ELDRITCH TALES

LOVECRAFTIAN WHITE BOX ROLE-PLAYING

©EricLofgren

BY
Joseph D. Salvador

HOWARD PHILLIPS LOVECRAFT

1890 TO 1937

ELDRITCH TALES

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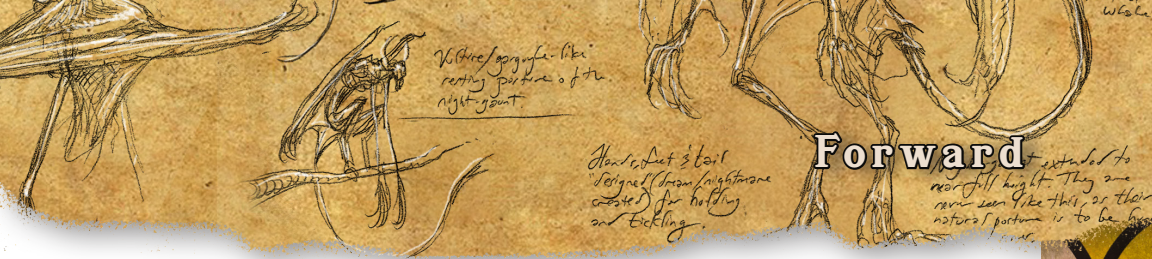
H. P. Lovecraft is famously quoted as having said "The oldest and strongest emotion of mankind is fear, and the oldest and strongest kind of fear is fear of the unknown." This is at the heart of much of his weird fiction. More than the unknown, Lovecraft forces the reader to face the fact that there are a great many things in this universe that are unknowable. They shall never (and can never) be known to our fragile human minds.

Tabletop roleplaying games are, at their heart, an experience of the mind. They are shared collectively in the psyche of all the participants. In 1981, the still adolescent medium was introduced to a roleplaying game that explored the world of Lovecraft's fiction and that which cannot be known - and according to most of Lovecraft's protagonists, that which *should not* be known. It was dark, terrible, and unfailingly nihilistic. Gone were master swordsman and reality-bending sorcerers. The power of the player character was stripped away and we were all doomed.

And we loved it.

Eldritch Tales takes the terrible unknown, and our obsessed affection for it, and gives the game an old school twist. It unabashedly dives headlong into that which was not meant to be known. This tiny tome you hold in your hands is more nefarious, more powerful, and holds more stories within its pages than even the fabled *Necronomicon*. All the terror you cannot imagine is right here, in these pages - all you have to do is set aside your own fear and dare to let your mind become twisted by the darkness within and the darkness beyond.

So sit back, relax, and turn the page as you explore that which mankind was not meant to know. Oh, and leave the light on. It offers no real protection for the things beyond the darkness, but sometimes the illumination of ignorance is the only comfort we have as tiny, fragile beings in the terrifying unknown that exists just beyond its edges.

~ James M. Spahn

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Circa 1925

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East Salisbury
Merrimacport
Merrimac River
West Newbury
NEWBURYPORT
Newbury Old Town
Byfield
Parker River
Plum Island
Plum Island Sound
Georgetown
Glen Mills
Marlboro
Rowley
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LYNN
Swampscott
Franklin Park
Nahant Bay
Lynn Harbor
Nahant
REVERE
Broad Sound
CHELSEA
East Boston
Winthrop

LEGEND

- ◉ City
- ● Town
- ○ Village
- Urban Area
- Main Road
- Secondary Road
- Railroad
- Hills
- Wetlands
- Salt Marsh
- Rivers & Streams

5 Miles

John Dulck (Order #35001773)

INTRODUCTION

THE **G**REAT **W**AR IS OVER AND THE WORLD HAS RETURNED TO THE NORmality of the 1920s, or has it? Behind the veil of society, secrets too terrible to be spoken, but too ancient to be forgotten, menace the sanity of human reality. Untold eons ago, successive waves of otherworldly travelers visited and colonized the Earth, and knowledge of these beings has seeped down through the ages to plague mankind. Cthulhu, Dagon, Tsathoggua, Yog Sothoth - these "Old Ones" and others were the first inhabitants of our world, worshiped now by sinister cults intent on bringing about their return. Together, the Old Ones and knowledge and objects related to them are referred to as the "*Mythos*."

In the world of *Eldritch Tales: Lovecraftian White Box Role-Playing*, reality is not always as it seems and man is not the first, nor the last, master of the Earth. Inspired by the weird fiction of Howard Phillips Lovecraft (1890-1937), *Eldritch Tales* embraces Lovecraft's *cosmic horror*, which centers on the belief that mankind is an insignificant part of a vast cosmos filled with denizens more suitably evolved for survival. Players take the part of average people, thrust into unreal and maddening circumstances. They must face unspeakable horror, risking their very lives and sanity to investigate Mythos mysteries and strive against the darkness, vainly hoping to stave off the

inevitable. For the Old Ones are, the Old Ones were, and the Old Ones shall be!

MYTHOS EARTH

Lovecraft typically wrote contemporary tales set in the world in which he lived. Consequently, the majority of his stories occur in New England during the 1920s and 30s, though elements of Lovecraft's stories often reach into other times and places. Following his example, the default setting of *Eldritch Tales* is the real world of the 1920s, albeit with mysteries, madness, and horror layering over what we know as history. This realm is called **Mythos Earth**. However, Mythos Earth has always been a place of terror and, just as Lovecraft occasionally ventured outside of his typical setting to places including the Deep South, the Roman Empire, and the otherworldly Dreamlands, *Eldritch Tales* referees are encouraged to do the same.

Eldritch History

In *Eldritch Tales*, the Earth is far older than is generally believed. For millions of years, beings from the Outer Realms have been visiting and settling on the planet. Other creatures seem to be native to the Earth, pre-human races that menaced mankind in its infancy. The greatest of the creatures are known as the **Old Ones** and they have been venerated by mankind for millennia. Likewise, humanity is older than anthropology commonly assumes and undreamed-of ages have spanned the great gulf of prehistory, from the rise of Lemuria, Atlantis, and old Hyperborea, to their tremendous decline and replacement by other, more barbaric, cultures. However, at some point in the ancient past, the Old Ones were locked away, fell into slumber, or otherwise retreated from the world. If Mythos lore is to be believed, their return is prophesied and inevitable.

Regardless of their antiquity, the Old Ones are remembered by humanity and Mythos knowledge has been nurtured through the ages by sorcerers, mystics, primitive tribes, secret societies, and their writings. Cultists secretly worship the Old Ones and act in their interests – many attempt to speed the Old Ones' return to our world. Others dabble in Mythos lore as a means to acquiring earthly power, while the foolish find it an interesting and dangerous topic of study. These acts, no matter how trivial, threaten the very existence of mankind, for humanity cannot fathom the desires of the Old Ones, and their return would mean our doom.
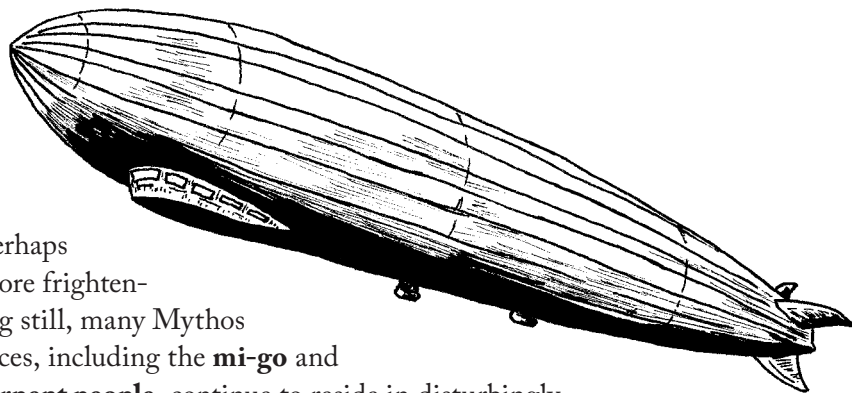
Perhaps
more frighten-
ing still, many Mythos
races, including the **mi-go** and
serpent people, continue to reside in disturbingly
near locales where they perform activities beyond human under-
standing. Some of these creatures actively interfere with human affairs,
seeking to dominate the world; others go about their own nefarious
interests and hide from the eyes of men; while the more feral hunt and
feast upon humanity.

The 1920s

The 1920s was a time of resurgence for much of the world, and nowhere
more so than the United States. Ushered in by the passing of Prohibition
in January of 1920, the "Roaring Twenties" were epitomized by prosperity,
innovation, social change, and cultural shifts that laid the foundation for
the modern world. At the same time, the dark side of the decade was all too
prominent as organized crime and murder became commonplace, radical
political movements came to the fore (especially in Europe), and resistance
to modernity took the form of racism and rampant prejudice.
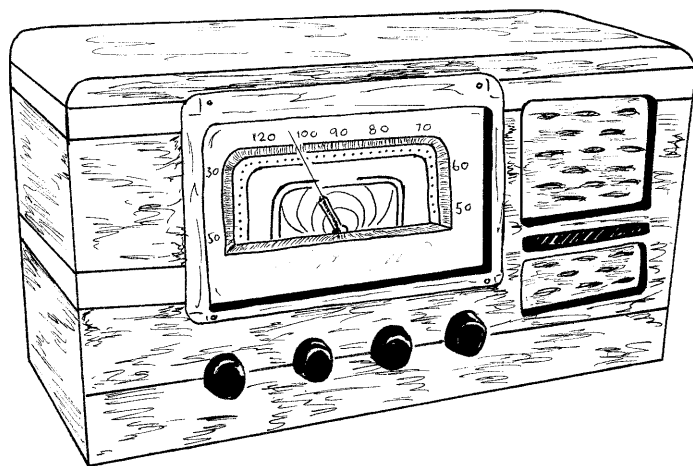
Following the conclusion of the Great War in 1918, the world looked ahead to a time of peace and prosperity, and indeed, much of the world did experience a renewal. Industry and manufacturing, mobilized during the Great War, transformed the economy and the way of life. The assembly line allowed for faster production and cheaper products. At the start of the decade, most homes had no electricity, relying on lamps and candles for light, but as the electrical network expanded, the day became longer and lives were made easier. Household appliances such as toasters, washing machines, telephones, radios, and refrigerators saved families time that could be used for leisure. Electric refrigeration allowed for the preservation of food and the sale of frozen foods, again saving families time. Automobiles became more common during the decade, offering unprecedented freedom to Americans. Meanwhile, a government focus on infrastructure produced a network of concrete highways that connected various parts of the country and allowed average people to tour the country.

In entertainment, the radio entered many American homes and allowed people across the country to hear the same news and songs. Hollywood began producing hundreds of motion pictures, and silent films entirely gave way to "talkies" by the end of the decade. Other pastimes included crossword puzzles, marathon dancing, pole-sitting, baseball, boxing, tennis, and football. The era was fascinated with celebrity "heroes" and the likes of Charlie Chaplin, Babe Ruth, Charles Lindbergh, Josephine Baker, and Douglas Fairbanks became household names. Finally the arts flourished as well. Authors including F. Scott Fitzgerald, H. G. Wells, Zane Grey, and Ernest Hemingway produced what would become American classics.
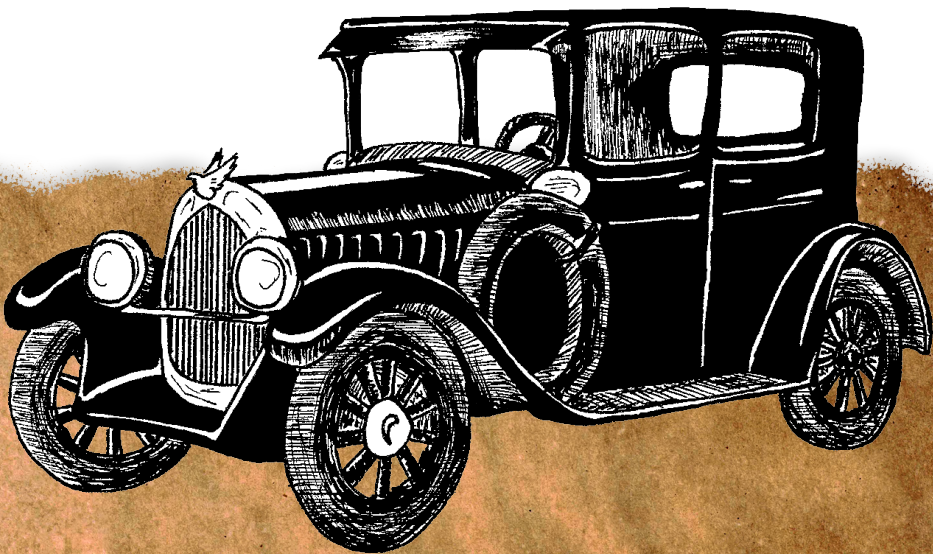
Art deco style dominated architecture and adorned the numerous skyscrapers springing up as prominent symbols of capitalism and prosperity. Painters embraced surrealism, most famously displayed by Pablo Picasso and Salvador Dalí.

Social change characterized much of the decade. American women won the right to vote in August of 1920 and followed this victory by challenging 19th-century norms. Led by the "flappers," women began to wear their skirts short and their hair bobbed; they attended nightclubs, smoked cigarettes, and asserted their independence at home and in the workplace. Black Americans demonstrated their artistic and musical talents, in what would later be called the "Harlem Renaissance." Black literature flourished and musicians, such as Louis Armstrong and Duke Ellington, became recording stars. By recalling the reality of their lives, African-Americans challenged stereotypes and racism through art, poetry, plays, literature, and music, and brought Black culture into the American mainstream. African-Americans truly established a new identity for themselves.

The overwhelming force of change did not go unchallenged. Flappers, jazz, modern dance, Darwinism, and immigrants were all condemned by conservatives who clung to pre-war morals. This intolerant conservatism was militantly demonstrated by the reemerging Ku Klux Klan, which accused Blacks, Jews, and Catholics of eroding American culture. During the decade, KKK membership rose to 4.5 million, making the organization a powerful political force, while at the same time its adherents perpetrated countless assaults and murders.

By outlawing the production, sale, and transportation of alcohol, the Prohibition Act inadvertently turned most of the population into willing criminals. Average people disregarded the law entirely and regularly visited "speakeasies" - alcohol-serving bars and nightclubs that operated "secretly." Speakeasies were often ignored by police and politicians, who were themselves patrons of the establishments, if not entirely corrupt and taking money from the speakeasy owners. Prohibition created a thriving trade in illegal alcohol and gave rise to powerful organized crime syndicates. Mobsters had long been established in cities, running protection rackets, prostitution, and other criminal activities, but with Prohibition, they took control of a multi-million dollar industry to supply the continued demand for alcohol. Control of the business created fierce rivalries, and crime and murder became a common occurrence during the 20s, until such heinous crimes as the Saint Valentine's Day Massacre turned public opinion against gangsters.

On October 29, 1929, the Wall Street stock market, home to countless millions of dollars worth of investments from across the world, crashed. The collapse

signaled the end of an era of prosperity and ushered in the Great Depression. Nevertheless, by the end of the decade, the world had changed. Transatlantic flight was a real possibility, electricity flowed to most homes and lighted the night, and social changes had opened new doors for women and minorities.

New England

Like much of America, the coastal regions of New England were quite cosmopolitan during the 1920s. The largest cites, grown on shipbuilding, trade, and manufacturing, had drawn immigrants from abroad and Americans from country towns all looking for work in industry. Regardless, the more remote regions of the interior cling to old customs and traditions, and many of these places hold dark mysteries that link the modern world to a forgotten past.

The dilapidated, colonial houses of Dunwich display an un-settling aspect of age and secrecy.

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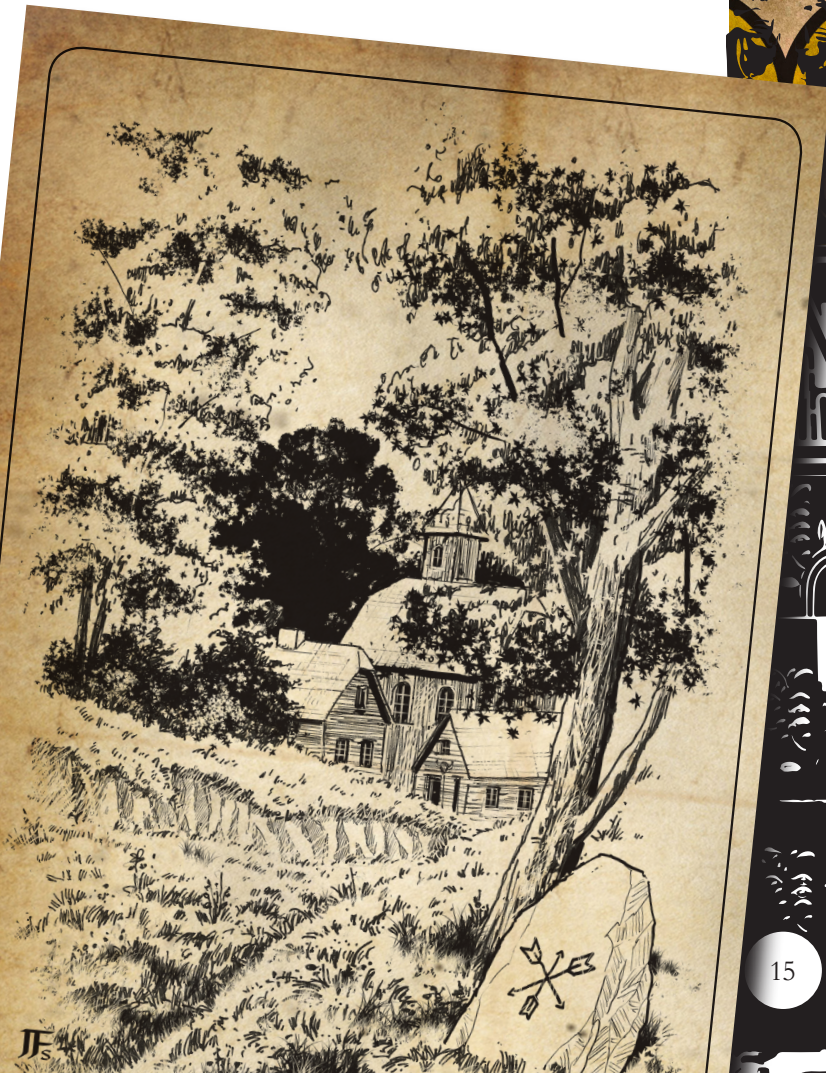
ARKHAM: A storied town situated along the Miskatonic River in Massachusetts and home of **Miskatonic University**, Arkham is a shadow-haunted town with old connections to witchcraft that seem to have been cast aside. The cobbled streets and gambrel-roofed houses lend a somber, colonial atmosphere to the town. Indeed, tales of missing children, murder, and strange happenings are still rumored to be connected to witchcraft and devil-worship. The University is prestigious in New England, funding regular archeological and scientific expeditions and supporting the most robust Department of Metaphysical Studies in the States. The University library is open to the public and houses a famous special collection of rare books. Lovecraft invented the town and featured it in many of his stories.

BOSTON: The bustling capital of Massachusettes, Boston is one of the oldest cities in America and has a storied history including English Puritanism, the American Revolution, seafaring, trade, and manufacturing. By 1920, the city boasted a population of nearly 750,000, including sizeable Irish, Italian, and German communities.

DUNWICH: A town situated near the headwaters of the Miskatonic River in north central Massachusetts, Dunwich dates to the 17th-century

ARKHAM
MASSACHUSETTS
(Circa 1925)

City Divisions

A: Hangman's Hill
B: Downtown
C: Miskatonic University
D: North Side
E: French Hill
F: Uptown
G: Harper Court

Locations

1: Arkham Station
2: Wooded Graveyard
3: West Church
4: St. Mary's Hospital
5: Public Library
6: Police Headquarters
7: City Court
8: Arkham Gazette
9: Christ Church
10: The Witch House
11: East Church
12: Baptist Church
13: French Doctor's House & Garden
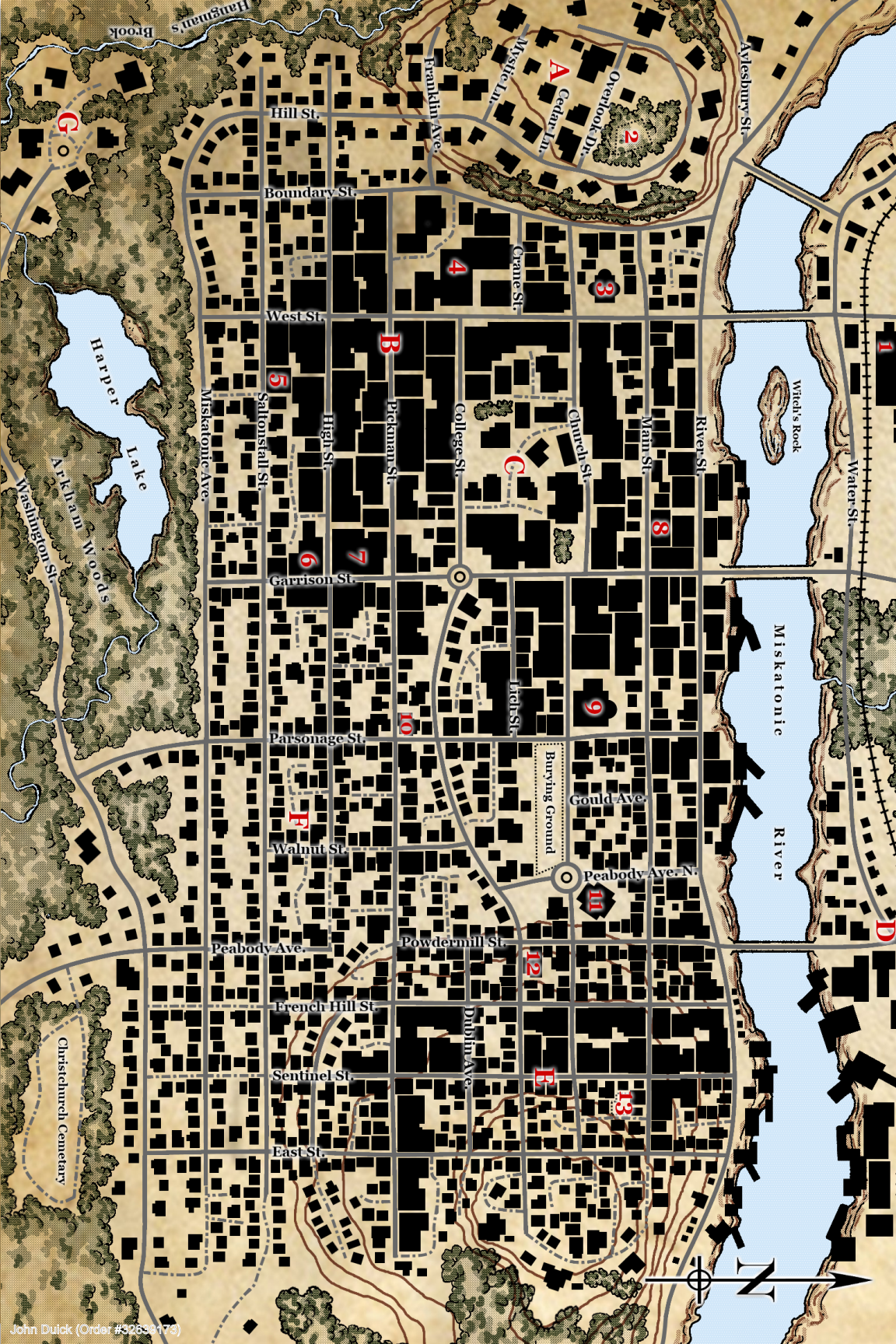
when its people had connections to the witch cult of Salem. The town is decrepit and surrounded by struggling farms, all peopled with inbred hill-folk. There may yet be warlocks hiding in the loathsome hills surrounding Dunwich.

INNSMOUTH: A seaport town in Massachusetts that is mostly deserted by the 1920s and whose remaining population displays strange hereditary features. The town's elite citizens once had special relations with certain tribal peoples of Polynesia. It lies northeast of Newburyport.

KINGSPORT: A fictional town created by Lovecraft, Kingsport is situated north of Salem. The coastal town operated a brisk shipbuilding industry during the 17th and 18th centuries, but this slowly gave way to fishing. It was one of the towns plagued by pagan witches during the colonial period.

NEW YORK CITY: One of the largest and most influential cities in the world, New York City is home to a culturally diverse population of 5.6 million people. America's economic boom is very much centered on Wall Street and the new-found wealth is extravagantly displayed in entertainment, art, marketing, and architecture. Multicultural influences abound in the city and some communities, such as Red Hook, are looked upon with suspicion.

PROVIDENCE: Originally founded in 1636 by a theologian exiled from Massachusetts, Providence is located at the mouth of the Providence River. Due to a robust manufacturing industry, by 1920 Providence had grown to become one of the wealthiest cities in the country.

SALEM: Famous for its 17th-century witch trials, Salem was built on the site of a Native American village. It maintained a brisk trade with the East Indies and Africa, supported by pirates and privateers. In the 1920s, Salem is experiencing a decline but is still home to 40,000 citizens.
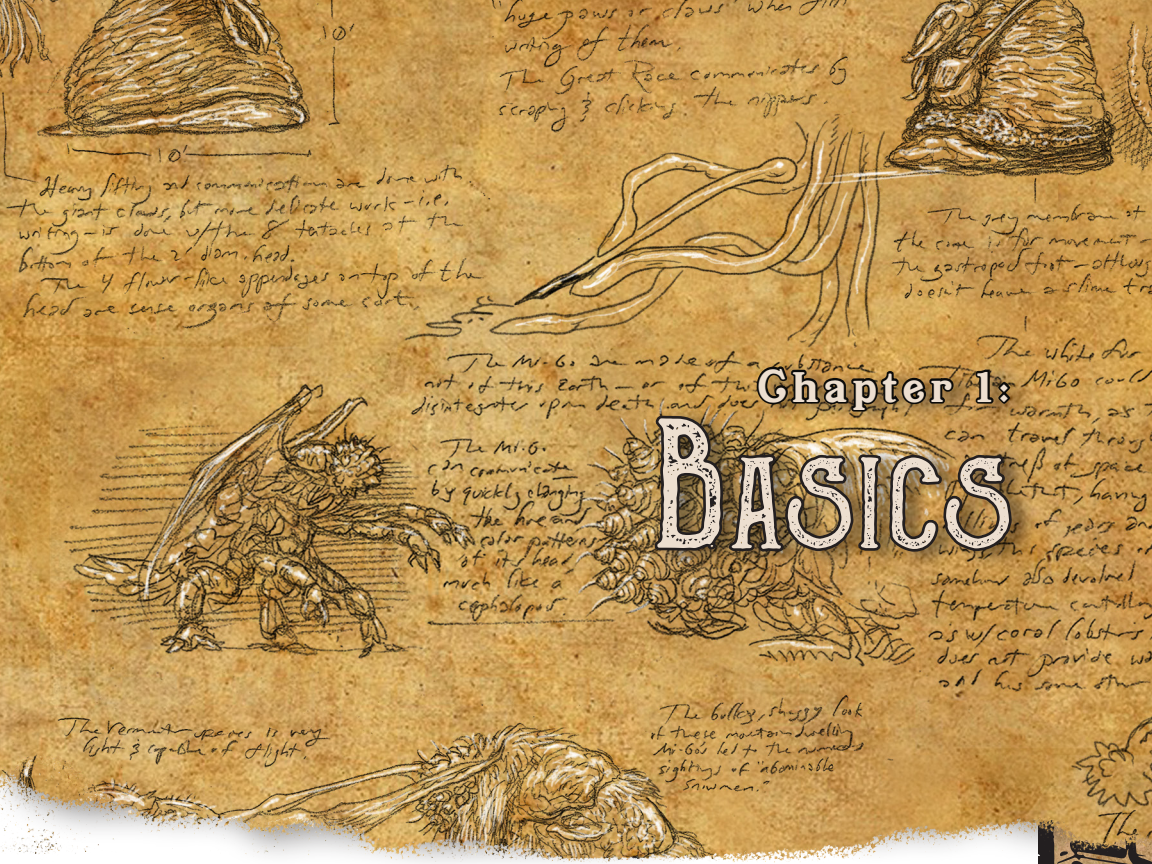
BASICS

STARTING THE GAME

TWO TYPES OF PARTICIPANTS ARE NEEDED TO PLAY *ELDRITCH TALES* - AT least one **player** and a **referee**. **Players** take on one or more character personas so their first step is to create a **player character** (**PC**). This is a simple matter of rolling dice to determine your character's basic attributes, choosing a character class, determining some secondary statistics such as hit points and insanity, then playing the game. The **referee's** role is to create and moderate the scenario, take on the role of **non-player characters** (**NPCs**), and to arbitrate the rules. Referees have a bit more preparation to do - that's covered later in a section called "Running the Game."

RULE NUMBER ONE

The most important rule in *Eldritch Tales* is that the Referee always has the right to modify the rules. In fact, it's encouraged! There are gaps in the rules, holes that we did not fill on purpose because much of the fun of "old school" gaming is being able to make rulings as needed.

This might be as simple as having players roll some dice and making a decision

based on the result. Some referees prefer more complex home-brewed charts for the smallest of details. Along the way we'll make suggestions, explanations, and give ideas (optional rules) within text boxes; feel free to use them or discard them as you like.

These rules stress the importance of character *roles* over dice *rolls*. A role-playing game requires input from the players, interactions with the referee's NPCs, and conversation among the players. The deeper these interactions, the more rewarding the game will be.

Finally, this is YOUR game! Have fun and tinker with it to suit your desires!

THE DICE

Like other role-playing games, a number of "unusual" dice are used in *Eldritch Tales*, and they are abbreviated according to how many sides they have. So, the four-sided die is called a d4, and if we tell you to roll 3 of them, we say to roll 3d4. The six-sided die is a d6, the eight-sided die is a d8, the ten-sided die is a d10, the twelve-sided die is a d12, and the twenty-sided die is a d20.

There is no "100-sided" die, so to roll d100 (referred to as "percentile") you must roll two ten-sided dice, treating the first roll as the "tens" digit and the second roll as the "ones" digit of your result. So if you were to roll a 7 and then a 3, the rolled result would be 73. Exception: a roll of 0 and 0 indicates a result of 100, not 0.

ATTRIBUTES

All characters are first distinguished by their basic attributes - Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. A score from 3 to 18 represents each attribute, with the average score falling between 9 and 12. Particularly high or low attributes will have an attribute modifier derived from the score. Determine each attribute by rolling 3d6 and summing the dice. Typically, attributes are rolled in the order listed and rolls may not be switched, unless your referee decides otherwise.

STRENGTH is a measure of the character's physical might and power. A high strength will grant bonuses in melee combat and afford a better chance to perform feats of strength. Apply the Strength modifier to melee attack rolls and melee damage rolls. Strength is the prime attribute of Combatants.

DEXTERITY is a combination of the character's balance, coordination, reflexes, and agility. The Dexterity modifier affects missile attack rolls, the character's armor class, and is applied to Saving Throws vs. traps, explosions, and area effects. When modifying armor class, reverse the +/- for descending armor class, or use the number as-is for ascending armor class. Dexterity is the Opportunist's prime attribute.

CONSTITUTION measures the character's endurance, ability to withstand poison and disease, and overall health. Exceptionally high or low Constitution will grant a bonus or penalty to the character's hit points. Your Constitution modifier is applied to Saving Throws against poison, disease, toxins, physical trauma, and death effects.

INTELLIGENCE represents your character's reasoning, problem-solving ability, and understanding of complex concepts. Intelligence governs a character's linguistic ability, granting additional languages as shown on *Table 1: Language Ability*. Apply the Intelligence modifier to Saving Throws vs. magic. Intelligence is the Antiquarian's prime attribute.

TABLE 1: LANGUAGE ABILITY	
Intelligence Score	**Language Ability**
3-6	Illiterate
7-12	-
13-14	1 additional
15-17	2 additional
18	3 additional

WISDOM is a measure of common sense, awareness, perception, and judgment. Wisdom is important for all characters because it is equivalent to Sanity. The Wisdom modifier is applied to Saving Throws vs. insanity, domination, fear, and mind-influencing effects. Any character with a Wisdom modifier applies it to experience earned.

CHARISMA represents the character's speaking ability, sociability, persuasiveness, and physical attractiveness. Charisma is the Socialite's prime attribute.

Charisma determines the number of NPC assistants a character may employ at any given time, as shown on *Table 2: Charisma*. Apply the Loyalty Modifier shown on the same table to the loyalty score of those assistants.

TABLE 2: CHARISMA		
Charisma	**Assistants**	**Loyalty**
3-4	1	-2
5-6	2	-2
7-8	3	-1
9-12	4	0
13-15	5	+1
16-17	6	+2
18	7	+2

UNIVERSAL ATTRIBUTE MODIFIER

Exceptionally high or low attributes will alter what a character can do. The Universal Attribute Modifier (or "Attribute Modifier" or "Modifier") granted by such scores is added to or subtracted from specific types of rolls as described in the attribute descriptions. The referee has the option to change how the bonus is used and is free to alter the table as he sees fit.

TABLE 3: UNIVERSAL ATTRIBUTE MODIFIERS			
Attribute Roll	**Description**	**Bonus**	**Feat Success**
3-6	Below Average	-1 (or -5%)	6
7-14	Average	0	5-6
15-18	Above Average	+1 (or +5%)	4-6

PRIME ATTRIBUTE

Every character class has a **Prime Attribute** associated with it. This is the most important attribute for the class and having an exceptional score in their prime attribute will affect the character's earned experience points.

EXPERIENCE MODIFIER

Just as exceptional attributes will modify die rolls, they may also increase or decrease the amount of experience points earned by the character.

All characters add (or subtract) their Charisma and Wisdom Percentile Modifiers as well as that of their associated Prime Attribute to earned **Experience Points** (**XP**). These modifiers are added together for a maximum of +/-10%.

ATTRIBUTE FEATS

When you describe what your character will do, the referee will determine your chances of success and explain the result. When the chance of success is in question, the referee may call for an **Attribute Feat** to determine the outcome. The Attribute Feat System is the standard method of task resolution, but it is strongly recommended that the referee require players to describe their actions fully before rolling any dice.

To make an Attribute Feat, the referee determines which Attribute will be tested and a six-sided die is rolled, adding or subtracting any relevant modifiers to the roll. Note that the Universal Attribute Modifier is never applied to an Attribute Feat because it is already factored into the success range. If the modified die roll falls within the **Feat Success** range, shown on *Table 3: Universal Attribute Modifier*, the character succeeds! If a feat is particularly hard, the referee may assign a penalty based on *Table 4: Attribute Feat Difficulty*.

TABLE 4: ATTRIBUTE FEAT DIFFICULTY	
Feat Penalty	**Description**
0	Normal Difficulty
-1	Hard
-2	Extremely Difficult
-3	Nigh Impossible

For example, Randolph Carter is attempting to lift a heavy log off of his comrade's legs, and the referee calls for a difficult Strength Feat, assigning a -2 penalty. Carter's Strength score is "15" and he rolls a "6" on a six-sided die. After applying the -2 penalty the modified result is "4." Carter's Strength indicates that he achieves success with a result of 4-6, so Carter lifts the log! If his Strength were 7, he would achieve success only on a roll of 6; Carter would need assistance or ingenuity to lift the log.

Furthermore, the referee may require no roll for certain actions. He may award an automatic success due to the ease of the task or because the player gave an excellent description of his feat. Alternatively, some tasks may be ruled impossible, in which case the referee may impose an automatic failure.

A **Strength Feat** is made when the character attempts to lift or carry heavy objects, bend or break strong materials, maintain a hold on something, climb difficult obstacles, leap long distances, or perform any other similar feat.

The referee may call for a **Dexterity Feat** when a character attempts actions that involve balance, coordination, or agility, such as sneaking, walking a tightrope, snatching an object, performing an acrobatic maneuver, catching an object, or throwing something that is not an attack.

A **Constitution Feat** may be necessary when the character attempts to hike or run for extended periods, swim in extreme conditions, hold his breath for more than a few moments, withstand torture, is subjected to environmental exposure, or otherwise pushes his body to its limits.

An **Intelligence Feat** may be used to determine success when a character attempts to piece clues together, use unfamiliar technology, or understand difficult puzzles. You make an Intelligence feat when attempting to learn spells and understand Mythos tomes.

The referee may call for a **Wisdom Feat** when a character attempts to spot hidden objects, hear faint noises, guess if a person is lying, determine why animals are agitated, or other feats that involve common sense, perception, and intuition.

A successful **Charisma Feat** might allow the character to talk her way out of trouble, haggle for a better price, deceive, bluff, or charm others, or to sway a listener to her argument.

Class Skills

Every Character Class is assigned a number of **class skills** which also increase your chance of success. When a character attempts an Attribute Feat that involves one of his class skills, he gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

Additional information concerning Skills can be found in *Chapter 5: Skills*.

If your referee is using **Occupations**, your character's occupation grants him additional specialties. If you attempt an Attribute Feat that involves an Occupational Specialty, you roll two six-sided dice and choose the higher result.
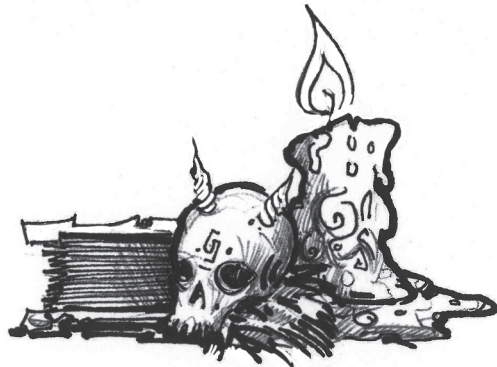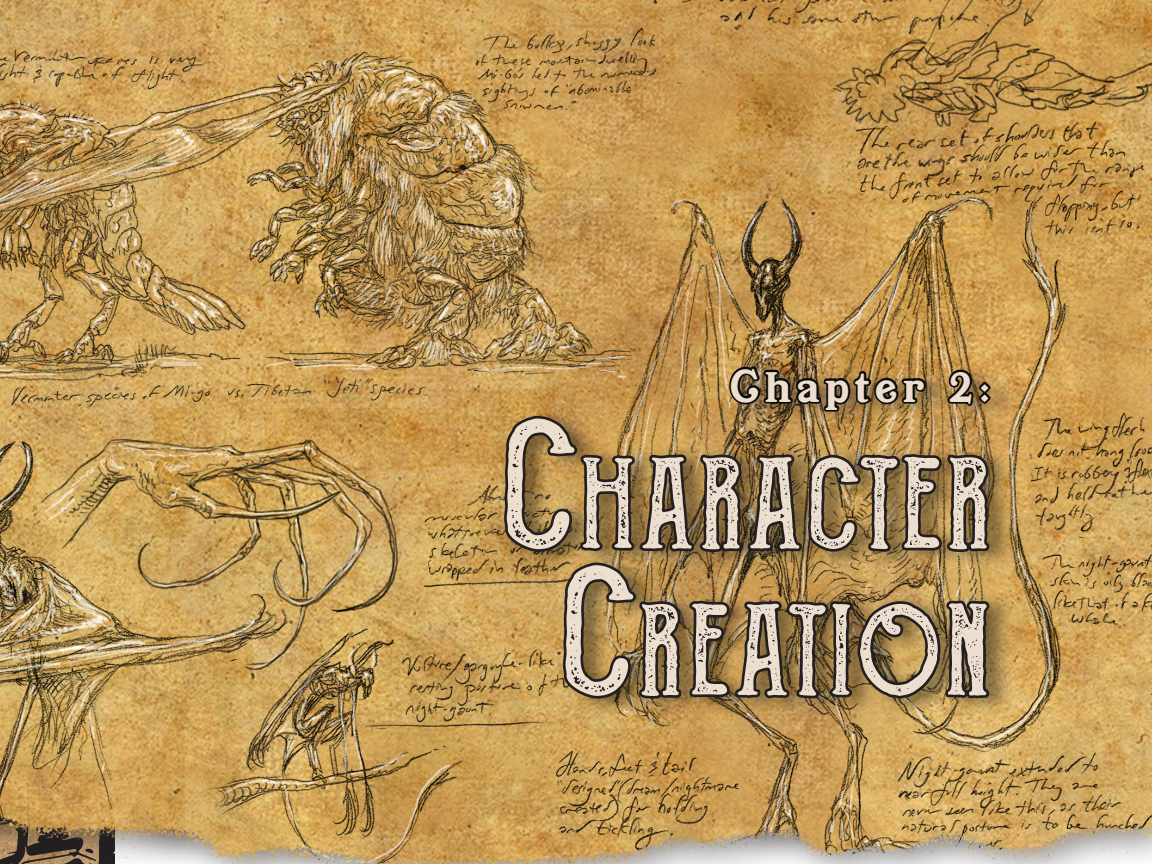
Character Creation

Four classes are presented in *Eldritch Tales* - the **Antiquarian,** the **Combatant,** the **Opportunist,** and the **Socialite**.

Some class abilities (such as Weapons and Armor) are era-dependent and are appropriate to the Classic setting as presented. However, if the referee is setting the game in another time period, she will inform you how the class is altered. The Classic era assumes a game set in the 1920s. For information on different time periods, see *Appendix I: Eras of Mythos Earth.*

CHARACTER CREATION

Follow these steps when creating a character. See Chapter 7 for alternate methods of creating characters.

1: DETERMINE BASIC ATTRIBUTES

Roll 3d6 six times and record the totals in the following order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Some referees may allow different methods for generating attributes.

2: CHARACTER CLASS

Choose whichever character class most interests you. Though there are no minimum attribute requirements, it is beneficial to have a high **prime attribute**.

3: EQUIPMENT

Roll 3d6 and multiply the total by 10. The result is the amount of money your character starts the game with (the game assumes American dollars). Additionally, since *Eldritch Tales* characters are established individuals, every character is assumed to have living accommodations according to his status, as well as having a supply of typical clothing and household items. If using the optional "Occupations," each character will gain a few pieces of additional starting equipment. See *Chapter 4* for equipment information.

4: CONTACTS

Contacts are friendly non-player characters that the player character can rely on for support and information. Each character class describes how many contacts the character starts with and what type of contacts they are. The player and referee should work together to fill out all the character's contacts.

5: OCCUPATION *(OPTIONAL)*

If the referee is using this optional rule, choose an occupation for your character and note its benefits.

6: CHARACTER RELATIONSHIPS

Each will roll randomly to determine a unique connection with another player.

7: SECONDARY ABILITIES

Roll your character's **hit points** (**HP**). At first level, all classes have 1d6 hit points (except the Combatant, who has 1d6+1) and add or subtract your Constitution modifier.

Armor Class: If using the standard **Armor Class** (**AC**) system, your AC is 9 minus your Dexterity modifier, and improved by armor. If using the **Ascending Armor Class** (**AAC**) rule, AAC is 10 plus your Dexterity modifier, and improved by armor.

XP Bonus: You gain a +5% bonus to earned experience points for each of the following that is over 14: Wisdom, Charisma, and the Prime Attribute of your class, to a maximum of +/-10%.

Languages: All characters are fluent with their native language and gain additional languages for high Intelligence. The referee may rule that characters with Intelligence less than 7 are illiterate.

Movement: Movement is dependent upon how much equipment your character is carrying. If you carry 75 pounds or less, your movement rate is 12. Otherwise consult 70.

Combat Details: Base Attack Bonus (**BAB**) for 1st level characters is +0. Note the BAB on your character sheet, as well as the melee attack modifier, equal to your Strength modifier, and the ranged attack modifier, equal to your Dexterity modifier. Note the damage, range, and ammunition of your weapons. Unarmed damage is 1d6-2. Unarmed and melee weapon damage is adjusted by your Strength modifier.

