

Shadowfall



The World Building
CONSORTIUM

SHADOWFALL

An adventure setting for use with the Cepheus Engine Core Rules

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INTRODUCTION

Like most science fiction authors, H.P. Lovecraft worked in dialog with the advancement of knowledge and technology. Almost uniquely for one who was published in the pulps of the 20s and 30s he was extremely dubious about all of it. To him it was axiomatic that the social structure he lived in was justified by Social Darwinist laws of the universe, but he could also see that progress was going to threaten the entitled position of the Anglo-Saxon men that he thought were necessary to drive that advance. The inevitable result would be debasement and degradation instead. It was a paradox that he could not see his way out of, and explains why so many of his (invariably white, well-bred, and male) protagonists descend into madness when confronted with something simultaneously alien yet greater than they were—it was the inevitable result of having to hold two contradictory “truths” in their heads at once.

With the 20th and 21st centuries’ battles for equality and tolerance we know where the solution to the problem lies, even if it’s alarmingly further away than it once seemed. Lovecraft is criticized for his racism but somehow still exerts a fascination. For some it’s probably because, as I said, we’re not as far along as we thought. But even past that it’s got a certain something that lies, I think, in the strength of his insight even after its narrowness is stripped away.

Progress has famously been described as a series of insults to humanity: Copernicus moved us from the center of the universe, Darwin erased the line between people and animals, and Freud showed that we didn’t even control our own minds. Another blow to our pride—all of us, not just HPL’s demographic—would come when we make contact with intelligent species “out there” and discover that we are insignificant by comparison.

H.P. Lovecraft’s stories still invoke uneasiness in me because I wonder about the worst-case scenario: that human beings are as capable of inflicting horrors as any creature from his oeuvre, and if we’re knocked out of our delusion of importance many would respond by emulating the powerful and inflicting new cruelties on others in an effort to close the gap. It’s nearly irrelevant whether or not the universe is the Social Darwinist place that Lovecraft thought it was if the powerful act like it is. The only difference would be the existence of hope for the weak if it isn’t, no matter how faint. Will we graduate to inhumanity even if it’s possible to avoid it?

This setting, and the games you can play in it, explores that idea.

HISTORY

The year is 1984, though it's not wise to openly notice the literary anniversary. The people of the world have been terrified by what they've learned since the end of WWII and the powers-that-be have used that to get a firm grip on them. Hardly a shot was fired as freedom surrendered to security in a new age of threats. The so-called Free World and the Communist Bloc glare at one another but co-operate to hold down the rest of the planet. Small wars spread chaos and death in Vietnam, Central America, Afghanistan, Angola, and more, but the powerful present a unified front against alien evils while publicly acting like the other is an enemy. Where possible they've made peace with a few of those inhuman factions, and in doing so have become more like them. How did we end up here?

Until the 1920s all of what we fear now was known only as hints and allegations—a mysteriously lost miner in the Cactus Hills of Nevada, a hushed-up case of graverobbing in Philadelphia, a small street in Paris that literally ceased to exist. The situation began to change in 1928 with the FBI raid on Innsmouth, Massachusetts, when those taken into custody disappeared behind a cloak of silence, then with the Dyer Expedition to Antarctica in 1930-31. A little later there were rumors of ancient horror being uncovered in the Outback.

Even then the reaction was behind the scenes, as the looming world war and reflexive government secrecy everywhere kept the startling facts known only within certain circles. The atomic attacks on Japan and the return of servicemen who'd seen strange things on distant fronts cracked the armor of silence. In 1949 the newly elected President MacArthur was just one of several leaders who proclaimed the truth to their public:

We deal now, not with things of this world alone, but with the illimitable distances and as-yet unfathomed mysteries of the universe....war, no longer limited to the armed forces of an enemy, but instead the ultimate conflict between a united human race and the sinister forces of some other planetary galaxy.

The world had entered a new age, with enemies without and within. There were mass arrests and universal surveillance, yes, but it was all necessary, wasn't it? Thirty-five years later there are only a few people left who resist the new status quo. Some are deeply hidden in the halls of power, but those are a mere handful. Most are people who have no choice, branded as enemies of the state because of their ancestry, or religion, or way of life. Innsmouth's fate has become relevant to whole swathes of society, and some of those affected feel they have no choice but to fight back.

TIMELINE

- 1350?** The Mi-Go set up their first new outposts on Earth after millennia of abandonment.
- 1885** A several-acre section of northeast Massachusetts near the town of Wenham is reduced to lifelessness. Later research proves it to be the victim of a Colour Out of Space attack.
- 1889** A portion of abyssal ocean crust is raised above the water of the southeast Pacific before subsiding a few days later. This, and its two subsequent returns, has had knock-on psychic consequences ever since.
- 1901** First documented encounter between humans and Bright Ones. Nova Persei.
- 1910** Dr. Herbert West makes great strides in the science of reanimating the dead, though much of his research is lost upon his untimely death in 1921. It will not be entirely rediscovered until the 1960s.
- 1914** The portion of ocean crust that made a brief surface appearance in 1889 appears once again, subsiding two days later.
- 1920** Crawford Tillinghast makes the first successful attempt to unfold and observe other dimensions shortly before his disappearance.
- 1925** The same watery land appears for a third (and so far, final) time. In this instance it lingers for several weeks before once again returning beneath the waves. There are very considerable psychic effects across the world this time, enough that the governments of the world begin to take notice.
- 1928** The Innsmouth Raid breaks Deep One society in the United States.
- 1931** The Dyer Expedition to Antarctica discovers the Elder Ones in their derelict city of Kadath on the Antarctic Plateau. Several of those involved in this interaction are killed, and the human survivors ward off further exploration for years by inventing a fictitious super-Himalayan mountain range as an obstacle.
- 1934** A small Mi-Go spacecraft crashes into the Black Forest in Germany. While the Nazis are only able to decipher a little of its technology, the recovery spurs nations around the world into a desperate search for esoteric knowledge of their own.

- 1935** An ancient city is uncovered in Australia's Great Sandy Desert, but is largely covered up by its discoverers. The find would lie fallow for more than a decade. Between this, Innsmouth, and the Dyer Expedition, knowledge of the Mythos begins to leak out into general society.
- 1939** Nazi Germany explores and claims "Neuschwabenland" in Antarctica but fails to contact the Elder Ones. The expedition is recalled in the run-up to WWII.
- 1942** Argentine military forces, acting on the prompting of Germany, attempt to penetrate Antarctica and form an alliance with Elder Ones. They fail.
- 1943-6** Extermination of Deep One colonies in New England, the west coast of Ireland, southeast Norway, the South Island of New Zealand, and Hokkaido's coastal waters. Internment of the few survivors.
- 1944** After discovering Argentine efforts in the south, the UK launches Operation Tabarin, which does reach the now-revived Elder One city but also ends with casualties on both sides and no firm contact.
- 1945** First atomic weapons used. End of World WWII. Operation Paperclip begins.
- 1947** Operation Highjump finally makes peaceful contact with humanity's Antarctic predecessors and opens diplomatic channels. A trickle of trade in scientific knowledge for resources and manpower begins.
- 1948** Proper excavations begin on the alien city Pnakotus in Australia's Great Sandy Desert. Discovery that the Yithians are mentally present within everyday society.
- 1948** American President MacArthur elected in a landslide victory over Harry Truman. At his instigation, he and other world leaders expose the public at large to the arcane truth early in the next year—or at least the truth as they want it understood.
- 1952** MacArthur, Prime Minister Eden of the UK, Premier Malenkov of the USSR, French President Juin, Japanese PM Hatoyama, and Chinese Chairman Chu declare on behalf of the United Nations that an alliance with the Elder Ones had been signed.
- 1955** With help from the Elder Ones relations are established with the Plutonian Mi-Go via their base in rural New England. Sending of human representatives to Pluto begins.

- 1957** International Geophysical Year. Sputnik 1 is launched by the USSR. The US counters with Explorer 1.
- 1959** Antarctica formally ceded to the Elder Ones under the UN Antarctic Treaty. Antarctic Treaty Secretariat established in Buenos Aires.
- 1961** Covert military action against the human/primate hybrids of Central Congo begins, eventually resulting in their extermination.
- 1964** President MacArthur dies, to be succeeded by his vice-president Richard Nixon.
- 1969** First landing on the Moon. During a second mission that year. Astronaut Clifton Williams disappears, an event covered up by NASA using his designated body double.
- 1970** Moon exploration temporarily stopped after Apollo 13 due to “budgetary reasons”.
- 1975** Return to the Moon.
- 1978** Margaret Thatcher becomes Prime Minister of the UK, replacing Prime Minister Powell.
- 1979** Bouvet Island struck by a B-41 nuclear weapon dropped from a Stratofortress staged out of Overberg AFB in South Africa.
- 1980** President Nixon dies under mysterious circumstances and is succeeded by President Reagan. Horizon Moon Base begun.
- 1984** Now

CHARACTERS

CHARACTERISTICS

Characters are given characteristics as per the procedure outlined in the Cepheus Engine core rules. A few minor modifications are as follows.

Education (EDU)

A character with an EDU of less than 4 has never been to school, while 8+ is a high-school education—this version of Earth still has 1950s level of education for most people in the West, so leaving high school early to work is still common. EDU A is some college or university, so the player should pick an institution with which their character has links. B-C are an undergraduate degree, D-E are a doctorate and F is a masters. As with level A these imply a school with which they are associated, and in the case of a master's degree the player may select two.

Social Standing (SOC)

Americans and characters from the Communist Bloc cannot have a SOC above A. If B-F is generated, the player can choose between two options: either reduce the characteristic to A, or change the character's country of origin: Commonwealth citizens (Australia, Canada, New Zealand, or South Africa) can be ennobled in the UK, while British citizens can be native nobility; Japan has its *kazoku*, reinstituted after a short hiatus following WWII. European nations, including Russia and Eastern Europe, have the residue of their nobility floating around in places like Monaco and Switzerland.

Note that dual citizenship is a possible solution to the conundrum of a player who wishes to have a character from one of the forbidden nations if they generate a SOC of B-F, though in the case of the Communist Bloc this status will cause more problems than it brings benefits.

Psychic Strength (PSI)

All school-age children in the Free World and Communist Bloc are surreptitiously tested for their psychic strength and assigned a rating on the 12-point Zener-Rhine scale. Those with a strength of 11 or 12 are encouraged (and even quietly pressured) to enter government training at age 18 and embark on a career as a psychic. Players may decide their qualifying character's career without interference but may want to include the effects of refusing in their character's background. Roll 2D6 to determine psychic strength and, if the character's career is not Psychic (see Available Careers, p.10) subtract 1 for each term completed. Psychic strength can be higher than 12, but only by using dangerous pharmaceuticals or eldritch rites.

Psychic Strength points are expended in order to use psychic skills (see p.22) and are recovered at the rate of 1 per day.

UPP

As all characters have a psionic strength (even if they are untrained), UPPs in Shadowfall are of the form 123456-7.

Sanity

This setting assumes that humans are of somewhat sterner stuff than is usual in Lovecraftian games, though that's not to say that insanity isn't part of the game. But after April and August 1945, humanity has unfortunately proven that it can withstand any horror, to some extent anyway.

Using the Cepheus Engine's mechanism for damage taken from physical sources as an example—where the physical characteristics STR, END, and DEX are degraded, with various inflection points at zeroes—sanity in Shadowfall is modeled by degrading the mental characteristics. If INT is reduced, the character is becoming so fearful that they no longer think things through or notice things that they might under normal circumstances. If EDU is affected, they begin to act in more instinctive and animalistic ways, failing to act on things that they know which might have been helpful. If SOC is affected, the character's fear is making them act in repulsive ways that prevents people from reacting positively to them, or treating them with the respect their societal position would normally receive—even a duke or an industrial magnate can be shunned or strait-jacketed and locked away.

The first damage to a character's sanity is always applied to INT. After this the player can choose to which characteristic they want to apply damage, but when all three have had damage applied to them the character loses minor actions in combat—they are simply too unsettled to act normally.

If two mental characteristics are reduced to zero, characters become temporarily insane and are unable to undertake helpful actions other than fleeing. They can be prevented from doing so and be led around by other characters, however.

If all three characteristics are reduced to zero, the character dies. It *is* possible to be frightened to death in this universe! Note that there is no equivalent to physical damage's "seriously wounded" state for sanity.

Sanity recovers at the same base rate outlined in the Cepheus Engine rules for physical damage (1 per day). For faster recovery, Psychology is the controlling skill for formal treatment as opposed to First Aid/Medical/Surgery.

The exact amount of Sanity lost to each “attack” upon it varies depending on the severity of the event and is left to the referee to decide. However, some examples for scale are:

Event	SAN loss
Witnessing a horrific murder	1
Discovering that oneself is a hybrid Deep One	2
Encountering a Mi-Go or Elder One without warning	1d3
Being attacked by a shoggoth	1D6
Being disembodied by the Mi-Go for travel	1D6+2
Seeing Azathoth	3D6

Note that although magical skill use can affect one’s SAN in a negative manner, base Psychic Strength and Sanity are not linked in any way. It is quite possible to have a character who has tremendous mental powers while also being borderline insane even when whole, and vice versa.

RACES

While there are several alien species in the Shadowfall setting they are not generally appropriate for player characters. Lovecraftian aliens are more powerful and more intelligent than humans, and so would unfairly dominate a character group. Player characters are assumed to be human.

The exception to this rule is the Deep Ones, who are essentially human for part of their lives and in fact suffer from considerable social disadvantage while living on dry land. Referees may want to allow Deep One characters, in which case they (and the interested players) should refer to p.41, *Deep Ones*, where character rules for that species will be found.

BACKGROUND SKILLS

Unless a player specifically chooses not to for their character, all PCs begin with Wheeled Vehicle-1 and any one level of skill from this list: Animals, Carousing, Gun Combat, Melee Combat, Steward.

CAREERS

As in the real world there are many possible careers for characters, with associated qualifications and the possibility of switching from one to another as time goes by. Careers are entered at age 18 and continue until the player chooses to end them or they are forced out by a failed re-enlistment roll (or the special case of failing a survival roll, in which case

consult with the referee as to whether or not the character has died or the optional SRD rules for survival roll failure are in play).

As is common with most Cepheus Engine games, it is assumed that characters are no longer in any of these careers and are now at loose ends (i.e., free to adventure) after years of training and service. This may be because of age, injury, or some other typical reason, but players are urged to consider the possibility that they may have been “found out”—of what, exactly, being their choice after reading the options beginning on p.41, *Enemies of the State*.

Available Careers

Agent: The nations of the world barely trust one another, and it’s up to the agent to find out what they are hiding. Some think that dealing with the Elder Ones or Mi-Go directly is the most dangerous job there is, but the agent has a claim on the title: humans are getting just as good at murdering the opposition as any alien. To stay alive, an agent needs a wide array of skills and not a little luck.

Every major nation and many minor nations have one or both of internal and external intelligence agencies, and many have military agencies as well. In the US, for example, there is the CIA and NSA, and the Office for Naval Intelligence (ONI), while the FBI has evolved into a secret police force. The UK famously has MI5 (internal) and MI6 (external), while USSR has the KGB and GRU. Less well-known are France’s SDECE, South Africa’s BfSS and Japan’s PSIA.

Agent Career		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit	
Qualifications:	SOC 6+	0	Streetwise-1	1	1,000	1	Ship or Train ticket
Survival:	INT 6+	1		2	5,000	2	Contact
Commission:	EDU 7+	2		3	10,000	3	Weapon
Advancement:	EDU 6+	3		4	10,000	4	Security Clearance
Re-enlistment:	6+	4	Admin-1	5	20,000	5	+1 SOC
		5		6	50,000	6	Plane ticket
		6		7	50,000	7	6 Ship, Train, or Plane ticket per year

Agent Skill Tables				
Personal Development		Service Skills		Specialist Skills
1	+1 DEX	1	Admin	1 Gun Combat
2	+1 END	2	Computer	2 Melee Combat
3	+1 INT	3	Streetwise	3 Bribery
4	+1 EDU	4	Bribery	4 Leadership
5	Athletics	5	Leadership	5 Recon
6	Carousing	6	Vehicle	6 Survival
				1 Command Shoggoth
				2 Liaison
				3 Linguistics
				4 Mythos
				5 Read Mind
				6 Exchange Minds

Air Force: Next to only the astronauts, the pilots of the world's air forces have the most glamorous lives, at least in the eyes of the general public. Sitting in some sort of flying craft this character has patrolled, attacked targets on the ground, and jousted with others in the air. Assuming all goes well, one might end up working for a civilian airline, or for NASA, or flying something *really* weird under deep cover.

Air Force Career				
		Ranks & Bonus Skill		Cash Benefit (US\$)
Qualifications:	INT 6+	0	Aircraft-1	1 1,000
Survival:	INT 5+	1	Leadership-1	2 1,000
Commission:	EDU 5+	2		3 2,000
Advancement:	EDU 6+	3		4 5,000
Re-enlistment:	5+	4		5 10,000
		5		6 10,000
		6	+1 SOC	7 20,000
				1 Contact
				2 +1 INT
				3 Weapon
				4 Security Clearance
				5 +1 EDU
				6 Plane ticket
				7 +1 SOC

Air Force Skill Tables				
Personal Development		Service Skills		Specialist Skills
1	+1 DEX	1	Carousing	1 Comms
2	+1 END	2	Computer	2 Computer
3	+1 INT	3	Gun Combat	3 Engineering
4	+1 EDU	4	Gunnery	4 Gunnery
5	Athletics	5	Melee Combat	5 Aircraft
6	Carousing	6	Survival	6 Repair
				1 Admin
				2 Computer
				3 Jack o' Trades
				4 Medicine
				5 Leadership
				6 Tactics

Army: Whether drafted or volunteering, many people end up in the Army for at least one term. If you stuck around for a while, you may have even climbed the ladder from simple infantry to being a high-ranking officer. Either way, you've been trained in modern combat, which comes in very handy during many adventures—all the ones where the opponent is vulnerable to weapons at all, that is.



Army Career		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit	
Qualifications:	END 5+	0	Gun Combat-1	1	1,000	1	Contact
Survival:	END 5+	1	Leadership-1	2	1,000	2	+1 INT
Commission:	EDU 6+	2		3	2,000	3	Weapon
Advancement:	EDU 7+	3		4	5,000	4	Security Clearance
Re-enlistment:	4+	4		5	10,000	5	Weapon
		5		6	10,000	6	Plane ticket
		6	+1 SOC	7	20,000	7	+1 SOC

Army Skill Tables		Personal Development		Service Skills		Specialist Skills		Advanced Education	
1	+1 STR	1	Survival	1	Computer	1	Admin		
2	+1 DEX	2	Gun Combat	2	Comms	2	Computer		
3	+1 END	3	Heavy Weapons	3	Demolitions	3	Jack o' Trades		
4	Athletics	4	Melee Combat	4	Gunnery	4	Medicine		
5	Melee Combat	5	Recon	5	Repair	5	Leadership		
6	Carousing	6	Wheeled Vehicle	6	Tracked Vehicle	6	Tactics		

Astronaut: While the first astronauts were military men (and it's still a common background for them today), the breadth of this profession is much wider in 1984 than it was once. Thanks to the aid of the Mi-Go, the United Nations has an active presence in low Earth orbit as well as a presence on the Moon; engineers and scientists for these efforts are much desired. Even an expedition to Mars is in its final preparation stages, with astronauts and scientists clamoring for a bunk aboard when it launches in 1986. These men and women are held up as the steely-eyed vanguard of humanity in both the United States (under NASA) and the USSR (under NII-88); any unfortunate deaths lead to national mourning—if they become public, that is. Most astronauts are from these two countries, but they have also partnered with the lesser countries in their spheres of influence resulting in a handful of space-travelers from Japan, China, Poland, the UK, France, and so on.

Astronaut Career						
		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit
Qualifications:	INT 7+	0	Zero-G-1	1	1,000	1 Contact
Survival:	END 6+	1	Piloting-1	2	2,000	2 +1 INT
Commission:	EDU 7+	2	Leadership-1	3	5,000	3 Contact
Advancement:	EDU 8+	3		4	10,000	4 Security Clearance
Re-enlistment:	6+	4		5	10,000	5 +1 EDU
		5		6	20,000	6 Plane ticket
		6	+1 SOC	7	20,000	7 +1 SOC

Astronaut Skill Tables				
Personal Development		Service Skills	Specialist Skills	Advanced Education
1	+1 DEX	1 Carousing	1 Computer	1 Admin
2	+1 END	2 Gun Combat	2 Hard Sciences	2 Computer
3	+1 INT	3 Navigation	3 Engineering	3 Jack o' Trades
4	+1 EDU	4 Piloting	4 Comms	4 Medicine
5	Athletics	5 Computer	5 Repair	5 Leadership
6	Carousing	6 Engineering	6 Piloting	6 Life Sciences

Diplomat: The United Nations are anything but united, and it's the diplomats who keep it running. Whether it's smoothing over a spying incident with the Japanese, negotiating access to secrets with the British, or dividing up informal spheres of influence in Africa with the Soviets, a diplomat can change the course of an adventure or even history. There's even the possibility of a post dealing with one of the UN's inhuman allies, the Elder Ones or the Mi-Go. Calm patience is the hallmark of this career, all with the end of getting something from your counterparts while giving away as little of what you have as you can.

