



COLONIAL  
Gothic

Lovecraft



# Colonial Gothic: Lovecraft

Davis & Iorio

Rogue Games, Inc.



Games so good they sneak up on you.



Powered by 12°. It is time to use your 12-sided dice.

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This is a game where people make up stories about wonderful, terrible, impossible, glorious things. All the characters and events portrayed in this work are fictional. Any resemblance to real people, historical figures, unspeakable horrors, or cultists dedicated to ushering the Old Ones into our dimension is purely coincidental. You have to admit it is kinda hilarious.

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The text for this book is Livoy designed by Hannes von Döhren & Livius Dietzel between 2005 and 2010. Livoy is Influenced by the French Renaissance Antiquas from the 16th century. The organic feel has a smooth and handcrafted appearance.

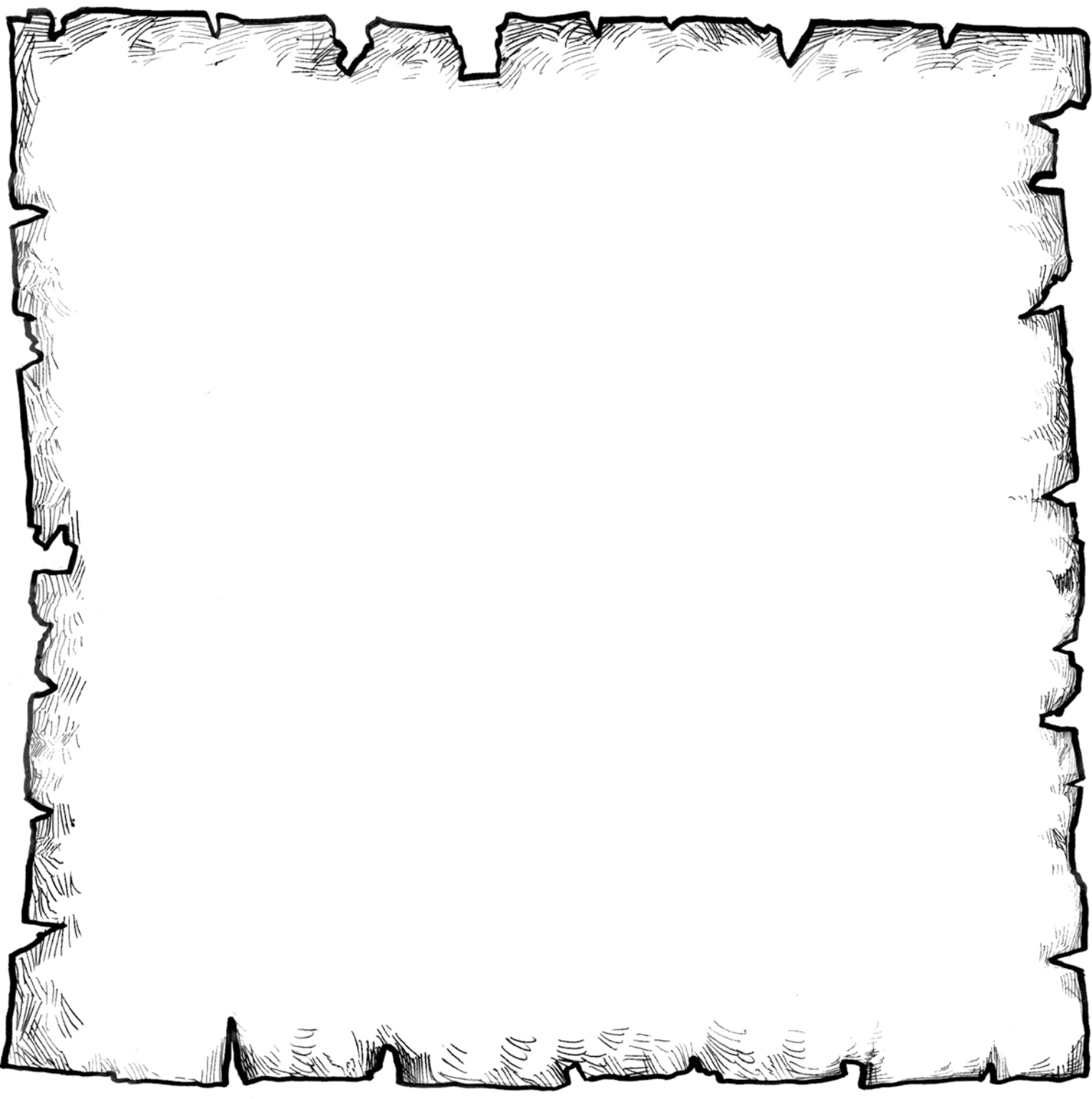
Headers and drop caps are set in Brioso Pro. Designed by Robert Slimbach, his font is modeled on his formal roman and italic script. Named after the Italian word for ‘lively,’ Brioso gives the page a energy not found in other fonts.