Insanity: Insanity measures your character's mental health. When you fail a Saving Throw vs. insanity, you add 1 or more points to your Insanity, and possibly suffer more grave effects.

Mythos Lore: Your Mythos Lore score evaluates the amount of Mythos knowledge you have gained. All characters begin with 0 Mythos Lore.

UNDERSTANDING THE CLASS TABLES

Level: The level of experience of the character class. All statistics in a row refer to a character of that level.

XP: The number of experience points necessary to advance to higher levels.

BAB: The Base Attack Bonus is added to all types of attack rolls and is examined in more detail in *Chapter 7: Playing the Game.*

HD: Indicates the number of Hit Dice to roll when reaching a new level. All characters use six-sided dice as Hit Dice. The rolled sum of the Hit Dice is the character's maximum Hit Points. Hit Points are re-rolled each level. If the character rolls less than what he already had, the roll is ignored and he maintains his previous hit points. Referees may have house rules for determining Hit Points.

ST: The character's Saving Throw number for a particular level indicates the number needed on a roll of a d20 for the character to avoid danger and terrible consequences. All classes gain bonuses to certain types of Saving Throws.
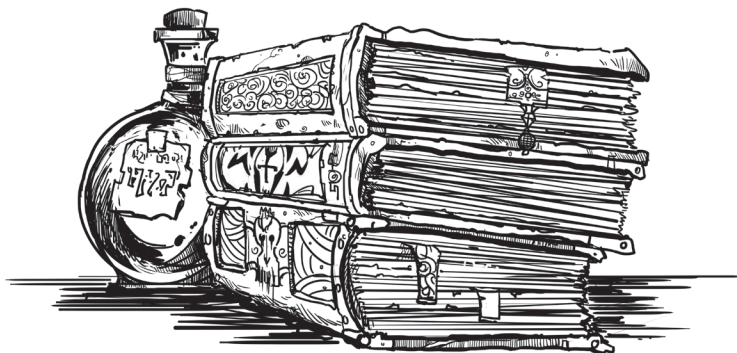
THE ANTIQUARIAN

A learned scholar and seeker of knowledge, the Antiquarian has a deep under-standing of the sciences, ancient mysteries, and forgotten lore. He might be a pro-fessor, an archaeologist, an occultist, an inquisitive monk, or any other individual who uses his intelligence to solve problems. Antiquarians become embroiled in Mythos investigations for any number of reasons – perhaps they are sought out for their unique knowledge, or perhaps their studies reveal some terrible secret that must be verified to satisfy their intellectual curiosity.

ANTIQUARIAN ABILITIES

CLASS SKILLS:
Antiquarians are educated in Knowledge (History, Literature, and Mythology), Research, and may choose either Appraisal or Writing. When attempting an Attribute Feat that involves one of these skills, the Antiquarian gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

LINGUIST:
Antiquarians gain one additional language at 1st level, and another at 3rd and 5th levels. Antiquarians may choose ancient or "dead" languages as well as contemporary languages.

RESEARCHER:
When presented with some diffi-cult question or impossible mystery that he cannot immediately solve, the Antiquarian can usually find an answer or clue to help the in-vestigation. The Antiquarian takes a minimum of 1d3 days to inves-tigate the matter, visiting libraries, interviewing associates, collecting witness accounts, and pouring over dusty tomes, after which the referee can share whatever information he deems appropriate.

SAVING THROW:
Antiquarians gain a +2 bonus to Saving Throws vs. mind control and insanity.

WEAPONS AND ARMOR:
Antiquarians rarely have cause to practice martial skills and can employ only clubs and handguns. They can wear only light armor.

CONTACTS:
Antiquarians begin with two Academic contacts.

XP BONUS FOR INTELLIGENCE:
Antiquarians with an Intelligence of 15 or higher gain a +5% bonus to all experience earned.

TABLE 5: THE ANTIQUARIAN				
Level	**XP**	**HD**	**BAB**	**ST**
1	0	1	+0	15
2	1,500	1+1	+0	14
3	3,000	2	+0	13
4	6,000	2+1	+1	12
5	12,000	3	+1	11
6	24,000	3+1	+1	10

THE COMBATANT

Combatants are individuals trained in the martial ways. They may be soldiers, mercenaries, brawlers, bodyguards, boxers, martial artists, criminal thugs, or even rowdy sailors. Regardless of his background, the Combatant is a highly capable fighter whose military prowess is greatly appreciated during many investigations, for it is often his responsibility to protect his fellows against the onslaught of Mythos horrors.

COMBATANT ABILITIES

CLASS SKILLS:
Combatants gain a +1 bonus to any Attribute Feat that involves Athletics, First Aid, Knowledge (Militaria), and may choose either Drive or Survival. This bonus increases to +2 at 4th level.

COMBAT MACHINE:
When fighting adversaries of 1 HD or less, the Combatant may make one attack for each of his Hit Dice. He may make these attacks unarmed or with any weapon. The referee may rule that the number of attacks is limited by ammunition.

LEADER:
A 4th-level Combatant instills discipline and morale into his allies and the people he leads. All allied characters within 30 feet gain a +1 bonus to all Saving Throws against fear. Allied NPCs additionally gain a +1 bonus to morale.

SAVING THROW:
Combatants gain a +2 bonus to Saving Throws vs. fear and death.

WEAPONS AND ARMOR:
Combatants suffer no restrictions to their armament and may wear any armor.

CONTACTS:
Combatants start with one Martial contact.

XP BONUS FOR STRENGTH:
Combatants with a Strength of 15 or higher gain a +5% bonus to all experience earned.

TABLE 6: THE COMBATANT

Level	XP	HD	BAB	ST
1	0	1+1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11

THE OPPORTUNIST

Whether streetwise scoundrels, globe-trotting treasure hunters, or gentlemen rogues, Opportunists are individuals who have a sense of adventure, a desire for notoriety, and an incurable wanderlust. Whether Opportunists traverse the globe or skulk the cobbled streets of their own neighborhoods, they survive with quick wits and faster reflexes. In their search for fortune and glory, Opportunists find themselves at odds with elements of the Mythos almost as often as they compete with rivals after the same prize.

OPPORTUNIST ABILITIES

CLASS SKILLS:

Opportunists gain a +1 bonus when attempting any Attribute Feats that involve Appraisal, Drive, Perception, and may choose either Athletics or Sneak. In addition, they have Knowledge concerning one Geographic Area of their choosing (as broad as Latin America or Egypt, or as focused as Red Hook or New Orleans).This bonus increases to +2 at 4th level.

LUCKY:

Opportunists have a knack for succeeding where others fail. They may re-roll one failed die roll per game session.

BACKSTAB:

Opportunists enter into stand-up fights as a last resort, preferring rather to seek an advantage over an opponent and use the element of surprise. When an Opportunist has such an advantage, such as when attacking from concealment, she gains a +2 "to attack" and adds her level to the damage.

SAVING THROW:

Opportunists gain a +2 bonus to Saving Throws vs. traps, explosions, and stun.

WEAPONS AND ARMOR:

Opportunists employ clubs, knives, handguns, submachine guns, and any thrown weapons. They may wear light or medium armor.

CONTACTS:

Opportunists start with any two contacts of their choice.

XP BONUS FOR DEXTERITY:

Opportunists with a Dexterity of 15 or higher gain a +5% bonus to all experience earned.

TABLE 7: THE OPPORTUNIST

Level	XP	HD	BAB	ST
1	0	1	+0	14
2	1,700	1+1	+0	13
3	3,500	2	+1	12
4	7,000	3	+1	11
5	14,000	4	+2	10
6	27,000	4+1	+2	9

THE SOCIALITE

Socialites are individuals who rely on their personalities, charisma, and speaking ability to accomplish their goals. A sneaky con artist, a fervent preacher, a military officer, an actress, or an accomplished politician are all examples of Socialites. Socialites involved in Mythos investigations very often act as the party's spokesperson and negotiator, a service that just might save the group from a disastrous demise.

Socialite Abilities

CLASS SKILLS:

Socialites think quickly and speak smoothly. They are skilled at Deception, Interaction, Knowledge (Etiquette), and may choose either Perform or a second Knowledge skill. When attempting an Attribute Feat that involves one of these skills, the Socialite gains a +1 bonus to the roll; this bonus increases to +2 at 4th level.

INFLUENCE OTHERS:

A Socialite may use her speaking ability to influence the people around her. After speaking for one round, the Socialite may cause the reactions of listeners to shift however she chooses (within reason). For instance, listeners may be turned to friendliness, indifference, hostility, or agreement. The referee may allow the Socialite to force morale or loyalty checks by means of this ability. Target must be within hearing distance and understand the character's language. The Socialite may influence a number of individuals equal to her level. Targets of this ability are allowed a Saving Throw vs. mind-control, but a Socialite of 4th level or higher imposes a penalty of -2 to the save.

SAVING THROW:

Socialites gain a +2 bonus to Saving Throws vs. mind-control and deception.

WEAPONS AND ARMOR:

Socialites may employ clubs, daggers, handguns, and swords. They may wear only light armor.

CONTACTS:

Socialites begin with one Influential contact and two additional contacts of their choosing.

XP BONUS FOR CHARISMA:

Socialites with a Charisma of 15 or higher gain a +5% bonus to all experience earned.

TABLE 8: THE SOCIALITE

Level	XP	HD	BAB	ST
1	0	1	+0	16
2	1,500	1+1	+0	15
3	3,000	2	+1	14
4	6,000	3	+1	13
5	12,000	3+1	+1	12
6	24,000	4	+2	11

CHARACTER RELATIONSHIPS

After all of the characters are created, the final step is to establish the initial connections amongst characters in the group. Not all scenarios call for established character relationships, therefore consult your referee before completing this step. *Table 9: Character Relationships* is used to randomly generate relationships between the player characters. The result requires each player to answer a question about his character's past interaction with another player character. This should spark some communication between players and allow for some imaginative storytelling. Each player rolls once and applies the result to the character to his or her right (at the table). If only one player is taking part in the scenario, he should still roll once on this chart but apply the result to one of his contacts. If using Occupations, it is helpful to determine those before performing this step.

GENERATING SECONDARY ATTRIBUTES

Once you have determined your attributes and chosen a class, the next step is to generate all of the secondary attributes and other aspects of the character.

Hit Points

Hit Points (**HP**) are an abstract measure of your character's health, vitality, stamina, and ability to avoid dying. The referee is free to describe hit point loss in his own manner - is it physical wounds, physical stress, diminished stamina, or something else? For every level of experience a character achieves, he gains an assigned number of Hit Dice as shown on each class table.

Insanity

Characters in *Eldritch Tales* learn forbidden secrets and experience mind-numbing terror, which combines to slowly drive them insane. **Insanity** is a measure of your character's mental fortitude and grasp on reality. As your character takes part in Mythos investigations, his Insanity score will fluctuate up and down. See *Chapter 7* for more information on Insanity. All characters start with an Insanity score of 0 and a **Maximum Insanity** equal to their Wisdom.

TABLE 9: CHARACTER RELATIONSHIPS

1d20 Roll	Relationship
1	You stole something once, got away with it, and the character was with you. What was it and did he help or oppose you?
2	You are in love with the character (or his/her significant other, sibling, etc.). Does he know and how does he feel?
3	The character owes you a debt. What sort of debt?
4	The character was with you when you discovered a unique object. What was the object?
5	You and the character did something terrible, which you regret. What was it?
6	You are protective of the character. Why?
7	You rely on the character. Why and for what?
8	You are related to the character. What is the relation?
9	The character assisted you with a crucial task for which you feel indebted. What task?
10	You and the character were childhood friends, but lost contact for several years. How do you remember him?
11	You and the character helped a stranger caught in a dire situation and bonded. What happened?
12	You traveled with the character for several weeks. Where did you visit and to what purpose?
13	Though acquainted, you consider the character to be a source of bad luck. Why?
14	You consider the character a mentor. Why?
15	The character helped you through a difficult time in your life. What happened?
16	Your family has history with the character's family dating back generations. What is that history?
17	You and the character are members of an organization. What organization?
18	You and the character witnessed something astounding, even unusual. What was it?
19	You trust the character with your life. Why?
20	You know a secret concerning the character. What is it and does he know that you know?

Mythos Lore

Mythos Lore evaluates how much a character knows about the Mythos and how steeped they are in unspeakable Mythos secrets. This score will rise as the character reads forbidden tomes, witnesses impossible horrors, or is otherwise exposed to the Mythos or learns cosmic truths. Unless the referee says otherwise, all characters start with a Mythos Lore score of 0.

Mythos Lore provides a bonus to any checks concerning Mythos knowledge, Spell Checks, as well a bonus to Saving Throws vs. insanity where the Mythos is the cause. Consult *Table 10: Mythos Lore Modifiers* for Mythos Lore modifiers.

TABLE 10: MYTHOS LORE MODIFIERS

Mythos Lore Score	Modifier
0-10	+0
11-30	+1
31-50	+2
51+	+3

Finishing Touches

Finally, flesh out your character by giving him a name, describing his appearance, and creating a bit of background information. Try to answer some of these questions:

- How old is the character? What color are his hair and eyes?
- Where is the character from? What does she do for a living?
- Where is the character's family?
- What are the character's favorite things? Hobbies? Cherished possessions?
- What does the character despise? Who are his enemies?

Chapter 3: Contacts

CONTACTS ARE INDIVIDUALS WHO A CHARACTER MAY RELY UPON FOR support, information, and assistance when the character is in need. Every character class begins the game with one or more contacts of a particular type (described in the following text). If they are being used, Occupations might also provide starting contacts.

USING CONTACTS

Players may call upon their contacts for any number of reasons, and the referee is encouraged to use their contacts as plot devices. A character's contacts should generally be well-disposed toward requests, though the referee makes the final decision on whether and how the contact will respond. As a general guideline, contacts are always able to offer assistance within their areas of expertise, but may decline if the request is outside of their abilities, interests, or is perhaps too dangerous. For example, a librarian contact might allow a character to stay long after the library has closed or to peruse the rare book collection with ease, but he would be unlikely to allow the character to "borrow" the *Necronomicon*; a doctor contact might freely make house calls, stitch up wounds, or supply medication, though she wouldn't likely assist in apprehending a cultist.

Referees should watch for players abusing their contacts and taking advantage of their kindnesses. Yes, a contact may be willing to lend money, lie, or even bend the law for the character, but not regularly. It is entirely possible for a character to lose a contact due to such abuse.

Referees and players should remember that having a contact is a shared relationship - the player character is just as much the NPC's contact as they are the PC's contact. NPC contacts look to the PC for assistance and should be able to expect any reasonable amount of help. In this manner, referees may use contacts to relay information, insert plot hooks, or create complications for the characters.
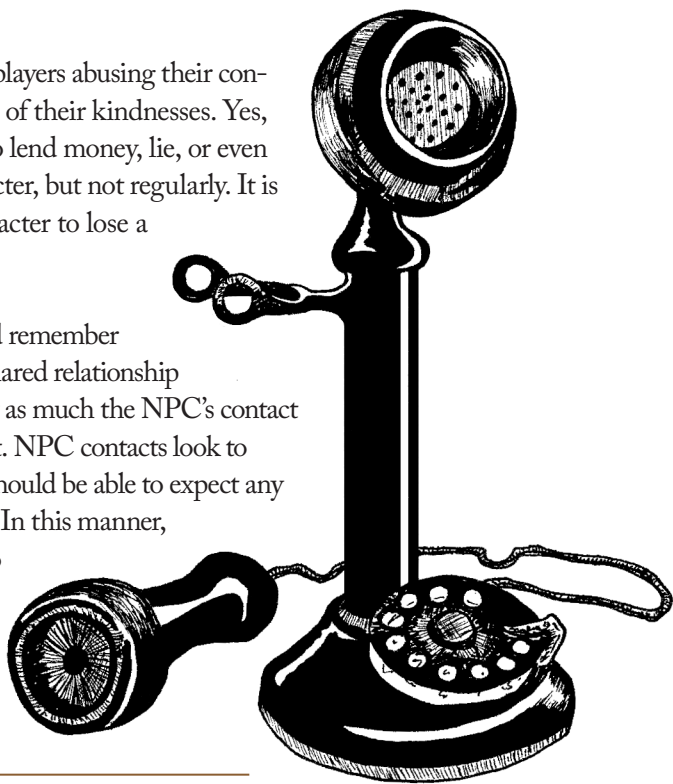
CREATING CONTACTS

Players and referees should work together to create every contact. After determining what type(s) of contacts a character starts with, the player should present his idea for the contact and the referee may offer input to help fit the contact into the game setting in a manner that is most helpful to the game.

For example, Edgar has created a Socialite character who starts with an Influential contact and two additional contacts. Edgar wants his Influential contact to be a wealthy business owner. The referee, knowing that his scenario involves thefts from a bank, suggests that the bank owner would be a possibility. Edgar wants his second contact to be an estate owner who raises horses. The referee informs Edgar that such a contact would live several miles away, outside of the town proper, but otherwise allows the contact.

GAINING NEW CONTACTS

Additional contacts are gained only through role-playing within the game world. The referee has the final say on how this might work, but any NPC who repeatedly receives help from one or more player characters is likely to become a contact.

TYPES OF CONTACTS

Contacts are grouped together into broad categories. These are listed below, though the list should not be considered exhaustive.

ACADEMIC: Academic contacts are professors, scientists, teachers, librarians, antiquarians, museum curators, archivists, astronomers, or any other individual employed in the pursuit of knowledge.

CLERGY: Contacts in the Clergy category include any person who performs religious duties, such as ordained priests, pastors, ministers, evangelists, rabbis, monks, Islamic leaders, swamis, gurus, daoshi, and tribal shamans, regardless of their faith.

CRIMINAL: Criminal contacts allow access to the seedy underworld. They may be common thieves or burglars, professional gangsters, bookies, bootleggers, fences, smugglers, or any other individual who earns a living by breaking the law.

GENERAL: This category provides a catch-all for any type of contact not covered elsewhere, though there may be some overlap. General contacts include artists, railroad engineers, architects, technicians, mechanics, pilots, laborers, fishermen, tradesmen, construction workers, farmers, bank tellers, factory workers, salesmen, hobos, ship captains, and the like.

INFLUENTIAL: This is a broad category that overlaps somewhat with other categories. An Influential contact might be a wealthy businessman, an oil tycoon, a U.S. senator, a city mayor, a famous actor, or any other person who can use his or her position to influence others.

LEGAL: Policemen, detectives, lawyers, judges, federal agents, district attorneys, parole officers, security guards, corrections officers, and any other individuals who work within the judicial system would all be considered legal contacts.

MARTIAL: Martial contacts include those individuals in the armed forces, from the lowest enlisted private to the highest ranking admiral, as well as pugilists, martial artists, fencers, and wrestlers.

MEDICAL: Contacts in the medical field can be extremely helpful to characters and include not only doctors and nurses, but dentists, pharmacists, psychologists, and anyone else working in the field of medicine.

Chapter 4:
EQUIPMENT
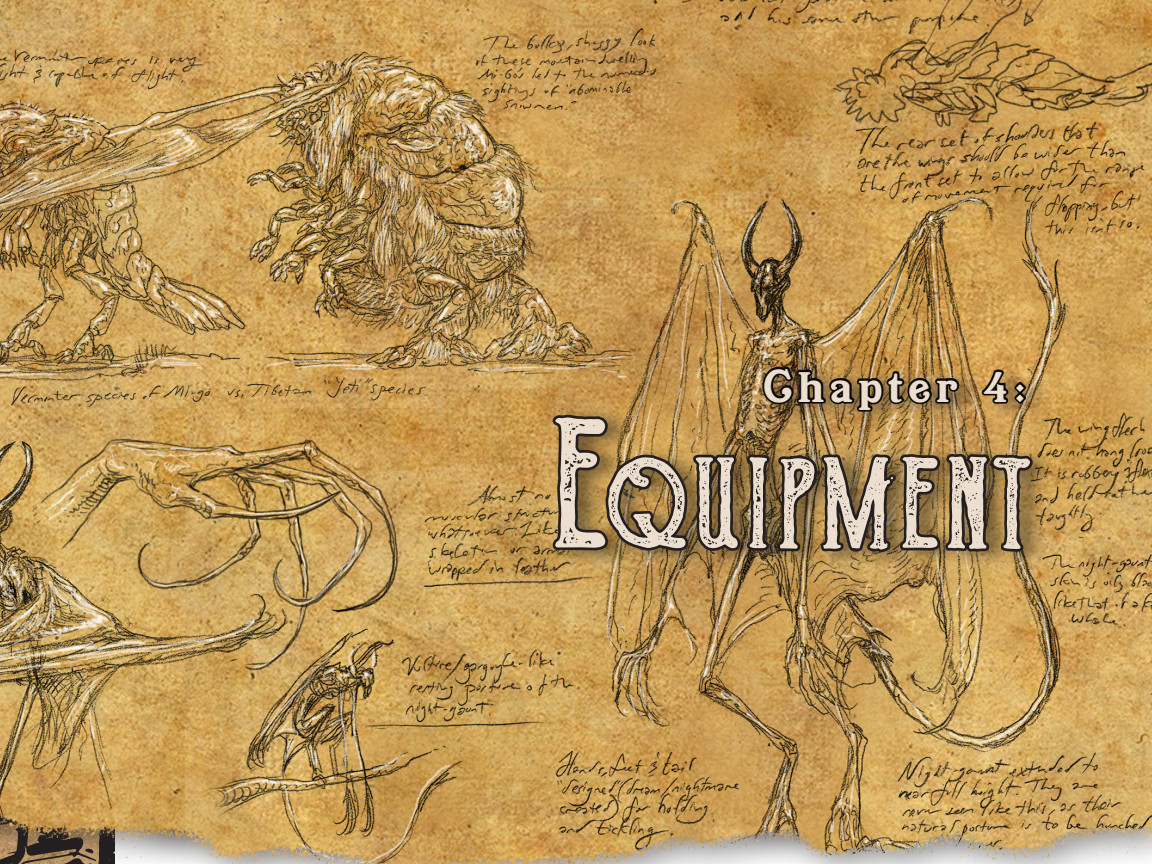
WHEN CONDUCTING MYTHOS INVESTIGATIONS, CHARACTERS USUALLY equip themselves with a wide variety of tools, weapons, gear, and other paraphernalia. The following sections detail common equipment.

BUYING EQUIPMENT

All characters begin the game with 3d6 x $10. Though the game assumes United States currency, the referee should switch the currency to suit his game setting. This amount may be altered by the character's Occupation if the referee is using that optional system.

There are 100 cents in the U.S. dollar, and the costs listed on the tables are given in multiples of ten cents or whole dollars. Prices are roughly based on those of 1924.

Equipment Weight

To keep things simple, equipment weights are given in whole, half, and quarter pounds. Referees are encouraged to alter this as they see fit.

TABLE 11: ANIMALS

Type	Cost
Camel	$200
Dog, Guard	$75
Dog, Hunting	$20
Horse, Draft	$275
Horse, Riding	$325
Mule	$135

TABLE 12: CLOTHING

Type	Weight	Cost
Boots	4	$6
Hat/Cap	0.5	$3
Leather Coat	5	$25
Outfit, Extravagant	5	$75+
Outfit, Fine	5	$30+
Outfit, Poor	4	$ 8
Outfit, Typical	4	$15
Shoes	2	$ 4.50
Uniform, Military or Police	8	$18
Winter Clothing, Set	15	$14.50
Wool Top Coat	8	$ 20
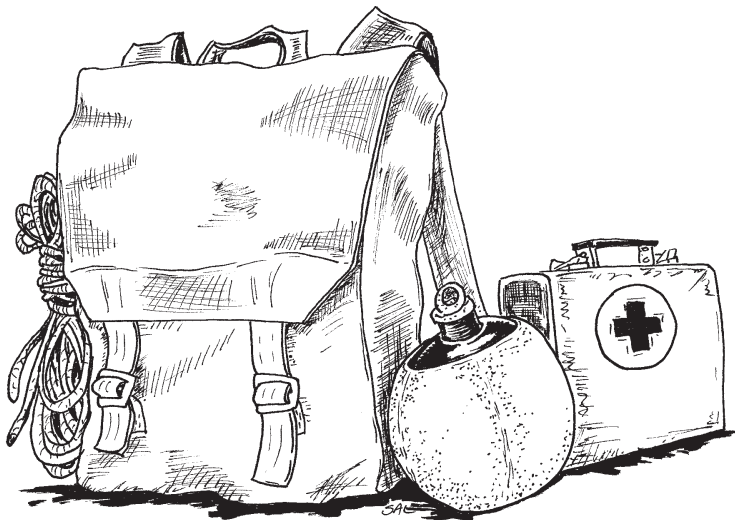
TABLE 13: GENERAL GEAR

Type	Weight	Cost
Ammunition, Pistol (30)	2	$6.25
Ammunition, Rifle (20)	2	$5
Ammunition, Shotgun (10)	2	$2.25
Arrows (12)	3	$1.50
Backpack	3	$ 8.50
Binoculars	2	$28
Blanket, Wool	2	$1.80
Camera, Commercial	12	$140
Camera, Pocket Folder	1	$5
Canned Food	1	$0.40
Candle (5)	1	$0.10
Canteen	1	$1.60
Carbide Light	2	$3
Carbide, pound	1	$0.25
Chain, 10'	6	$6.50
Cigarettes, pack	-	$0.10
Cigars, box	1	$3
Compass	0.5	$2.50
Crowbar	4	$2
Film, 24 exposures	0.25	$0.50
First Aid Kit	4	$6
Flashlight, Large	1	$4.30
Flashlight, Small	0.5	$3
Fishing Kit	3	$14
Handcuffs	1	$3
Kerosene, 1 pint	0.5	$0.40
Knife, Pocket	0.5	$2
Lantern, Kerosene	2	$3
Lighter	0.5	$1
Lock Picks	0.5	$20
Mountaineering Kit	20	$30
Radio	5	$50
Rope, 50'	4	$8.50
Sack, Burlap	1	$ 0.50
Shovel	4	$1
Telephone	4	$16
Tent (7' x 7')	10	$12.50

TABLE 14: LODGING

Type	Cost
Apartment, Basic	$10/wk
Apartment, Extravagant	$40+/wk
Farm	$2,500+
Hotel Room	$3/night
House, Small	$1,400+
House, Large	$4,000+
House, Mansion	$10,000+
House, Rent	$55/mo
Office	$12/wk

TABLE 15: VEHICLES AND TRANSPORTATION

Type	Cost
Airfare, Local	$3/20 miles
Airfare, International	$20/100 miles
Auto, Luxury	$5,000+
Auto, Pick-up Truck	$350+
Auto, Sportscar	$1,200+
Auto, Typical	$400+
Bicycle	$10
Biplane, Used	$600
Biplane, Quality	$3,500
Boat, Fishing 16'	$160
Boat, Speed 20'	$1,500+
Bus Fare, City	$0.05
Canoe/Rowboat	$40
Farm Tractor	$1,200+
Motorcycle	$150+
Ocean Liner, 1st Class	$200
Ocean Liner, Steerage	$40
Ship, Sailing 50'	$2,000+
Ship, Yacht 80'	$16,000+
Taxi Fare	$0.10
Train Fare	$2.50/100 miles
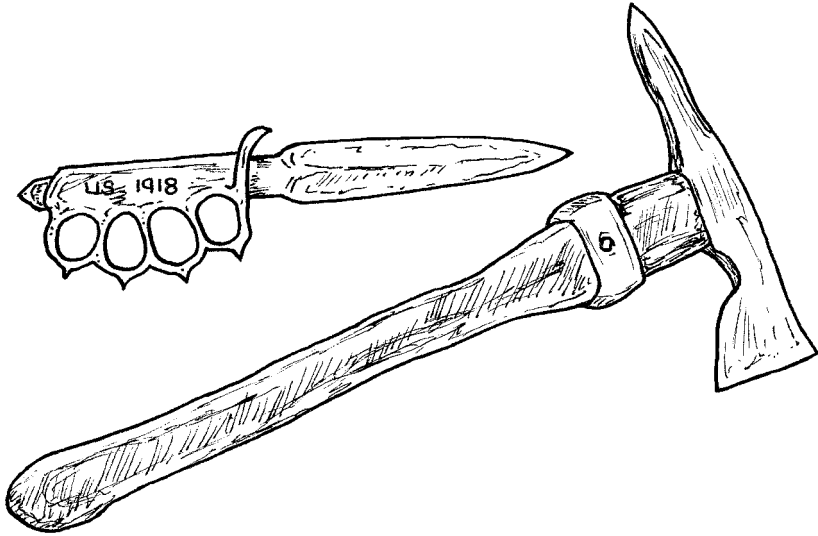
TABLE 16: MELEE WEAPONS

Weapon	Damage	Weight	Cost
Axe	1d6	6	$4
Blackjack#	1d6-1	2	$2
Brass Knuckles*	+1	1	$1
Club (Nightstick)	1d6	3	$3
Hatchet	1d6-1	3	$1.60
Hammer	1d6	3	$1.50
Knife	1d6-1	1	$2.50
Scythe	1d6-1	3	$ 2
Spear	1d6	5	$5
Staff	1d6	4	$0.85
Sword	1d6	3	$15
Sword, Two-Handed	1d6+1	6	$30
Unarmed	1d6-2	-	-

When used to strike the head (-4 to hit), blackjacks have a chance to knock an opponent unconscious (Saving Throw allowed).

*Brass Knuckles add 1 point of damage to unarmed attacks.
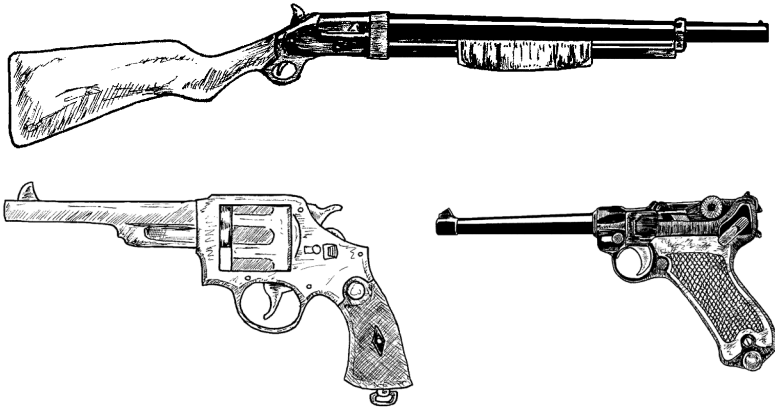
TABLE 17: MISSILE WEAPONS

Weapon	Damage	ROF*	Range	Ammo	Wt.	Cost
Bow	1d6	2	60 ft	1	4	$10
Crossbow	1d6+1	1/2	80 ft	1	10	$20
Dynamite Stick°	1d6+2	1/2	20 ft	-	2	$2
Grenade	2d6+2	1	10 ft	-	2	$6
Hatchet, Thrown	1d6-1	1	10 ft	-	3	$1.60
Knife, Thrown	1d6-1	1	10 ft	-	1	$2.50
Machine gun†^	2d6	2	150 ft	100	35	$850+
Pistol, Derringer	1d6	1	20 ft	1 or 2	1	$12
Pistol, Revolver^	1d6+1	1	75 ft	6	3	$18
Pistol, Semi-auto^	1d6	2	75 ft	8	2	$40
Rifle, Hunting	1d6+1	1	200 ft	5	8	$35
Rifle, Flintlock	1d6+2	1/2	120 ft	1	10	$30
Rifle, Semi-auto^	1d6+1	2	150 ft	10	15	$300
Shotgun, double-barrel‡	1d6+2	1	30 ft	2	6	$40
Shotgun, pump	1d6+2	1	30 ft	5	8	$55
Slingshot	1d6-3	1	20 ft	1	1	$2
Submachine gun†^	1d6	2	75 ft	25	8	$170+

Wt. is an abbreviation for Weight

* ROF (Rate of Fire) indicates how many times in one round that a weapon may be fired..

° Dynamite affects all characters within 10 feet of the blast point. Dynamite may be bundled together, with each stick after the first extending the area of effect by 5 feet and causing an additional 1d6 damage. Up to three sticks of dynamite may thrown when strapped together.

^ Weapon may fire *bursts*.

† Weapon may be used to *spray*.

‡ Weapon may fire *both barrels* at once.

ARMOR CLASS
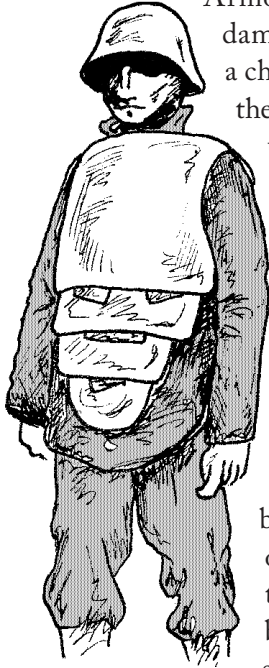
Armor Class represents a character's ability to avoid damage. It is a combination of physical protection and a character's natural ability to dodge or parry blows. In the standard/descending **Armor Class** system (**AC**), an unarmored human has an AC of 9. Armor worn or any other bonuses subtract from the total, increasing his defense. If using **Ascending Armor Class** (**AAC**), the base AAC is 10 and armor bonuses are added to this.

It would be highly irregular for characters to wear actual armor (such as chain mail) during the 1920s. So, in *Eldritch Tales*, the referee determines what is considered armor - or rather, what will bestow a protective benefit. A PC might have "lucky" or signature clothing that defines the character, and the referee may allow those to offer a protective benefit translating to an AC bonus. The referee will set the AC bonus.

For example, Charles is playing a Combatant who wears a military jacket he's had for years, while Lee's Opportunist might wear a leather jacket and fedora. The referee may decide that the former is considered medium armor and the latter light armor.

TABLE 18: ARMOR				
Armor	**AC**	**Wt.**	**Example**	**Cost**
Light	-2 [+2]	5	Leather jacket, fencing smock	$30
Medium	-4 [+4]	15	Heavy winter clothes, layered furs	$75
Heavy	-6 [+6]	50	Flak jacket and helmet, steel cuirass	$125

Wt. is an abbreviation for Weight

CHARACTER CLASSES GRANT EACH CHARACTER A CERTAIN SET OF **class skills** that help him to successfully perform tasks. These represent areas of knowledge and expertise that a character achieved through specialized training and experience, though as always, Skills do not hinder a character from attempting any action, they only indicate areas in which the character is particularly talented.

Class skills have been left malleable. Skills have not been assigned to specific attributes and the referee must decide what attribute is tested and if a skill applies. For example, a referee may call for an Intelligence (Physical Science) Feat when a character wants to know what chemicals are needed to create a compound; while a Dexterity (Physical Science) Feat might be necessary when handling dangerous chemicals. Players should keep their class skills in mind when required to make an Attribute Feat and ask if a particular skill might be used.

APPRAISAL: The Appraisal skill helps characters reliably place value on antiques, art, collectibles, jewelry, and other treasures, and provides a solid understanding of the market for such items.

If your referee is using **Occupations**, your character's occupation grants him additional "Occupational Specialties" which adhere to these rules for skills. If you attempt an Attribute Feat that involves an **Occupational Specialty,** you roll two six-sided dice and choose the higher result.

ART: The Art skill represent's a character's ability to draw, paint, sculpt, and create other forms of art, as well as his knowledge of art history and art culture. An Art feat allows the character to identify an artist's work, sculpt the visage of an Old One, or draw a suspect's face.

ATHLETICS: Athletics covers the full gamut of physical activity, from swimming and climbing to jumping, tumbling, and maintaining balance. You might make an Athletics feat when your character climbs a sheer cliff, swims through a strong current, stays afloat in the ocean for many hours, or attempts to maintain his footing on an icy lake.

DECEPTION: This skill represents the ability to lie, employ disguises, fast talk, and impersonate others. The referee may call for a Deception feat when a PC attempts to talk his way out of arrest, mimic the mayor's voice during a phone call, disguise himself as a vagrant, or when he otherwise attempts to deceive an NPC.

DRIVE: The Drive skill covers when a character attempts to manage a vehicle of some sort. The skill may apply to one or more vehicles including automobiles, airplanes, airships, motorcycles, bicycles, tractors, heavy machinery, or watercraft. A Drive feat might be necessary to maintain control of an auto on an icy road, steer a course through a raging gale, or pilot a biplane through a windy mountain pass. Note that animal-powered vehicles are covered under the Handle Animal skill.

FIRST AID: This skill includes the fundamentals of delivering first aid and basic treatment of injuries and hurts, as might be learned by nurses, emergency responders, scouts, or soldiers. A First Aid feat might allow the staunching of blood, the diagnosis of insect bites and irritating plants, and the prescription of proper treatments.

HANDLE ANIMAL: This skill implies a good understanding of animal behavior and might allow a character to calm or train animals or guess how

an animal might act. Making a Handle Animal feat might be necessary to identify animals, drive a horse-drawn cart, mange riding animals, or teach a dog a trick.

INTERACTION: This skill covers the entire range of human interaction and attempts to influence other people through persuasion, intimidation, seduction, or debate, and includes verbal and body language. A character might make an Interaction feat to perform well in a scientific discussion, persuade a detective through a charming demeanor, intimidate a cultist with the threat of violence, or barter for a better price. A kind referee may allow an Interaction feat to determine if an NPC is lying. Note that outright lying is covered under the Deception skill.

KNOWLEDGE: A more general skill that is always focused on a particular topic, Knowledge measures a character's expertise and understanding of that subject. Some of the topics mentioned in the **Class Descriptions** or **Occupations** include Agriculture, Etiquette, Government, History, Law, Militaria, Mythology, Occult, Religion, and Vehicles. Make a Knowledge feat when you attempt to answer questions, recall information, or perform tasks related to the subject.

LARCENY: This skill covers a wide range of criminal activities including picking pockets, disabling alarms, opening locks, bypassing traps, and other such actions. Larceny also measures a character's knowledge of the criminal underworld. The referee may call for a Larceny feat when a character attempts to recall the gangster in control of an area, tries to locate a savvy speakeasy, or attempts to pinch a fellow's watch from his pocket.

MEDICINE: Representing a much more advanced training than First Aid, the Medicine skill provides an understanding of anatomy, biology, and pharmaceuticals, knowledge of the medical field and practitioners, the ability to perform surgeries, and the diagnosis of ailments. A Medicine feat might be called for to set a broken bone, to perform a tracheotomy, or remember the name of an important physician.

PERCEPTION: The Perception skill represents the character's natural awareness and the keenness of his senses, as well as his ability to actively search out hidden clues or deduce the meaning of clues that have been discovered. A Perception feat may be necessary to spot a thug lurking in the shadows, hear a faint noise, or notice the distinctive mud on a person's shoes.

PERFORM: Characters with the Perform skill delight audiences with their ability to act, dance, play music, sing, and tell stories. In some cases the character must choose a particular ability or instrument for proficiency. A Perform feat may be necessary to play a difficult piano concerto, act in a difficult role, entertain an audience with jokes, or sing Tsathoggua to sleep.

PHOTOGRAPHY: This skill encompasses the modern art of photography and the filming of motion pictures. The character can identify camera types, knows their operation and construction, and can frame artistic photographs. The referee may call for a Photography feat to repair a camera, maintain focus on a moving subject, or to keep a soaring **nightgaunt** in frame.

PSYCHOLOGY: The study of the human mind is a relatively new science in the 1920s and this skill covers all of the practice of psychology and alienism. The skill allows for psychoanalysis, pharmaceutical treatment, mental diagnosis, and the understanding of theories. Similarly, Psychology includes the more radical surgical treatments of mental illness, such as electroshock and psychosurgery.

RESEARCH: The Research skill assists characters attempting to search for information in the great repositories of knowledge – libraries, court houses, newspaper archives, special collections, and similar storehouses of data. The referee may call for a Research feat any time a character searches for rare information within a repository. A failed roll may indicate that there is no information to be had, that the character has missed a vital clue, or that the search takes an inordinate amount of time.

SCIENCE, NATURAL: The study of Natural Science includes a deep understanding of those sciences related to the natural world including biology, botany, geology, meteorology, paleontology, and zoology. The referee might call for a Natural Science feat when a character attempts to identify a strange flower, intuit tomorrow's weather, or determine the age and type of a fossilized bone.

SCIENCE, PHYSICAL: A character with the Physical Science skill has a deep understanding of those sciences dealing with the cosmos and the effects of non-living matter on human existence, such as astronomy, chemistry, mathematics, and physics. A Physical Science feat might be made to determine when Aldebaran will be aligned with Earth, to carefully perform a chemical experiment, or to deduce the mechanics of an alien device.

SCIENCE, SOCIAL: This skill represents the study of human sciences including anthropology, archaeology, criminology, geography, and sociology. The referee might call for a Social Science feat when a character attempts to identify an artifact's origin, when he infers the meaning of a primitive ceremony, or when he examines an unusual map.

SNEAK: The Sneak skill bolsters a character's ability to hide himself in shadows or foliage, silently move across any terrain, and otherwise go undetected. A Sneak feat might be made to hide from pursuers, slip past a sleeping dog, or even to hide an ancient tome on your person.

SURVIVAL: The ability to thrive in the wilderness, the Survival skill covers hunting, fishing, trapping, foraging for edibles, finding clean water, and tracking. The skill also allows for overland navigation and provides knowledge about terrain, flora, and fauna. A Survival feat may be necessary to follow faint tracks over grassy ground, deduce where a trap might best be laid, or intuit a bear's intentions.

TRADE: The Trade skill represents a character's ability in a particular skilled trade, including construction, electrical, locksmithing, mechanical, masonry, metalworking, plumbing, woodcraft, and many others. A character with the Trade skill must choose a single trade in which to specialize and may perform tasks related to that trade with a skill feat.

