



Cthulhu Vice

Neon Nightmares in a Neo-Noir Pastel Paradise

Version 1.0
Collin Terrell



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Setting & Flavor:

This is an alternate reality version of the popular 1980's television show "Miami Vice". While drug lords and narcotics trafficking are still major problems in this setting, so too are the occult influences of the Great Old Ones. The players are all part of an elite task force in the Metro-Dade Police Department. This team, called OCB (Occult Crimes Branch), is chartered with investigating all supernatural disturbances in the greater Miami area.

The Elevator Pitch:

It's Crockett and Tubbs meets Shub-Niggurath and Gugs.

Races:

Humans are the only playable race in this setting. They behave just as they do in the core *Savage Worlds* rules, gaining one free edge at creation.

Character Creation:

All characters begin play with two new statistics: *Sanity* and *Wealth*. *Sanity* starts off at zero and *Wealth* begins at a d6. See the "Gameplay" and "Gear" sections below for more details on how these statistics work.

Character Concepts:

There is a very wide range of characters you can play in this setting. Some sample archetypes are listed below. The "Recommended Edges" and "Starting Kit" entries are just suggestions for how you could build a character to fit these archetypes. New edges are *italicized* and can be found in the "Edges" section below.

The Arcane Contractor: The Force sometimes hires you out to consult on really weird crimes they can't solve themselves. They just think of you as some kind of occult expert but the truth is you're a practicing Magician who has decided to use your powers to hinder the encroachment of the Great Old Ones. You try your best to be careful with your abilities but you sometimes get the nagging feeling that your sanity is already starting to slip away by degrees.

Recommended Edges: Arcane Background: Black Magic (N); New Power (N); Arcane Resistance (N)

Starting Kit: Temporary ID badge on Metro-Dade lanyard, a piece of chalk, an Elder Seal amulet

By-the-Numbers Guy: In your opinion, the Department is too full of hot shots who think driving fast cars and hooking up with mob boss mistresses is the point of law enforcement. You play things straight, by the book, and firmly believe that it's good police work that solves crimes, not shootouts and car chases. When presented with the unknown, you seek to gather facts before drawing guns or conclusions.

Recommended Edges: Investigator (N); *Grounded (N)*; Strong Willed (N)

Starting Kit: A dog-eared copy of the *Police Regulations Handbook*, a service revolver, a black notebook

The Confidential Informer: You're not a member of the Department but you have a long history of working with the Cops. Your underworld connections allow you to see and hear things that the Police would totally miss. Vice turns a blind eye to your shady business deals and in exchange you lend an occasional hand to OCB.

Recommended Edges: Connections: Street (N); Fleet Footed (N); Thief (N)

Starting Kit: A roll of quarters (for using the pay phone), a 9mm gat, gang colors

The Detective: For you, the real joy of being a cop is case-work. You like nothing better than burning the midnight oil searching for clues, gathering data and exploring leads. Your personal life is kind of a wreck from all the hours you put in, but its people like you that put the "work" in police work. It's not at all unusual to find you flipping through the cold case files in your free time.

Recommended Edges: Investigator (N); Scholar (N); Danger Sense (N)

Starting Kit: A coffee mug, a service revolver, a magnifying glass

The Flatfoot: When you joined the force, you were just a regular blue uniform working the usual domestic disputes and misdemeanor offenses. You longed for more serious work but never had the right connections or education to be a rising star. Your buddies think you're nuts for volunteering to work in OCB – scuttlebutt around the Department is that OCB is for weirdos and burnouts only – but ever since you got here you really felt like you were doing something important for the first time.

Recommended Edges: Alertness (N); Investigator (N); Woodsman (N)

Starting Kit: A badge, a 9mm pistol, a maglite

The Forensics Doctor: You are practically nocturnal these days after working night shift in the Coroner's Office for a few years. In that time you've seen a lot of crazy shit. You're never quite prepared for the new horrors that are brought in by the Meat Wagon nightly. Whenever the opportunity for some field work comes up you jump at the chance; sitting in a lab all the time can get tedious.

Recommended Edges: Healer (N); Scholar (N); *Elastic Mind (N)*

Starting Kit: A scalpel, rubber gloves, a camera

The Former Gangbanger: When you were a kid you ran with a gang and pulled a few minor crimes. Some major event in your life caused you to re-evaluate the path you were on and you decided to join the Force. Now you work on the street, using your knowledge to bust dealers and prevent felonies. Your old homies call you a narc but you know you're making a better life now.

Recommended Edges: Connections: Street (N); *Ghetto Roots (N)*; Thief (N)

Starting Kit: A 9mm pistol, a kevlar vest, brass knuckles

The Headcase: Sometimes there's things that happen in this job that you wish you could unsee but simply can't. You've gone on one Gug hunt too many and have started to go around the bend. The Union won't let the Department kick you out; they keep you on so that you can draw medical benefits but they're careful not to entrust you with anything too sensitive. Who knows when you might snap for good?

Recommended Edges: *Mysterious Past (N)*; Danger Sense (N); *Arcane Resistance (N)*

Starting Kit: A bottle of pills and a Magnum revolver

The Liaison: You don't work directly for the Force, but you have been sent by some other Agency to help OCB put a stop to any extra-dimensional intrusions. You have great political connections and access to lots of cash and material but don't like to talk about your superiors. For you it's all about getting the job done even if that means losing a few good people along the way.

Recommended Edges: Connections: Government (N); *Rich (N)*; Charismatic (N)

Starting Kit: Agency badge (FBI, ATF, INS, etc.), a 9mm pistol, a brick-sized mobile phone

The Renegade Cop: You have steely eyes and a sense of fashion that could etch diamonds. The Captain is always on your case because you have a nasty habit of breaking all the rules. You don't care as long as you bring down your man at the end of the day. The others in the department are wary of you because your partners have a disturbing tendency to become Shoggoth-food.

Recommended Edges: Ace (N); Luck (N); Quick Draw (N)

Starting Kit: White blazer, skin-tight T-shirt, Ray-Ban sunglasses, a non-regulation hand gun

The Rookie: The department is full of total rock stars like Detective Burnett. You feel honored just to hang out in the same room as that guy. Every day you come to work anxious, hoping Rico or Burnett will call your number to come help out on a bust. When that day comes, you swear you'll never let them down!

Recommended Edges: Quick (N); Investigator (N)

Starting Kit: Police Academy T-shirt, a night stick, a regulation hand gun

The Sidekick: You're not one of the big shots in the Department, but you're reliable – a perfect back-up guy. Every once in a while Burnett pulls you and your buddies out for a couple mojitos. He's a pretty awesome guy, that Burnett. He can rest assured that when he goes kicking in the door of a Byakhee lair in his sockless Italian loafers, you'll be right behind him sweeping the room with a 12 gauge.

Recommended Edges: Common Bond (N); Hard to Kill (N); Trademark Weapon: Trusty Shotgun (N)

Starting Kit: Pump-action shotgun, hawaiian shirt, white jeans

S.W.A.T.: You are either a former S.W.A.T. team member or are on indefinite loan to OCB to help them with their bizarre cases. Your specialty is weaponry, urban warfare and intrusion tactics. You believe that there isn't a monster out there that can't be brought down so long as you have the right guns.

Recommended Edges: Quick Draw (N); Marksman (S); Nerves of Steel (N)

Starting Kit: Kevlar vest, combat shotgun, regulation 9mm, a flashbang grenade

The Undercover Cop: You've been immersed in deep cover for so long you barely remember who you used to be. Whether it's posing as a foot soldier in one of the local mafias or working your way into the esoteric ranks of a Hastur cult, you are committed to taking the bad guys down from the inside. If your work should happen to bleed over into your normal life a bit, so be it – it comes with the territory for guys like you.

Recommended Edges: Connections: Street or Occult (N); Charismatic (N); Luck (N)

Starting Kit: A cunning disguise, a cipher (for coded messages), an audio recorder

Edges, Skills & Hindrances:

Edges

Arcane Background: Black Magic

There's only one kind of magic in this setting and it's the dark kind. Every time you attempt to perform magic you are taking your life and your sanity into your own hands. You know how to cast 2 spells. See the "Magic" section below for more details on casting Black Magic spells.

Arcane Background: Psychic

Psychics in this setting cannot perform any magic but anyone who takes this Arcane Background will gain a special sensitivity toward magical and occult energies – a sort of “sixth sense” that will alert them to the approach of Elder Powers. You are automatically aware when an occult presence is nearby and can make a *Notice* Check to discern some basic facts about the source and strength of any supernatural force. Unlike most *Arcane Backgrounds*, this one does not have spells or power points.

