

A COLD FIRE WITHIN

A MIND-BENDING CAMPAIGN FOR **PULP CTHULHU**

KEEPER REFERENCE BOOKLET

Keeper Maps.....2

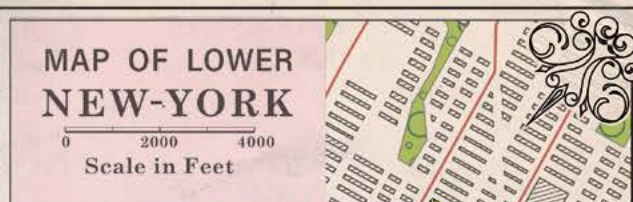
Pre-Generated Heroes.....36

Player Handouts14

Lomarian Heroes.....42

Player Maps.....24





Ground Floor



Plan of the Fontanelle Property

1. Front Porch
2. Sunroom
3. Living Room
4. Reading Room
5. Water Closet
6. Kitchen

Second Floor



7. Dining Room
8. Master Bedroom
9. Library
10. Water Closet
11. Guest Bedroom
12. Guest Bedroom



Plan of the Argus Property

1. Foyer
2. Parlor
3. Study
4. Kitchen
5. Dining Room
6. Bedroom
7. Water Closet
8. Guest Room
9. Storage
10. Stairs to Basement
11. Cellar
12. Pantry
13. Greenhouse
14. Toolshed

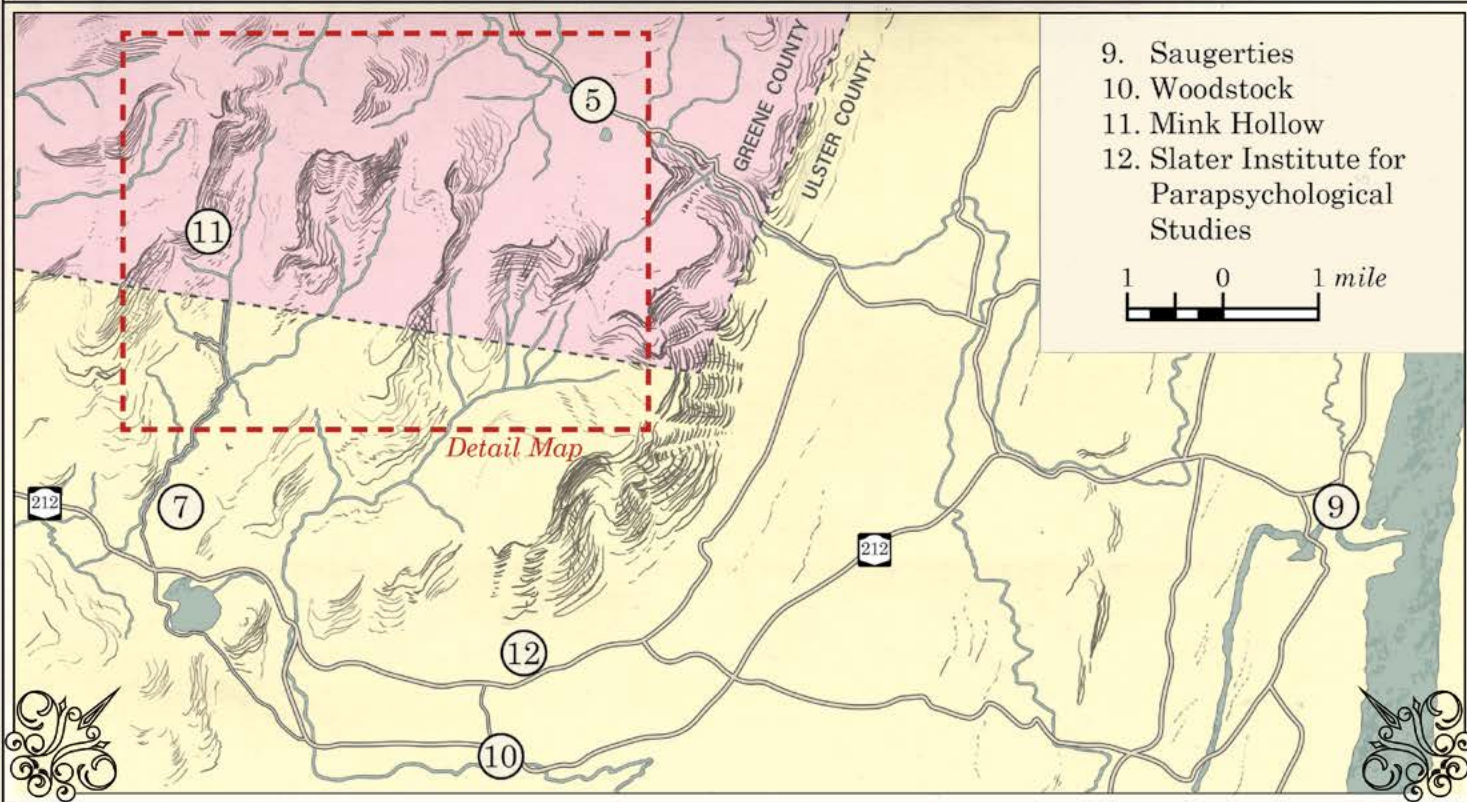
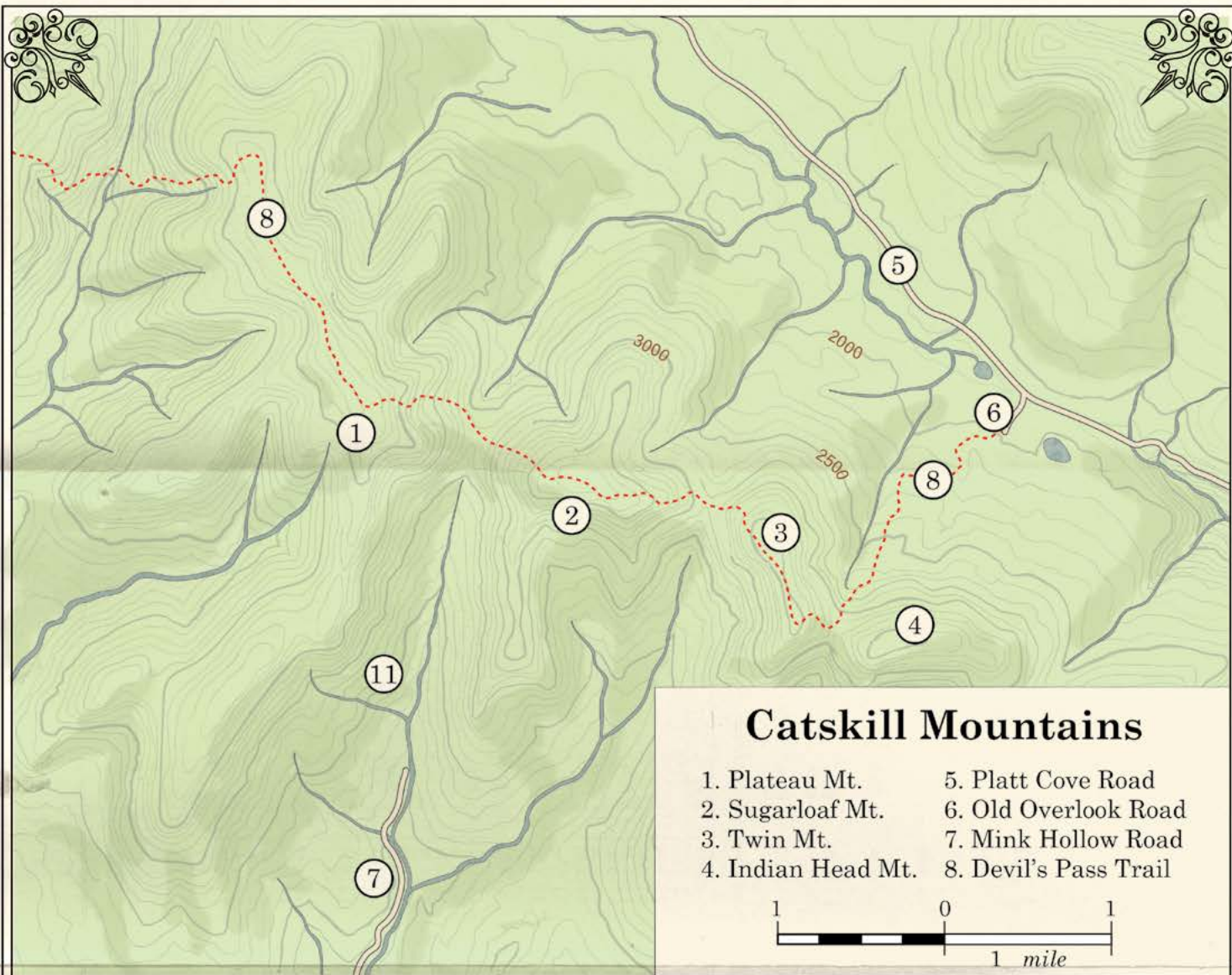
Running Round the Ring

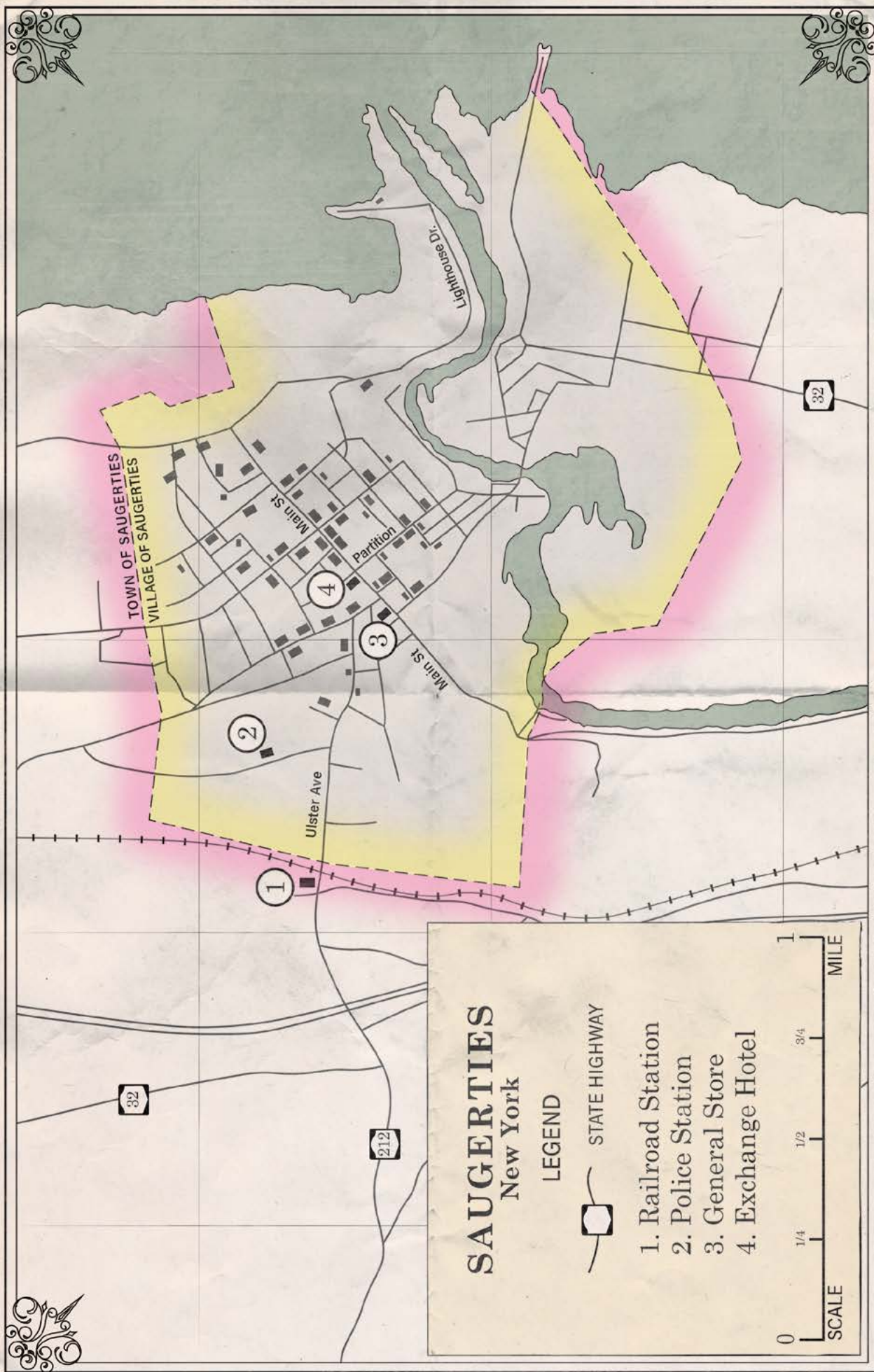
Chase Diagram



Numbers refer to movement actions required to pass through each rock location. These may be ignored if the Keeper wishes to present an obstacle or hazard on a particular rock location.