WRITING: Writing measures a character's ability to correctly use language in the written form and also covers reading comprehension, creative writing, physical penmanship, and the use of typewriters. The referee may require a Writing feat to accurately read the writing of an 18th-century journal, to repair a typewriter, or to draft a pulp tale.
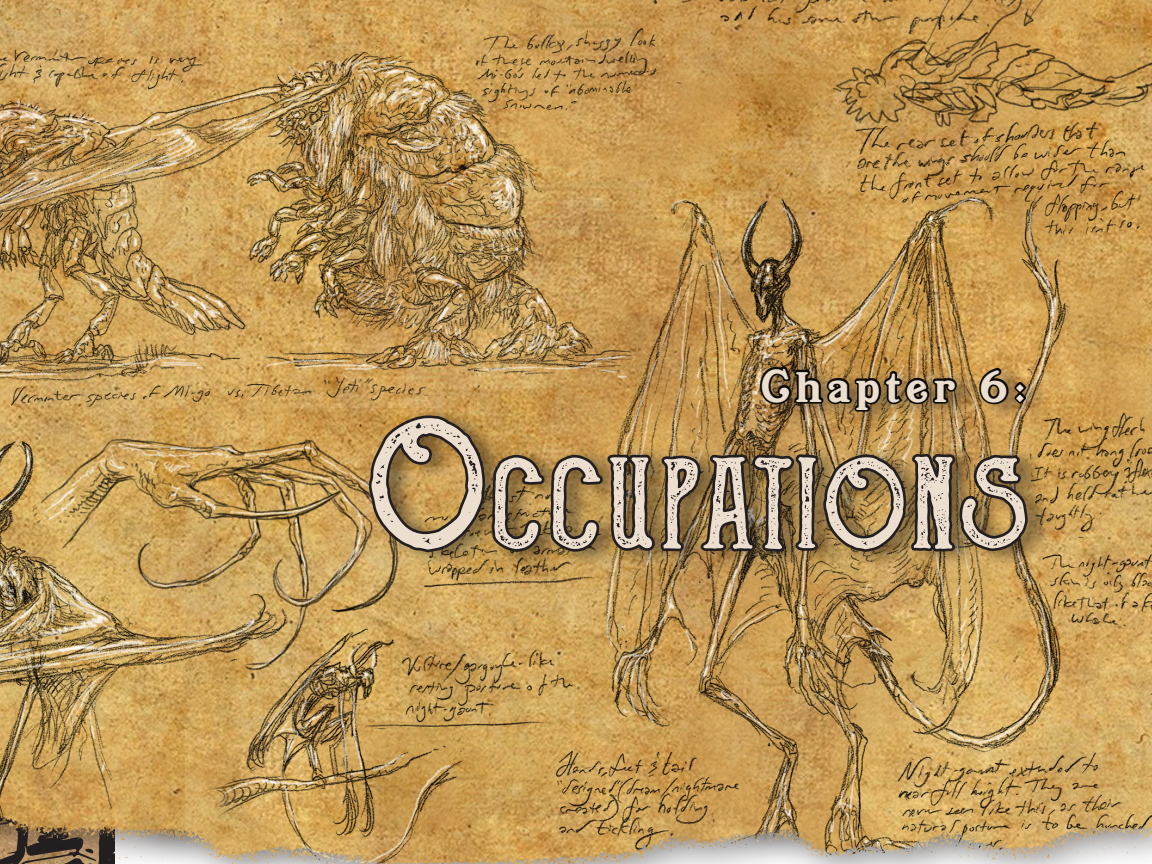
Chapter 6:
Occupations

THIS CHAPTER IS ENTIRELY OPTIONAL AND IS ONLY USED WITH THE REFeree's permission. Occupations represent the character's education and training, and grant a certain set of **Occupational Specialties** to the character. *They do not indicate all a character might know or attempt, and the referee should never allow dice rolls to trump role-playing.* Rather, occupations offer background information about the character and inform the player's role-playing. The referee may allow players to choose any occupation, assign them himself, or may require players to roll randomly on *Table 19: Random Occupations*.

When a character attempts an Attribute Feat that involves one of his **Occupational Specialties**, the player rolls two six-sided dice and may choose either result. Aside from specialties, occupations grant equipment, and some may grant special benefits or bonuses; note these on your character sheet.

All occupations have a "**weekly income**" based upon its economic position. This is rolled once per week and allows for some variation in revenue due to productivity, hours worked, sales made, or interest received. The result represents the character's available *disposable income*, after weekly expenses have

TABLE 19: RANDOM OCCUPATIONS					
1-2 1d10		**3-4** 1d10		**5-6** 1d10	
1	Athlete	1	Architect	1	Artist
2	Criminal	2	Businessman	2	Doctor
3	Detective	3	Gentleman	3	Entertainer
4	Farmer	4	Lawyer	4	Hobo
5	Laborer	5	Librarian	5	Musician
6	Police Officer	6	Outdoorsman	6	Nurse
7	Sailor	7	Pilot	7	Occultist
8	Soldier	8	Priest	8	Photographer
9	Tradesman	9	Professor	9	Psychologist
10	Waitress	10	Secretary	10	Writer

been paid. The referee is free to adjust this based upon the campaign or role-playing and may increase a character's income due to in-game factors, such as a promotion. Similarly, characters who take extra time off should see a decrease in their income.

OCCUPATION DESCRIPTIONS

ARCHITECT
Architects design and build structures, and may work independently or for a government organization. Architects start with two contacts of their choice.
- *Specialties:* Knowledge (Architecture), Natural Science, Trade (Construction), and Research.
- *Possessions:* Drafting table and tools, typical suit, small collection of architectural books, portfolio.
- *Weekly Income:* $20+3d6

ARTIST
The creative minds of the world, artists include painters, sculptors, photographers, and any other person who makes a living from an artistic pursuit.
- *Specialties:* Appraisal, Art, Interaction, and gain one additional Language.
- *Possessions:* Supply of art supplies for their pursuits, pocket knife.
- *Weekly Income:* $4+3d6

ATHLETE

An athlete is just that – any individual who excels at sports and physical competition. They are in excellent physical condition. Most athletes compete at the local level, the "minor leagues," though some make the leap to the nationals.

- *Specialties:* Athletics, Drive (Automobiles, Motorcycles), and one Knowledge skill. Athletes choose one of the following:
  - *Pugilist:* Gain a +1 to attack when fighting unarmed/wrestling.
  - *Sportsman:* Gain a +1 to attack with thrown weapons.
  - *Olympian:* Gain +1 hit point each level.
- *Possessions:* A selection of sports equipment, two uniforms required for their pursuit.
- *Weekly Income:* (1-4) Local athlete $2d6; (5-6) National athlete $25+3d6

BUSINESSMAN/BUSINESSWOMAN

Small business owners, corporate managers, company presidents, accountants, bankers, stock brokers, and other business professionals are businessmen. They start with either a Legal or General contact, as well as 2d6 x $10 in additional money.

- *Specialties:* Appraisal, Interaction, Knowledge (Business), and Research.
- *Possessions:* Two fine suits, fine top coat, briefcase.
- *Weekly Income:* $12+3d6

CRIMINAL

Criminal characters might be mobsters, petty thieves, burglars, or any other ne'er-do-well. They start with a Criminal contact.

- *Specialties:* Deception, Larceny, and choose one of the following:
  - *Burglar:* Appraisal and Sneak.
    Possessions: Lock picks, 50-feet of rope, grappling hook, pocket knife, mask.
  - *Gangster:* Drive (Automobiles), Interaction, and can use submachine guns.
    Possessions: Semi-auto pistol, fine suit, top coat, +1d6x10 starting money.
  - *Thug:* Athletics, Perception, and can use handguns, knives, and clubs.
    Possessions: Brass knuckles, club, revolver.
- *Weekly Income:* Burglar $3+3d6; Gangster $15+3d6; Thug $4+2d6

DETECTIVE

Whether a police detective, consulting detective, federal agent or private eye, detectives have a unique ability to uncover clues. All detectives, regardless of class, may use handguns, shotguns, and clubs. Detectives gain either a Law *or* a Criminal contact.

- *Specialties:* Knowledge (Law), Perception, and may choose two of the following: Deception, Interaction, Photography, *or* Sneak.
- *Possessions:* Suit, handgun of choice, handcuffs, blackjack, large flashlight.
- *Weekly Income:* $10+2d6

DOCTOR

Medical doctors practice the burgeoning science of health and can heal an injured character one Hit Die each day. They begin with a Medical contact.

- *Specialties:* First Aid, Medicine, and may choose two of the following: Interaction, Natural Science, *or* Physical Science. Furthermore, doctors understand Latin.
- *Possessions:* First aid kit, two suits, medical bag, small collection of medical books.
- *Weekly Income:* $24+2d6

ENTERTAINER

Entertainers work for the amusement of others and include singers, dancers, comedians, actors, and like individuals. Many are stage actors and assistants, while others are film personalities.

- *Specialties:* Deception, Perform, and may choose two of the following: Athletics, Drive (Automobiles), Interaction, Knowledge (Etiquette), *or* Photography.
- *Possessions:* Two fine outfits, portfolio, two old costumes.
- *Weekly Income:* $6+2d6

FARMER/RANCHER

As one would expect, farmers and ranchers work close to the land and have a great amount of knowledge about the natural world. Farmers focus on the growing of crops, while ranchers (more numerous in the western States) tend great herds of livestock.

- *Specialties:* Drive (Automobiles, Heavy Machinery), First Aid, Handle Animal, Knowledge (Agriculture).
- *Possessions:* Double-barrel shotgun, large flashlight, pocket knife.
- *Weekly Income:* $4+2d6

"My unfortunate uncle raves of terrible things and I feel the doctors are hiding the facts of the matter. I will only learn the truth in Exham."

–Josephine de la Poer

GENTLEMAN/LADY

A small percentage of society retains a touch of 19th-century elegance. Their ancestry might indicate descent from a long-established, wealthy family, the aristocracy, business tycoons, or the like. Gentlemen begin the game with two Influential contacts. They can use swords and handguns.

- *Specialties:* Drive (Automobiles), Interaction, and may choose two Knowledge skills.
- *Possessions:* Three fine outfits, fine top coat, cane, x3 starting money.
- *Weekly Income:* $90+4d6

HOBO/UNEMPLOYED

Whether simply down on his luck or a wholly uneducated wanderer, a hobo relies on sharp wits and worldly experience. They begin the game with only one-half the normal starting money, but gain 1d4 Mythos Lore due to their superstitions and experiences.

- *Specialties:* Deception, Knowledge (Folklore), Perform (Storytelling & one portable musical instrument), and Sneak.
- *Possessions:* Half a bottle of whiskey, lighter, wool blanket, walking stick, small musical instrument.
- *Weekly Income:* $1d6

LABORER

Unskilled "street" laborers make up quite a sizeable portion of the population. They perform manual, physically demanding tasks for a living and take jobs wherever and whenever they can. Many are miners, factory workers, construction workers, and road crewman.

- *Specialties:* Athletics, Drive (Automobiles, Heavy Machinery), and Knowledge (Local History).
- *Possessions:* A small collection of unspecialized tools, lighter, work clothes, knife, hard hat.
- *Weekly Income:* $1+1d6

LAWYER

Lawyers specialize in court proceedings and may be defense attorneys, criminal prosecutors, real estate attorneys, or another type of specialist.

- *Specialties:* Knowledge (Government, Law), Research, and may choose either Deception *or* Interaction.
- *Possessions:* Two typical suits, wool top coat, briefcase.
- *Weekly Income:* $20+3d6

LIBRARIAN

A librarian may be just that, a specialist employed in a public or private library system. Alternatively, this occupation might represent something more specialized, such as an archivist, curator, or even a book dealer.

- *Specialties:* Knowledge (Literature, Local History), Research, and Writing.
- *Possessions:* Small flashlight, notepad, 1d6 favorite books.
- *Weekly Income:* $2+1d6

MUSICIAN
Whether hobbyists or professionals, musicians are skilled in playing instruments and singing, and earn money by playing on stage, in theatres, clubs, or even on the street.
- *Specialties:* Interaction, Knowledge (Music History), Perception, and Perform.
- *Possessions:* Set of "show" clothes, three musical instruments with cases.
- *Weekly Income:* $2d6

NURSE/ATTENDANT
Nurses assist doctors with their duties and oversee the daily care of hospitalized patients. Attendants perform similar duties, but work in asylums and are usually male, due to the occasional violent nature of the patients. By the 1920s, most states required nurses to be certified through mandatory training.
- *Specialties:* First Aid or Psychology, Interaction, and Knowledge (Pharmaceuticals).
- *Possessions:* Three work uniforms, first aid kit, small flashlight.
- *Weekly Income:* $2+1d6

OCCULTIST
A dabbler in the ultramundane, a cultist, a medium, or a fortune-teller - any of these might be an occultist. Occultists gain a +1 bonus when learning spells and to Spell Checks, know an additional language, and start the game with 2 points of Mythos Lore.
- *Specialties:* Knowledge (Mythology, Occult), Research, and may choose either Deception *or* Interaction.
- *Possessions:* Typical suit, "ceremonial" dagger, tarot cards, small collection of typical occult books.
- *Weekly Income:* $4+1d6

OUTDOORSMAN
Outdoorsmen are hunters and fishermen, trappers, and wilderness explorers. Some are hobbyists, a few are world-travelling big game hunters, mountain climbers, or adventurers, while others work as guides or wardens.
- *Specialties:* Handle Animal, Perception, Survival, and may choose either Athletics *or* Sneak.
- *Possessions:* Hunting rifle or shotgun, hatchet, knife, carbide light, and a backpack.
- *Weekly Income:* $4+3d6
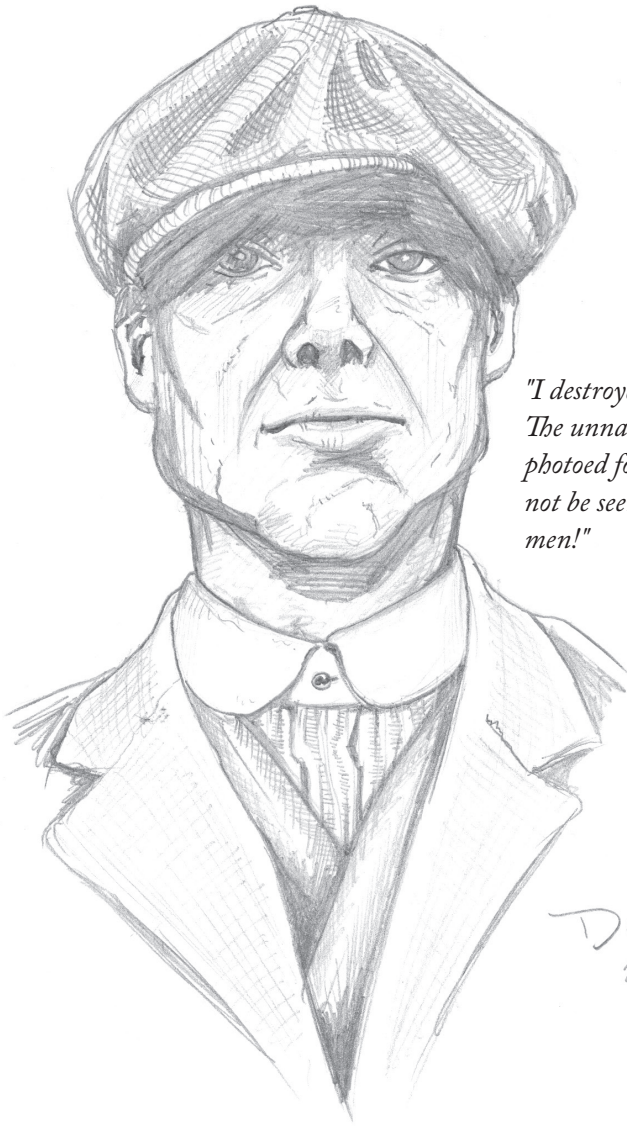
"I destroyed the negatives. The unnameable things I photoed for Pickman should not be seen by normal men!"

– Owen Harris

PHOTOGRAPHER

Photographers work for private studios or for magazine and newspapers, though some have made to leap into the motion picture industry as cameramen. They are trained in the technical operation of all sorts of cameras, as well as the aesthetic composition of photos and film.

- *Specialties:* Interaction, Perception, Photography, and may choose one Knowledge skill.
- *Possessions:* A portable camera, 10 rolls of film, a small dark room in their residence.
- *Weekly Income:* $4+3d6

PILOT

Pilots excel at driving vehicles of all kinds and might work as aviators, taxi drivers, racers, stuntmen, military airmen, or private drivers for wealthy patrons.

- *Specialties:* Drive (All vehicles), Knowledge (Vehicles), Perception, and Trade (Mechanical).
- *Possessions:* Leather jacket, tool kit, a vehicle of $600 value or less.
- *Weekly Income:* $8+2d6

POLICE OFFICER

Uniformed patrolmen protect the public from criminal activity and are employed by cities, towns, and states. Due to standardized training, police officers can use clubs, handguns, and shotguns, regardless of their class. Additionally, they gain one Law contact.

- *Specialties:* Drive (Automobile), First Aid, Knowledge (Law), and may choose either Athletics *or* Perception.
- *Possessions:* Two uniforms, revolver, nightstick, large flashlight, and handcuffs.
- *Weekly Income:* $4+2d6

PRIEST

Priests represent any religious leader of any religion. They may be Catholic deacons, Native American shamans, Buddhist monks, or any other type of religious specialist. All priests gain one additional language related to their faith and one Clergy contact.

- *Specialties:* Art, Interaction, Knowledge (Local History, Religion), and Research.
- *Possessions:* Vestments, appropriate religious volumes, holy symbol, five candles.
- *Weekly Income:* $10+2d6

PROFESSOR

Whether a high school teacher or an eminent university doctorate, professors have a deep understanding of many different topics. All professors gain one additional language related to their field.

- *Specialties:* Research, Writing, a Knowledge skill of their choosing, and one of the following: Natural Science, Physical Science, *or* Social Science.
- *Possessions:* Two typical suits, typewriter, small library/laboratory appropriate to their field.
- *Weekly Income:* $8+2d6

"I saw Detective Malone run through a door. The smell was awful. I was going to follow but the whole building started to collapse! But, not before I heard the chanting."

– Officer R. J. Barnes
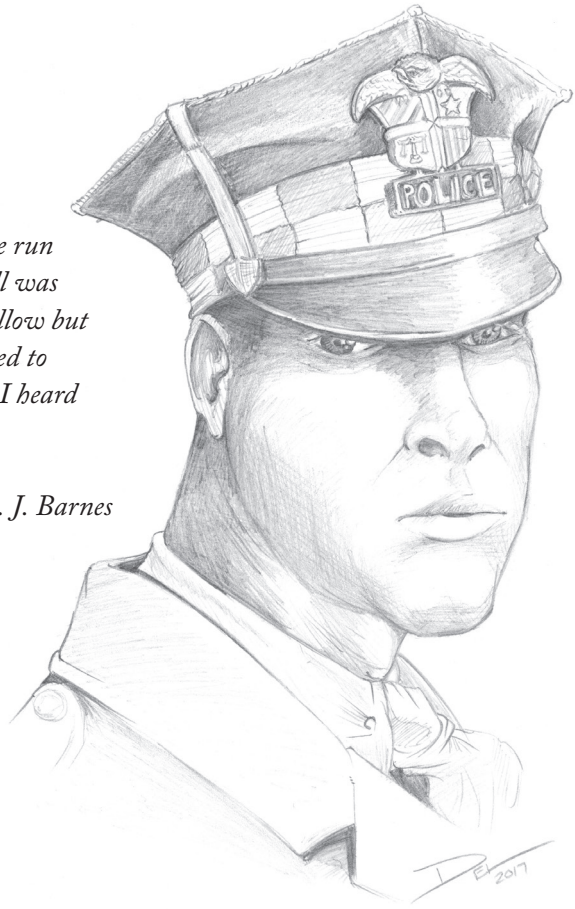
PSYCHOLOGIST

Doctors of the human mind, psychologists can help their patients recover sanity. For each day of therapy, a patient reduces his Insanity by 1 point with a successful Saving Throw. During this time, the patient may perform only minor activities. Psychologists start the game with a Medical contact.

- *Specialties:* Interaction, Medicine, Psychology, and Research.
- *Possessions:* Two typical suits, medical bag, first aid kit, straightjacket.
- *Weekly Income:* $10+2d6

SAILOR

Sailors ply the rivers and seas on tugs, fishing boats, barges, cargo ships, and Navy craft. Some may be part of the military or merchant marine, though most work in the shipping and fishing industries.

- *Specialties:* Athletics, Drive (Watercraft), Survival, and Trade (choose either Mechanical *or* Woodcraft).
- *Possessions:* Fishing kit, knife, boat valued at less than $300.
- *Weekly Income:* $2+2d6

SECRETARY/CLERK

Secretaries and clerks work in offices, schools, universities, courthouses, businesses, and government buildings, anywhere a person is needed to perform the lowest white collar labor. Most are underpaid, but those lucky enough to be private assistants to executives can be paid reasonably well. This occupation is also appropriate for research assistants and clipping agents.

- *Specialties:* Interaction, Knowledge (Business *or* Government), Research, and Writing.
- *Possessions:* Portable typewriter, notepad, lighter.
- *Weekly Income:* $3+1d6

SOLDIER

Any person serving the armed forces, whether an Army trooper or Navy seaman, as well as mercenaries, veterans, and guerrillas, are soldiers. Regardless of their class, soldiers can use rifles, pistols, and machine guns.

- *Specialties:* Athletics, First Aid, Knowledge (Militaria), and may choose one of the following: Drive (Automobiles, Motorcycles), Sneak, or Survival.
- *Possessions:* Two uniforms, revolver, hunting rifle, bayonet, backpack.
- *Weekly Income:* $5+1d6

TRADESMAN

Skilled masters of a craft who create functional objects or perform other industrious tasks, tradesmen include carpenters, steel workers, electricians, plumbers, masons, mechanics, and bricklayers. Many are organized into unions that protect their interests. Tradesmen gain two General contacts that must be other tradesmen or suppliers.

- *Specialties:* Drive (Automobiles, Heavy Machinery), Knowledge (Local History), and Tradesmen pick two Trades, such as Electrical, Masonry, Mechanical, or Woodcraft. Additionally, they are also reasonably knowledgeable about other trades, though they are not expert in those trades themselves.
- *Possessions:* Two sets of work clothes, large flashlight, a full set of tools and supplies needed to perform their trade.
- *Weekly Income:* $4+3d6

"Oh yes, I knew that darling, Randolph Carter! Something happened between him and Harley and poor Randolph was never quite the same..."

– Sally Changretti

WAITRESS/BARTENDER

Very old professions made illegal by the institution of Prohibition, waitresses and bartenders serve food and alcohol in secretive speakeasies across the nation. Of course, those who work in legitimate, alcohol-free restaurants perform perfectly legal work. They survive on the tips received from patrons, thus their income can fluctuate wildly.

- *Specialties:* Knowledge (Local History *or* Criminal Underworld), Sneak, and may choose either Deception *or* Interaction.
- *Possessions:* Pen, notepad, lighter, derringer or brass knuckles.
- *Weekly Income:* $2+1d6

WRITER

Typical writers of the early 20th century work for newspapers, or occasionally magazines, as journalists. Some sell creative writing to the pulps, and others spend years writing their novels. Writers gain one contact of their choice.

- *Specialties:* Knowledge (Literature, Local History), Writing, and may choose either Interaction *or* Research.
- *Possessions:* Typewriter, notepad, small flashlight.
- *Weekly Income:* $4+3d6

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O NCE YOU HAVE CREATED A CHARACTER, YOU ARE READY TO START playing *Eldritch Tales*. It is the referee's job to craft the general plot of the scenario, and he will start by describing the **setting** - the world in which the story takes place. This may be as broad as New York City or something smaller like the town of Salem. Alternatively, the bulk of the scenario may take place on the campus of Miskatonic University or at a remote farmstead. The referee may present maps, photos, or art to support his descriptions of the setting and places visited by the characters.

Furthermore, the referee will describe where the characters start the game, what they see, and perhaps offer some background information as to why they have gathered. From that point onward, it is your responsibility to describe what your character says and does. The referee will then tell you the result of your actions. Descending into the basement, visiting the county clerk to research a property's history, attacking a **witch**, searching a bookcase, talking to the people your character encounters, or simply ordering a cup of coffee and complaining about burnt toast - these are entirely your decisions. The following rules provide guidelines for how to handle certain actions and events, particularly combat, but also movement, healing, advancement, and so forth.

In *Eldritch Tales*, the player(s) and the referee work together to craft a story, with the referee providing details for the world at large and each player describing the actions his character will attempt. The story of your character's success, or his failure and slip into madness, is yours to tell within the framework of the referee's setting.

GAINING EXPERIENCE & ADVANCEMENT

As your character takes part in Mythos investigations, he is awarded **experience points (XP)** for his actions. The referee has guidelines for awarding XP, but as a general rule you gain experience by solving investigations, learning Mythos secrets, defeating opponents, and otherwise advancing the story. Each character class has a unique XP advancement rate shown on their respective class tables. Earned experience is further modified by exceptionally high or low Wisdom, Charisma, and Prime Attribute scores.

When you reach the minimum amount of XP necessary for a particular level, your character advances to that level. When you "level up", be sure to perform the following:

- Roll your new Hit Dice to determine your new maximum Hit Points.
- Recover 1d3 Insanity points.
- Update your Saving Throw number.
- Update your Base Attack Bonus.
- At level 4, increase your Class Skill bonus to +2.

TIME

In the game world, time is tracked by two important measurements - the turn and the combat round. *Turns* are 10 minutes in length and a *round* is 1 minute. Otherwise, the referee is free to describe the passage of time however he chooses and may determine that "an hour passes," "a day passes," or an even longer period.

> ## OPTIONAL RULE: ALTERED TIME
> The length of rounds and turns presented here is the same as typical White Box games, however some referees may prefer to alter the length of rounds to a shorter period, such as 6 or 10 seconds.

MOVEMENT RATE

As noted previously, your character may carry up to 75 pounds of equipment before becoming hindered. Consult *Table 20* and *Table 21* for standard movement rates, presented in tens of feet. Referees are encouraged to modify the rules presented here to suit their own games.

TABLE 20: MOVEMENT RATE	
Weight Carried	**Movement Rate**
0-75 lbs.	12
76-100 lbs.	9
101-150 lbs.	6
151-300+ lbs.	3

TABLE 21: ADJUSTED MOVEMENT	
Movement Type	**Adjustment**
Careful	Half of Average Move
Normal	Average Move
Running	Double Average Move

CLIMBING

Barring unusual circumstances or abilities, characters climb at a speed of 1 (10 vertical feet per round). A failed climbing feat results in the character falling at the mid-point of the climb, suffering 1d6 damage for every 10 feet fallen. For example, a character is climbing a 40-foot cliff when he fails his check; he falls from 20 feet high and suffers 2d6 damage.

EMPLOYING ASSISTANTS

It is sometimes necessary for characters to employ assistants to help the investigation in some manner. For instance, they may hire a bodyguard for protection, a research assistant to help at the library, or a private eye to tail a suspicious individual.

Table 23: Assistants displays the cost of employing various types of assistants for a period of one week. Once an assistant is hired, the referee will secretly determine the assistant's **Loyalty Score**, ranked from 2 to 6 (according to

Table 22: Loyalty). The referee may test the assistant's loyalty with a **Loyalty Test**. Situations that may require a Loyalty Test include when the assistant must perform a dangerous act which would be out of character, is asked to commit a crime, is offered a bribe, or is asked to inform on the character.

TABLE 22: LOYALTY	
Loyalty Score	**Description**
2	Fanatically Loyal
4	Indifferent
6	Disloyal

A Loyalty Test is performed exactly as an Attribute Feat, however the employer's Loyalty modifier, based on her Charisma score, is added to the roll. If the total roll is equal to or over the assistant's Loyalty score, the check succeeds and the assistant remains loyal.

TABLE 23: ASSISTANTS	
Assistant Type	**Cost/week**
Architect	$35+
Bodyguard	$30
Butler	$25
Coolie	$8
Driver	$15
Entertainer	$14
Household Servant	$8
Informant	$6
Laborer	$18
Lawyer	$35+
Private Eye	$24+
Research Assistant	$18
Secretary	$18

INVESTIGATIONS

Investigating Mythos mysteries is a central factor in most *Eldritch Tales* scenarios. Players should consider all of the following when performing an investigation:

- How can your contacts help?
- Search for clues. How might they fit together?
- Think about where you might find clues, for example, county records, police reports, newspapers, hospital records, and family journals are just a few sources that might yield valuable information.
- Take notes on elements that may seem important. Jotting down simple notes during the game can be extremely helpful - the referee may not be willing to re-share information with you.
- Interact with NPCs. Interview NPCs for possible leads and clues.

NEGOTIATION AND DIPLOMACY

In the dangerous world of *Eldritch Tales* characters will meet horrific creatures from beyond space and time. It is often the wisest course of action to parley with adversaries when possible, though not all will be willing to talk. A few well-chosen words (including lies) could very likely win the party valuable information or save it from certain destruction. The Socialite excels in this arena.

COMBAT

Since characters in *Eldritch Tales* face unspeakable terrors and alien beings that will likely devour them, it is occasionally their only recourse to turn to violent means to preserve their lives.

Surprise

The referee should determine if either side in an encounter is **surprised**, allowing the unaffected participants a round of free actions. The referee may use his judgment to determine this, or by allowing each player to roll a d6 with a result of 1-2 indicating that they have been surprised and cannot act for a round. Certain stealthy adversaries can greatly increase the chance of surprising an opponent.

The resulting free actions may include attacks, movement, spells, or other available actions, and are called the "surprise round." The surprise round occurs before initiative is rolled.

Determining Initiative

Initiative is the order in which characters act in combat. Roll a d6 for each side in the conflict. Actions are taken in order from highest to lowest.

OPTIONAL RULE: INDIVIDUAL INITIATIVE

Some referees may want to have more specificity in their initiative rules and employ "individual initiative." Each character (PC, NPC, monster, etc.) rolls a die, typically d10 or d20, with the highest number going first and the lowest acting last. Furthermore, many referees allow the Dexterity Modifier to adjust the initiative roll.

Attacking

When making unarmed attacks or with weapons, the player simply rolls a d20 and applies any modifiers to the result. Modifiers that might adjust the result up or down include the character's Base Attack Bonus (BAB), Strength modifier (for melee attacks), Dexterity modifier (for ranged attacks), sorcery modifiers, situational modifiers, and any other modifier identified as "to attack" or "to hit."

The attack roll result is then compared to the target's Armor Class (AC). If the referee is using the Standard AC System (where lower AC is better), compare the result to the number required on *Table 24: Attack Roll*. If the attack result is equal to or higher than the number in the table, the attack hits. If using the Ascending Armor Class (AAC) system, the attack hits if the result is equal to or over the defender's AAC.

MELEE ATTACKS

Any unarmed attack or any attack made with a hand-held weapon, such as a sword, club, or hatchet, is a **melee attack**. A character's Strength modifier will modify both melee attack rolls and melee damage rolls. Two opponents within 10 feet of one another are considered to be in melee combat.

TABLE 24: ATTACK ROLL												
AC	9	8	7	6	5	4	3	2	1	0	-1	-2
AAC	10	11	12	13	14	15	16	17	18	19	20	21
Roll Required*	10	11	12	13	14	15	16	17	18	19	20	21

*The total attack roll required to hit the target's AC or AAC, inclusive of modifiers.

RANGED ATTACKS

Attacks made with missile weapons, such as crossbows, thrown daggers, grenades, or firearms, are considered **ranged attacks**. Modify ranged attack rolls with the character's Dexterity modifier. When firing missiles into a melee brawl, any missed attack is likely to strike an ally.

RANGE

On *Table 17: Missile Weapons*, all missile weapons are given a base range in feet. This is considered to be maximum short range. Multiply this number by 2 to determine maximum medium range, and multiply by 3 for maximum long range. Medium range imposes a -2 penalty to attack rolls, while long range imposes a -4 penalty.

RATE OF FIRE

All ranged weapons have a rate of fire (**ROF**). If the ROF is greater than 1, characters may attack with the weapon more than once per round. Each is treated as a separate attack, may target different opponents, and requires its own attack roll. A **burst** and **both barrels** count as a single attack, though a **spray** counts as all attacks available for that round (see later). A ROF of 1/2

means the weapon fires once every other round, allowing for reload time. Reloading an empty firearm also takes 1 round.

FIREARMS

Firearms allow for special rates of fire, called the **burst, spray,** and **both barrels**. Performing these special attacks expends ammunition very quickly.
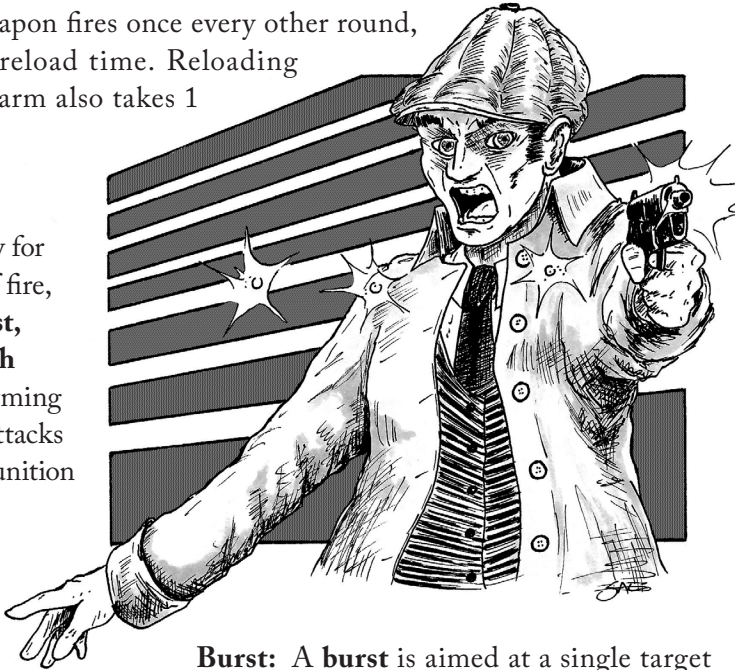
Burst: A **burst** is aimed at a single target and expends at least three rounds of ammunition. The attacker applies a +1 bonus to the attack roll. Most pistols, machine guns, submachine guns, and semi-automatic rifles may fire **bursts**.

Spray: Also called suppressive fire, a **spray** is aimed at a general 10-foot area. A spray expends at least 10 rounds, or half the magazine, whichever is greater. The attacker applies a -2 penalty to the attack roll. All characters in the area are targeted and those hit take normal damage -1. Submachine guns and machine guns may **spray**.

Both Barrels: Only double-barreled shotguns may be used to fire **both barrels**. When firing **both barrels,** the attacker expends both shells at once, granting an additional damage die on successful hits at short range.
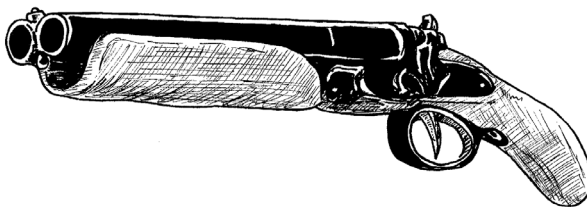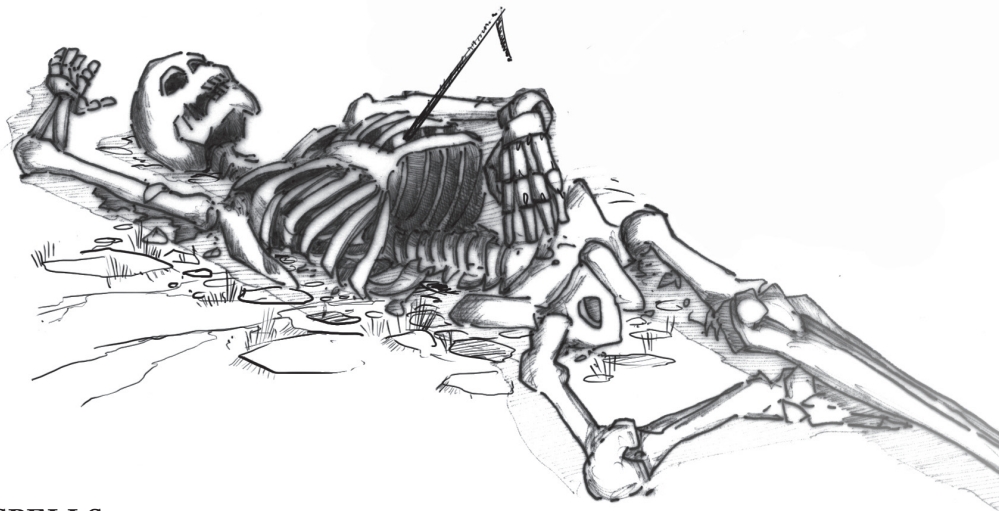
SPELLS

Characters and adversaries occasionally attempt to cast spells in combat. Spellcasting begins at the beginning of the round and takes effect on the spellcaster's initiative phase. Some spells may take multiple rounds to cast. If the spellcaster takes any damage while casting, the spell fails with the typical repercussions. Magic and spellcasting are fully described in *Chapter 9: Magic.*

INVISIBLE OPPONENTS

Characters will occasionally be forced to confront creatures that are invisible to the human eye. An invisible opponent can only be attacked if its general location is known and the attack receives a -4 attack penalty. Some creatures, such as those with keen senses, unique equipment, or other special abilities, may be able to detect invisible opponents; the referee must determine the chance of this according to the opponent and the situation.

MORALE

Some opponents, such as **zombies**, will fearlessly fight to the death. However, most will attempt to preserve their lives and will not continue fighting a losing battle. They may attempt to flee, retreat, or even surrender. The referee may check morale at any time he chooses. Some common occurrences that would necessitate a Morale check include when the adversary's leader dies or flees, when the adversary's force is depleted by 50 percent, or when the opponent is reduced to less than half of his hit points.

Every adversary is presented with a Morale score, using a scale closely corresponding to that used for Loyalty. To check morale, roll a d6. If the result is equal to or higher than the Morale score, the opponent stays in the fight. This roll may be modified by abilities, magic, or other factors.

DAMAGE AND DYING

When a character is hit by an attack, damage dice are rolled and modifiers applied. The indicated amount is deducted from the character's hit points (HP). A successful attack cannot be reduced below 1 hit point of damage, regardless of modifiers. When his hit points reach 0, the character dies.

HEALING

Injured characters will slowly heal over time, recovering 1 hit point per day of uninterrupted rest. Four weeks of rest will completely restore a character to maximum hit points, regardless of how many hit points the character lost. Characters might also visit a doctor who can speed their rate of recovery. It is left to the referee to determine how this works.

OPTIONAL RULE: DEADLY PERIL

Many referees will prefer a deadlier game, where combat is a serious risk for a character of any level. Two methods are presented here to maintain a greater amount of realism and increase the danger of Mythos Earth.

DAMAGE THRESHOLD:

Some referees may use a "**damage threshold**." When a character takes a significant amount of damage from a single attack that does not reduce his hit points to 0, he must make a Saving Throw against death or immediately reduce his hit points to 1 and fall unconscious. The **damage threshold** is 7 (the maximum damage of a single revolver shot), but some referees may choose to raise this to one-half the character's Constitution score or otherwise alter the rule.

EXPLODING DICE:

The second method is called "**exploding dice**." When maximum damage is rolled on a damage die (usually "6"), roll another d6 and add that result to the total damage. Every maximum roll results in another d6 roll.

OPTIONAL RULE: FIRST AID

Some referees will allow wounded characters to benefit from *immediate* first aid. If another character gives first aid to the injury, the wounded character regains 1d3 hit points, however he can benefit from first aid only once per day.

ATTRIBUTE DAMAGE

Some spells and attacks cause damage to Attribute scores. When this damage is not permanent, it is healed at a rate of 1 Attribute point per day of full rest.
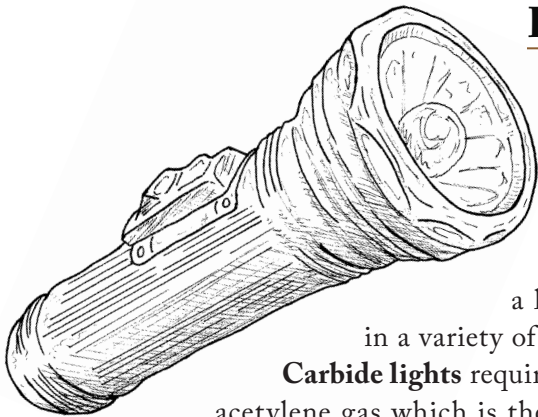
LIGHTING

Illumination is often a concern for intrepid investigators, but different tools are available to keep the darkness at bay. **Flashlights** (electric torches) run on dry-cell batteries that provide excellent light, but for a limited time. Electric torches come in a variety of sizes that use different battery sizes. **Carbide lights** require calcium carbide and water to create acetylene gas which is then sparked to create a bright flame. Carbide lights are used extensively by miners and hunters and may be handheld or affixed to a helmet or belt. The brightness of a carbide light can be adjusted to allow for 2 hours of intense light and up to 12 hours of dim light (*Table 25: Light Sources* assumes typical use). **Lanterns** burn kerosene and can similarly be dimmed. **Torches** are not commonly used but are instead improvised sources of light.

OPTIONAL RULE: HIT POINT ADJUSTMENTS

Some referees will alter the way hit points work, what they really mean, and how far below zero a character can drop. Some common house rules include:

- Allow a character to drop a number of points below zero equal to his level before he dies.
- At 0 hit points and below, characters are unconscious and bleeding out, losing 1 hit point each round until he dies at -10 hit points (or at negative hit points equal to his level; for example a 3rd-level character would die at -3 hit points).
- At 0 hit points, the character makes a Saving Throw vs. death to avoid dying, success allowing the character to simply fall unconscious.

Table 25 shows the minimum and maximum durations for each light source. There is a 2-in-6 chance of failure for every hour after the minimum duration (15 minutes for torches). Otherwise, upon reaching its maximum duration, the light source sputters out.

TABLE 25: LIGHT SOURCES

Light Source	Illumination	Minimum	Maximum
Carbide Light	60' cone	6 hours	12 hours
Flashlight, Small	40' cone	3 hours	5 hours
Flashlight, Large	60' cone	4 hours	6 hours
Lantern	30' radius	4 hours	6 hours
Torch	30' radius	30 minutes	1 hour

SAVING THROWS

Some dangers do not come in the form of physical attacks and can only be avoided (or at least reduced) by succeeding at a Saving Throw. As noted in each character class description, every character has a Saving Throw score. To make a Saving Throw, the player rolls a d20 and adds modifiers, succeeding if the result is equal to or higher than the Saving Throw score. As characters rise in level, this score goes down, allowing for a higher rate of survival.

Saving Throws are often attached to a certain attribute which can modify the roll. The list below is not exhaustive and is only a sample of Saving Throws that the referee may use.

TABLE 26: SAVING THROW EXAMPLES

Save versus	Relevant Attribute
Crushing, entanglement	Strength
Explosions, falling, traps	Dexterity
Disease, poison, death effects	Constitution
Illusions, magic, mind control	Intelligence
Charms, deception, fear, insanity	Wisdom
Possession, personality influence	Charisma

INSANITY

As already mentioned, the Insanity score measures a character's mental fortitude and stability. All characters have an **Insanity score**, which starts at 0 and represents their descent into madness - the higher their Insanity score, the more tenuous their grasp on reality. They also have a **Maximum Insanity**, which is equal to their Wisdom score. During the game, a character's Insanity will fluctuate up (with sanity "damage") and down (with mental treatment or "healing").

When faced with a madness-inducing situation, the character makes a Saving Throw vs. insanity. A success usually results in no effect, except in cases that are particularly terrible or the adversary description notes otherwise.

On a failed Saving Throw, the character is **surprised** for 1 round and adds 1 point to her Insanity score; if the roll was a natural 1 or 2, the character suffers **temporary insanity**. The referee rolls randomly under "Temporary Insanities" on *Table 27: Random Insanities*, and the player must role-play his resulting madness. The temporary insanity lasts for 1d6 rounds, unless otherwise specified.

INSANITY VERSUS FEAR

In general, referees must decide when a Saving Throw must be made and against which category. However, one of the more difficult distinctions is between insanity and fear, and there is clearly some amount of overlap (intense fear is the basis of Temporary Insanity). Insanity Saves should be made only against those things that are entirely capable of causing madness in the Mythos genre. The horrors of war, uncommonly great loss, and other situations can certainly drive people to insanity. However, in the Lovecraftian genre, it is the ultramundane, the extradimensional, the unhuman, the weird, and the realization that man is insignificant that causes madness. Fear should be a more common Save against what might be called "human horrors" - crime scenes, slaughter, general frights, creepiness, being chased by a masked, machete-wielding murderer, these things cause fear. Reality-warping sorcery, ancient secrets, **Cthulhu Spawn**, and being pursued by a score of **deep ones** causes madness. This should be taken as a guide and can be adjusted to fit whatever situation the PCs find themselves in. It is ultimately up to the referee to decide which horrors invoke insanity.