Arcane Journeyman (Seasoned; Prerequisite: Arcane Background: Black Magic)

You’ve survived long enough to learn a thing or two about bargaining with the Ancient Ones. You gain an extra card every time you engage in a Spell Bargain.

Arcane Master (Veteran; Prerequisite: Arcane Journeyman)

You are a truly powerful Mage. Gain 2 extra cards every time you engage in a Spell Bargain.

Arcane Resistance (Background Edge)

You gain 1 extra card when resisting the effects of a spell.

Arcane Resistance, Improved (Prerequisite: Arcane Resistance)

You gain 2 extra cards when resisting the effects of a spell.

Archmage (Heroic, Prerequisite: Arcane Mastery)

When you are dealt a red Joker during a Spell Bargain you do not suffer the effects of spell failure; black Jokers still affect you normally.

Blood Magic (Prerequisite: Arcane Background: Black Magic)

You are versed in the secret rites of Sanguinomancy, an essential element of Haitian Voodoo. You can suffer Fatigue loss instead of Sanity loss when you fail to cast a spell. Gaining 4 levels of Fatigue causes you to lose consciousness.

Cuban Heritage (Background Edge)

You are a proud Cuban-American or Cuban immigrant. You gain a +2 Charisma bonus whenever you are dealing with Cuban people. You speak fluent Spanish.

Elastic Mind (Background Edge)

You are able to put bad things behind you more readily and easily than most folks. Any time you would lose Sanity you can make a *Spirit* check to ignore 1 point of Sanity loss. You also respond to psychiatric treatment in half the time of normal people.

Ghetto Roots (Background Edge)

You came up hard in one of the many ghettos around Miami, but have managed to turn your life around. You still retain a tie to the streets and gain a +2 bonus to all *Streetwise* checks. You can also pass yourself off as a gangster with ease.

Grounded (Background Edge)

You are especially level-headed and are in firm control of your mental faculties. You begin play with a +4 Sanity score.

Haitian Heritage (Background Edge)

You are a proud Haitian-American or Haitian immigrant. You gain a +2 Charisma bonus whenever you are dealing with Haitians. You speak fluent French.

Mysterious Past (Background Edge)

There are some serious skeletons in your closet. Your co-workers know better than to ask too much, but they always give you funny looks when you suddenly bust out some bit of knowledge or flash of skill that you've never shown before. Once per game session you can make any single Skill Check or Knowledge Check at a d12, citing some vague or cryptic past experience.

Narcotics Tolerance

Drugs don't bother you that much. You can drink your body weight in mojitos and snort coke by the bag full. In any situation where you are forced to make a Vigor check to avoid the negative effects of drugs, you get a +2 to the roll.

Rich (Background Edge)

You come from old money or made off with a few bricks of benjamins on a raid gone bad. Whatever the reason your starting Wealth die is a d8. See the *Gear* section for more information on how Wealth works.

Scarface (Prerequisite: *Narcotics Tolerance*, *Coke Fiend Hindrance*)

You not only love cocaine, but you feel like a freaking Superman when you're high. While under the influence of coke you can ignore all Wound penalties for 3 rounds and gain the benefits of the *Berserk* edge. After a binge you suffer 1 Fatigue point until you can get a night's rest.

Seventh Son of a Seventh Son (Background Edge)

You were born under a dark and powerful sign. You gain 1 extra card in all Spell Bargains.

Super Rich (Prerequisite: *Rich*)

You are Super Rich – you probably have relatives with expensive condos in Brickell and villas on Miami Beach. Your starting Wealth die is a d12. See the *Gear* section for more information on how Wealth works.

Skills

Occult Knowledge (Smarts): Possessing knowledge of folklore, legends and myths can mean the difference between life and death in this setting. Characters who successfully use this skill can research the powers and capabilities of monsters, magic spells, relics and mysterious locales.

The ***Guts*** skill is important in this setting and all characters should take at least one rank in it.

The ***Healing*** skill is used to perform any medical task, including the administration of medications, surgery and psychoanalysis.

Hindrances

Coke Fiend (Major)

More than just a simple recreational user, you are a full-blown cocaine addict. You suffer a Fatigue level every day unless you have a fix. Your Wealth die is permanently decreased by 1 level since you're always in debt to pay for your habit (but you're also almost always holding). If you are in the presence of cocaine, you will do just about anything to get your hands on it.

Dementia (Minor/Major)

Characters afflicted with Minor Dementia suffer a -2 to their Sanity score. They are slightly delusional and claim to see and hear things that aren't there. Characters with Major Dementia suffer a -4 Sanity score and have full blown imaginary friends, claim to have lived in Atlantis, believe they will be reincarnated as a Great Old One, etc.

Gear:

The Miami of this time period is awash with money. This is a town on the way up; a haven for both criminal trade and the dilettante rich.

Since very large sums of money can come into play in this game, wealth is handled in an abstract fashion so that people don't have to worry about keeping track of every last bill. Wealth is measured by a die type and the cost of goods is also expressed in die types. It is assumed you can obtain anything within your die type given enough time and opportunity. If you need a lot of cash for an emergency situation, you can make a Wealth Check by rolling your wealth die and seeing how many successes you get. Generally on a success you can either make a fast purchase on credit or purchase something above your price range with a loan. Raises are required for truly extravagant purchases.

This table describes the different Wealth levels in the game:

Wealth Die	Description
d4-1	Poverty line: You can barely afford a shitty place to live, a junk food diet and flimsy Crap-Mart appliances. Your weapon of choice is a baseball bat that you found in a dumpster.
d4	Poor: You make an honest, service-industry income. It's not great, but you can get an OK apartment and can dream of saving up for a house. You probably have a beater car and a pawned 9mm.
D6	Decent: Most folks would consider your job a good one. You have a simple house, a nice car and can afford some toys. You treat yourself to the occasional luxury.
D8	Well Off: You've never had to worry about money too much. You like to buy nice things that you don't really need. Expensive dinners are a regular thing for you and you buy rounds at the hottest clubs without thinking about it.
D10	Executive Rich: You are a jet-setter. You've got more than one house and more than a few millionaire friends. If you wanted to you could roll like James Bond.
D12	Celebrity Rich: You are a member of America's aristocratic class, the mega-rich. You go to all the right parties, know famous people, buy a new top end car every year and can travel the world without a second thought.
d12+1	Bill Gates: You buy islands, sports franchises and souls.

All players begin with a d6 Wealth. *Rich* Characters begin with a d8 and *Super Rich* characters begin with a d12. It is possible for a character's Wealth level to temporarily fluctuate depending upon situational circumstances (i.e. finding a large sum of money, getting robbed, etc.)

The Wealth cost of an item doesn't solely indicate its monetary value, it also considers how rare or difficult to obtain an item may be.

Weapons

Item	Cost	Damage	Range	Notes
Baseball Bat	d4-1	STR+d4		
9mm Pistol	d6	2d6	12/24/48	AP: 1; Semi-Auto; ROF: 1; 15 shots
.45 caliber Revolver	d6	2d6+1	12/24/48	AP: 1; ROF: 1; 6 shots; Single Action
Pump-Action Shotgun (12 g)	d6	1d6-3d6	12/24/48	ROF: 1; 6 shot; Cone AoE
Hunting Rifle	d6	2d10	30/60/120	AP: 2; ROF: 1; Snapfire Penalty
Desert Eagle (.50 caliber)	d8	2d8	15/30/60	AP: 2; ROF: 1; Semi-Auto; 7 shots; Heavy Weapon
Submachine Gun (Uzi, MAC-10, etc.)	d8	2d6	12/24/48	AP: 1; ROF: 3; Full Auto
Assault Rifle (M-16, etc.)	d10	2d8	24/48/96	AP: 2; ROF: 3; Full Auto; 3 round burst
Grenade	d10	3d6	5/10/20	Medium Blast Template; Heavy

				Weapon
Rocket Launcher (RPG, etc.)	d10	4d8+2	24/48/96	Med. Blast Temp.; ROF: 1; AP: 30; Snapfire; Heavy Weapon
Barrett .50 cal Sniper Rifle	d10	2d12	45/90/180	AP: 4; ROF: 1; Snapfire Penalty; Heavy Weapon

