Native Tongue	INT×2	68
Research	INT×2	63
Stealth	DEX+POW	26
Streetwise	POW+CHA	40
Swim	STR+CON	28
Unarmed	STR+DEX	42
Willpower	POW×2	61

PERSONALITY TRAITS & ECCENTRICITIES	
Alloof, powerful-looking, sardonic sense of humor, stubborn	

EQUIPMENT	ENC
OVERLOADED: 29	

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
Colt Single Army Action revolver (.45 Colt)	1d10+2	impale	15 yards	single (6)	3 AP	4	1	97—00
Springfield M. 1892-99 rifle (.30-40 Krag)	1d12+2	impale	175 yards	single (5 rotary)	3 AP	5	3	88—00

PROFESSIONAL SKILLS	BASE VALUE	%
Create Art (Writing)	INT+POW	40
Knowledge (Archaeology)	INT×2	38
Knowledge (Cartography)	INT×2	28
Knowledge (Cryptography)	INT×2	28
Knowledge (History)	INT×2	53
Knowledge (Theology)	INT×2	43
Language (Latin)	INT×2	38
Language (Spanish)	INT×2	28
Mechanisms	DEX+INT	27

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
Infantry	STR+DEX	52	—
	STR+DEX		
WEAPONS: rifle, handgun			

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
Hermeticism	CHA+POW	55	Goetia, Theurgy
	CHA+POW		
SPELLS: Banishing, Binding, Evocation (various), Invocation (various), Ward of Protection			

DRIVES & BONDS (OR MENTAL DISORDERS)	%
Antiquarian. I am fixated on old books, ancient histories, dusty libraries, and rare antiquities.	61
Inquisitive. My passion for occult mysteries often overrides my common sense.	67
Loyal to My Inner Circle. They know who they are.	51

ESSENCE POINTS

Unconsciousness

1234

56789101112

1314151617181920

2122232425262728

HIT POINTS

Death Spiral

01234

56789101112

1314151617181920

WOUND: 8

RATIONALITY

70

TRAUMA: 7

*Or SIZE (small, medium, large, huge, enormous, or colossal) and REACH (touch, short, medium, long, or very long) for melee weapons

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons.

"I'm sorry to have to ask you to stay on the surface, but it would be a crime to let anyone with your frail nerves go down there. You can't imagine, even from what you have read and from what I've told you, the things I shall have to see and do."

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

A rare edition of *Cultes des Goules*, "Theories of Non-Euclidean Geometries and n-Dimensional Manifolds" (Bernhard Riemann 1864), Robert Boyle, Franciscus Sylvius, Ramon Llull, René Descartes, Johann Joachim Becher, *Book of Dzryan*, *Picatrix*, *Coffin Texts*, *Poligraphia*, *Daemonolatrea*, *Alphabet of Sirach*, and of course, *Key of Solomon* and *The Book of Abramelin*

CONNECTIONS

- 1. Amélie de Marigny (see notes)
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

CIRCLES OF INFLUENCE & ORGANIZATIONS

Academic Network (12 networking points/12 left)

Occult Network (12 networking points/12 left)

American Society for Psychic Research (New York)

Wanderer's Club (Richmond)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL	EFFECT
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

*OVERLOADED if armor ENC ÷ armor locations is greater than 5

SPECIAL ABILITIES

SECOND LANGUAGE (USED AT CHARACTER GENERATION)

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

HIGHER LEARNING (USED AT CHARACTER GENERATION)

Add 20 free points to one of your scholarly Professional skills.

ACADEMIC AUTHORITY

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

PRIVATE COLLECTION

Gain a contact allowing access, with eccentric stipulations, to her private collection (such as a library of moldering tomes or a basement of rare artifacts).

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

Invocation: *Mercurial Erudition* (Intensity 1). Increases Research by 10%. Produces nervousness and arouses the attention of elementary spirits.