The diagram may be played as is, although for those wanting a longer chase sequence additional rock locations may be added.







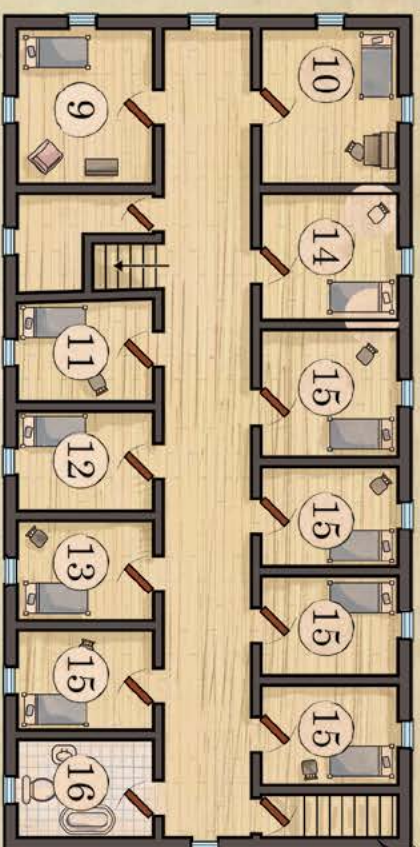
Plan of the Slater Institute for Parapsychological Studies

GROUND FLOOR

1. Entry Hall
2. Dr. Callisham's Office
3. Dr. Winslowe's Office
4. The Drummers' Room
5. Recreation Room
6. Dining Hall
7. Kitchen
8. Pantry

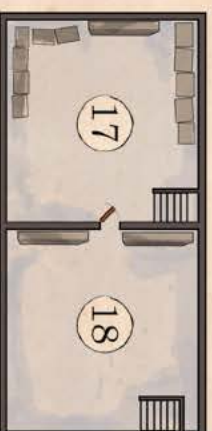
Stairs Up

Stairs Down



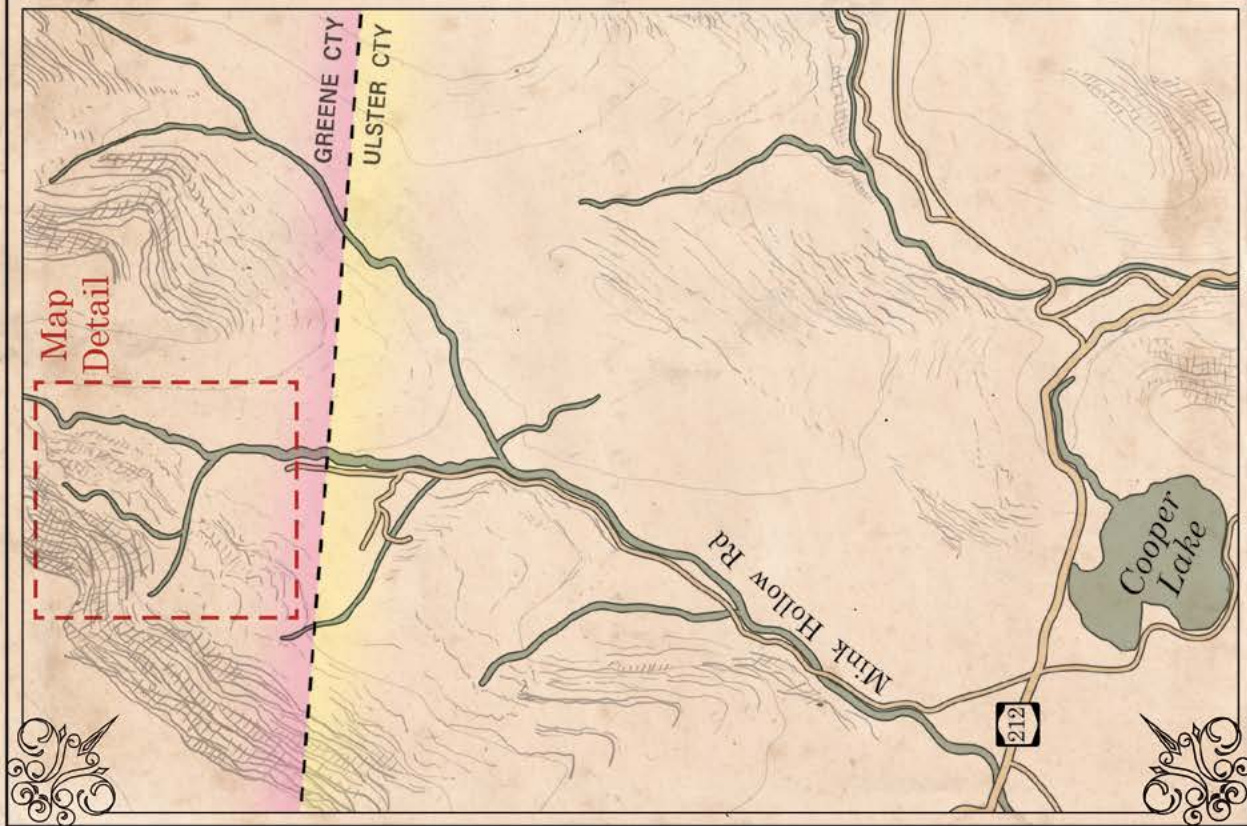
SECOND FLOOR

9. Dr. Callisham's Bedroom
10. Dr. Winslowe's Bedroom
11. Higgins' Room
12. Tolhurst's Room
13. Stuyvesant's Room
14. Pope's Room
15. Unoccupied
16. Water Closet



BASEMENT AND ATTIC

17. Basement
18. Wine and Food Cellar
19. Attic Storage





NORTHEASTERN K'N-YAN

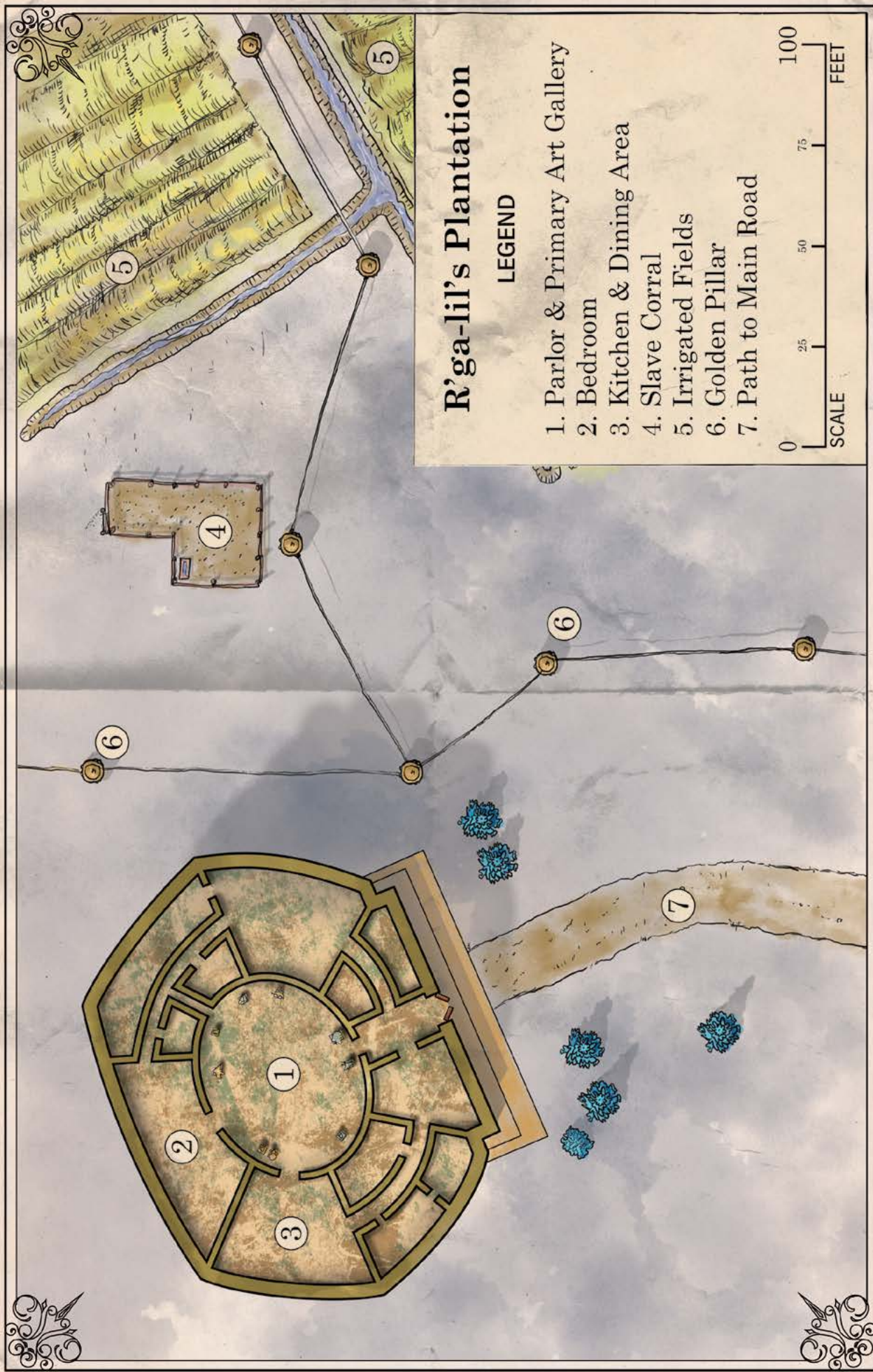
LEGEND

-  Temple
-  Plantation
-  Abandoned Town

0 1 2 3 4 5
SCALE MILES

KEY TO LOCATIONS

1. Entrance to K'n-yan
2. Basalt Bridge
3. R'ga-li's Plantation
4. City of V'thruu
5. Arena
6. T'lhya Tribe Camp
7. Massacre Site
8. Ruined Temple of Nug and Yeb
9. To the Temple Across the Sea
10. To Gru-lug & Zyth-eb

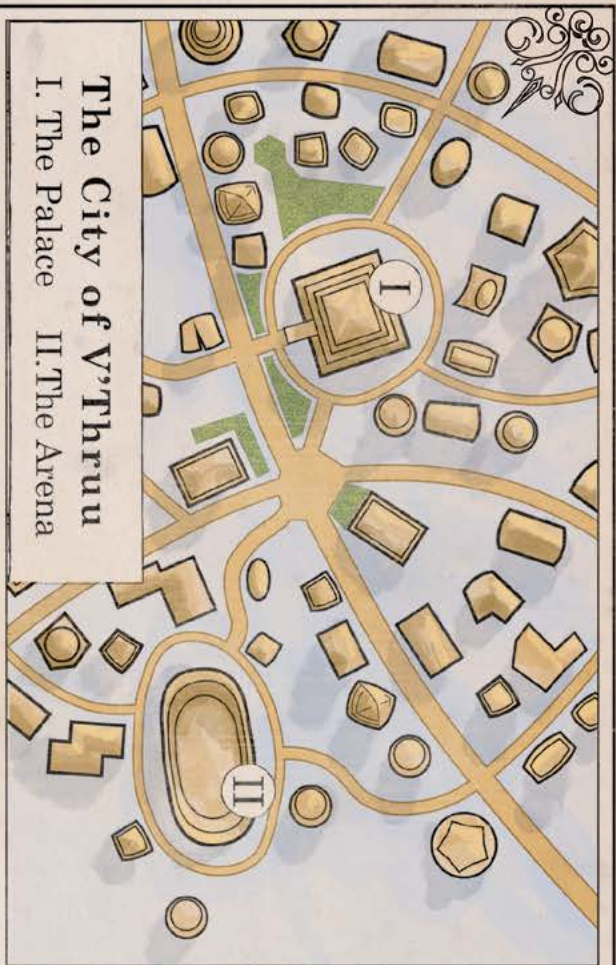


R'ga-li's Plantation

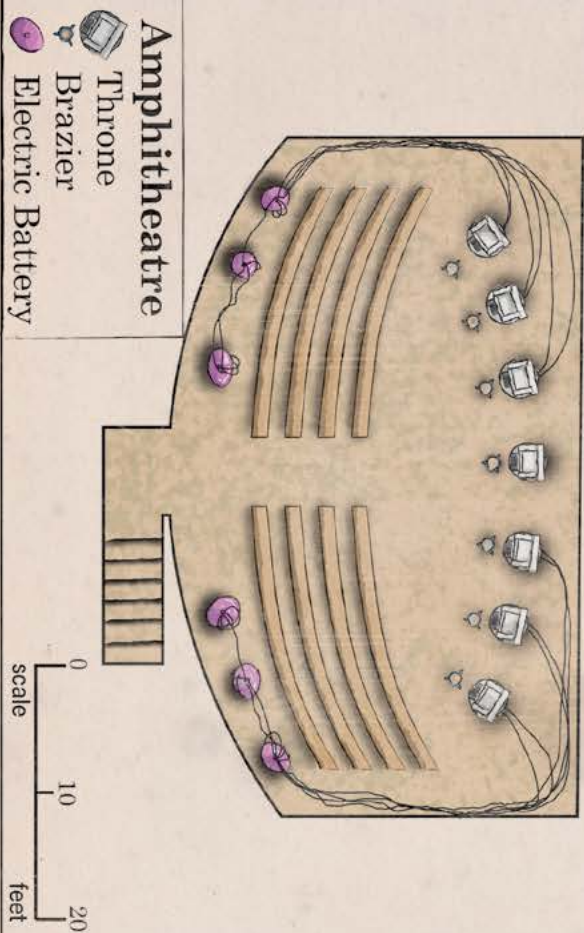
LEGEND

1. Parlor & Primary Art Gallery
2. Bedroom
3. Kitchen & Dining Area
4. Slave Corral
5. Irrigated Fields
6. Golden Pillar
7. Path to Main Road