Miscellaneous

Item	Cost	Notes
Silver Bullets	d6	Effective against some Supernatural enemies; enough bullets for a day's worth of fighting
Brick-sized Satellite Phone	d10	Mobile communication device
EMF Detector	d10	Detects Electro-Magnetic Signatures (Ghosts)
Personal Computer	d10	Clunky spreadsheet cruncher; not portable
Flashlight	d4-1	10' beam
Camera	d6	Canon, Nikon, etc.
Rolex	d10	Tells the time of day with style
Hawaiian Shirt & Jeans	d4	Regular clothes
Hawaiian Shirt & White Pants	d6	NOW you look like a cop!
Kevlar Vest	d8	+2 Armor; +4 vs. Bullets
Business Suit & Pastel Dress Shirt	d8	Nice threads! +1 Charisma
Stylish Blazer & Italian Shoes	d10	You shop at the same stores Burnett does! +2 Charisma
Armani, Bling and Don't Eff with Me	d12	You look like a million bucks... Hey wait! +3 Charisma

Vehicles

Item	Cost	Notes
Economy Car	d4	Toughness: 10(7); Speed: 36; Acceleration: 10
Motorcycle	d4	Toughness: 8(6); Speed: 36; Acceleration: 20
Squad Car/Sedan	d6	Toughness: 11(8); Speed: 40; Acceleration: 20
Jeep/Pickup Truck	d6	Toughness: 14(11); Speed: 40; Acceleration: 20; 4WD
Cadillac Coupe de Ville	d8	Toughness: 12(9); Speed: 40; Acceleration: 20
Chevrolet Corvette	d8	Toughness: 10(7); Speed: 50; Acceleration: 25
Shelby Mustang GT	d10	Toughness: 12(9); Speed: 45; Acceleration: 25
BMW 7 Series	d10	Toughness: 11(8); Speed: 45; Acceleration: 25
Mercedes 500SEL	d10	Toughness: 11(8); Speed: 45; Acceleration: 25
Porsche Carrera	d10	Toughness: 10(7); Speed: 50; Acceleration: 30
Scarab 38KV Jet Boat	d10	Twin 440 HP engines
Ferrari Testarossa	d12	Toughness: 10(7); Speed: 56; Acceleration: 30
Lamborghini Countach	d12	Toughness: 10(7); Speed: 56; Acceleration: 30
Ferrari Daytona Spider	d12	Toughness: 10(7); Speed: 56; Acceleration: 30
Maserati GranTurismo	d12	Toughness: 9(6); Speed: 60; Acceleration: 30

Note: Vehicle collision damage is 1d6 per 5" of speed

Relics

There are countless sorts of magically imbued items available in this setting. A Relic can take any form. It could be a staff, a sword, a skull, an amulet, a book – virtually any object can become a vessel for arcane energy. Relics typically provide permanent bonuses to their wielders. Examples would include a Wizard's Tome that grants a +1 card bonus to Spell Bargains, a Holy Sword that inflicts +2 damage to Zombies, or a Monkey's Paw that gives its wearer a +1 Toughness.

Any character with *Occult Knowledge* can work out the benefits of a relic with a successful skill check.

Gameplay:

This section outlines some new rules unique to this setting:

Blaze of Glory:

Heroes don't go out like chumps. If your character ever experiences the misfortune of dying in the line of duty (which happens more often than you think when battling the minions of Cthulhu) they can opt to go out in a *Blaze of Glory*. Basically what this entails is that the character doesn't die right away. They may be grievously wounded but they're fighting through the pain to help their buddies complete the assignment. While under the influence of *Blaze of Glory* you ignore all Wound penalties, get back your full complement of Bennies, have double your normal *Toughness* and increase your Wild Card die to a d8. If you are wounded again while in this state, that's it – you're dead for good. Once the battle or action sequence is complete, you immediately drop dead in dramatic fashion. The Game Master should make sure you have the chance for some choice, heartfelt parting words with your crew before giving up the ghost.

Don't worry though, if you bite it during a mission the Producers will pump Phil Collins' "*In the Air Tonight*" at your funeral while Detective Burnett plays saxophone on your tombstone, an empty bottle of Jack Daniels near at hand.

Episodic Scripting:

Imagine each game session in this setting like an individual episode of a long running television program. Ideally an episode has a certain structure to it: a clear beginning that sets up the action to come, a middle passage that raises the stakes and puts the protagonists through a series of trials, and a grand finale that ends the session with a bang. Cliffhanger endings are encouraged because they provide a natural hook for the next session. It is ok to link episodes together into a campaign framework, but make sure each episode stands alone in terms of having plenty of heroic moments and definite break points so that players can join and leave freely between scenarios. Think of it this way, if your game was an actual T.V. show, would people want to watch it? If not, kick the action up a notch and keep the storylines tight and focused.

Fear & Sanity:

In this campaign setting, fright can cause very real psychological damage. Any time a character encounters a new monster, a gruesome situation, or alien magic they must succeed a *Guts* check or roll on the "Insanity Table". Additionally, any character who fails a Spell Bargain must also consult this table. The roll on the Insanity table is modified by the character's *Sanity* statistic.

Insanity Table

D20 Roll	Result
-3+	Psychotic Episode: you go temporarily insane and attack the nearest target (friend or foe) until you are incapacitated.
-2-0	Heart Attack: make a Vigor check at -2. If the roll succeeds you are Shaken and incapacitated for 1d4 rounds. If the roll fails you are incapacitated and will die in 2d6 rounds unless you receive emergency medical treatment.
1	Major Dementia: you go loony. You become very difficult to relate to since you spend most of your time talking to your imaginary friends and multiple personalities. Charisma is reduced by -2 and you suffer a -1 penalty to any <i>Smarts</i> or <i>Spirit</i> roll. The exception to this is the <i>Occult Knowledge</i> skill. You gain a +2 bonus to all <i>Occult Knowledge</i> checks.
2-3	Mark of Fear: you sustain some form of physical trauma (i.e. hair turns white, involuntary twitch, etc.) and your <i>Sanity</i> score is reduced by 2
4-6	Major Phobia: you gain the <i>Major Phobia</i> Hindrance
7-9	Minor Phobia: you gain the <i>Minor Phobia</i> Hindrance

10-15	Traumatic Experience: your <i>Sanity</i> score is reduced by 1
16-17	Flight: you flee at your fastest possible movement rate away from the source of your fear and are Shaken
18-19	Shivering with Fright: you are Shaken
20+	Fight: your instinct to survive overrides your fear and you gain a +2 bonus to your next Trait and damage roll

Treatment:

Psychological treatment is available to fix sanity loss and fright-induced mental illnesses. Most major cities will have at least one hospital with the staff and equipment to treat psychosis.

For every month that a character spends in hospital, they can increase their *Sanity* score by 1 or remove a single mental illness (phobia or dementia). A character's *Sanity* score can never be increased higher than its starting value by medical intervention. Hospital time is expensive if the character doesn't have medical coverage or highly placed medical connections. Make a *Wealth* check each month to see if you can afford treatment. The *Wealth* check is made at -1 for each consecutive month that you seek treatment. Characters who can't afford treatment are turned out to the streets; they can try to seek treatment again after a month has passed.

Alternatively, a character can choose to suppress their symptoms using pharmaceuticals. Drugs won't cure mental illness, but they can mitigate the negative effects. Anti-psychotic drugs will negate the penalties associated with psychosis, dementia and phobias for a full 24 hour period. In addition, any rolls made on the *Insanity Table* while under the influence of anti-psychotics are made at +1.

Gun Jams:

Any time a player rolls "double 1's" on a *Shooting* roll (1 on both the main die and the Wild Card die), their gun jams. The player must spend a full round action clearing the jam before firing again. Weapons with automatic firing properties may experience a higher likelihood of jamming.

Hollywood Bullets:

The lead flies freely in this setting. Characters do not need to keep track of ammo used provided there isn't a story reason for their ammo to be depleted (such as the bad guys disarming the heroes).

Narcotics:

The Miami club scene is swimming in party drugs. It would be very easy for a character to overindulge, have too much fun, and pay the consequences. Drug use will probably be a persistent theme in this game and should be understood as a normal part of a Vice cop's life. Some cops maintain discipline around drugs and the pushers who move them; others get too close.

Magic:

All magic in this setting is Black Magic. It is dangerous to use and, if abused, can cause the practitioner to go insane. To become a Magician, a character simply needs to take the *Arcane Background: Black Magic* edge. Magicians don't have any inherent Power Points. In order to cast any sort of spell, they must conduct a Spell Bargain with Elder Powers.

At creation, a Magician learns 2 powers. Black Magicians learn new incantations by taking the *New Power* edge. Black Magicians can learn any incantation they want regardless of rank. They can only attempt to invoke powers they are familiar with.

The process of Spellcasting is simple. Every time the Black Magician wishes to cast a spell they announce which Power they would like to invoke and how many Power Points that will cost. Then the Game Master

deals 5 cards to the Magician. The Magician tries to form the best poker hand they can out of those cards and consults the table below to see if they have sufficient mojo. The *Spellcasting* skill is not required.