Amélie de Marigny: wealthy contact descended from the New Orleans Sevier clan of Black River Plantation and seeking her family heirloom of the *Book of Eibon* (a William of Moerbeke edition), which was plundered during the siege of New Orleans; there is a rumor that I am involved romantically with the older (yet still striking) patron, who allows me periodic access to her private occult library and wine cellars

RAIDERS OF R'LYEH

ADVENTURER'S NAME PETRA VOXLEY SOCIAL STANDING Lower Middle Class STANDARD OF LIVING Frugal (\$650/year)
 CULTURAL BACKGROUND Bostonian PROFESSIONAL BACKGROUND Escapist RELIGION Baptist
 BIRTHDATE March 17, 1880 ZODIAC Pisces NATIVE LANGUAGES English YEARS OF EDUCATION 16

AGE 30	STR 11	CON 12	SIZ 9
INT 9	POW 14	DEX 11	CHA 14

INITIATIVE 10

ACTION POINTS 2

DAMAGE MODIFIER -1d2 MIGHT: 4
--

MOVE 10 yards TOP SPEED: 53 (22mph)
--

COMMON SKILLS	BASE VALUE	%
Athletics	STR+DEX	57
Brawn	STR+SIZ	20
Class & Credit	—	14
Common Knowledge	INT×2	48
Conceal	INT+POW	33
Deceit	INT+CHA	45
Detection	INT+POW	38
Etiquette	INT+CHA	28
Evade	DEX×2	67
First Aid	DEX+INT	20
Fortitude	CON×2	44
Influence	CHA+POW	43
Intuition	INT+POW	28
Native Tongue	INT×2	53
Research	INT×2	18
Stealth	DEX+POW	35
Streetwise	POW+CHA	65
Swim	STR+CON	23
Unarmed	STR+DEX	22
Willpower	POW×2	63

PROFESSIONAL SKILLS	BASE VALUE	%
Commerce	INT+CHA	43
Disguise	INT+CHA	33
Knowledge (Christian Scripture)	INT×2	23
Mechanisms	DEX+INT	55
Seduction	CHA+POW	63
Sleight of Hand	DEX+INT	70

RATIONALITY 70
TRAUMA: 7

FIGHTING METHODS	BASE VALUE	%	BONUS ABILITIES
Concealed Weapons	STR+DEX	42	—
Fencing	STR+DEX	27	—

WEAPONS (CONCEALED WEAPONS): revolver, derringer | WEAPONS (FENCING): sword

OCCULT PATHS	BASE VALUE	%	BONUS ABILITIES
Dabbler in the Occult	CHA+POW	28	—
	CHA+POW		

SPELLS:

DRIVES & BONDS (OR MENTAL DISORDERS)	%
Mercenary. I dream of the windfall that will save me from these circumstances.	59
Desperate. I don't know what will happen if I don't pay them back.	42
Loyal to My Adoptive Parents. They took me in when no one else would.	73

EQUIPMENT	ENC

OVERLOADED: 20

ESSENCE POINTS									
Unconsciousness			1	2	3	4			
5	6	7	8	9	10	11	12		
13	14	15	16	17	18	19	20		
21	22	23	24	25	26	27	28		

HIT POINTS												
Death Spiral			0	1	2			3	4			
5	6	7	8	9	10	11	12					
13	14	15	16	17	18	19	20					
WOUND: 6												

WEAPONS (& AMMUNITION*)	DAMAGE	SPECIAL EFFECTS	BASE RANGE	RATE OF FIRE (& ROUNDS)	RELOAD	ARMOR	ENC	MALF
Empty-handed (small, touch)	1d3+dm	none	NA	NA	NA	NA	NA	NA
British Bull Dog revolver (.442 Webley)	1d8	impale	10 yards	single (5)	3 AP	3	1/c	91—98
Remington Model 95 derringer (.41 Short)	1d4+2	impale	10 yards	single (2)	3 AP	3	1/c	90—99

*Or **SIZE** (small, medium, large, huge, enormous, or colossal) and **REACH** (touch, short, medium, long, or very long) for melee weapons

RAIDERS OF R'LYEH

"I can escape anything, it seems, except my past."

IMPROVEMENT POINTS ○○○○○○○○○○

SIGNIFICANT POSSESSIONS, CLOTHING, ASSETS

Mysterious locket allegedly gifted from my biological mother (with a faded portrait in its secret compartment)

CONNECTIONS

1. Stepparents (see notes)
2. Rival (to whom do I owe money?)
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.

CIRCLES OF INFLUENCE & ORGANIZATIONS

Bohemian Network (14 networking points/14 left)

Baptist Church of New England (Boston)
Chapman, Barnham, Blackwood & Balkan (see notes)

INJURIES, ILLNESSES, CONDITIONS

FATIGUE LEVEL	EFFECT
Fresh	None
Winded	Skill tests Hard
Tired	Skill tests Hard
Wearied	Skill tests Daunting
Exhausted	Skill tests Daunting
Debilitated	Skill tests Improbable
Dead or Unconscious	—