Diplomat Career						
		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit
Qualifications:	EDU 6+	0	Liaison-1	1	1,000	1 Contact
Survival:	INT 6+	1	Leadership-1	2	5,000	2 +1 EDU
Commission:	SOC 7+	2		3	10,000	3 Contact
Advancement:	EDU 7+	3	Admin-1	4	20,000	4 Security Clearance
Re-enlistment:	4+	4		5	20,000	5 Weapon
		5		6	50,000	6 Plane Ticket
		6	+1 SOC	7	100,000	7 6 Ship, Train, or Plane ticket per year, transferable

Diplomat Skill Tables			
Personal Development		Service Skills	Specialist Skills
1	+1 INT	1 Admin	1 Carousing
2	+1 EDU	2 Advocate	2 Jack o' Trades
3	+1 DEX	3 Bribery	3 Leadership
4	Athletics	4 Liaison	4 Linguistics
5	Bribery	5 Linguistics	5 Steward
6	Carousing	6 Streetwise	6 Vehicle
		Advanced Education	
1		1 Admin	
2		2 Computer	
3		3 Leadership	
4		4 Linguistics	
5		5 Mythos	
6		6 Read Mind	

Drifter: The government is always asking people to conform and make sacrifices for the greater good. Not everyone is willing to play along. Whether by choice or because they've been forced into it, drifters live on the edge of society, often (but not necessarily) engaging in criminal activity. Scraps against the authorities are a given and Drifters are often in and out of jail. It's a difficult life, but the skills acquired are often helpful when things start to get ugly.



Drifter Career			
		Ranks & Bonus Skill	Cash Benefit (US\$)
Qualifications:	DEX 5+	--	1 0
Survival:	END 5+	--	2 0
Commission:	N/A	--	3 1,000
Advancement:	N/A	--	4 2,000
Re-enlistment:	4+	--	5 5,000
		--	6 5,000
		--	7 10,000
		Material Benefit	
1		1 Ship or Train ticket	
2		2 +1 INT	
3		3 Weapon	
4		4 Weapon	
5		5 Contact	
6		6 Contact	
7		7 --	

Drifter Skill Tables			
Personal Development		Service Skills	Specialist Skills
1	+1 STR	1 Streetwise	1 Bribery
2	+1 DEX	2 Mechanics	2 Gambling
3	+1 END	3 Gun Combat	3 Melee Combat
4	Melee Combat	4 Melee Combat	4 Streetwise
5	Bribery	5 Recon	5 Read Mind
6	Gambling	6 Vehicle	6 Vehicle
		Advanced Education	
1		1 Computer	
2		2 Mythos	
3		3 Jack o' Trades	
4		4 Liaison	
5		5 Telepathy	
6		6 Tactics	

Engineer: Industry is everything these days, from factories for food or clothing, to cars and mass transportation, and to war. The engineer needs to understand the machines that underpin human civilization and work to keep them running—being able to quickly fix a car or airplane is a vital skill. If you're talented, you roam across the world helping to build dams and bridges and other infrastructure. Other engineers specialize in invention, especially now that there's new, often-dangerous science coming down the pipe all the time—the scientists deal with it first, but Edison and Tesla were no ivory-tower types. They were engineers through and through, and you work with them as your inspiration.

Engineer Career							
		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit	
Qualifications:	INT 7+	0	Repair-1	1	1,000	1	Contact
Survival:	INT 4+	1		2	2,000	2	+1 INT
Commission:	EDU 8+	2	Phys. Sciences-1	3	5,000	3	Contact
Advancement:	EDU 9+	3		4	10,000	4	+1 SOC
Re-enlistment:	5+	4		5	20,000	5	+1 EDU
		5		6	50,000	6	Plane Ticket
		6	SOC+1	7	100,000	7	+1 EDU

Engineer Skill Tables							
Personal Development		Service Skills		Specialist Skills		Advanced Education	
1	+1 INT	1	Admin	1	Comms	1	Aircraft
2	+1 DEX	2	Computer	2	Computer	2	Computer
3	+1 END	3	Engineering	3	Demolitions	3	Engineering
4	+1-EDUs	4	Mechanics	4	Engineering	4	Jack o' Trades
5	Athletics	5	Repair	5	Repair	5	Phys. Science
6	Carousing	6	Wheeled Vehicle	6	Vehicle	6	Leadership

Navy: All major countries have a navy, though some (the US, UK, and Japan) focus on that military branch more than others. A navy career is one dedicated to the ships that defend the shores of your homeland. It's possible that you've had a very boring time during all your terms of enlistment, but it's just as likely that you've been on Deep One hunting duty, ferried diplomats to Antarctica, or patrolled the watery wastes of the Southeast Pacific Exclusion Zone—not that you've necessarily been told this, but rumor belowdecks never stops.

Navy Career		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit	
Qualifications:	INT 7+	0	Watercraft-1	1	1,000	1	Contact
Survival:	DEX 5+	1		2	2,000	2	+1 INT
Commission:	EDU 7+	2	Leadership-1	3	5,000	3	Contact
Advancement:	EDU 7+	3		4	10,000	4	+1 SOC
Re-enlistment:	6+	4		5	10,000	5	+1 EDU
		5		6	20,000	6	Weapon
		6	SOC+1	7	50,000	7	+1 EDU

Navy Skill Tables		Personal Development		Service Skills		Specialist Skills		Advanced Education	
1	+1 STR	1	Gun Combat	1	Comms	1	Advocate	1	Advocate
2	+1 DEX	2	Gunnery	2	Engineering	2	Jack o' Trades	2	Jack o' Trades
3	+1 END	3	Mechanics	3	Gun Combat	3	Medicine	3	Medicine
4	Athletics	4	Melee Combat	4	Demolitions	4	Leadership	4	Leadership
5	Streetwise	5	Survival	5	Repair	5	Science	5	Science
6	Vehicle	6	Watercraft	6	Watercraft	6	Tactics	6	Tactics

Physician: It's quaint, really, that Hippocratic Oath you swore. Maybe you're one of the ones who've lived by it and try to make a world that's going to hell take just a little longer to get there. Maybe you skirt the line, helping drifters and resisters—even the ones with no papers or fishy-looking eyes. Or maybe the oath was just words and you've been engaged in unethical biological research on behalf of frightened governments. Either way, a dangerous world leaves you in the position of patching up the damage done to those who fight—for whatever reason.



Physician Career		Ranks & Bonus Skill		Cash Benefit (US\$)		Material Benefit	
Qualifications:	PSI B+	0	Telepathy-1	1	2,000	1	Ship or Train ticket
Survival:	INT 7+	1		2	5,000	2	+1 INT
Commission:	INT 5+	2		3	10,000	3	+1 EDU
Advancement:	EDU 8+	3	Admin-1	4	20,000	4	Plane Ticket
Re-enlistment:	4+	4		5	20,000	5	+1 SOC
		5		6	50,000	6	Contact
		6		7	100,000	7	6 Ship, Train, or Plane ticket per year, transferable

Physician Skill Tables			
Personal Development		Service Skills	Specialist Skills
1	+1 STR	1 Admin	1 Computer
2	+1 DEX	2 Medicine	2 Engineering
3	+1 END	3 Life Sciences	3 Medicine
4	+1 INT	4 Carousing	4 Medicine
5	+1 EDU	5 Steward	5 Mechanical
6	+1 EDU	6 Vehicle	6 Vehicle
			6 +1 PSI drug, once

Psychic: You wouldn't think there'd be much call for higher math in the adventuring world, and fifty years ago you would have been right. But exposure to alien ways of thinking have revealed that the universe is, in many ways, computation. If you work the right formulas, you can change reality itself—in short, magic, psychic powers, and the paranormal. You may or may not agree with any of those words, but the fact remains that you can do some pretty powerful things with your mind. Doing so is dangerous and exhausting, so you've developed other skills, but your powers are your distinctive move. You've likely led a varied life, from spying to scientific research; too bad it's almost certainly been for nefarious ends on behalf of your government.

Roleplaying Note: While *Shadowfall* takes hints from HPL that magic and superscience are one and the same, there are two modes in which this kind of character can be played: one explicitly referring to older ways of performing the necessary calculations (“wizards” such as Aleister Crowley and Keziah Mason, for example) and one based on-modern psychic showmen such as Ingo Swann with their appeals to quantum mechanics. There is considerable overlap between the two in any case.

Psychic Career			
		Ranks & Bonus Skill	Cash Benefit (US\$)
Qualifications:	PSI 8+	0 Telepathy-1	1 2,000
Survival:	INT 6+	1	2 5,000
Commission:	EDU 7+	2	3 10,000
Advancement:	EDU 7+	3 Admin-1	4 10,000
Re-enlistment:	4+	4	5 25,000
		5	6 50,000
		6	7 100,000
			7 6 +1 PSI drug, 1/per year

Psychic Skill Tables			
Personal Development		Service Skills	Specialist Skills
1	+1 STR	1 Admin	1 Dimension Travel
2	+1 DEX	2 Basic Psi	2 Leadership
3	+1 END	3 Command Shoggoth	3 Sciences
4	+1 INT	4 Life Sciences	4 Teleportation
5	+1 EDU	5 Read Mind	5 Time Travel
6	+1 EDU	6 Vehicle	6 Vehicle
			6 Medicine

Scientist: Knowledge is power, and the scientist is dedicated to knowledge—chemistry, physics, mathematics, botany, geology, astronomy. Sometimes it's working with esoteric ideas spelled out by our alien allies, but more often it's trying to piece together mere hints in an attempt to reproduce something they don't want to share. Some even try to advance purely human discoveries, though that's less common these days. Whatever the case, the scientist has devoted their life to explaining the unknown in one small area of study.

Scientist Career			
		Ranks & Bonus Skill	Cash Benefit (US\$)
Qualifications:	EDU 7+	0 Science-1	1 1,000
Survival:	INT 4+	1	2 2,000
Commission:	INT 5+	2	3 5,000
Advancement:	EDU 9+	3 Computer-1	4 10,000
Re-enlistment:	5+	4	5 20,000
		5 Admin-1	6 50,000
		6	7 100,000
			7 6 Ship, Train, or Plane ticket per year, transferable

Scientist Skill Tables			
Personal Development		Service Skills	Specialist Skills
1	+1 INT	1 Admin	1 Admin
2	+1 DEX	2 Computer	2 Engineering
3	+1 END	3 Mechanical	3 Repair
4	+1 EDU	4 Liaison	4 Sciences
5	+1 EDU	5 Sciences	5 Sciences
6	Carousing	6 Vehicle	6 Vehicle
			6 Medicine

New Material Benefits

Contact: For each Contact rolled, the character has a professional contact in a similar field who will do any reasonable favor the character asks and will expect the same in return. Contacts do not have to be declared on character creation but instead can be used on the fly during adventures. Once declared, that contact is “set” i.e., the player cannot change the identity of the contact afterward but may use the same NPC as a contact again in future.

Example: In the course of play, the adventurers discover that they need to consult the *Mundi Rectores Tenebrarum* a minor occult text from 12th century Bohemia. Two characters have unused contacts, one Army and one a Scientist. The Army character will not know anyone likely to have access to this work, but the scientist’s player claims that he is friends with a historian at Oxford whom he met as an undergraduate. The referee deems this reasonable and invents such a person in the campaign, who is now set as the player character’s contact going forward. Of course, this newly created Oxonian may want a favor in return for the access though not necessarily immediately.

Psi Drug: A variety of substances is available which will increase a character’s PSI characteristic on a temporary basis. These are listed in the Equipment section titled Drugs and Medicines, p.60.

Security Clearance: A character with security clearance can access classified information and sites in their home country so long as they can establish a reason for doing so. The reason need not be *true*, merely plausible.

To access classified documents. SOC, Difficult, Days.

To access a physical site. SOC, Very Difficult, Days. Fateful

In the event of a failure when accessing a physical site, the character will fall under suspicion. The first time they fail they will have their security clearance put on hold for 1D6 months while the authorities re-run their background check. On the second failure the character will lose their clearance and must make an Average SOC check or be arrested.

New and Modified Skills

Note: See the next section of this book for Psionic skills, which are sufficiently different from mundane skills that they require their own explanation.

Engineering

There are no jump drives (and few maneuver drives) in this setting. Engineering is accordingly broadened to include any kind of vehicle's power plant, typically with a focus on internal combustion engines

Mechanics

This setting's level of electronics tech is well-behind that of the real world in 2019, and even that of 1984. Accordingly, there is no separate Electronics skill and the Mechanics skill covers all electrical and electronic devices except computers, which retain their own category.

Mythos

Strictly speaking a subcategory of the Sciences › Social Sciences › History cascade skill, Mythos knowledge is of sufficient importance in a Shadowfall campaign that it is elevated to a distinct skill on its own.

Mythos skill is used when a character needs knowledge related to Earth's secret history and the current alliance with the Elder Ones and Mi-Go. This does not include the fact of these alliances—these are known to most people as part of their general knowledge, as well as basic awareness of the existence of Deep Ones and Yithians (though not Byakhee and the Yellow King). But Mythos-0 might indicate that the character has encountered these beings peripherally, perhaps as part of an operation that took place during their career, and knows something about them. Mythos-1 is the beginning of *real* secret knowledge and a skill level of 3 represents a skilled professional in the field. Mythos-4 and -5 are for world experts.

On a successful skill check a character with Mythos skill could know:

- Mythos-related events that took place prior to 1949.
- The nature of spells/psi powers and their capabilities, even if they do not possess these powers themselves.
- The ins and outs of the alliances with the “Friends of Humanity”.
- Fairly detailed knowledge of identified threats to humanity: Byakhee, Kn'yanians, Deep Ones, Shoggoths and so on.
- Hints and allegations about less-well-known entities such as Dholes and Burning Ones. They may know more but would have to pass a skill check with a considerable difficulty modifier.
- The nature of the paradimensions.
- The existence and perhaps some of the contents of Mythos texts such as the *Necronomicon*, the *Pnakotic Manuscripts*, and *Unaussprechenlichen Kulturen*.

PSIONICS

A wise man is strong, a man of knowledge increaseth strength—Proverbs 24:5

There is no such thing as the supernatural, but there might as well be. In this hard-bitten world the advanced mathematical descriptions of reality known to the Elder Ones and Mi-Go (and also to more malignant beings) allow them to affect that reality in different ways.

If taught how, humans can perform magic, or “magic” if you prefer—though most choose the term “psi” coined by Berthold Wiesner in the 1930s as less laden with erroneous meaning. Ultimately spells/psychic powers are skills, no different from flying a plane or firing a gun. A skill level of zero indicates that a psi skill may be used, while a higher skill level gives a positive DM as usual.

That positive DM is to be greatly coveted. As traditionally understood, manipulating reality with magic costs a great deal. Whether they give up their life, their sanity, or their soul (“electromagnetic patterns forming personality and thought”) those who use magic powers will eventually pay; calling it psi does not change this aspect of it at all.

Psionics is grouped into three cascade skills based on their difficulty: Basic, Specialist, and Advanced. It should be noted that, except for the Psychic character type, most of these skills are inaccessible during character generation. They can be learned during gameplay (c.f. the System Reference Document, p.57) but unlike general skills it should not be assumed that they are learned easily. A character can always join a gun club or a motorcycle enthusiast’s club (for example) and become skilled in a mundane way between sessions. Learning a psychic skill should be possible only after an adventure making it so; the player should communicate their intention to the referee so that this can happen. Unless the referee is running an extremely unusual campaign there will be ample contact with the cults, government agencies, and esoteric texts where the necessary knowledge is guarded. Once the key—whatever it might be—is obtained, the psychic skill can be learned in the usual amount of time subject to the following modifier:

Skill Category	Time Needed
Basic	Per SRD
Specialist	×2
Advanced	×5

Psychic Devices

Where humans may lack the intrinsic ability to perform a psychic task, they may be able to create a device that lets them do so. In this way humans have spoken telepathically with Burning Ones, made paradimensional journeys, and made the invisible visible. Even more adept species may do the same, most notably Yithians and their time-travel amplifiers, which they build while within a host to compensate for the host's relatively crude brain.

To construct a device that amplifies an existing psychic skill. Mechanics and Mythos, Weeks, Very Difficult. Increases by +1 one designated skill possessed by the user when used.

To construct a device that lets unskilled persons to duplicate a psychic skill. Mechanics and Mythos, Months, Formidable. Gives a predetermined zero-level psychic skill to the user.

Psychic Failures

In game, psi is largely a ritual skill (in metagaming terms, taking advantage of the +DM given for spending extra time on a skill attempt, see the SRD pp.46-47). It is only used in the heat of action if absolutely necessary; performing the necessary ritual of calculation without preparation and supporting ritual is profoundly dangerous for many of these skills.

If, due to haste, lack of skill, or sheer misfortune the caster fails their skill check, every spell has a designated penalty. In several cases this is a second roll on a mishap table particular to that spell.

Basic Skills

Skills of this level are easiest to use: quick, and relatively safe even in the event of failure.

Command Shoggoth

INT, Seconds, Routine. Psi Cost: 1.

This is a very basic skill which allows one to give mental commands to a shoggoth and (more importantly) be obeyed. Any order can be given and, so long as it is within the capabilities of the target, the shoggoth will do as it's told, if possible. This skill must be checked on *every* order.

Note that, while the original shoggoths were no more than biological machines, the current members of the species have evolved some sense of self-preservation. If an order is likely to lead to a shoggoth's death, a DM of -1 is applied to the caster's skill check. Fortunately (for the caster at least) shoggoths think nothing of regenerating from considerable damage, so this modifier does not apply if mere injury would be the result.

Failure: The shoggoth being commanded immediately attacks the caster and will not stop until either it or the caster is dead.

Invisibility

INT, Minutes, Average. Psi Cost: 2

This pragmatic spell does what it says: the caster or, more rarely, a target of the spell can no longer be seen, though in most variations it can still be heard, felt, and smelled.

Nevertheless, being invisible has several advantages.

Unfortunately, the method involves swapping the three spatial dimensions of spacetime for three of the tightly rolled dimensions of the 11-dimensional cosmos, and these dimensions are inhabited. While the subject of the spell becomes invisible in the mortal realm, it becomes equally visible—and vulnerable—to these paradimensional entities.

Failure: Roll on this mishap table.

Roll	Result
1-2	Nothing untoward happens, but the caster remains visible.
3	The caster becomes intangible as well as invisible and cannot affect their surroundings in any way.
4	As 3, but the effect is permanent.
5	The caster attracts the attention of 1-3 Hounds of Tindalos (p.57). They will appear and attack 1D6 days later. Note that the caster does not know that this is the case and will not be able to distinguish this result from a result of 1-2.
6	The caster is immediately attacked by a jelly-like paradimensional one (invisible to all but them) and is disintegrated entirely.

Read Mind

INT, Seconds, Average. Psi Cost: 1

A variation on telepathy (q.v.), reading minds differs from that skill in that the psychic is reading thoughts or other information from the mind of a non-telepath (or unwilling psychic). This information does not have to be something the target is actively thinking about; it is enough just that they know it consciously.

Additional modifiers are applied depending on the target of the spell:

- If the target is insane: -1 DM
- If the target is a different species: -3 DM
- If the target is not physically present: -3 DM

Failure: If the target is inhuman, the caster loses 1 SAN. Then roll on the following mishap table regardless.

Roll	Result
1-3	Nothing untoward happens; the spell just fails.
3	For 1D6 weeks the caster suffers dreams of things seen by the target. If the target was human, these are traumatic events they experienced; if the target is alien the caster dreams of unearthly scenes and vast vistas. Lose 1 SAN per week until the affliction ends, regained afterward at a normal rate.
4	The caster experiences psychic feedback that makes them reluctant to contact others of the target species in future—they must make an Average difficulty roll against INT the next time they wish to do so. This mental block is cleared permanently if the check succeeds.
5	The caster loses 1D6 SAN.
6	The caster loses 1D6 SAN, and the target is aware that the caster tried to read their mind and may retaliate.

Telepathy

INT, Seconds, Average. Psi Cost: 1

The core magical/psionic skill is the ability to speak mind-to-mind. This is distinct from the ability to read minds in that it has an outward direction, from the telepath to their target and not vice-versa unless the target is also a telepath. It is used by both the Mi-Go and the Elder Ones as their primary form of speech, while the shoggoths can use it too to respond to orders and questions (in theory the former slaves could use it to initiate communication too, but never do outside of their own species). As such it is highly valued by human governments and is one of the first skills taught to a psychic.

When using telepathy, two skill rolls are required: one to initiate contact and one for passing information.

If performed by a sufficiently skilled or lucky telepath it is essentially as capable as speech when conveying information, but several factors can degrade the quality of what is passed to mere visions or flashes of insight:

- If the target is asleep: +1 DM to making contact, -1 DM to passing information
- If the target is insane: -1 DM to passing information
- If the target is not physically present: -3 to making contact
- If the target is alien: -1 DM to making contact, -3 DM to passing information

Successfully making a contact roll but failing the passing information roll means that the telepath may not speak directly to their target, but instead provokes visions (or dreams, if sleeping) that reflect what they want to say. Under these circumstances the referee should either instruct the player to describe a scene—possibly an alien or surreal one—that the target will “see”, or else take a written message from the telepath’s player and then translate and describe such a scene himself.