Spell Bargain Results

Hand	5-Card Odds	7-Card Odds	Result
Ace High	30%	37%	1 Power Point
Pair	42%	43.8%	2 Power Points
Jacks or Better	12.8%	14%	3 Power Points
Two Pair	4.7%	23.5%	4 Power Points
3 of a Kind	2%	4.8%	5 Power Points
Straight	0.4%	4.6%	6 Power Points
Flush	0.2%	3%	7 Power Points and Spell Duration is doubled (if applicable)
Full House	0.1%	2.5%	8 Power Points and Spell Duration is multiplied by 10 (if applicable)
4 of a Kind	0.0002%	0.1%	9 Power Points and Spell Effect is doubled
Straight Flush	0.0%	0.0002%	10 Power Points and Spell Effect is quadrupled
Royal Flush	0.0%	0.0%	Unlimited Power Points and spell can be invoked at will for 24 hours

Failure to generate sufficient Power Points results in a loss of Sanity (as indicated by the spell description) and a forced roll on the *Insanity Table* (see above). Excess Power Points are lost but can be used in some cases to raise the power of the spell being cast.

Jokers are wild, but if the Magician uses a Joker to complete their hand, they suffer the results of a failure in addition to the result of the hand. As with initiative, when a Joker appears the deck gets reshuffled.

There are a few ways to “stack the deck” in the Magician’s favor. Certain Edges will give the Magician extra cards and the Magician can always spend a Benny to redraw any card in their hand.

It is also possible to make offerings to the Elder Gods to try and curry additional favor. Magicians can gain extra cards in their hand for a single spell if they make an appropriate sacrifice within 1 round of casting. Here are some examples:

Offering Table

Offering Type	Benefit
Human Sacrifice	+1 card per <i>Spirit</i> rank of victim. (Example: a victim with a d8 Spirit would give 3 extra cards). By the way, this isn’t a very nice thing to do ☺ Sacrificing a victim is a declared action; you can’t retroactively say, “oh I sacrificed that guy I just killed.”
Maiming	+2 cards if caster puts out his or her own eye, ear, or cuts off a hand or foot.
Voluntary Madness	Gain 1 extra card for every 2 points of Sanity you voluntarily surrender
Esoteric Ritual	+1 card per 10 minutes spent chanting, meditating and invoking infernal powers (maximum +3 cards)
Sacrificed Relic	Bonus to Spellcasting rolls depending on the power of the relic being destroyed. (Example: a +2 card bonus for a relic that grants a +2 to some skill or trait)

Cooperative Casting

It is possible for multiple characters with the *Arcane Background: Black Magic* edge to assist each other. To do this, the Magicians must be able to join hands and concentrate. One Magician is designated as the “leader” of the joining. The leader decides what shall be cast and at what cost. All participants in the

joining conduct independent Spell Bargains but subordinate Magicians must give 1 card from their hand to the leader of the joining (subordinate's choice). The subordinates must still succeed their individual Bargains to avoid suffering the consequences of failure.

Resisting Spells

Some spells give the target an opportunity to oppose the effect. If a spell can be resisted, the target is dealt 5 cards of their own – if their poker hand is greater than the caster's they are immune to the spell. Characters with the *Arcane Resistance* Edge gain additional cards to resist the effects of magic.

Officially, Magic Use is banned by the Metro-Dade Police Department. It is the general belief that magic just leads to madness which leads to more problems for the city. Unofficially, OCB makes heavy use of magic when and where it can, especially since there are times when it is the only effective weapon against the Great Old Ones. You won't see any open Magicians carrying a badge, but there are a number of officers on the payrolls who keep their gifts secret.

Monsters:

This setting is full of monsters of all descriptions. Feel free to add whatever sort of beasts you'd like to this world. Included below are examples of some of the more common nasties you may encounter in this setting. All stat blocks include a section for "Guts Modifier". This is the penalty to the *Guts* check that a character needs to make when they encounter a monster for the first time. Once a character has survived a run in with a particular type of monster, they don't need to roll *Guts* checks against them anymore.

Black Wizards:

These are wizards bent and twisted by madness.

Black Wizard				
Strength: d4	Smarts: d8	Agility: d4	Spirit: d10	Vigor: d4
Pace: 6	Parry: 4	Toughness: 4		Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); 9mm Pistol (2d6); \$1d10x10				
Powers: <i>Hellfire</i> (Range: Smarts x2; 2d6 Magic Damage; Small Blast Template); Arcane Resistance				

Black Archmage (WC)				
Strength: d6	Smarts: d12	Agility: d6	Spirit: d12+1	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5		Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); 9mm Pistol (2d6); \$1d10x200				
Powers: <i>Hellfire</i> (Range: Smarts x2; 3d6 Magic Damage; Medium Blast Template); Improved Arcane Resistance				

Byakhee:

The Byakhee are small, winged reptilian humanoids that serve the whims of Hastur, the King in Yellow. The sound of their shrill cries echoing in the night air can freeze the entire city with fear.

Byakhee (WC)				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d6
Pace: 12	Parry: 6	Toughness: 9	Fighting: d8	Guts Mod: -2
Gear & Weapons: Claws (STR+d4)				
Powers: <i>Flight</i> ; <i>Fearsome Shriek</i> (Cone effect; make <i>Guts</i> check or be <i>Shaken</i>)				

Criminals:

Not all enemies are supernatural in nature. Some of the worst problems you can encounter are just regular, evil crooks.

Criminal				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: 0
Gear & Weapons: 9mm Pistol (2d6); \$1d10x10				
Powers: none				

Cthonian:

This general term refers to a whole species of alien beasts who came from Outer Space to wreak havoc on the sanity of humankind. Most Cthonians bear a resemblance to aquatic animals such as fish, sea cucumbers and octopi.

Cthonian (WC)				
Strength: d8	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d8
Pace: 6	Parry: 5	Toughness: 8(6)	Fighting: d6	Guts Mod: -2
Gear & Weapons: Claws (STR+d4)				
Powers: <i>Aquatic; Immune to Cold, Gravity, Radiation and Vacuum; Frenzy (2 Claw attacks at -2); Rubbery Hide (Armor +2)</i>				

Cultists:

The number of bizarre, monster-loving cults in the world is legion. The most common threat most monster hunters will encounter are the sad, deluded human thralls that serve the darkness.

Cultist				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); 9mm pistol (2d6 damage; 12/24/48 range) \$1d10				
Powers: <i>Berserk (-2 Parry; +2 Strength, Fighting & Toughness)</i>				

High Priest (WC)				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d8	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: 0
Gear & Weapons: Dagger (STR+d4); \$1d10				
Powers: <i>Horrific Transformation (Can sacrifice self to turn into 1 random Monster; 3 round activation)</i>				

Dark Young:

The chosen spawn of Shub-Niggurath, the Dark Young are horrifying to behold; amorphous blobs of arms, legs, mouths and tentacles encased in rubbery black skin. Their hunger for blood and flesh is near insatiable.

Dark Young (WC)				
Strength: d10	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d10
Pace: 6	Parry: 5	Toughness: 7	Fighting: d6	Guts Mod: -4
Gear & Weapons: Bite (STR+d8)				
Powers: <i>Regenerate (Recovers 1 Wound per round with a successful Vigor check); Nightmarish (immediately lose 1 Sanity upon viewing); Heavy Armor (can only be harmed by Heavy Weapons or Magic); Wall Walker; Reach +1</i>				

Dimensional Shambler:

These vaguely humanoid looking creatures exist between dimensions. They have a hazy, wavering appearance that is painful to look upon. If a Dimensional Shambler hits a target that is in the Prime Reality, it automatically banishes them to one of the Outer Realms.

Dimensional Shambler (WC)				
Strength: NA	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: -2
Gear & Weapons: None				
Powers: <i>Banish</i> (Touch sends target to Outer Realms on an Opposed <i>Spirit</i> check); <i>Immune to Physical Weapons</i> ; <i>Incorporeal</i> (can pass through solid objects)				

Elder Thing:

Looking something like a cross between a sea cucumber and a bat, the Elder Things are the spawn of some sailor's nightmare. The Elder Things are not overtly hostile, they will only fight if provoked. Some speculate that these creatures played a role in the imprisonment of Cthulhu.

Elder Thing (WC)				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 6	Parry: 6	Toughness: 10(8)	Fighting: d8	Guts Mod: -6
Gear & Weapons: Tentacle (STR+d4)				
Powers: <i>Destructive Touch</i> (Touch destroys common items); <i>Flight</i> ; <i>Reach +1</i>				

Fire Vampire:

These bizarre, flying humanoids appear wreathed in smoldering flames. They sustain themselves by sucking the heat out of living bodies.