1d20	Hit Location	Armor	ENC*	Hit Points
1-3	Right Leg			
4-6	Left Leg			
7-9	Abdomen			
10-12	Chest			
13-15	Right Arm			
16-18	Left Arm			
19-20	Head			

* **OVERLOADED** if armor ENC ÷ armor locations is greater than 5

SPECIAL ABILITIES

SCHOOL OF HARD KNOCKS (USED AT CHARACTER GENERATION)

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

MENTORED ON THE STREET (USED AT CHARACTER GENERATION)

Add an influential childhood mentor — suitable to your background — to your roster of connections.

LIFE ON THE STAGE (USED AT CHARACTER GENERATION)

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

ECCENTRIC FRIENDS

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

MASTER OF ESCAPE

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

METTLE

Mettle allows for special boosts of heroic effort or courage. An adventurer may spend a Mettle Point for any one of the following effects: to reroll a Horror check; to reroll a Fortitude roll after reaching zero Hit Points; to downgrade a critically major wound to a major wound, or a major wound to a normal wound; to make the difficulty of a skill roll — including a Luck or Horror check — one degree easier; to take an extra action during a Combat Round; to raise an advantage one degree or lower an opponent's advantage one degree during a Combat Round; or, to use a special ability (for those abilities that specify Mettle Point expenditures).

METTLE ○○

SECRET AGENDAS, BACKSTORIES, UNRESOLVED MYSTERIES, INVESTIGATIVE METHODS & OTHER NOTES

Rumor: I am the orphaned daughter of an illicit tryst between an Austro-Hungarian aristocrat and a member of the Boston Brahmin (perhaps someday I'll find out of this is true or a cruel hoax perpetrated at the orphanage)

Stepfather & Stepmother: pastor, missionary and explorer & teacher, missionary, and dilettante archaeologist

Chapman, Barnham, Blackwood & Balkan: magic shop and private investigative consultancy located at 496 Sixth Avenue, New York

CONSPIRACY OR LOCATION:**TRAITS:**

Adventure elements*:

Mythos elements*:

Central threat considerations — What does it want? How does it go about getting what it wants? How does this want affect the area and its inhabitants? What happens if the threat gets what it wants and what evidence of its activity does it leave behind? Who is most affected by this threat — either directly or tangentially? How does it conceal its activity from the workaday world? What are the resources — both human and supernatural — that it employs to effectively achieve this concealment?

***ELEMENT TYPES:** Perils & Horrors (i.e., the central threat) — Evidence & Atmosphere — Places & Pitfalls — Allies & Contacts — Enemies & Rivals

1. Networks (e.g., circles of influence, organizations, factions, third parties)**2. Archives (e.g., libraries, newspapers, records)**

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

3. Rumors (obtained with Streetwise and random encounters, newspapers, etc.)**4. Objects (e.g., ledgers, diaries, cargo crates, postage, matchbooks, artifacts)**

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

5. NPCs (e.g., potential friends or enemies, hirelings, bystanders)**6. Surveillance (affected by timelines, encounters, stakeouts, stings, etc.)†**

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

7. Puzzles (e.g., map fragments, incomplete decryptions, untranslated writings)**8. Expertise (clues discovered with Knowledge, Science, special skills, etc.)**

1.

1.

2.

2.

3.

3.

4.

4.

5.

5.

6.

6.

†In a wilderness, Surveillance becomes "Reconnaissance" (affected by natural terrain, Tracking, Stealth, etc.)

PLOT HOOKS (INCLUDING PLOT TYPES & INTERESTED THIRD PARTIES)**REFERENCES (E.G., BOOKS, FILMS) & ADDITIONAL NOTES**

CLUE CONNECTIONS (USING LEADS)

Node	Lead	Type*	Obtained from...	Leads to...	Notes

ADDITIONAL CLUES

Node	Clue	Type*	Obtained from...	Clue reveals...