Some adversaries, spells, situations, and other terrifying things may cause more than 1 point of Insanity, usually 2 or 3, but possibly higher for the most maddening instances, like seeing Nyarlathotep in his true form.

Going Insane

If a character ever gains 3 or more points of Insanity from a single incident, he gains a **temporary insanity**. Furthermore, when an investigator's Insanity score reaches half his Wisdom score, he develops a **permanent insanity**. As the character's Insanity fluctuates up and down, it is possible that she could gain multiple permanent insanities in this manner.

If a character's Insanity score ever equals or exceeds his Maximum Insanity, he permanently loses 1d4 Wisdom, goes irrevocably insane, and becomes an NPC.

Some referees will prefer more robust characters, capable of withstanding mind-blasting horror and are encouraged to modify these rules. See *Chapter 8: Running the Game* for suggestions.

Insanity Saving Throws

Characters involved in Mythos investigations experience mind-bending horror, behold otherworldly creatures, and make cosmic realizations that can snap the fragile human mind. Such instances typically call for a Saving Throw vs. insanity. Make a Saving Throw vs. insanity as you would any other Save and apply your Wisdom modifier to the roll. A failed Save results in taking the indicated Insanity damage - the character has grasped the full meaning of what she has experienced and comprehends the implications. A successful Saving Throw allows for a lesser amount of damage (or no damage altogether) and indicates that the character does not understand what she is experiencing; perhaps her mind has shut it out or perhaps she simply disbelieves her senses.

OPTIONAL RULE: MENTAL RECOVERY

Characters lost to lunacy may become PCs again only after extended psychological treatment in an asylum. The referee is free to outline how this works, with the only guideline being that the process should be extremely time-consuming. Each time a character's Insanity equals or exceeds his Maximum Insanity he suffers the normal effects. If a character ever reaches a Wisdom score of 0, he is lost forever in the maze of madness.

Insanity Saving Throws can be modified by the severity of the trauma, and real life, mundane horrors should not necessarily require Insanity saves. Some Mythos monsters bestow a penalty to the Saving Throw and this is noted in their respective adversary descriptions. Similarly, the referee can assign a penalty as he sees fit based on the circumstances.

When designing a scenario, the referee should note any insanity-inspiring encounters and what Insanity damage might result. For instance, stumbling onto the mutilated corpse of a sacrificial victim might cause 1 Insanity damage on a failed Saving Throw. If that victim were the character's brother, the damage would likely be higher. If a monster or other opponent can cause an Insanity increase, the specific damage and triggers are noted in the adversary listing. Spells and artifacts might also force Saving Throws vs. insanity. Even successful Saves often result in Insanity increase.

Recovering Sanity

Provided a character's Insanity has not reached his Maximum Insanity, he can "heal" Insanity damage in the following manner:

- For each week spent in an asylum, the character lowers his Insanity by 1d2 points.
- A player character with the Psychologist Occupation can tend to his fellows. For every day of complete rest under the psychologist's care, the patient rolls a Saving Throw and, if successful, lowers his Insanity by 1 point. When under such care, the patient cannot take part in investigations and can perform only simple, non-stressful tasks.
- Upon gaining a new level, a character heals 1d3 Insanity.
- The referee may allow additional methods for reducing Insanity. For instance, a religious character may regain sanity by praying, meditating, or otherwise worshiping in her faith.

A **permanent insanity** may be removed after a character spends 1d6 months under psychiatric care. If the character gains additional Insanity at any time during the recovery period, all progress is lost and the treatment must begin anew.

> When no specific Insanity damage is noted, the normal guideline is that 1 damage is suffered on a failed Saving Throw, and none on a successful Save.

Temporary Insanities

Temporary insanities are involuntary, natural reactions to true terror. Characters suffer temporary insanity when:

- They roll a natural 1 or 2 on their Saving Throw vs. Insanity.
- They gain 3 or more points of Insanity from a single failed Saving Throw.

BLINDNESS: The character suffers a traumatic psychosomatic event that causes him to lose his eyesight.

CONFUSION: The character's mind has closed down; he stands in dumbfounded incomprehension of his surroundings, unable to understand what is happening for the duration.

DEAFNESS: Unable to cope with his experience, the character's mind causes a psychosomatic loss of hearing.

FAINTING: Overcome by fear, the character mercifully faints into unconsciousness, only to awaken in 1d6+1 rounds.

HALLUCINATIONS: The character sees hallucinations of the creature or object which caused his bout of madness.

HYSTERIA: The character is stricken with a bout of madness that causes uncontrollable screaming, giggling, crying, and/or mumbling. He is incapacitated for the duration but can move at half-speed.

INDECISION: Terror locks the character's mind and he is unable to make decisions. He stands in shock and cannot flee nor fight.

LIMB PARALYSIS: For the duration of the madness, the character loses the use of two limbs that go numb with psychosomatic trauma.

PANIC: Instinct takes control of the character and he panics for 1d6+1 rounds. The form of panic should be appropriate to the situation - he runs at full speed away from a monster, he cowers in fear and stares at the tome he just read, etc.

SHORT-TERM MEMORY LOSS: The character blacks out for 1d3 rounds and forgets the previous 1d6x10 minutes.

SPEECH LOSS: The character is short of breath and cannot form meaningful words, simply mumbling incoherently for the duration.

VIOLENT OUTBREAK: The character succumbs to his "fight instinct" and attacks randomly any characters or objects he can reach. He gains a +1 bonus to attack, but his AC is penalized by 2. This is a blackout period which he cannot later recall.

Permanent Insanities

Because psychological disorders are a common and serious part of our lives, *Eldritch Tales* does not trivialize these conditions. Rather than presenting a host of debilitating disorders, which would likely be difficult and even uncomfortable to play, what is presented here are symptoms, phobias, and certain conditions that can add an interesting dimension to the story.

When a player is not comfortable playing a particular Insanity, never force the issue. Allow him or her to choose another option, or simply allow for a phobia, fainting spells, or another relatively innocuous result.

Permanent insanities are role-playing based, meaning they affect the way a character behaves. These must be enforced by the referee. Some manifest at specific times, while others are ever-present. A few have mechanical game effects, but the referee is free to impose hindrances at inopportune times.

ALTERNATE IDENTITY: The character manifests a second identity to cope with his trauma and stress. The player and referee should work together to create the identity - name, personality, history, etc. - but he does not gain any abilities of a character class or occupation. When the character makes a Saving Throw vs. fear or insanity, or at any other time of high stress, the second identity may manifest. If this result is rolled multiple times, the character gains additional personalities.

AMNESIA: The character suffers a partial loss of memory and cannot recall experiences or facts learned within the past 2d12 months. If this result is rolled a second time, add 1d20 years of memory loss.

ANXIETY: The character becomes excessively worried about commonplace things and has trouble concentrating for long periods. She is always restless and expects the worst outcome.

COMPULSION: The character develops senseless repetitive behaviors and cannot break the cycle. Examples include gambling daily, eating any time food is nearby, performing unnecessary routines, or hoarding.

EXPLOSIVE: Intermittent outbursts of anger and violence become a common trait. The explosive outburst may be triggered by real, minor, or only perceived fears or slights and is always disproportionate in severity.

FUGUE: When the character must roll a Saving Throw vs. fear or insanity, he may become confused, suffering brief memory loss of his identity and purpose of his actions. The fugue lasts 1d6 days during which the character wanders aimlessly, before turning up at home or in some familiar place. They have no recollection of their travels.

MANIA: The character suffers periods of hyperactivity characterized by a heightened mood (either elated or irritated), increased self-importance, and a constant flow of ideas. The period typically lasts 1d6 days, during which the character feels little need for sleep. All actions taken during this time are penalized by -1.

NIGHT TERRORS: The character's sleep is interrupted by sudden and intense fear. The character appears awake, but this is not always the case, and may thrash violently. He rarely gets enough sleep and suffers from lethargy.

TABLE 27: RANDOM INSANITIES

1d12	Temporary	1d12	Permanent
1	Blindness	1	Alternate Identity
2	Confusion	2	Amnesia
3	Deafness	3	Anxiety
4	Fainting	4	Compulsion
5	Hallucinations	5	Explosive
6	Hysteria	6	Fugue
7	Indecision	7	Mania
8	Limb Paralysis	8	Night Terrors
9	Panic	9	Panic
10	Short-Term Memory Loss	10	Phobia
11	Speech Loss	11	Somnambulism
12	Violent Outbreak	12	Substance Abuse

PANIC: When the character makes a Saving Throw vs. fear or insanity, or during other stressful periods, he may be disabled by a numbing fear of imminent danger.

PHOBIA: The character develops a random phobia, roll on *Table 28: Phobias*.

SOMNAMBULISM: The character begins sleepwalking on a nightly basis, rarely getting enough rest. He sometimes awakes in strange locales.

SUBSTANCE ABUSE: The character turns to alcohol or narcotics to deal with her ongoing terror and may be hindered by inebriation.

TABLE 28: PHOBIAS

1d20	Phobia	Effect
1	Acrophobia	Fear of heights
2	Ailurophobia	Fear of cats
3	Astraphobia	Fear of lightning
4	Botanophobia	Fear of plants
5	Blennophobia	Fear of slime
6	Claustrophobia	Fear of enclosed spaces
7	Demonophobia	Fear of demons
8	Demophobia	Fear of crowds
9	Entomophobia	Fear of insects
10	Hematophobia	Fear of blood
11	Ichthyphobia	Fear of fish
12	Monophobia	Fear of being alone
13	Necrophobia	Fear of dead things
14	Nyctophobia	Fear of darkness
15	Ophidiophobia	Fear of snakes
16	Pediphobia	Fear of children
17	Scoleciphobia	Fear of worms
18	Spectrophobia	Fear of ghosts
19	Taphephobia	Fear of being buried alive
20	Thalassophobia	Fear of the sea

The hand-written notes on the illustration read:

The Vermiter species is very light & capable of flight.

The bulky, shaggy look of these mountain-dwelling Mi-Go's led to the numerous sightings of "abominable snowmen."

The rear set of shadows that are the wings should be wider than the front set to allow for the range of movement required for flapping...

Vermiter species of Mi-go vs. Tibetan "Yeti" species

Almost no muscular structure whatsoever. Like a skeleton or armature wrapped in feather.

Vulture/gargoyle resting position - night-gaunt

Horse/bat's tail designed (dream/nightmare creature) for holding and tickling.

Night-gaunt extended to near full height. They are never seen like this, as their natural posture is to be...

Chapter 8:

RUNNING THE GAME

RUNNING A GAME OF *ELDRITCH TALES* IS A RELATIVELY SIMPLE PROCESS, CONsidering that there are few rules and, as referee, your discretion overrides them anyway. Of course, you should be familiar with the rules as they are, but if a rule question or dispute arises at the table, don't waste time trying to find the "correct" rule. As the referee, make a ruling and move on. If all else fails, roll a die - good things happen on high rolls and bad things happen on low rolls.

Eldritch Tales is not a balanced game in which characters battle through carefully planned encounters designed to level them up. Because this is a game of fairly normal people thrust into weird and difficult circumstances, most of the Mythos horrors found herein can easily destroy a party of PCs, and players should never assume their characters are safe. To survive and, *perhaps*, triumph, they must evaluate situations and plan accordingly. Similarly, the limited skill system presented in this game is meant to assist game play not to replace player ingenuity and smart play.

Encourage players to have interesting goals for their characters. Because statistical character advancement is largely predetermined by the classes, in-game character accomplishments will far outweigh level advancement and allow for character growth.

John Durck (Order #32639173)

AWARDING EXPERIENCE

Experience (XP) is gained by taking part in Mythos investigations, as follows:

- Per experience point value of adversaries defeated (not necessarily slain).
- 100 XP awarded for each Mythos Lore point gained.
- 100-300 XP awarded for exemplary role-playing.
- 100-1000 XP awarded for advancing the story or investigation.
- 500 or more XP awarded for completing an investigation.

As an option, some referees may award XP for Insanity damage. 100 XP awarded for each point of Insanity gained.

OTHER AWARDS

Experience points aren't the only way the referee may reward a player. When they advance to a new level, or even during the course of the game, the referee may grant characters:

- One or more Mythos Lore points
- New Contacts
- Insanity recovery
- Wealth

DESIGNING SCENARIOS

Scenarios, sometimes referred to as "investigations," are individual plots or missions, generally meant to be finished in just a few sessions of gameplay. There is no "right" nor "wrong" way to play *Eldritch Tales*, and the same goes for scenario design. In fact, these rules support different types of play styles. For instance, one referee may create a classic Lovecraftian investigation in which a group of players work their way through the story, slowly uncovering the truth behind a mystery; another referee might design an investigation that cleaves closely to one of Lovecraft's "ancestry" tales, in which a single character learns terrible truths about his family; a third referee might be drawn to Robert E. Howard's style of Mythos fiction and create a scenario in which protagonists are two-fisted adventurers, facing Mythos horrors in spider-haunted stygian tombs.

When designing an investigation or scenario, consider the following points.

First, **create a problem** or situation. This might be as simple as borrowing a basic plot from your favorite story or TV show, but it will provide the basic outline for the story.

Decide who the **adversaries** are and what **goal** they are working towards. Determine a **pacing** for the plot - how long will it take for the villain to complete their goals. Give the major antagonists names and stats. Whatever it is the adversaries are trying to accomplish will drive the story and inform the referee about what actions they might take and how to pace the story. Determine **how the player characters might get involved**. Are they hired? Is a character's contact involved? A family member? Are they searching for scientific knowledge, or are they forced into the situation? The answer to this question should provide motivation to one or more PCs to see the scenario through to the end.

Also, be sure to provide opportunities for each character to shine. Take a look at each character in the party and decide what they are likely to do and how each might help the investigation.

Create a list of **clues** that the characters may uncover, and determine *multiple* ways in which the clues may be found. You never really know what the players will decide to do, regardless of how you present the story, so listen to their ideas and decide how your clues might fit into their actions. Use Attribute Feats where necessary, but remember that the players *need* clues to advance the plot, so don't allow a failed die roll to bring the game to a halt. If the characters are describing their actions well and doing the right things to find a clue, no die roll should be necessary. However, if the players are unable to move the story along, be ready to give suggestions and improvise to get the ball rolling again.

Finally, try to build a great **climax**. This may be a set-piece location or something more fluid, like an action-packed car chase. Make it challenging, with an appropriate number of villains and an interesting environment, but most importantly - make it terrifying. This is the big reveal in which the characters learn what the villains are trying to accomplish and it should (at least) hint at the horrible secrets of Mythos Earth. Understand that success in an *Eldritch Tales* story does not usually mean defeating the bad guys and saving the world. Victory means stemming the tide of chaos, slowing the inevitable destruction of mankind, and surviving to face the next horror. The characters may realize that their heroics are necessary, but ultimately futile.

THE LOVECRAFTIAN CAMPAIGN

While scenarios are individual missions, campaigns are a number of scenarios linked together and played over an extended period of time. You may insert a running plot line throughout the campaign, such as a mastermind pulling the strings behind the various scenarios, or the individual scenarios reveal continuing

links to a nefarious cult, or possibly the scenarios are haunted by the same Mythos creature(s). The possibilities are endless. Alternatively, scenarios may be related simply because the same characters are involved, and this may be the best way to run a "sandbox" campaign in which the players direct the plot. Most campaigns will combine these game styles.

LOVECRAFTIAN AMBIANCE

Whether your game will be a short scenario or an extended campaign, it is important to create a feeling of tension, creepiness, and horror at the table. Several tropes and aspects, common to many Lovecraftian tales, will help to create this ambiance.

First, when starting a game, reinforce the idea that **the characters are just average people**. Start them off leading their everyday lives and let them feel the setting out, then drop in the first major plot hook and drag them into a Mythos story. Usually, characters should feel like normal people thrust into maddening and terrifying circumstances.

Second, try to inject into your story a feeling of what Lovecraft called **cosmicism**. This is the idea that the universe is infinitely vast, that man is a very small, insignificant part of the cosmos, and that there are older, more highly evolved beings in the world than man. This includes the idea that Earth is impossibly older than scientists reckon and that the planet has been successively inhabited and visited by many extraterrestrial and dimension-traveling beings that have passed occult knowledge to humanity. Further, protagonists come to the realization that these creatures exist and will likely rise again to claim Earth, with whatever terrible consequences that might mean for humanity. Relating to this, the fight that characters will face isn't necessarily against evil. The otherworldly creatures of the Mythos are beyond human understanding and are unlikely to relate to human perceptions. Just as we might have little concern for unintentionally stepping on an insect, Mythos horrors see humans as simply insignificant.

Create the feeling of cosmicism through the slow unraveling of the plot and the piecing together of clues that the characters find. It is extremely important for the referee to know the clues, how they relate to the story, and how the characters can find them. Facts and clues can be distributed through contacts and informants, newspaper reports, library research, police reports, scientific analysis, crime scene investigation, etc. Finding and piecing clues together should be paced according to the referee's story, but a slow build-up to a dramatic climax is typically very rewarding.

Dreams regularly factor into Lovecraft's fiction as well, and the referee may use dreams to relate clues or hints to players, and it makes them wonder why their characters have been singled out. For a truly psychedelic story, you might even have the characters dream together and experience a quest in the Dreamlands.

Additionally, Lovecraft regularly used the topic of **ancestry** and **family lineage**. Several of his stories involve a protagonist who investigates his family history in some manner, only to find that his ancestors were involved in some terrible occult practice or, worse, carried the blood of an inhuman race in their veins. Don't be afraid to use this device in your long-term campaigns, but don't let the affected player know until you are ready to reveal the secret. This information might be revealed through a family history, a progenitor's journal, the inheritance of property, or by some other means. This plot device might also be used to good effect in a short-term game involving just one or two players, as well.

Finally, don't be afraid to pepper in horror tropes common to movies and other media. Mysterious strangers tailing the group, unidentified sounds in the night, stolen items, weird messages, household pets leaping out at tense moments, and

OPTIONAL RULE: PULP ADVENTURES

Some referees and players will prefer a more heroic game style in the spirit of adventurous pulp stories. In this case, the standard rules may seem too prohibitive, limiting the characters chances of survival and their likelihood of remaining sane. By design, *Eldritch Tales* has a very malleable rules system, like other White Box games, and can easily be adjusted to better suit your style of play. If you prefer a game of pulp heroics, consider one or more of the following options:

- For each Attribute, allow players to roll 4d6 and drop the lowest die;
- At levels 3 and 6, each character may add 1 point to an Attribute of his choice;
- Increase the modifiers gained from Attributes, so that a score of 3 incurs a -2 penalty, while an 18 grants a +2 benefit;
- Grant every character maximum HP at 1st level;
- Increase the Maximum Insanity that a character can incur, perhaps to the sum of a character's Wisdom and Intelligence, double their Wisdom, or Wisdom + his character level (or any other combination you feel appropriate);
- Allow characters to "heal" Insanity every day, as with hit point recovery or some other method.

other aspects can keep the players on edge. Allow players to keep secrets from one another and watch the tension and paranoia build in the group. Pass notes to them, speak to them privately - it doesn't even need to be important. All of this will add to the horrific atmosphere.

Chapter 9: MAGIC

I**N THE WORLD OF** *ELDRITCH TALES*, **MAGIC AND OCCULT SORCERY ARE** real possibilities. The pages of ancient texts contain esoteric formulae that allow a would-be magician to tap into cosmic energies and the weird power of the Old Ones. By such means, a sorcerer might produce mystical effects, summon unearthly beings, or create magical potions or talismans. During Mythos investigations, characters will likely face spellcasting cultists and creatures that practice sorcery. Characters may even enact rituals themselves hoping to turn Mythos power against itself.

Any character may attempt to cast a spell. To do so, the character needs the ritualistic spell formula, the required components, the time necessary to perform the casting, and the willingness to face the consequences of failure. In *Eldritch Tales*, "spells" include alchemical recipes used to create potions and similar weird devices.

FINDING AND LEARNING SPELLS

Spell formulae may be found in the usual wizard's books, ancient Mythos tomes, musty scrolls, or even on the hieroglyph-covered walls of Egyptian tombs. Learning the complex structure of spells is highly formulaic and nuanced.

The aspiring sorcerer must be able to read the text and must study the spell for 1 day per spell level. Afterwards, he must make an Intelligence Feat to learn the spell. Most spells impose a penalty to this feat, based on their difficulty, which is listed in the spell description under "**Learn Spell**." Success means the caster has learned the spell and gained one Mythos Lore point. Those who fail the feat must Save vs. insanity or gain one point of Insanity, though they still gain the Mythos Lore point. Once a spell is learned it may be cast at any time, provided the character meets the requirements and has the ingredients.

CASTING A SPELL

Casting a spell is done by attempting a special Attribute Feat called a **Spell Check**. Each spell is tied to Intelligence, Wisdom, or Charisma, and typically imposes a penalty to the Spell Check (listed under "**Spell Check**"). Roll a d6 and apply any relevant modifiers (such as from Mythos Lore, the Occultist Occupation, or situational modifiers). A result falling within the character's success range for the specific Attribute indicates that the spell has been properly cast. Some spells have special requirements that must be met for the spell to work.

Failure to cast a spell, once the caster has tapped into the esoteric energies of the cosmos, typically results in dire consequences (listed under "**Failure**").

SPELL DESCRIPTIONS

- **Spell Level:** A gauge of the spell's power and complexity, ranging from 1 to 6.
- **Learn Spell:** Indicates the penalty imposed to the Intelligence Feat made to learn the spell.
- **Casting Time:** The length of time necessary for casting the spell.
- **Spell Feat:** Identifies the Attribute to be checked to cast the spell, as well

as any associated penalty.
- **Range:** The maximum distance at which the spell can take effect.
- **Duration:** The length of time that a spell lasts.
- **Failure:** The cost associated with failing the Spell Check to cast the spell. Those with multiple possible results should be randomly determined.

Alter Time	
Spell Level:	3
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Intelligence -2
Range:	240 ft
Duration:	30 minutes
Failure:	The caster's mind slips into a time stream, catching glimpses of different eras, and he falls unconscious for 2-5 rounds. He gains 1d3 Insanity points (Saving Throw for half) and may be scented by the **Hounds of Tindalos**.

The caster must announce which of the two options are being cast.

The caster may *quicken time*, affecting an area with a 60-foot radius around the point where the spell is targeted. As many as 24 creatures become able to move and attack at double normal speed.

Alternatively, the caster may *slow time*, affecting an area with a 60-foot radius around the point where the spell is targeted. As many as 24 creatures failing a Saving Throw can only move and attack at half speed.

Animate Carrion I	
Spell Level:	1
Learn Spell:	+0
Casting Time:	10 minutes
Spell Check:	Intelligence +0
Range:	10 feet
Duration:	Permanent
Failure:	Casting failure causes all of the subject corpses to decompose into dust and be unusable.

By means of this incantation the necromancer animates the corpses of small, normal animals (of less than 1 HD) into undeath. Each corpse must be specially prepared ahead of time with a treatment of rare chemicals, a task that takes 1 day. Depending upon the decomposition of the corpses and the number available, 1d4 **skeletal animals** or 1d3 **zombie animals** are created. **Skeletal animals** have ½ HD and take half damage from slashing and piercing weapons. **Zombie animals** have ½+1 HD and the **resilient** ability (see **zombie**).

Animate Carrion II	
Spell Level:	3
Learn Spell:	-1
Casting Time:	30 minutes
Spell Check:	Intelligence -1
Range:	10 feet
Duration:	Permanent
Failure:	Casting failure causes all of the subject corpses to decompose into dust and be unusable.

As *animate carrion I*, however this spell affects medium creatures (up to 2 HD). Raised **skeletal animals** have 1 HD and take half damage from slashing and piercing weapons, while **zombie animals** have 1+1 HD and the **resilient** ability (see **zombie**).

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Animate Dead	
Spell Level:	5
Learn Spell:	-2
Casting Time:	4 hours
Spell Check:	Intelligence -2
Range:	Referee's discretion
Duration:	Permanent
Failure:	The corpses animate, but the caster has no control over them. They attack him and will seek him out over any distance.

This spell animates **skeletons** or **zombies** from dead bodies. 1d6 human-sized undead are animated. The corpses obey the caster's commands to the best of their ability and remain animated until slain. To cast *animate dead*, the subject corpses must be prepared with unusual herbal or alchemical mixtures and rare oils. Upon casting the spell the caster gains 1 Insanity.

Banish	
Spell Level:	5
Learn Spell:	-2
Casting Time:	5 rounds
Spell Check:	Wisdom -2
Range:	240 feet
Duration:	Permanent
Failure:	The banishment fails and the attempt draws the target's attention.

This ritual only affects transdimensional beings, such as **Yog Sothoth**, the **men of Leng**, and **ghasts**, and creatures that have been summoned by sorcery. After 2 rounds of casting, a clap of thunder resounds in multiple dimensions, forcing the target back to its place of origin. The targeted creature is allowed to make a Saving Throw to resist the banishment, if it so chooses, but suffers a -2 penalty.

Black Tentacles

Spell Level:	4
Learn Spell:	-1
Casting Time:	3 rounds
Spell Check:	Intelligence -2
Range:	40 feet
Duration:	One round per level
Failure:	The spell fails, but the magical energies force the caster to make a Saving Throw vs. magic or be held stationary for 1d4 rounds.

Thick, ebony octopoid tentacles erupt from the ground in a 30-foot diameter area centered within range. The spell creates 1d4 tentacles plus 1 for each level of the caster. Each tentacle has AC 4 [15], 2+2 HD, extends up to 10 feet in length, and will attack any creature within its reach. Targets must make a Saving Throw or be smacked for 1d6 damage and entangled. Victims entangled by a *black tentacle* are constricted, crushed, and pummeled, automatically taking 1d6+2 damage each round until released.

Blessed Serpent of Yig

Spell Level:	3
Learn Spell:	-1
Casting Time:	1 hour
Spell Check:	Wisdom -2
Range:	100 miles/level
Duration:	Until the task is complete, the snake is killed, or 1 night elapses
Failure:	The caster has offended Yig. If the caster intended to send a message, he finds that his tongue has lengthened and forked making speech difficult and spell-casting impossible for 1 day. If the spell's intended use was murder, the snake is sent against the caster.

This sorcery, stolen from the **serpent-people**, invokes the favor of Yig and beseeches the snake-god to send a deadly viper to visit a specific individual. The target of the spell must be within range. The spell may be used for one of two uses, chosen by the magician when it is cast.

- The caster may choose to have the serpent deliver a message to the target individual. The target must understand the speech of serpents or otherwise have some means of communication. Once the message is delivered, the *blessed serpent* slithers away.
- Alternatively, the caster may send the *blessed serpent* as a deadly assassin to murder the target. Using the spell in this manner causes the caster to gain 1-3 Insanity with no Save allowed. The snake arrives at the victim's location and gains a surprise attack with a +4 bonus; if this fails it continues attacking until it delivers a bite or is killed. Once it delivers a poisonous bite, the task is complete and the snake retreats into the night. [**Blessed Serpent of Yig: AC** 3 [16]; HD 2; **Bite** +2 (1d6-2); **Keen Senses** (night vision, scent), **Poison** (2d6 damage); **Save** 16; **Move** 15; **Morale** 1; **Level/ XP** 4/120]

The *blessed serpent* appears as an over-sized, but typical snake, though its head always displays a white crescent – the mark of Yig.

Bodily Alteration	
Spell Level:	2
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Charisma +0
Range:	Self
Duration:	60 minutes +10 minutes/level
Failure:	The caster is wracked in physical pain as his body warps uncontrollably. He becomes disfigured and deformed with a Charisma of 3 for the duration of the spell.

The caster summons esoteric forces to physically alter his form, thus assuming a near-impenetrable disguise. He may become 50% shorter, taller, lighter or heavier, and may take on the form of non-human bipedal creatures, including **deep ones**, **serpent people**, **ghouls**, or **men of Leng**. Some special traits may be acquired due to the transformation (for instance, taking the form of a **deep one** may grant limited water breathing). The disguise is perfect, but penetrated by *detect magic* and possibly other means.

Charm Person	
Spell Level:	1
Learn Spell:	+0
Casting Time:	2 rounds
Spell Check:	Charisma +0
Range:	120 feet
Duration:	Until dispelled
Failure:	The caster and target gain 1 point of Insanity as their minds unconsciously clash in a psychic confrontation.

This spell affects living bipeds of human size or smaller, such as **deep ones** or **white apes**. If the spell succeeds (Saving Throw allowed), the unfortunate creature falls under the caster's influence, considering him the closest of friends.

Cloudkill

Spell Level:	5
Learn Spell:	-3
Casting Time:	2 rounds
Spell Check:	Intelligence -3
Range:	Moves 6 feet per minute
Duration:	1 hour
Failure:	Caster must Save vs. poison or become violently ill, coughing, gagging, and vomiting for 2d6 rounds as a greenish gas flows out of his nose and mouth. He is unable to take meaningful actions and is reduced to one-half movement.

Foul and poisonous vapors boil from thin air, forming a cloud 15 feet in radius. The cloud moves directly forward at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. The poison-laden mist is heavier than air and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 HD or fewer. Those who fail their Saving Throw die.
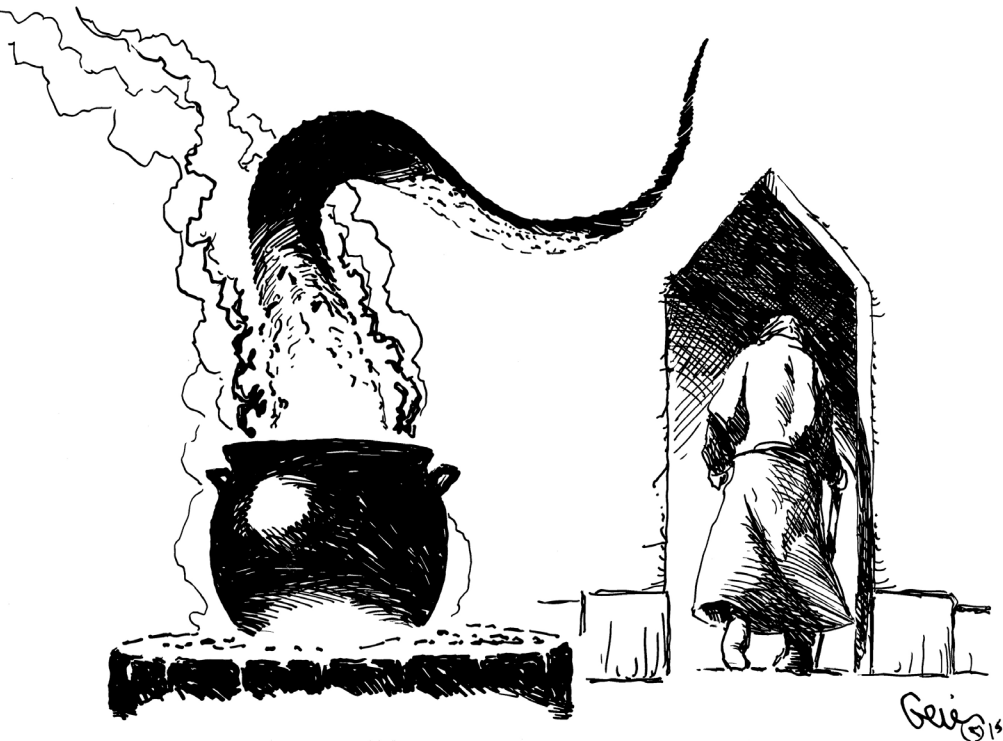
Commune	
Spell Level:	5
Learn Spell:	-3
Casting Time:	1 hour
Spell Check:	Wisdom -3
Range:	Caster
Duration:	3 questions
Failure:	Having opened her mind to extraplanar contact, she gains 1d3+1 Insanity, as her mind is briefly invaded by the thoughts of an interdimensional being.

This spell allows the caster to contact Mythos entities which grant an answer to three questions the caster poses. By doing so, he gains 1 Insanity. Old Ones and their servants don't take to constantly being interrogated by mere mortals, so the spell should be limited to once per week or so by the referee. Furthermore, there is a 1-in-20 chance every time the spell is cast that the contacted entity will place a *geas* upon the caster (as per the spell).

Certain days of the year hold special importance to the Old Ones due to solar alignments. On such days, the referee may allow the caster to cast a "double strength" *commune* spell composed of six questions, perhaps with special requirements.

Comprehend Language	
Spell Level:	1
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	Self
Duration:	10 minutes
Failure:	The caster's tongue swells to unusable proportions and he is unable to speak for the duration.

Upon completion of this simple utterance, the caster is able to understand any single language of his choosing for the duration of the spell. The caster need not know the name of the language and might employ this spell to understand the piping speech of the **elder things** or mundane human languages.

Condense Essential Saltes	
Spell Level:	5
Learn Spell:	-2
Casting Time:	2 days
Spell Check:	Intelligence -3
Range:	One corpse
Duration:	Permanent
Failure:	The remains are permanently destroyed and cannot be raised by any means.

By employing this procedure, the alchemist may reduce a corpse to its most essential ingredients - the "saltes." The body is soaked in alchemical solvents, cremated, and ground into a greenish powder. Once created, the *saltes* may be stored in a jar indefinitely, to be later reconstituted as a living being by means of the spell *revivify from essential saltes*. In addition to a proper laboratory, this spell requires ether, ethanol, water, and other alchemical compounds.

Confusion	
Spell Level:	4
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Wisdom -1
Range:	120 feet
Duration:	2 hours
Failure:	Caster must make a Saving Throw vs. insanity, or gain 1 point of Insanity and be herself affected by the confusion for 1d6 rounds.

This spell confuses people and monsters, making them act randomly. Roll 2d6 to determine the creature's behavior:

The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it builds up to its full power (which takes 1d12 minutes, minus the caster's level), but are required to make a Saving Throw at this time.

Eventually, these creatures are likely to succumb to the confusion, for they must continue to make another Saving Throw every 10 minutes until the spell's 2-hour duration has run its course.

2s6 Roll	Reaction
2-3	Wander aimlessly
4-6	Attack the caster and allies
7-9	Stand baffled and inactive
10-12	Attack own allies

TABLE 29: CONFUSION REACTION

Contagion	
Spell Level:	4
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -2
Range:	Touch
Duration:	Permanent
Failure:	The spell reverses onto the caster.

This horrible incantation imbues the caster's touch with deadly disease. The next person the caster touches must make a Saving Throw against disease or be afflicted with a debilitating and contagious illness. The sickness immediately causes painful wracking and a loss of 2 points from Strength, Dexterity, and Constitution. Over the following days, the victim becomes bedridden and covered with purplish boils. After one month, he is allowed a second Saving Throw with success meaning eventual recovery. Failure means the victim dies within 1d6 days. During this time, any individual coming in close contact with the victim must succeed at a Saving Throw or be similarly afflicted.

Control Weather	
Spell Level:	6
Learn Spell:	-2
Casting Time:	5 rounds
Spell Check:	Wisdom -3
Range:	Referee's discretion
Duration:	Referee's discretion
Failure:	The spell backfires and creates the exact opposite of the desired weather effect, centered on the caster.

The caster can affect weather conditions in any manner he chooses, subject to the referee's discretion. For example, he may summon or stop rainfall, create unusually high or low temperatures, create or disperse a tornado, conjure a persistent fog bank, clear the sky of clouds, or cause the sky to become overcast. The change in weather takes 1d10 rounds.

Corpse Marionette	
Spell Level:	2
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Intelligence -1
Range:	160 feet
Duration:	1 turn per level
Failure:	Whilst enforcing his will over the corpse, the caster accidentally opens his mind to the corpse's memories of its own death. The caster gains 1 Insanity.

The caster causes the corpse of a man-sized biped to animate in a semblance of undeath. In reality, the caster controls the movements of the corpse as if it were a marionette, allowing it to walk, manipulate objects, or even attack. The caster must fully concentrate to maintain this control and the spell ends if he loses concentration or stops directing the corpse with his gesticulations. The *corpse marionette* is treated as a **skeleton** or **zombie** and forces Insanity Saving Throws on those who see it (except the caster).

Darkvision	
Spell Level:	3
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence -1
Range:	Touch
Duration:	1 day
Failure:	The caster must make a Saving Throw vs. magic or be blinded for 1d4 turns.

The recipient of the spell can see in total darkness to a distance of 60 feet for the length of the spell's duration, though his eyes radiate a dim red glow.

Detect Magic	
Spell Level:	1
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Wisdom +0
Range:	60 feet
Duration:	20 minutes
Failure:	The spell fails and the caster's senses are thrown into confusion for 1d10 turns. Her vision is blurred, her ears ring, and her sense of touch is numbed, causing a -2 penalty to all actions and Saves for the duration.

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person or a dweomer affecting an area.

Detect Thoughts	
Spell Level:	2
Learn Spell:	+0
Casting Time:	3 rounds
Spell Check:	Wisdom +0
Range:	60 feet
Duration:	2 hours
Failure:	The caster's unguarded mind is opened and flooded by the thoughts of dozens of people. Gain 1 point of Insanity.

The caster can detect the thoughts of other beings. The caster must focus on a single individual at a time. The spell cannot penetrate more than 2 feet of stone and is blocked by even a thin sheet of lead.

Dispel Magic	
Spell Level:	3
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Wisdom -1
Range:	120 feet
Duration:	10 minutes against an item
Failure:	The targeted source of magic overwhelms the caster and reflects magical energy. The caster and any creature in his vicinity suffer 1d4 damage.

Dispel magic can be used to completely dispel most spells and enchantments.

Divine Weather	
Spell Level:	1
Learn Spell:	+0
Casting Time:	10 minutes
Spell Check:	Wisdom +0
Range:	5-mile radius
Duration:	4 turns
Failure:	The caster gets a false reading.

Upon completing this augury, the character has a solid prediction of the weather for the next 24 hours. The reading is good for a 5-mile radius of his location when casting the spell.

Dominate	
Spell Level:	4
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Charisma -2
Range:	10 feet
Duration:	Permanent until broken
Failure:	The incantation goes awry and the caster suffers a blast of psychic feedback causing 1-2 Insanity, Save allowed for half.

By employing this charm, the caster exerts his will over a single victim, creating a psychic link between them. If the victim fails his Saving Throw, the caster is able to issue psychic commands to the victim, who is compelled to obey to the best of his ability. Commands must be fairly straightforward, for example, "fight that person," "go home," "get that object," etc. When the caster is not issuing commands, the victim can act normally; however, he considers the caster a close friend and will seek to defend him if necessary. Alternatively, the caster might take full control of the victim simply by concentrating for a full round. The caster must maintain concentration and can take no other actions for the entire time he is in control of the dominated victim. During this time, the caster sees through the victim's eyes and controls all of his actions. After the spell is cast, the caster can exercise his domination over any distance, so long as the two are in the same dimension. If the victim takes damage whilst obeying commands, he may make a Saving Throw to break the spell.

Dream Message	
Spell Level:	3
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Wisdom -1
Range:	Self
Duration:	Special
Failure:	The spell fails and the caster suffers 1 point of Insanity damage due to night terrors that last for 1d3 days.

This evocation culminates with the consumption of a drugged tea, which induces a deep slumber. By this means, the caster enters the Dreamlands and makes contact with the recipient of the message. The recipient dreams of a meeting with the caster and hears the message. Both must be sleeping during the exchange of the message, though the caster may wait in the Dreamlands for up to 4 hours.

Elder Sign	
Spell Level:	4
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Wisdom -2
Range:	Touch
Duration:	7+1d10 days
Failure:	The *elder sign* is cast but, unbeknownst to the caster, it has no power.

Casting the *elder sign* involves engraving a solid object, usually a crystal, stone, or door, with the eldritch glyph and intoning the proper chant. The object to be engraved may not be smaller than 6-inches square and the enchantment remains potent for 7+1d10 days. Mythos creatures cannot approach within 10 feet of the *elder sign* unless they make a successful Saving Throw. They cannot attack a character

carrying the *elder sign* in melee combat but may attack her with ranged weapons or sorcery. If carved upon a door or archway, Mythos creatures cannot pass over the threshold, unless the Save is made. If carried, the *elder sign* operates for any individual, not just the caster. In all cases the Saving Throw receives a penalty equal to the caster's level. Note that the referee should roll this spell check and not reveal the result. More powerful versions of this spell are said to endure for eternity and were once used to seal the crypts of the Old Ones.

Elixir of Immortality	
Spell Level:	5
Learn Spell:	-2
Casting Time:	4 weeks
Spell Check:	Intelligence -2
Range:	Creates one potion
Duration:	Permanent
Failure:	When consumed, the elixir (1-3) ages the imbiber 1d10 years, (4-5) causes 1d4 Constitution loss, (6) *or* is poison (Saving Throw or die).

This extremely rare formula allows the sorcerer to create a potion that reduces the drinker's age by 1d6+2 years. The referee should not disclose whether the process has been successful; this will only be revealed when the elixir is imbibed.

Elixir of Tramsmutation	
Spell Level:	4
Learn Spell:	-2
Casting Time:	1 day
Spell Check:	Intelligence -2
Range:	Creates one potion
Duration:	8 hours +1 hour per caster level
Failure:	An incorrect measurement causes the elixir to malfunction, but this is not known until it is drunk. The imbiber transforms, maintaining portions of her own features but is horribly disfigured; her Charisma becomes 3 for the duration.

This rare formula allows the creation of a potion that causes the imbiber to take on the shape of a specific individual. The individual to be mimicked need not be willing, but a small amount of her blood is a required ingredient. The transformation is perfect and includes a voice change. This is no illusion, rather the imbiber's physical form changes, usually with some discomfort and bleeding around the nails, teeth, and orifices. If the imbiber is unaware (or unwilling) of the coming transmutation, she gains 1 Insanity. The change lasts 8 hours, plus 1 hour per caster level. Note that the referee should roll this spell check and not inform the caster about success until the elixir is drunk.

Fade Memories	
Spell Level:	4
Learn Spell:	-2
Casting Time:	4 rounds
Spell Check:	Intelligence -2
Range:	Touch
Duration:	Permanent
Failure:	Failure (1) causes the target to lose 1d6 specific memories, (2) subjects the target to massive memory loss equal to amnesia, *or* (3) causes the target and caster to trade 1d6 specific memories.

This spell targets a specific section of the target's brain, destroying it and the memory it holds. The caster must announce what memory will fade away and the target is allowed a Saving Throw to resist the effect.

Fear	
Spell Level:	4
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Charisma -1
Range:	60 feet
Duration:	Instantaneous
Failure:	The spell backfires and affects the caster.

The casting of this spell affects the minds of victims within a 60-foot long cone that extends 30 feet from the caster and is 30 feet wide at its terminus.

Victims who fail their Saving Throw are stricken with mind-numbing fear and must flee in panic for 2d6 rounds.

Feeblemind	
Spell Level:	5
Learn Spell:	-2
Casting Time:	2 rounds
Spell Check:	Intelligence -2
Range:	240 feet
Duration:	Permanent until dispelled
Failure:	Caster temporarily loses 1d4 Intelligence due to magical feedback, though a Saving Throw is allowed for half the loss.

Feeblemind magically rots a person's psyche. The Saving Throw against the spell is made at a -4 penalty, and if the Saving Throw fails, the targeted character becomes *feebleminded* until the magic is dispelled. A *feebleminded* character is considered to have Intelligence and Wisdom scores of 4 and suffers a -4 penalty to all Saving Throws vs. insanity.

Geas	
Spell Level:	6
Learn Spell:	-2
Casting Time:	4 rounds
Spell Check:	Charisma -3
Range:	30 feet
Duration:	Until the act is complete
Failure:	As this spell employs the power of an Old One, the caster is compelled to perform some task for that Old One, in this world or another.