Fire Vampire (WC)				
Strength: d10	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d10
Pace: 6(12)	Parry: 6	Toughness: 9	Fighting: d8	Guts Mod: -2
Gear & Weapons: Claws (STR+d4)				
Powers: +2 to recover from being <i>Shaken</i> ; <i>Frenzy</i> (make 2 claw attacks at -2); <i>Flight</i> ; <i>Level Headed</i> (act on the best of 2 initiative cards); <i>Death Proof</i> (+2 Toughness); <i>Entropic Aura</i> (Adjacent targets suffer 2d6 damage per round)				

Ghouls:

These grotesque eaters of the dead resemble zombies in appearance but are much fleet of foot and sneakier. They are the result of a human corpse becoming possessed by a demonic spirit.

Ghoul				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 8	Parry: 5	Toughness: 7	Fighting: d6	Guts Mod: 0
Gear & Weapons: Bash/Bite (STR)				
Powers: <i>Ambush</i> (gain a +2 attack bonus when they "get the Drop"); <i>Feast</i> (Recover 1 Wound for every full round they spend eating human flesh); <i>Undead</i> (Immune to Wound penalties; +2 to recover from Shaken; ½ damage from piercing)				

Ghosts:

Ghosts are the free-willed phantoms of the deceased who remain tied to the material world because of the circumstances of their death. They are usually filled either with unquenchable rage or inconsolable sadness; in any case they are intensely jealous of the living and will seek to lash out at anyone who disturbs their haunts.

Ghost				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d10	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: -2
Gear & Weapons: Thrown Objects (STR+d4)				
Powers: Can only be harmed by magic; <i>Incorporeal</i> (can pass through solid objects); <i>Fear</i> (Ghosts can force a <i>Guts</i> check as a standard action)				

Golems:

Animated by powerful black magic, these nigh indestructible constructs are mindless, soulless killing machines. Golems can be made out of a wide range of substances, including stone, metal, wood and even dead flesh. In any form, Golems are incredibly hard to hurt or stop.

Golem (WC)				
Strength: d12+3	Smarts: d4	Agility: d6	Spirit: d6	Vigor: d10
Pace: 4	Parry: 6	Toughness: 14(10)	Fighting: d8	Guts Mod: -2
Gear & Weapons: Bash (STR+d6)				
Powers: <i>Fearless</i> ; <i>Immune to Called Shots & Magic</i> ; <i>Dense Hide</i> (Armor +4); <i>Large Size</i>				

Gug:

Gugs were once normal humans who have become transformed by the power of Cthulhu into vaguely fish-like humanoids with clammy skin, bulging eyes and large, fang-filled mouths.

Gug				
Strength: d6	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d6
Pace: 6	Parry: 5	Toughness: 5	Fighting: d6	Guts Mod: -1
Gear & Weapons: Claws (STR+d4)				
Powers: <i>Aquatic</i> ; <i>Immune to Cold</i>				

Hound of Tindalos:

These skeletal quadrupeds have large, snapping alligator like jaws, oddly jointed limbs and long, scabrous blue tongues. They are powerful servitors who are only brought forth into the Prime Reality to track down and kill someone who has specifically displeased an Elder God.

Hound of Tindalos (WC)				
Strength: d10	Smarts: d6	Agility: d6	Spirit: d6	Vigor: d10
Pace: 10	Parry: 5	Toughness: 9	Fighting: d6	Guts Mod: -4
Gear & Weapons: Bite (STR+d8)				
Powers: <i>Physical Immunity</i> ; <i>Track</i> ; <i>Reach +1</i> ; <i>Large Size</i>				

Mask of Nyarlathotep:

These Avatars of Nyarlathotep are incredibly powerful; they contain a share of Nyarlathotep's own immense power. These beings are black as midnight and have a spidery appearance, with multiple shadowy limbs sprouting from an amorphous central body. Their silvery eyes regard the world around them with alien detachment.

Mask of Nyarlathotep (WC)				
Strength: d12+2	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12+2
Pace: 6	Parry: 6	Toughness: 10	Fighting: d8	Guts Mod: -6
Gear & Weapons: Bash (STR+d6)				
Powers: <i>Nightmarish</i> (immediately lose 1 Sanity upon viewing); <i>Overwhelming</i> (make a <i>Guts</i> check on sight or be Shaken); <i>Improved Frenzy</i> (2 attacks per round); <i>Reach +2</i> ; <i>Large Size</i> ; <i>Heavy Armor</i> (can only				

be harmed by Heavy Weapons or Magic); *Improved Arcane Resistance* (Receives 2 cards to resist spells)

Mi-Go:

The chitinous, insect-like Mi-Go are the alien servitors of Hastur. They fly on transparent wings and possess multiple grappling claws.

Mi-Go (WC)				
Strength: d6	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6 (12)	Parry: 6	Toughness: 7(5)	Fighting: d8	Guts Mod: -2
Gear & Weapons: Claws (STR+d4); \$1d6x100				
Powers: <i>Flight</i> ; <i>Chitin</i> (Armor +2); <i>Frenzy</i> (make 2 claw attacks at -2)				

Nightgaunt:

Looking something like faceless gargoyles, Nightgaunts are harbingers of nightmares who usually lurk in the Realm of Dreams. Anyone struck by a Nightgaunt falls into a deep slumber. A Nightgaunt will usually transport themselves to the Dreamlands to torment their sleeping target's nightmares.

Nightgaunt (WC)				
Strength: d8	Smarts: d8	Agility: d8	Spirit: d8	Vigor: d6
Pace: 6 (12)	Parry: 6	Toughness: 9	Fighting: d8	Guts Mod: -2
Gear & Weapons: Bash (STR)				
Powers: <i>Flight</i> ; <i>Slumbering Strike</i> (Touch puts target into a deep slumber on an Opposed <i>Spirit</i> check; can only be awakened by pain); <i>Plane Shift</i> (can fade into the Dreamlands with a full round action)				

Shoggoth:

A Shoggoth is madness incarnate. These completely amorphous blobs of bubbles, slime, tentacles and weepy eyes can lay entire city blocks to waste if not contained. Their stench is a horrible combination of rotting flesh and sewage.

Shoggoth (WC)				
Strength: d12	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 4	Parry: 6	Toughness: 11	Fighting: d8	Guts Mod: -6
Gear & Weapons: Bash (STR)				
Powers: <i>Nightmarish</i> (immediately lose 1 Sanity upon viewing); <i>Overwhelming</i> (make a <i>Guts</i> check on sight or be Shaken); <i>Immune to Physical Weapons</i> ; <i>Untrammled Growth</i> (Every time a Shoggoth kills, it grows by 1 step; each growth step adds +2 Toughness and +1 STR die); <i>Acidic Touch</i> (touch destroys common items)				

Star Spawn:

Formed in the image of Cthulhu, these dreadful octopus-headed humanoids are extremely tough in a fight. Summoning one of these beings drains a lot of Cthulhu's already strained resources so he is loath to do so unless the need is truly great.

Star Spawn (WC)				
Strength: d12	Smarts: d8	Agility: d8	Spirit: d10	Vigor: d12
Pace: 6 (12)	Parry: 6	Toughness: 11(9)	Fighting: d8	Guts Mod: -4
Gear & Weapons: Bash (STR+d6)				
Powers: <i>Tough Hide</i> (+2 Armor); <i>Flight</i> ; <i>Insane Influence</i> (Touch causes target to lose 1 <i>Sanity</i>); <i>Random Vulnerability</i> ; <i>Random Immunity</i> ; <i>Large Size</i>				

Vampire:

True vampires are humans who have been corrupted by the power of the Great Old Ones and must feed on mammalian blood to survive.

Vampire (WC)				
Strength: d12+1	Smarts: d8	Agility: d10	Spirit: d8	Vigor: d10
Pace: 8	Parry: 6	Toughness: 9	Fighting: d10	Guts Mod: -2
Gear & Weapons: Claws/Bite (STR+d4); \$1d6x100				
Powers: +2 to recover from being <i>Shaken</i> ; <i>Frenzy</i> (make 2 claw attacks at -2); <i>Vulnerable to Sunlight and Stakes</i> ; <i>Level Headed</i> (act on the best of 2 initiative cards); <i>Death Proof</i> (+2 Toughness); <i>Life Drain</i> (Successful Bite heals 1 Wound)				

Zombies:

The risen dead take on many forms, but perhaps the most common form is your garden-variety zombie. A mummy would just be a zombie that happens to be wrapped in linen bandages.