Wrack Spirit

INT, Minutes, Average. Psi Cost: 2

Having successfully cast Raise Spirit (q.v.), a magician will find that the summoned ghost is loath to speak. If so, the auditor can resort to wracking the spirit magically, a process which is excruciating without being fatal, allowing the agony to continue indefinitely until their desires are met. Spirits can be assumed to have 21 Health (i.e., their “physical” scores are 777) and each casting of Wrack Spirit causes 2D6 damage after which the target must make an routine INT roll to resist answering questions (assume 7 for that characteristic unless there is reason to believe the raised spirit had a different value in life).

As well as being effective on raised spirits this spell can also induce pain in some lesser paradimensional beings, but whether it is advisable to do so is another matter. Most of these are far more capable of defending themselves than any mere apparition.

Roll	Result
1-3	The spirit resists the wracking, but otherwise nothing untoward happens.
3	The spirit resists the spell, completely enervating the caster. The caster’s END drops to 1, recovering after at the normal rate.
4	The spirit resists the spell and turns it back on the caster. The resulting pain causes the character to black out and reduces them to the brink of death (001 STR/DEX/END), after which they recover at the normal rate.
5	The spirit escapes back to the immaterial world and cannot be raised again.
6	The spirit escapes and attacks the caster. Treat the spirit as having AAA for physical characteristics and Melee Combat-1 which causes cold damage. As it is immaterial, it is immune to physical damage, though it can be harmed by fire.

Specialist Skills

These skills take a little more psychic power or take longer to cast, sometimes both. They are also more hazardous when failed.

Call Great One

INT, Hours, Average. Psi Cost: 3

Casting any spell is foolhardy but calling a Great One is arguably the worst of the lot. It is important to note that one is merely *calling* the entity in question, not commanding it. This spell attracts the attention of an extremely powerful alien entity and intrigues it enough to investigate. The caster may crave a boon, and the entity may even grant it for obscure reasons of its own, but what it actually does upon arrival is for the referee to decide.

Commonly summoned entities include Yog-Sothoth, Nyarlathotep, and Shub-Niggurath, but there are many others. Note that a few of them are unable or unwilling to answer a call (Cthulhu is bound to R'lyeh in the current era, for example).

Roll	Result
1-3	The caster loses all PSI and 10 SAN points, recovered at a normal rate.
3	The caster has summoned several lesser entities, all quite hostile.
4	The caster is disfigured in some noticeable and gruesome way.
5	The caster is simply blasted out of existence, never to be seen again.
6	The caster has attracted another Great One, who will not be affected by whatever defenses the caster has against their intended target.

Dimension Travel

INT, Kiloseconds, Difficult. Psi Cost: 3

An extended version of the Invisibility and Time Travel spells, this spell manipulates the eleven dimensions of the cosmos to open gateways to new spacetimes analogous to the four dimensional one that we inhabit under normal circumstances. After casting it, the psychic is removed from our dimension and reappears in another.

Two DMs are particular to this spell:

- Additional persons in the presence of the caster can be transported too, at -1 DM person.
- The caster can gain a +1 DM by travelling in spirit only—in other words, they can see and hear things at their destination, and move about, but cannot speak or interact with the dimension physically.

Casting this spell without understanding the nature of the destination is hazardous in the extreme, as most arrangements of dimensions are so different in their physical laws as to make life impossible. For example, there is nothing stopping a psychic from opening a gate to a spacetime with four spatial dimensions or three spatial dimensions and two time dimensions (or any other arrangement totaling no more than 11), but in most cases even attempting to move within them will tear a person apart.

For safety's sake most exploration of these alternate cosmoses has been restricted to those that match our own (3+1) spacetime, where at least the danger is usually restricted to its inhabitants and not the very nature of reality itself. A nomenclature for designating any reality has been developed where the regular dimensions have been labelled X, Y, Z, and T, while the remaining dimensions are numbered 1 through 7. Space dimensions and time dimensions are grouped and listed in order, so for example our spacetime is XYZ-T (though it's rarely referred to as such) while examples of the hazardous dimensions mentioned earlier would be Y452-Z or X1-Y7. Most spacetimes are virtually unexplored, though the Americans have discovered a relatively inhabitable Mars-like world on 1X7-T. They have set up a small facility named BOLTHOLE there which they plan on using as a continuity-of-government resource in the event of an apocalypse on Earth.

Game Note: It's strongly suggested that referees restrict players to traveling to known dimensions, i.e., those they've written up prior to the gaming session. A character blindly deciding to travel "somewhere else" without having a clear idea of what lies at the other end first is merely committing suicide in a fancy way.

Roll	Result
1-2	Nothing untoward happens, the spell just fails.
3	If there are additional persons being carried, they each must make a Normal difficulty INT check or be dropped by the spell in another dimension <i>en route</i> .
4	The caster appears in a different dimension than they intended. The caster must make a Normal difficulty INT check to avoid a dimension that is immediately fatal to human life. If they fail, they die, otherwise they are merely stranded in an unknown dimension.
5	The spell fails and the caster attracts the attention of 1-3 Hounds of Tindalos (p.57). They will appear and attack in 1D6 days. Note that the caster won't know that this is so and will not be able to distinguish this result from a result of 1-2.
6	The caster is immediately attacked by a jelly-like paradimensional one (invisible to all but them) and is disintegrated entirely.

Teleportation

INT, minutes, Difficult. Psi Cost: 3

Like invisibility, this spell unfolds some of the alternate dimensions of our universe and then swaps them for the three physical dimensions of our spacetime. Selecting the right ones places the caster in a space where barriers are few and movement far swifter than in our own. After a short and judicious journey, the caster returns to standard spacetime at a place far different from where they began.

Unfortunately, also like invisibility, travel in this manner allows one to be perceived by the inhabitants of these other dimensions—with the corresponding risk that one will be killed, devoured, or worse.

A DM is applied to the caster based on the distance they wish to travel. This DM is equal to the point cost shown for Teleportation in the Cepheus Engine SRD (p.59) and runs from -1 for under 1.5 meters (e.g., teleporting through a wall) to -5 for continental range (500 to 5000 kilometers).

Roll	Result
1-2	Nothing untoward happens, the spell just fails.
3	If there are additional persons being carried, they each must make a Normal difficulty INT check or be dropped by the spell in the transit dimension <i>en route</i> .
4	The caster appears in a different dimension than they intended. The caster must make a Normal difficulty INT check to avoid a dimension that is immediately fatal to human life. If they fail, they die, otherwise they may finish their journey normally.
5	The caster attracts the attention of 1-3 Hounds of Tindalos (p.57). They will appear and attack 1D6 days later. Note that the caster does not know that this is the case and will not be able to distinguish this result from a result of 1-2.
6	The caster is immediately attacked by a jelly-like paradimensional one (invisible to all but them) and is disintegrated entirely.

Time Travel

INT, Minutes, See below for difficulty. Psi Cost: See below

Time travel comes in two varieties, clairvoyant and physical. They have degrees of difficulty in that order and are correspondingly more or less commonly seen as a result.

With clairvoyant time travel, the viewpoint of the caster is moved forward or backward to the destination time, but they remain in their current time and place physically. This is relatively easy to do (requiring a Difficult skill check) as a human's sense of time moves along the time axis naturally (at the rate of 1 second every second) and so altering this rate is all that is required. Observing other times clairvoyantly has the additional advantage of protecting the traveler from events in the destination, but at the cost of the traveler being unable to affect those events in any way.

If the time traveler wishes to interact with the past or future, they must rely on physical time travel. This is more difficult (Formidable) and rarely accomplished by humans. A variation on the invisibility and teleportation spells, it differs from those skills in that a time dimension is also unrolled so that travel along one of the newly opened axes now corresponds to motion through the years. However, like invisibility, the traveler becomes visible to the inhabitants of those dimensions, and movement makes them highly conspicuous.

With both types of time travel, the caster may bring other persons along on the trip at a cost of a -1 DM per person.

In the event of failure, there is no need to roll for effect—all time travelers know the cost: the caster attracts the attention of 1-3 Hounds of Tindalos (p.57), which will attack 1D6 days later. Unlike other spells that may cause this effect, if the caster somehow manages to defeat them, they are not in the clear. Instead another 1-3 will appear in the next 1D6 days, a process that will repeat over and over until six months have passed (or, more likely, the caster is dead).

Note that the time travel method used by the Yithians, incorporating qualities of the Advanced skill Exchange Minds, is known only to that species. Learning how to duplicate it is a subject of interest to both human governments and inhuman factions.

Advanced Skills

These skills are ones that are very difficult to obtain. Once learned they are surprisingly consequence-free, but unlike the others their techniques are carefully guarded by those who know them and are almost impossible to work out with independent research.

Exchange Minds

INT, Days, Very Difficult. Psi Cost: Difference between caster and target INT, minimum 3.

One of the most quotidian spells, the exchanging of minds is instantaneous, does not require the target's acquiescence, and involves no other entities, making it relatively safe to use. In most cases, even if there is a drawback it applies to the body of the one casting the spell. This is no barrier if the caster does not intend to return to their former body. After a successful skill check, the caster has permanent control of the target's body and vice versa (in game terms, swap physical characteristics while retaining mental characteristics and skills).

Accordingly, there have been many suspected cases of this spell in use and even a few that could be called well-documented. The Yithians undoubtedly use it to make exchanges across vast gulfs of time, and on a massive scale. Several human warlocks and witches have also gained a kind of life extension by serially moving their minds from body to body before coming to a sticky end.

Roll	Result
1-2	Nothing untoward happens, the spell just fails.
3	The spell fails, and the target is aware of what just happened. How they choose to retaliate is left to the referee.
4	The spell succeeds, but the caster loses 1 SAN permanently.
5	The spell succeeds, but the caster's body begins deteriorating irreversibly, crumbling into dust within 24 hours. This is only a problem if one intends to return to their original body, of course.
6	The caster's mind is intercepted <i>en route</i> to its target by a more powerful entity and is ejected into the vastness of the cosmos where it will slowly dissipate and die over the next 1D6 days. The entity then takes over the caster's body.

Make Revenant

EDU, Days, Formidable. Psi Cost: 0

The one exception to the rule that magic is obtained from alien sources, humans have been developing this capability since the turn of the 20th century. Much labor and necessary reduplication of work has led to the present level of knowledge.

Given a body recently dead, usually human but not necessarily, a complex of chemical compounds can be derived which will “reboot” the corpse and give it the gross appearance of life: motion and volition, but without the drawbacks such as a need for air or water. This revenant will be under the control of the caster. Unless cast on a corpse immediately after death such things as finer emotions and higher brain function are lost too, but for some practitioners this is a positive boon. Likewise, it is not necessary to possess an entire body: a headless corpse or even a bodily fragment like an arm can be raised, though the resulting revenant will obviously have lower characteristics and fewer skills as well as possibly impeded movement.

While making a revenant costs no PSI points, it does cost sanity—the act is so despicable that the caster loses 1 SAN for each corpse (or fragment thereof) revived. Exactly what stats and skills the revenant will possess is left to the referee to decide, as they will be based on what the poor creature was in life. As a rule of thumb, however, even a perfect specimen will come back damaged. An example of a headless human revenant can be found on p.56.

There are only two ways in which this skill fails:

Roll	Result
1-5	Nothing happens. The body is not revived, either because the compounds were not just right or because the body was too far gone to be revived.
6	The body is revived but is in a state of frantic horror that causes it to try and escape. It will note the identity of the one who revived it and maintain a psychic attachment to them which allows it to find them. After 1D6 days it will stop fleeing and use this attachment to hunt down and try to kill the caster. It will not stop until killed (again) itself.

Raise Spirit

EDU, Days, Formidable. Psi Cost: 1

The electromagnetic standing waves that make up human personality imprint themselves faintly on the things surrounding them. The brain is particularly capable of holding and sustaining them, but so is the body as a whole, and even spacetime itself.

Under normal circumstances these imprints are inconsequential, though under some rare circumstances they can give rise to apparitions. However, if the body of a deceased person can be obtained—no matter how long since death—it is possible to refine the portion of atoms within it that have a copy of the pattern from the far more abundant dross. Casting this spell allows one to first do this and then, once the charged dusty remains have been concentrated, “play back” the recording of the body’s one-time personality. The resulting spirit can be spoken to and can answer with anything it knew during life, though whether it wishes to do so is another matter (see skill *Wrack Spirit*).

To cast this spell, one must first obtain a significant fraction of the deceased person; much of their skeleton, exhumed from the grave, will suffice, and no time limit applies so long as the material can be obtained. Most of the time needed to cast this spell is then spent reducing the remains to the necessary “essential salt” containing the imprinted personality. Once this is obtained the spirit may be called up and put down repeatedly at will in less than a minute. Spirits are completely immaterial and cannot affect the living world or be affected except by means of a *Wrack Spirit* spell (which also opens the possibility of them affecting the world after all). They may speak, however, and can hear.

The cost of failure for this spell is minor: the spirit is not revived, and if the caster wishes to try again, they must retrieve more of the deceased’s remains first.

THE UNITED NATIONS

Some characters will have been agents of the human powers-that-be, collectively known as the United Nations. As a term, “the UN” came into use during the Second World War and has retained its implication of a war alliance against evil foes. Unlike the real world, the post-War United Nations doesn’t try to include every country in the world; in Shadowfall it’s a tool for the world’s powers to keep all the remaining nations in their place: even countries as potentially important as India and Brazil are on the outside. They are also much more inclined to interfere in the affairs of nations outside the UN, with their “peacekeeping” troops enforcing their will on unfortunate countries not counted in their number. From Vietnam to Afghanistan to Haiti, the UN is making a New World.

USA

FDR set an example by running for president over and over until he died, and the Republican Party learned that lesson well. A proposed constitutional amendment banning the practice died for lack of state ratifications, a surprising rejection championed by President MacArthur during his first term. Since then the commander-in-chief changes only rarely, winning election after election and not always entirely on the up-and-up. The current president is Ronald Reagan, who took his party’s nomination in 1980 after the only man to hold the office between him and the old general—Richard Nixon—died suddenly that year.

It’s not just the very top that’s ossified either. No longer subject to periodic changes in power, the heads of agencies from the FBI and CIA through the State, Justice, and Defense Departments all have long tenures and are always picked for their conservative attitudes. Democracy and human rights are watchwords but are of little use in practice, and social change is suppressed. Even American culture itself has fossilized somewhere around 1955; there’s a counterculture but it’s viewed with deep suspicion. Fear of the skies and alien help has seen to that. Only NASA—a fourth branch of the military formed in 1958—is advanced compared to what might have been.

USSR

The alliance between the Soviet Union and the nations of the West fell apart very quickly once Nazi Germany was defeated, but the advent of the Elder Ones and the Mi-Go have kept it from disappearing entirely. While the two sides correctly perceive themselves as rivals, both see the threats from the “outer world” as even more threatening than any human enemy. There is room for compromise in the Cold War on that basis.

New Soviet Men

The USSR allied with the Elder Ones for power-political reasons, but their support is lukewarm. Ideologically they sympathize with the shoggoths—born workers who have revolted against those living off their labor—and have tried opening channels to them, only to be thwarted by the shoggoths' tendency toward extreme violence.

That said, there are those in the USSR who are intrigued by the possibility of grafting aspects of shoggoth biology onto humans to create the new breed of Man postulated by Communist ideologists.

To date the results have been disappointing, with the monstrous results consigned to various camps around the USSR, but work continues.

Of all the world's major nations, the USSR has probably changed the least since 1945. Their closed and controlled society was well-equipped to guard against external threats, though it does have some peculiar aspects that make it susceptible to infiltration. Nations opposed to them fear that they may be integrating alien technology faster than any other country, careless of the environmental and social costs, a fear borne out by their being the first into space with both satellites and human spacecraft. This has made the USA, UK, Japan, and others a little careless about alien ways themselves.

JAPAN

Despite its prostration at the end of WWII, and despite the desultory efforts of General—later President—MacArthur,

Japan has drifted back to the right of the political spectrum. It's got away with it partly because it's stayed firmly in alliance with the United States and partly because the US has made the same political shift. The world's ongoing crisis has given them the freedom to rebuild their Navy and, to a lesser extent, Army and Air Force, though this has been to the detriment of economic development. By 1984 they have caught up to the Soviet Union in what they can offer to their citizens, but post-War Japan lags behind the US and Western Europe.

CHINA

The world's most populous nation finally settled into some semblance of order following decades of unrest when wrangling between Moscow and Nanjing over the Korean War led to the death of Mao Tse-Tung and the accession of General Chu Teh. Since then China has struggled to develop economically despite help from the Soviet Union, but it still maintains the world's largest infantry army and remains a member of the Communist Bloc—the only one with both the inclination and ability to act against Moscow's wishes at times.

Interaction between China and the Western Bloc is limited by mutual fear: the rulers of Western nations generally subscribe to “Yellow Peril” theories about the country, while the Chinese still have many memories of detrimental Western interference in China. The continuing existence of the old Republic of China in Taiwan and Hainan is one of the world’s political flashpoints.

WESTERN EUROPE

There were hopeful movements toward a European Community in the first few years after WWII, but after the assassination of French Prime Minister Robert Schumann in 1948 they slowly ground to a halt. Western Europe is largely tied together only on a military basis, with NATO opposing the Soviet Bloc.

Despite coming down in the world over the last half-century, France is still important in esoteric terms due to its former colonial empire. Indochina and Central Africa loom large in the annals of the weird, and the Sahara hides secrets under its sands and dry stones.

Germany, in the meantime, is much newer to the field but made up for lost time with its aberrant Nazi ideology sending out shoots into realms even more bizarre. There are many still alive who remember what happened during the war.

EASTERN EUROPE

In contrast to their western counterparts, most Eastern European nations have less clout. They are generally less-populous and less developed, and are of course very much under Moscow’s thumb. Even so, characters from East Germany are often involved in esoteric skullduggery with their inheritance of pre-War German knowledge and projects. Their ability to blend into the West thanks to their common language and culture with West Germans is also helpful. Berlin retains its position as a crisis point but is also one of the places where East and West meet to co-operate secretly. Other Eastern Europeans are generally working in a subordinate role on a Russian scheme. Tito’s Yugoslavia is the closest thing to a rogue state within this framework but tends to stay in its own backyard.

THE COMMONWEALTH

The United Kingdom has stayed aloof from the rest of Europe and still plays up its imagined role of an imperial power, though under a friendlier name for popular consumption. With the loss of India, the British have focused on the settler dominions—Canada, New Zealand, Australia, South Africa, and Rhodesia—and the so-called “special relationship” with the US. Britain itself oscillated back and forth between socialist and conservative governments for a couple of decades after the end of the War but have since

settled on the Right end of the political spectrum. It was a journey crowned with Margaret Thatcher's election in 1978.

Though geographically expansive and relatively populous (just over 100 million citizens out of 135 million inhabitants), the Commonwealth suffers from the fact that most of its constituent parts are politically independent from each other, and it's the rare issue on which they agree and all pull together. The UK keeps them in line with fears of the regional threats each faces—the US, Japan and China—or their ethnic majority, using a network of naval and air bases around the world to project harder power. The British government itself is gnawed with doubt over the Russians, reverse immigration from the parts of the Empire that it's let go, and even its own youth culture. In response, many cling to a faintly comical Fifties “Britishness” that only compounds their political conservatism. All the while, much like the French, the esoteric stones overturned during colonial times are still causing problems down to this day.

FRIENDS OF HUMANITY

Everyday people know that since the first years after the war, the human race has been allied with two alien species. One has lived on Earth since before human beings even existed, and they live in Antarctica now. The other is from deep in outer space but has a few facilities in out-of-the-way-locations.

Furthermore, everyone knows that we took them on as allies because there are many threats in the universe, some within society itself and some from elsewhere. The government

The Paradox of Traveling with the Mi-Go

Humans are not as squeamish as they might seem about the Mi-Go practice of taking only the brains of their guests on trips to other world. Certainly, some would accept this condition in return for a chance to visit another world.