This powerful incantation allows the caster to compel a single target to undergo a specific task. The difficulty of the task is not a factor and may force the victim to commit several years of his life to its completion and may even be obviously life-threatening. If the victim chooses to ignore the *geas* his physical attributes (Strength, Dexterity, and Constitution) are all reduced to half and will continue to decline over the following 2d6 months, eventually resulting in death. A Saving Throw negates the spell, but has a penalty equal to the caster's level.

Geas of the Descendant	
Spell Level:	5
Learn Spell:	-2
Casting Time:	5 years
Spell Check:	Charisma -3
Range:	Nil
Duration:	Permanent
Failure:	The caster's line is cursed (referee's decision).

Because this spell affects one of the caster's descendents, he must produce a blood heir for the spell to operate correctly. The caster must conduct the ritual in the spring and fall of each year for five consecutive years, on days specifically linked to Yog Sothoth. During the casting, the sorcerer must indicate what act he wishes his descendent to accomplish. The effects of the spell become evident within 1d4+2 generations of the caster's death and affect a random descendent. This individual will have an uncanny resemblance to the caster and will feel an unavoidable compulsion to act according to the geas implanted at casting.

Guidance of Thoth	
Spell Level:	1
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	Self
Duration:	One check
Failure:	Unbeknownst to the caster the spell has failed and drawn the disfavor of Thoth. He rolls two dice and takes the worst result on his next Intelligence Feat.

This spell, supposedly found in the *Egyptian Book of the Dead*, allows the caster to attune his intellectual faculties to the cosmos, granting assistance to solve a particular problem. The caster can roll two dice and take the best result on his next Intelligence Feat. The caster does not know if the *guidance of Thoth* succeeds, so the referee should roll the Spell Check.

Hideous Graft	
Spell Level:	3
Learn Spell:	+0
Casting Time:	1 hour
Spell Check:	Intelligence -1
Range:	One recipient
Duration:	1 day/level
Failure:	Recipient takes 1d6 damage and loses 1 point of Constitution permanently.

This spell is used to graft recently-deceased body parts onto living creatures. The body part must be roughly man-sized and cannot have been dead for more than 1 hour. The recipient of the graft gains 1-2 Insanity, but can Save for half that amount. Animal parts may allow the recipient to attack with natural weapons (such as claws or hooves), while a grafted head may allow access to the memories contained within. However, drastic surgeries, such as these, double the Insanity received. The grafted part will be usable for no more than 1d6 months, at which point it "dies" and begins to decompose, passing a rotting disease to the recipient and causing 1d6 damage per day until death. The body part may be removed at any time with a 2-hour procedure.

Hypnotism	
Spell Level:	2
Learn Spell:	-1
Casting Time:	2 rounds
Spell Check:	Charisma -2
Range:	30 feet
Duration:	1d6 days
Failure:	A failed spell check subjects the caster to mental feedback. She is allowed a Saving Throw, but failure results in fainting.

The caster weaves a mesmerizing pattern in the air, whilst murmuring a dulcet, comforting incantation. She targets a single living creature within range who is allowed a Saving Throw. Those who fail become susceptible to a course of action suggested by the caster. The suggestion lasts only until the spell's duration expires.

Ichthyan Call	
Spell Level:	1
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Wisdom +0
Range:	100 yards
Duration:	1 hour
Failure:	The spell fails and the caster's voice becomes hoarse and croaking for 1 hour.

By means of this croaking chant, the caster summons 4d6 normal fish to within 10 feet of his person. Of course, the spell is only effective when cast upon a body of water and sufficient fishes must be within range.

Induce Dream Quest	
Spell Level:	4
Learn Spell:	-2
Casting Time:	1 hour
Spell Check:	Wisdom -1
Range:	1 recipient
Duration:	One night
Failure:	The recipient is plagued by maddening dreams for 7 days and gains 1d3 Insanity.

The recipient of this spell, which may be the caster, is sent into the Dreamlands to accomplish a specific purpose. The recipient's physical body falls into a comatose slumber, while his consciousness travels the Dreamlands. The recipient will sleep for 6+1d4 hours, however any amount of time might pass in the Dreamlands (this is left to the referee to decide).

There are inherent dangers with dream-questing. If the recipient's body is slain while his consciousness travels, the soul will be permanently trapped in the Dreamlands; however, if the soul is killed in the Dreamlands, the recipient awakes violently and gains 1d6+1 Insanity, with no Save allowed.

Initiate Familiar	
Spell Level:	2
Learn Spell:	+0
Casting Time:	1 day
Spell Check:	Charisma +0
Range:	One creature
Duration:	Permanent
Failure:	The creature is destroyed; if the caster sacrificed his own hit points, they are permanently lost.

By casting this spell, the sorcerer creates a familiar. A small animal (no bigger than a cat) must be at hand and covered with a paste composed from the caster's saliva, blood, and other components. Upon completion, the familiar takes on some characteristics of the caster. It has 1 HD, and the caster may (during casting) permanently sacrifice up to 4 of his own hit points to be added to the familiar's hit points total. The caster may employ the familiar's senses to observe its surroundings and may cast spells through it. 3-in-6 familiars can speak any language the caster knows. 1-in-6 familiars take on a completely different form than the base animal (such as a miniature **night-gaunt**, a **rat-thing**, or a tiny, wizened version of the caster).

Magic Jar	
Spell Level:	5
Learn Spell:	-2
Casting Time:	4 hours
Spell Check:	Intelligence -3
Range:	See description
Duration:	See description
Failure:	The caster's soul is set adrift and unable to re-enter his body without assistance.

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a Saving Throw. The caster can return his soul to the *magic jar* at any time,

and if a body he controls is slain, his life essence returns immediately to the jar, regardless of the separating distance. If the caster's body is destroyed while his soul is in the *magic jar*, the soul no longer has a home other than within the *magic jar* (although the disembodied caster can still possess other bodies as before). If the jar itself is destroyed while the caster's soul is within, the soul is lost. The warlock can return from the jar to his own body whenever desired, thus ending the spell.

Mind Transference	
Spell Level:	5
Learn Spell:	-3
Casting Time:	10 minutes
Spell Check:	Wisdom -3
Range:	One creature within 10 feet
Duration:	Permanent
Failure:	The caster loses the first psychic duel with the donor and increases his Insanity by 1d3 points; the spell fails.

This terrible spell grants a form of immortality to the caster by allowing her to insert her own mind into another living body. The *mind transference* is a gradual process during which the caster must successively overpower the mind occupying the target body, eventually ejecting it completely.

When this spell is cast, the donor of the new body may be a willing participant, or else must be restrained. This victim is allowed a Saving Throw to resist the spell and, if this first Save is successful, the spell is entirely negated. If, however, the victim fails the Saving Throw, the caster's mind enters the victim's body for 1d4 days, during which time the victim's mind resides in the caster's body. When this time expires, the minds revert to their original bodies, but a connection has been made that allows the caster to assert her dominance over any distance. The caster must successfully transfer her mind into the victim four times to complete the transferral.

The caster must wait 2d4 days before attempting the second transference, which will last 2d4 days if successful. The third attempt requires 2d4 weeks of rest and preparation before it can be attempted; a successful third transference lasts 2d4 weeks. A battle of wills occurs on each attempt and the victim must make a Saving Throw. If it succeeds, the victim has repelled the mental invasion and the caster gains 1d2 Insanity. For each failed Save

(including the first), the victim increases his Insanity by 1d4 and gains a cumulative -1 penalty to future Saves made to resist this spell.

The final transference must occur on the autumnal equinox and requires sacrifices to Shub Niggurath. If the victim fails this final Saving Throw, the *mind transference* is complete and permanent.

Phantasmal Force	
Spell Level:	2
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	240 feet
Duration:	Until negated or dispelled
Failure:	The spell fails and the caster suffers from hallucinations for 1d3 days.

This spell creates an illusion that seems real to all observers. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it may cause up to 2d6 damage and may force Saving Throws against insanity.

Powder of Ibn Ghazi	
Spell Level:	2
Learn Spell:	+0
Casting Time:	1 day
Spell Check:	Intelligence +0
Range:	20 feet
Duration:	1 turn per level
Failure:	The powder does not work, but this will only be revealed when its use is attempted.

Completion of this formula creates one dose of the *powder of Ibn Ghazi*. The powder may be dispersed into the air to fill a 20-foot cube in one round. All invisible creatures within the area are revealed to the human eye. However, creatures must have at least a partial existence in the user's dimension. Once the caster creates the powder, any character may use it. Note that the referee should roll this spell check and not inform the caster about success until the powder is employed.

Project Image	
Spell Level:	6
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -1
Range:	240 ft
Duration:	1 hour
Failure:	The illusion fails and the caster is stunned for 1d3 rounds.

The caster projects an image of himself to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Psychometry	
Spell Level:	3
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Intelligence -1
Range:	Touch
Duration:	Instantaneous
Failure:	Unless the caster succeeds at an Insanity Saving Throw, she gains 1 Insanity and a permanent obsession for objects similar to that being studied.

The caster may "read" a single object and glimpse events and people connected to its past. The caster must touch the object whilst performing the 10-minute divination and upon culmination she is granted one or more inexplicit visions associated with the object. For example, if the caster reads a murder weapon, she may envision the killer's face or experience the act, but would not learn the killer's name or where the crime occurred. At the referee's discretion, the visions may force an Insanity Saving Throw.

Read Languages	
Spell Level:	1
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	Reading distance
Duration:	10 minutes per level
Failure:	The spell fails, all text appears garbled to the caster and causes headaches for the duration of the spell.

This spell allows the caster to read any texts that are written in unfamiliar or even unknown languages. It is especially useful for reading eldritch tomes, but it does not allow the caster to decipher secret codes.

Revivify from Essential Saltes	
Spell Level:	5
Learn Spell:	-2
Casting Time:	10 minutes
Spell Check:	Intelligence -2
Range:	1 creature
Duration:	Permanent
Failure:	The *saltes* have been damaged, the creature revivifies horribly wrong.

This spell allows the caster to reanimate a creature previously prepared via *condense essential saltes*. This ritual taps into the power of Yog Sothoth to manipulate time and space and reconstitute the being from its *saltes*. If the *essential saltes* were imperfect (for instance, if they were created from an incomplete corpse), the revivification may have disastrous results. For instance, if the *saltes* contained less than half of the complete creature, it may appear as a dead blob of flesh, or it may be an insane, gibbering creature that attacks on sight. The decision is in the hands of the referee.

A revivified creature may again be condensed into its *essential saltes* by the reverse of this spell *reduce to essential saltes*, a simple, verbal incantation that takes but 1 round. Only creatures that have been revivified by this spell may be affected in this manner.

Rot	
Spell Level:	3
Learn Spell:	-2
Casting Time:	2 rounds
Spell Check:	Intelligence -2
Range:	Touch
Duration:	Permanent
Failure:	Failing the spell check causes the caster to suffer a loss of 1d6 Charisma for an equal number of days as his skin becomes dry and scaly, and he emits the stench of decay.

This incantation causes organic matter to decay at an astounding rate. Deceased matter decomposes and rots into dust within a matter of minutes, depending upon its mass. Living targets are allowed a Saving Throw to resist the effects of the spell entirely, however failure results in 2d6 immediate damage as a portion of the victim rots into putrescence.

Spatial Travel	
Spell Level:	5
Learn Spell:	-2
Casting Time:	4 rounds
Spell Check:	Intelligence -3
Range:	Self
Duration:	See description
Failure:	Caster becomes lost in unknown dimensions, Saving Throw allowed.

Upon completion of this difficult ritual, the caster can walk between dimensions to any point in the three-dimensional universe. The caster may take one additional person for every two levels of experience she has. The travelers walk through a weird landscape of unreal angles and cyclopean structures inhabited by harmless geometric creatures, though other dimensional voyagers might be encountered. For safety, the caster should have an idea of her destination, lest she inadvertently exit into an inhospitable world. This spell may permit access to the Dreamlands, but does not allow travel between points on the same planet.

Speak with Dead	
Spell Level:	3
Learn Spell:	-1
Casting Time:	10 minutes
Spell Check:	Charisma -1
Range:	Touch
Duration:	3 questions
Failure:	The caster gains 1 point of Insanity as his improperly protected mind briefly touches the otherworld.

With this spell, the caster summons the shade of a deceased individual or induces the corpse to speak. The caster must have an object relating to the individual, whether it be the complete corpse, a lock of hair, a cherished ring, or some other thing. Excepting the caster, those who witness the arrival of the dead gain 2 Insanity, though a successful Save will reduce that to 1.

Summon Deep Ones	
Spell Level:	5
Learn Spell:	-1
Casting Time:	30 minutes
Spell Check:	Charisma -2
Range:	50 miles
Duration:	See description
Failure:	The spell is performed incorrectly. A **deep one** in range is made aware of the caster's presence and may summon *him* at a later date and under its own conditions.

This spell must be cast within 1 mile of a seashore. The caster summons 2d4 **deep ones** if such are within 50 miles of his location. They arrive in 2d6 rounds but are not under the control of the caster. Rather, they arrive seeking to make agreements with the caster and may be willing to trade their alien gold, offer Mythos secrets, grant luck in fishing, or other such boons, but at a steep cost. **Deep ones** will have the caster (or his allies) act as intermediaries in the surface world, demand worship of Dagon, and worst of all, they will seek to mate with humans. The **deep ones** will not be initially hostile but may turn so if attacked or if they feel they are being cheated.

Summon Night-Beast	
Spell Level:	3
Learn Spell:	+0
Casting Time:	30 minutes
Spell Check:	Charisma +0
Range:	30 feet
Duration:	30 minutes +10 minutes per level
Failure:	The **night-beasts** arrive, but are displeased with the sacrifice with the usual consequences.

This spell must be cast under the night sky or in an underground area. The caster summons 2d4 **night-beasts** from Carcosa. They arrive within 1d4 turns and must be presented with a sacrifice of flesh. If an insufficient sacrifice is made, the **night-beasts** attack the caster and anyone with him. Otherwise, they are at the caster's command for the duration of the spell and will act as steeds or attack foes, as he wishes.

Summon Night-Gaunt	
Spell Level:	4
Learn Spell:	-1
Casting Time:	30 minutes
Spell Check:	Charisma +0
Range:	Nil
Duration:	One night
Failure:	A **night-gaunt** arrives, but is completely uncontrolled. It will attempt to capture the caster and bear him into the Dreamlands.

By means of this ritual, which must be cast under the night sky, the caster summons a **night-gaunt** from the Outer Dark. The **night-gaunt** will arrive in 1d6 rounds and will do the caster's bidding for the duration of the spell. However, it will not act in a selfless manner and will not throw its life away.

Telekinesis	
Spell Level:	5
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -2
Range:	120 feet
Duration:	1 hour
Failure:	The mystical energy of the spell is warped, causing heavy gravity in a 120-foot diameter around the caster. Within the area, all ground movement is hindered and flight is impossible.

The completion of this incantation allows the caster to move objects with his mind. He can move up to 250 pounds at once (increasing another 10 pounds per character level), though living targets are allowed a Saving Throw. The referee may determine what speed and force with which objects may be moved.

Walk Among Angles	
Spell Level:	4
Learn Spell:	-2
Casting Time:	1 round
Spell Check:	Intelligence -2
Range:	Self
Duration:	1 turn per level
Failure:	The spell fails but the magical disturbance may allow the entry of an extradimensional being.

This spell opens the mind's eye, allowing the caster to understand the non-Euclidian geometry of the Old Ones. For the duration of the spell, he may travel through angled architecture. He may step into an angle and exit via any other angle reachable within his normal movement rate.

Ward	
Spell Level:	2
Learn Spell:	-1
Casting Time:	1 hour
Spell Check:	Wisdom +0
Range:	See description
Duration:	7+1d10 days
Failure:	Unbeknownst to the caster, the spell fails and he has been marked. For the duration of the spell, Mythos creatures can sense the caster's presence to a range of at least 100 feet per HD.

This spell requires intricate hand gestures and writing arcane symbols upon the recipient. The *ward* provides some amount of protection against the Old Ones and other Mythos beings. Such creatures take a -1 penalty to attack rolls against the recipient while he gains a +1 bonus to Saving Throws made against their powers. Note that the referee should roll this spell check and not reveal the result.

Water Breathing	
Spell Level:	2
Learn Spell:	+0
Casting Time:	1 round
Spell Check:	Intelligence +0
Range:	Touch
Duration:	2 hours
Failure:	Botched casting causes malformed gills to grow on the target's neck, restricting his airways. The character suffocates for 1d3+1 rounds and takes 1 hit point of damage each round.

Upon completion of this spell, the recipient grows obvious gills on his or her neck allowing the person to breathe underwater until the spell's duration expires.

| Voorish Sign	
Spell Level:	4
Learn Spell:	-1
Casting Time:	1 round
Spell Check:	Intelligence -1
Range:	Self
Duration:	1 round per level
Failure:	The caster is targeted by 4th-dimensional interference and suffers a -1 penalty to all Saving Throws for 1d6 rounds.

By completing an intricate series of hand symbols accompanied by an incantation, the caster can see invisible and extradimensional creatures and objects within 30 feet. The *Voorish sign* also magnifies the caster's connection to the 4th dimension, granting him a +1 bonus to spell checks for the duration of the spell.
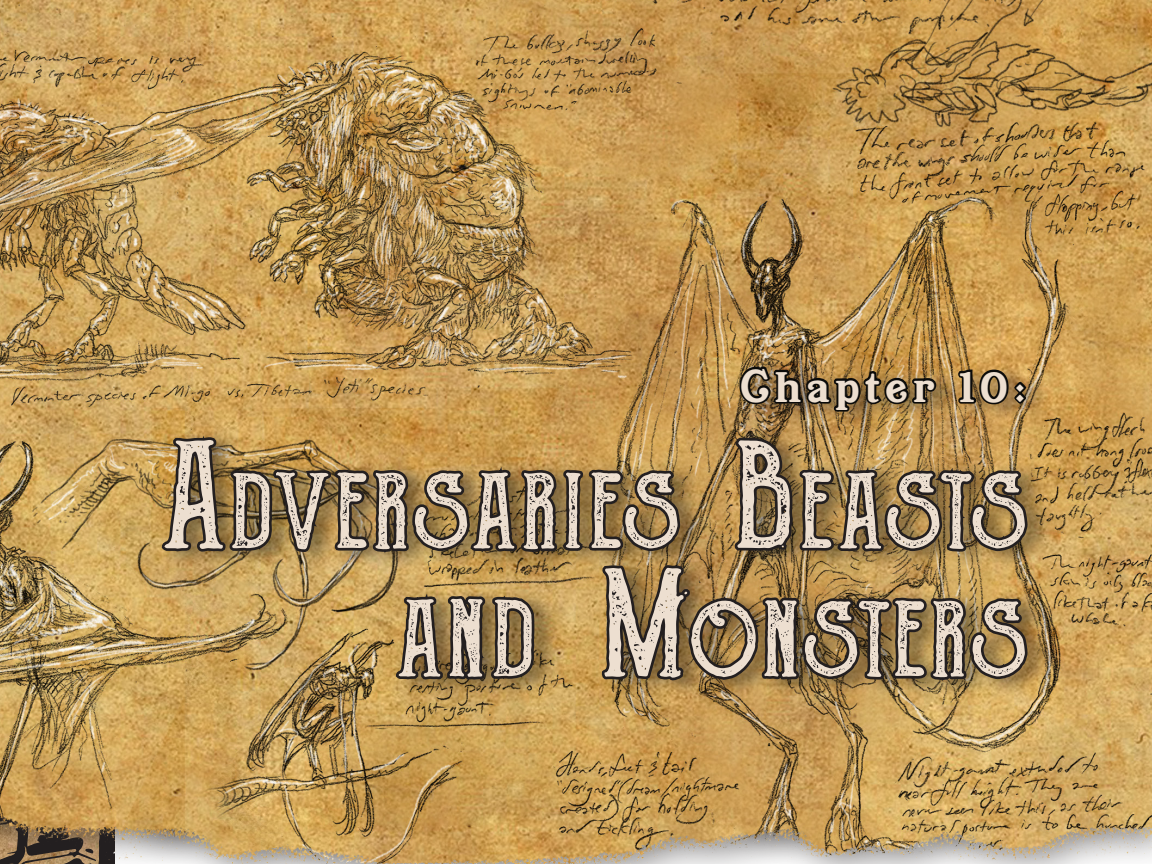
Adversaries Beasts and Monsters

ADVERSARIES ARE ANY FOES THE PLAYERS MIGHT FACE, FROM GANGSTER henchmen and cultists, to elder things and mi-go. This should not be considered an exhaustive list and referees are encouraged to create new adversaries as they desire, perhaps exploring the inspirational material for ideas.

UNDERSTANDING THE ADVERSARY DESCRIPTIONS

AC: The adversary's Armor Class according to the standard system. The number in brackets indicates their Ascending Armor Class.

HD: The adversary's Hit Dice. Roll this number of d6 dice to determine the adversary's hit points.

Attacks: The type and number of attacks available to the adversary each round. The adversary's attack bonus is listed after the type and damage is listed in parentheses.

Special: Any special attacks, defenses, or abilities are listed here. Adversaries never make Spell Checks; their sorcery always succeeds.

Insanity: This entry is not listed for every monster, only those that force Saving Throws vs. insanity. Note that a character only makes the Insanity Save for a particular monster once, when they are first encountered. The entry is listed in the following manner: *Saving Throw modifier / Insanity increase for successful Save / Insanity increase for failed Save.*

Save: The adversary's Saving Throw.

Move: The adversary's Movement Rate.

Morale: The adversary's Morale score. Roll this number or higher on a d6 to maintain morale.

Level/ XP: The approximate level of the adversary (how powerful the adversary is and how difficult it is to defeat in combat) and the number of Experience Points awarded if the adversary is defeated.

APE, GORILLA

AC:	6 [13]	**HD:**	5
Save:	14	**Move:**	12
Morale:	4	**Level/XP:**	5/240
Attacks:	Claws +5 (1d6+1) and bite (1d6)		
Special:	Keen Senses		

The largest and strongest of the typical great apes, gorillas are found natively in Africa. They have **keen senses** that grant excellent night vision and sense of smell.

APE, WHITE

AC:	6 [13]	**HD:**	2+2
Save:	16	**Move:**	12
Morale:	4	**Level/XP:**	2/30
Insanity:	+0 / 0 / 1		
Attacks:	Claw +2 (1d6) or weapon +2		
Special:	None		

"...it was clearly a … white ape of some unknown species, less hairy than any recorded variety, and infinitely nearer mankind." - H. P. Lovecraft, *Facts Concerning the Late Arthur Jermyn*

A rare and degenerative prehuman race of hominids that likely interbred with early humans, white ape civilization once erected impressive cities of stone deep in Africa. They resemble a hybrid of ape and man with whitish hair covering much of their robust bodies and long arms. They are surprisingly intelligent and use primitive tools. For every 20 white apes, one will have 3 hit dice, and for every 40 white apes, one will be a 6 HD chief.

BEAR

AC:	7 [12]	**HD:**	3
Save:	16	**Move:**	12
Morale:	4	**Level/XP:**	4/90
Attacks:	Two claws +3 (1d6-1) and bite +3 (1d6)		
Special:	Charge, Keen Senses, Roar		

One of the more powerful land mammals, various species of bears are found around the world. A bear may **charge** an opponent up to twice its movement rate distant, gaining a +1 to hit on the attack. Bears have **keen senses**, granting them an excellent sense of smell and night vision. Bears often attempt to intimidate opponents by standing on their hind legs and issuing forth a terrifying **roar**, which causes opponents to be make a Saving Throw or stand rigid with fear for one round. Larger bears, such as grizzlies and polar bears, have more hit dice and do an additional point of damage with every attack.

CAMEL

AC:	7 [12]	**HD:**	2
Save:	16	**Move:**	20
Morale:	5	**Level/XP:**	2/30
Attacks:	Bite +2 (1d3)		
Special:	Keen Senses		

Commonly used as steeds or pack animals, camels are found in North Africa, the Middle East, and Asia. Camels have **keen senses** that grant exceptional hearing. They can carry 600 pounds and are notoriously obstinate.

CAVE BEAST

AC:	7 [12]	**HD:**	2
Save:	14	**Move:**	12
Morale:	5	**Level/XP:**	20
Insanity:	+0 / 1 / 1d2		
Attacks:	Two claws +2 (1d3)		
Special:	Echolocation		

"The inclination of the limbs was very singular … whereby the beast used sometimes all four, and on other occasions but two for its progress." - H. P. Lovecraft, *The Beast in the Cave*

Rare creatures that dwell in deep caverns, cave beasts have thin white hair, sunken black eyes, and long rat-like claws on their hands and feet. They are blind and rely on **echolocation** to traverse rough passages without hindrance and locate prey. Conjecture indicates that cave beasts were once humans, but devolved due to their long residence under the earth.

COLOUR OUT OF SPACE

AC:	4 [15]	**HD:**	5
Save:	9	**Move:**	24 fly
Morale:	2	**Level/XP:**	8/800
Insanity:	-1 / 0 / 1d2		
Attacks:	See description		
Special:	Focus Energy, Non-physical		

"It was just a colour out of space - a frightful messenger from unformed realms of infinity beyond all Nature as we know it …" - H. P. Lovecraft, *The Colour Out of Space*

Descending from the unknown reaches of Outer Space, Colours Out of Space seem to be a sentient form of radiation. They lack any distinguishable form and appear in darkness as a vague glow of an unidentifiable color from outside the normal spectrum. Their spore are born through the cosmos deep inside asteroids and are released when they crash into a planet's surface. The spore seeks a wet, dark den in which to reside, such as a well or lakeside cave. From there, it infects the immediate area with an unusual "sickness", drawing energy away from living things. Plant life is first affected, but as the Colour gains power, it preys upon small animals and larger creatures. Its weird influence causes lifeforms to be mutated, sometimes doubling in size, before undergoing a miserable agony and crumbling to dust. By this time, the area exhibits serious decay and lifelessness. Once it has gained sufficient energy, the Colour shoots off into space to infect other worlds.

Those spending more than 1 hour in an affected area must make a successful Saving Throw vs. poison or be afflicted by the Colour's influence. Failing the Save causes the individual to lose 1 point of Constitution and Wisdom and become lethargic. For each additional day spent in the area, the character loses 1d4 Constitution. The Colour cannot make physical attacks, however, if it feels threatened, it can expend an amount of its stored energy to affect individual creatures. When a Colour **focuses energy**, the target must make a Saving Throw or immediately lose 1d4 Constitution and Wisdom. All attribute damage caused by a Colour is permanent. Finally, it is completely immune to physical attacks, but it may be susceptible to magic or the effects of scientific apparatus.
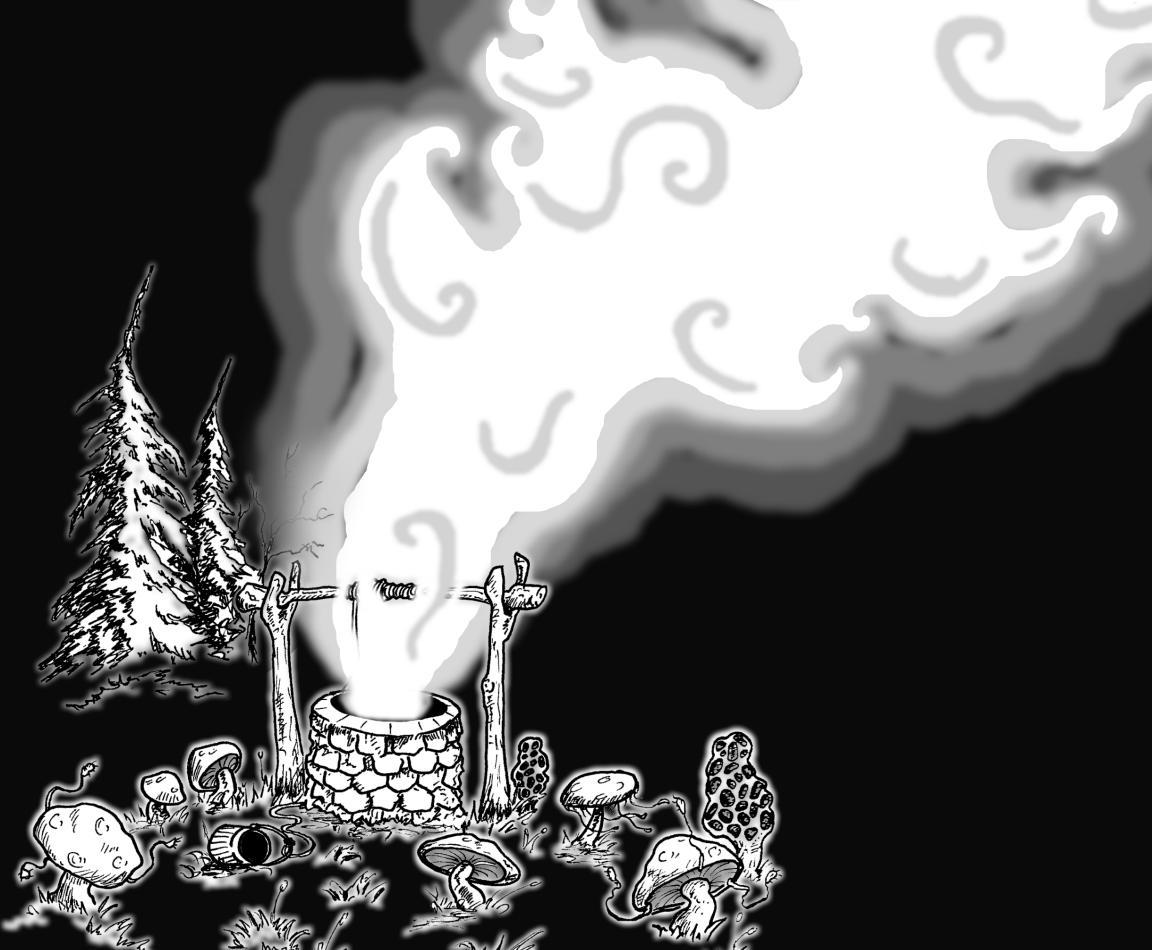
CROCODILE

AC:	4 [15]	**HD:**	3
Save:	16	**Move:**	8 (12 swimming)
Morale:	3	**Level/XP:**	4/120
Attacks:	Bite +3 (1d6+2) or tail slap +3 (1d6+2)		
Special:	Keen Senses, Death Roll		

Crocodiles (and alligators) are found in the rivers and swamps of the trop-
ical climes and conceal themselves very well. They occasionally become
man-eaters. A crocodile's **keen senses** grant excellent night vision and they
have an uncanny camouflage in wilderness terrain. If their bite attack is
successful, crocodiles can perform a **death roll**, twisting and rending the
victim for an additional 1d6+2 damage.

CTHULHU SPAWN
(COSMIC SPAWN OF CTHULHU)

	Octopoid	Avatar
AC:	3[16]	2[17]
HD:	10	8
Save:	9	12
Move:	8 (12 swim; 8 fly)	12 (12 swim; 15 fly)
Morale:	2	3
Level/XP:	12/2,000	10/1,400
Insanity:	-3 / Half / 1d6	-2 / Half / 1d4+1
Attacks:	Three tentacles +10 (2d6)	Two claws +8 (1d6+1), tentacle +8 (1d3)
Special:	Psychic Abilities, Regenerate, Spells, Swallow Whole	Bite +8 (1d6), Devour Brain, Psychic Abilities, Regenerate, Spells

"Another race - a land race of beings shaped like octopi and probably corresponding to the fabulous pre-human spawn of Cthulhu - soon began filtering down from cosmic infinity …" - H. P. Lovecraft, *At the Mountains of Madness*

Eons ago, the strange Cthulhu Spawn descended from the Outer Dark and infested the Earth. They are varied in form, some are almost entirely octopoid or slug-like with a mass of tentacles where a face might be, while the more advanced are humanoid in general shape, with the wings and octopoid head of their progenitor. Regardless of their shape, they have highly evolved brains capable of **psychic abilities**, which may be used in addition to normal attacks:

- They can communicate with any creature *telepathically*.
- They feed on psychic energy and can *drain psyche*; victim loses 1d4 Wisdom (Save for half).
- They can attack a character's psyche with a *mind blast* (1d4 Intelligence and affected as per the *confusion* spell; a Save negates the *confusion* effect and allows for half Intelligence loss).
- They can move objects through *telekinesis*.
- Finally, they can *dominate* a victim's mind, causing him to freeze in place, attack his allies, etc., as the spell. The victim is allowed a Saving Throw each round to break free.

Additionally, Cthulhu Spawn know 2d6 **spells** determined by the referee. When making physical attacks, Cthulhu Spawn will attack with claws, tentacles, or both, depending on their form. Finally, they **regenerate** 3 hit points per round.

The monstrous **Octopoid Cthulhu Spawn** are massive and fly via an impossible levitation. Any target struck by one of their tentacle attacks must make a Saving Throw against paralysis or be grabbed. Grabbed targets are **swallowed whole** the following round and suffer 1d6 damage each round after.

Any target struck by the tentacle of the humanoid **Avatar Cthulhu Spawn** is grabbed and subjected to a **bite attack** to the head. If the bite is successful and the target does not break free, the Avatar will **devour brain** on its next turn, killing the victim instantly.

DEEP ONE

AC:	5 [14]	**HD:**	2+2
Save:	16	**Move:**	9 (swim 24)
Morale:	4	**Level/XP:**	3/60
Insanity:	-1 / 1 / 1d3		
Attacks:	Two claws +2 (1d6)		
Special:	Breathe underwater		

"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." - H. P. Lovecraft, *The Shadow Over Innsmouth*

A fish-like humanoid race unimaginably older than humanity, deep ones live in undersea cities and worship Dagon and Cthulhu. They have scaled, rubbery skin, webbed digits, and round, staring eyes. Deep ones are known to cavort with humans in seaside towns, trading their favors and alien goldwork for service and worship of Dagon. Deep ones can mate with humans, and the half-breed offspring are doomed to transform into sea-folk over time, eventually becoming entirely deep one. The creatures are immortal, dying only to violent causes, and continue to grow throughout their lives. Deep ones attack with savage claws. Though they can **breathe underwater**

indefinitely, they can also survive out of water for several hours.

For every 20 deep ones, there will be a 4 HD leader who knows 1 or 2 spells; and for every 50, a 6 HD leader is present. All 6 HD deep ones know 1d4+2 random spells and stand up to 8 feet in height.

DOG

AC:	7 [12]	**HD:**	1
Save:	18	**Move:**	18
Morale:	5	**Level/XP:**	1/15
Attacks:	Bite +1 (1d6-1)		
Special:	Keen Sences, Pack		

Any common household canine or the smaller untamed variety, such as coyotes or African wild dogs. They gain a +1 to morale rolls when in a **pack** of three or more, and have **keen senses** allowing them to see in very low light and to track by scent. For trained guard or attack dogs, use the entry for "**wolf**."

ELDER THING

AC:	4 [15]	**HD:**	5
Save:	14	**Move:**	6 (swim 3)
Morale:	4	**Level/XP:**	6/400
Insanity:	-1 / Half / 1d4		
Attacks:	Tentacle slap +5 (1d6+2) or by weapon +5 (+2 melee damage)		
Special:	Psychic Abilities		

"Complete specimens have such uncanny resemblance to certain creatures of primal myth that suggestion of ancient existence outside Antarctic becomes inevitable. Dyer and Pabodie have read *Necronomicon*… and will understand when I speak of Elder Things supposed to have created all earth-life as jest or mistake." - H. P. Lovecraft, *At the Mountains of Madness*

One of the first advanced races on Earth, Elder Things have a singular appearance. Somewhat barrel-shaped, they stand up to 10 feet in height and have membranous wings, gills, many-tentacled arms, and yellow, five-pointed starfish-shaped heads. They walk by means of a starfish-like "foot" and are equally at home underwater, on land, or flying in the air, though the Elder Things of Earth lost the ability to fly eons ago. The Elder Things once had an advanced scientific and artistic culture whose remnants might still be uncovered on Earth.

They can attack with weapons or with their tentacles. They have **psychic abilities** that allow them to *dominate* others (as the spell), communicate *telepathically*, and place themselves into *suspended animation*. A few may have access to sorcery.

ELEPHANT

AC:	6 [13]	**HD:**	10
Save:	9	**Move:**	12
Morale:	4	**Level/XP:**	11/1,700
Attacks:	Pummel +10 (2d6) and tusk +10 (2d6+2)		
Special:	Trample, Keen Senses		

The largest land mammals in the world, elephants are typically benign but will defend their herd and young ones with uncommon violence, attacking with their bodies and tusks. Elephants can **trample** victims by charging into them, causing 2d6+2 damage. Targets are allowed a Saving Throw to avoid being trampled. Their **keen senses** allow for excellent hearing and sense of smell.

GHAST

AC:	5 [14]	**HD:**	3
Save:	16	**Move:**	18
Morale:	3	**Level/XP:**	3/60
Insanity:	-1 / 1 / 1d3		
Attacks:	Bite +3 (1d6-1), Hoof kick +3 (1d6+2)		
Special:	Sunlight Sensitivity		

" … those repulsive beings which die in the light, and which live in the vaults of Zin and leap on long hind legs like kangaroos." - H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Strange creatures native to the Dreamlands, ghasts are carnivorous pack hunters that prey on **ghouls**, **gugs**, and other creatures. Ghasts are about the size of a mule, but stand on kangaroo-like hind legs, have scabrous skin, and a vaguely human face that is missing both nose and forehead. They attack by biting and kicking with their sharp hooves. Ghasts are not undead, but have a **sunlight sensitivity**, which causes them to take 1d6 damage for each round spent in direct sunlight. They can tolerate artificial light and the dim light of dusk or dawn.

GHOST

|			
AC:	2 [17]	**HD:**	5
Save:	14	**Move:**	12 float
Morale:	3	**Level/XP:**	7/600
Insanity:	-1 / 0 / 1d2		
Attacks:	Touch +5 (1d6)		
Special:	Incorporeal, Terrify, Possession		

Ghosts are the spiritual remnant of deceased humans (usually) that manifest in the physical world. Ghosts may come into being due to evilness in life, particularly powerful emotions, or even sorcery. Ghosts are normally **incorporeal** and cannot be affected by normal weapons of any kind and gain a +2 bonus to Saving Throws against any damage-causing spells. Being incorporeal, ghosts move by floating and can pass through any solid objects without hindrance.

When a ghost manifests, it becomes visible and can manipulate objects in the physical realm and cause damage by simply touching living creatures. A ghost may **terrify** opponents by altering its appearance into a horrible visage, forcing an immediate Saving Throw vs. insanity (1d3 Insanity increase). Finally, a ghost may attempt to take control of a living character through **possession**. The target of possession must make a Saving Throw or have his mind and soul dominated by that of the ghost. In some circumstances, the referee may allow the victim to attempt to reassert his will and make another Saving Throw to force the ghost out of his body. While the ghost cannot be physically harmed during possession, the body may be harmed, captured, or otherwise hindered. If the body is slain or a successful exorcism performed, the ghost is forced out.

GHOUL

AC:	7 [12]	**HD:**	1+2
Save:	17	**Move:**	12
Morale:	4	**Level/XP:**	2/30
Insanity:	+0 / 0 / 1d2		
Attacks:	Claw +1 (1d6) or by weapon +1		
Special:	Infectious Bite (1d6-1)		
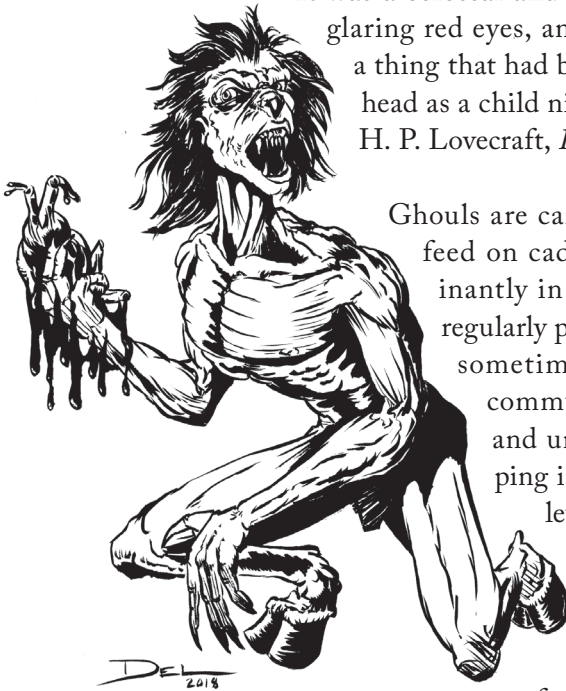
"It was a colossal and nameless blasphemy with glaring red eyes, and it held in its bony claws a thing that had been a man, gnawing at the head as a child nibbles at a stick of candy." - H. P. Lovecraft, *Pickman's Model*

Ghouls are carnivorous humanoids that feed on cadavers and dwell predominantly in the Dreamlands. Ghouls regularly pass into the physical realm, sometimes keeping underground communities in remote caverns and unused sewer systems, slipping into graveyards and mausoleums in search of their grisly feasts. Ghouls are humanoid, with short, canine snouts, hoofed feet, and rubbery skin. They smell of mildew and mold.

Ghouls attack with claws or with weapons. If a claw attack hits, they may also bite the victim. Those struck by the ghoul's **infectious bite** must Save vs. disease or slowly transform into a ghoul over a period of time. The referee is free to determine how this transpires.
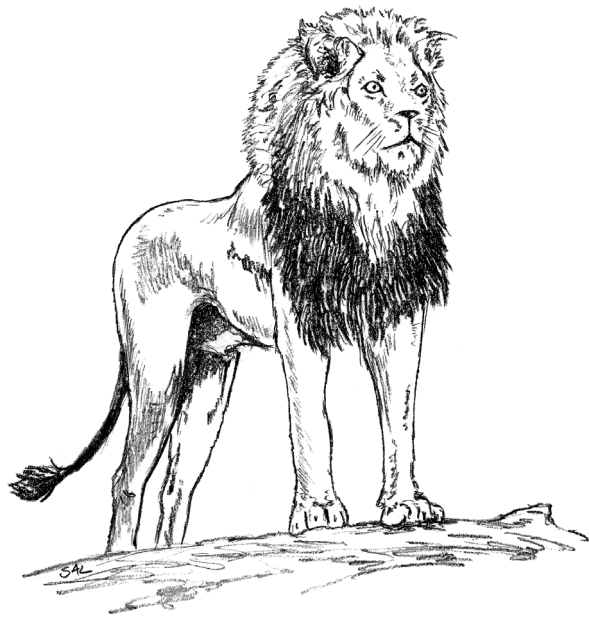
GREAT CAT (LION, PANTHER, TIGER)

|	Panther	Lion	Tiger
AC:	4 [15]	4 [15]	5 [14]
HD:	3	5	6
Save:	16	14	13
Move:	14	12	14
Morale:	4	3	3
Level/XP:	5/240	7/600	8/800
Attacks:	Bite +3 (1d6), Claws +3 (1d6-1)	Bite +5 (1d6+2), Claws +5 (1d6)	Bite +6 (2d6), Claws +6 (1d6)
Special:	Keen Senses, Rake, Pounce	Keen Senses, Rake, Pounce	Keen Senses, Rake, Pounce

Panthers include jaguars, mountain lions, leopards, and other medium-sized great cats. **Lions** are native to Africa but are also common in zoos and circuses, while **tigers** are found in Asia. All great cats have **keen senses** that grant them excellent night vision and powerful senses of smell and hearing. They can pounce on their prey from up to 20-feet away, gaining a +2 bonus to initiative on the first combat round. If a great cat strikes with both its bite and claws, it grounds the victim and **rakes** with its rear claws (doing claw damage a second time).