Zombie				
Strength: d6	Smarts: d4	Agility: d6	Spirit: d4	Vigor: d6
Pace: 4	Parry: 5	Toughness: 7	Fighting: d6	Guts Mod: 0
Gear & Weapons: Bash (STR)				
Powers: <i>Undead</i> (Immune to Wound penalties; +2 to recover from <i>Shaken</i> ; ½ damage from piercing); <i>Fearless</i>				

Great Old Ones:

The Great Old Ones are the major villains of this setting. They are the forces behind the monsters that the OCB is forced to deal with. Below are some outlines of the different powers. Currently they are all sleeping or banished. The cults of the Great Old Ones strive to release their slumbering masters. If any one of these should ever manage to get out, the world would almost certainly be doomed.

Azathoth:

The mighty Azathoth is not really a “who” it’s a “what”. It is a massive, non-sentient entity that simply destroys everything it touches. Those rare scholars who managed to glimpse Azathoth in antiquity described it as a colossal black cloud punctuated with thousands of flaming red eyes. If Azathoth possessed any real intelligence, it would probably be able to unravel reality. Azathoth is currently trapped in a parallel dimension that resembles Earth. In this mirror-realm, Azathoth has scorched the planet bare. Azathoth’s followers (such as they are) are all obsessed with annihilation. They pray for the day that their chaotic master will bring blissful destruction to all, scourging away the wickedness of mankind. The Cult of Azathoth is trying to figure out how to open a portal to Azathoth’s dimensional prison. The smallest gateway would allow his destructive energies to pour through with disastrous consequences.

Cthulhu:

It is debatable whether or not Cthulhu is the most powerful of the Great Old Ones but it is unquestionable that Cthulhu is the most well-known of the lot. Stories tell of a time, eons ago, when Cthulhu ruled the Earth from his extra-dimensional palace of Ry’leah. His Cthonian thralls harvested humankind, using them both as a source of food and slave labor. For reasons that remain unclear to this day, an uprising of some sort took place and, with the aid of powerful magics, Cthulhu was imprisoned behind an Elder Seal, an artifact of tremendous warding energy. Severed from his followers, Cthulhu’s cult was soon eradicated. Still, the Dreamer in Madness was not truly defeated, simply weakened. For the last several millennia he has been plotting his return, building up a powerful cult to try and break the Seal that imprisons him. Cthulhu is depicted as a gargantuan humanoid with bat-like wings and the head of an octopus. His portfolio includes all the creatures of the deep sea.

Hastur, The King in Yellow:

The King in Yellow is the King of Insanity. Every madman in every asylum on Earth has heard the babbling voice of Hastur in their minds. This alien god came from outer space and might very well have been one of the rivals who battled Cthulhu for control of Earth. A number of Egyptian relics make reference to Hastur, indicating that at one time he physically ruled the Kingdom of the Pharaohs. A giant being, Hastur is shown in certain hieroglyphs as a titan in yellow robes with a strange, fungus like appearance. Hastur looks more like something grown than something born. While it is unclear why Hastur's dominion ended, researchers speculate that the same uprising that brought down Cthulhu also cast down Hastur. Hastur's chosen servitors, the Mi-go and the Byakhee, still lurk in the shadows of Earth, scheming to release their master.

Nyarlahotep, Lord of a Thousand Masks:

It is said that Nyarlahotep has a thousand tendrils that can reach into the dreams of a thousand men and control their wills. Nyarlahotep is a puppet master who always works through other beings to achieve its ends. It dwells in a twilight dimension that intersects with countless other realities, spinning a web of influence that touches what mankind is, was and will be. When Nyarlahotep wishes to exercise its power in a particular plane, it creates Avatars called "Masks" that serve as mortal receptacles of its power. These Masks are extraordinarily hard to kill and can take a wide range of forms. Nyarlahotep's insidious whispers have corrupted a legion of followers on Earth, who obey the sibilant commands of their spidery king without question. While Nyarlahotep's true motives may never be known, it is clear that this being thrives on control and prefers to steer things from the background rather than the forefront.

Shub-Niggurath, The Black Goat of the Woods:

Shub-Niggurath is a fertility goddess gone horribly, horribly wrong. She is the Mother of Monsters, a chaotic abomination that spews forth chimaeras and mutants wherever she goes. Images of her in forbidden tomes depict a blob-like, amniotic sac covered with hundreds of snapping mouths and bristling with slick, red tentacles. It is said that wherever Shub-Niggurath's blood falls, creatures sprout from the earth. Shub-Niggurath only wants to spread itself and grow. It wants to cover all realities with its bloody children. Shards of Shub-Niggurath periodically make it through to Earth, the product of dark rituals gone astray. When this happens, the shards quickly grow like a ravenous cancer and spew forth foul creations until they can be purged by magic and fire.

Yig the Venemous:

Throughout the eons, Yig has been worshipped by a number of cultures in a number of different guises. It is always depicted as a reptilian humanoid with scaly skin, jet black eyes and a long snake-like tongue. The Catholic Church has conflated Yig with Satan in its myths; the Greeks believed that Yig was the *ouroboros*, the World Serpent; to the Aztecs, it was Quetzalcoatl. Yig still commands a large cult of followers today, all of whom are obsessed with snakes and poison in all of its forms. There are countless backwoods faith healers in the swamps of Florida who swear by the cleansing properties of cottonmouth venom; most are unwitting followers of the Venemous One. Yig's goal is not to manifest in our reality; it gains sustenance from worship and only seeks to subjugate all other religions under the One True Church of Yig.

Yog-Sothoth:

Many practitioners of magic testify that Yog-Sothoth is the source of all magical power on Earth. It is believed that Yog-Sothoth's insane ramblings served as the primers for the first wizards, back in the dawn of humanity. Generations of shamans, witch doctors and holy men would indulge in drugs, privation and physical distress to achieve the proper state of mind to hear Yog-Sothoth's eldritch words. Little did these children know what mischief they were introducing to the world. Yog-Sothoth maintains a large and dedicated cult in the magic using community. Its followers are almost all diabolically intelligent and half-mad.

Notable Personalities:

Captain Eduardo Casanegros:

Quite possibly the most laconic man alive, Captain Casanegros is the stern and serious leader of OCB. He used to work for the DEA and CIA in Southeast Asia's Golden Triangle as an interdiction specialist, but he grew dissatisfied with the rampant corruption he experienced in that job. His superiors, who were all on the take, got him transferred into Delta Six, a government-military cooperative program set up to investigate reports of occult activities. The other agencies looked down their noses at Delta Six, but during his time there Eduardo got wise to the threat that the Great Old Ones posed to humanity and rededicated himself to fight the supernatural. When he was discharged from Delta Six, Eduardo returned home to Miami and joined the force, using his past experiences as a government spook to set up the OCB.

Detective Colt Burnett:

Burnett is something of a legend on the force. This former Florida State football star and 2-tour Vietnam vet has taken down more dealers and otherworldly monsters than any other cop in Metro-Dade history. He would've risen up through the ranks long ago were it not for his rebellious and contrarian nature. Always exquisitely turned out in his pastel colored shirts and white suits, Burnett's slightly-edgy but manicured good looks make him quite a hit with the ladies – at least as far as he's concerned. Burnett lives on a boat in Miami's harbor and cherishes his prized possessions: a Ferrari Daytona Spider, a Scarab power boat and his custom made Bren Ten semi-automatic pistol. Burnett still works special cases with his long-time partner, Philip Rico.

Detective Philip Rico:

Originally from New York, Detective Philip Rico has been Colt Burnett's partner for many years. Where Burnett is bombastic and flashy, Rico is cool and reserved. Rico has a personal vendetta against Sergio Calavera and will go out of his way to try and bring the drug lord down, often recruiting others to help him when Department politics interfere with his mission. Rico is a popular fixture in South Beach's night club scene and is never found in anything less than an Armani suit. In spite of all he's seen, Rico is still a skeptic when it comes to the supernatural. He acknowledges that there's a lot out there that Man doesn't understand, but he thinks it's drugs and hallucinations that lie at the root of the 'evils' people report to OCB.

Pierre "Petit-Mamba" Malvais:

This accomplished voodoo witch doctor is a popular community leader in Miami's Little Haiti neighborhood. People come to him for potions and cures to address a broad range of physical and spiritual maladies. Some think it's just a front for dealing drugs, but those who claim to know him best swear that he is a true Medicine Man and Spiritwalker. Pierre does seem to have a special sensitivity for the supernatural and has proven to be a valuable resource for OCB in the past.

Patron Hector Caballo de Noche:

Patron Hector is an illegal immigrant from Cuba and leader of Miami's largest Church of Santeria. He is surrounded by a throng of loyal followers who swear by his faith healing and his ability to exorcise demons. *El Patron* doesn't trust the police or White America in general; he harbors constant fears that the government will try to deport him. Still, if one could manage to gain his confidence, they would find Patron Hector to be a valuable ally against the Great Old Ones.