0 25 50 75 100
SCALE FEET



The City of V'Thrun
I. The Palace II. The Arena



Amphitheatre

Throne
Brazier
Electric Battery

0 10 20
scale feet

Plan of City Palace

LEGEND

Ground Floor

1. Entrance Hall
2. Access to
Underground
Tunnels
3. Offices

Second Floor

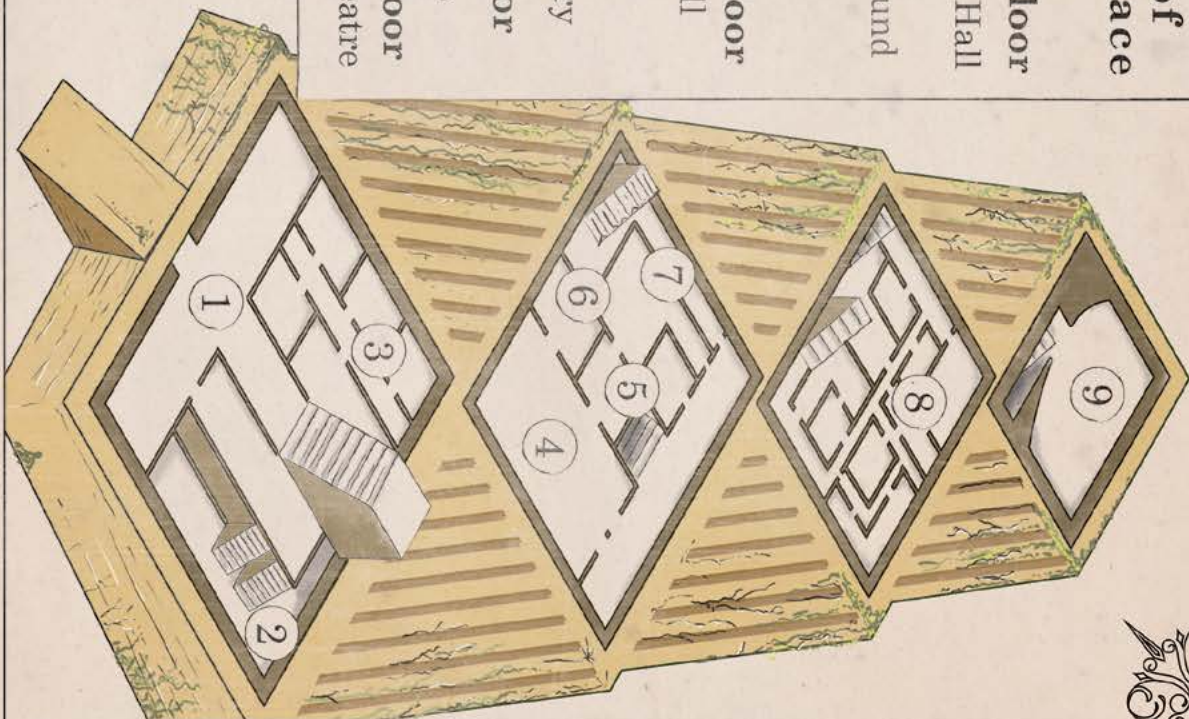
4. Large Hall
5. Armory
6. Archives
7. Art Gallery

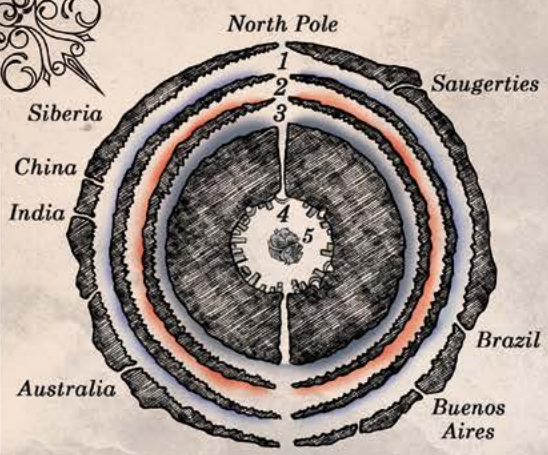
Third Floor

8. Bedrooms

Fourth Floor

9. Amphitheatre





Schematic Plan of the Lost World
(not to scale)

- | | | |
|------------|------------|------------|
| 1. K'n-Yan | 3. N'kai | 5. Nug and |
| 2. Yoth | 4. Yian-Ho | Yeb |



Significant Locations

- | | | |
|---------------------|--------------------------|----------------|
| I. Black Pilgrimage | II. Direction of Vehicle | III. Lomarians |
| Arrival Point | Arrival Point | |



APPENDIX A

Handout: Past Lives 1

August 3, 1933

I almost turned my rough-looking visitor away, which would have been the greatest mistake of my life. Thank what gods there be that he let slip hints of elder knowledge before I showed him the door. Once I gazed into those wolf-gray eyes, I saw the blazing intellect within. He sought me out after hearing me speak in that shabby bookstore about my latest work, because he is in need of my services. He is a man out of time, an old soul from the Golden Age of Lomar! The world of today is unrecognizable to him, both physically and culturally, having but recently awakened in the charity ward at Bellevue. Even much of his eldritch wisdom is clouded, apparently a result of the great act of will required to traverse the eons and possess the body of Ferdinand Argus. Well then, I shall help

him navigate this modern era and restore his strength.

September 21, 1934

Since returning from the trip to Europe to acquire materials to restore some of my master's faded knowledge, I have been quite busy with both further research and more conventional, but necessary, matters to implement our plans. I write from a hotel room in the Capitol, after my meeting with Lee Sarason. Those who think him simply the secretary to that buffoon Senator Windrip dangerously underestimate him. I hoped to interest him in providing funding for our own plans, but I fear he is unconvinced. He did share some interesting news—radio sermonizer Bishop Prang is forming a national cadre, the League of Forgotten Men. Sarason also said Windrip is

preparing to run for president. I understand the quasi-literate folksiness of Windrip's Zero Hour and its pie-in-the-sky promises have proven absurdly popular, so I suppose he has a real chance.

February 15, 1935

I despair of ever shaping the League of Forgotten Men into a proper organization, one which we can use as the vanguard in our war of conquest. Simpletons like Seabrooke mire it in orthodox religion and lazy scientism. Nonetheless, I have identified various members of the Brooklyn chapter who will suit our needs well enough, though they must be kept in the dark for now. This is my curse—in America, the paranormal societies lack discipline and the nationalist groups are too conventional. Sadly, even the Nazis are discarding the occultists who did so much to establish them and their ideology, even banning the Thule Society. It is clear that we must forge our own path.

PLAYER HANDOUTS

Handout: Past Lives3a

March 25, 1934

My lord Thetnoris,

It is with great honor that I send you this Latin fragment of the Pnakotic text. The owner, one Leonel Montoya Jiménez of Alcántara, Spain, parted with it dearly, but I was certain it held the secret of the crystals of Naphkon. Soon you'll be able to create a new shewstone to find others like yourself, vessels with bloodlines pure enough to host your countrymen. While I am in Europe, I hope to uncover other fragments of the ancient wisdom before I must return.

Your obedient servant,

Leopold Fontanelle

APPENDIX A

Handout: Past Lives3b

May 11, 1934

My liege,

I apologize that I have had so little good fortune in finding more fragments of the Pnakotic texts. So much knowledge has been lost over the eons. The 15th century Pnakotic manuscript you have is sorely lacking, but it remains the best source, though even that pales in comparison to the one you consult in dreams. I still marvel at my own visit to that lingering shadow of Lomar, when I had the honor of witnessing you use the fabled Heart of Dreams to rescue the seeds of that poppy long extinct in the Waking World, as well as acquire a sacred cat from many-ringed Cykranosh to guard your treasures.

Your humble advisor,

Leopold Fontanelle

PLAYER HANDOUTS

Handout: Past Lives3c

April 16, 1935

Master,

Success! I have uncovered an entrance into the Inner World not far from here! My theory was correct: there must be numerous paths into the vast deeps below us. The myths of the Red Indians, confused and primitive as they are, hinted at a racial memory of a time when they lived below the surface.

Why mount an expedition to the impenetrable North Pole or the formidable Himalayas? Certainly, the hidden civilizations of Hyperborea or Agharti would be a great prize, but, for all the expense, are the Nazis any closer to seizing either? Even the sanctuaries of the Lemurians and other refugees from lost lands, rumored to exist under the Grand Tetons or Mount Shasta, are far enough away to ignore when we have an entrance in our proverbial backyard. After all, if forbidden Yian-Ho truly lies hidden between the poles, any path down might equally take us there.

I am already making the arrangements for our trip on May 3 to Saugerties for ourselves, your transplanted countrymen, and some assistants from the League.

With boundless anticipation,

Leopold Fontanelle

lā! Shub-Niggurath!

APPENDIX A

Handout: Past Lives 2

Book travel for Argus to Sanger

Handout: Past Lives 4

Norbert Blythe	Neglos
Adelaide Hartley	Dakelis
Marguerite de Lacy	Inzikla
Hugo Northridge	Lendalo
Brendan Sterling	Kethnos
Ivy Tinsdale	Zeralta



Slater Institute for
Parapsychological Studies
Woodstock, New York

May 7, 1935

Dear —

I feel as if we're cursed. Here we are, nestled in the quiet hills, where trouble should be a distant thing indeed. However, two weeks ago, one of our resident subjects, Graham Tolhurst, disappeared. No one is a prisoner here, as you well know, and none of the subjects are required to live here while we conduct our studies. Of course, some of the most promising are not—well, let's just say, the most well-adjusted of people, so perhaps I should expect the occasional unannounced departure. We had another last October—the same sort of thing—the subject, Natalia Thimble, just up and left in the middle of the night. No one in town claimed to have seen her pass through. Nor did anyone see Evan Bain when he left in June. Of course, you remember the little Anna Yardley and how we found her missing in September 1933. I know Anna wasn't the first subject to disappear, but she was the first that really took us aback.

Even worse, now I'm seeing the ghosts, too. You'll recall the sightings that some of the subjects reported of American Indians stalking the halls at night, peering in at them in their beds. It's all certainly eerie, though we were never able to verify anything. As I say, though, now I've seen them too—perhaps it's the strain and restless slumber. My last good sleep was the night Graham vanished. I actually overslept, which I never do.

I'm sorry to bother you with all this, but I'm just at a loss. Perhaps we are haunted, and that's why subjects keep running off. I wish Director Nesbitt were still here. I miss his passion, though that's what led to him going into the Catskill Mountains and never returning. So, this is all my responsibility, now. I've dreaded asking, but I could really use your knack for getting to the bottom of things. I perfectly understand if you haven't the time or inclination.

Sincerely,

Yvonne Callisham

APPENDIX A

Handout: Wandering Minds 1



Slater Institute for
Parapsychological Studies
Woodstock, New York

NAME: Tolhurst, Graham

DATE: APRIL 20, 1938

SUBJECT: It started as the same sort of dream I've been having for the last few months. Quite intense, really. As I've said, I never had a dream quite like it before coming here a year ago. I suppose it's because of the research and my increasing capability with lucid dreaming techniques. I was always a strong dreamer. I've told you how it frightened my mother and father.

DOCTOR: Yes. Quite. Graham, pardon me for saying, but you seem a bit, shall we say, hesitant today.

SUBJECT: Ah, well, I suppose I should stop rambling and get to it. As I was saying, it was the dream about the underground city. I feel like I'm getting better at remembering details, but it's still all so hazy when I wake up, even though it leaves such an intense impression. Anyway, everything appears blue in the city, even the people. It's such a peculiar feeling, as if I'm somehow intruding and belong there at the same time. I still can't for the life of me remember a single word that we exchange in these dreams. Maybe we don't talk, though I feel as if we do. I just remember people staring intently at each other.

DOCTOR: Graham, are you all right?