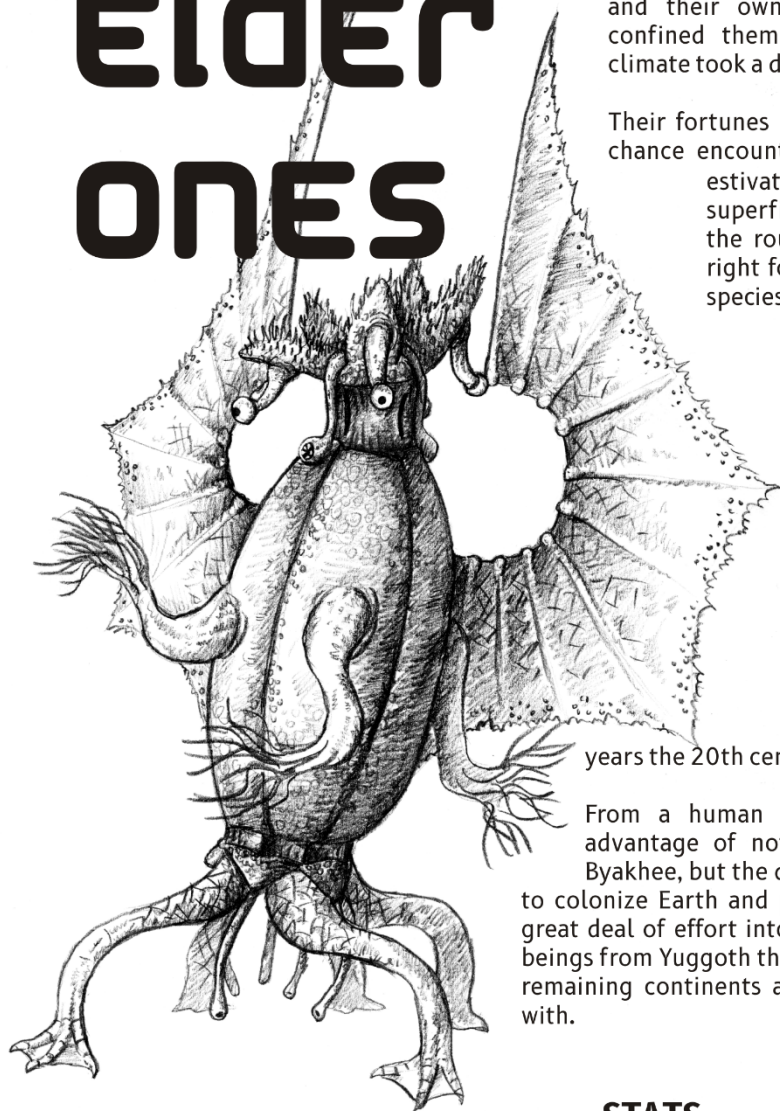
Rather, the governments of the world are suspicious of the aliens' motives. To be sure, the Mi-Go's professed reasons are true—space is inimical to life, the requirements for supporting humans there are large, and the journeys are long—but the powers-that-be are preoccupied with one paranoid question: *How would you even know if what you experienced in that state was real?*

Once disembodied, a human relies entirely on the artificial senses provided to them by their hosts. How can anyone be sure that what they saw and heard was not a complete fiction composed by the Mi-Go? The particularly paranoid even wonder about those who travelled while fully embodied. Were they waylaid while asleep and then merely convinced that they had bodies for the entirety of their journey? Did they actually experience what they experienced with their own senses, or was it all an elaborate ruse? Has anyone truly seen Yuggoth?

hammers this home all the time and calls them "Friends of Humanity" to emphasize the point. A lot of people believe this, or at least go along with it. More than a few know that our "allies" really just tolerate us for their own reasons but it's really no different than being on the same side as Uncle Joe and the Soviets back in the Forties, is it? An even smaller few know that the so-called Friends have infiltrated human society in their own ways, engaged in their own obscure projects.

What no-one knows is what they really want. This has made the powers-that-be as paranoid about their so-called Friends as they are about explicit threats. The ugly turn that society has taken in the last forty years is as much about a desperate and futile attempt for security as it is about emulating the powerful inhuman teachers than humanity has acquired.

elder ONES



Movement
Ground: 6m
Flight: 6m

Armor: Jack [3]

The longest-standing inhabitants of our world, the Elder Ones have not yet had much impact on our current era. Reverses in long wars with the Flying Polyyps, Yithians, and their own former slaves, the Shoggoths have confined them to Antarctica—then that continent's climate took a disastrous turn to the frigid.

Their fortunes began to change in the 1920s, when a chance encounter awakened a few of the Elder Ones estivating on the Antarctic Plateau. Despite the superficially daunting conditions for doing so, the roused individuals felt that the time was right for them to assert themselves again. The species is never anything but slow and methodical so it took another twenty years before contact between them and humans was properly established.

Since then, in return for their right to Antarctica being assented to by the United Nations and assistance in fighting the remaining Shoggoths infesting their ancient city of Kadath, the Elder Ones have slowly doled out their knowledge to their junior partners while increasing their numbers and rebuilding their civilization. It is early days yet, but to a species used to thinking in millions of years the 20th century is just an eyeblink.

From a human standpoint the Elder Ones have the advantage of not being in an genocidal war with the Byakhee, but the disadvantage that they explicitly are able to colonize Earth and probably want to do so. The UN puts a great deal of effort into trying to monitor them but unlike the beings from Yuggoth they tend to stay away from humanity's six remaining continents and so are accordingly hard to interact with.

STATS

STR 2d6
END 2d6+2
DEX 2d6
INT 2d6+1
EDU 2d6+1
SOC 2
PSI 2d6

SKILLS

choose 8 skills levels from
Computer, Engineering,
Gun Combat, Melee
Combat, Medicine,
Mythos, Sciences,
Telepathy

mi-go



Movement

Ground: 6m

Flight: 12m

Armor: Jack [3]

After several isolated incidents, humans' first contact with this species came when one of their spacecraft crashed near Enzklösterle in Germany in 1934. While the Nazis were only able to glean a small amount of technology from the wreckage, the discovery launched all powers on a desperate search for ways to use it and counter it

One of two alien races propagandized as Friends by the United Nations, proper relations with the Mi-Go were established in 1955 with help from the Antarctic Elder Ones.

Unlike the beings at the South Pole the Mi-Go had no large interest in Earth, with just a few small outposts used for mining metals not easily obtainable on worlds like Pluto that were their primary habitat. While the Elder Ones are of the same kind as human beings the Mi-Go are partially composed of dark matter, making them highly

resilient by terrestrial standards but also making it difficult for them to range freely on the Earth for more than a few days. Their biotechnology does allow them to transplant their brains into a human host—often a death row inmate supplied by a friendly government—when they need to linger in the larger world

It's emerged in recent years that the Mi-Go are on the losing end of a millennia long war against the Byakhee of the Yellow King, a growing interstellar empire based on the Hyades. Pluto and its ilk are not their preferred homes but rather a remnant of a much larger set of colonies that has slowly been brought to ruin. While they are far in advance of the human race, some are whispering that the UN has made a terrible mistake by allying with a dying species.

STATS

STR 2d6-2

END 2d6+1

DEX 2d6+1

INT 2d6+2

EDU 2d6+3

SOC 2

PSI 2d6+3

SKILLS

choose 10 skills levels from

Computer, Engineering,
Gun Combat, Melee
Combat, Medicine,
Mythos Piloting,
Sciences, Telepathy

Sites of Mi-Go Bases

1. Bald Mountain, Vermont
2. Brown Mountain, North Carolina
3. Holatchahl, Sverdlovsk Republic
4. Garet el Djenoun, Algeria
5. Koh-i-Chiltan, Pakistan
6. Wangtian'e, China
7. Black Mountain, Australia

Known and Suspected Mi-Go Bases

DOWNGRADED AT 12 YEAR
INTERVALS: NOT AUTOMATICALLY
DECLASSIFIED. DOD FAR 5200.10



ENEMIES OF THE STATE

HUMANS

You are black, or Jewish, or gay, or any of several other categories, the exact number and nature of which varies from nation to nation. No matter what you do, you will never be entirely accepted, though your country tolerates you to a greater or lesser extent depending on how well you keep your head down. Unfortunately, even that is not necessarily enough. There are rumors of camps, and all it takes to disappear is for someone in the government to decide they want you out of the picture. Many people like you carry on anyway—you must live life, and your opponents are so strong. Resistance would be futile. Some people, though, and for whatever reason, refuse to go along and fight back for as long as they can.

DEEP ONES

Also human, the Deep Ones rate their own category partly because they have abilities and potentials beyond the human norm, and partly because they are explicitly singled out for persecution more than any other group.

Deep One Characters: Surface-dwelling Deep Ones have END+1 and Mythos-0 skill but are otherwise treated as human beings for purposes of character creation, including careers. However, the make aging rolls *every term*, rather than beginning at age 34 (four terms). This roll is made with 1 die instead of the usual 2, and medical care does not assist in it.

If a roll is failed, the character begins turning into a ocean-living Deep One as follows:

Failure #	Consequence
1	The character still appears human but is detectable as a Deep One by a Böhm Test (see <i>Physiology</i> , below).
2	Outward signs of the character's inhumanity start to show (the "Innsmouth Look"). SOC -1.
3	The Innsmouth Look is very pronounced—pop eyes, hair loss, a green cast to the skin. The character is now revealed a Deep One to any in the know (i.e., make a Mythos skill check).
4	The character is obviously no longer human and becomes a Young Aquatic Deep One. Gills develop on the neck and the character does not have to breathe air when underwater. If this happens during character generation the character has "died"—either been imprisoned and/or escaped to the ocean, or possibly literally killed—and may not be used as a PC. If this failure happens after character generation is complete, the Referee has the option of allowing one final adventure with the character before retiring them to an NPC or allowing the character to continue, depending on the nature of the campaign.

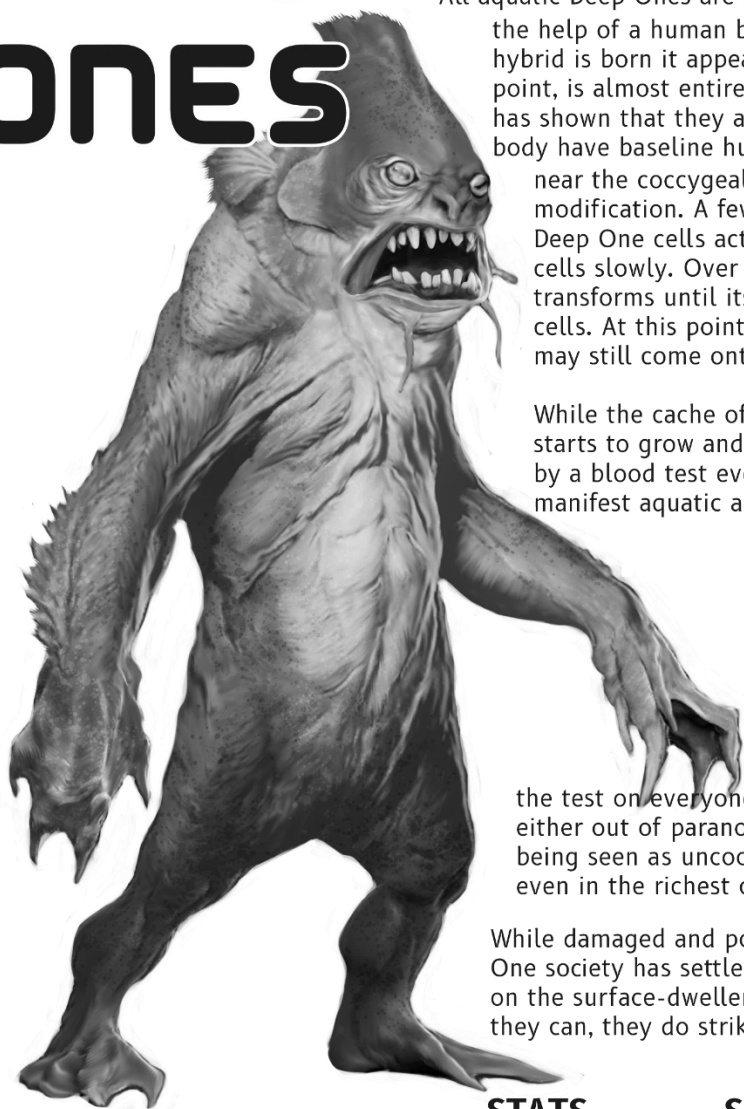
All consequences are cumulative (e.g., the Böhm Test does not stop being a hazard despite moving from level 1 to level 2).

Water-dwelling Deep Ones are too powerful to use as player characters and, as they grow throughout life and are functionally immortal, eventually are better modeled using Cepheus Engine's animal rules.

Young Aquatic Deep One: Generated as above, but after a fifth failure make the following modifications:

- The character leaves their current career.
- Gain Mythos-1 skill, or +1 to previously acquired Mythos skill.
- STR+2, END+2, PSI+2
- Psychic Strength no longer decreases as time goes by.
- Unless in contact with saltwater in the last six hours, the character loses 1 END cumulatively. Incidental contact (drinking some or being splashed) arrests the decline for that 6-hour period but does not restore lost END. Complete immersion is required for a full return to health. This also carries over to fully oceanic elder Deep Ones. Note that the authorities usually use this disadvantage to control Deep Ones of all types that they have imprisoned.

deep ONES



Some 300,000 years ago a group of the earliest Homo sapiens was altered by unknown means or entities to become Deep Ones. While their fully aquatic type is remarkable enough, it's their parasitizing of humans for reproduction that is strangest. All aquatic Deep Ones are sterile and only have children with

the help of a human being. When a Deep One/human hybrid is born it appears fully human and, more to the point, is almost entirely so. Dissection of some specimens has shown that they are chimeras; most of the cells in the body have baseline human DNA, while a cluster of cells near the coccygeal glomus carries the Deep One modification. A few years following maturity, a hybrid's Deep One cells activate and begin replacing baseline cells slowly. Over a decade or more the hybrid transforms until its entire body consists of Deep One cells. At this point they return to the sea, though they may still come onto land for periods of a few hours.

While the cache of alien cells is small at first, once it starts to grow and spread its presence can be detected by a blood test even before the subject begins to manifest aquatic adaptations. Developed by German-

American immigrant Dr. Heinrich Böhm in the 1950s, the test is administered to people in several circumstances: applying for a security clearance, when immigrating, and often when arrested. Only its expense limits its use, as if it were possible governments would be happy to run

the test on everyone, and most citizens would do so either out of paranoia over the Deep Ones or fear of being seen as uncooperative. It hasn't come to that yet even in the richest countries, though work continues.

While damaged and poorly positioned to fight back, Deep One society has settled on waiting out humanity, counting on the surface-dwellers' inability to get at them. When they can, they do strike back in secrecy—often mystically.

Movement

Ground: 6m

Swim: 6m

Armor: Jack [3]

STATS

[Elders]

STR 3d6

END 2d6+3

DEX 2d6

INT 2d6

EDU 2d6

SOC 2

SKILLS

[Elder]

Deep Ones retain skills gained during their human lives and gain six levels from:

Athletics, Melee Combat, Medicine, Mythos, Stealth, Survival, Any psychic skills

YITHIANS

The Yithians are an extraterrestrial species which leapt, in mind only, across the vast darkness of space to Earth many hundreds of millions of years ago. They took over the bodies of beings that had evolved from escaped Elder One experiments during the Proterozoic and set themselves up as an opposing civilization to the Antarcticans, then embroiled in a war with the Flying Polyps that they were slowly losing. The advent of the Yithians tipped the balance the other way, but at the cost to the Elder Ones of giving up all land on Earth except proto-Antarctica.

Once settled, the Yithians set about exploring Earth's future in the finest details, using their mind-hopping skills to project themselves forward into the bodies of unwilling hosts—not just of humans but of all the other intelligent species that our world hosts before the end finally comes.

Though rarely encountered in their pre-Cambrian form, characters exploring that era will find that they are tall cones (3 meter/10 feet) of wrinkled flesh topped with four tentacles—two sporting pincers, one a cluster of trumpet-like sensory organs, and the last a three-eyed head. In this body they speak in a language of claw clicks, known to only a few humans, but some possess telepathy and of course they use the speaking mode of any body that they might possess.

Historical Yithian Victims

Establishing who has been subject to a Yithian “psychic kidnap” is difficult, particularly those which happened prior to 1945. Nevertheless, some of those affected are known with a degree of certainty. A far from complete list and the dates they were affected includes:

1. Bartolomeo Corsi (1100?-1105?)
2. Pierre Louis de Montmagny-Huault (1530-1535)
3. Joseph of Cupertino (1620?-1638?)
4. James Woodville (1655-1658)
5. Jakob Michael Reinhold Lenz, (1777-1779)
6. William Chester Minor (1866-1871)
7. Alice A. Bailey (1895-1907?)
8. St. John Philby (1929-1932)
9. Harry Daghlion, (1944-1945)



Every era hosts Yithian historical researchers, but there is reason to believe that the rate of Yithian excursions into human minds has increased dramatically since the middle of the 19th Century. The reason or reasons for this are unknown.

The Yithians pride themselves on their disinterest in the times they do not inhabit. They see themselves as observers and chroniclers, and only care about their ability to mix unobtrusively with a society so they can see it in its “natural” form without causing any perturbations by their presence. They only take aggressive action if someone threatens their ability to vacate a host mind and would particularly fear an attempt to stop their entire race from jumping minds, as that would threaten their long-term survival. Short of that, it is difficult to get them to interfere with things.

Their purpose is to prevent the thing that George Orwell feared: “Who controls the past controls the future. Who controls the present controls the past.” If every moment is the present because they are there, recording it, past and future are beyond the control of anyone who would control them by erasing that record. There are some who would say they’ve lost sight of that and regressed to mere button-collecting, making their records simply because that’s what they’ve always done, but they remain a powerful resource for peoples who fight the oh-so-modern fate of not just extinction, but erasure.

Yithian Characters: As choral parasites, Yithians take on the physical characteristics of the body they have taken over. The unfortunate host’s mental characteristics and skills are subject to radical change, however:

- The Great Race is highly intelligent and adaptable: INT increases to F and the character gains the skill Jack-o’-Trades-1.
- SOC remains the same but if above 5 drops by 1 each month until 5 is reached. The Yithian has a utilitarian approach to social relationships and ends all contact that does not contribute to its mission. Social *faux pas* affect those that it keeps.
- EDU drops to 4 immediately, as the Yithian will have huge gaps in its everyday knowledge—not knowing that WWI took place, for example, or never having encountered a cat before. However, it will voraciously take in new knowledge and gain +1 EDU per week until B is reached two months later.
- Several skills that rely on fundamental knowledge will be set to 1D6 (potentially making the Yithian an unmatched expert in a field): Linguistics, Mechanics, Physical Sciences, Space Sciences and Tactics.
- Mythos is set to 3.
- Computer is set to 2.

- Energy Pistol and Energy Rifle will be set to 1, though these items would have to be built over time using the Yithian's Mechanics skill.
- The Yithian/human gains Telepathy-1 but will avoid using it in preference for the host's natural means of communication.
- Time Travel (Mental) is set to 0. Yithians will engage in a days-long ritual after building an assisting device in order to increase their chances of returning home to the distant past.
- All other skills are removed. The Yithian will cover using Jack-o'-Trades or feigned amnesia if necessary.

ADVERSARIES

The difference between enemies of the state and adversaries is one of power. An adversary of the United Nations doesn't have to worry about falling afoul of the powers-that-be on a day-to-day basis. They are out from under their control because live someplace away from UN power or are very powerful themselves—and often both. These are the beings that frighten human nations, Elder Ones, and Mi-Go in equal measure, and which could potentially end the world if not checked.

THE ABYSSAL ONES

As the Deep Ones are to genus *Homo*, the Abyssal Ones are to *Tursiops truncatus*—the common dolphin. While the Deep Ones live in a few places on the continental shelf near the underwater escarpments leading to greater depths, the Abyssals roam the vast, lightless oceanic plains between 3,000 and 6,000 meters deep, only rarely coming near the surface; like the Deep Ones, they are no longer dependent on air. Also like the Deep Ones they grow ever larger during their immortal lives and some are known to be in excess of 30 meters long and over 100 tons—larger than even the largest whales. There's even some speculation that the gods of the Deep One religion may not be actual entities but rather are based on particularly large members of this race.

This makes them difficult for humans to grapple with, though younger ones have been known to swarm submarines in distress. One large specimen was encountered by the USS *Scorpion* 400 meters down off the Azores, with the result of the submarine lost with all hands. Since then the UN have been circumspect about the Abyssal Ones, to the point of



putting a moratorium on whaling in 1982 after the Vattarnes Incident—the death of 20 Icelandic whalers the previous winter after they harpooned what was most definitely not a whale. Only the Japanese have been brave enough and foolish enough to

continue a low-level war with them.

Fortunately, they seem to be only marginally interested in their Deep One relatives. As Deep One settlements have been warred upon and their inhabitants captured, the powers that be have worked hard to stop any attempts by the Deep Ones to bring the Abyssals into the conflict. So far, they have succeeded.

Young Abyssal One

150 kg Chaser (Carnivore), Deep Ocean Swimmer, EAC6C6, #App: 2D6+6
Mythos-1, Natural Weapons-1, Survival-1, Recon-2
Teeth 2D6; Hide 1; Speed: 9m

Elder Abyssal One

3500kg Chaser (Carnivore), Deep Ocean Swimmer, P7C8DA, #App: 1D6
Mythos-2, Natural Weapons-1, Survival-1, Recon-1, Telepathy-1
Teeth 4D6; Hide 3; Speed: 9m

Ancient Abyssal One

>30,000kg Chaser (Carnivore), Deep Ocean Swimmer, Y4ZAFF, #App: 1
Mythos-3, Natural Weapons-1, Survival-1, Read Mind-1, Recon-1, Telepathy-3
Teeth 6D6; Hide 10; Speed: 12m

THE BURNING ONES

Thankfully non-existent on Earth in their natural form, Burning Ones are only encountered in “exile state”—embedded and paralyzed within the inferior minds of human beings, thus prevented from indulging in their natural lives until their prison dies. This often comes decades before a natural lifespan due to the malevolent effects of hosting such a powerful being.

When free, Burning Ones are creatures of incredibly hot plasma, suspected to have evolved in the corona of an unknown star. They are capable of interstellar travel without technological assistance and engage their extremely high level intelligence by observing very beautiful (to them) arrangements of energy found here and there throughout the universe—star-formation regions are like meadows to a Burning One and the supermassive black hole at the center of the galaxy is a pleasant fountain.