Sergio Calavera:

Miami's drug kingpin is Sergio Calavera. He commands a literal army of gunmen. Calavera has a stranglehold on Miami's cocaine trade which makes him a big-time player in every other racket you can think of. Club 966, a notorious nightclub in South Beach, is a known hangout for Calavera's people. In the past he has been known to set aside his contempt for the law to form temporary alliances against

supernatural threats. Calavera isn't directly associated to any street gangs but he will often employ them as foot soldiers when he doesn't want to risk his own men.

Top 6:

One of the most infamous street gangs in the greater Miami area is Top 6, a gang of Haitian immigrants. In addition to having the reputation as Miami's most violent gang, Top 6 has also been accused of using voodoo magic to try and break into Sergio Calavera's drug business. They won't hesitate to use any means at their disposal to tip the scales of power in their favor. Collateral damage means nothing to these criminal soldiers.

Campaign Setting: Miami

The City of Miami and its surrounding regions serves as the focal point for this campaign. Below is an outline of some of the key points of interest:

Brickell:

Pronounced BRICK-uhl, this neighborhood is the financial center of the city. Packed with skyscrapers, Brickell is home to all of Miami's major banks. Brickell's "Millionaires Row" offers exclusive condominium living for Miami's richest residents.

Cuba:

The island nation of Cuba lies about 300 miles south of Miami. Relations between Cuba and the United States are still frosty – Fidel Castro's Communist party rules from Havana with absolute authority. In spite of this, a great amount of illegal commerce is transacted between Cuba and Miami's underworld. Anyone with a fast boat can reach Cuba's shores under cover of darkness, so long as they take care to avoid US Coast Guard patrols.

Hialeah:

This suburb outside of Downtown Miami is home to the largest concentration of Cuban-Americans in the city. Santeria is still actively practiced here and the large church of *El Patron*, Hector Caballo de Noche, is a dominant fixture. The locals are generally suspicious of outsiders, preferring to deal only with people of Cuban heritage. This suburb is economically depressed; prostitution and drug abuse are rampant issues.

Key West:

About 150 miles from Miami along a thin archipelago of islands is Key West, a quaint tropical getaway. The Keys are popular with smugglers; anyone with a fast, low-draft boat can find thousands of small inlets down here to conduct illegal transactions. It's a good place to lie low but is also very susceptible to seasonal storms. And every once in a while, things creep out of the Gulf to terrorize the residents of the Florida Keys.

Little Haiti/Liberty City:

This northern neighborhood is home to a large segment of Miami's Caribbean population. The gang Top 6 pretty much runs wild here. Anyone who gets in their way will become the target of a drive-by -- even the police. The locals in Little Haiti still practice the Old Magic from their homeland; it is possible to find a wide range of voodoo cures and magical charms in the bodegas of Liberty City. Popular belief states that the spirits of departed voodoo priests keep this part of Miami safe from the Old Ones and their minions.

Port of Miami:

Miami's port and harbor district is huge and bustling. As one of the Top 5 cities in the United States and a major partner in International trade, Miami sees a tremendous amount of freight come through its docks annually. So much legitimate commerce serves as a perfect cover for the illegal smuggling that is rampant here. The Port Authority is extremely corrupt; kingpins such as Calavera regularly bribe freight inspectors with cash and cocaine.

South Beach:

The most happening night spots in Miami are in South Beach. Here the young and the filthy rich blow their nights away in a ceaseless orgy of drugs, dancing and sex. Most of Miami's super-rich maintain coastal villas here and in Miami Beach. The drug kingpin Sergio Calavera has a number of semi-legitimate interests operating down here, and it is not uncommon to find him in the VIP room of the hottest club surrounded by bodyguards. The Metro-Dade cops know better than to hassle Calavera when he's out on the town and will sometimes meet here with his people under flag of truce when they need to discuss mutual business.

The Outer Environs

The forces of madness lurk just beyond the thin veil of reality. The areas that are both physically and metaphysically outside of Miami are hiding places for great dangers.

The Bermuda Triangle:

Located just off the coast of South Florida, this notorious stretch of ocean is a nexus of otherworldly activity. Also called The Devil's Triangle, this area is circumscribed between the three points of Miami, Bermuda and Puerto Rico. Some scholars believe that the reason behind the strange disappearances of planes and ships in this area is due to electro-magnetic interference caused by the awakening of the Great Old Ones. Some half-mad researchers even believe that Cthulhu Himself might be slumbering under the waves of the Triangle, locked under Elder Seals.

The Dreamlands:

This dimension closely mirrors the Prime Reality of Earth, albeit cloaked in a hazy white and gray fog. It is a realm of possibilities, formed out of the psychic energy produced by dreaming humans. In and of itself the Dreamlands isn't an especially dangerous place, but its perpetual mists rob the traveler of their senses making them susceptible to ambush and misadventure. It is said that those who are properly attuned can hear the innermost thoughts of dreamers while meditating in the Dreamlands.

The Everglades:

This massive saltmarsh and nature preserve occupies the entire southern tip of Florida and lies about 40 miles southwest of Miami. Filled with cloying vegetation and shallow water, open travel is only possible here by air boat. The sheer size and inaccessibility of the Everglades makes it a popular place for smugglers to hide cargo. It is also a perfect place for Beings from the Beyond to lay low and hatch their plots.

Lake Okeechobee:

100 miles north of Miami is Lake Okeechobee, the second largest freshwater lake in the United States. It's a very popular fishing spot and vacationing area, but it also has its dark reputation. Criminals from Miami will sometimes come out here to conduct business or to hide bodies. Also, rumors of a "Lake Okeechobee Monster" persist to this day, though no one has been able to produce any evidence of this beast.

Ry'leah:

Before his imprisonment, Ry'leah was the home of Cthulhu. Now this dimension is masterless; in Cthulhu's absence it has become a chaotic place. The entire plane is filled with a massive city designed for beings of cyclopean stature. The buildings all share an exotic construction style that merges the ancient techniques of Babylon, Rome and Egypt in a wild pastiche. Cthulhu's minions roam freely here, making casual visitations highly inadvisable. Great troves of forbidden lore can be unearthed here by those brave and foolish enough to dig them out.

Appendix A: Magic Spells

Ancestral Warrior

Cost:2

Duration: 3 Rounds

Range: Self

Trappings: The ghostly image of a soldier in outdated battle dress appears briefly superimposed over your body

Success: You can substitute either your Smarts or your Spirit die for your Fighting and Shooting dice

Fail: -1 Sanity

Arcane Insight

Cost:1

Duration: Instant

Range: Line of Sight

Trappings: Your eyes momentarily flash with witch-light

Success: You are able to discern the identity of any single Mythos creature you can see. This includes creatures that are disguised in some way. You know the name of the creature.

Fail: -1 Sanity

Astral Travel

Cost:5

Duration: Instant

Range: NA

Trappings: Falling into a meditative trance you slowly fade from view and find yourself in a world full of dark shapes obscured by gray mist.

Success: You transport yourself to any of the Outer Worlds.

Fail: -3 Sanity

Banishment

Cost: Special [Opposed]

Duration: Instant

Range: 12 square

Trappings: Tracing eldritch symbols in the air that flash to life like fiery snakes you thunder the target's Truename and consign them to their home plane.

Success: [Opposed] Your target, if of extra-dimensional origin, is immediately transported back to its home realm.

Fail: -2 Sanity

Binding

Cost: Special [Opposed]

Duration: 3 Rounds

Range: 12 squares

Trappings: Shouting Words of Power, you wrap your target's muscles in invisible bands of force

Success: [Opposed] Target is immobilized and cannot make any physical attacks (but can still work magic).

Fail: -1 Sanity

Blessing

Cost:3

Duration: 3 Rounds

Range: 12 squares

Trappings: A golden nimbus crowns the head of your target, suffusing them with a warm radiance.
Success: Target gains an additional d6 Wild Card die
Fail: -1 Sanity

Call Ancient One

Cost:8
Duration: Instant
Range: 12 squares
Trappings: Uttering names not meant for human ears, a gray mist appears above you and pulls back, revealing an enormous, alien eye.
Success: Good job, you've attracted the attention of an Ancient One. For your temerity it will probably send some minions to attack you. While it dispatches you, the Ancient One is distracted from whatever other tasks it may have been involved in.
Fail: -X Sanity. Draw one card and lose that many sanity points. King = 13, Ace = 1, Joker = 0

Call of the Azure Flame

Cost:4
Duration: 3 Rounds
Range: Touch
Trappings: An aurora of blue fire surrounds your body
Success: You gain a +2 to all melee damage rolls. The top two numbers on any combat die will Ace, not just the highest number.
Fail: -1 Sanity.