SUBJECT: ... Yes, yes. I'm fine. It's just that put me in mind of what happened next. I woke up, you see, blinking in the darkness. And I felt this... presence. I turned toward my door, and I saw a woman. Well, really, mostly all I saw were her eyes. She had these wide eyes, a bit bigger than normal. And she was staring at me just as intently as the people in those dreams I have. Then she just faded away. Gone, just like that. It must have been an apparition. We haven't talked about this much, since it's nothing to do with your dream research really. But she's hardly the first ghost I've seen, here or elsewhere.

DOCTOR'S NOTE: I have questioned Mr. Tolhurst numerous times about possible waking inspiration for his dreams. They bear a striking resemblance to the sort of thing Miss Ashe used to talk about, but she disappeared three years before Mr. Tolhurst came here. It's possible that her stories have filtered through successive rounds of subjects long after her physical presence here. He also claims never to have read anything about the so-called "hollow earth," whether misguided pseudo-science like "Symmes Holes" or fictional treatments like in Verne. While it's tempting to theorize that such visions are somehow connected to psychic capabilities, it's more likely to be some combination of subconscious archetypes and stories influencing the dreams.

NAME: Esmeralda Marie Ashe

DOB: 9/12/1905

PLACE OF BIRTH: Kingston, NY

Subject is extremely gifted. She consistently gets high marks in most ESP tests we conduct with her. Like many of the gifted subjects we study, her home life and social life were troubled by her gifts. She is, however, especially difficult to work with. It is clear that she is used to getting her own way, aided in large part by her magnetic personality. I dare say she would make an able mesmerist if she turned to that. From her stories of her upbringing, it's clear that her premonitions and other talents caused no small amount of fear in her community and even family. This has surely only increased the negative qualities of her behavior.

As difficult as she can be in one-on-one sessions, she also insists on spreading her Theosophy-tinged-spiritualist claptrap among the other subjects here. While we don't require our subjects to ascribe to the same principles of logic and scientism we do, I think we must ask her to desist in proselytizing about "hidden masters" living in some preposterous paradise at the center of the earth.

N'x-Yhaa-Wll's Information

Deep below the earth, the balance of Nug and Yeb has been disturbed. Someday, Nug and Yeb must engulf the world in black flame and make ready the way. But the days of the cleansing are not yet. Let the Great Old Ones sleep in peace. The destruction that is being unleashed serves no purpose. The nearest temple of Nug and Yeb, full of decadent city dwellers fornicating in a parody of worship, has fallen. It is the first pained spasm of Nug and Yeb.

Half-formed monsters have been born and spread out into the plains. The tribe's warriors have been hunting them down. The man who has disturbed the Twin Blasphemies is not of K'n-yan, but his mind is untainted by the space devils. He has left his proper time.

Our warriors confronted a group of men walking through the plains a day ago. All but one of the warriors were destroyed, only killing one of the outsiders in the exchange. The one made it back to the tribe and told his story before dying. The outsiders were surface dwellers, but they were monstrous and wielded strange powers.

A vision enters the heroes' minds, that of a man resembling Leopold Fontanelle, although his eyes are black and bulging, and his skin ripples like water.

Later, the tribe collected their dead warriors for ritual feasting, but left the monstrous corpse of the slain outsider where it lay.

The temples of Nug and Yeb contain the Black Supplications; the nearest lies to the west of the plantation harvested by the one known as R'ga-lil, but the Supplications may be incomplete. Another temple lies far away, past the Dripping Forest and across the Sea of Still Waters, and may hold the complete Supplications. Those who recite the Black Supplications will be reborn before the Twins. Should you seek the temple across the sea, beware the dangers of the Dripping Forest. We T'lhya only enter briefly for rites of passage and to gather sacred drugs. Only the vile B'rii-guhun live there, but they have now returned to the All-Mother. It is taboo to say more.

May 2, 1935

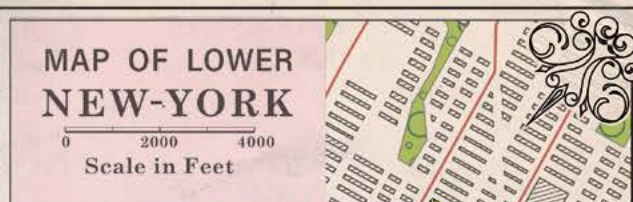
I can't sleep, so thrilling is our imminent journey to the fabled land of K'n-yan. Thetnoris has assembled his loyal countrymen—I almost pity the poor fools whose minds have been cast back to doomed Lomar. They will perish with that civilization while their stolen bodies live on and build a new Lomar, crushing the weak democracies of the world under their heel. Even the mighty fascist leaders must bow before their true masters.

May 10, 1935

The Temple of Nug and Yeb. I can still hear the obscene passions from above, but they do nothing to distract me from the revelations of the Black Supplications carved into the catacomb walls. With these ancient secrets, we will do what no humans in eons have done—walk the thousand bridges of forbidden Yian-Ho at the very center of the world.

[Final entry]

I don't know what day it is. There is no time here. The Black Sun never sets, never rests. Thetnoris has been drawing power from the Twin Blasphemies, but something's not right. Despite his power and wisdom, Thetnoris isn't channeling the energies properly, though he and the other Lomarians are shielded from the worst of it. But it's too late to stop the ritual now—it would mean our doom. Thetnoris has entrusted me with an important mission. I will lead an expedition back to K'n-yan to consult the Black Supplications again. I would write more, but my skin won't let me.



Ground Floor

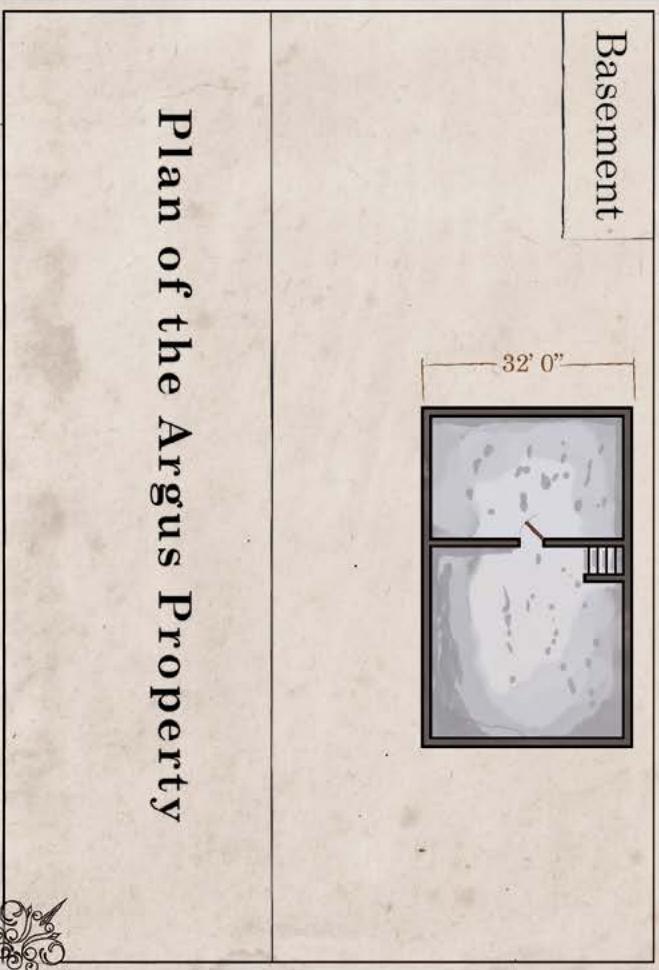


Second Floor



Plan of the Fontanelle Property

Garden City, Long Island

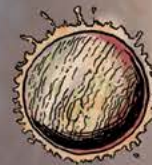


Running Round the Ring

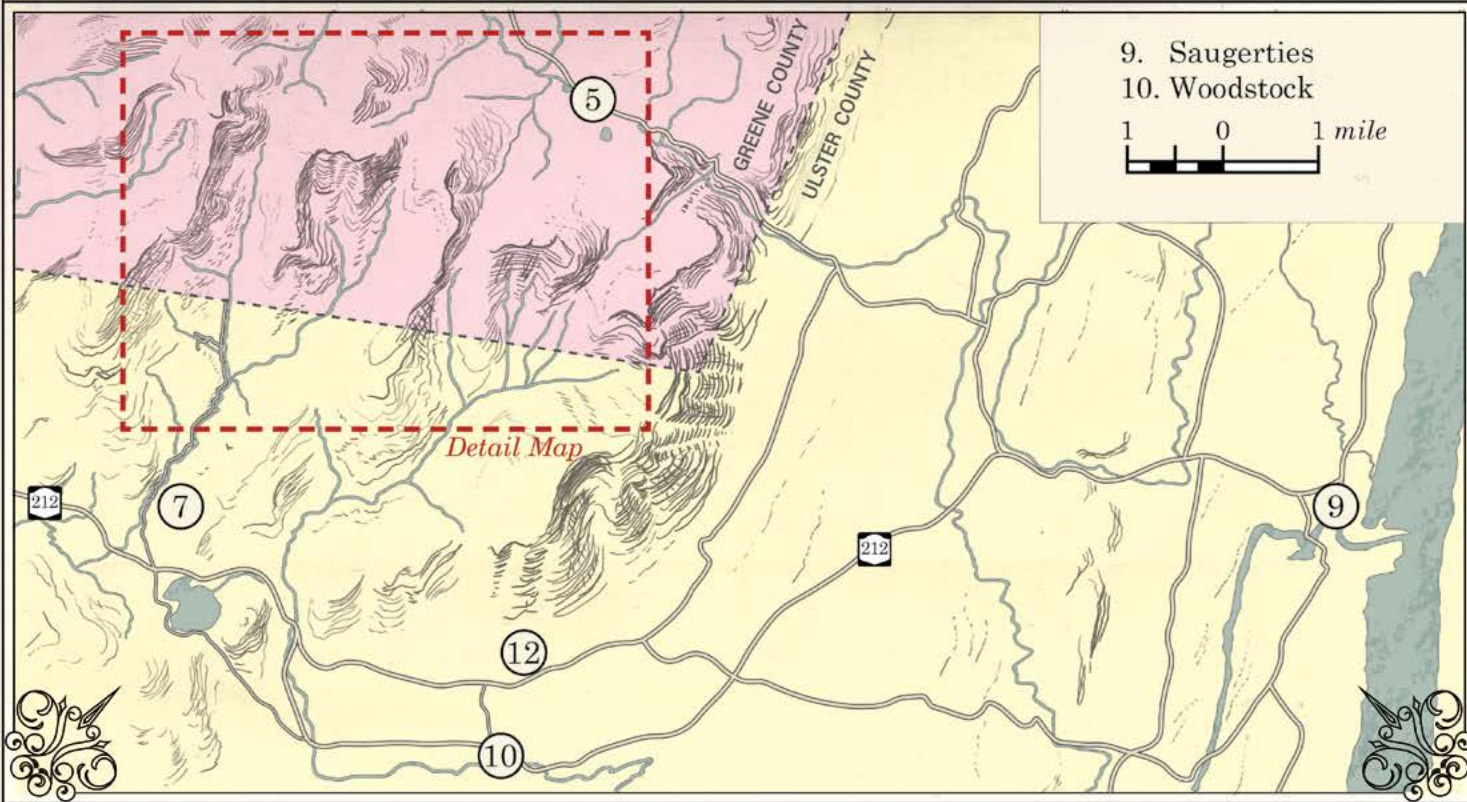
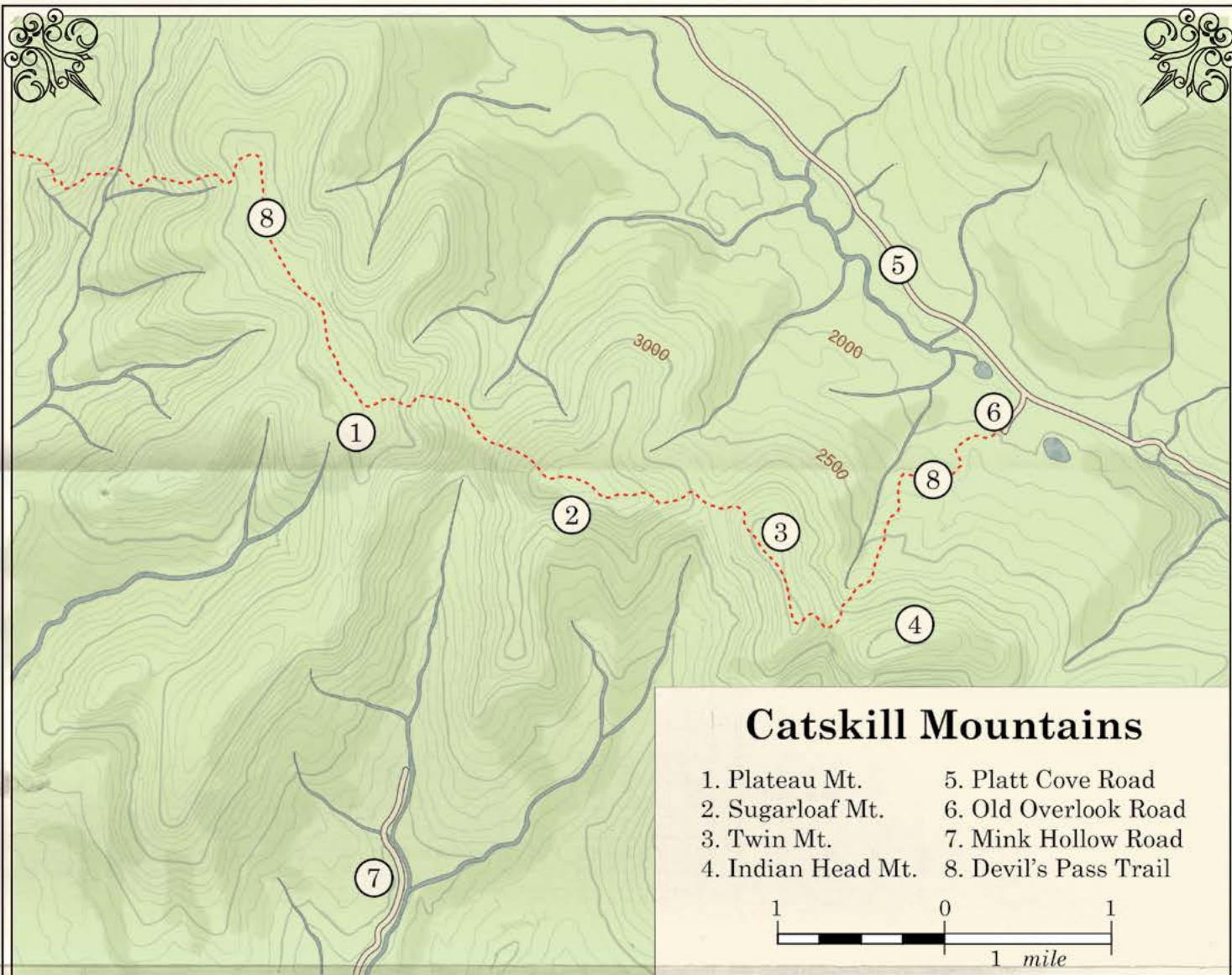
Chase Diagram

