

Savage Pulp Cthulhu

Pulp Cthulhu is a game of two-fisted adventure, weird science, dark deeds, and brave heroes. There are evil machinations going on all around the world, coming from an untold number of threats. Monsters stalk the shadows. Science pushes the boundaries of our understanding. Selfish men scheme to increase their power and control. Insane cults plot to awaken timeless beings of pure evil...

There are few who acknowledge these threats exist, let alone stand up and fight against them. Without these heroes, chaos, evil, and darkness will engulf the world.

You are extraordinary men and women who know these truths and have taken up the call to defend humanity. It is time to face the darkness – and punch it square in the jaw!

Horrific Truths of the World

- There are monsters and madmen out there doing terrible things.
- The old stories and legends are true. Wards, binds, and ritual magic are real and can be wielded by almost anyone – at great risk.
- The Mythos is real. The Old Ones exist, and their servants continue to worship them and work to hasten their return.
- There are many potential allies to aid you, but most are not built to directly confront the darkness.
- While you possess more mental fortitude than the common man, the horrors still have an effect on you.
- It is possible to go toe to toe with evil and defeat it.

Globetrotting

There are evils all over the globe that must be combated. Expect to travel often to both exotic and mundane locales. Although you might linger in an area for a while or return to familiar places, travel and exploration are the norm.

Characters

All Player Characters are Wild Cards and start as Novices with 0 XP. The *Savage Pulp Cthulhu Setting Guide* contains information for character creation and the Setting Rules used in this campaign.

All Player Characters begin the campaign knowing each other and having worked together in the past. We will explore some of these events using relationships and flashbacks.

In your previous adventures you have met people who have assisted you in various ways. This can be a rationale for taking Edges like Connections or Associate, and others might be (re-)introduced as the campaign progresses.

Campaign Length

The intent is to run an extended campaign, like our previous *Rippers* and *Deadlands Heaston Hill* campaigns. Characters that attend regularly and participate in Player Turns can expect to reach Legendary rank as we approach the finale.

Pulp Setting

Pulp is all about action-packed scenarios, fast-paced storytelling and embracing the extraordinary – think daring feats, improbable gadgets, thrilling chases, narrow escapes from perilous traps, dramatic confrontations with larger-than-life villains, and strange occult mysteries. Good and evil is well-defined, quick thinking and bold moves are your best allies, danger is ever-present, and a dash of humor and a sense of swashbuckling heroism are all part of the equation.

Horror & Sanity

Although this is primarily a pulp setting, a central theme of the campaign will be horror and its effect on the characters. There are Expanded Fear Effect rules in the *Setting Guide* explaining the consequences and how to recover from them. This is NOT a race to insanity, but few people are able to face down the darkness and emerge unscathed.