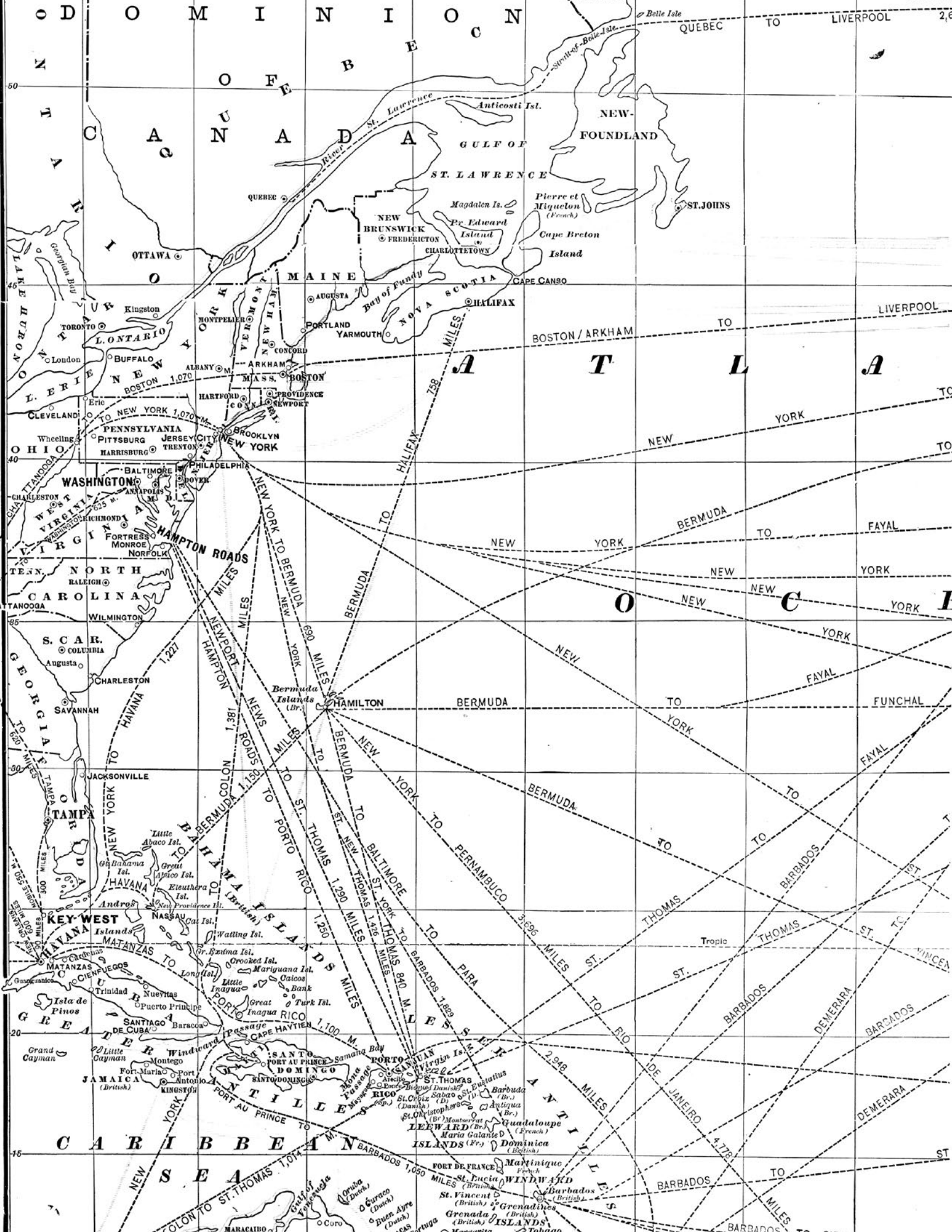
*LEAD & CLUE TYPES: 1. Network — 2. Archive — 3. Rumor — 4. Object — 5. NPC — 6. Surveillance — 7. Puzzle — 8. Expertise