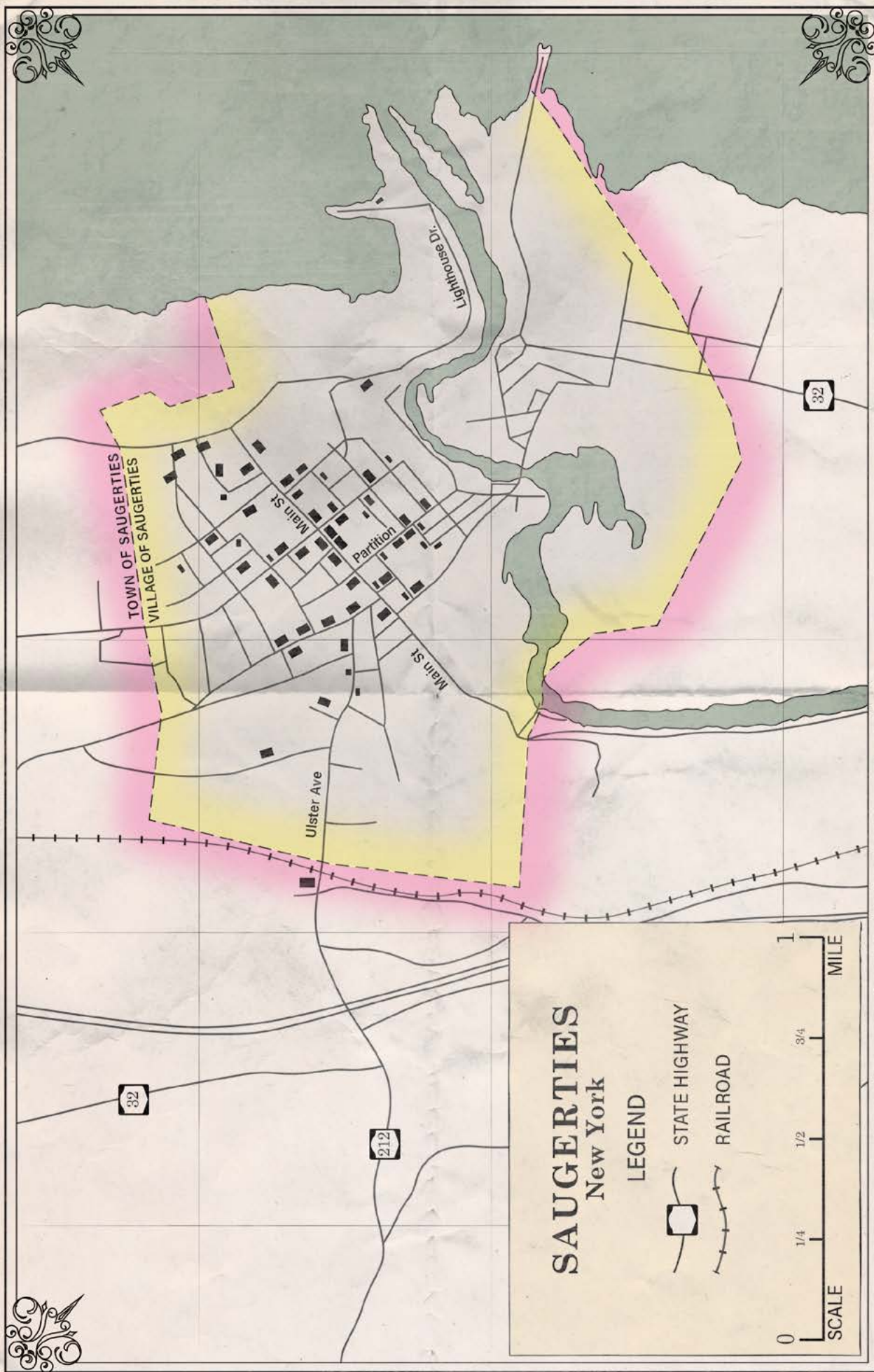


Heroes' Start



Door to Study





Opposite: Catskill Mountains map;
Left: Saugerties map

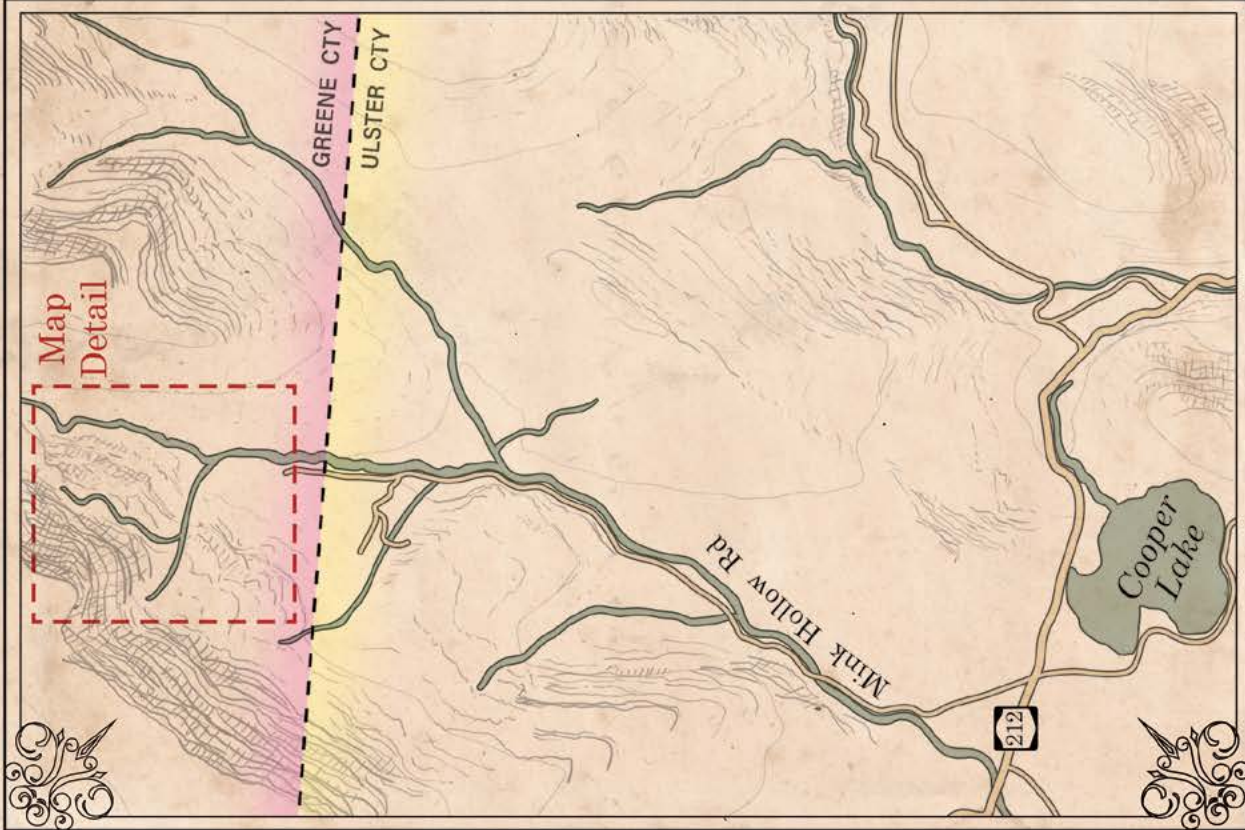
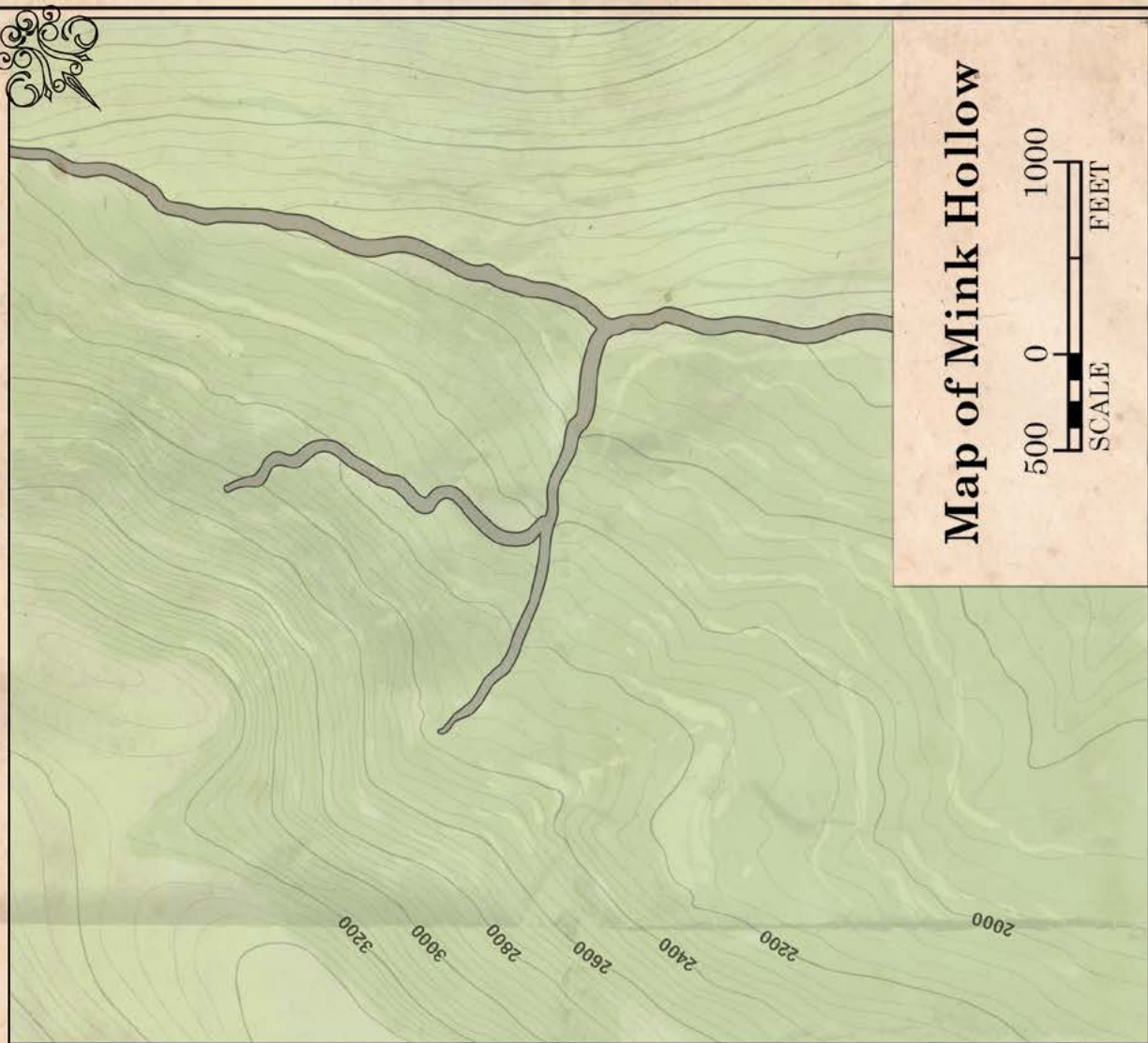