Tables and text boxes are set using Nimbus Sans Condensed is a sans-serif typeface created by URW++. The font was created by URW Studio in 1982 and is based on Max Miedinger’s development of Helvetica in 1958. URW++ is the successor of URW (Unternehmensberatung Rubow Weber — from the founders’ names), in Hamburg, Germany. Under the technical direction of Peter Karow, this company led the world in developing digital font technology.



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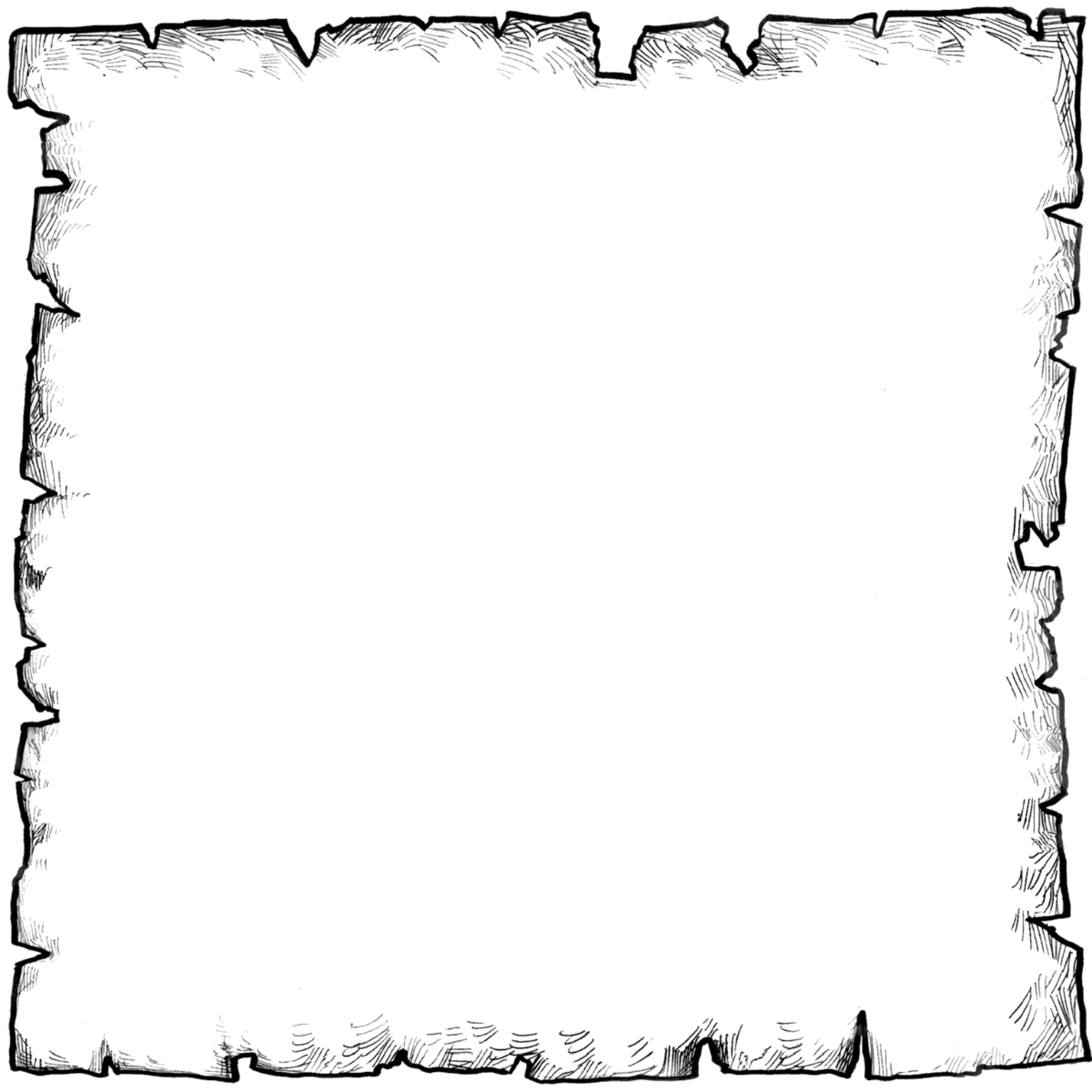
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*For it is of old rumour that the soul of the devil-bought hastes not from his charnel clay, but fets and instructs the very worm that gnaws; till out of corruption horrid life springs, and the dull scavengers of earth wax crafty to vex it and swell monstrous to plague it. Great holes secretly are digged where earth's pores ought to suffice, and things have learnt to walk that ought to crawl.*