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GREAT RACE (YITHIAN)

AC:	7 [12]	**HD:**	4
Save:	15	**Move:**	9
Morale:	3	**Level/XP:**	4/120
Insanity:	-1 / 1 / 1d3		
Attacks:	2 pincers (1d6+1) or lightning gun (5d6)		
Special:	Transfer Mind		

"... immense rugose cones ten feet high, and with head and other organs attached to foot-thick distensible limbs spreading from the apexes." "This … was the greatest race of all; because it alone had conquered the secret of time." - H. P. Lovecraft, *The Shadow Out of Time*

The Great Race originated on the planet called Yith and came to Earth by transporting their minds into the bodies of the race they now inhabit. Yithians have a conical form, 10-feet tall, and 10-feet wide at the base. They have black eyes on their round heads, two claw-like pincers, and a fourth limb ending in a cluster of weird trumpet-like appendages. They "walk" by means of expanding and contracting a viscous layer attached to the base of their bodies.
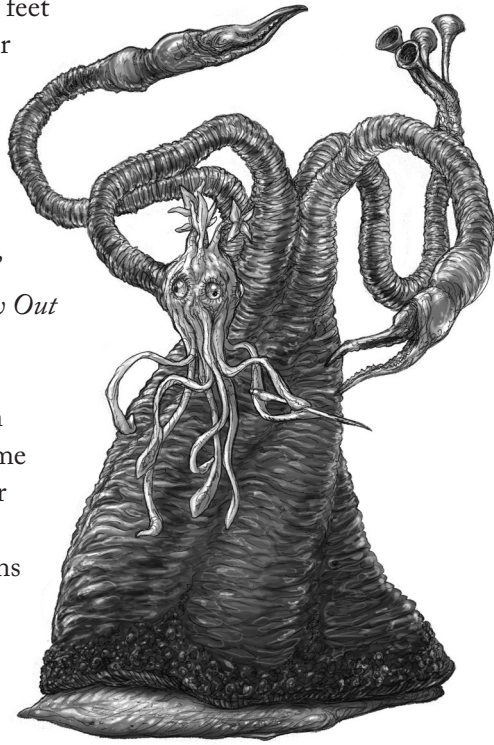
Yithians have the unique **transfer mind** ability that allows them to send their minds into the future or past, inhabiting the bodies of the native races of the era. This is accomplished through a combination of their own powerful minds and a weird science apparatus. The mind of the inhabited body is sent back to reside in the Yithian's own body. By this method, the Great Race has filled its libraries with an immense amount of scientific,

historical, and cultural knowledge collected from across space and time. They command a bewilderingly advanced technical science as well. Their **lightning gun** was developed to fight off the **polypous horrors**, which they once waged war with. Some Yithians are known to practice sorcery.

GUG

AC:	4 [15]	**HD:**	8
Save:	11	**Move:**	12
Morale:	3	**Level/XP:**	8/800
Insanity:	-2 / Half / 1d4		
Attacks:	Claw +8 (2d6), bite +8 (2d6+2)		
Special:	None		

"The gugs, hairy and gigantic, once reared stone circles in that wood and made strange sacrifices to the Other Gods and the crawling chaos Nyarlathotep …" - H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

Gugs are a weird race of giants that dwell predominantly in the Dreamlands. They stand in excess of 20 feet high, are covered in black fur, have long talons, and display a fanged, vertically-opening maw that splits the head longitudinally. Gugs are mute and communicate via facial expressions. They attack with their claws and a vicious bite.

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HORSE

AC:	7 [12]	**HD:**	2
Save:	16	**Move:**	18
Morale:	5	**Level/XP:**	2/30
Attacks:	Bite +2 (1d6-2) or Kick (1d6+1)		
Special:	Keen Senses		

Horses are found throughout the world and are used as steeds and beasts of burden. Their **keen senses** grant excellent hearing.

HOUND OF TINDALOS

AC:	5 [14]	**HD:**	4
Save:	15	**Move:**	15
Morale:	5	**Level/XP:**	5/240
Insanity:	+0 / 0 / 1d2		
Attacks:	Bite +4 (2d6)		
Special:	Travel Through Angles		

"The Hounds of Tindalos! … They can only reach us through angles. We must eliminate all angles from this room. I shall plaster up all of the corners, all of the crevices." - Frank Belknap Long, *The Hounds of Tindalos*

Hounds of Tindalos are interdimensional creatures that appear as large hairless, hyena-like hounds with mottled black and green skin and toothy maws. They are able to traverse time and dimensions by **travelling through angles**, entering our dimension through any physical angle. By this means, they will hunt prey relentlessly through time and space. Any beings psychically travelling through time are in great danger of being scented by the Hounds of Tindalos.

HUMAN

	Civilian	Policeman	Soldier
AC:	9 [10]	8 [11]	7 [12]
HD:	1	1+2	2+1
Save:	19	18	17
Move:	12	12	12
Morale:	5	4	3
Level/XP:	1/10	2/30	2/30
Attacks:	Fist +0 (1d6-2)	Fist +1 (1d6-1) or weapon +1	Fist +2 (1d6) or weapon +2
Special:	None	Grapple	None

Civilians represent the average person on the street. They are non-combatants and completely ignorant of the hidden terrors surrounding them.

Policemen enforce the law and are found in every city, township, and borough. Policemen are armed with a revolver, nightstick, and when needed a shotgun. They are trained to apprehend criminals and gain a +1 to all rolls made to **grapple** and hold opponents. They typically carry handcuffs, a flashlight, and extra ammunition.

Soldiers are trained to conduct warfare and are armed with a pistol, rifle, grenade, and knife, and will typically carry an impressive amount of equipment. In every 12-man squad, one soldier is armed with a machine gun and two are armed with submachine guns (replacing the standard rifle).

	Cultist	Cult Leader	Witch
AC:	9 [10]	7 [12]	7 [12]
HD:	1	4	3
Save:	18	15	16
Move:	12	12	12
Morale:	2	2	4
Level/XP:	1/15	5/240	5/240
Attacks:	Fist +1 (1d6-1) or weapon +1	Fist +4 (1d6-1) or weapon +4	Fist +3 (1d6-1) or weapon +3
Special:	Fanatic	Fanatic, Spells	Alchemy, Familiar, Spells

In *Eldritch Tales*, malign, secret cults haunt the dark corners of the Earth, and these are supported by **cultists**. Cultists are the laymen of these organizations and are armed with knives. They are **fanatic**, which allows them to reroll failed morale rolls once and gives them a +1 to attack when protecting their cults, leaders, and temples.

Cult leaders are initiated into the deepest mysteries of the secret societies and nefarious sects which they lead. They have at least 1d4+2 **spells**, assigned by the referee, and are **fanatic** like cultists (see previous entry). They are armed with a knife and concealed revolver.

Witches are deceivers and seducers, magicians and alchemists, and have menaced mankind for millennia. These mistresses of the Old Ones have a supply of 1d4 **alchemical** potions, typically keep a **familiar** which will do its master's bidding, and can cast *charm person, confusion, initiate familiar*, and 1d6+2 other **spells**. They are armed with a knife and a staff.

	Gangster	Thug	Pugilist
AC:	8 [11]	7 [12]	6 [13]
HD:	1+1	2	3
Save:	18	17	16
Move:	12	12	12
Morale:	4	4	3
Level/XP:	1/15	2/30	3/60
Attacks:	Fist +1 (1d6-1) or weapon +1	Fist +2 (1d6-1) or weapon +2	Two Fists +3 (1d6)
Special:	None	None	Recovery

Gangsters are members of organized crime families. They armed with a semi-automatic pistol and have access to shotguns and submachine guns.

Common muggers and street toughs, **thugs** are armed with brass knuckles, a knife, and a revolver. They may also represent bodyguards and hired muscle.

Pugilists are trained fighters, whether boxers or foreign martial artists. They are very hardy and can use their **recovery** ability to heal 1d6 HP each encounter.

LYCANTHROPE, WEREWOLF

AC:	5 [14]	**HD:**	4+4
Save:	13	**Move:**	12 (18 wolf form)
Morale:	3	**Level/XP:**	6/400
Insanity:	+0 / 0 / 1d2		
Attacks:	Two claws (1d6) and bite (1d6+1)		
Special:	Keen Senses, Lycanthropy, Resistance, Shapechange		

Werewolves have haunted the world for eons and are mentioned in the earliest myths of man. Their relationship to the Mythos is unclear, but some scholars conjecture that lycanthropes of all kinds are the remaining members of an ancient race. Werewolves can **shapechange** from their normal human form to that of a wolf-man hybrid or to that of a large wolf at will. The change takes one round and inspires an immediate Saving Throw vs. insanity upon viewing. Their **resistance** grants complete immunity to mundane weapons, but silvered weapons do full damage and they may be susceptible to damaging magic. A werewolf's **keen senses** grant night vision, excellent hearing, and a powerful sense of smell. Finally, victims stuck by the werewolf's bite are at risk of contracting **lycanthropy** unless they make a successful Saving Throw vs. disease. Infected characters are treated as werewolves, but change form and gain benefits only under the full moon.

MEN OF LENG

AC:	6 [13]	**HD:**	2
Save:	17	**Move:**	12
Morale:	4	**Level/XP:**	2/30
Insanity:	+0 / 1 / 1d3		
Attacks:	By weapon +2		
Special:	None		

"They leaped as though they had hooves instead of feet, and seemed to wear a sort of wig or headpiece with small horns." - H. P. Lovecraft, *The Dream Quest of Unknown Kadath*

The strange, almost-human denizens of Leng seem to be akin to the satyrs

of myth, with shaggy manes and a pair of goat's horns growing from their heads. They are known to hail from the Plateau of Leng, wherever it may be located, and are a common sight in the Dreamlands. When travelling, men of Leng disguise themselves with hoods and voluminous robes. One in four men of Leng has access to the following spells: *charm person*, *confusion*, *detect magic*, and *phantasmal force*.

MI-GO (FUNGI FROM YUGGOTH)

AC:	5 [14]	**HD:**	2+1
Save:	16	**Move:**	12 (fly 12)
Morale:	4	**Level/XP:**	3/60
Insanity:	-1 / 1 / 1d3		
Attacks:	Weapon +2 (ray gun, 2d6; sonic club, 1d6+deafened)		
Special:	None		

"... invasion from outer space - this time by half-fungous, half-crustacean creatures from a planet identifiable as the remote and recently discovered Pluto; creatures undoubtedly the same as those figuring in certain whispered hill legends of the north, and remembered in the Himalayas as the Mi-Go ..." - H. P. Lovecraft, *At the Mountains of Madness*

Mi-go are a race of crustaceous humanoid space-farers who maintain a base on the planet Yuggoth at the edge of our solar system. They come to Earth to mine minerals and metals that they cannot find elsewhere and are assisted by human conspirators. Mi-go are uncanny scientists, capable of creating wondrous machines and performing impossible biological and chemical operations. They use *brain cylinders* to maintain not only brains, but the intelligences attached to them.

Mi-go are the size of humans, with multiple pairs of wings and insectoid appendages ending in odd pincers. They may use their forelimbs for loco-motion or for carrying objects. In place of a definable head, Mi-go have a mass of tentacles which glow in weird lights and seem to be a method of communication. When speaking to humans, they mimic human voices but with an ever-present buzzing or vibrating.

Mi-go attack with weapons of their own making, including ray guns and weather manipulators, and 1 in every 4 mi-go knows 1d6 **spells**.

MOONBEAST

AC:	8 [11]	**HD:**	2+2
Save:	17	**Move:**	9
Morale:	4	**Level/XP:**	2/30
Insanity:	-1 / Half / 1d4		
Attacks:	Two claws +2 (1d3) or weapon +2		
Special:	None		

"... great greyish-white slippery things which could expand and contract at will, and whose principal shape — though it often changed — was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout." - H. P. Lovecraft, *The Dream-Quest of Unknown Kadath*

The cruel moonbeasts hail from the dark side of the Dreamlands' moon and sail black galleys between their homeland and trade ports of the Dreamlands. Moonbeasts are mute and have no eyes. Rather, they communicate, see, and smell by use of the mass of tentacles growing from their snouts. They are sailors and slavers, pirates and traders, and are loathed by other Dreamlands

races, especially the cats of Ulthar who attack moonbeasts on sight. They arm themselves with spears, knives, clubs, and axes.

MUMMY

AC:	3 [16]	**HD:**	5+1
Save:	12	**Move:**	9
Morale:	2	**Level/XP:**	7/600
Insanity:	-1 / 1 / 1d3		
Attacks:	Two fists +5 (1d6+1) or weapon +5 (+1 melee damage)		
Special:	Resistance, Rotting Curse, Strangle		

Mummies are the embalmed and preserved corpses of ancient people, commonly found in Egyptian tombs, Andean caves, and more heinous locales. Some mummies have been granted undeath and protect their tombs with unliving zeal.

Mummies have a **resistance** that grants immunity to normal weapons, though they may suffer half damage from magical or ultramundane weapons. Targets struck by the mummy's fists must make a successful Saving Throw or be subjected to a **rotting curse** that causes wounds to heal at one-tenth the normal rate. While under the curse, the victim must make a Saving Throw each week or permanently lose 1 point of Constitution (characters with 0 Constitution die). Finally, if the mummy strikes a single target with both fists, it **strangles** the victim for an additional 1d6 points of damage. Mummies usually attack with their fists but might also be armed with the ancient weapons of their culture. Mummies created from the corpses of kings, priests, or sorcerers may be much more powerful than those described here.
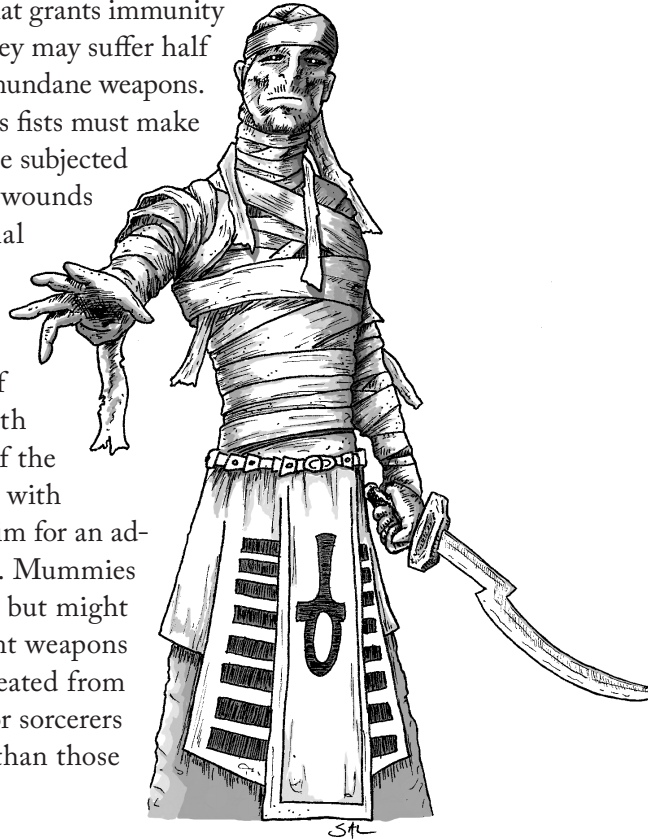
NIGHT-BEAST (CARCOSAN FLYER)

AC:	6 [13]	**HD:**	3+2
Save:	16	**Move:**	9 (fly 18)
Morale:	4	**Level/XP:**	5/200
Insanity:	+0 / Half / 1d4		
Attacks:	Beak +3 (1d6+1)		
Special:	Drain Life, Keen Senses, Solar Flight		

"... out of the tartarean leagues … 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." - H. P. Lovecraft, *The Festival*

Interstellar creatures that travel the solar winds on furry, membranous wings, night-beasts are roughly the size of cows with beaked, bat-like heads and lumpy, mole-like bodies. Six insectoid appendages act as legs while their necks and underbellies are bare and scabrous. Wizards and Mythos humanoids summon night-beasts via sorcery and use them as steeds. Night-beasts attack with their beaks and have **keen senses** that allow them to see in complete darkness. In addition to doing normal damage, a night-beast may **drain life** with a successful bite, causing the victim to lose 1d3 points of Constitution. Lost Constitution can be healed at a rate of 1 point per

day, but characters die when they reach 0 Constitution. Night-beasts have the uncanny ability to travel through space, via an incomprehensible **solar flight**.

NIGHT-GAUNT

AC:	6 [13]	**HD:**	1+2
Save:	16	**Move:**	12 (fly 18)
Morale:	4	**Level/XP:**	3/60
Insanity:	-1 / 1 / 1d2		
Attacks:	Claws +1 (1d6) or tail lash+1 (1d6 +1)		
Special:	Dreaded Tickle, Hide		

"… they were the dreaded night-gaunts, who never laugh or smile because they have no faces, and who flop unendingly in the dark betwixt the Vale of Pnath and the passes to the outer world." - H. P. Lovecraft, *The Dream Quest of Unknown Kadath*

Night-gaunts live primarily in the Dreamlands, acting as guardians of gates between various dimensions. When encountered in the mundane world, night-gaunts are performing some task or mission. They have rubbery, black skin, long barbed tails, clawed paws, curving horns, and bat wings. In place of a typical face, night-gaunts have only an emotionless, unadorned, smooth plane.
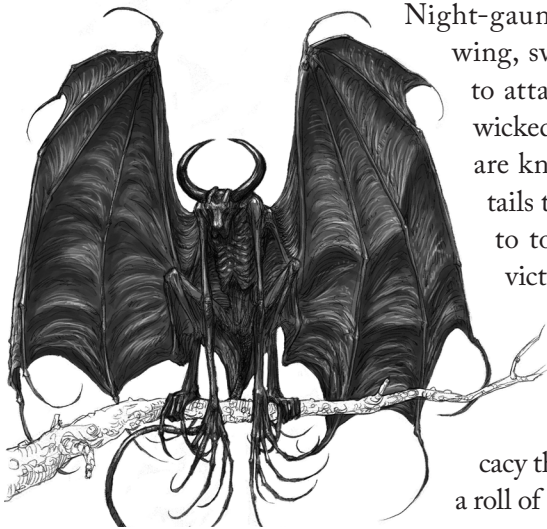
Night-gaunts usually attack from the wing, swooping upon their enemies to attack with their claws or their wickedly-barbed tails. Night-gaunts are known to employ their barbed tails to perform the **dreaded tickle** to torture captives, causing the victims to fall into madness, Save vs. insanity each round. Their black color allows them to **hide** in darkness and shadows with such efficacy that they are detected only with a roll of 6 on 1d6.

POLYPOUS HORROR

AC:	5 [14]	**HD:**	6
Save:	13	**Move:**	9 (fly 18)
Morale:	3	**Level/XP:**	7/600
Insanity:	-2 / Half / 1d3+1		
Attacks:	Bite +6 (2d6) or by weapon +6		
Special:	Control Wind, Invisibility, Electricity Susceptibility		

"... a horrible elder race of half-polypous, utterly alien entities which had come through space from immeasurably distant universes and had dominated the earth … about six hundred million years ago." - H. P. Lovecraft, *The Shadow Out of Time*

Polypous horrors are entirely alien to Earth. They have a composition that is only partly material that allows them some amount of plasticity. They speak in odd whistles, fly via a form of levitation, and lack eyesight, instead relying on ultramundane senses to perceive the world. They stand some 10 to 15 feet in height and their form is generally cylindrical, if amorphous, with insectoid legs ending in five toe-like stalks.

Polypous horrors attack with their bite, or with melee weapons of their own design, and can **control winds** to hinder opponents - knocking them prone, slowing (or speeding) their movement, and the like. Characters targeted by the wind must make a Saving Throw or suffer the effect chosen by the referee. Finally, polypous horrors can become **invisible** once per day.

Polypous horrors are **susceptible to electricity,** which causes double damage.
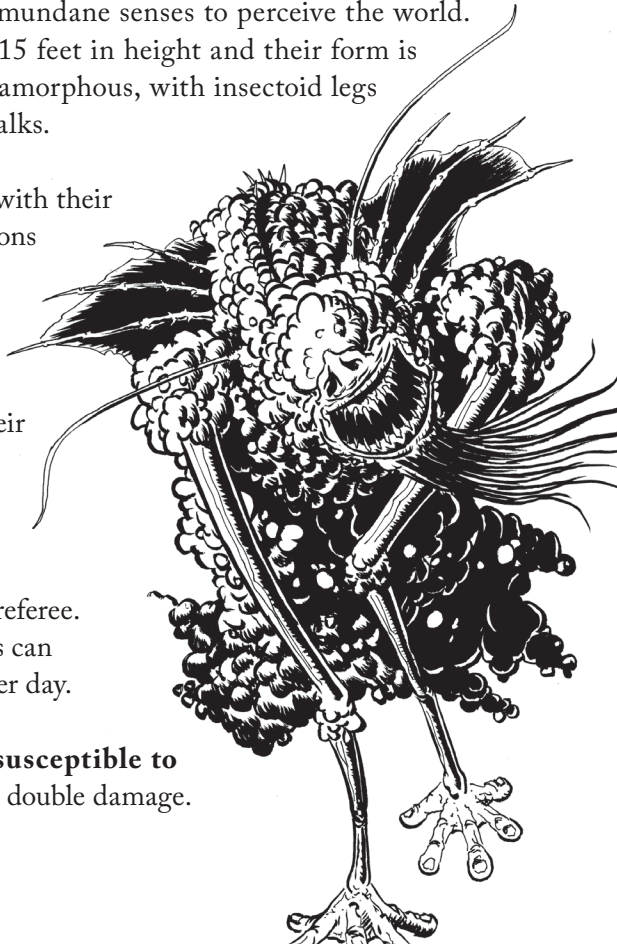
At one time, the polyps created great, basalt, tower-cities, but approximately 150 million years ago, the **Great Race** imprisoned the entire race of polypous horrors in subterranean vaults and caverns. Few of the creatures remain in the modern world.

RAT-THING

AC:	7 [12]	**HD:**	1+1
Save:	18	**Move:**	15
Morale:	5	**Level/XP:**	1/15
Insanity:	+0 / 1 / 1d2		
Attacks:	Bite +1 (1d3)		
Special:	None		

"... it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human …" - H. P. Lovecraft, *Dreams in the Witch House*

Small, malignantly intelligent beings that resemble rats with human faces and hand-like paws, rat-things often serve as witches familiars. As such, some may have magical abilities or supernatural connections to their masters.

SERPENT PEOPLE

AC:	4 [15]	**HD:**	3 to 8
Save:	16 (3 HD) to 11 (8 HD)	**Move:**	12
Morale:	4	**Level/XP:**	4/120 (3HD) to 9/1,100 (8 HD)
Insanity:	+0 / 1 /1d2		
Attacks:	Bite +3 (1d6 + poison), tail slap +3 (1d6), or by weapon +3		
Special:	Poison, Shapeshift, Magic		

"… the best thing that I can do is to send you to my allies, the serpent-people. They are scientists of no ordinary attainment; and perhaps you might provide some special ingredient required in their chemistries." - Clark Ashton Smith, *The Seven Geases*

An ancient race that once controlled vast empires, the serpent people were overthrown by men and driven underground, where they operate weird techno-sorcery laboratories. Serpent people hate humanity and plot to one day retake the Earth.

Serpent people attack with a bite that inflicts **poison**. Any victim of the bite must Save vs. poison or become paralyzed (2d6 rounds) and lose 1d4 points of Constitution. They also employ weapons of their own make. All serpent people can **shapeshift** into the form of any human they have seen and can maintain the shape indefinitely. Certain eons-old phrases are known to be beyond the speech capacity of serpent people, and by such means their perfect disguises may be found out. One of every three serpent people knows some form of sorcery; the referee should assign 1d6+1 (or more) random spells to such creatures. Most carry at least one poison or alchemical potion.
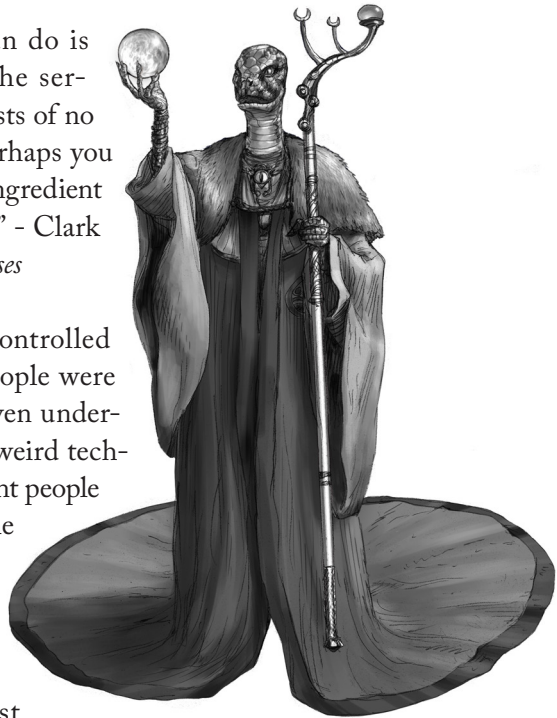
SHAPELESS SPAWN

AC:	5 [14]	**HD:**	6
Save:	13	**Move:**	12
Morale:	2	**Level/XP:**	7/600
Insanity:	-1 / Half / 1d3+1		
Attacks:	Bite +6 (2d6), pseudopod +6 (1d6+1 or entangle)		
Special:	Entangle, Resistances, Swallow		

"Then the whole mass of dark fluid began to rise, and far more quickly than the suvana-juice runs from my pen, it pored over the rim of the basin like a torrent of black quicksilver …" - Clark Ashton Smith, *The Tale of Satampra Zeiros*

Terrible creatures of the elder world, shapeless spawn were summoned by the priests of Tsathoggua to protect their deity's fanes. They appear as greasy black amorphous blobs, able to take whatever shape best suits the task at hand. They may lie in wait as dark puddles, flow through small openings, or pursue victims as multi-legged, serpentine beasts with huge toothless maws. Shapeless spawn's **resistances** grant immunity to extreme temperatures, acid, and damage caused by normal weapons. They take only half damage from fire, but suffer full damage from electricity and spells.

Victims struck by the shapeless spawn's bite attack must make a Saving Throw or be **swallowed whole**, suffering 1d6 damage each round until slain or freed by the shapeless spawn's demise. Shapeless spawn may create long pseudopods capable of attacking opponents up to 20 feet away. The creature may choose to **entangle** victims struck by a pseudopod, allowing it to automatically do 1d6+1 damage on following rounds by constriction.

SHOGGOTH

	Common	Greater
AC:	4[15]	2[17]
HD:	9	15
Save:	10	4
Move:	8 (swim 4)	6 (swim 3)
Morale:	2	2
Level/XP:	10/1,400	16/3,200
Insanity:	-2 / 1d2 / 1d3+2	-3 / 1d3 / 1d4+2
Attacks:	Two pseudopods +9 (2d6)	Four pseudopods +15 (3d6)
Special:	Engulf, Regenerate, Resistances	Engulf, Regenerate, Resistances

"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 unforming as pustules of greenish light …" - H. P. Lovecraft, *At the Mountains of Madness*
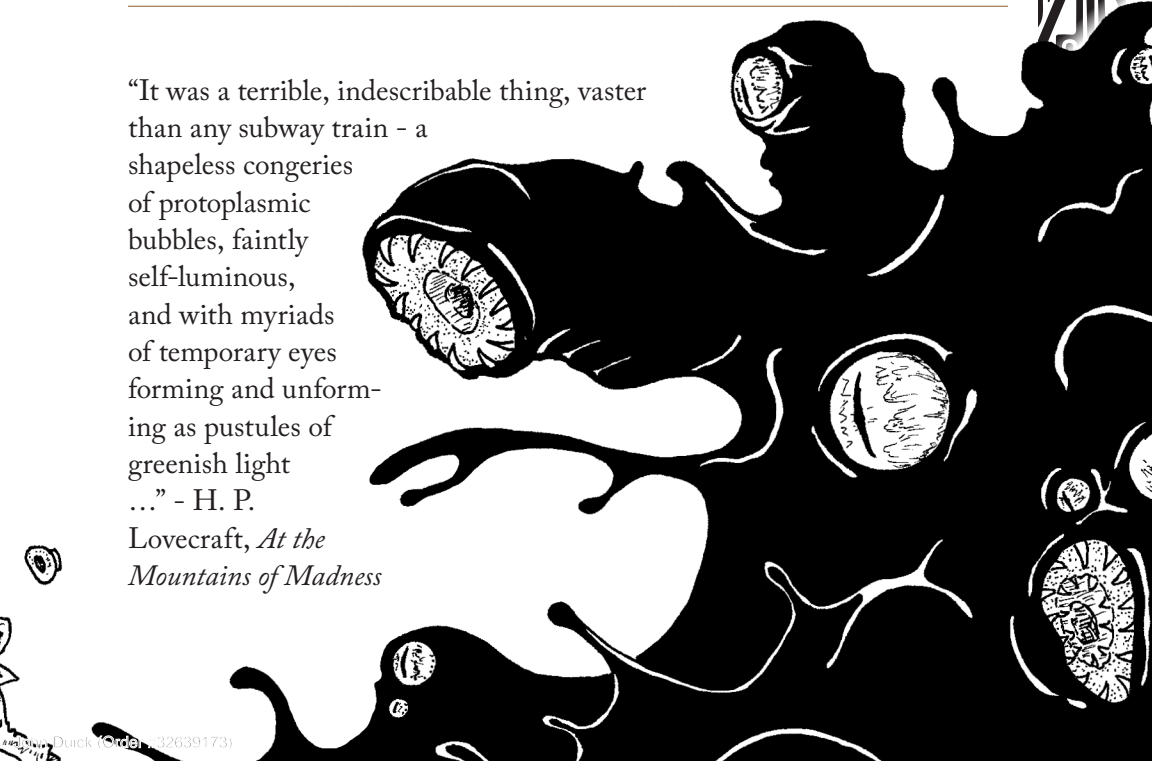
Shoggoths were created by the **Elder Things** as a highly adaptable and resilient slave race, but over time the servants gained some semblance of self-determination and rebelled. Shoggoths are a globular mass of ever-changing protoplasm, which continually forms and reforms eyes, mouths, pseudopods, and other necessary organs. Shoggoths vary in size from the size of a small auto to that of a train. They can use their sheer bulk to **engulf** nearby opponents, completely enveloping them. Engulfed victims suffer 2d6 damage each turn, as they are slowly crushed and chewed apart by innumerable mouths.

Shoggoths can survive on land as well as in water. Their **resistances** make them immune to extreme cold and they take only half damage from fire and electricity. Physical attacks do minimum damage. They **regenerate** 2 points of damage each round. They are masters of mimicry and speak in a mocking semblance of the **Elder Things**' piping language.

SKELETON

AC:	7 [12]	**HD:**	1
Save:	17	**Move:**	12
Morale:	1	**Level/XP:**	11/15
Insanity:	+0 / 0 / 1d2		
Attacks:	Weapon +1		
Special:	Immune to *sleep* and *charm*, Weapon Resistance		

Skeletons are the horrific animated bones of dead creatures, created through dark magic. They are mindless, obeying the commands of their creator without wavering. Like other undead, they are immune to *sleep* and *charm* magic. Skeletons suffer only half damage from slashing and piercing weapons (including firearms).
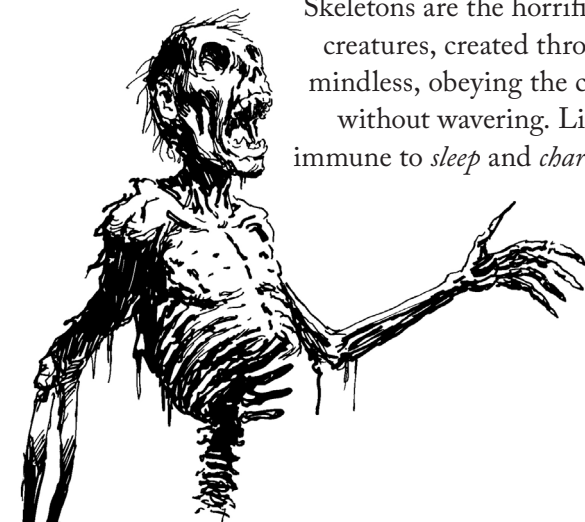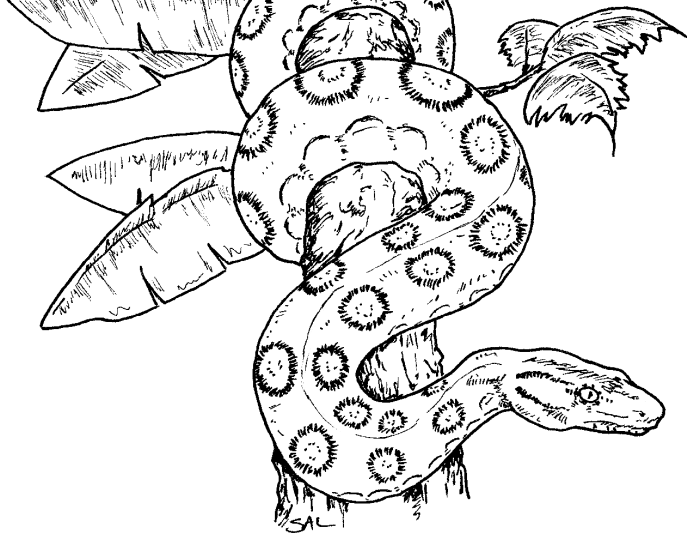
SNAKE

	Viper	Rattlesnake	Python
AC:	6 [13]	3 [16]	4 [15]
HD:	1	1+1	3
Save:	18	17	16
Move:	15	6	9
Morale:	5	4	4
Level/XP:	2/30	3/60	4/120
Attacks:	Bite +0 (1)	Bite +1 (1d6-2),	Bite +3 (1d6-1),
Special:	Keen Senses, Poison (1d6)	Keen Senses, Poison (2d6)	Keen Senses, Constrict

 All snakes have **keen senses** that allow them to see in low-light conditions. **Vipers** haunt swamps and rainforests and represent any of the smaller venomous snakes, while **rattlesnakes** are found in North America, but may be used for any of the larger variety. Their bite delivers an extremely powerful **poison** that does 1d6 or 2d6 damage (dependent on type) and may have additional effects according to the referee. A successful Saving Throw allows for half damage.

Pythons and other large constrictors do not have poison but may **constrict** victims stuck with its bite attack. A Saving Throw is allowed to evade the constriction, but those who fail automatically take 1d6 damage each subsequent round. The victim is allowed a Saving Throw at the end of each round to escape, but takes a -1 penalty for each round of constriction.

UNDERLURKER

AC:	7 [12]	**HD:**	1
Save:	18	**Move:**	12
Morale:	4	**Level/XP:**	1/15
Insanity:	+0 / 0 / 1d2		
Attacks:	Bite +1 (1d6-1) or Claw +1 (1d6)		
Special:	Light Sensitivity; Darkvision		

"... a filthy whitish gorilla thing with sharp yellow fangs and matted fur … the ultimate product of mammalian degeneration." - H. P. Lovecraft, *The Lurking Fear*

Cannibalistic man-eaters that dwell in underground caves which they dig with their mole-like claws, underlurkers fear the daylight and might be scared off by the flash of lightning. **Darkvision** allows them to see in total darkness, but their **light sensitivity** imposes a -1 penalty to all die rolls when in bright light. Possibly cursed or degenerated humans, the carnivorous underlurkers creep from their burrows to hunt food in the night. They appear as diminutive, grey-furred gorillas with one blue eye and one brown.

VAMPIRE

AC:	2 [17]	**HD:**	8
Save:	11	**Move:**	12 (fly 18)
Morale:	3	**Level/XP:**	10/1,400
Insanity:	-1 / 1-2 / 1d4		
Attacks:	Bite +8 (1d6), claw +8 (1d6) or weapon +8		
Special:	Shapechange, Dominate, Resistance, Regenerate, Drain Life, Summon Bats & Wolves, Weaknesses		

Some of the most powerful of undead creatures, vampires are also one of the most ancient. Their **resistance** grants immunity to all normal weapons, though magic weapons may harm them; when "killed" in this way, they turn into a *gaseous form* and return to their coffins. Vampires **regenerate** at a rate of 3 hit points per round and can **shapechange** into a *gaseous form* or into a *giant bat* at will.

Vampires master the creatures of the night and can **summon** a horde of bats or 3d6 wolves. A vampire may **dominate** living creatures with its gaze, necessitating a Saving Throw at -2, or the victim is dominated (per the *dominate* spell).

Most terrifyingly, in addition to doing normal damage, a vampire's bite drains 1d4 points of Constitution from the victim. Lost Constitution can be healed at a rate of 1 point per day, but those killed by reaching 0 Constitution rise from the grave as vampires themselves, completely under the control of their creator.

Despite their power, vampires have some weaknesses. They can be killed by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart and severing its head. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols.

VOORMIS

AC:	8 [11]	**HD:**	2
Save:	17	**Move:**	12 (climb 12)
Morale:	5	**Level/XP:**	2/30
Insanity:	+0 / 1 / 1d2		
Attacks:	Claw +2 (1d6) or by weapon +2		
Special:	Savage		

"… much was said of the feeding-habits of the Voormis and the uses to which their captives were put before death and after it." - Clark Ashton Smith, *The Seven Geases*

Voormis are a primal humanoid race of fur-covered, man-eating beastmen. They have sharp claws and fangs, but can use primitive tools and have a rudimentary language. Voormis are **savage**, and gain a +1 bonus to attacks and damage when in a group of three or more. In old Hyperborea, they dwelled in the environs of Mount Voormithadreth, where they hunted at night and worshipped the god Tsathoggua. Now, Voormis are quite rare indeed.

WOLF

AC:	7 [12]	**HD:**	2+2
Save:	16	**Move:**	18
Morale:	4	**Level/XP:**	2/40
Attacks:	Bite +2 (1d6)		
Special:	Keen Senses, Pack		

Wolves are pack hunters and are never found alone. The pack will attack humans out of extreme hunger or to protect their territory. Wolves gain a +1 to morale rolls when in a **pack** of three or more, and have **keen senses** allowing them to see in very low light and to track by scent.

ZOMBIE

AC:	8 [11]	**HD:**	2
Save:	16	**Move:**	6
Morale:	1	**Level/XP:**	3/60
Insanity:	+0 / 0 / 1d2		
Attacks:	Pummel +2 (1d6-2)		
Special:	Bite +2 (1d6), Resilient, Immune to *sleep* and *charm*		

Zombies are animated corpses created through foul necromancy, called up to perform the sorcerer's commands. Victims struck by the zombie's pummel attack have been grabbed and are subject to a **bite** attack as well, as the creature attempts to tear away flesh. Like other undead, zombies are not affected by *sleep* or *charm* spells. Zombies are **resilient** and when brought to 0 hit points they make a Saving Throw. On a successful Save, the zombie rises on the next round with 1d4 hit points. Damage to the head negates this ability.

CREATING NEW ADVERSARIES

This list of adversaries is by no means complete, and referees are encouraged to create new foes for their players to face. Much inspiration can be found in Lovecraft's fiction and the tales of other pulp authors. Remember that adversaries are not PCs and their abilities are not restrained by the rules for player characters. An adversary's abilities are determined by the Referee, not by any rules!

Feel free to create monsters that "feel" right and give them powers and abilities that you think will be interesting and fun. How they play at the table is far more important than how balanced they are. *Table 30: Adversary Creation* is presented as a guideline, relating Hit Dice, Attack Bonuses, and XP, but it is malleable and meant to be tweaked.

TABLE 30: ADVERSARY CREATION

Hit Dice	Base Attack Bonus	Saving Throw	XP Awarded
<1	+0	19	10
1	+1	18	15
2	+2	17	30
3	+3	16	60
4	+4	15	120
5	+5	14	240
6	+6	13	400
7	+7	12	600
8	+8	11	800
9	+9	10	1,100
10	+10	9	1,400
11	+11	8	1,700
12	+12	7	2,000
13	+13	6	2,300
14	+14	5	2,600
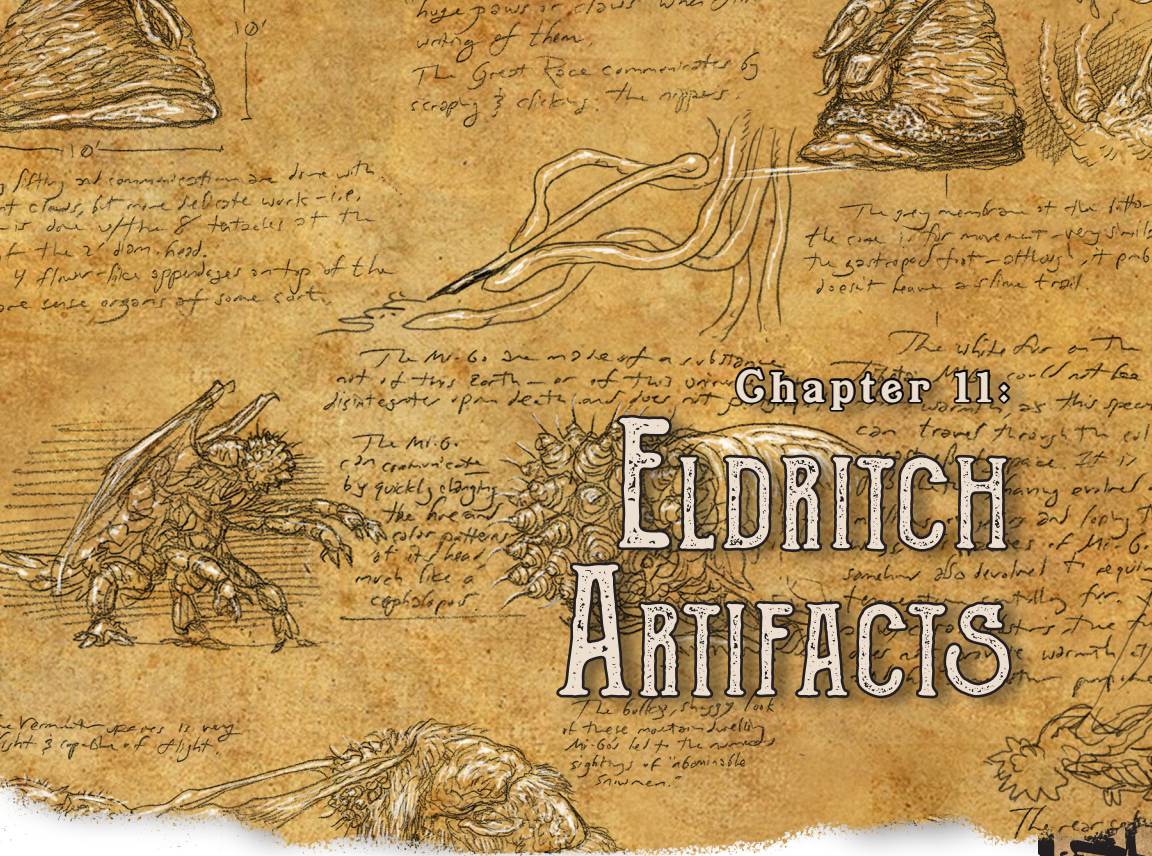
Chapter 11:
Eldritch Artifacts

THROUGHOUT THE UNTOLD AEONS OF EARTH'S EXISTENCE, THE OLD Ones, extraterrestrial invaders, sorcerers, and antediluvian races have left behind innumerable artifacts and records to plague mankind. Below are Mythos tomes, weird science technology, and sorcerous objects for the characters to stumble upon.