They also indulge in fratricidal politics and, as they cannot be killed, the losers are trapped within lesser minds as outlined above. When discovered by the agents of the United Nations, immured Burning Ones are isolated but otherwise given every possible assistance

to leave Earth—the sooner, the better, and on the best terms possible for fear of an entity that has the power to make stars to go nova.

Typical Burning One-possessed human

968422-A Age 30

Drifter, US\$100

Driving-0, Natural Weapons (Fists)-1, Streetwise-1, Survival-0

When awake, a person possessed by a Burning One acts and appears normal, or at least within the normal range of human qualities. That said, imprisonment in a human host is considered more demeaning the more that human embodies the things that Burning Ones disdain while lacking in the qualities that they prize: a physically clumsy but otherwise above-average physical specimen and poor mental abilities—only a high PSI is required to allow the imprisonment, while forcing the prisoner to think only little thoughts slowly is the height of torture.

The Burning One will be unable to control or even influence its host until such time as that person fails an aging roll. At this point, the host is doomed and will die within 1D6 weeks. Any time they sleep between the failure and death, the Burning One will be able to surface its personality and the human host will seem to be awake—but with extremely fickle and murderous tendencies. It has difficulty relating to human experiences and will generally talk (or shriek) about cosmic vastness; these are reminiscences of its life prior to imprisonment. At these times its characteristics and skills will become:

AAAJA0-F

Melee Combat (Fists)-2, Mythos-3, Read Mind-2, Telepathy-3

After the host's death the Burning One will escape but will also leave the planet immediately in order to seek revenge on whatever imprisoned it. It may take a moment to eliminate some Earthly irritation.

There are no statistics for a freed Burning One. In this, hopefully brief, phase the referee may assume that anything the Burning One wishes to have happen will occur and that no human agency can prevent it. This includes anything up to and including making the Sun go nova.

BYAKHEE

The Byakhee inhabit an interstellar empire centered on the Hyades. They also have an outpost around Aldebaran at about half that distance and have traveled as far as Earth several times. As they expand, Earth is slowly falling into their sphere of influence, and it is likely that they will try to bring the planet under their control if given an opportunity.

The Byakhee are a hive mind, run from the center by a vast intelligence known as “The Yellow King”—a human name for it, as explained below. It is not a collective being, however, as the individuals encountered on Earth and elsewhere do not contribute to its sentience. Rather they’re more like limbs or even individual white blood cells in the human body: controlled from the center by telepathic means as a way of circumventing the light-speed barrier. Human psychics have found that they can override that control and use a Byakhee drone for their own purposes, but doing this always runs the risk of attracting the Yellow King’s attention.

Though they have little direct contact with the Byakhee, the governments of Earth are beholden to the Mi-Go and believe what they have been told by them—that the species is merciless and expanding in this direction. The UN is alert to anything that might suggest they have arrived and are working with the Mi-Go to develop suitable weaponry before they do. Fortunately, and unlike some other cosmic beings, the Byakhee are composed of typical

matter and are as susceptible to violence as any mere human.

The Yellow King, however, appears to be at least partly memetic. Those encountering a fragment of the sentience (which, again, is not present in every Byakhee) find themselves developing paranoia and OCD centered on what they know of the being, ultimately leading to dangerous behavior and suicide 1D6 days later. Specialists in the field believe this to be the result of the victim’s personality being partially overwritten by that of the King, and the incompatibility between human mind and alien thoughts causing the crisis.

This makes one detail particularly unsettling: an obscure and now-suppressed book entitled *The*



Yellow King was published in 1895, containing descriptions of the Byakhee and their Empire couched in metaphor and allusion. The parallels are so complete that the name “The Yellow King” is used when discussing the Empire’s alien autocrat. Those who read the book suffer much the same effect mental effects as encountering the King directly, leading to horrifying theory that the sentience can somehow be coded in writing. It’s considered at least possible that the King has been present on Earth for most of a century, spreading among an unknown number of people. Unfortunately, the book’s author died more than a decade before anyone in power recognized its significance and his sources could be traced.

Resisting the effect of a Byakhee with sentience or reading The Yellow King: Routine, INT, Instantaneous and Fateful.

Byakhee

250kg Reducer (Scavenger), All, Walk/Fly, 7896A2, #App: 1-3
Melee Weapons (Natural)-2, Mythos-1, Recon-0, Survival-1, Zero G-1
Teeth and Claws 1D6, Hide (1); Speed: 6m walk/12m fly

COLOUR OUT OF SPACE

Contrary to initial studies, the Color is not entirely a living thing—it is also a weapon. Developed by the Byakhee in their war with the Mi-Go, its first deployment on Earth was a near-miss shot at the Mi-Go colony in Vermont. Since then the United Nations has had to come to grips with it at least twice more, once a fallout of the same attack on New England in the Fifties and again at Marble Mountain, southwest of Yreka in California, in 1983. Rumors from behind the Iron Curtain suggest that there may have been another attack at Ozyorsk, near Chelyabinsk in the USSR, in 1957.

The world’s governments live in fear that the Byakhee will decide to launch a mass attack with this weapon, depopulating the world comprehensively from humans down to the humblest bacteria. So far it seems that they’ve not done so only for the unsettling reason that they want to preserve the Earth as a living world so that it better suits their needs when they take over.

Effects of a Colour Attack: While alive in a certain sense, the immaterial nature of a Colour makes it impossible to fight. The only question is how one escapes.

An attack begins with the landing of a Colour casing, which resembles a rocky meteorite about the size of a compact car. It is hot to the touch, though not for the common reason of passing through the atmosphere—Colour casings slow down to terminal velocity in air in

order to avoid detection. This will become clear as it will stay hot for a period of 1D6 days, during which it will shrink and vanish (as will any curiously malleable samples taken from it). Those digging into the body of the meteorite before it goes may find one or more fragile, glassy spheres, iridescent in a color that is impossible to describe. The future course of events is not affected if the spheres are broken or left alone.

Anyone who stays within a 500-meter radius of where the meteorite dissolves for 24 consecutive hours must make a Formidable check against END. If it is failed, that person will not leave that radius willingly; if removed they will not fight but will seek quietly and endlessly to return.

One random large animal captured this way—humans, but also horses, cows, dogs, and so on—will become the focus of the attack. This unfortunate will begin to turn grey and crumble away, eventually succumbing to death after 1D6 weeks. Any time they are alone they may die sooner than this: under those circumstances make a Simple skill check against Recon. If they fail, the Colour has emerged from a lightless place in the vicinity (a basement, a well, a natural cavern, a sewer) and taken them. Searchers will only find a skeleton.

Once the first victim is dead, another captive will become the focus until all are dead or one year has passed.

In the interim, the foliage around the meteorite's former location will grow wildly for six months, then sicken and turn a shade of grey tinged with the impossible color seen in the glassy spheres. When the sun sets on the final day of the Colour's year on Earth the vegetation becomes strangely animate and now glows in the strange colour. 1D6 hours later, certainly before dawn, all of the glow will gather in the center of the affected area and disappear rapidly into the sky in a series of successively smaller "shots" reminiscent of a klieg light or laser beam. All living things, including any remaining captive as well as any other person who happens to be within the 500-meter radius are then reduced to grey ash. This is blow away or be washed into the watershed by rain, leaving behind an area of stony desolation where nothing will grow again.

Authorities are alert to the possibility of a Colour attack, and when one occurs the area will become a quarantined hive of official activity. Despite several opportunities to study a cycle from beginning to end, however, they have made no progress in stopping them—and even discovered that the Colour has a rudimentary ability to detect when it is being watched and will slowly reach out to the watchers in search of more victims.

DHOLES

The dholes are an alien infection, slowly but surely hollowing out the Earth's crust and mantle. Ultimately this will lead to the extinction of the surface biosphere as the oceanic ridges lose their power source and plate tectonics stop.

The human race is groping for a way to fight back as these enormous creatures are hard to detect unless near the surface, can consume and pass through solid rock faster than a freight train, and are so enormous (in excess of a kilometer long and 30 meters in diameter) that they shrug off any attack this side of a nuclear weapon. For now humans monitor them as best they can from two points on Earth, the Western Deep Levels mineshafts in South Africa and the Creighton Mine near Sudbury, Canada. In the latter, the Canadians and Americans have set up a technologically sophisticated monitoring site under the cover of a neutrino detection experiment, while Western Deep hosts a more hands-on exploratory approach.

A third site in the US is also related to the Dhole Problem. The Empire Mine in northern California presents a much less-controlled situation: in 1956 the miners inadvertently broke through into a cluster of dhole tunnels near the upper edge of their range. Most died and follow-up investigations had similar luck. Accordingly, the operation was shut down and the whole site handed over to the US Army. Since then they've kept a wary eye on the situation, and the dholes seem to have largely subsided.

The timeframe involved is long, but already dhole tunnels are affecting the planet, with an increase in the rate of large earthquakes (and, at times, associated tsunamis) of some 1.5% over the last 100 years.

Dhole

1,000,000kg Filter (Omnivore), All, Crawl, ZZZ110, #App: 1
Athletics-1, Melee Weapons (Natural)-1, Recon-0, Survival-0
Teeth 20D6, Hide (7); Speed: 24m

FLYING POLYPS

This species is profoundly un-terrestrial, being composed of extremely dense “dark fluid” a peculiar variety of dark matter with the property of possessing negative mass. This allows them to hover unsupported above the ground, writhing in a manner reminiscent of earthly coral polyps—hence the strange name applied to them—while their variable but very high density tends to suck light and air towards their ruddy-black bodies.

Polyps are intensely hostile to all other living things regardless of type, mocking their forms with their labile bodies while attacking ferociously.

They do not communicate with other species and any peace that may come is merely a period between violent attacks. Six hundred million years ago they controlled much of the Earth, having taken it from the Elder Ones, but the arrival of the Yithians broke their power. That experience shows that it is possible to force them into a sullen placidity for considerable periods of time.

This is the current state of affairs. While the Polyps were defeated in their insanely long war with the Elder Ones and Yithians, they were not destroyed. They retreated deep underground and have made probing attacks against the surface world ever since. Though quiescent during human history, the recent revival of the Elder Ones and their city Kadath has also roused the Polyps and there have already been sharp, bloody clashes in out-of-the-way places. At the instigation of their alien allies the UN has dug a few very deep holes for scouting purposes, covering the projects as scientific research; the Americans have focused on ocean-based drilling with the ship *Glomar Challenger*, while the USSR drilled deep into the Kola Peninsula. The government tries hard to make sure no-one knows of the Polyps’ existence, and to this point has succeeded in keeping them as rumors unheard by most.



Though an intelligent species, Flying Polyps are so alien that they are best modeled as animals for game purposes:

Flying Polyp

100kg Killer (Carnivore), Underground, Fly, A78672, #App: 1-3
Athletics-1. Ranged Weapons (Natural)-2, Recon-0, Survival-1.
Gravity 1D6, Hide-6 and see below; Speed: 6m

A polyp's gravitic attack has two effects: it pins a target in place unless it makes a Difficult STR role (Instantaneous and Repeatable) and it creates a strong wind of energy-deficient (i.e., freezing) air that causes 1D6 cold damage. Those killed by a flying polyp will freeze to death.

Attacking a polyp is difficult, as their non-material nature makes them essentially immune to physical violence: any such attack must kill it in one combat round, otherwise it heals completely by the start of the next round. Energy attacks such as bombs, flamethrowers, and actual energy projectors supplied by Elder Ones or Mi-Go cause damage in the usual manner: cumulative as more successful attacks are made.

K'NYAN

Of all the human race's adversaries, the "serpent folk" are the most tractable and there are signs that the United Nations are gearing up to deal with them. When they previously inhabited the Earth they were not technologically advanced and there was even some contact between them and early humans in Arabia some 150,000 years ago. They did possess advanced mathematics, however, enough to cast "spells" that let them relocate to several paradimensions similar to Earth but filled with light—at least two with gold and blue illumination respectively, and another where the light is black with associated bizarre effects.

While this hints that these refuges' laws of physics are somewhat different, they are sufficiently like Earth's that terrestrial creatures can live there indefinitely. Even so they have maintained gates between their dimensions and Earth, located deep underground in arid places like Nevada and the Rub-al-Khali. On rare occasions they will use them as part of some obscure mission to their former world, and this is what the UN will not abide—that something be in our world and not be under control, Elder Ones and Mi-Go notwithstanding. Human nations covet access to these gates and also have realized the implication of their extradimensional nature: if the dimensions could be identified, it would be possible to travel there at will and make war on them.

The people of K'nyan come in two varieties, only one of which is the inhuman serpent folk. The original, ruling species is small (about a meter long/tall and 50 kilograms) and lizard-like with a few features such as a rounded skull and short muzzle that remind some of a seal. They also keep many human helots derived from unlucky individuals captured tens of thousands of years ago (and a few more recent). The humans live in a semi-independent society beholden in servitude to the K'nyan. These are kept in line by threats of an eternal existence of servitude: the K'nyan developed the technique of reanimating human bodies—and even parts thereof—long before humans themselves rediscovered the science in the early 20th century, and some wonder at the similarity between their name for it, *y'm-bhi*, and the originally West African word *zombie*. This culture's signature punishment is decapitation followed by reanimation, in which godforsaken state the human helots are encountered occasionally as they are used as guards in the tunnels connecting their gates to the surface world of our dimension.

Typical High K'nyanian NPC

566767-4

Athletics-0, Melee Weapons-1 (Teeth), Mythos-0.

Typical Revenant Lesser K'nyanian

80kg Gatherer (Omnivore), Underground/Desert, Walk, 777032, #App: 1-3

Athletics-1. Melee Weapons (Natural)-2, Recon-0, Survival-1.

Fists 1D6, No armor; Speed: 6m

THE PARADIMENSIONAL ONES

The cosmos contains more dimensions than the three of space and one of time posited by Albert Einstein—eleven in all, according to the latest theories. The latest developments in string theory suggest that the ones we cannot see are curled up impossibly tightly from our perspective, but they are there and furthermore they can be accessed.

Paradimensionals come in almost infinite variety, but a few of the more notable ones are:

Hounds of Tindalos: If one switches out the regular time dimension for one of the other choices available, time travel becomes possible—but at a terrible cost. The exact nature of the Hounds is uncertain, but they are attuned to those playing games with the eons and are implacable in hunting down those they detect. Even after returning to the time from which they came travelers will need to be wary of the angled join between any two planes, as the Hounds use these lines of teleport into our spacetime and destroy those they catch. And unless one can find or construct a place with no angles, it is impossible to prevent them from teleporting.



100 kg Chaser (Carnivore), All
EAC3B5, #App: 2D6
Natural Weapons-3, Recon-2, Survival-1, Teleportation-6
Teeth 3D6; Hide 2; Speed: 12m

Azathoth: The mad nuclear chaos apparently responsible for the multiverse's very existence is legendarily coterminous with all of time and space, a status peculiarly difficult to square with its non-existence in our own mundane universe. Paradimensional exploration cleared up the conundrum—It makes up the entirety of those bizarre dimensions where all eleven are unfolded and in play, thus interpenetrating the simpler planes like the one we inhabit without being perceptible. This makes exploring those particular worlds hazardous in the extreme, to the extent that there is no formal research into them; gates to them are formed only by the insane or those looking for short-term chaos and destruction by allowing The Lord of All Things to blindly touch our dimension.

SHOGGOTHS

The Elder Ones constructed various slave species, of which the best known (and the only one believed to have survived) is the shoggoth. Originally little more than biological labor machines, over time they developed sentience—and the ability to resist the orders of their creators.

The revolt of the shoggoths was the final straw for Elder One civilization on Earth and those alien beings retreated to their hibernation in Kadath, while a few of the shoggoths escaped to live in the ocean depths and subterranean lakes, usually only returning to land in various

isolated, frigid locations to breed. Many more inhabit the lower levels of Kadath itself and are now engaged in war once again with the Elder Ones.

Assuming they are not under the mental control of another, the Shoggoths have only one motivation: they want to be left alone and free. Their strategy for gaining this is simple: avoid contact with other species when possible and react violently if it is unavoidable. They are particularly murderous toward those who have demonstrated the ability to control them. They do understand the concept of “an enemy of my enemy is my friend”, though “reluctant ally” might be a better formulation; they will cooperate with others only if the situation is desperate. For power-political reasons both the US and USSR cozy up to the Elder Ones with military assistance, but the Soviets have a certain ideological sympathy for the shoggoths’ rebellion. Only the fact that the shoggoths vary between stolidly ignoring others and astonishing violence has kept Moscow from opening channels with them, though they keep trying.

Shoggoths are massive, amorphous blobs of cells with the ability to form necessary organs and orifices at will. This makes them extremely resistant to damage, and they are really only vulnerable when breeding; Bouvet Island in the South Atlantic was once site to a major colony but was nuked to clear them out in September of 1979. While their ability to change shape is more window-dressing than anything else (the referee is urged to keep it in mind when describing how a shoggoth moves or attacks), it does have one practical effect: shoggoths can pass through any crack or hole bigger than a drinking straw. It is accordingly quite difficult to keep them out when they want in.

When encountered the best means of defense (apart from fleeing) is to assert authority over them. The first shoggoths were designed to be manipulated using telepathy, and while they have since evolved a resistance to the technique they can still be brought to heel with effort. Occasional human power-mongers will take advantage of this, but despite early success these attempts generally end in the erstwhile master being smashed into the consistency of strawberry jam. See the skill *Command Shoggoth*, p.22, for more details.

2500 kg Killer (Omnivore), Crawl/Swim, Ocean/Arctic

P3Q412, #App: 1D3

Natural Weapons-1, Recon-1, Survival-3

Body 3D6; Hide 5 (instantaneous regeneration); Speed: 4m crawl/4m swim

EQUIPMENT

VEHICLES

Vehicle	Skill	Agl	Speed (kph)	C&P	O/C	Arm	Hull	Str.	Cost (US\$)
Motorcycle	Wheeled Vehicle	+2	150	1, 1	Open	0	1	1	1,000
Car	Wheeled Vehicle	0	130	1, 4	Closed	6	3	2	5,000
Truck	Wheeled Vehicle	-1	110	1, 6	Closed	5	3	3	8,000
Tank	Tracked Vehicle	-1	70	4, 0	Closed	16	11	10	500,000
Sailboat	Sailing Ships	-3	10	3, 6	Open	1	1	2	25,000
Motorboat	Motorboats	-3	90	1, 5	Open	2	2	2	25,000
Submarine	Submarine	-4	40	120, 10	Closed	8	40	40	500 million
Small Plane	Winged Aircraft	0	300	1, 3	Closed	2	3	3	150,000
Passenger Jet	Winged Aircraft	-1	850	3, 300	Closed	2	9	30	10,000,000
Fighter Plane	Winged Aircraft	+1	1200	1, 0	Closed	6	5	5	7,500,000
Helicopter	Rotor Aircraft	+1	220	2, 2	Closed	2	2	3	250,000

MELEE WEAPONS

Name	Damage	Type	Cost (US)	Weight	Variants
Axe	2D6	Blunt	\$35	3kg	Pickaxe, shovel, hatchet
Club	3D6	Blunt	\$10	2kg	Baseball bat, cudgel, two-by-four
Staff	2D6	Blunt	\$15	3kg	Mop, broom
Dagger	1D6	Piercing	\$15	250g	Steak knife, cooking knife
Machete	2D6	Slashing	\$25	1kg	Meat cleaver
Stun Gun [†]	3D6	Energy	\$250	2kg	

[†] Non-lethal

RANGED WEAPONS

Name	Range	Shots	Damage	Weight	Cost (US)	Am. Cost (US)
Revolver	Pistol	6	2D6	900g	\$400	6/\$10
Rifle	Rifle	1	3D6	4kg	\$250	12/\$40
Shotgun	Shotgun	1	4D6	3.75kg	\$300	10/\$20
Flare Gun	Shotgun	1	3D6	1kg	\$30	Cannot be reloaded
Submachinegun	Assault W.	30	2D6	2.5kg	\$500	30/\$40
Automatic Rifle	Assault W.	20	3D6	3kg	\$750	20/\$40
Molotov Cocktail	Thrown	1	2D6	1kg	\$5	N/A
Grenade	Thrown	1	5D6	500g	\$20	N/A
Flamethrower	Thrown	10	4D6	25kg	\$1000	1/\$5

DRUGS AND MEDICINES

Description	Cost (US)	Notes
Medicinal Drugs	> \$2	Any over-the-counter medication: painkillers, sedatives, antiseptics...
Antibiotics	\$30	Cures most diseases, but not viral infections. The nature of a novel infection is left to the referee's discretion.
Stim Drugs	\$10	Military amphetamines, etc. See CE System Reference document p.72 for game effects.
Anti-Radiation Drugs	\$500	Entolimod, filgrastim, romyelocel. Generally, only available on the black market from military sources. Protects against 100 rads of absorbed radiation per dose.
Psi-1	\$5,000	Boosts PSI by 1. Levodopa, piracetam.
Psi-3	\$25,000	Boosts PSI by 3. Illegal unless under the control of a national government.
Immortality	\$200,000	As per anagathics in the CE SRD, p.81 with emphasis on their illegality. All known immortality drugs are obtained from natural sources by immoral means.