*H.P. Lovecraft  
"The Festival," quoting the Necronomicon*

# *Introduction*

**T**he world of H. P. Lovecraft is a natural complement to the world of Colonial Gothic. Although the majority of his stories are set in his own “present day”—the 1920s and ‘30s—Lovecraft’s world is haunted by the crumbling architecture, unspeakable horrors, and terrible secrets of previous centuries.

In *Colonial Gothic*, the players can encounter many of the characters and creatures from the history of Lovecraft's world: characters like the witch Keziah Mason; Joseph Curwen, the necromancer; the ancestors of The Festival's nameless narrator; and many more.

## H. P. Lovecraft

Howard Phillips Lovecraft (1890–1937) vies with Edgar Allan Poe for the title "father of American horror fiction." Little recognized in his lifetime, the creator of Cthulhu and many other eldritch terrors has had an enormous influence on American horror writing up to the present day, and his Cthulhu Mythos remains a worldwide phenomenon. Stories like *The Call of Cthulhu* and *The Shadow over Innsmouth* are considered literary classics, and his work has inspired a host of later writers including August Derleth, Robert Bloch, Stephen King, and Ramsay Campbell.

At the heart of Lovecraft's horror lies the indescribable. Instead of the vampires, ghosts, and werewolves of Gothic horror, Lovecraft torments his protagonists with beings of incalculable antiquity who come from beneath the earth and beyond the stars, and whose physiology is so bizarre that the mere sight of them will drive a rational person insane. These creatures are not so much evil as unfathomable, going about their business with the same lack of concern for mortals as a human being might show for ants. When they do interact with humans deliberately, their nature is so utterly, inscrutably alien that madness and misery are the inevitable results.

## About This Book

Within these pages you will find details of Lovecraft's many creations, with appendices covering new traits, spells, devices, and forbidden tomes, as well as a brief description of "Lovecraft County," a fictional setting in Massachusetts where many of his stories took place. The information in this book will enable Gamemasters to build adventures in which the Heroes encounter ancient evils and unnameable horrors, risking both life and sanity to overcome them.

Although Lovecraft died in 1937, the Cthulhu Mythos continues to live and expand. As noted before, many authors have written stories in this shared setting, and every year sees fresh Cthulhu Mythos stories, tabletop and electronic games, and even movies. Because of this, there is a morass of copyright provisions surrounding the Mythos, as unfathomable as the dreams in the deep of Great Cthulhu himself, so we have chosen to focus almost solely on Lovecraft's own work, where the copyright situation is reasonably clear.