Clairvoyance

Cost: 2
Duration: 3 Rounds
Range: Unlimited
Trappings: Striking a small tuning fork, you immediately drop into a meditative state and recall the memories of home
Success: You may remotely view any location you are familiar with
Fail: -1 Sanity

Enchant Weapon

Cost:1
Duration: 3 Rounds
Range: Touch
Trappings: Your weapon glows with a pearlescent sheen as if coated with a glossy varnish.
Success: You grant the "magical" descriptor to any physical weapon. This allows you to harm creatures that are immune to physical attacks. Enchanted ranged weapons impart this benefit to their ammunition.
Raise: For every 2 Power Points above the minimum cost (i.e. 3, 5, etc.) you can either extend the spell's duration by 3 rounds or enchant 1 additional weapon.
Fail: -1 Sanity.

Find Gate

Cost:1
Duration: Instant
Range: Tabletop
Trappings: You raise a finger and feel unseen energies pull it in the direction of an otherwise unremarkable looking door. It must be a dimensional nexus!

Success: You know the precise direction (as a crow flies) to the nearest dimensional gateway. You can also detect recently closed, sealed or disguised gates.
Fail: -1 Sanity.

Fist of Yog-Sothoth

Cost:2
Duration: Instant
Range: 12
Trappings: A glowing green ball of force erupts from your outstretched fist, flying unerringly toward your target.
Success: Your bolt inflicts 2d6 points of magical damage.
Raise: For every 2 Power Points above the minimum cost, you can increase your range by 12 squares or your damage by 1d6
Fail: -1 Sanity.

Flesh Ward

Cost:5
Duration: 3 Rounds
Range: Touch
Trappings: Your skin glows with a white energy that seems to emanate from within
Success: You completely absorb all damage received by the next attack that strikes you.
Fail: -1 Sanity.

Healing

Cost:3
Duration: Instant
Range: Touch
Trappings: A warm sensation emanates from your hands imbuing your target with a sunny glow.
Success: You can remove 1 Wound and the Shaken condition but gain 1 level of Fatigue in the process. If you obtain 4 levels of Fatigue you fall unconscious.
Raise: For every 2 power points above the minimum cost (i.e. 5, 7, etc.) you can heal 1 additional wound.
Fail: -1 Sanity

Hellfire

Cost: 3
Duration: Instant
Range: Spirit x2
Trappings: A ball of bright red fire launches from your outstretched fingers, turning the room into a furnace.
Success: Inflict 2d6 points of Magic Damage over a Small Blast Template area
Raise: For every 2 power points above the minimum cost (i.e. 5, 7, etc.) you can increase the area of effect by 1 category or add 1d6 to the damage.
Fail: -2 Sanity

Implant Suggestion

Cost: Special [Opposed]
Duration: 3 Rounds
Range: Line of Sight
Trappings: With a hard stare you project a shrouded compulsion into the mind of the target, pushing past the elastic layers of their ego.

Success: [Opposed] If the target fails to resist, they are overcome with the powerful urge to do whatever the caster wishes, short of self-destruction or doing harm to loved ones.
Fail: -1 Sanity

Lure Monster

Cost: 2
Duration: Instant
Range: Unlimited
Trappings: Consulting your grimoires, you produce the Truename of the beast and by calling it out set a psychic bell tolling that should lead the creature right to you.
Success: You alert a single type of creature to your presence and cause it to come moving toward you at the best possible speed.
Fail: -1 Sanity

Mark of Isis

Cost: 3
Duration: Until Triggered
Range: Touch
Trappings: Tracing the image of an ankh upon the target's brow, a quietude comes over their nervous features.
Success: You can ignore the next *Guts* check you have to make to resist the effects of fear.
Fail: -1 Sanity

Mists of Ry'leah

Cost: 3
Duration: 3 Rounds
Range: Touch
Trappings: An invisible fog seems to obscure your form, distorting the shape of your body
Success: Gain a +4 bonus to all Stealth checks.
Fail: -1 Sanity

Plague of Locusts

Cost: 5
Duration: Instant
Range: Tabletop
Trappings: Calling upon the ancient gods of vermin you summon a swarm of flying insects that blot out the sky.
Success: All targets on the board (friend and foe) sustain 1 Wound and are Shaken.
Fail: -1 Sanity

Red Sign of Shudde M'ell

Cost: Special [Opposed]
Duration: 3 Rounds
Range: 12 squares
Trappings: Coating your palm with animal's blood you raise your outstretched hand to your foe and will its vitality toward you.
Success: [Opposed] The target's Toughness is reduced by 2 and you can suppress a single Immunity it possesses.
Fail: -1 Sanity

Restore Sanity

Cost:3

Duration: Instant

Range: Touch

Trappings: A sense of sublime well-being suffuses your consciousness, smoothing out the dark memories of past traumas.

Success: You can restore 1 Sanity point but gain 1 level of Fatigue in the process. If you obtain 4 levels of Fatigue you fall unconscious. For every 2 Power Points above the minimum cost (i.e. 5, 7, etc.) you can restore 1 additional Sanity point.

Fail: -1 Sanity

Revelation

Cost: 1

Duration: 3 Rounds

Range: Self

Trappings: You close your eyes of flesh and blood and slow your breathing to coax your third eye open.

Success: Gain a +6 bonus on all Knowledge checks

Fail: -1 Sanity

Spectral Razor

Cost: 2

Duration: 3 Rounds

Range: Self

Trappings: A short blade of pure green energy springs to being in your hand

Success: This spirit blade inflicts STR+d6 magical damage and ignores all physical armor.

Fail: -1 Sanity

Speed

Cost: 2

Duration: 3 Rounds

Range: Target

Trappings: You seize upon the adrenal gland with magical force and stimulate it with a burst of pure energy.

Success: The target's pace is increased by +2, their sprint die is increased to d8 and they gain an extra action per round (target cannot repeat actions).

Fail: -1 Sanity

Steal Life

Cost: 3

Duration: 3 Rounds

Range: Self

Trappings: An intensely dark, almost unseen aura of red light surrounds your hands

Success: Every Wound the caster inflicts in melee restores 1 Wound to the caster

Fail: -1 Sanity

Stolen Memories

Cost:2

Duration: 1 Round

Range: Touch

Trappings: A moment of light-headedness quickly passes and you suddenly have a crystal clear notion of how to complete the task at hand.

Success: The target gains a d12 in any skill for 1 round.
Fail: -1 Sanity

Summon Ally

Cost:5

Duration: Instant

Range: Unlimited

Trappings: Fixing an image of your friend in your mind's eye, you call their Truename and summon a mist around them that pulls them toward you.

Success: Any ally is transported to any square adjacent to you, from any distance. This cannot be used on hostile targets.

Fail: -2 Sanity. If you fail, your ally also suffers Sanity loss.

Summon Monster

Cost: 4

Duration: Special

Range: 12 Squares

Trappings: Scattering silver filings on the ground before you, you tear open a brief rift to the Outer Worlds and pull through the first thing your compulsion ensnares.

Success: You summon a random beast from the Outer Worlds. It is bound to fight for the caster for 3 Rounds, after which it will act in accordance with its nature until slain.

Fail: -1 Sanity

Summon the Beast Within

Cost: 3

Duration: 3 Rounds

Range: Self

Trappings: Your eyes roll back into your head and your face becomes twisted into a vicious snarl as feral spirits temporarily take hold of your body.

Success: Gain a +1 die increase to Strength and Vigor and a +2 bonus to Fighting rolls.

Fail: -2 Sanity

The Yellow Mist

Cost: Special [Opposed]

Duration: 3 Rounds

Range: 12 Squares

Trappings: Making a small offering to Hastur, you cause a bilious yellow vapor to rise up around your targets, filling their nostrils with alien spores

Success: [Opposed] All targets in a Large Blast Template area suffer -2 Sanity and must make a roll on the Fright table

Fail: -2 Sanity

Wither

Cost: 2

Duration: Instant

Range: Touch

Trappings: Intoning the words of the Mad Arab you weave an elemental charm that coaxes the water out of your target's body.

Success: Inflict 3d6 damage on the target

Fail: -1 Sanity

Wrack

Cost: Special [Opposed]

Duration: Instant

Range: 12 Squares

Trappings: Fixing your target with a fierce stare, you invoke an ancient gypsy curse that causes intense joint and muscle pains

Success: [Opposed] You cause a single target to become *Shaken*

Fail: Caster is *Shaken*