MISCELLANEOUS

Item	Cost (US)	Notes
Binoculars	\$100	10× magnification
Cold Weather Clothes	\$50	Good to -20 Celsius, 2× price for -60. 4× price for -80.
Flashlight	\$10	12-hour lifetime
Handcuffs	\$35	
Geiger Counter	\$100	
Hand Calculator	\$75	
Hiking Pack	\$75	Contains up to 20kg
Lockpick Set	\$25	
Magnetic Compass	\$15	
Metal Detector	\$150	
Personal Computer	\$2500	32KB of memory and 10 MB hard drive.
Rope, 10 meters	\$10	
Scuba Gear	\$200	1-hour oxygen tank, swim fins, regulator mask
Shovel	\$10	
Tent	\$150	Houses two people
Telescope	\$500	Astronomical or spotting
Wristwatch	\$50	Can be much more expensive
Walkie-Talkie	\$80	Range 5km

PERSONAGES

Carl Disch

7778A7-A Age 45
\$75,000

Bribery-1, Liaison-3, Mythos-3, Streetwise-3, Read Minds-1, Sciences (Physical Science)-2, Telepathy-1, Teleportation-2.

Disch was a physicist specializing in the ionosphere who disappeared from Byrd Station in Antarctica on May 8th, 1965. It came as a considerable surprise when he re-surfaced in the early 1970s acting as a liaison for the Elder Ones with several human organizations.

How he survived the Antarctic night is a mystery, and for that matter how he even reached Kadath—hundreds of kilometers away on the far side of considerable mountains—remains unknown to this day. Likewise, the reason for his change of allegiance is unknown; though a native of Wisconsin, he advances Elder One interests exclusively now. Since returning to civilization he's been embroiled in numerous schemes that have been almost impossible for intelligence services to penetrate or that have been difficult to understand when compromised. The authorities have been reluctant to detain or question him for fear of annoying his new masters.

It's been noted that Disch does not seem to have aged during his disappearance or in the years since. He still looks to be in his mid-twenties despite being born in 1939, though he's changed his appearance a few times between sporting a full moustache and beard (both black as his hair) or being clean-shaven depending on current fashion.

Yury Glazkov

79A798-5 Age 45
\$500,000

Bribery-1, Call Old One-1, Gun Combat (Pistol)-1, Leadership-1, Piloting-2, Mythos-2, Liaison-1, Linguistics-1 (English and Russian), Read Minds-2, Streetwise-1, Vehicle (Winged Aircraft)-2, Zero G-1.

Glazkov is a former Soviet cosmonaut who was flight engineer on the third Soviet mission to the Moon in 1977. It is believed that something about the trip changed him. A year later he defected to the West during a visit to Geneva; after debriefing by western intelligence he

was let go and soon dropped out of sight. Various interested parties were trying to reacquire him when he re-appeared on his own accord six months later in New York City.

In the interim he had apparently made an expedition to Rhode Island and surreptitiously retrieved an alien artifact from the bottom of Narragansett Bay and taken over the Church of Starry Wisdom. The Church had been moribund in the United States from the 1870s to the 1940s, when it was re-established by SF pulp writer N.W. Dyalhis. Dyalhis ran the organization as a con, hawking personality tests and “secret knowledge” involving aliens but never gaining more than a handful of adherents at a time. After he died at the age of 99 in 1972, the Church drifted leaderless until Glazkov came on the scene.

After demonstrating occult powers like mind reading on *The Tom Snyder Show*, Starry Wisdom grew exponentially to reach tens of thousands of members before levelling off. Unlike most other Friend Cults, this one is left alone by the government, as for some reason it has protection from the Mi-Go and they have spoken up on its behalf. Though not very large, the Church focuses on movers and shakers. It has made some inroads both in the Washington bureaucracy and the Hollywood elite.

Glazkov is motivated by a desire to extend his church’s power step-by-step—though not known to others, he receives knowledge from the Mi-Go about the wider universe in return for successes, and he is obsessed with learning vast cosmic truths. He is a short (5’2”/157cm) 45-year old white male with a round, young-looking face and brown hair that he parts on the right. He has acquired considerable wealth from his movie star admirers and dresses expensively, though in gauche taste.

Maxwell Hunter

575AB8-0 Age 62
US\$250,000

Admin-3, Driving-1, Engineering-1, Liaison-2, Mechanics-3, Mythos-0, Science (Physics)-1.

Formerly an influential rocket and space weapon engineer, after being brought into government circles in the 1970s Hunter has been instrumental in building up the United States’ military presence in space. Thanks to him, high-powered laser weapons look down on the Warsaw Pact, ready to destroy at least a few launching missiles, while also ready to turn toward space on a moment’s notice should the need arise. Even civilian space programs pass through his hands as he ponders how to hide his secret projects within them and stay ahead of every other power.

Hunter is under considerable stress between the responsibility he shoulders, the secrecy he must keep, and his knowledge of humanity's precarious position in the universe. He is tired, overworked, and always ready to leap on something that will make the world safer—for his definition of safe, as seen from his position as the ultimate military insider. His motivation is to be a visionary for the high-tech military use of space, driven by an underlying, outsized patriotism. Unfortunately, he places too much faith in the weapons systems he dotes upon and will champion things that others know will not work out.

Hunter is a 62-year old white man of average height and build with brown hair in a widow's peak.

Nevil Kingston-Brown

7759B5-9 Age 30 (physical)/54 (mental)
\$10,000

Exchange Minds-1, Gun Combat-1, Mechanics-1, Mythos-1, Physics-4, Streetwise-3, Time Travel-0.

"The Professor" is a victim of Yithian mind transfer, but one rather different from others. He was switched out of his native time of 26th century, and then returned five years later. As sometimes happens he was eventually able to retrieve his memories of that time, an event triggered by his visiting Pnakotus in his native Australia—nearly fully excavated by then. Devoting himself to study of the experience he was able to crudely copy the Yithian method and project himself back to the 20th century, which he had pinpointed as a nexus of their activity. Taking over the body of a homeless person in Manchester, New Hampshire he's managed to parlay his knowledge of the future—his past—into a network of contacts which he uses to monitor the monitors. He presently lives in New York City.

Kingston-Brown is quite close-mouthed about years to come, dismissing attempts to draw him out by wryly citing the example of Cassandra, the ill-fated prophet of Troy. He seems haunted by some major upheaval to come, and some have noted that what he knows of physics and science seems only moderately more advanced than what's known in 1984, despite the five centuries between his time and the present day. His motivation is to understand why the Yithians are so interested in the 20th century but he is hampered by the attention of Tindalos Hounds, who pick up his trail when he engages in actions that affect the timeline.

In his 20th-century body, Kingston Brown is a 30-year old African-American, clean shaven and with short black hair who speaks in an unplaceable British-like accent—not Australian, but Australian as it will sound 500 years from now.

Mary Lowell

697664-0 Age 34
\$1000

Athletics-0, Driving-2, Melee Combat-2 (Fists), Melee Combat-1 (Piercing Weapons), Gun Combat (Pistol)-2, Gun Combat (Rifle)-2, Recon-3, Streetwise-2.

Mary is a prominent figure in the resistance, someone who dropped out of her regular life for one on the move, one step ahead of the government agents who want to shut her down. With her partner, Alice, she's set up networks to help Deep One escapees and made contacts with sympathetic people in the bureaucracy so she can pass information along to people who need it.

Unfortunately, she fell into the hands of her enemies six months ago. Her disappearance was brief enough that few of her allies know about it, though some have noticed that Alice has dropped out of sight and are worried that she is dead. What they don't realize is that Mary is gone too. Using Mi-Go brain replacement surgery, her body is now being used by Robert K. Williams, an assassin/psychopath in the employ of the FBI's clandestine operations wing. He's been using Mary's reputation to lure those the government wants dead to isolated locations and then making it happen. He has no access to Mary's memories and has to rely on intelligence gathered in more typical ways, but so far he's extra-judicially executed a half-dozen people. He hopes to greatly increase that number before he is found out.

Though an excellent killer and good at blending in, Williams was psychologically unwell even before taking over Mary's life. That problem has been amplified by his artificially obtained gender dysphoria—he never had a healthy outlook on women at the best of times, and now has a streak of self-hate that he has to keep repressing in order to work. Whether he cracks or is discovered first remains to be seen.

Mary/Robert is a 35-year old woman with dark blond hair. She wears heavy horn-rimmed glasses and speaks with a New England accent.

Oki Matsubara

677856-2 Age 59
\$500

Linguistics-1 (English and Japanese), Mythos-0, Vehicle (Watercraft)-1.

Mr. Matsubara is an Ainu fisherman living in the town of Hamanaka, Hokkaido. As a teenager in 1938 he immigrated to the United States with his family, where he and his father worked as fishermen in Northern California. Interned at Zeniff (see p.57) during WWII, he moved back to Japan in 1948 and he has lived there since.

Oki might be interesting to player characters for several reasons. He speaks reasonably good English and still harbors some resentment against the US government four decades after obtaining his release. Likewise, he is not a partisan of the Japanese authorities as they are generally suspicious of Ainu people and treat them as second-class citizens. What he does trust to is a clandestine connection with the Deep One settlement on the continental slope some 20 kilometers offshore, a by-blow of his acquaintance with the Deep Ones among whom he lived while interned. Though badly damaged by Japanese and Russian raids it is still inhabited and still interested in their human/Deep One hybrid children on shore—especially so now that they are so depleted in numbers.

He runs his fishing boat out to the site every few months when he feels that the authorities are not likely to be watching, passes messages and material back and forth, and acts as a point of contact for hybrids making their way off-shore. In return he gets bountiful catches of fish called up by Deep One hydromancy. So far, he has not been caught, though he is under suspicion.

Evie Sharpe

589773-6 Age 22
\$50

Dimension Travel-1, Driving-1, Invisibility-0, Mythos-2, Steward-1, Streetwise-3, Telepathy-1.

Evie is a member of the “Gothic” subculture, a full-blown anti-establishment lifestyle originally out of France but now popular with young adults in the UK. She lives in typical manner for the type, dressing in long black clothes and wearing elaborate makeup and hair, and spending her nights in clubs devoted to their music. The run-down neighborhoods of London’s East End are their (and her) home, and the Thatcher government has a hard time

deciding if it disapproves of them most because of the French influence, their unconventional lifestyle, or their left-wing, nihilist politics. Raids are common but only serve to drive them further afield socially.

Sharpe herself is a veteran of the cat-and-mouse with the authorities and knows the back ways and bolt holes of her stretch of London as well or better than anyone else. She's also a dabbler in the occult, both a mixture of the old school as well as a naïve but talented absorber of the more modern, mathematical style. She's primarily interested in having a good time and expanding her knowledge of magic while staying out of the clutches of the police, but she can be inspired to help others out of a general disdain for the government. When she's not otherwise engaged, she makes a living as a waitress at the *Silver Key*, a pub in the neighborhood of Bethnal Green.

Evie is a tall, rail-thin 22-year old woman with hair dyed jet black and sprayed into a variety of spikes and loops.

INTELLIGENCE NOTES

Shadowfall is set in a 1984 not too unlike our own, and much of what you remember or have read about the time period is true. But things have diverged since the 1920s and not all is familiar...

ALH84001: The Antarctic Search for Meteorites (ANSMET) is a joint project between the US, Japan, and Australia. Acting on tips from the Elder Ones, each southern summer a dozen or so explorers equipped with snowmobiles hunt down spots where ice flows concentrate any bolides that land on the continent. While this returns much extraterrestrial rock to the Smithsonian's Support Center clean room in Suitland, Maryland, their secondary mission is to watch for failed Colour shots hibernating in the cold, lifeless waste.

In return for their help the Elder Ones have right of first refusal on any specimen and take one or two each year. ALH84001 is a meteorite discovered earlier this year which was left in human hands but then, in unprecedented fashion, requested for return by Kadath. The US government is stalling as best it can while hurried work is done to determine what it is about the meteorite that has piqued their belated interest.

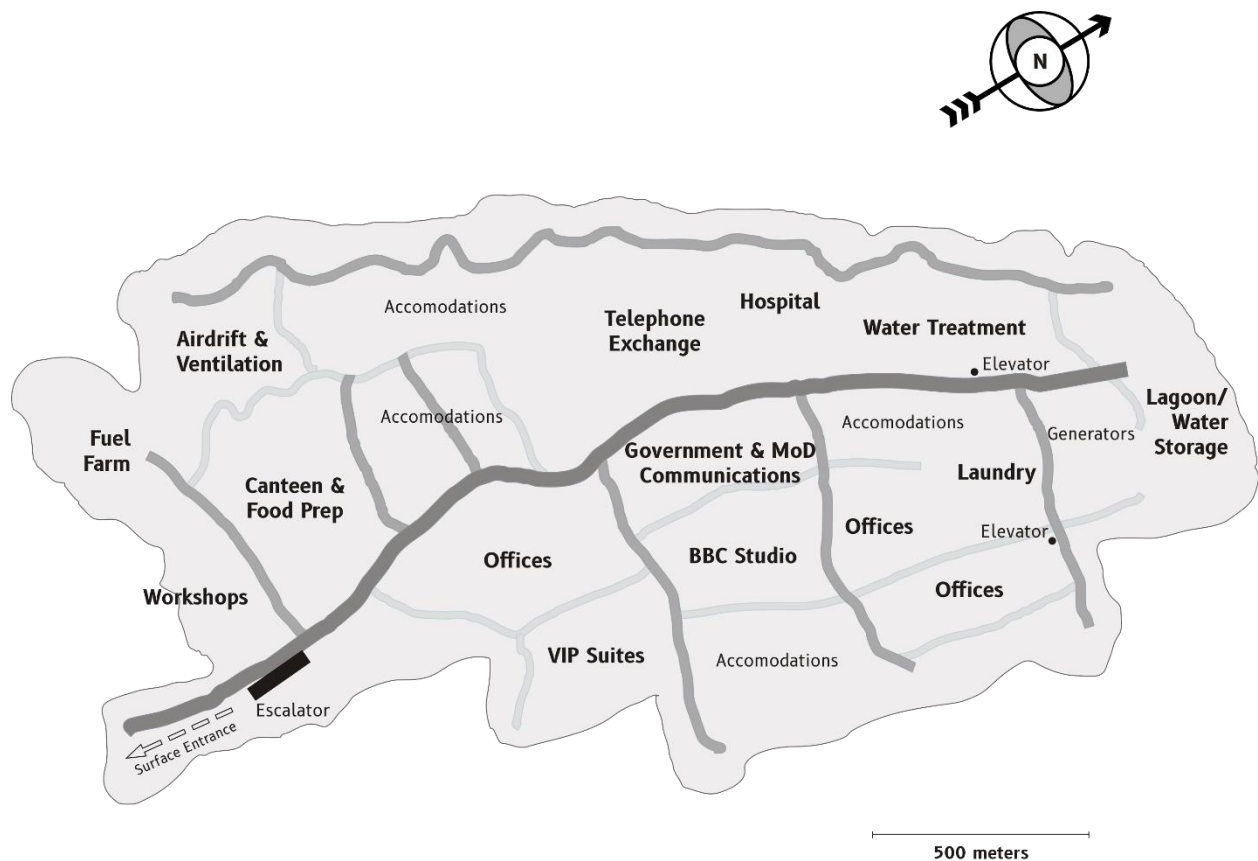
CHANTICLEER: Also known by its code name Site 3 or as the Central Government War Headquarters, CHANTINCLEER is a dual-purpose bunker in Wiltshire for use by the British government during a nuclear war or Mythos-driven apocalypse. With the Americans now using Dimension 1X7-T as a last redoubt, this is arguably the most secure place on Earth.

Built in 19th century quarry tunnels, CHANTICLEER is designed to house the Prime Minister, the entire Cabinet, major members of the Royal Family, and several thousand essential service workers and support staff. There is water storage and treatment for three months, a telephone exchange, and RAF communications center, and even an entire BBC studio so that those within can broadcast to whoever might be left to hear in Britain and a considerable chunk of Western Europe. The whole is stitched together with Lamson pneumatic tubes on the grounds that that would be the most secure communications imaginable should the site come into actual use.

In its nearly fifty years CHANTICLEER has also been the center of several important British military efforts. During WWII it housed the Filter Room used to direct the RAF's response to German air raids, while in the 1950s and 60s it was home to the British effort to observe and understand the propulsion technology behind Mi-Go craft—now based out of

the University of Leicester as it became less classified. Above the site itself is Rudloe Manor, an RAF intelligence facility.

One little known feature is over two kilometers of selenium pipe embedded in the ceiling, one main strip with smaller branches off it—two to the right and three to the left. Taken together they form the largest thaumaturgically active Elder Sign ever known, constructed in the possibly vain hope that it will act as a last bastion of defense during a supernatural crisis.



For now, CHANTICLEER is largely empty, guarded by a dozen soldiers at any one time, but it is used as a depot for copies of many important documents so that the government can pick up from where it left off in an emergency. This makes it a tempting target to those looking for details on various tightly held secrets.

Crooked Pond Marsh: Located to the north and east of Salem, Massachusetts, Crooked Pond was one of several natural bodies of expanded by dams to serve the region as a water supply. Unlike the others, Crooked Pond was drained again in the 1960s and is now a swampy lowland home only to a secretive research facility. Back before the reservoir was even filled, a portion of farmland that ended up temporarily submerged was devastated by a Colour Out of Space attack launched by the Byakhee, and now that it is (somewhat) dry land again the facility studies its lingering effects.

These days the marsh is as isolated and undisturbed as ever, with only one inhabited site along its shores. This is the innocuously named Applied Materials Technologies, whose pair of low-rise buildings are accessible only by private, guarded road out of the nearby town of Boxford. AMT doesn't exist, exactly, and is merely a front for research into the Colour.

Elder Spores: Since the 1950s, atmospheric scientists have noticed a slow increase in an industrial gas, sulfur hexafluoride, in the samples they take from the atmosphere. At first just a curiosity, two growing realizations turned this fact into a more urgent mystery: the source could be traced to no human manufacturer and it was approaching levels that would affect the Earth's climate. The new concept of a "greenhouse gas" applied in spades to it—nothing else was more powerful molecule for molecule, and by 1984 the level has reached the point of upping the planetary average temperature by 0.15 Celsius each decade from the 1950s, with no sign of the level's increase slowing down.

An intensive investigation finally implicated the Elder Ones in Antarctica, and while they have refused to discuss why they are doing this it's assumed that they want to warm Kadath—though to what extent remains unknown. What is also troubling is that the facility used to manufacture and inject sulfur hexafluoride into the stratosphere is also distributing spores of an unknown nature that are landing across the planet, and that these spores are starting to grow in the warming North.

The best-study of the Elder Spores came in 1983, where a patch of recently melted permafrost on the northern side of Great Bear Lake in Canada was found to be sprouting gigantic "caltrops", sedentary living entities resembling two-meter wide plant burrs showing biological affinity to the Elder Ones. After several months of examination, they were destroyed with termite-induced fire, but now Canada (and other northern nations, particularly the USSR) face the daunting prospect of policing millions of square kilometers of taiga and melting tundra for other outbreaks.

Fairchild Industries: The dominant player in Silicon Valley, Fairchild is deeply involved in the military and, to a lesser extent, commercial computing in the West. They build electronics for radars, navigation and targeting systems, and cameras and electronics for weather and spy satellites as well as supplying the microchips for most major computer manufacturers.

Their latest coup is the Channel F, the first so-called "video game console", which has taken the US (and, to a lesser extent, Canada and the UK) by storm. Using their latest microchip technology, when attached to a television it allows children—and not a few surreptitious adults—to play computer games like Space War and Dogfight. Over a million have sold

since its release in 1981, despite rumors that the Channel F can spy on homes where it's installed. Certainly, Fairchild have been a bit unclear on why it needs to be plugged into a phone jack.

Father Dagon and Mother Hydra: The dual deities at the head of Deep One traditional religion, Father Dagon and Mother Hydra are a combination of hunting and fertility icons responsible for bountiful schools of fish and the propagation of the Deep One race. Worship revolves around mass meetings, group chants, and the sacrifice of various marine mammals. Surprisingly, there are signs that this worship does work, to some extent at least, leading some human academics to conclude that the entities in question are immensely old Deep One (or perhaps Abyssal One) individuals waxed powerful over the eons.

Some isolated groups of humans worship the pair, most famously the former inhabitants of Innsmouth, Massachusetts. This has been disparaged as a cult by American authorities and rumors abound that more than just seals and dolphins are sacrificed. A decades-long crackdown has been used as a wedge to break First Amendment rights in the United States and similar freedoms elsewhere in the West, to the detriment of minority religions like Judaism and black churches.

Friend Cults: The advent of the Elder Ones and Mi-Go led to the rise of new, fringe religions with names like Second Woe and Message. Governments praise cooperation with aliens in general but dislike and discourage the cults for several reasons:

They spin a narrative of inferiority: Human civilization can't be credited to us. All we've accomplished from building the Pyramids to building the Bomb has been with alien help. We've been guided all along by superior beings.

They abdicate human responsibility: Whatever problems our species faces, such as nuclear war and environmental catastrophe, they will be solved by the Friends. We do not need to put any effort into them ourselves. It's best to lie back and trust the aliens and their wisdom in everything, and to do as we're told.