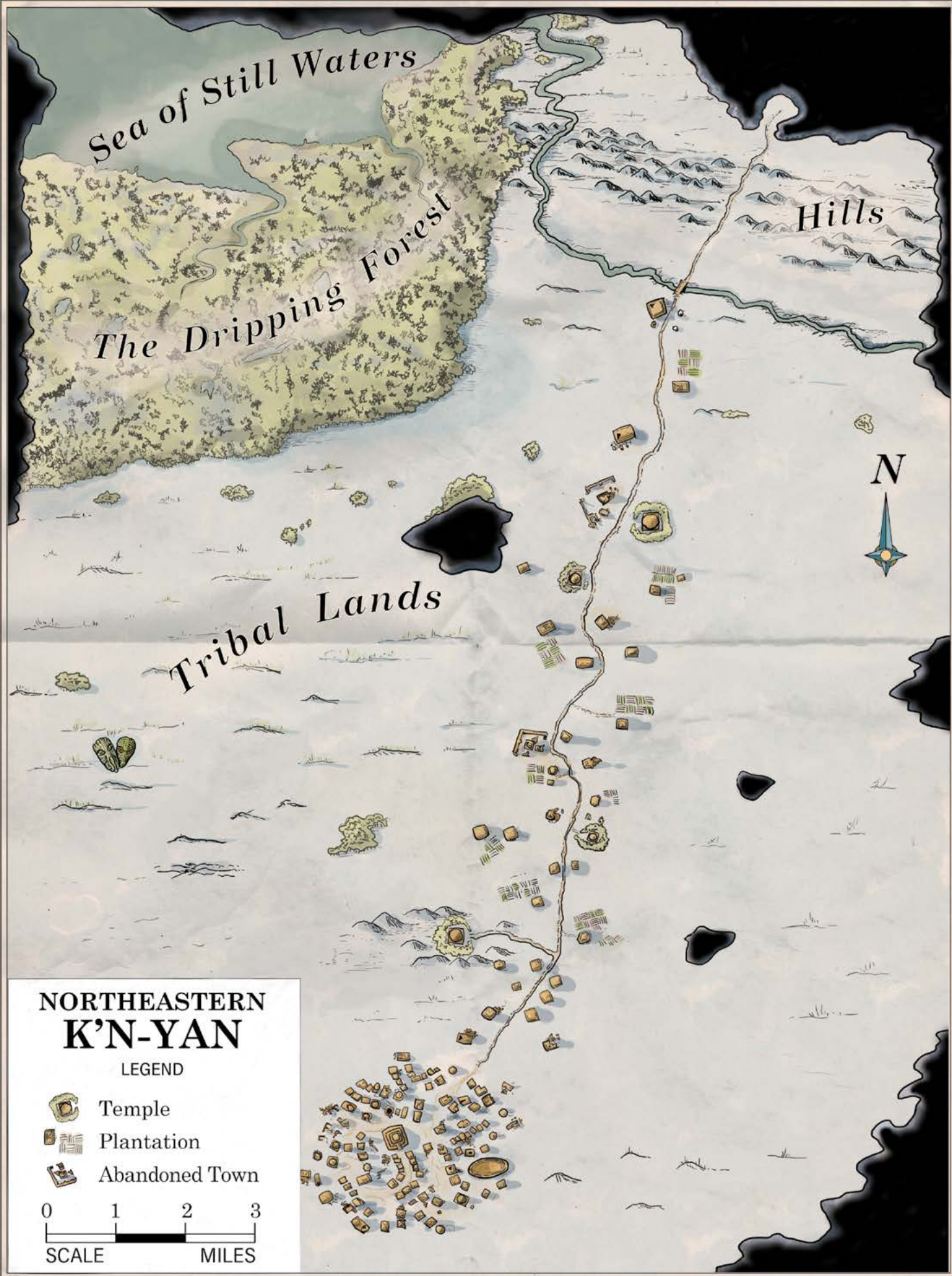
Plan of the Slater Institute for Parapsychological Studies

GROUND FLOOR

 Stairs Up
  Stairs Down







NORTHEASTERN K'N-YAN

LEGEND

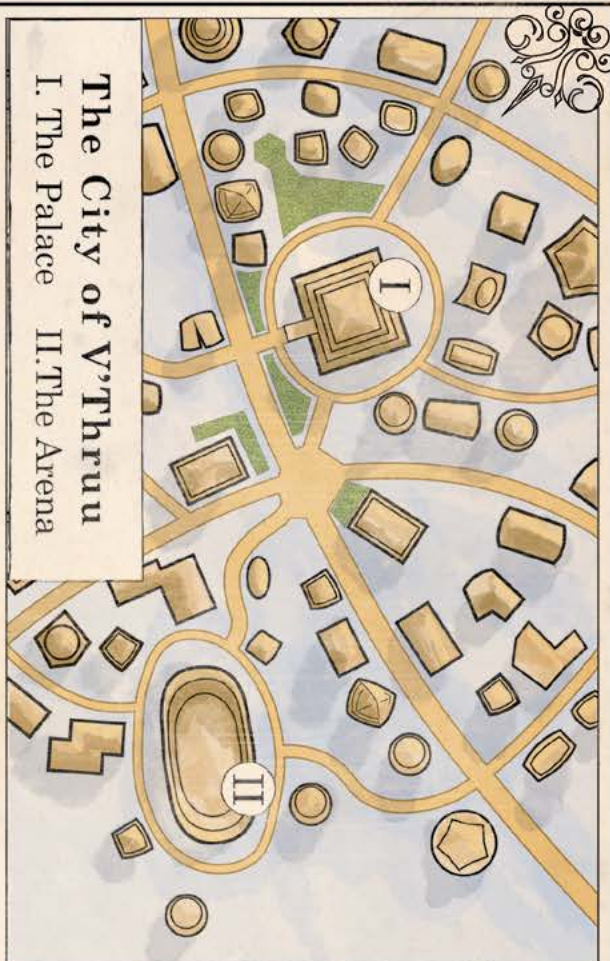
-  Temple
-  Plantation
-  Abandoned Town

0 1 2 3
SCALE MILES

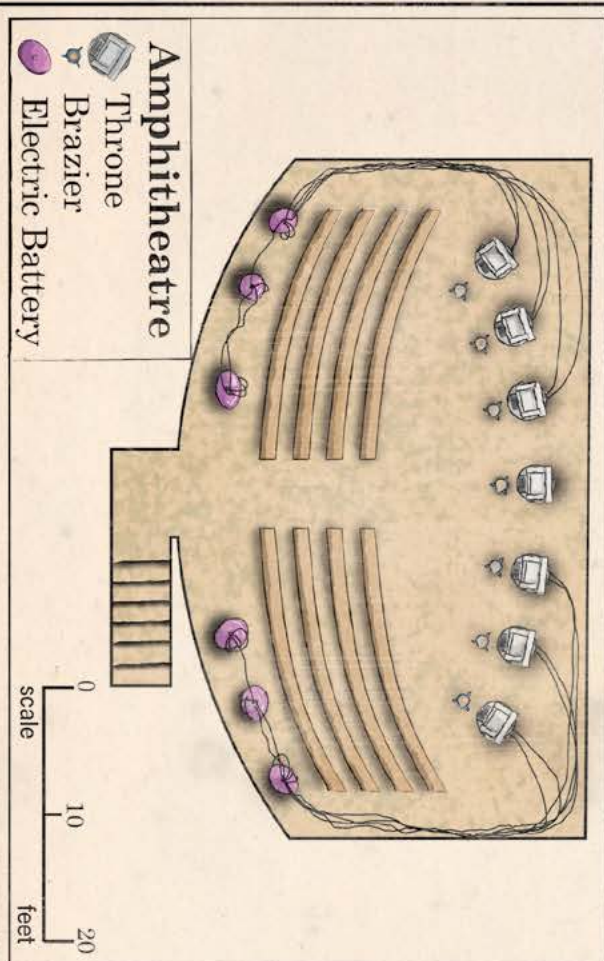


R'ga-lil's Plantation

0 25 50 75 100
SCALE FEET



The City of V'Thruu
 I. The Palace II. The Arena

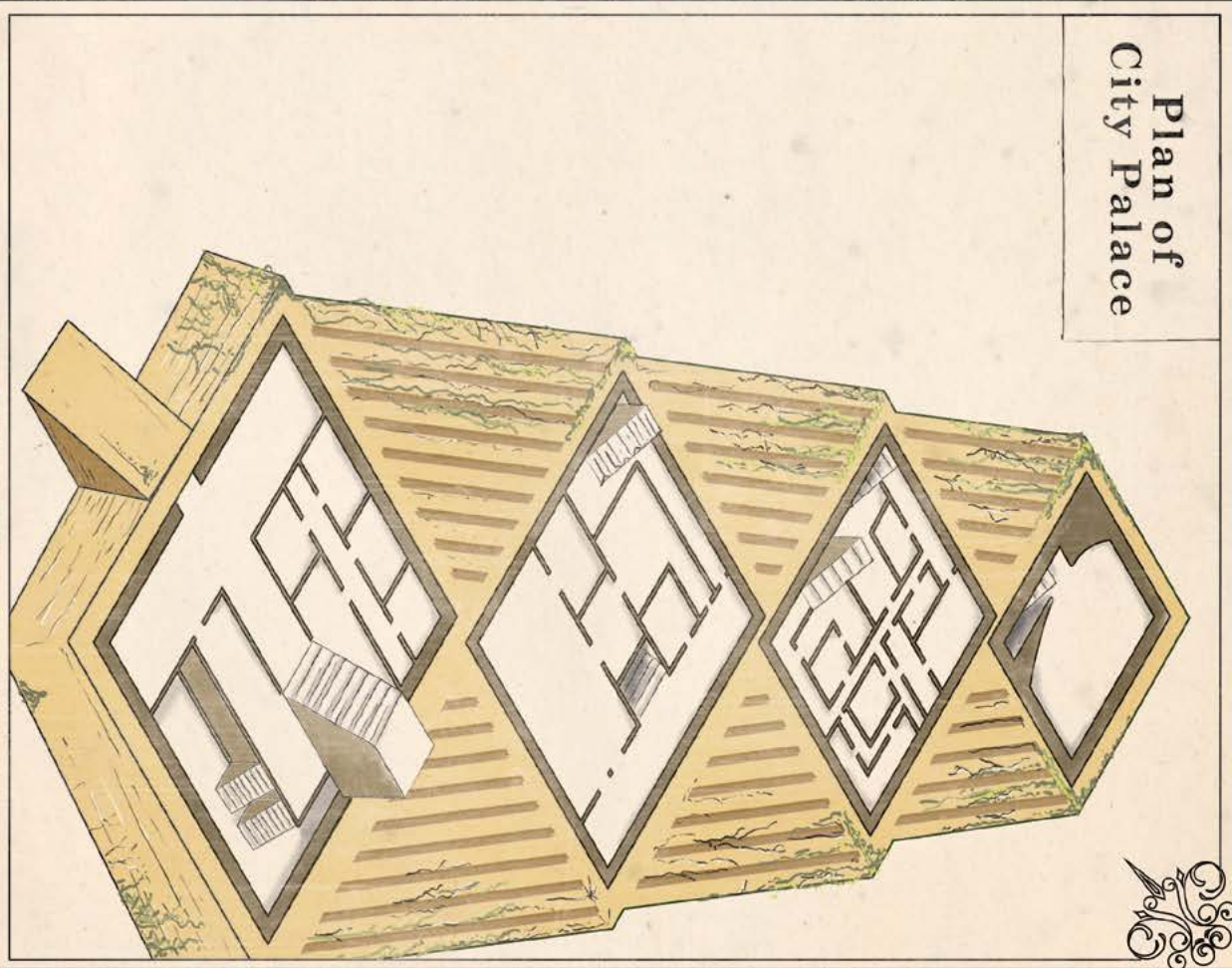


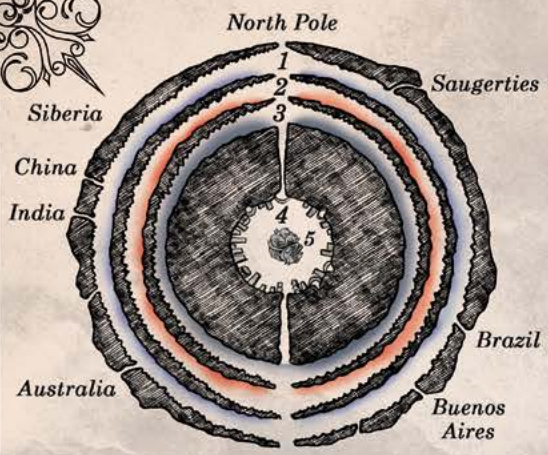
Amphitheatre

- Throne
- Brazier
- Electric Battery

0 10 20
 scale feet

**Plan of
 City Palace**





*Schematic Plan of the Lost World
(not to scale)*

- | | | |
|------------|------------|------------|
| 1. K'n-Yan | 3. N'kai | 5. Nug and |
| 2. Yoth | 4. Yian-Ho | Yeb |



BORIS KONEV, AGE 55, CULT LEADER

STR 45	CON 60	SIZ 70	DEX 50	INT 60
APP 65	POW 80	EDU 60	SAN 80	HP 26
DB: 0	Build: 0	Move: 7	MP: 16	Luck: 80

Archetype: Mystic

Combat

Brawl	45% (22/9), damage 1D3
Walking stick	45% (22/9), damage 1D6
.30-06 bolt-action rifle	50% (25/10), damage 2D6+4
Dodge	25% (12/5)

Skills

Charm	70% (35/14)
Credit Rating	40% (20/8)
Hypnosis	43% (21/8)
Language (English)	50% (25/10)
Language (Russian)	60% (30/12)
Medium	60% (30/12)
Occult	60% (30/12)
Psychology	50% (25/10)
Science (Astronomy)	45% (22/9)
Sleight of Hand	40% (20/8)
Spot Hidden	35% (17/7)
Stealth	40% (20/8)

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Psychic Power: Medium.**
- **Strong Willed:** gain a bonus die when making POW rolls.