MYTHOS TOMES

Reading Mythos tomes is a time-consuming and dangerous undertaking. These books hold the secrets of Mythos Earth, including magical formulae, and should be approached with care.

To read a tome, the character must be able to read the language in which the book is written. Each book has a **reading period** associated with it and most volumes require multiple successful reading periods. This indicates the amount of time it will take to complete a deep read of the text. Upon completing each reading period, the character makes an Intelligence (Writing) Feat modified by the **feat penalty** of the book. The player must log the number of successful reading periods he completes; however, for each failed Intelligence (Writing) Feat, he suffers the consequences of **failure** and

must repeat that reading period. After successfully completing the required number of reading periods, the character gains the **benefits** of reading the tome. Any spells listed as a benefit are not automatically learned, but the character has access to them and must learn them by the usual method.

Referees may allow characters to "browse" the book, but in such a case any Saving Throws made due to the book's influence are made at -1 and the character cannot learn spells or gain Mythos Lore, though the referee may present clues in this fashion.

"Aged tomes, heaped with dust, are likely so far beyond a sorcerer's understanding that their Knowledge can be grasped only after years of study. Otherwise, they are so abhorrently dangerous that they collect centuries worth of dirt whilst awaiting the right practitioner."

–Proffessor Finnegan, recently let go by Miskatonic for the content of his July 18th lecture.

BOOK OF DZYAN

Written primarily in Sanskrit and Chinese, the first sections of the *Book of Dzyan* are written in an unknown language, purportedly being angelic or extraterrestrial in nature. The earthly sections are Buddhist commentary on the nature of the Mythos.

- Reading Period: 5 days
- Feat Penalty: -1
- Special: Requires 3 successful reading periods
- Benefits: Gain 1d6 Mythos Lore; contains *dream message, induce dream quest,* and 1d4 other spells
- Failure: Gain 1d2 Insanity, Save for half

BOOK OF EIBON

Written by the eminent Hyperborean sorcerer, Eibon of Mhu Thulan, the *Book of Eibon* contains not only spells and happenings of Eibon's life, but certain mysteries connected with Tsathoggua, a history of Hyperborea, and secrets of the planet called Cykranosh.

- Reading Period: 7 days
- Feat Penalty: -2
- Special: Requires 5 successful reading periods
- Benefits: Gain 1d6+1 Mythos Lore; contains *commune, spatial travel, ward,* and 1d8+3 other spells
- Failure: Gain 1d3 Insanity, Save for half

CULTES DES GOULES

Written in French in the 18th century, *Cultes des Goules* is a record of a French count's experiences within a Parisian ghoul cult and relates much of their despicable activities. Topics touch on lycanthropy, cannibalism, fertility rites, and the Old Ones, particularly Shub Niggurath, and the Dreamlands. Italian and Spanish translations are extremely rare.

- Reading Period: 4 days
- Feat Penalty: -1
- Special: Requires 2 successful reading periods
- Benefits: Gain 1d6 Mythos Lore; contains the spells *speak with dead* and *ward*
- Failure: Gain 1d2 +1 Insanity, Save for half

DE VERMIS MYSTERIIS

A 16th-century work by the German Ludwig Prinn, "*The Mysteries of the Worm*" is both a compilation of supernatural lore and a spellbook of Saracen magic. Originally penned in Middle Dutch, translations exist in Latin, English, and German.

- Reading Period: 5 days
- Feat Penalty: -1
- Special: Requires 3 successful reading periods
- Benefits: Gain 1d6 Mythos Lore; contains *initiate familiar, summon deep ones,* and 1d4+1 other spells
- Failure: Gain 1d3+1 Insanity, Save for half

THE KING IN YELLOW

Hidden within the lines of this accursed play are hints at the nature of the Yellow King and Carcosa. The text seems to work on a subliminal level and has been known to drive readers insane. Written in French with English translations, the banned, original edition was bound in snake skin.

- Reading Period: 5 days
- Feat Penalty: -2
- Benefits: Gain 1d6 Mythos Lore; contains the spells *charm person, confusion, feeblemind,* and *hypnotism*
- Failure: Gain 1d4 +2 Insanity, no Saving Throw

NECRONOMICON

The most famous and iconic of Mythos tomes, the *Necronomicon* was penned by the mad Arab, Abdul Al-Hazred, and contains the secrets of elder Earth. The original text is written in Arabic, but Greek, Latin, English, and French translations exist.

- Reading Period: 7 days
- Feat Penalty: -2
- Special: Requires 7 successful reading periods
- Benefits: Gain 2d4+4 Mythos Lore, 1d8+2 spells
- Failure: Gain 1d4+1 Insanity, Saving Throw vs. insanity with -2 penalty for half

UNAUSSPRECHLICHEN KULTEN

The infamous work of Friedrich von Junzt, "*Nameless Cults*" presents a massive amount of information on secret societies, the Cthulhu cult, patterns in world mythology, and the antediluvian history of Atlantis, Valusia, Lemuria, Hyperborea, and subsequent ages. Originally written in German.

- Reading Period: 6 days
- Feat Penalty: +0
- Special: Requires 4 successful reading periods
- Benefits: Gain 1d6+3 Mythos Lore; contains 1d4 spells
- Failure: Gain 1d4 Insanity, Save for half

WEIRD SCIENCE

While Mythos creatures seem primitive and monstrous, most are in fact highly advanced species with technology unfathomable to human concepts. Some of the weird devices that these creatures created have been lost, discarded, and forgotten across the globe and may be found by those exploring ancient Mythos sites.

BIO-TECH ARMOR

Mi-go scientists mastered bio-mechanical cybernetics millennia ago and learned to merge technology with biological material. One use of this technology, **bio-tech armor** is a wearable device that, once activated, releases a stream of spidery nanobot-like organisms that cover the user's skin. The nanobots focus on protecting vital areas and grant a -5 [+5] Armor Class. Though **mi-go** suffer no ill-effects from the armor, humans who use the device suffer 1-3 HP damage when the device is removed and the nanobots detach from his skin. The **bio-tech armor** can be used for a total of 24 hours.

BRAIN CYLINDER

These metal and glass cylinders stand about 1 foot tall and display on their surface a number of unusual buttons and ports. They are created and used by the **mi-go** to hold and transport living brains. Brains placed within a **brain cylinder** are basically immortal and can be placed into other bodies with the proper apparatus. The ports are used to connect the cylinder to **brain cylinder sensory devices**, allowing the brain to speak, see, and hear. When not connected to sensory devices, the brain is in a state of hibernation.

BRAIN CYLINDER SENSORY DEVICES

These weird electronic boxes have cables running from them which may be plugged into **brain cylinders** to allow the dormant brain to sense its environment. Separate devices are needed for speech, vision, and hearing.

DRUG OF LIAO

This unusual compound may be found as a pill or in a serum form. The **drug of Liao** allows the user to send his mind back in time, reaching back throughout recorded history and into the ages of evolution and beyond, depending upon the dosage taken. The user must make a Saving Throw versus insanity or gain 1d4 Insanity, and he must be mindful to avoid other time-travelling creatures, such as the **Hounds of Tindalos**. Though the risks are great, the user may steer his mind to perceive specific event or allow his mind to wander into the primordial past to witness the true history of the universe (which grant 1d6 Mythos Lore).

MOLECULAR DESTABILIZER

These metallic globes burst to release a wave of energy that nullifies molecular attraction, resulting in a disintegration effect with a 5-foot radius. Inanimate objects are affected according to their density – light objects, such as wood or paper are largely obliterated, while heavy substances, like stone and metal, are only partially affected. Living creatures caught in the area of effect take 4d6 damage, with a Saving Throw allowing for half damage. **Molecular destabilizers** must be "armed" before being thrown and are destroyed in their use.

RED LOTUS POISON

An extremely potent toxin developed by the **serpent people**, **red lotus poison** attacks the victim's organs and arteries. The victim must make a Saving Throw or die in 1d6 hours as his organs degrade and rupture.

YITHIAN LIGHTNING GUN

The **Great Race of Yith** designed these weapons to be used in their war against the **polypous horrors**. These "guns" are camera-like in shape with one side acting as a handle while the opposite sports a short, cone-shaped "barrel." When the firing switch is depressed, a blast of electrical energy erupts from the barrel causing 5d6 damage with a range of 100 feet. A Saving Throw is allowed for half damage. The guns are slightly large for human hands and require both hands for use. When found, **lightning guns** have 1d6 charges remaining.

SORCEROUS ITEMS

Just as Mythos creatures produce advanced technology, many more command immense magical powers that allow them to create powerful artifacts or sorcery. Many of these were given to humanity to effect their worship of the Old Ones, or were otherwise found and used for man's own purposes.

AMULET OF THE GHOUL CULT

A glyph-inscribed amulet of green jade displays the likeness of a winged hound bearing a near-human face. The wearer can see invisible and extradimensional creatures and objects within 30 feet, and is immune to the infectious disease of **ghouls**. A **ghoul** wearing the amulet may take on human form for up to 10 days. Finally, when placed around the neck of a corpse and the necessary command word spoken, it causes the thing to rise as a **skeleton** or **zombie** that is entirely at the command of the amulet owner. Additionally, the undead creature grows a pair of bat-like wings, granting a flying movement of 18. The command word will reverse this effect.

CTHULHU IDOL

These squat idols are carved from an alien, green-black material that is not quite stone, nor metal, and represent the winged, octopoid-visaged Dreaming God, squatting upon a throne. **Cthulhu idols** facilitate a psychic link between the user and Cthulhu himself. By holding the idol and entering a trance state, the user may receive the psychic messages of the Dreaming God. Upon the person's first use of the idol, he gains 1d4+2 Mythos Lore as well as 1d6

Insanity, though a Saving Throw vs. insanity is allowed for half. The referee must decide what results from further uses. Every time the idol is employed, there is a 1-in-20 chance that the user attracts Cthulhu's attention and is subjected to a *geas* (as the spell) determined by the referee. At the completion of the trance, the user awakes to find that he is missing the past 1d8 hours, his only memories being those of traversing the undersea cityscape of R'lyeh.

CTHULHU MASK

An antediluvian mask carved from curious ivory, the **Cthulhu mask** is an important artifact used in the rites of Cthulhu **cultists**. The wearer's Charisma is increased to 18 and he may employ the spells *charm person*, *detect thoughts*, and *hypnotism* simply by staring into the eyes of a victim.

DARK LANTERN

A black lantern of strangely-wrought metal, the **dark lantern** emits an eerie purple light when it is lit. No fuel is necessary and the light extends to a 20-foot radius. The lantern's light reveals invisible creatures and objects as well as creatures disguised by sorcery or shapechanging abilities, such as a **serpent person** in human form or a **deep one** masked by illusion. According to Von Junst, five of these **dark lanterns** exist, each manifesting different colors and powers; he even asserts that one was used by Al-hazred to gain inhuman knowledge from countless alien dimensions.
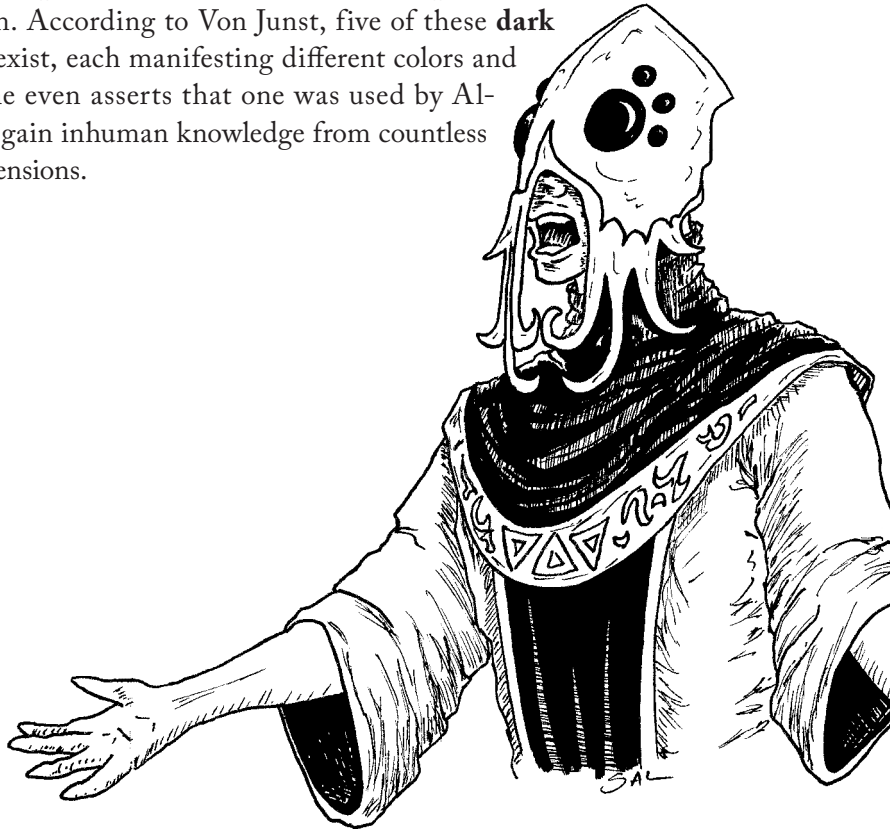
SERPENT RING

An ancient ring of a copperish metal carved in the likeness of a coiled serpent biting its tail. The **serpent ring** has survived from the ages when the **serpent people** ruled Valusia and is an object of great power, connected to the god Set. It allows the wearer to speak the language of the **serpent people**, to control normal **snakes**, and grants a +2 bonus to all Spell Checks.
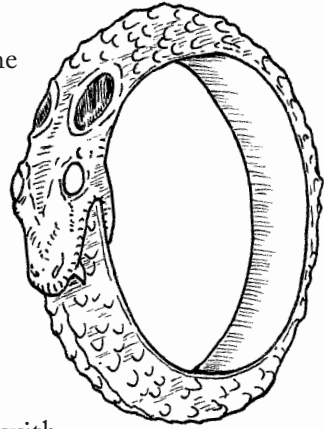
SHINING TRAPEZOHEDRON

A 4-inch diameter, roughly spherical black gem with innumerable flat, trapezoid facets, the **shining trapezo-hedron** is likely the most powerful artifact to ever curse the Earth. It is traditionally kept in an enruned box of unearthly, yellowish metal and is activated by staring into its black depths for one round. After doing so, the user may employ the following powers:

- By plunging the **shining trapezohedron** into darkness immediately after activating it, the **Haunter of the Dark** will soon manifest within the nearest area of complete darkness. The Haunter and summoner will share a mental link, knowing the location of one another. The Haunter must remain within 300 feet of the trapezohedron but will seek to possess the summoner's body (as **ghost**).
- The **shining trapezohedron** acts as a window into all time and space. The gazer may view any time or place of which he knows, but is unable to interact with the environment. The viewing lasts for 1d10+10 rounds. When the viewing ends, the gazer must make a Saving Throw or fall unconscious for 1d6 rounds.
- Once per month, the **shining trapezohedron** may be used to *commune* with Nyarlathotep (as spell).

SPIRIT BOTTLE

These curious, rune-engraved glass bottles contain a small piece of lead hanging from a string and have a sinister purpose. When the mouth of the bottle is pressed against a victim's chest, it will suck out the creature's soul on a failed Save, trapping it inside the bottle. A **spirit bottle** can hold only one soul. The cork must be immediately replaced and sealed with wax, lest the spirit escape the bottle. When addressed with the name it knew in life, the trapped soul can communicate with weird, vibrating intonations and a swinging of the lead pendulum. The spirit knows only what it did in life.

STAFF OF SOLOMON

This ebony-wood staff is nearly 6-feet in height and topped with the carved likeness of a cat's head. Legend holds that the staff was once used by King Solomon and that it has been passed through the ages from one sorcerer or warrior to the next. The **staff of Solomon** is a powerful artifact against the chaotic forces of the Mythos and has the following abilities:

- The wielder gains a +2 bonus to Saving Throws against spells, insanity, and the abilities of Mythos creatures,
- The wielder gains a +1 bonus to spell checks when the staff is in hand,
- The staff is inscribed with sigils that act as a permanent *elder sign* spell,
- The staff is considered a magical weapon, granting a +2 bonus to attack and damage rolls made with it, and can physically injure creatures that are typically immune to normal weapons.

MYTHOS SECRETS
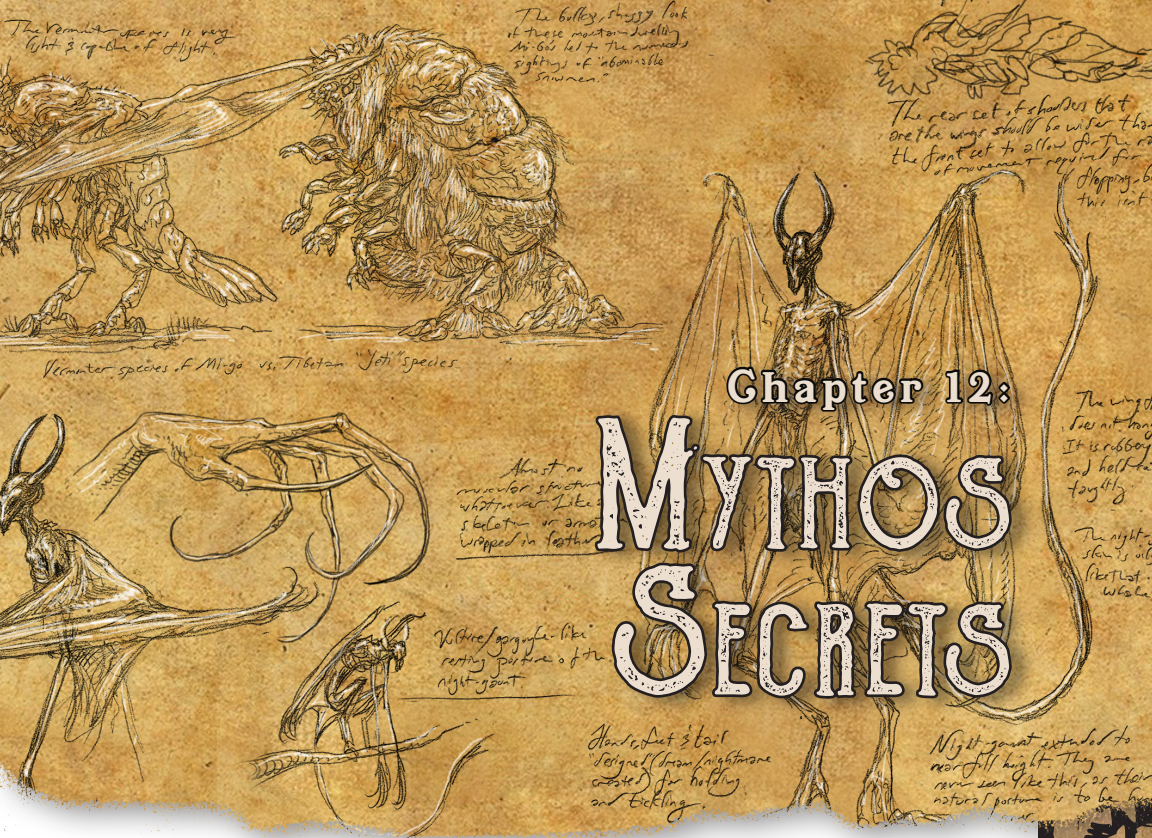
H EREIN THE REFEREE WILL FIND VARIOUS BITS OF MYTHOS LORE drawn from the literary sources and suitable as inspirational material.

GEOGRAPHY

ANTARCTICA: The frozen continent was once the center of the **Elder Thing's** civilization and still holds mysteries of unknown ages, as uncovered by the Pabodie Expedition.

ATLANTIS: The fabled lost continent mentioned by Plato, Atlantis was home to one of the first human civilizations to achieve high culture. Its people slowly degraded over time, descending into barbarism long before the continent sunk below the waves. Some Atlanteans took up worship of Cthulhu and Dagon, but most scorned the Old Ones. Small island remnants of Atlantis may still exist in the forgotten corners of the sea.

AVEROIGNE: A province of France rumored for its weird happenings, supernatural creatures, and history connected with witchcraft. Its capital is **Vyones**.

CARCOSA: A mysterious "lost" city mentioned in *The King in Yellow*, it is a place closely connected with the Yellow King and may be the place he rules, or to which he will return. Carcosa may be on Earth or perhaps on another planet in the Hyades, but it is always mentioned in connection with the Lake of Hali.

CYKRANOSH: According to the *Book of Eibon*, the planet Saturn.

THE DREAMLANDS: An alternate dimension that is parallel to and touches our own reality. Humans can reach the Dreamlands through sorcery or deep slumber, though **ghouls**, **night-gaunts**, and other Dreamlands denizens know secret passages between their world and other dimensions. Some human dreams have enough strength to create places, creatures, and objects in the Dreamlands.

HYPERBOREA: A rumored northern continent that was home to high civilization millions of years ago, Hyperborea kings accepted tribute from Atlantis and Lemuria when those continents were young. Hyperboreans worshipped first Tsathoggua and later Yoondeh, the elk god, but their civilization fell when the continent suffered a terrible ice age. Hyperborea was home to many powerful wizards, the most infamous of whom was Eibon, who lived in Mhu Thulan and learned sorcery at the feet of Tsathoggua. The continent is sometimes equated to Greenland.

PLATEAU OF LENG: A mysterious place that is mentioned in Mythos lore as being a place where realities meet. Its exact location is much debated with suppositions ranging from Asia and Antarctica to the Dreamlands. The **men of Leng** are not kind to strangers, and a cannibalistic cult is reportedly active in Leng.
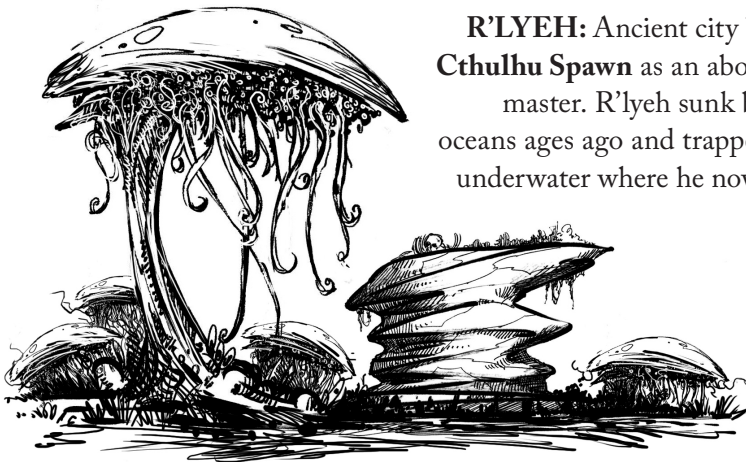
R'LYEH: Ancient city built by the **Cthulhu Spawn** as an abode for their master. R'lyeh sunk beneath the oceans ages ago and trapped Cthulhu underwater where he now slumbers.

YUGGOTH: Yuggoth presumably equates to the planet Pluto and houses a large **mi-go** outpost. Visitors to Yuggoth report cyclopean black-towered cities and warm seas.

HIDDEN CULTS

CHESUNCOOK COVEN

A supposed witch cult that existed in the forest country of Maine, the Chesuncook Coven holds rites at a variety of ancient "Indian" sites and standing stones deep in the dark woods. They are sorcerers first and worshippers second, thus they invoke several Old Ones, particularly Shub Niggurath, Nyarlathotep, and Yog Sothoth, all in an effort to gain greater magical wisdom. The coven's actual name and even its existence are the objects of speculation. Regardless, tales of strange happenings and unusual visitations have persisted in the hill country near Chesuncook for centuries, and the coven has become known as the "Chesuncook Coven" in common parlance.
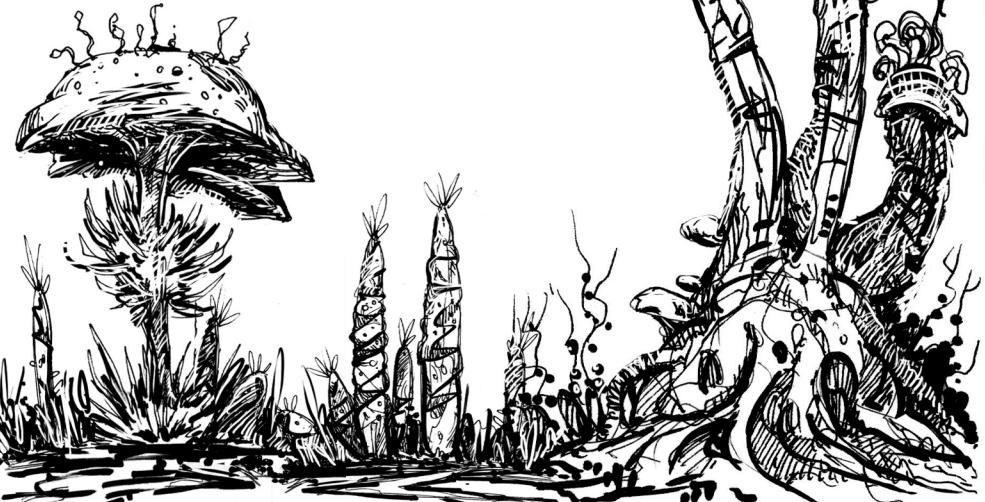
CHURCH OF STARRY WISDOM

Founded by Professor Enoch Bowen, an archaeologist who returned from Egypt with a unique artifact, the Church of Starry Wisdom operated in Providence, Rhode Island, around the middle of the 19th century. Rumors persisted that the cultists practiced Egyptian mysticism centered on the artifact, called the **shining trapezohedron**, and that they performed strange ascetic rituals. The truth was more disturbing. The initiates learned to summon an aspect of Nyarlathotep, who became their deity and to whom they made blood sacrifices. When local kidnappings were connected to the Starry Wisdom Cult, the church was forcefully disbanded by the townspeople in 1877. Nevertheless, other branches of the Church sprung up afterwards and occasionally arise in the modern day. The whereabouts of the **shining trapezohedron** are unknown.

CTHULHU CULT

What antiquarians refer to as the "Cthulhu Cult" is not a single organization but a group of distinct sects from across the globe that share extreme similarities in the rituals and practices. Because Cthulhu communicates through dreams, widespread cults gain the same insight and share the same goals. Due to diverse differences, Cthulhu cultists often imprint their worship with their cultural nuances. Backwoods Cajuns, Greenlander Inuits, and Congolese tribesman might all venerate Cthulhu at the same time, with the same rituals and chants, but with unique trappings and imagery. Cthulhu cultists understand the truth of the Mythos - that the Old Ones will reclaim the Earth - and often work to expedite the awakening of their dreaming god and usher in the end times. They are anarchists, who revel in chaos and partake in horrifying rituals. It is possible that divergent cults venerate Cthulhu and offer sacrifices in an attempt to stave off the inevitable, but these are rare.

ESOTERIC ORDER OF DAGON

Dedicated to the worship of Dagon, Mother Hydra, and Cthulhu, the Esoteric Order of Dagon was established by Captain Obed Marsh in 1840 in the town of Innsmouth, Massachusetts. Marsh seems to have imported the cult from Polynesia, a place that he had visited extensively. The Order superseded and removed all other competing churches from the town and thrived until 1928, when the government raided Innsmouth for unknown reasons. Followers of the Esoteric Order take the "Oaths of Dagon" and are said to cavort with **deep ones**. What is certain is that Innsmouth has become a forgotten town and its people display certain unusual genetic characteristics.

KEEPERS OF THE YELLOW SIGN

A cult dedicated to serving the King in Yellow, the Keepers of the Yellow Sign operates in small clandestine groups, gathering only for important rituals. The cultists hold the Hyades and Aldebaran in great importance and always enact rituals when these are involved in celestial alignments. The masters of the cult are believed to know the true name of the Yellow King, which allows them to commune with, and even summon, the Old One. Adherents believe that, through worship, they will be reborn in Carcosa and live out eternity in splendor on the shores of the Lake of Hali. They are known to root out **mi-go** outposts and eradicate them.

YITHIAN CULT

The **Great Race of Yith** came to Earth two billion years ago and have since moved on. However, they still visit the modern world by sending their consciousness forward in time to possess mortals. The Yithian mind must then accustom itself to the age into which it has come. To ease this process, the **Great Race** created various groups of humans to assist them, and these sects have existed for millennia. Yithian cultists operate like "sleeper cells" activating only when they receive information that a Yithian will be visiting their epoch. The humans assist **Great Race** travelers by providing information and protection, supplying equipment, and most importantly, by erasing evidence of the Yithian's existence. In return for their services, the human accomplices gain esoteric knowledge which they may use to their own ends.

"It was a curious symbol of gold, unsettlingly scorpion-like in appearance, fluid and curved, but certainly neither Chinese nor Arabic."

GREAT OLD ONES AND OTHER GODS

ATLACH-NACHA
An Old One that may have come from Cykranosh, Atlach-Nacha takes the form of a gigantic spider with a fanged human face. The creature lives in a vast underground chasm and spins webs that connect diverging dimensions. Atlach-Nacha sometimes makes pacts with sorcerers.

AZATHOTH
Azathoth sits at the center of the universe where multiple dimensions come together. It is a shapeless mass of pure chaos and is surrounded by a court of weird servants. Some philosophers posit that Azathoth created the universe. Cults dedicated to the being are rare.

CTHULHU
An ancient alien being who descended upon the Earth millions of years ago in the accompaniment of his multitudinous spawn, Cthulhu is huge and roughly humanoid with bat-like wings and a tentacled, octopoid head. Cthulhu cults are incredibly old and varied and may be encountered anywhere in the world. Cthulhu's followers believe that he lies in the sunken city of R'lyeh, not dead but dreaming, and that he will awaken to rule the world once again. Cthulhu speaks to his followers, and sometimes to the uninitiated, through dreams.

DAGON
Sometimes called Father Dagon, the creature is the "god" of the **deep ones** and himself may serve Cthulhu in some manner. He appears to be a massively-grown, fish-like **deep one**, and is likely simply the oldest surviving of that aquatic race. Dagon makes his home deep in the sea but might be summoned with the proper rituals. Human cults dedicated to Dagon, such as the Esoteric Order of Dagon, are sometimes uncovered in coastal towns where humans make unnatural pacts with **deep ones**.

NYARLATHOTEP
Nyarlathotep has been worshipped across the globe in hundreds of guises and his true form is only rumored. He was venerated among the antediluvian Stygians, and among the Egyptians he was known as the Black Pharaoh. European witch cults refer to him as the Dark Man and buy his secrets at a steep price. Similar beliefs are found in Africa, Asia, and South America. Nyarlathotep takes great pleasure in dealing with humanity and causing the tide of chaos to rise, and his cults are frighteningly common. The **shining trapezohedron** is an important artifact among his followers.

SHUB NIGGURATH

In her natural form, Shub Niggurath is a black, cloud-like entity. Usually depicted with female characteristics, Shub Niggurath is a fertility deity who bestows numerous children upon her followers, for a price. She is called the Black Goat of the Woods and is said to have a thousand young.

TSATHOGGUA

Tsathoggua is a primordial being who came to Earth from Cykranosh and experienced widespread veneration in Hyperborea. He is slothful and has the appearance of an eternally sleepy, furry bat-toad. **Shapeless spawn** and **voormis** are Tsathoggua's servants, and his human followers perform bestial, orgiastic rites. The toad-god is said to reside in the lightless caverns of N'kai. *The Book of Eibon* supplies much of the lore concerning Tsathoggua.

UBBO SATHLA

A quivering mass of primordial slime, Ubbo Sathla is a shapeless deity that once lived beneath Mount Voormithadreth in Hyperborea, though its current whereabouts are entirely speculative. It is connected with disease and corruption, but also with creation - Ubbo Sathla continually births new life forms via fission, but devours most of these. Though it may be the source of all life, few are the worshippers of Ubbo Sathla.

WENDIGO

Known by various names among the people of the northern climes, the Wendigo is a terrible creature associated with winds. Wendigo appears as a shapeless, translucent mass that constantly expels vigorous winds, but also appears as a roughly human, large-footed mammalian who traverses the wilderness and the winds with equal ease.

THE YELLOW KING

Known as the "Faceless God," for the mask he wears and as the "Unnameable," due to the power of his true name, the Yellow King reigns in Carcosa on the shore of the Lake of Hali, where the giant orange sun, Aldebaran, and nameless black stars hang in the sky. He is the patron of corruption, decadence, and madness, and his cultists believe that they will be transported to (or reborn in) Carcosa to live eternally in the king's splendor. The play *The King in Yellow* is said to reveal secrets about the Yellow King and his worship.

YIG

The serpent god, Yig, has had many names and appeared in mankind's myth cycles for aeons. He is the deity of the **serpent people** who may be his offspring

and was known to the Stygians as Set, the patron of wizards. To those who displease him, Yig sends horrible curses of transformation, and he has control over all serpents, which will do his bidding without fail.

YOG SOTHOTH

A transdimensional being that appears as a disordered mass of luminescent spheres, Yog Sothoth has power over time and space and may exist outside both. In Mythos lore, it is said to be "the gate, the key, and the Guardian of the gate", but what this might mean is unknown to the uninitiated. Yog Sothoth is worshipped by the **mi-go** and also converses with sorcerers who seek its patronage.

"Dunwich folk noted abominable sounds and unearthly lights in the vicinity of Sentinel Hill, not long before the birth of young Whateley."

THE TUPILAK
an Eldritch Tales Scenario

INTRODUCTION

"The Tupilak" takes place in Arkham, Massachusetts, in the spring of 1920, and concerns the theft of an unusual carved totem and the discovery of a horrific truth. Though the scenario is designed to be played in only a few sessions, player actions might easily stretch the investigation out. Any number of characters of any level are suitable, though it is intended to introduce new characters to the Mythos. Similarly, any type of character may be used, though they should be acquainted to, even friendly with, **Professor Elijah Hargrave** of Miskatonic University Anthropology Department. Though this is reasonably straightforward, there are gaps left in the scenario and, as referee, you will have to be creative to fill these in and progress the story. Referees should read through this entire scenario to be familiar with its main points and should decide how each player character knows Professor Hargrave.

The **tupilak** of the title is an ancient artifact and representation of Cthulhu. True tupilaks were composed by Inuit shamans through a combination of human, animal, and plant parts to create a unique, avenging demon. The object was then enchanted with a directive to bring ruin to a particular

cursed target. The **Cthulhu tupilak** is infinitely older and carved from an unusual ivory, cracked and browned with age.

This scenario is divided into five major sections. "**Information for the Referee**" presents the antagonist, the opening of the scenario, and how to involve the player characters. "**Investigation**" describes various ways the PCs might learn more about the situation. "**Scenes & Locations**" outlines a number of places the player characters are likely to visit and certain scenes that they may experience. "**Confrontation at Chubb's Point**" outlines the climax of the scenario in which the party challenges Ehrenreich. Finally, "**Resolution**" discusses the awarding of experience and ramifications of the scenario.

PROFESSOR ELIJAH HARGRAVE
1st-Level Antiquarian
AC: 10
HD: 1 (5 hp)
Attacks: Weapon +0
Special: Class Abilities
Save: 15 (+2 vs. mind-control and insanity)
Move: 12
Level/XP: 1/30
STR 13, **DEX** 9, **CON** 12, **INT** 15, **WIS** 13, **CHR** 10

Professor Hargrave is just over 30 years of age and is an Assistant Professor of Anthropology at Miskatonic Univeristy, focusing on Native American cultures. He studied at Cambridge for four years, before beginning his graduate studies at Miskatonic, but paused his academic career to serve in the U.S. Army during the Great War.

Hargrave has the abilities of a 1st-level Antiquarian, gaining +1 to Attribute feats involving Knowledge (History, Literature, and Mythology), Research, and Writing. He speaks English, French, Spanish, and Abanaki. (If using Occupations, Hargrave has the Professor package and rolls two dice when using the specialties Knowledge (Native Americans), Social Science, Research, and Writing.)

In combat, Hargrave will attack with his fists, an improvised club, or his prized Luger semi-automatic pistol (brought home from Europe), though he keeps this in his bedroom.

THE CTHULHU TUPILAK

The **Cthulhu Tupilak** is an unbelievably ancient artifact, carved from a yellowed ivory and tusk-like in shape. It is approximately 18 inches in length and displays a tentacled face, limbs, and wings, as well as geometric designs. The true nature of the tupilak has been left intentionally vague and the referee will need to determine whether or not it has any special properties. Does it act as a **Cthulhu idol**? Does it curse the user or his foes? Does it summon a Mythos entity? Use your imagination and listen to what the players think it does for more ideas!

INFORMATION FOR THE REFEREE

When local explorer and treasure hunter, **Edmund Smithfield** (1797-1861) died, he bestowed his home and collection of unusual trinkets and cultural objects to the town of Gloucester under the requirement that it be made into a public museum display. Smithfield earned an honorary knighthood for services rendered during British expeditions into Africa, and during his travels he collected many odd bits of memorabilia from across the globe. That collection became the **Smithfield Memorial Museum**, but under the direction of the town of Gloucester, it never had the funding or leadership it deserved. Now, 60 years later, the museum has been in general decline due to financial concerns and certain artifacts in the collection are in danger of being permanently ruined.

The Gloucester Town Council searched for a benefactor to assume control of the Smithfield and found that Miskatonic University would be willing to take on that responsibility. Part of the collection, predominantly the Native American and African artifacts, are to be moved to the Miskatonic University Museum, while the remainder would stay at the Smithfield and the building would be renovated.

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As Head Librarian at Miskatonic, **Dr. Friedrich Ehrenreich** oversees both the library proper as well as the attached Miskatonic University Museum. Secretly, Ehrenreich is an occultist and when he inspected the Smithfield's collection he recognized the "Indian totem" for what it truly is and made the plan to have it stolen. He believes the **Cthulhu tupilak** can be used to magnify his magical powers and form a link with Cthulhu himself, thus increasing his occult knowledge and power in the mundane world. Using his occult title "Sacerdos Umbram," Ehrenreich instructed two of his lackeys, **Igor Ivanovich** and **Vlacheslav Kermenko**, to steal a car and perpetrate the theft while the collection was in transit.

Involving the Player Characters

The introduction to this adventure assumes that the PCs know Professor Hargrave in some manner. However, if any PC is a professor or otherwise an employee of Miskatonic University, he might easily substitute for Hargrave, making the investigation much more personal. That character will be given the task of going to the Smithfield to pick up the first part of the collection. Additionally, a police officer or detective character will bring certain advantages into this scenario, as it does revolve around a theft and criminal investigation. You may need to fabricate sufficient motivation for each character to stay involved in the investigation after the initial scene. Some characters might wish simply turn the investigation over to the police, in which case Hargrave will inform the PCs that the police have been less than helpful. Perhaps the university could offer a monetary reward for their assistance.

Opening Scene

Prof. Hargrave has contacted his friends with an invitation to a morning drive to Gloucester, hoping to enjoy the fine weather and coastal Atlantic view. The group has gathered on Saturday April 3, 1920, and has arrived in Gloucester. Allow the PCs to roam the town if they like, have lunch, buy equipment, or what have you. When they arrive at the Smithfield Memorial Museum they see that it is a two-and-half story mansion dating from the early 19th century. Much of the construction is of large stone block. Inside, most of the first floor has been transformed into a "museum," though the displays are very haphazard and disorganized. Smithfield spent much of his life traveling Europe, Africa, and the Americas, and objects from all of those places can be seen in the cases.

Sarah White (use the statistics for **Human, Civilian**) does her best to curate the collection and keep the displays clean and tidy. Though she is unschooled, Sarah has been the caretaker for nearly 20 years and knows the collection very well, with an excellent grasp of the contents and the location of its objects. She

presents the group with two large shallow boxes, inside which are a number of Native American artifacts (wampum belts, jewelry, carved art, arrowheads, moccasins, weapons, etc.) protected by cloth and cotton. Each box has an item-ized manifest affixed to the exterior and a second copy which Hargrave signs before taking control of the collection. In this paperwork the **Cthulhu tupilak** is listed as an "Indian totem."

Sarah directs the group to park their vehicle in the back alley where they can easily take the large boxes out the back door. Once both boxes have been brought outside, three thugs will accost the group and attempt to steal the boxes. Sarah will hurry back inside and call the police.

Igor Ivanovich approaches from behind the car, while **Marko Danchev** and **Vasile Radescu** approach from the main street. They will threaten the PCs with violence, but will not fight to the death and instead will simply try to grab the boxes and flee to their getaway car, driven by a fourth thug, **Vlacheslav Kermenko**. Failing that, the thugs will open and ransack the boxes, clearly looking for a specific thing. The police will arrive after the incident is over.

Kermenko and Ivanovich were instructed to steal both boxes, but if that failed they were to get the tupilak, which Ehrenreich described to them. Only Kermenko and Ivanovich know to deliver the tupilak to Chubb's Point, but they do not know the true identity of Sacerdos Umbram. All have been instructed to stay silent if arrested and that a lawyer would be sent to procure their release. These four thugs will likely make additional appearances later in the scenario:

> **Vlacheslav Kermenko**. **AC** 7 [12]; **HD** 2; **Knife** +1 (1d6-1); **Fanatic** (reroll failed morale); **Save** 17; **Move** 12; **Morale** 2; **Level/XP** 2/30].

A Romanian immigrant from the mountains of Wallachia who willingly supports "Sacerdos Umbram," Kermenko is extremely secretive and has few connections in Arkham. He is an anarchist who believes that the Old Ones will cleanse the Earth and he would die before divulging information. As such, Kermenko is extremely dangerous and willing to murder anyone who opposes him or his master. Kermenko occasionally stays at **Chubb's Point Lookout** and is Ehrenreich's most trusted servant. He is the only one of the thugs that knows how to drive and is operating the getaway car during the robbery, a Buick that is recognizable as far too expensive for these fellows to own with a successful **Intelligence** (**Knowledge Vehicles** or **Drive**) Feat. He is armed with a large, curved **dagger**.

> **Igor Ivanovich**. **AC** 8 [11]; **HD** 2; **Club** +1 (1d6); **Save** 17; **Move** 12; **Morale** 4; **Level/XP** 2/30].

A Romano-Ukrainian cultist who follows "Sacerdos Umbram," Ivanovich will not talk unless he has no other options. He is susceptible to a successful **Charisma** (**Intimidate**) Feat and has a fear of police. Ivanovich is distinguishable by his huge, wiry mustache. He is armed with a **nightstick**. More information can be found in "**Igor's Apartment**."

> **Marko Danchev**. **AC** 9 [10]; **HD** 1; **Knife** +0 (1d6-1); **Save** 19; **Move** 12; **Morale** 5; **Level/XP** 1/15].

Danchev is a very poor, Romanian immigrant who will do about any crime for money, which he mostly spends on alcohol. He is not incredibly reliable, but was hired by Ivanovich to serve as extra muscle and knows nothing about "Sacerdos Umbram." He speaks very little English and can identify his compatriots only by their first names. He has a large kitchen **knife**.

> **Vasile Radescu**. **AC** 9 [10]; **HD** 1; **Fist** +0 (1d6-2); **Save** 19; **Move** 12; **Morale** 5; **Level/XP** 1/15].

Radescu is a hired hand, looking for some extra money and has no special loyalty to his fellows. He knows only the first names of the NPCs, except for Igor Ivanonich who he works with on the docks in Arkham as a freight unloader. Radescu doesn't know about "Sacerdos Umbram." Radescu will tear open a box and search for the totem, offering a clue to the players that the thugs are looking for a particular thing.

The Gloucester Police arrive a minute or two after the incident ends and take any captured assailants into custody. They will record the names, addresses, and statements of everyone involved.