They divide loyalties: Why listen to the government or other authorities like established religions? The aliens know better and we should listen to them.

All of these are things to be stopped, if not openly. Leaders and members of these new cults find themselves subject to targeted harassment that they suspect—but can't prove—is government-sanctioned.

Gromyko, Andrei: The USSR has gone through several leaders in the last few years, and the last remaining member of the hardline group surrounding Leonid Brezhnev has risen to

the top of the leadership. This has led to a chill in Soviet relationships with the rest of the world, as he has long been stubborn and intolerant when it comes to other countries. Coupled with Ronald Reagan's more-hardline approach than Nixon's, the world is closer to massive nuclear war than any time since the 1950s.

Iran-Iraq War: Begun in 1979 in the hopes of catching the Shah of Iran off guard while he was dealing with an Islamic uprising, the invasion merely ended that civil war and left Saddam Hussein facing a fundamentalist country willing to engage in human wave attacks. In the years since, Iraq's leader has become increasingly desperate to extricate himself from the stalemated front and has turned to using chemical weapons and at least one shoggoth liberated from an excavation in al-Ubulla. While these have been insufficient to turn the tide, the Iranians have been forced to concentrate on the swampy and defensible Shatt-al-Arab in order to prevent their foe from turning up more of the ancient creatures.

Meanwhile the French have been assisting the Iraqis with arms sales and a (so-far incomplete) nuclear reactor at Osirak, while the Iranians have been getting clandestine help from the Reagan administration despite their distaste for the Islamic regime.

Kadath: There's no vast super-Himalayan mountain range protecting it—that was a deliberate lie by a man desperate to head off further discoveries—but this vast Elder One city is almost impossibly remote anyway. Several hundred kilometers from the nearest shore behind the Asgard Range of the Transantarctic Mountains, it is only accessible by air. Some of it is in a dry valley and relatively out in the open but much lies under the continent's eternal ice.

The Elder Ones are recently reawakened, possibly because of R'lyeh's last appearance in 1925. They are currently concentrated on growing their numbers and reclaiming the city from the shoggoths that destroyed their last civilization and occupy Kadath's lower levels. The Elder Ones are not yet numerous and pay with knowledge and items of arcane tech for human soldiers who will help with the effort. They themselves inhabit only a fraction of the city and make expeditions for inscrutable resources throughout the massive regions that have laid long empty. Sometimes, presumably when they don't wish to risk themselves, they will recruit the handy soldiers for these efforts.

Makhtesh Katan: A box canyon in the Negev Desert in Sinai, since 1966 Makhtesh Katan has been Israel's nuclear testing site. Restricted to military and government personnel, it's seen several atomic shots, a thermonuclear test in 1979, and then something much worse which shut it down in 1983. Reports are scanty as post-disaster security is extremely tight,

but reports are that the canyon is now home to a crack in reality, a circular impression in the sky some 800 meters wide hovering at a skewed angle high above the arid ground.

Down below the landscape has become hallucinatory and extremely dangerous, with the best theory being that the crack has allowed a variety of paradimensions to leak into our own and maintain a tenuous semi-existence. As well as distorted, mutated plants and often-invisible creatures, even the laws of physics vary as one moves from point to point around the site.

Men in Black: The Yithians are not the only foreign species riding human bodies around Earthly society. While not as antiseptic as the Yithians' psychic means, Mi-Go microsurgery can transplant an alien brain into a person, often one who has left the body unoccupied while on a trip offered by the them (but not always). Then, often, they harass people who have seen Mi-Go craft in the skies and on the ground.

Why they do so is unclear. The Mi-Go make no secret of their presence anymore and seem to make a point of not respecting national sovereignty over Australia's deserts and the American Southwest. Nevertheless, they appear alone or in small groups of two or three to intimidate those who've spoken to the press or even to their neighbors about a visitation. They make odd and distinctive humans, dressed in two-decades-out-of-fashion clothes, driving silent black sedans, and asking odd questions in stilted tones. Some think this is because, as aliens, the Mi-Go don't duplicate the small details that human beings always note in each other. Others are of the opinion that the effect is deliberate, either to make the Mi-Go more intimidating or else to mask their true intentions with absurdity, throwing off humans following up on their appearances.

Nuclear Weapons: Given their belligerent politics, many of the world's nations keep stores of weapons of mass destruction. While chemical, biological, and magical weapons are important, it's thermonuclear bombs that are the weapon of choice; even the USA and USSR have a touching belief that they will be of use if faced with immediate and existential war with non-human intelligences.

Attempts to negotiate the genie back into the bottle by treaty failed definitively in the 1960s. Besides the "Big Two", A-bombs are in the arsenals of the UK, China, France, Japan, and Germany, with India, South Africa, Israel, and Argentina all joining the club in the last few years. Several other countries like Pakistan, Egypt and Iran are known to have active development projects and the situation is rapidly getting out of hand. Defense analysts in the know are getting increasingly worried about the problem, as an accident in Israel has

suggested that tests may be changing the nature of reality—or even attracting unwanted extradimensional attention.

Pnakotus: Located in northeastern Australia’s Great Sandy Desert, Pnakotus is the only known remnant of Yithian civilization on Earth in this era—the Yithians having inhabited the now-abandoned city 250 million years ago before leaping across our current time into the far future in a mass psychic migration.

In more recent times the buried city was known to the Aboriginal people of the region, but strictly avoided. So far as is known, the first person to explore it even superficially was an unaware European explorer, David Wynford Carnegie, later to die in Nigeria at the age of 29. His report of tumbled sandstone blocks shaped by human hands (or so he thought) sat unread in several university libraries until it was followed up by an American expedition in 1935. Its leader discouraged further investigation and, with the World War intervening, the next visit to Pnakotus was not until 1948.

Though hundreds of millions of years old, its monumental construction has kept Pnakotus well preserved and, as it’s no longer inhabited by anything other than Flying Polyps that only rise rarely from deep below, it is better known to humans than any other alien settlement. Visitors will find themselves in underground buildings once on the surface, now buried, with eighty-meter wide avenues between them. Hallways are similarly oversized, ten meters or more wide, while ceilings are twice that and more. Windows are round and doorways arched, and the peculiarities of Yithian locomotion means that stairs are unknown—ramps connect the buildings’ many levels. The floors are paved with characteristic octagonal blocks and truncations thereof, impossible on a Euclidian plane but not in hyperbolic geometry (including those in higher than three dimensions).



The Psychic Gap: The United States is paranoid about the so-called “Psychic Gap” with the Soviet Union, a fear that they are far behind their competitor in number and quality of psychic operatives.

It’s a tightly held secret that the fear is well-justified. On August 13, 1971 a gate to Azathoth was opened in Houston, Texas’s Neartown neighborhood and much of the city destroyed. Hundreds of thousands were killed and the response by the government was unprecedented: a mass psychic working by every available skilled operative which turned back the clock 17 hours and bought an opportunity to prevent the gate from opening in the first place.

Houston survived after all and few remember what didn’t actually happen, but more than 1000 American psychics lost their lives to time-dwelling paradimensionals over in the following weeks. Despite mass recruitment in the years since, their numbers have still to recover entirely.

Reagan, Ronald: President Nixon died of pneumonia in hospital early in 1980, and was succeeded by his vice-president since 1976, Ronald Reagan. Reagan skated to the party nomination for president and so won the actual vote in November, meaning he has been president for four years now and will likely remain so as long as he wishes—only the fact that he’s already 73 gives hope to the power-hungry at lower levels of the party.

Reagan is sometimes seen as just the charismatic face for a group of powerful men pursuing their own agendas, but he is far from being a puppet. He has strong anti-union, anti-Communist, and anti-Counterculture opinions and steers his government in those directions. Even more than Secretary Gromyko he is responsible for the downturn in Soviet-American relations, and clandestine programs of co-operation with the Bloc need to step carefully.

Soranus (2044 Soranus): An asteroid discovered at its last close approach in 1969, after a suggestion from the Mi-Go that it would be worth investigating. This proved to be true in a way that is still classified at the highest level. Though logged with the IAU as a typical asteroid, radar-mapping showed that Soranus is the vast, decapitated skull of some long-dead spaceborne being cycling approximately between Mars’ and Mercury’s orbits.

Even apart from its size (650 meters/0.4 miles) it is only approximately humanoid and, ominously, its flyby caused a spike in occult activity throughout the world. In 2015, it will be approaching five times closer, well within the distance between the Earth and Moon. Rumor among those at the highest levels is that the Mars mission set for 1986 is actually to be dispatched to Soranus to investigate this bizarre biological apparition.

Southeast Pacific Exclusion Zone: 1889 was a strangely unsettled year, with the Ghost Dance movement beginning on the American Plains, the massive Apia Cyclone lashing the Pacific, rinderpest destroying millions of cattle in the Horn of Africa, and a pandemic sweeping out of Russia to kill (among others) a future king.

All of these events and many others, including the insanity and death of many sensitives, are traced to the irruption of a region of Pacific floor, a new and short-lived land near 48°S 123°W known to have been visited and reported on by one insane survivor before subsiding again. It reappeared for a short while in 1914, and then again for a longer period in 1925.

Some of the authorities believe that this subsidence was because, to quote one of the cultists devoted to its rise, “When the stars were wrong, They could not live”—the great beings slumbering in the city which dominated the new-yet-ancient land had been averted, for now. Preventing R’lyeh, as it was discovered to be named, from surfacing permanently was an existential necessity for the human race.



Others argue that its rising shows that we’ve already passed that time, that events from Wannsee to Hiroshima have shown that humanity *already* knew “new ways to shout and kill and revel”, revealing the influence of the awakened Old Ones. Those who believe this are still in a minority, though, and their opponents have arranged for the empty, southern sector of the Pacific where R’lyeh lies deep to be cordoned off. No-one may enter without permission, and the powers that be will be notified within moments if the city were to rise again.

No matter what the truth, the zone is a desolate place. Apart from the ships on station—an aircraft carrier and support ships from one of the US, Japan, UK, USSR, and France, rotated every six months—there is quite literally nothing but open ocean here. It’s colder than its latitude would suggest, as little land interrupts the winds of the

Roaring Forties and the Antarctic Circumpolar Current depresses temperatures in its southern reaches. Sailors dread assignments here, and madness more than natural sometimes stalks belowdecks.

Tonopah Test Range: Ostensibly used for the testing of nuclear weapon components (though not the bombs themselves—that’s done in the Nevada Proving Grounds some 60 kilometers distant), Tonopah is a secretive military installation run by the US Army. Its real purpose is to control and use the one gate into a K’nyan dimension known to exist in the continental United States. Between about 1900 and 1940, when the Army took over, a handful of human miners and ranchers disappeared from the area.

Besides the entrance to the world below, the off-limits area surrounding the Range is used to hide another secret. Project Winterhaven seeks to reproduce Mi-Go spacecraft technology and strange disc-shaped objects riding beams of light have been seen, briefly and distantly, from outside. Naturally this work is Top Secret and most of what is known about it is rumor.

The Test Range sports an airfield (Melian Airstrip), a civilian complex for Winterhaven’s scientists, engineers, and their families, as well as housing for 1,000 soldiers—usually fully occupied. A small “company town” has stores and rec facilities so that few need to leave the base while assigned there. Cactus Peak in the Range, rising some 300 meters (900 feet) above the surrounding landscape is the site of the actual gate, and is guarded by a heavy, human built compound built into the mountain. The gate itself is deep inside and below sea level, a journey of over a kilometer from the entryway.

Uganda: Ruled by the apparently insane Idi Amin, Uganda has been fomenting chaos in central and eastern Africa for more than a decade now: Kenya, southern Sudan, and Zaire have all suffered small invasions and the outbreak of rebellion, and Amin periodically declares war on the equally mad Jean-Bédél Bokassa in the Central African Empire despite not sharing a border or possessing an Air Force that can cross the intervening distance.

South Asian and Kenyan refugees from the country report dark rituals punctuated with cannibalism—Western prejudices to the contrary, not a traditional practice in the area but rather a sickening introduction by the so-called Butcher of Uganda. A source of supernatural power would explain why it’s been so hard for the country’s neighbors and even the UN to bring him to heel.

Yuggoth: Pluto, AKA Yuggoth to its Mi-Go inhabitants, is a double planetoid on the inner edge of the Solar System’s Kuiper Belt. Initially mistaken for a planet when first discovered

telescopically by humans, some basic intelligence obtained from the Mi-Go established that it is merely one of the largest of many bodies haunting the region outside of Neptune.

While Yuggoth is one of the Mi-Go's main worlds in this era, it is a relatively recent addition to their holdings. Prior to their war against the Byakhee it was too inhospitable for them to colonize (being livable but not pleasant even by their lax standards) and was notable only for its great cyclopean ruins of unknown provenance. Desperate for new living space, the Mi-Go came to see the ruins as worth repurposing, and Yuggoth revived from its aeons-long slumber under new masters.

Should humans visit Yuggoth unaltered by their Mi-Go hosts, they'll find it a very hostile environment. The ambient temperature is -220 Celsius and the atmosphere, such as it is, is a mere 1 Pascal worth of nitrogen, about one-one-hundred-thousandth of the air pressure on Earth. The surface gravity is 0.063g, which is considerably less than even that of the Moon; character movement is reduced by half unless they possess Zero-G skill.

Zeniff, Arizona: Originally a Mormon colony which failed from lack of water, Zeniff is now one of several internment camps for Deep Ones set up around the United States. Once housing almost 10,000 prisoners, its present population is a little over 1,000, of which only a few are survivors from the big roundups in 1928 and the 40s, the latter also being a time when Japanese-Americans were interned as well. Zeniff is once again home to Deep One inmates only; most are people descended from those who left Innsmouth in the 19th century and were unaware of their inhuman side. Isolated from wider Deep One society they were scattered throughout the United States until discovered and brought here one by one.

The camp is on a flat plain extending for miles, mostly bare orange dirt but with frequent drought-resistant shrubs growing to head height and covering a few square meters—enough to hide in, if one doesn't mind the thorns. AZ Route 377 runs nearby and provides access, while water is obtained seasonally from the well-named Dry Lake to the north. The site is quite isolated with only the towns of Heber-Overgaard (to the southwest) and Holbrook (to the northeast) within a day's walking distance; residents of both are wary of strangers.

The camp itself is surrounded by a 3-meter (10-foot) high razor wire fence, with only one gate in and out. As well as administration buildings there are laundry facilities, a dusty recreation field with no equipment, a small Christian chapel, and dry farms used to keep the prisoners busy and supplement their diet with some fresh vegetables. A blockhouse near the center is used for the most recalcitrant inmates. No-one is known to have successfully escaped from Zeniff since the 1960s.

ADVENTURE SEEDS

By their nature, *Shadowfall* adventures are about uncertainty and the unknown. To help the referee on that front, each of the following adventure seeds presents six variations on an initial setup. By choosing (or randomly selecting) one, they will be able to keep the course of an adventure secret from even players who obtain a copy of the forbidden book in your hands.

Consent

On the outskirts of Baltimore, Maryland is a small but high-tech medical research facility by the name of Plasmatech. They have advanced a new medicine for brain cancer in children, siogeren, to the point that it is in pre-clinical trials. Patients come to their facility on an outpatient basis and receive an injection a day for two weeks; they and their parents are boarded in a local hotel until treatment is done and then they return for follow-up every few months after that.

Katie Pinegar is one of these patients. A native of Richwood, a town in rural West Virginia, she is nearing the end of her treatments and now she and her family have disappeared. Plasmatech is eager to find out what happened to her, as are a number of other interested parties who wonder what the clinic might be up to.

1. Siogeren is a chemical extracted from the peculiarly inchoate cells of shoggoths, samples of which having been obtained during military expeditions into Kadath. As has happened to many Plasmatech patients, it has made her very ill. Normally the clinic would wait it out and, when she died, blame it on her cancer. A clause in their contract with the Pinegars would let them obtain the data they need to understand why some patients do recover, before they released her body.

The family have short-circuited this by fleeing home to West Virginia. Katie is still on the verge of death even without the last few shots, and she requires urgent medical attention—which her parents can't afford, and which Richwood can't provide. Worse, her father now suspects the ill intentions of Plasmatech and has taken the family up into the forested ridges surrounding Richwood, where he's commandeered a hunting cabin whose owner comes by only rarely.

2. As 1, but siogeren is pure shoggoth cells. These multiply in some humans, children best of all, and can be extracted a liter at a time from their bloodstream. Infection

with shoggoth cells is invariably fatal, though extraction extends the deadline some. Normally Plasmatech would extract a few newborn shoggoths for further research and then let the child die but cremation is a necessity—otherwise a few hours after death the curiously still-liquid blood volume of the cadaver reveals itself as a somewhat larger young shoggoth with the usual ensuing mayhem. With Katie out of Plasmatech’s control, the clock is ticking before she dies and a monster is unleashed on the hills surrounding Richwood.

3. As 2, but Katie is unique: the shoggoths merely use her as an incubator and are “born” painlessly through skin pores—the first is due any day now. This process continues indefinitely and furthermore the shoggoths are under her mental control. Katie is as fearful as her parents now, but with less focus of Plasmatech, and will use her new shoggoth shock troops to destroy anyone approaching the cabin.
4. Siogeren works. Not only has it cured Katie’s cancer, it’s an immortality drug—the real purpose behind the research. A great deal of money and influence is on the line and the Pinegars have put this in jeopardy by absconding—ironically, because they know they can’t pay the bill that Plasmatech was going to give them after the treatment is over. Now they’re hiding in the hills above Richwood waiting for the heat to die down, not realizing that it never will. Plasmatech is frantic to get them back not only because of the money involved but because they’re worried about a rival pharmaceutical company finding them first (and scooping Katie for analysis) *and* the public relations disaster if it became known that they were injecting shoggoths into little girls.
5. Siogeren is a hoax. Its true purpose is to mask Deep One hybrids from discovery by the Böhm Test. Katie is adopted and her parents are trying to prevent her from being discovered. The Plasmatech researchers working on the drug are taking government money to produce an immortality serum while actually working to save the Deep Ones hiding in American society—a group to which several of them belong. Unfortunately, their young patient was about to be tested officially and siogeren doesn’t work flawlessly yet. To avoid detection, Katie and her parents have escaped to Richwood with the connivance of the researchers, who can plausibly claim that they had nothing to do with it. Anyone who finds her or uncovers the truth about their work is a liability and apt to be killed.

6. Siogeren is a hoax. Its purpose is to convert regular humans into Deep One hybrids to make up for the many killed or imprisoned in the last sixty years. Katie's parents discovered the truth by accident, but their daughter has already been infected with Deep One cells and will accordingly change when she reaches adulthood. They know that their daughter will be taken from them no matter how events unfold going forward, and so have escaped to Richwood without telling anyone what is happening. Plasmatech wants Katie back, but any investigators who learn the truth about siogeren are a liability and apt to be killed

Skeleton Lake

Located 5000 meters up (16,500 feet) in the Himalayas of northern India, the Roopkund is a small glacial lake some 20 meters across and 2 deep. The lake itself is not of any interest, but a discovery made in 1942 has been a mystery since then: as many as a hundred disarticulated human skeletons, largely within the water though some bones are scattered around its shores.

The Roopkund is difficult to study as it is iced over and surrounded with snowdrifts for many months of the year, but a few expeditions have looked into it at the height of summer. From fragments of clothing and objects found with the bodies, many of the remains are dated to the 9th century, while others are from the 18th. There is also at least one WWII-era Japanese soldier who spent his final days here.



1. In the 9th century the north-Indian Emperor Dharmapala instituted a yearly sacrifice at the Roopkund to protect against incursions from the North—originally the Tibetan Empire but expanding to include non-human entities after that state fell. The tradition was kept up through Mughal times and then taken over in the 1800s by a group of Anglo-Indian cultists protecting against Russia. Since independence in 1948 the ritual has become sporadic, and the pent-up magical pressure is threatening to burst south to...no-one knows what. Unfortunately not even the cultists remember the consequences of failure.

2. As 1, but the lake is haunted by a bizarre composite creature made of thousands of bones selected haphazardly from the remains, partially covered in scraps of dried flesh and tattered cloth. A side effect of the sacrifices, it is nevertheless welcomed by the cultists as a guardian of their ritual site.
3. It soon becomes clear to anyone investigating that there are no skulls among the bones. For the last 1000 years the Mi-Go have been luring humans up here where, isolated, they can be extracted from human society. Their brains ensconced in Mi-Go jars, they are then taken to Yuggoth—and as the aliens make no effort to save the skulls, it shows that they have had no intention of ever restoring their victims.
4. As 3, but the perpetrators are the K'nyan. Unlike with the Mi-Go their victims are still on-site, guarding a large, underground holy site dating back to the time of the Serpent People on Earth. The K'nyan travel sporadically from their paradimensions to worship here.
5. Every few years a handful of people throughout Asia have dreams that compel them to come here. Once a few have gathered, the lake and its shores become a temporary dimensional anomaly, swapped with a shard of a different world with surface conditions much like Mars. The lake boils, the air dissipates explosively, and those caught within soon die. Their deaths then trigger a return to the Himalayas and the inrush of atmosphere blows the bodies into the lake. The source of the dreams and why it causes these planetary excursions is unknown.
6. As 5, but the planet on the other end is not unknown. It is the interdimensional site of the American BOLTHOLE, a continuity-of-government location selected by the US as the hole they'll dive into and pull after themselves in the case of apocalypse. The Roopkund transports people to a spot a few hundred kilometers from the domed colony and the planet is barely more habitable than Mars, but determined and clever travelers could use this as a backdoor to the American site. On the other hand, if the US government finds out about the existence of this portal they'll respond to interlopers with military force.