Note: for a game that does not use the optional rules for psychic powers, replace the Psychic Power: Medium talent with the Mythos Knowledge talent, and raise Charm to 80% (40/16), Hypnosis to 70% (35/14), Occult to 70% (35/14), and Sleight of Hand to 53% (26/10).

Backstory

Konev fled Russia during the Revolution. He counts Siberian Cossacks, who intermarried with the native Buryats, as his ancestors. Boris accentuates his traces of Mongolian heritage,

both out of personal interest and because the exoticism intrigues prospective clients and followers. He has recently gone from performing séances to establishing a small following eager to hear his wisdom in exchange for donations. He draws on Russian occult traditions, Eastern Orthodox Christianity, and Mongolian, Tibetan, and Chinese esoteric beliefs. He is fascinated by Baron Roman von Ungern-Sternberg, the mystically inclined White Russian cavalry leader who declared himself the heir of the Khans and rallied 10,000 Mongolians in a failed attempt to liberate their country in the early 1920s. The possibility that the lieutenant general may have been in contact with the underground civilization of Agharti is especially interesting.

- **Description:** tall and lean, with white hair, a thin long mustache, and short goatee.
- **Ideology/Beliefs:** truth is not found in just one culture or creed.
- **Significant People:** Baron Ungern-Sternberg.
- **Treasured Possessions:** Selenga, his Buryat-Mongolian wolfhound.
- **Traits:** cheerful.





JEAN BERNARD, AGE 25, MECHANIC/AVIATOR

STR 45	CON 60	SIZ 70	DEX 75	INT 90
APP 45	POW 55	EDU 80	SAN 55	HP 26
DB: 0	Build: 0	Move: 8	MP: 11	Luck: 65

Archetype: Greaser

Combat

Brawl	60% (30/12), damage 1D3
Machete	60% (30/12), damage 1D8
Mauser C96	40% (20/8), damage 1D10+1
Dodge	37% (18/7)

Skills

Accounting	40% (20/8)
Credit Rating	30% (15/6)
Electrical Repair	70% (35/14)
Language (English)	80% (40/16)
Listen	50% (25/10)
Mechanical Repair	70% (35/14)
Navigate	60% (30/12)
Occult	25% (12/5)
Operate Heavy Machinery	41% (20/8)
Pilot (Aircraft)	80% (40/16)
Science (Mathematics)	60% (30/12)
Science (Physics)	60% (30/12)
Spot Hidden	40% (20/8)
Stealth	35% (17/7)

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Handy:** reduces difficulty by one level or gains bonus die (Keeper's discretion) when making Electrical Repair, Mechanical Repair, and Operate Heavy Machinery rolls.
- **Resourceful:** always seems to have what they need to hand; may spend 10 Luck points (rather than make a Luck roll) to find a certain useful piece of equipment (e.g., a flashlight, length of rope, a weapon, etc.) in their current location.

Note: for a game that uses the optional rules for weird science, the Resourceful talent can be replaced with Weird Science.

Backstory

Jean has been around machines her whole life, and her intelligence drew her beyond practical mechanics to the theoretical underpinnings of how things work. She then took that scientific knowledge and used it to dream of how to improve technology even further. Like many pilots, she developed a set of rituals and superstitions around the act of flying. Since working as the pilot, mechanic, and general assistant to explorer Morgan Dunhurst, she has become more interested and knowledgeable in folklore and the unexplained.

- **Description:** lanky and slim, with curly hair, and a prominent nose.
- **Ideology/Beliefs:** hard work never killed anyone.
- **Significant People:** her father, Jerry Bernard, who first showed her how to repair something.
- **Meaningful Locations:** her combination hangar/workshop.
- **Traits:** superstitious.



LAURA RUTH SHEVERSKY, AGE 31, INVESTIGATIVE JOURNALIST

STR 70	CON 85	SIZ 55	DEX 60	INT 75
APP 65	POW 70	EDU 70	SAN 70	HP 28
DB: +1D4	Build: 1	Move: 9	MP: 14	Luck: 65

Archetype: Hard Boiled

Combat

Brawl	75% (37/15), damage 1D3+1D4
Switchblade	75% (37/15), damage 1D4+1D4
Dodge	30% (15/6)

Skills

Art/Craft (Photography)	50% (25/10)
Clairvoyance	60% (30/12)
Credit Rating	15% (7/3)
Fast Talk	70% (35/14)
History	60% (30/12)
Intimidate	30% (15/6)
Language (English)	70% (35/14)
Law	37% (18/7)
Library Use	40% (20/8)
Locksmith	50% (25/10)
Psychology	60% (30/12)
Read Lips	50% (25/10)
Spot Hidden	45% (22/9)
Stealth	50% (25/10)

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Psychic Power:** Clairvoyance.
- **Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round..

Note: for a game that does not use the optional rules for psychic powers, replace the Psychic Power: Clairvoyance talent with the Photographic Memory talent, and raise Listen to 35% (17/7), Locksmith to 60% (30/12), Spot Hidden to 60% (30/12), and Stealth to 70% (35/14).

Backstory

Laura grew up learning to trust her hunches. She also had a knack and compulsion for poking into things. Those hunches and her sixth sense became so developed that she became convinced over time that they were extrasensory in nature. Laura's talents and inclinations led her to become an investigative reporter. She knows how to take care of herself and won't hesitate to prove it. Her encounters with the seedier aspects of life, whether in back alleys or posh offices, have hardened her. But she still loves exposing a dirty secret to the world, even more so if it does some good.

- **Description:** short, with wavy hair; dresses so as not to draw attention.
- **Ideology/Beliefs:** secrets are meant to be uncovered.
- **Significant People:** Laura's mentor and editor, Dick Burroughs.
- **Treasured Possessions:** her worn silver lighter.
- **Traits:** driven.





MACARIO "MAC" ORTIZ, AGE 28, SOLDIER

STR 65	CON 90	SIZ 70	DEX 80	INT 65
APP 75	POW 70	EDU 60	SAN 70	HP 32
DB: +1D4	Build: 1	Move: 8	MP: 14	Luck: 70

Archetype: Steadfast

Combat

Brawl	50% (25/10), damage 1D3+1D4
.45 automatic	60% (30/12), damage 1D10+2
.30-06 bolt-action rifle	40% (20/8), damage 1D10+2
Tommygun	66% (33/13), damage 1D10+2
Dodge	50% (25/10)

Skills

Climb	32% (16/6)
Credit Rating	15% (7/3)
Drive Auto	60% (30/12)
Fast Talk	40% (20/8)
First Aid	70% (35/14)
Intimidate	60% (30/12)
Language (English)	60% (30/12)
Language (Spanish)	50% (25/10)
Medicine	41% (20/8)
Psychoanalysis*	60% (30/12)
Stealth	60% (30/12)
Survival (Jungle)	40% (20/8)

**Mac is not a trained psychoanalyst, but his empathy and ability to reassure others allow him to use the "dime store therapy" version of the skill (Pulp Cthulhu, page 38).*

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Nimble:** does not lose next action when "diving for cover" versus firearms.
- **Shadow:** bonus die or reduced difficulty to Stealth; makes two surprise attacks.

Backstory

Mac's grandparents moved to New York from Puerto Rico in the 19th century. As a young man, he joined the US Marine Corps and was sent to Nicaragua during the last days of the so-called Banana Wars. There, he served as a combat medic and developed a deep bond with his squad mates. He is convinced that a guardian angel saved their lives during an ambush. While he is no longer a marine, he still believes in doing the right thing and helping those in need. He is fascinated by mysterious occurrences and enjoys speculating about what may cause them.

- **Description:** stout and stocky, with a crew cut and sparkling eyes.
- **Ideology/Beliefs:** higher powers may watch over us, but we should help each other, too.
- **Significant Person:** Corporal Ryland "Spanky" Hurlleigh.
- **Treasured Possessions:** his collection of newspaper clippings of Fortean phenomena.
- **Traits:** resolute.



MIRIAM BLACKMORE, AGE 26, SCIENTIST

STR 70	CON 50	SIZ 45	DEX 55	INT 85
APP 55	POW 65	EDU 95	SAN 65	HP 19
DB: 0	Build: 0	Move: 9	MP: 13	Luck: 65

Archetype: Egghead

Combat

Brawl	25% (12/5), damage 1D3
12-g shotgun (2B)	50% (25/10), damage 4D6/2D6/1D6
Dodge	27% (13/5)

Skills

Anthropology	40% (20/8)
Credit Rating	30% (15/6)
First Aid	50% (25/10)
History	40% (20/8)
Language (English)	95% (47/19)
Language (Latin)	60% (30/12)
Library Use	50% (25/10)
Medicine	50% (25/10)
Natural World	36% (18/7)
Persuade	60% (30/12)
Science (Biology)	75% (37/15)
Science (Botany)	62% (31/12)
Science (Chemistry)	73% (36/14)
Science (Parapsychology)	76% (38/15)
Spot Hidden	50% (25/10)

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Keen Vision:** gain a bonus die to Spot Hidden rolls.
- **Quick Study:** halve the time required for Initial and Full Reading of Mythos tomes, as well as other books.

Backstory

Miriam grew up on a farm near New Jersey's Pine Barrens. Her love of outdoor activities, along with her sharp, inquisitive mind, led to her study of the natural sciences. Since childhood, she has enjoyed ghost stories and folktales, and she turned her scientific mind to the study of paranormal phenomena. Miriam believes that rigorous research and experimentation can uncover the truth behind evidence of extrasensory perception and hauntings. A couple of years ago while completing her degree, she got to work at the Slater Institute for Parapsychological Studies in Upstate New York. Unfortunately, it didn't qualify for school credit, but the experience was valuable nonetheless. Perhaps someday the study of parapsychology will be regarded as a valid science.

- **Description:** slender, with brown hair; dresses practically.
- **Ideology/Beliefs:** all things can be understood.
- **Meaningful Locations:** the New Jersey Pine Barrens.
- **Treasured Possessions:** the microscope her parents scrimped to buy her in high school.
- **Traits:** loyal.





MORGAN DUNHURST, AGE 37, EXPLORER

STR 85	CON 75	SIZ 50	DEX 90	INT 75
APP 60	POW 55	EDU 80	SAN 55	HP 25
DB: +1D4	Build: 1	Move: 9	MP: 11	Luck: 70

Archetype: Thrill Seeker

Combat

Brawl	50% (25/10), damage 1D3+1D4
Machete	50% (25/10), damage 1D8+1D4
.45 revolver	50% (25/10), damage 1D10+2
12-g shotgun (semi-auto)	60% (30/12), damage 4D6/2D6/1D6
Dodge	45% (22/9)

Skills

Archaeology	41% (20/8)
Charm	50% (25/10)
Climb	50% (25/10)
Credit Rating	60% (30/12)
History	25% (12/5)
Language (English)	80% (40/16)
Language (Spanish)	50% (25/10)
Natural World	60% (30/12)
Navigate	40% (20/8)
Occult	20% (10/4)
Stealth	65% (32/13)
Survival (Mountain)	41% (20/8)
Swim	40% (20/8)
Track	65% (32/13)

The player has 40 skill points to allocate to any skills they desire, apart from Cthulhu Mythos.

Pulp Talents

- **Lucky:** regains an additional +1D10 Luck points when Luck Recovery rolls are made.
- **Rapid Fire:** ignores penalty die for multiple handgun shots.