INVESTIGATION

Depending on how this robbery transpires, the scenario can take various directions from here. Use the following topics to guide the players through the scenario. In general, the beginning steps of the investigation will likely be determining what was stolen (the tupilak), where it came from, and what

it is. From there, finding and interrogating Igor, or searching his belongings or apartment, will lead the player characters to Chubb's Point Lookout and the final scene. However, there are a number of topics that the player characters might research.

IF THE BOXES ARE STOLEN

If the thugs get away with one or both boxes, they will be found discarded in a side street, near the route leading to Arkham. Most likely, the Gloucester Police will find these and return them to the Smithfield Museum. Only the **Cthulhu tupilak** is missing and this is easily determined by the manifests.

The thieves will immediately take the tupilak to **Chubb's Point** and await the arrival of Sacerdos Umbram (unless, of course, they are clearly pursued or followed). For his part, Ehrenreich will seek to perform his ritual as soon as possible, but it must be performed at night and he must have a sacrificial victim available.

At this point, the characters will have only a few clues to go on – the tupilak itself and the license plate. If no players think to get the license plate, Sarah White will have seen it. Finally, a kind referee might allow one of the thugs to drop a **Chubb's Point matchbook** (see later), or perhaps either Radescu or Danchev get left behind.

IF THE THIEVES FAIL

If the party thwarts the thieves, it will open the possibility that a second attempt will be made to steal the totem, once it goes on display (see "**Second Theft Attempt**"). The party can freely return the boxes to the Miskatonic University Museum (see "**Delivering the Artifacts**"). If all of the thieves are killed or captured, Ehrenreich will enlist new help.

IF AN ASSAILANT IS CAPTURED

The Gloucester P.D. will take the suspects into custody, and of course learn that the vehicle was reported stolen in Arkham (though this will take several hours). They will apprise Arkham P.D. of any information they get from captured suspects.

They will have a hard time getting any of the suspects to talk, as the thieves think that a lawyer will be sent to affect their release. However, by the next morning, Sunday, Radescu and Danchev would be willing to divulge information, while Ivanovich would take another night. They will give whatever

information they know, according to their previous descriptions. Ivanovich will not speak of "Sacerdos Umbram" to the police.

However, on Sunday evening, Ehrenreich (posing as a lawyer named **David Earhart**, of Earhart Brothers, Attorneys at Law, of Newburyport) visits any captured suspect and *dominates* him (with the spell). In the discussion that follows, Ehrenreich will learn what information has been divulged, then implant a suggestion that causes the suspect to commit suicide in the night. He might hang himself with his belt, or something else.

The body will be discovered very early on Monday morning. Officers will be able to identify Ehrenreich by sight, though he disguised his voice. Investigating the "Earhart Brothers" will reveal that no such firm exists.

LICENSE PLATE

Players may get the license plate number for the fleeing getaway car. The police (or Legal Contacts) can research this, though the information is not available until the following day. The owner, Nicholas Woods, reported the car stolen on April 2nd. Woods lives on the northside of Arkham in a nice neighborhood. The Arkham Police report identifies Woods as a doctor and states that the vehicle was parked near Blackburn Clinic for the Underprivileged, in the French Hill area, when it was stolen.

TALKING TO DR. NICHOLAS WOODS

Nicholas Woods lives on the northside of Arkham in a nice neighborhood. He is a doctor and volunteers regularly at **Blackburn Clinic for the Underprivileged**. Unfortunately, the clinic is on French Hill and is frequented by miscreants of all kinds. On the day his car was stolen, he had to park in the back of the building. He is not involved with Ehrenreich and doesn't know anything about the theft.

THE TUPILAK'S ORIGIN

The player characters might seek to learn more about the tupilak. This can only be achieved at the Smithfield Memorial Museum, a matter in which **Sarah White** can help greatly. Searching the Smithfield's very disorganized collection, they find several boxes of Smithfield's writings, in which there are three journals and several maps. The search will take 8 hours, though a successful **Intelligence** (**Research**) Feat will reduce the time by 1d4+1 hours. In one journal, concerning a British/Canadian surveying expedition into the Arctic, is **Handout #1**.

Two terms in **Handout #1** might be unknown to the players. Their characters can learn the following information fairly easily:

North-Western Territory, 12 Oct. 1831.

Evening. Camp east of Sitidgi. Dogs restless.

Midnight. Awoken by dogs and a shout. Screaming faded into the night. Harris missing. Mukluk tracks lead north.

13 Oct. 1831. Morning.

A harrowing night. Followed tracks for hours in hope of rescuing Harris. Eventually heard his screams at some distance. Came upon a party of Dene savages dancing about a fire. A painted medicine man was...stripping the flesh ... off of poor Harris. Somehow, he was still living! Other barbarians ate the man's flesh. Seemed to be chanting "Guk-thoo-hoo-loo" or something similar. Left none alive. Lost Harris, Malcolm, MacIntyre. Found a pointed carving that the Dene seemed to venerate. It has a terrible, demonic face of snakes. I don't know why I kept it.

Evening. Travelled throughout day without pause. Buried our fallen near the shore of a small, lonely lake. Palpable sense of unease.

(Handout #1)
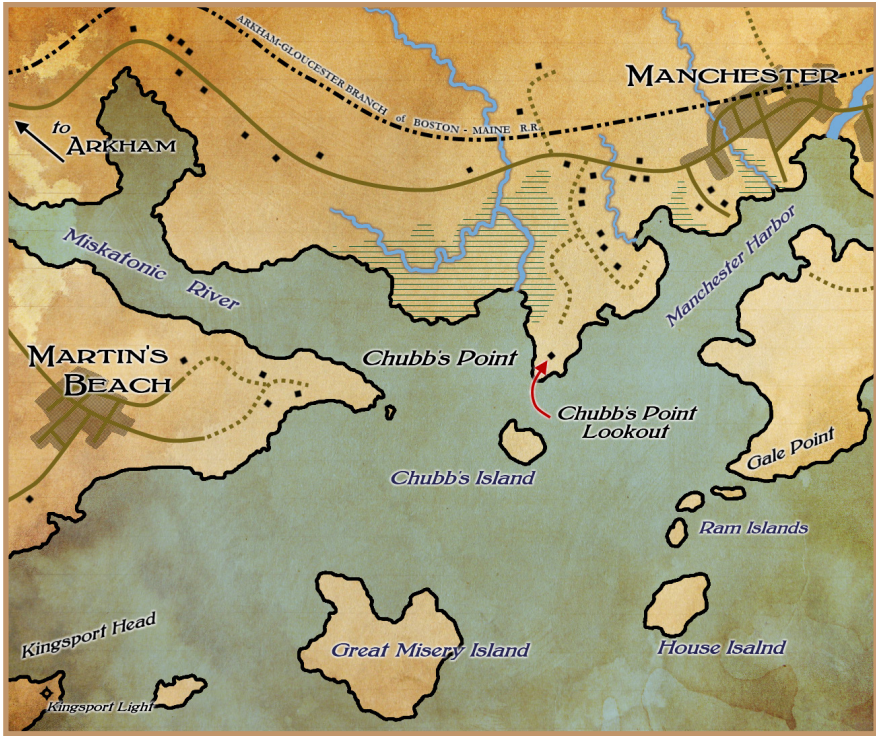
- The "Dene" are an aboriginal people of northern and western Canada. The tribe is composed of a number of different sub-groups. They are not known to be cannibalistic nor to perform human sacrifice.
- "Sitidgi" refers to Sitidgi Lake in the extreme north of the Northwest Territories, Canada. The lake can be found on a map in the collection.

THE MYSTERIOUS DAVID EARHART

"**David Earhart**" is the fully-realized false identity used by Dr. Ehrenreich. Research in County records will indicate that he has a driver's license and owns property. His date of birth is September 2, 1863. His place of residence is listed as 612 Old Railroad Grade Road in Essex Falls, which he owns.

- A truly astute party of characters might think to search for Earhart's birth record and a successful **Intelligence** (**Research**) Feat made to search county or hospital records will allow the character to learn that the David Earhart born on Sept. 2, 1863, died immediately after birth. He is buried in Christ Church Cemetery. Ehrenreich has effectively stolen the identity.
- Visiting the supposed place of residence will reveal that it is a small over-grown plot, the only structure being a dilapidated barn that has not been visited for years. There is no address marking the property.
- "Earhart" keeps a post box at the Essex Falls Post Office, if a player char-acter asks there.

LOCAL GETAWAY CLOSES

(Manchester) Chubb's Point Lookout and Restaurant has permanently closed for business after only four brisk years of operation. During that time, the Lookout was a popular location for picnickers, sightseers, fishermen, and day-outings. Mrs. E. Harris cited difficulties maintaining the business after her husband, Robert Harris, suffered a mental breakdown during the summer.

~Arkham Advertiser, December 11, 1902

To learn more about **Dr. Henry Armitage**, read *The Dunwich Horror*, by H. P. Lovecraft.

RESEARCHING CHUBB'S POINT

Once the PCs learn about Chubb's Point (see later), they will likely seek information pertaining to the location. This can be achieved by visiting a variety of repositories.

Another interesting tale of ancient diabolism comes to us from the 1718 journal of Judge Jonathan Hawthorne, who relates the following tale:

> "In relation to the witch's assertion that her desire was to appease the "god of the river," my own eminent father recalled from his youth that natives were known to gather at the same locale and the devil-worshippers had to be forcibly driven out. Now, I believe, God has assigned me the task of cleansing the place of Lucifer's influence."

In this passage, Judge Hawthorne is referencing the trial of the witch Madeline Short, who was seen cavorting with demons on the rocky headland overlooking the mouth of the Miskatonic. Folklore relates many tales concerning the haunted nature of the site and the late night sightings of spirits and shadowy, bestial figures cavorting in the full moon's light. These days, the location is called "Chubb's Point," but in the time of our forefathers when the promontory was known for its supernatural occurrences, the place was called "Devil's Head."

PCs might go to the City Court to research property records. A successful **Intelligence** (**Research**) Feat allows them to find the following in only 2 hours of searching (failure results in an additional 1d4 hours):

- The property is owned by David Earhart, who bought it in 1913.

Those hoping to find information at the Arkham Public Library or Miskatonic University Library might come across either **Handout #2: Local Getaway Closes** or **Handout #3: Folklore of the Miskatonic Valley**. **Handout #2** might also be found at the Arkham Advertiser's archive. Handout #2 takes only 2 hours to find with a successful **Intelligence** (**Research**) Feat, while Handout #3 takes 2-4 hours. A helpful referee may allow these items to be found on a failed roll if the character spends three times the length of listed time in research.

SCENES & LOCATIONS

DELIVERING THE ARTIFACTS

When the group returns the box to the University, Hargrave will take them directly to the museum wing of the Miskatonic Library and proceed to the office of **Dr. Henry Armitage**. Armitage is currently the Curator of the Collection and subordinate to Dr. Ehrenreich. He is in his early 60s with a kindly, intelligent demeanor, white hair and short beard. He will be very interested to learn about the theft. Armitage has read the *Necronomicon* and (assuming it is present) he will recognize the "Indian totem" as a representation of Cthulhu. If he sees the object, he will hesitate before inspecting it and will say simply that it is an unusual piece, similar to an Inuit tupilak. If a player thinks that Armitage is hiding something, a successful **Charisma** (**Interaction**) Feat will induce him to speak more, though not in front of Ehrenreich. In private, he reluctantly reveals:

"Indeed, it does seem familiar to me. Though I hesitate to speak on it. The carving has a hideous resemblance to a certain, mythological demon ...or god… mentioned in the *Necronomicon*. According to that mad work, it was something primal… something that existed before the dawn of man and whose worship survived to plague our ancestors. It was called Cthulhu. As impossible as it sounds, the tupilak bears a disturbing similarity to that eldritch thing!"

While speaking with Armitage, a second man arrives, **Dr. Friedrich Ehrenreich**, the current Head Librarian and Curator. See Ehrenreich's entry for his personality. Though Armitage will argue to lock the tupilak up, fearing another theft, Ehrenreich will demand that the entire collection be put on display immediately, no exceptions. It must be in place by Monday, based on the legal agreements the University made with the Smithfield and Gloucester (Of course, placing the tupilak on display will allow Ehrenreich's lackeys to attempt the second theft on Monday night.)

BLACKBURN CLINIC FOR THE UNDERPRIVILEGED

The Clinic, housed in an old brick building that has been rehabilitated, sits at the foot of French Hill and serves the poor living in the area. The Blackburn Clinic was established by **Dr. Edmund Blackburn**, a well-respected philanthropist whose family traces its history back to the founding of Arkham.

If any of the thieves were seriously injured in the robbery at the Smithfield, but they escaped, they would most likely visit the Blackburn Clinic for treatment. Injuries from fighting are common and not considered unusual.

The secretary is a young lady, very pleasant if gullible, named Abigail. If the PCs describe the thieves, particularly Ivanovich, she will likely recognize Igor and might be willing to release Igor's last known address with a successful **Charisma** (**Interaction**). Otherwise, the doctors may prove more difficult to deal with, requiring an official request for the information (as from a doctor or police officer).

SECOND THEFT ATTEMPT

If the thieves fail to steal the tupilak, Ehrenreich will demand that it be placed on display by Monday the 5th, with the other artifacts. Ehrenreich will send any of his remaining lackeys (or new ones) to break into the library after midnight on Monday night, after the display is set. Unless stopped, Kermenko will murder the guard, leaving behind occult symbols drawn in the man's blood, and the thieves will make off with the tupilak, taking it to Sacerdos Umbram/Ehrenreich at Chubb's Point.

IGOR'S APARTMENT

Igor is the easiest thief to track down, and his address might be acquired at Blackburn Clinic or through another method devised by the players. He lives on the second floor of a run-down brick tenement. His apartment is a two-room flat, furnished with a bed, table, two chairs, a chest of drawers, and a chamber pot. Filthy clothes are piled in a corner. Inside the chest are various pieces of laborer's clothing, a large packet of cheap pipe tobacco, and a new **matchbook** labeled "**Chubb's Point Lookout**." The place reeks of tobacco smoke and urine. On the table are a half-eaten sandwich, a deck of cards, and a small bottle of vodka.

Igor is usually home from 7 PM-5 AM, but his work schedule is luck of the draw, so he might be encountered at other times as well. If he is confronted, Igor will grab the **billy club** from beside his bed and fight initially, but will give up if brought to half his hit points. Alternatively, he might flee out the window and down the wooden fire escape, sparking a chase through the alleys of French Hill.

If caught, he can be intimidated for information (or he will talk if threatened with being arrested). He will have his pipe and another Chubb's Point matchbook with him. Though he will try to reveal as little as possible, he

knows the following information:
- Told to steal the "idol" (he calls it by that word) by the "boss," who described it to him.
- The other thieves are Vlacheslav Kermenko, Marko Danchev, and Vasile Radescu. Kermenko is extremely secretive and shouldn't be taken lightly; he is the boss's right hand.
- The boss has a German accent, but wears a mask at their meetings.
- The boss calls himself "Sacerdos Umbram" and is a priest, a man that speaks with the authority of the Old Gods. He is blessed and chosen.
- They were to deliver the idol to **Chubb's Point Lookout** (or they did deliver it there, depending on events).
- There's an old house there where the "Sacerdos Umbram" holds rituals.
- The Old Gods will return the world to its natural, primal state.

If he is released, he will immediately flee the city, knowing that he would be killed for divulging information.

EHRENREICH'S RESPONSE

If the characters are stumped during their investigation, allow Ehrenreich to respond to their meddling more directly. He will have learned that they are friends of Hargrave and may even know their names. Ehrenreich can send cultsts to follow the PCs, accost them, ransack their apartments, or otherwise interfere with their inquiries. By interacting with these thugs, the PCs can gain clues leading to Ivanovich, Chubb's Point, Earhart, or even Radescu. Finally, Ehrenreich may try to abduct a PC (or someone close to a PC) to be used as a sacrifice at the Chubb's Point ritual, which will certainly produce more urgency on the part of the players and increase the tension. Improvise as best you can and go with the player's direction of investigation.

CONFRONTATION AT CHUBB'S POINT

If the player characters research Chubb's Point Lookout in the county property records, they will find that it is owned by David Earhart, who bought the property in 1913. Visiting the property will reveal a mid-19th century Victorian house with two floors and a broken, weathered sign declaring "Chubb's Point Lookout and Restaurant." The building has not been cared for since the business failed in 1902, and the wood siding is almost entirely stripped of paint. Though some windows are intact and locked, most on the first floor are boarded over. The doors, however, are all restored and have solid, new locks. There is an outhouse to the side of the building. There is no electricity in the building and all light is provided by lanterns or candles.

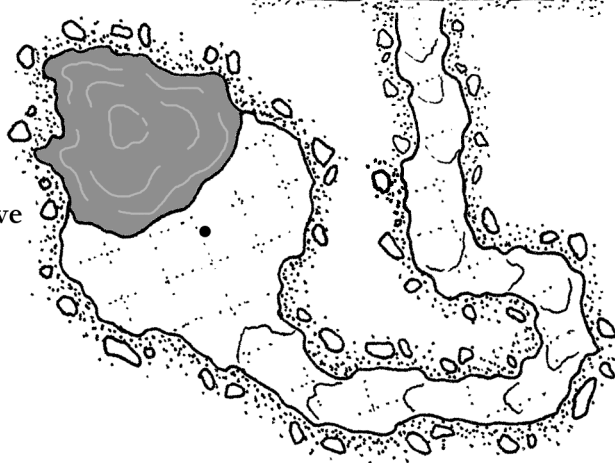First Floor
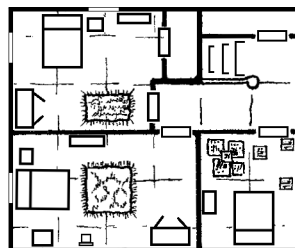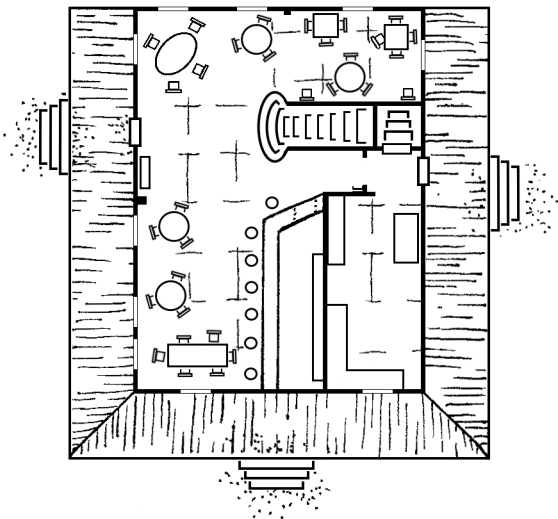
Second Floor

Basement
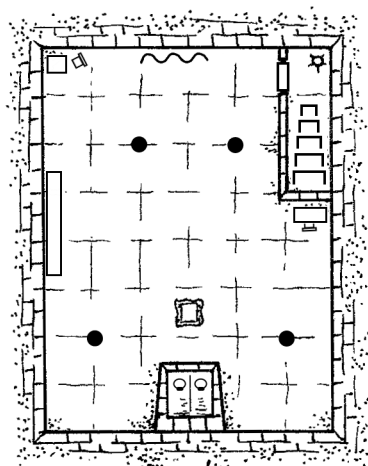
Chubb's Point

Lookout & Restaurant

1 square = 5 feet

Sea Cave

Chubb's Point is a rocky promontory that overlooks both the mouth of the Miskatonic River and the small, desolate islet called Chubb's Island. The Lookout is south-east of Arkham and is reached by means of an unused dirt drive that breaks from the main road.

Secretly, the building is built upon a site where Native Americans and later Salem witches made sacrifices to the Old Ones. Unbeknownst to Ehrenreich, an **Octopoid Cthulhu Spawn** lies dormant in a sea cave below the building, and its psychic emanations empower the area, which led to its ancient status as a holy site. The ritual that Ehrenreich seeks to complete will awaken the creature.

Assuming Ehrenreich is still at large when the PCs arrive, two vehicles will be parked outside. One will be Ehrenreich's, while the other will be the stolen car, assuming the thieves were not caught and the vehicle returned to the owner. Otherwise, it will be a nondescript cheap auto.

FIRST FLOOR

Inside, the first floor was clearly remodeled at some point to act as a restaurant. There is a large dining room, with dust-covered tables, chairs, and a small bar with stools stacked on top. Behind the bar is a kitchen and a door that reveals stairs leading into the basement. The kitchen has been stripped of anything useful. Nothing on the first floor shows signs of use, however a successful **Wisdom** (**Perception**) Feat allows a character to notice that tracks in the dust lead to the basement stairs. A rack near the front door holds road maps and newspapers dating from the turn of the century. A bowl on the bar holds several Chubb's Point matchbooks, while more can be found under the counter.

SECOND FLOOR

The second floor is composed of three small bedrooms, all partially furnished with antique furniture, but entirely disheveled, filthy, and forsaken. However, one of the beds does have relatively clean sheets, and the dust on the floor and side table is clearly disturbed (Kermenko regularly stays here). A few crates in the rooms are packed with tableware, pots and pans, and other kitchen utensils.

BASEMENT

The wooden stairs are enclosed in a sort of hallway and lead down to an oak door. Light creeps from under the door and a coat rack stands at the foot of the steps upon which hang five coats and three hats. One set of these belongs to Ehrenreich and his coat pockets will reveal a **silver**

(Handout #4: Ritual Record)

April   , 1920
Chubb's Point Sanctum.
Rite of Oneness and Wisdom.
Guided by Sacerdos Umbram, Priest of Shadows,
                Master, 5th Rank.
Recorded by V. Kermenko, Adept, 3rd Rank.

This night, Sacerdos Umbram, having acquired a unique
artifact, will attempt the experiment identified above.

Initial offerings have been made. The sacrifice has been
prepared according to the formulae whilst adepts voiced
the chant of the Old One.

Adepts will now proceed into the Dwelling to complete
the ritual and form the link.

pocket watch, a set of eyeglasses, a billfold containing $87, his own business cards, and three of "Earhart's" lawyer cards. The other coats are poor quality (belonging to the thugs) and contain a total of $4, a flask of gin, two packs of cigarettes, and a cheap lighter.

Four lanterns illuminate the single-room basement and reveal that it is completely finished and decorated with occult trappings. Four wooden pillars support the ceiling and are carved into the likenesses of demonic creatures and gargoyles. A black tapestry hangs on the northern wall and is embroidered in strange sigils and constellations - Orion, Taurus, Aquarius, Leo, and Scorpio - connected through a colored pentagram and conjoining rings.

A pair of angled doors built into the southern portion of the room abut the wall like those of a storm cellar. They are heavy oak, encased in copper, and covered in occult symbols, including the **elder sign**. They have no locking mechanism; the protective signs serve to lock out unwanted eldritch forces. In front of these is a wooden altar, draped in red cloth and topped with a large candle. The doors are open allowing a salty sea scent to enter the room and mix with thick incense. A successful **Wisdom** (**Perception**) Feat allows characters to hear the faint sound of chanting and occasional bells coming from below.

Around the room are a few small shelves and a desk is situated behind the stairs. Candles burn everywhere and occult artifacts are on display, including skulls, bottles of ingredients, a small cauldron, a bone scepter, an ornamental sword, and a large, brass orrery. An **Intelligence** (**Physical Science**) Feat reveals that the solar model unusually includes astronomical bodies outside our solar system. There are only mundane books on the shelves (history, astronomy, chemistry), but the desk is outfitted with an antiquated inkwell, quill, and a stack of loose paper. A single page has a few sentences of freshly-written ink (**Handout #4**).

Through the storm doors, a natural stone ramp twists down through a cave for more than 100 feet. Along the path, the walls are decorated with unusual symbols and imagery, both carved and in paint. Near the upper reaches of the tunnel, the symbols are accompanied by recognizable English letters, though the language is entirely unfamiliar. A successful **Intelligence** (**Knowledge Occult**) Feat will reveal that these symbols are common in western witchcraft and that a certain phrase is repeated in various places on the wall: *Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn.* Further research into certain Mythos manuscripts allows the translation of the phrase, "In his house at R'lyeh dead Cthulhu waits dreaming." Unknown to the PCs, one symbol in particular is the sigil of the **Chesuncook Coven** (183).

Descending further, the recognizable imagery gives way to strange hieroglyphs and pictograms which, with a successful **Intelligence** (**Social Science** or **Knowledge Religion/Mythology**) Feat, are recognizable as Native American in origin and mark the place as sacred.

Finally, near the end of the tunnel, these are replaced by even more ancient rock paintings depicting human figures cavorting with animals, beast-people, bulbous fish-men, and more monstrous, tentacled entities that have no

place on Earth. Perhaps most striking is the depiction of a cyclopean city of pyramids and strangely-angled, block towers. A successful **Intelligence** (**Social Science**, **Knowledge History**, or **Art**) Feat allows a character to know that these are extremely ancient, and that the rock paintings make the Native American markings appear relatively modern. Coalition of these clues forces characters to make an **Insanity Saving Throw** with failure resulting in a gain of 1 Insanity and the realization that the cave walls tell a story of untold millennia of worshippers descending into this cave for unimaginable rituals; that the painters could never have seen a stone city, like that depicted on the wall; that the earliest worshippers believed that they were connecting with gods or supernatural beings.

As the PCs descend they become aware of a dim glow in front of them, accompanied by an ever louder chanting and striking of bells. The cave deposits them into an enclosed sea cave illuminated by several torches. Much of the cave walls are encrusted with algae and barnacles and the salty sea-scent is accompanied by a more oppressive odor. A victim (likely Danchev or Radescu, though a captured PC would suffice) is bound to a stout pole with manacles and the throbbing black ocean reaches toward his feet. He is shirtless and his forehead and back have been carved with bloody occult symbols. The victim has lost quite a bit of blood and passes in and out of consciousness. Due to this horrible treatment, seeing him forces an **Insanity Saving Throw**.

THE RITUAL

Four cultists are present and led by Ehrenreich, who is dressed in a black robe, mantle, and an Egyptian headdress, complete with a mask that completely conceals his features. His clothing is elaborate and sports stitched symbols and blood red trim. The cultists are similarly robed, but in simple black and assist in the ritual casting by tapping small, tubular bells that they carry and repeating certain phrases. Within those chants, "*ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn*" can clearly be heard. Ehrenreich stands behind a small podium facing the sea and reads from a book displayed before him. The book is a German edition of **De Vermis Mysteriis**.

The cultists include **Kermenko** and **Ivanovich** if they are free, but the others are unknown to the PCs.

> **HUMAN, CULTIST. AC** 9 [10]; **HD** 1; **Knife** +1 (1d6-1); **Fanatic** (reroll failed morale); **Save** 18; **Move** 12; **Morale** 2; **Level/XP** 1/15

> Referees should feel free to add more cultists if the player party is particularly large or well-armed, so that the scene presents a challenge. Similarly, add more coats onto the basement coat rack, and perhaps an additional vehicle outside, which will offer clues to the PCs about what they are facing inside the cave.

Ehrenreich is performing an elaborate ritual designed to draw the favor of Cthulhu. If he has it, he is using the **Cthulhu tupilak** with the hope that it will magnify the magical potency of the spell. A victim bound in the sea cave will be sacrificed at the climax as an offering. When the PCs enter the chamber, Ehrenreich has but three more rounds of casting. The cultists will draw wicked knives and move to hinder the PCs. At the beginning of the second round, Ehrenreich rouses the bound victim and wakes him. On the third round, Ehrenreich will sacrifice the helpless victim, thus completing the ritual.

Whether or not the ritual succeeds or fails, the **Cthulhu Spawn** awakens with a start that sends a wave of psychic emanations through the cave and beyond into the restaurant above. All those in this area must make an **Insanity Saving Throw**, or gain 1 Insanity. Everyone, even those whose Save succeeds, have brief visions of savages and misshapen forms dancing and slaying against the backdrop of a weird, hallucinatory city. The scene is reminiscent of the cave paintings – it is a dream-memory of the **Cthulhu Spawn**.

If Ehrenreich successfully completes the ritual, the **Cthulhu Spawn** accepts the sacrifice, its tentacles bursting out of the water and tearing the victim away from the shackles.
- With another tentacle, it touches Ehrenreich's head and forms a psychic link with him, which invariably drives him insane. He will fall to the floor of the sea cave, tearing off his mask, screaming and gibbering.
- This terrible scene results in **1d4 Insanity** gain, though characters may attempt an **Insanity Saving Throw** to incur only half that amount.
- The **Cthulhu Spawn** will then retreat back into its grotto and return to slumber, and its dreams will afterwards transmit to Ehrenreich.

If the party successfully interrupts Ehrenreich during the casting (up to the point where he kills the sacrifice) by inflicting an injury on him or causing his words to falter in any way, the ritual will fail. However, Ehrenreich will attempt to finish the casting. If the casting is clearly lost, he will attempt to

defend himself with his derringer, dagger, or with spells.

- The failure angers the **Cthulhu Spawn** which sends a monstrous psychic roar that reverberates through the minds of those in the area (causes **Insanity Saving Throw**, +0/1/1d3) transmitting the same images as related previously, though far more gruesome and the PCs feel as if they are the bestial, ante-human worshippers.
- It promptly reaches out of the water of the sea cave to grab the victim, Ehrenreich, and any others within its reach. A second **Insanity Save** (+0/Half/1d4) must then be made due to the horrific scene of slaughter caused by the grasping tentacles.
- Its trashing tentacles can reach some 40 feet out of the water. The strength of the tentacles will pull down the sea-cave's ceiling within 1d4 rounds, causing the tunnel to collapse along with part of the basement. Anyone caught in the collapse must succeed at a **Saving Throw** (Dexterity allowed) or be trapped in the rubble, taking 1-3 HP damage.

Luckily, the **Cthulhu Spawn** has no interest in leaving its grotto and couldn't squeeze itself out if it wanted to. The party will never see the extent of the creature and might explain the tentacles away as those of a giant octopus. **As referee, you should not approach this as a combat encounter**, the **Cthulhu Spawn** would simply destroy the characters. Keep it mysterious. Allow the characters to injure the tentacles and cause them to retreat; allow Saving Throws to avoid the trashing tentacles; demonstrate that the tentacles seem to be unnatural, and let the party be terrified.

DR. FRIEDRICH EHRENREICH
3rd-Level Antiquarian
AC: 10
HD: 2 (8)
Attacks: Weapon +0 (Knife or derringer)
Special: Class Abilities, Spells
Insanity: --
**Save:** 13 (+2 vs. mind-control and insanity)
Move: 12
Morale: 4
Level/XP: 3/120
STR 10, **DEX** 11, **CON** 10, **INT** 15, **WIS** 13, **CHR** 11

Dr. Ehrenreich is a 3rd-level Antiquarian (with the Occultist Occupation, if using that option) and possesses all the abilities of that

class. Therefore, he gains a +1 bonus when making Attribute Feats involving Knowledge (History, Literature, and Mythology), Research, and Writing. If he is stumped in his research, he can pursue his study for 1d3 days to find an answer. (If using the Occultist Occupation, he gains a +1 to Spell Checks and rolls two dice when using the specialties Deception, Knowledge (Mythology, Occult), and Research.)
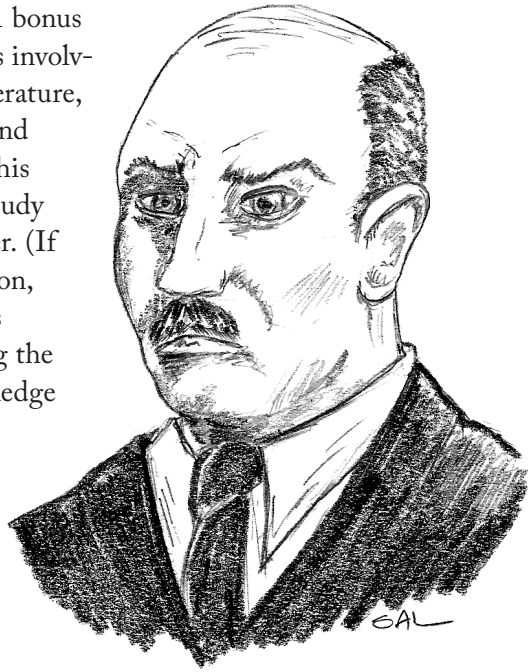
He speaks and reads English, German, Latin, Arabic, and Ancient Egyptian. At sixty years of age, Ehrenreich is under average in height, has thinning grey hair and cleanly trimmed mustache. Ehrenreich's intense efficiency makes him rather tyrannical; he is not a time-waster and does not accept failure from his employees.

Ehrenreich is a German-born Egyptologist who has lived in the United States for more than 20 years. His academic reputation is impeccable and he has held the position as Head Librarian of Miskatonic University since 1912. As Head Librarian, Ehrenreich oversees both library and museum operations, and additionally teaches a few Egyptology classes every semester. He first became interested in occult studies through German theosophy but became truly inducted by experiences in Egypt, where he learned certain truths concerning Nyarlathotep. His Latin occult name, Sacerdos Umbram, means "priest of the shadows."

Ehrenreich believes that the tupilak will empower a ritual that he has so far been unwilling to attempt. As he understands it, the ritual will draw the favor of the Dreaming God, Cthulhu, though it is not clear what form that favor will take. He is resolved to take the risk.

Ehrenreich can cast the following spells: *commune, detect magic, dominate, fade memories, feeblemind, phantasmal force,* and *ward*.

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RESOLUTION

How the party proceeds will depend heavily on how the climax plays out. If Ehrenreich lives, he will be placed permanently into a sanitarium. However, he will receive psychic messages from the **Cthulhu Spawn** and might pose a future threat to the world. Whether Ehrenreich lives or dies, Dr. Henry Armitage will be made Head Librarian & Curator of Miskatonic University Library.

Award experience to all surviving characters according to the normal rules, with the following bonuses:

- 100 XP if Ehrenreich survives (as well as the standard XP earned from defeating him).
- 250 XP for completing the investigation and surviving the encounter with the **Cthulhu Spawn**.
- 100 XP for returning the **Cthulhu tupilak** to the Miskatonic and they are offered a monetary reward for its return ($100 total).
- Any character who viewed the **Cthulhu Spawn** is awarded 1 Mythos Lore point.
- If Professor Hargrave survives, he becomes an Academic Contact for each character.
- At the referee's discretion, the character who gained the most Insanity due to the **Cthulhu Spawn** may be susceptible to the creature's dream emanations. The referee might use this as a plot device in future games.
- Whether Ehrenreich is killed or goes insane and is placed in a sanatorium, investigators may learn that his home is burgled within a day or two of the Chubb's Point incident. One room in particular (his occult study and collection) is completely ransacked and seemingly missing many books and decorations. Who knew about his practices? Who stole his occult artifacts? Follow-up investigation may lead to more Mythos madness!
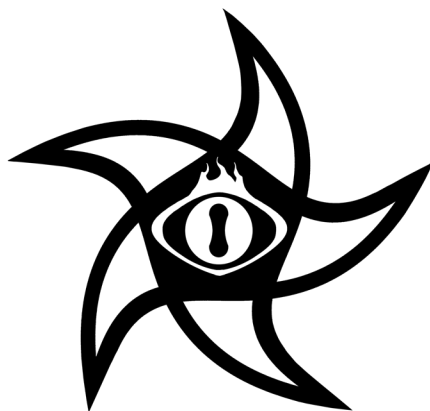
Eldritch Tales may be used to play Lovecraftian games in time periods and settings other than the classic 1920s era. However, in many cases, this will require the referee to modify certain aspects of the game, and he should consider the following points.

- Classes may work as-is if the new era is relatively similar to the classic setting. If it is not, particular attention should be given to class skills, and armor and weapons allowed, as some of these may be inappropriate. Be careful to compensate for benefits removed from classes. For instance, a 13th-century Socialite would not have access to firearms but may be allowed the use of crossbows.
- What sort of characters do the classes represent? Combatants and Socialites fit into most settings, while Antiquarians and Opportunists may need some extra thought. For example, in the medieval era, an Antiquarian may be a scholarly monk, an educated hermit, or a royal who collects rare treasures, while an Opportunist might be a hunted outlaw, an adventuresome minstrel, or a sneaky charlatan.
- The Contact categories are very broad but in some cases, not all types of individuals will be present in an era. Consider what types of professions are represented by the categories.
- It will be necessary to review the equipment, weapon, and armor lists to include only that gear appropriate to the era.
- If Occupations are used, disallow any that seem incompatible with the era and create new options.

Alternatively, you may want to incorporate elements of *Eldritch Tales* into other "White Box" games, such as *Swords & Wizardry*, to create genre mash-ups, like fantasy-horror. In this case, use the character classes and general rules from that system and inject the Lovecraftian ambiance by considering these guidelines:

- All characters should have Insanity and Mythos Lore scores, and both of these systems should be used.
- Mythos monsters, deities, artifacts, and cults should all factor into the game in some way.
- All magic should be reviewed and altered to fit the *Eldritch Tales* system - no magic should be without risk.
- Award XP according to *Eldritch Tales*.

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The following lists are offered to both referees and players as sources of inspiration. Obviously, first and foremost are the works of Howard Phillips Lovecraft, which can be found in any number of volumes and compilations. Since all of HPL's work is in the public domain, most can be found freely online. Some of his most well-known tales include *The Call of Cthulhu, The Shadow Out of Time, The Case of Charles Dexter Ward, At the Mountains of Madness, The Dunwich Horror, Shadow Over Innsmouth, Dreams in the Witch House, The Colour Out of Space,* and *The Thing on the Doorstep.*

AUTHORS AND BOOKS

- **Barron, Laird:** Prolific modern horror author with many Lovecraftian stories.
- **Blackwood, Algernon:** *The Wendigo, The Willows,* and many other tales.
- **Bloch, Robert:** *Fane of the Black Pharaoh, The Opener of the Way, The Shambler from the Stars,* and other stories.
- **Chambers, Robert W.:** *The King in Yellow.*
- **Derleth, August:** Though this work eschews many elements introduced by Derleth, his work should not be discounted.
- **Harms, Daniel:** *Cthulhu Mythos Encyclopedia.*
- **Hodgson, William Hope:** The Carnacki series, and any number of other tales.
- **Howard, Robert E.:** Any number of tales, especially those of Conan the Cimmerian, Kull of Atlantis, Bran Mak Morn, and Solomon Kane, but many of his lesser known works of horror, such as *The Black Stone, The Thing on the Rooftop,* and *The Fire of Asshurbanipal,* have Lovecraftian elements.
- **James, M. R.:** *Ghost Stories of an Antiquary* and others.
- **Joshi, S. T.:** A noted Lovecraft scholar and commentator.
- **Kuttner, Henry:** *Spawn of Dagon, Hydra.*
- **Leiber, Fritz:** Various short stories.
- **Long, Frank Belknap:** *The Horror from the Hills, The Hounds of Tindalos, When Chaugnar Wakes.*
- **Lumley, Brian:** His *Titus Crow* series.
- **Machen, Arthur:** *The Great God Pan, The Three Imposters, The White People.*
- **Price, E. Hoffmann:** *The Lord of Illusion* and other tales.

- **Quinn, Seabury:** The Jules de Grandin series.
- **Ruff, Matt:** *Lovecraft Country.*
- **Smith, Clark Ashton:** Creator of Tsathoggua and the Book of Eibon, CAS's notable Hyperborean, Zothique, and Averoigne Cycles are well worth reading, as are his less-famous works.
- **Wagner, Karl Edward:** *The River of Night's Dreaming, Sticks,* and other works.
- **Wamsley, Graham:** *Stealing Cthulhu* comes with the highest recommendation.

WEBSITES

- **The Eldritch Dark** (www.eldritchdark.com): Dedicated to the life and work of Clark Ashton Smith.
- **The Good Friends of Jackson Elias** (www.blasphemoustomes.com): A website, podcast, and community dealing with gaming, film and literature as it relates to Lovecraft.
- **H. P. Lovecraft Historical Society** (www.cthulhulives.org): Creating film, media, and role-playing material.
- **H.P. Lovecraft Archive** (www.hplovecraft.com): Online repository of texts, articles, and discussion.
- **H.P. Lovecraft Literary Podcast** (www.hppodcast.com): Audio discussion of HPL's work.
- **The Lovecraft eZine** (www.lovecraftezine.com): A publisher, a podcast, and a community for the discussion of things Lovecraftian.
- **The Miskatonic University Podcast** (www.mu-podcast.com): A website and podcast devoted to Lovecreftian gaming.
- **Robert E. Howard Foundation** (www.rehfoundation.org): Dedicated to the life and work of Robert E. Howard.

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- Lovecraft, Howard Phillips. *H. P. Lovecraft: The Fiction, Complete and Unabridged.* New York: Barnes & Noble, Inc., 2008.
- "The Tale of Satampra Zeiros." *The End of the Story*, by Clark Ashton Smith, et al., New York: Night Shade Books, 2015, pp. 77-86.
- "The Seven Geases." *The Last Hieroglyph*, by Clark Ashton Smith, et al., New York: Night Shade Books, 2017, pp. 53-68.

ELDRITCH TALES

CHARACTER NAME: ....

CLASS: .... LEVEL: ....

XP: .... XP MOD: ....

ATTRIBUTES

PRIME ATTRIBUTE

attributes	CURRENT / MAX	BONUSES FEAT
Strength ○	/	
Dexterity ○	/	
Constitution ○	/	
Intelligence ○	/	
Wisdom ○	/	
Charisma ○	/	

HP

CURRENT

MAX

AC

Saving Throw ....

Base Attack Bonus

Save Bonuses

Movement

MYTHOS LORE	SCORE	BONUS

PERMANENT INSANITIES

INSANITY	CURRENT	MAX

LANGUAGES

AGE: .... HEIGHT: ....

WEIGHT: .... HAIR: ....

TRAITS: ....

CLASS ABILITIES

CLASS SKILLS BONUS: _____

OCCUPATIONAL SPECIALTIES ROLL 2D6, TAKE BETTER RESULT

Portrait

ASSISTANTS

LOYALTY BONUS _____   MAX # _____

MEMORABLE QUOTE:

AMMUNITION

◄ WEAPONS

	ATK BONUS	DAMAGE	ROF	RANGE	AMMO/MAG
NOTES:					

	ATK BONUS	DAMAGE	ROF	RANGE	AMMO/MAG
NOTES:					

	ATK BONUS	DAMAGE	ROF	RANGE	AMMO/MAG
NOTES:					

WEALTH

WEEKLY INCOME:

SAVINGS:

CASH ON HAND:

SPELLS KNOWN

CONTACTS

EQUIPMENT & POSSESSIONS
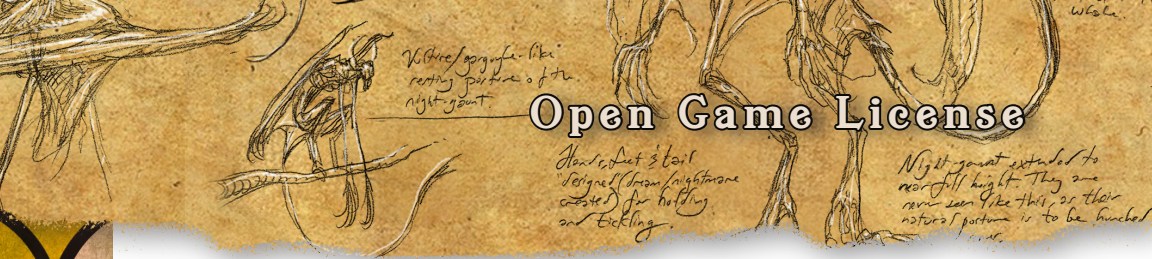
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