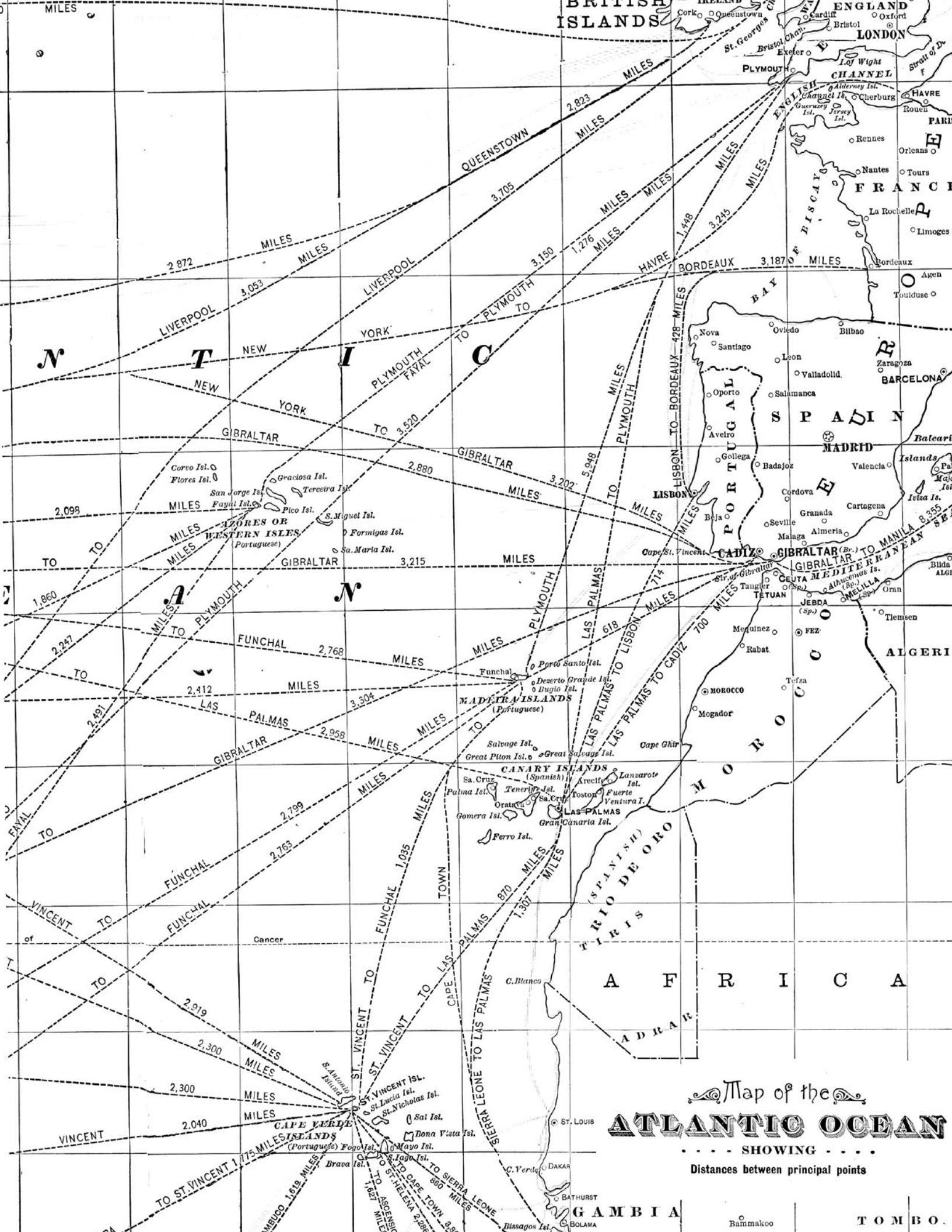
NODE KEY

No. 1	No. 13
No. 2	No. 14
No. 3	No. 15
No. 4	No. 16
No. 5	No. 17
No. 6	No. 18
No. 7	No. 19
No. 8	No. 20
No. 9	No. 21
No. 10	No. 22
No. 11	No. 23
No. 12	No. 24

CLUE WEB

SPECIAL GAME STRUCTURES (E.G., HEX CRAWL, CRYPT CRAWL)?





Map of the
ATLANTIC OCEAN
... SHOWING ...
Distances between principal points

GAMBIA
TOMBO

Thank You!

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The year is 1910.

It is an age of **CRUMBLING EMPIRES, DANGEROUS ADVENTURES, and ROTTING DECADENCE**. Rifles crack across the untamed Khyber pass, sorcerers stir from eldritch crypts, and dark things dream and lurk in secreted, fetid corners of the globe.

RAIDERS OF R'LYEH is a stand-alone roleplaying game and sourcebook in which mercenary rogues **EXPLORE FORBIDDEN FRONTIERS, UNEARTH ANCIENT ARTIFACTS, and OUTWIT VILLAINOUS SCUM.**

Derived partly from classic 1d100 rules that have been released under the Open Game License, the game is crafted to emulate not only adventure in the Cthulhu Mythos of H.P. Lovecraft and his circle of influences, but especially the savage and evocative feel of Robert E. Howard's Mythos and Weird menace stories.

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