Backstory

Morgan wasn't content with a life of leisure that was too, well... leisurely. He enjoyed exotic environments and the thrill of the hunt. During a hunting expedition in South America, he became enamored of the ruins there and the traces of fallen empires. He is now set on making his own great discoveries and unlocking the secrets of the ancients. He eagerly devours any report that hints at lost civilizations, especially those scorned by hidebound academics who lack imagination. Perhaps he and his pilot and confidante Jean Bernard will be the ones to discover Atlantis, El Dorado, or Shambhala!

- **Description:** rugged, with a five o' clock shadow and handlebar mustache.
- **Ideology/Beliefs:** what we know of history is merely the surface of a deep and mysterious pond.
- **Significant People:** Jonathan Winthorpe, a rival explorer.
- **Meaningful Locations:** Machu Picchu.
- **Traits:** fearless.



LOMARIAN HEROES

Use these pre-generated characters as directed in Chapter 6.

ARAKIEL, AGE 27, MUSCLEBOUND HALBERDIER

Arakiel is a member of Olathoë's militia, wielding an elegant polearm; a crystal of Naphkon is embedded in the grip, which Arakiel can focus raw mental power into.

STR 95	CON 80	SIZ 70	DEX 70	INT 70
APP 55	POW 60	EDU 65	SAN special*	HP: 30
DB: +1D6	Build: 2	Move: 8	MP: 12	Luck: special*

*Based on your modern hero's current values.

Combat

Brawl	60% (30/12), damage 1D3+1D6
Pole Axe*	90% (45/18), damage 1D12+1D6
Dodge	35% (17/7)

* **Special:** spend 1D4 MP to gain +2 points of damage with poleaxe per attack.

Skills

Climb 45% (22/9), Cthulhu Mythos 5% (2/1), First Aid 40% (20/8), Intimidate 50% (25/10), Jump 50% (25/10), Listen 30% (15/6), Natural World 30% (15/6), Navigate 30% (15/6), Psychology 30% (15/6), Spot Hidden 35% (17/7), Stealth 30% (15/6), Swim 30% (15/6), Throw 30% (15/6), Track 25% (12/5).

Pulp Talents

- **Power Lifter:** gain a bonus die when making STR rolls to lift objects or people.
- **Heavy Hitter:** spend 10 Luck points for additional 1D12 with poleaxe.

Armor: 4-points of studded leather armor.



SERAL, AGE 30, FORMIDABLE HUNTER

Based in the vapor-draped Valley of Banof, Seral hunts prey in the nearby mountains and forests, often fending off the hairy, cannibal Voormis.

STR 70	CON 95	SIZ 70	DEX 75	INT 75
APP 60	POW 65	EDU 70	SAN special*	HP: 32
DB: +1D4	Build: 1	Move: 8	MP: 12	Luck: special*

*Based on your modern hero's current values.

Combat

Brawl	50% (25/10), damage 1D3+1D4 or knife 1D6+1D4
Spear (melee)	90% (45/18), damage 1D8+1+1D4
Spear (thrown)	70% (35/14), damage 1D8+1D2, range 14 y/m
Dodge	40% (20/8)

Skills

Climb 60% (30/12), Cthulhu Mythos 10% (5/2), First Aid 50% (25/10), Jump 60% (30/12), Listen 50% (25/10), Natural World 60% (30/12), Navigate 50% (25/10), Psychology 20% (10/4), Spot Hidden 60% (30/12), Stealth 60% (30/12), Swim 30% (15/6), Throw 70% (35/14), Track 60% (30/12)

Pulp Talents

- **Fleet Footed:** 10 Luck to not be outnumbered for one encounter.
- **Shadow:** Bonus die or reduced difficulty to Stealth; makes two surprise attacks.

Armor: 3-points of furs.





THOLTKAN, AGE 25, HULKING WRESTLER

Tholtkan is an enormous barbarian with bright scarlet skin and jet-black hair from the continent of Lemuria in the Pacific Ocean. The foreign wrestler's striking appearance and skill have won acclaim in Olathoë's sports arena.

STR 85	CON 80	SIZ 95	DEX 75	INT 55
APP 40	POW 55	EDU 50	SAN special*	HP: 35
DB: +1D6	Build: 2	Move: 7	MP: 11	Luck: special*

*Based on your modern hero's current values.

Combat

Brawl* 100% (50/20), damage 1D3+1D6

Dodge 50% (25/10)

* **Special:** spend 1 MP to find a weak spot, ignoring opponent's armor for one attack.

Skills

Climb 40% (20/8), Cthulhu Mythos 5% (2/1), Fast Talk 30% (15/6), Intimidate 60% (30/12), Jump 40% (20/8), Language (Lomarian) 40% (20/8), Language (Naacal) 50% (25/10), Listen 30% (15/6), Natural World 20% (10/4), Navigate 20% (10/4), Ride 40% (20/8), Spot Hidden 30% (15/6), Stealth 25% (12/5), Swim 30% (15/6), Throw 50% (25/10).

Pulp Talents

- **Tough Guy:** spend 10 Luck points to ignore up to 5 HP damage per round.
- **Outmaneuver:** Build 3 when initiating maneuvers.

Armor: 2-points of leather and metal harness.





NETHKIL, AGE 28, AGILE ARCHER

Nethkil is a refugee from Daikos and wields a crystal caster, a pistol-like weapon carved from a single crystal of Naphkon. Nethkil fires it by focusing psychic energy into shredding bursts of kinetic force capable of impaling. The archer is able to use “dime store” therapy.

STR 50	CON 60	SIZ 50	DEX 95	INT 70
APP 65	POW 80	EDU 65	SAN special*	HP: 22
DB: 0	Build: 0	Move: 8	MP: 16	Luck: special*

**Based on your modern hero's current values.*

Combat

Brawl	25% (12/5), damage 1D3
Crystal Caster*	95% (47/19), damage 1D10+2, range 20 y/m, attacks 1 (3)
Dodge	85% (42/17)

* **Special:** spend 1D6 MP for paralyzing shot with crystal caster; victim is frozen for 1 round following and then suffers a penalty die to all actions in the second round.

Skills

Charm 40% (20/8), Climb 50% (25/10), Cthulhu Mythos 5% (2/1), First Aid 40% (20/8), Jump 70% (35/14), Listen 40% (40/8), Locksmith 30% (15/6), Natural World 20% (10/4), Navigate 20% (10/4), Psychoanalysis 20% (10/4), Sleight of Hand 40% (20/8), Spot Hidden 35% (17/7), Stealth 75% (37/15), Swim 40% (20/8), Throw 60% (30/12).

Pulp Talents

- **Rapid Fire:** ignores penalty die for multiple handgun shots.
- **Endurance:** gain a bonus die when making CON rolls (including to determine MOV rate for chases).

Armor: 3-points of leather armor.





PARATHKER, AGE 32, ENCHANTING NOBLE

Parathker has lived in the capital, Olathoë, for years, though the noble comes from the recently fallen city of Daikos. Parathker's natural attractiveness can be augmented with their crystal of Naphkon, entrancing viewers. The noble is able to use "dime store" therapy.

STR 55	CON 65	SIZ 50	DEX 70	INT 70
APP 95	POW 80	EDU 80	SAN special*	HP: 23
DB: 0	Build: 0	Move: 9	MP: 16	Luck: Special*

*Based on your modern hero's current values.

Combat

Brawl	40% (20/8), damage 1D3
Saber	90% (45/18), damage 1D8
Dodge	50% (25/10)

***Special:** spend 1D6 MP to make an opposed APP vs. POW roll against a human or Voormi who can see Parathker; the target is stunned for 1D4 rounds or until harmed.

Skills

Charm 80% (40/16), Cthulhu Mythos 10% (5/2), Law 55% (27/11), Listen 30% (15/6), Persuade 75% (37/15), Psychoanalysis 50% (25/10), Psychology 50% (25/10), Spot Hidden 50% (25/10).

Pulp Talents

- **Rapid Attack:** may spend 10 Luck points to gain one further melee attack in a single combat round.
- **Resilient:** may spend Luck points to shrug-off points of Sanity loss, on a one-for-one basis.

Armor: 7-points (4-points studded leather armor; 3-points shield).





NERALITH, AGE 90, KNOWLEDGEABLE SCHOLAR

Neralith studies life, death, and points between in Olathoe's libraries. Their great knowledge of the Cthulhu Mythos allows the scholar to spontaneously create a number of magical effects. Neralith is able to use "dime store" therapy.

STR 45	CON 50	SIZ 45	DEX 60	INT 80
APP 55	POW 75	EDU 99	SAN special*	HP: 19
DB: 0	Build: 0	Move: 8	MP: 15	Luck: special*

**Based on your modern hero's current values.*

Combat

The Serpent's Kiss: telescoping whip that dispenses a variety of poisons that affect humans, Voormis, and animals if it breaks the skin. All of the poisons cause 2D10 damage in addition to any other "benefits;" an Extreme CON roll by the victim halves the damage and the additional affect. It cannot be used to fight back.

Poison Settings (choose which per attack)

- **Heart's Rage:** causes 2D4 rounds of berserk fury against random nearby targets; at end, target makes CON roll or dies of heart attack (negated if Extreme CON roll was successful).
- **Devouring Ice:** 4D8 damage to STR and DEX.
- **Numbing Fog:** 4D8 damage to INT and POW.

Brawl	30% (15/6), damage 1D3
Serpent's Kiss	75% (37/15), damage 1D6 + poison, range 10 y/m
Dodge	40% (20/8)

Skills

Charm 40% (20/8), Cthulhu Mythos 50% (25/10), First Aid 60% (30/12), Language (Voormish) 35% (17/7), Listen 30% (15/6), Medicine 50% (25/10), Natural World 40% (20/8), Navigate 30% (15/6), Occult 80% (40/16), Persuade 50% (25/10), Psychoanalysis 30% (15/6), Psychology 35% (17/7), Science (Biology) 80% (40/16), Science (Chemistry) 90% (45/18), Spot Hidden 50% (25/10).

Pulp Talents

- **Resilient:** may spend Luck points to shrug-off points of Sanity loss, on a one-for-one basis.
- **Gadget:** Serpent's Kiss.

Armor: 2-points of leather robes.



TERALOS, AGE 48, INSIGHTFUL SORCERER

Teralos lives in Olathoë. Along with formalized spells, Teralos can spontaneously use Cthulhu Mythos to improvise magical effects. Teralos has already cast Flesh Ward (see below).

STR 45	CON 60	SIZ 70	DEX 65	INT 95
APP 55	POW 85	EDU 80	SAN special*	HP: 26
DB: 0	Build: 0	Move: 7	MP: 17	Luck: special*

*Based on your modern hero's current values.

Combat

Flesh Ward (spell): choose how many magic points have been spent; each point provides an additional 1D6 points of armor against non-magical attacks. The protection is eaten away by each point of damage stopped. Lasts for 24 hours.

Attacks per round: 1

Brawl	70% (35/14), damage 1D3
Staff	70% (35/14), damage 1D8
Dodge	50% (25/10)

Skills

Cthulhu Mythos 40% (20/8), Fast Talk 50% (25/10), First Aid 50% (25/10), Listen 40% (20/8), Locksmith 25% (12/5), Medicine 20% (10/4), Natural World 40% (20/8), Occult 80% (40/16), Persuade 30% (15/6), Sleight of Hand 40% (20/8), Spot Hidden 45% (22/9), Stealth 40% (20/8).

Spells

Create Mist of R'lyeh, Flesh Ward, Wrack.

Pulp Talents

- **Strong Willed:** gain a bonus die when making POW rolls.
- **Keen Vision:** gain a bonus die to Spot Hidden rolls.

Armor: 2-points of leather robes.





HERASH, AGE 32, IRON-WILLED TELEPATH

Herash fled during the fall of Daikos. An astral traveler who has learned much of the Cthulhu Mythos and can use their knowledge to spontaneously create a number of magical effects. Herash is able to use "dime store" therapy.

STR 65	CON 75	SIZ 70	DEX 70	INT 55
APP 70	POW 95	EDU 70	SAN special*	HP: 29
DB: +1D4	Build: 1	Move: 8	MP: 19	Luck: special*

**Based on your modern hero's current values.*

Combat

Brawl	40% (20/8), damage 1D3+1D4
Saber	75% (37/15), damage 1D8+1D4
Dodge	35% (17/7)

Skills

Charm 40% (20/8), Climb 40% (20/8), Cthulhu Mythos 40% (20/8), First Aid 40% (20/8), Intimidate 50% (25/10), Jump 35% (17/7), Listen 50% (25/10), Persuade 60% (30/12), Psychoanalysis 30% (15/6), Psychology 70% (35/14), Spot Hidden 50% (25/10), Stealth 50% (25/10), Throw 30% (15/6).

Pulp Talents

- **Alert:** never surprised in combat.
- **Psychic Power:** Psychic Attack—POW vs. POW; success drains 1D10 magic points. A victim drained of all magic points goes unconscious.

Armor: 3-points of leather armor.