If the Gamemaster wishes to use creatures and other elements of the Cthulhu Mythos which do not appear in this book, Chaosium's long-established *Call of Cthulhu* product line provides a huge amount of information in a gamer-friendly format. By comparing the statistics and rules presented in this volume to those in *Call of Cthulhu* products, the GM should have little difficulty in converting creatures, spells, and other elements from that system for use in *Colonial Gothic*.

## Creature Type: Cthulhu Mythos

In the *Colonial Gothic Bestiary*, each creature is given a type which reflects its nature, behavior, and potential roles within an adventure. As varied as they are, all the creatures in this book should be regarded as a new type: Cthulhu Mythos.

Creatures from the Cthulhu Mythos are different from anything found in nature, myth, or legend. They are so different, in fact, their very existence is an affront to the laws of science and nature. Many are so bizarre in their appearance and behavior that merely to catch sight of them is to court insanity.

Mythos creatures can appear in a *Colonial Gothic* campaign in a number of ways. Many can be summoned and/or worshiped by blasphemous cults, which abound among the degenerate inhabitants of remote areas or even within the scholarly circles of certain towns. Some have always been present, lying dormant for generations or centuries until they are awakened by mischance or folly. Others are visitors from distant galaxies or alternate dimensions, equipped with technology far in advance of black-powder muskets, coming to Earth either to study humans or seek out resources that can be found only here.

A quick perusal of the creatures found on the following pages should make something extremely obvious: these are dangerous creatures with abilities well beyond the scope of what is considered "normal." You will notice that some stats are above 12. How can this be? Doesn't this invalidate the rule found in the *Colonial Gothic Rulebook* that no stat is able to be higher than 12?

Yes. We broke our own rules.

Why? Allow us to explain.

At the heart of any Lovecraftian creature is the simple fact that by confronting one, you are in fact, screwed. These creatures are beyond the scope of humankind that their very existence defies all logic. There is little chance of survival when confronting any of them. These eldritch powers might choose to toy with you for whatever whim or reason they might entertain, and might even let you think you have a chance of defeating or escaping them. But in the end, you will more likely than not end up dead...if you're lucky, that is. Unimaginable and unspeakable horrors await any mortal specifically kept alive by these terrible beings for whatever purpose they might intend.

As such, the stats found here are more a guide to give you a sense of the power these creatures have. If your players insist on attempting to "kill" Hastur, let them—the stats provided will be of great service in helping you determine how fast their characters will perish.

### **New Skill: Lore (Cthulhu Mythos)**

This skill reflects a character's knowledge of the Cthulhu Mythos. It can be used to identify Mythos creatures when they are encountered or mentioned in forbidden texts, and to remember specific details about them.

*Iä! Shub-Niggurath! The Black Goat of the Woods with a Thousand Young.*

His work has inspired many.

From writers ranging from Stephen King, Robert Bloch and Ramsey Campbell; to electronic games, movies, comic books and tabletop games. So important is this influence he is known simply by one name.

## Lovecraft

Now it can be told. A history so secret that knowledge of it threatens the very fabric of the Colonies.

Hidden in the depths of *Colonial Gothic*, Lovecraft's influence lurks in the shadows only to flee when it is seen. Now Lovecraft's influence is given its due.

*Colonial Gothic: Lovecraft* is your guide to introducing the concepts of Lovecraft's writing to the world of *Colonial Gothic*. From location, to blasphemous works, to creature whose existence is impossible to comprehend; everything you need to bring a touch of Lovecraft to your game is found here.

Written by **Graeme Davis** and **Richard Iorio** and featuring art by **Tony Ackland**, *Colonial Gothic: Lovecraft* is your guide to the hidden terrors and secrets of *Colonial Gothic*. Beware: learning these secrets might leave you changed. The authors and artist take no responsibility for the state of your sanity after you learn these secrets.



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