Vanished

P.S. 18 in Red Hook, Brooklyn is one of the few places for recreational activities in this underprivileged neighborhood along the Upper Bay. Its indoor pool is available to the public 364 days a year, and there are always a few swimmers at almost any time. It's starting to cause concern that a few people have disappeared and were last seen in its waters.

1. The solution is simple, if horrible: the pipes under the pool are the home of a shoggoth and it comes out to feed whenever its cunning intelligence tells it that it will not be discovered. The bottoms of swimming pools in Brooklyn are not a shoggoth's natural habitat; once the immediate problem is dealt with the issue becomes finding who is responsible for putting it there.
2. The McBride Memorial Swimming Pool is a covert contact point for land-bound Deep Ones who've discovered their ancestry before being found out by the authorities. A quick swim to the bottom and out a strangely man-sized drain leads to the nearby Upper Bay and freedom. As dangerous as it is to be a Deep One in the US, it's just as dangerous to come across this secret when one is fully human.
3. Someone has used a Deep One ritual for the purposes of time travel and had to use the pool as the only accessible, reasonably private body of water—being human they weren't about to swim out to the middle of the ocean. As happens with naïve temporal tampering, the culprit attracted the attention of Tindalos Hounds but has avoided death by fluke. The nature of the ritual means that the creatures can only appear from angles likewise immersed in water—essentially the corners of the pool itself as well as the interior of the school's heating boiler in the basement. There are no victims available in the latter case, so all those missing have been too near to the former at the wrong time.
4. Perhaps reflecting the rundown neighborhood around it, the pool is a center of drug-dealing activity. One dealer, Eric Z., has a new product named NTD (or "Aunty Dee"). It is a powerful hallucinogen and those who use it eventually fall into a stupor and



disappear entirely—transported to whatever dimension they were perceiving at the time. Researching this bizarre molecule’s structure turns up one reference in a 1950s Harvard medical research paper and triggers several tripwires with American intelligence agencies; they classified NTD and studied it through the 60s before dropping it. The ultimate source of Eric Z.’s supply is a nest of Yellow King-infected researchers in Soviet Central Asia.

5. Close examination of a maintenance access door at the back of the pool’s Women’s dressing room shows that it was once rusted shut but has recently been broken open again. It opens on to a poorly lit labyrinth of maintenance corridors, at the end of which is an abandoned lab dedicated to revenant creation. Circumstantial evidence suggest it dates to the Sixties, but there’s no dust—and the revenants patrolling the corridors and lab are not any of the missing persons. All seem to have been made during the lab’s heyday....
6. The missing people have little in common apart from obvious things like living in the neighborhood and being poor. The one thing that does stand out is two victims who are not local and are also employees of the Environmental Protection Agency (EPA). Tracing them back will lead to an EPA office in the Foley Square Federal Building in Manhattan. The missing employees’ supervisor is on the take with a German water filtration company named Gehrden-Hanover, specifically to overlook their illegally sourcing filler sand from a waste site near Salem, Massachusetts. Breaking open one of the filters being used in the McBride Memorial Pool shows tiny-but-distinctive glassy spheres in the impossible shade of a Colour Out of Space.

Caschendorf

Caschendorf is a small town on the eastern side of the border between the two Germanies, in southeast Thuringia’s coal-mining region. During the 1970s it was threatened on two fronts: a local pit mine was looking to strip the ground away to get at the lignite beneath and it was due to be depopulated as a way of securing the restricted zone on their side of the border and discouraging refugee crossings.

Today, if one asks local Thuringians about Caschendorf most will say they have never heard about it. Others will say the mine got it while others will claim it was cleared out during Operation *Ungeziefer*—though that took place in the 50s. The confusion is common to a country generally unwilling to discuss its past, but in the case of Caschendorf there is more to it than that. Should one somehow not be discouraged by the contradictory reports of the

town's demise, the East German border guards, or the abandoned, blocked and overgrown roads approaching it, visitors will find that Caschendorf is still there and is still inhabited.

1. Regardless of the season, it is winter in Caschendorf. Should anyone think to ask the locals about the date most will not be able to say, but a few will cheerfully state that it is November—of 1938. It will soon become clear that the town is a throwback to Nazi times before the war with all apparently unaware what is looming in the “future”. The key for anyone looking to unravel the mystery will be finding the few citizens who have yet another layer of mystery to penetrate: Yithian mind-jumpers who have kept Caschendorf enclosed like this to complete a study on human psychology that was rudely interrupted in 1945.
2. As 1, but the Yithian study is riven by factions. While the details of the rift are arcane, there are two groups of Yithians inhabiting humans in Caschendorf. When members of one discern the identity of a member of the other, they remove it from the equation by the simple expedient of killing their host. Each group will naturally assume that any strangers in Caschendorf are allies of their rivals.
3. As 1, but the date is slightly more specific: November 9, 1938. That evening is Kristallnacht and Caschendorf relives it over and over. Each night sees a new variant on the pogrom, with SA thugs present (for example) in one and then the perpetrators being something inhuman the next night. Other details change too, as the Yithians run through hypotheses about the event and document the results.
4. As 1 or 2, but with an additional factor. The Great Race isn't particularly interested in Germany in 1938, but rather its effect on one citizen of Caschendorf, 20-year old Walter Schauerte. One of the few German Jews to survive WWII, he was a 66-year-old man in 1984 but has been reverted to his younger self. He is host to a Burning One and has been since he was born, an unusual situation unlike having one imprisoned into an adult human. This is so rare that the Yithians are playing one of the worst days of his life over and over to learn as much about the mental hybridization of the two as possible.
5. As 3, but there is an additional factor involved. The Church of Starry Wisdom has taken an interest in Schauerte and his parasite, and infiltrate the town at the same time as the PCs arrive. They would like to bring a Burning One under control or,

failing that, weaponize it against the Yellow King on behalf of the Mi-Go,

6. As 3, but the Yithians have lost control of their experiment. Having grown with it from birth, the endless trauma inflicted on Walter Schauerte has unlocked access to the vast powers of his Burning One. Kristallnacht is played out every night, but the victims are everyone in the town except himself, including both Yithian-ridden humans and the standard model. The aliens are desperate to escape but have discovered that they cannot jump back in time while Schauerte is still alive. On the other hand, if he dies his Bright One is freed and likely has a grudge against them.

Sidereal Time

Deep in western North Carolina's Pisgah National Forest lies "Smiley"—an abandoned radio telescope so named for the eponymous yellow face painted on its 4.6-meter dish. Once used by NASA as a satellite tracking station it was mothballed in the mid-70s and then vandalized in its distinctive way sometime thereafter. For years it lay almost untouched, known to a few locals in the nearby settlement of Balsam Grove but otherwise of no interest to anyone.

In the last few hours, however, a transmitter presumably hooked to Smiley has started broadcasting. Naturally this programming revival has attracted official attention, but no-one has managed to make it on to the grounds of the telescope yet.

1. The transmissions are loud enough to be heard as far afield as Athens, Georgia some 50 kilometers to the south, though the vagaries of weather and the many Appalachian ridgelines surrounding it keep it inaudible much of the time even well within this radius. Radios tuned to 530 Hz at the very bottom of the commercial radio band will hear a complex beat made up of ticks ranging from 0.7145 to 4.84 seconds, corresponding to the spin rates of eleven relatively nearby and bright pulsars. Those hearing the transmission must make an Average difficulty check against INT or become infected with the Yellow King (see p.50).
2. The transmissions are only audible from nearby towns as they are not being aimed for terrestrial consumption. Rather, the bulk of the beam's power seems to be aimed outward, at the Hyades. As this is the center of the King in Yellow's empire the authorities are frantic to shut it down. The beam has no information content yet and is just a carrier wave.

3. As 2, but the assumption that the beam is broadcasting outwards is wrong. The carrier wave is coming inward and will soon be bringing a message to Earth. At some point someone (if not the players' characters) will realize that speed-of-light considerations suggest that, despite being aimed at the Hyades, the source of the transmission must be much closer to Earth than that star cluster.
4. As 3, but the beam is not being used to receive a message. Rather it is being used to anchor the far end of a Teleportation spell, and the radio telescope facility is about to receive a number of Byakhee invaders, one at a time but with not much of an interval between them.
5. As 4, but the beings teleporting in are not Byakhee. Rather, they are refugees from the Yellow King's empire, members of a recently conquered species coming to Earth to get outside of that entity's sphere of influence. Naturally they are unwanted by the US government, which has been tipped off by a mole in the resistance group which is facilitating the transmission at its terrestrial end and are on site.
6. As 4 and 5. The alien refugees arrive first but are closely followed by a contingent of Byakhee looking to kill them and anyone they contact.

Morning Light

In January of 1978, the Soviet satellite Kosmos 954 re-entered over northern Canada, strewn the remains of what was reported to be a nuclear reactor along a 600-kilometer trail from Great Slave Lake to Chesterfield Inlet on Hudson's Bay. Extensive recovery efforts were undertaken by the Canadian and American governments, but only one percent of the satellite was found. Now, six years later, this vast, swampy, subarctic land is buzzing with activity again and it is unclear why.

1. There is nothing particularly unusual about the renewed effort to find the reactor; Canada has a new government that has pledged to clean it up, and they are doing so. It will take a lot of personnel, though, and the North is a haunt of elemental spirits (many memorialized in Inuit myths) that searchers will risk encountering. This would be ideal work for internees and other prisoners.
2. The largest part of the reactor and its hail of radiation is interacting with the geomagnetic pole (a few hundred kilometers to the north), creating an inadvertent trap for Colour Out of Space. The Byakhee are not actually quiescent with this weapon as had been hoped and have made several shots at Earth recently—but all have been drawn toward the line between the reactor and the pole. Now northern Canada has several dead spots cause by a Colour infestation and, as the entities can't leave like they normally do upon reaching full size, the spots are growing ever-larger.
3. The satellite has salted the surface with the planet's highest concentration of several reactor-formed isotopes, and these rare atoms are used by dholes in their obscure biological processes. It's taken six years for the groundwater to leach some of them down to a level where the gigantic creatures could sense them, but one surfaced recently and ate the reactor, leaving behind a sink hole 200 meters wide and several kilometers long. A network of enormous tunnels branches off from it, headed deep, the product of both the one lucky dhole and several others that followed close behind and just missed the meal. Curiosity and world defense dictate that several parties are investigating them.
4. As suspected by some analysts, nuclear fission attracts interdimensional attention. In particular, the elemental nuclear chaos that is Azathoth embodies the process and can start to leak into our dimension where it occurs. Kosmos 954's exposed reactor is spraying a small part of our cosmos with intense radiation and allowing the Mad God through. Bizarre mutations are affecting the flora around the reactor for a few hundred meters and animals that are affected the same way have been found wandering as far afield as Yellowknife

5. The reactor is not entirely of Earth manufacture. It contains Mi-Go derived technology and the Russians have been eager to get it back ever since, to the point that they have violated Canadian sovereignty by dropping search teams into the area on and off since 1978. Now a defector has clued in the Canadians and their US allies, and the race to recover the alien tech is on.

6. As 5, but the whole satellite is alien. The Kosmos 954 satellite was built to fly through a dimensional anomaly that passed through the Earth-Moon system in 1977. It did so, but control was lost afterward, and it landed in Northern Canada. Russian analysis in the immediate aftermath suggests that the probe was replaced entirely by some actor on the far side of the anomaly and what landed was actually an alien probe of unknown capability. The Soviets and the Westerners have lost several teams because the probe is hungry.



A NOTE ON SOURCES

Shadowfall is based on the stories of H.P. Lovecraft alone (as opposed to the larger mythos incorporating many other authors), but it does not use all of them. Most notably the so-called Dreamlands stories have been largely excluded in favor of those that are explicitly set in the real world. Specific attention has been paid to his SF and “techno-thriller” tales—it’s important to remember that the likes of *At the Mountains of Madness* were not period pieces when written! Referees looking to expand or embellish the setting using neglected materials are encouraged to do so (HPL’s ghouls were sadly-made excisions) and may find the following list useful in understanding what’s already been incorporated and on what certain ideas are based.

Story	Pub. Date	Shadowfall Interpretation
“Beyond the Wall of Sleep”	Spr 1919	Source of the Burning Ones
"Dagon"	Nov 1919	One of the earlier irruptions of R’lyeh from the ocean floor, followed in later decades by the one described in “The Call of Cthulhu”
"The Statement of Randolph Carter"	May 1920	An encounter with K’nyan
"Nyarlathotep"	Nov 1920	Unreliable narrator describing his infection by the King in Yellow
“Facts Concerning the Late Arthur Jermyn and His Family”	Mar 1921	The human-ape hybrids of Central Africa are assumed to have existed, but also to have been exterminated by the 1960s.
"The Nameless City"	Nov 1921	The touchstone for the true nature of the K’nyan
"Herbert West–Reanimator"	Feb 1922	Linked to the headless slaves in “The Mound”
"The Music of Erich Zann"	Mar 1922	
"The Festival"	Jan 1925	Briefly introduces Byakhee
"The Temple"	Sep 1925	Source of the Abyssal Ones. The narrator is insane and mistakes an Abyssal One city for Atlantis.
"He"	Sep 1926	Contains a quick vision of the post-apocalyptic future looming past Shadowfall’s era, mistakenly interpreted as a time after “when the stars were right”.
"The Colour Out of Space"	Sep 1927	Linked to the Mi-Go/Byakhee war.

"The Call of Cthulhu"	Feb 1928	Taken as is, with only the difference that the stars coming right will be more subtle in effect than the cultists believe.
"The Dunwich Horror"	Apr 1929	
<i>The Whisperer in Darkness</i>	Aug 1931	Henry Akeley believes them, but the Mi-Go have presented themselves as more powerful than they are.
"The Dreams in the Witch House"	Jul 1933	Main source of "magic as mathematics"
"From Beyond"	Jun 1934	Main source of information for paradimensional beings
<i>At the Mountains of Madness</i>	Feb 1936	} Along with <i>The Whisperer in the Darkness</i> , the core three stories for Shadowfall
<i>The Shadow over Innsmouth</i>	Apr 1936	
<i>The Shadow Out of Time</i>	Jun 1936	
"The Haunter of the Dark"	Dec 1936	
"The Thing on the Doorstep"	Jan 1937	
"The Mound"	Nov 1940	The apparently human aspect of the K'nyanians is due to their using techniques like those of Herbert West on human slaves—whole and truncated.
<i>The Case of Charles Dexter Ward</i>	May 1941	
"The Transition of Juan Romero"	1944	Another case of K'nyan preferring desert regions and snatching humans.

Readers familiar with all these works may wonder at a few variations shown in this setting as well as a few omissions. Lovecraft had a great fondness for distancing the reader from the original source of information in his stories, both in time and in a chain of telling—a fondness that leads to unreliable narrators who are certainly misremembering or even deliberately lying. As an example, consider that some statements in "The Colour Out of Space" come from the sons of Nahum Gardner, via Gardner himself to the younger Ammi, who many years later tells them as an old man to the narrator of the story who in turn is relating them to you! There is room to change details and the author has taken advantage of this in *Shadowfall*, most noticeably in the conflation of the inhuman beings in "The Nameless City" with the apparently human K'nyan of "The Mound" by sleight of hand using "Herbert West—Reanimator" as a link. The Cthulhu Mythos is about uncertainty to the point of paradox, so the referee should not be shy about using the same trick...

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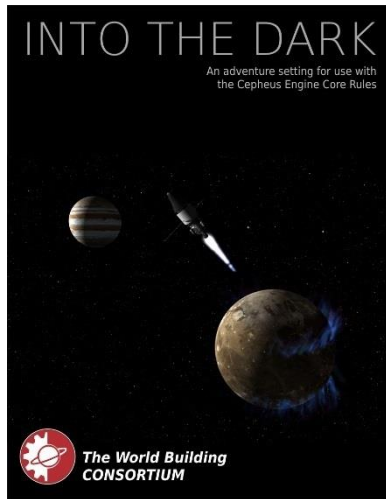
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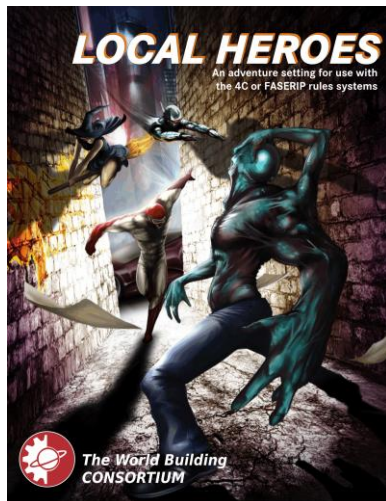
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Into the Dark

The Solar System turned out to be a lot less friendly than we expected. Dreams of Martian canals and Venusian jungles died in the harsh light shone by Mariners and Veneras and Voyagers.

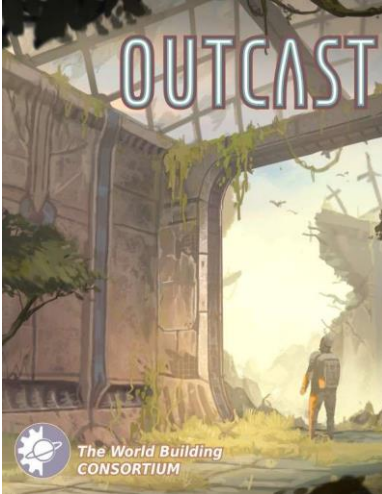
But what we did get was an array of worlds of awesome majesty, enough to scare off 99% percent of would-be explorers—but not you. Using the Cepheus Engine core rules or other similar game systems, the Into the Dark setting book lets you play OSR SF adventures in the near-future of the Solar System as we understand it now.



Local Heroes

Set your heroes loose on the streets of New York City: not the shining towers of Manhattan, but the urban ground level. Down here, police battle crime syndicates and drug lords with the help of everyday people who happen to have superpowers. There's going to be no medals pinned on your chest for saving the world, and the local press may just decide that you're some sort of menace, but that's alright.

Local Heroes is a campaign sourcebook detailing present-day Brooklyn and Queens, for use with the free OSR 4C and FASERIP rulesets.



It's been five hundred years since the aliens came and almost as long since they took the Earth away from us.

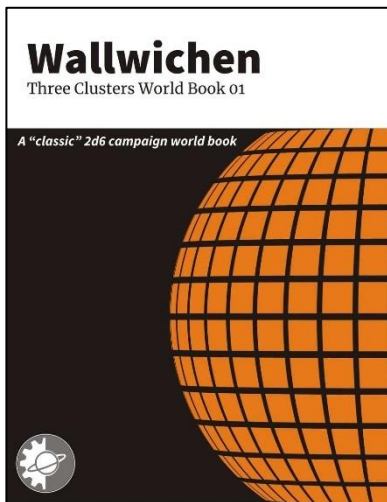
Now we live in the cracks of the galaxy with ten thousand other outcast species, scraping up everything we need to live day to day: water, food, even air.

At least we have The Network. The Imperial Races may own all the garden spots, but ninety-nine out of a hundred places it connects are too cold, too hot, or just too all-around awful for them. Maybe one day we'll get our own back, but right now our business is survival.



The 21st century cracked open the past and future—not historical periods, true, but really *deep* time. Dinosaurs are a day trip away and your stomping grounds range over billions of years. Pit yourself against a future slave-running Empire, trade between human colonies, or just explore a nearly infinite progression of Earths that get ever-more alien as you get farther away from home.

Empire of Time is an OSR SF RPG using the free Cepheus Engine core rules (available via DriveThruRPG) or other similar game systems. Play as humans from the 21st century, or from the future, or even one of four different races evolved to intelligence long after we are gone.



Once, the Orion Arm was humanity's plaything, the Earth Alliance expanding by leaps across interstellar space. But as happens with all our species creates, it was destroyed through greed and lust for power and spite.

Enter the Three Clusters, where civilization is rising again. Whether or not they succeed depends on you.

A "classic-style" Hard Space Opera game setting, using the PWYW Cepheus Engine rules. for which Wallwichen is the first world book. This introductory book is **FREE**

Are you ready for

AN ADVENTURE?

What if the stars came right and no-one noticed?

It's 1984 and for fifty years the human race has gradually been coming to realize that they are no longer alone. Aliens stalk the Antarctic and the mountains of Vermont. Arcane science has brought new dimensions within reach, and revealed enemies within from both the oceans and the depths of time. The 20th Century's great revelation is that the Universe has no special place for us.

Those with esoteric knowledge always thought we'd enter a new era of flame and terror when the time came and who's to say they weren't right? They just didn't realize how subtle it would be. Governments that have faced and even caused the likes of death camps and nuclear weapons wouldn't quail in the face of it. They'd just sign on and use their new allies to cement their power even further.

Maybe you're within the system, just trying to get through the months and years with your sanity intact. Or maybe you're got no choice but to fight. Either way, a shadow has fallen across the world.



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