

Introduction

In February, 1928, in response to a tip from a concerned Massachusetts citizen, the federal government mounted its largest multiagency operation since World War One. Treasury agents, Marines, infantry, Coast Guard and naval vessels raided the coastal town of Innsmouth and spent several months there under a declaration of martial law. Under a veil of secrecy, the town was all but erased from the map, and nearly anyone who took part would thereafter refuse to speak about it. Only the name of the exercise – Project Covenant, after the events of 1 Samuel 5 in which the Ark destroys a statue of Dagon – remained in the service histories of the unlucky men who endured it.

The truth about Innsmouth is something most of its participants wish they could forget. Veterans who saw bloody combat by the Somme and in the Argonne were unprepared for the horrors they uncovered: inhuman aberrations worshipping heathen idols, a mockery of everything good on this Earth. The results of the operation were reported, collated, and sent to the White House for the President's review. There they languished, unread by the Coolidge Administration, while the tumultuous events of the decade's end overshadowed them.

Only blind luck brought the threats of Innsmouth to light again a few years later. JAG attorney Nathan Satterwhite was interviewing Filipino prisoners at Fort Santiago, when he met with a quintet of Scouts apprehended for sneaking back onto base. The stress of confinement was too strong for one, who began raving while his comrades attempted to silence him. But it was the biblical verses Satterwhite recognized, even with his poor Spanish, that gave him pause. When he found the quotations in the chaplain's Bible, the dread he had once suffered in the sea tunnels beneath Innsmouth's crumbling wharf returned – for they were the very story from which Project Covenant drew its name.

Even worse were the nods of the prisoners, who confirmed with haunted eyes that the menace from the sea yet lived. A new church, on an island in the Sulu Sea, and tales of missing relatives taken from their boats. La Yglesia Esoterica de Dagón. With their kin, they had tried to fight the newcomers alone, and were the only ones alive from the ill-planned posse.

Satterwhite spent several months telegraphing old colleagues, seeking anyone else who understood the threat that lingered. Eventually, by the end of 1930 a small force of Marines and Scouts steamed to the islet – now named Kataw, after a submarine creature from Visayan myths – and destroyed an infestation of deep ones which had wrought similar havoc at Innsmouth.

Now, the witnesses of horror swear vigilance. Where once they saw singular evil, now they can only assume that there are even more places where it festers in the world.

What happened to the evidence seized during Project Covenant? What happens to any sensitive materials collected by the US Government? At some point, it comes within the purview of the Director of the Bureau of Investigation, J. Edgar Hoover. On one hand, having witnessed firsthand the events of the Raid on Innsmouth, he could be a powerful ally to the men reviving its goals. On the other, his reasons for burying the truth remain unknown, and the men behind Project Covenant can only hope he did so to save the innocent public from its hideous truths. Since Hoover values propriety as much as justice, keeping a low profile is as important as completing the project's missions successfully.

Plus, the machinery of bureaucracy is ponderous and often redundant. Additional material from the Project Covenant files remains in Naval Archives, waiting for curious eyes to discover it. On a good day, you will get favors from bureaucrats and oppose fascist spies. On a bad day, reverse them.

Setting

Very few territories will ultimately be off-limits for Project Covenant. Under the auspices of the U.S. Government, the investigators have the wherewithal to go wherever they are needed. Even if they restrict their movements to official activities, this leaves the entire Western Hemisphere and good portions of the Far East as potential backdrops. American embassies and consulates operate in most important cities abroad, so diplomatic cover may also be used to reach otherwise remote locations.

The Neutrality Acts were one important barrier to overseas travel. They gave the President and Congress the ability to designate certain war zones off-limits to American travelers. Thus, battlegrounds like Spain may not be typical targets for Project Covenant operations. Likewise, closed societies such as the Soviet Union will require an unusually convincing reason to allow American government officials free rein in their territory.

Within the borders of the U.S., investigators may need to visit the “Innsmouth Brig,” the internment facility for Deep Ones located near Bitter Springs, California. The artifacts recovered from the town have been left to molder in the archives of the Navy and Treasury Department.

Style

It will be difficult to present a Project Covenant campaign as anything but pulp. Rather than tone down a vigorous response to the horrors of the Mythos, a Keeper can instead focus on the collateral damage of fighting the good fight. Regardless of an investigator's mundane career, there should come a time when his player must choose between worldly and otherworldly success – even if the latter is fleeting. A parallel threat lies in the fellow agents and soldiers who don't spend their days fighting cosmic horrors: ambitious rivals may seek to assert their agencies' jurisdiction over a Project operation, or rein in what they perceive to be abuses of federal power.

One way to provide this campaign frame with more realism is to focus on the grittier aspects of the investigators' jobs. The street-level espionage of this era was often a fight for small victories – much like a traditional Mythos adventure in its ultimate scope. Methods of prosecuting one will function well in the arena.

An alternative is to double down on the pulp nature of the setting. As the heroes' ends are nothing short of the perseveration of civilization, no means they select can truly be considered wrong. Likewise, villains are utterly blackhearted, willing to sacrifice thousands of innocents to power Mythos rituals.

Mythos

The first target of Project Covenant is the renewed threat of Deep Ones, who can harry any coastal region in the world. But nearly any group who obtains supernatural power to accumulate temporal power may come under the scrutiny of the group. This can include traditional cults who subvert important politicians, to highway robbers using rituals to elude pursuit.

Additionally, the figure of J. Edgar Hoover looms large over the American landscape during the 1930s. A Keeper can subtly underscore the fact that any unusual records they generate may one day wind up on the Director's desk. While it is not likely that he wants to become personally involved with investigations, players may ultimately wonder about the temptations of linking mundane power with occult knowledge.

Investigators

Logically, the heroes will be government employees of one stripe or another. As befitting the agencies involved in the genesis of Project Covenant, military personnel as well as federal agents can figure prominently. However, the Depression forced the government to offer many traditionally private sector jobs to qualified citizens. Other specialties, like academics and engineers, may be temporarily seconded to the government for at least their first mission – and survivors will quickly find that their fellow Project workers may be the only ones who understand their occupational stress from now on.

Continuing NPCs

Consult the core book for a list of likely NPCs working for Project Covenant. Many of these figures would make suitable Mentors for players interested in using this Drive (see below). Captain **Nathan Satterwhite** (b. 1891), Army JAG attorney serving abroad, is the only notable addition.

Rules Variations

The primary thrust of this section is to present more options for investigators who are likely to be public servants. The remaining mechanics involve the particular nature of a game in which characters have some sort of occupational duty to investigate the Mythos. As such, they can be used for many campaigns with this framework.

New Drives

Since most of the investigators in this campaign frame have government jobs, Duty will recur as a frequent drive. However, Adventure and Arrogance may be just as applicable to particular breeds of public servant. Additionally, Curiosity and Scholarship are two sides of the same coin, and common motivations for anyone whose jobs involve the investigative side of law enforcement. Charismatic NPCs higher in the chain of command may also attract Followers.

A number of new possibilities are presented below. They have particular applicability in an organizational campaign.

Ambition

“Dyer better kick himself for having tried to stop my westward trip. First the world’s greatest mountains, and then this. If this last isn’t the high spot of the expedition, I don’t know what is. We’re made scientifically.”

-At the Mountains of Madness

Your job is a low rung on the ladder of success, and you’re ready to start climbing. You strive not out of a sense of Duty, for a Mentor, or in contrast to a Rival, but for more personal reasons. A comfortable salary, a better social circle, public recognition: any of these rewards could be worth outlasting the drudgery of your current position. Or you may want to prove your worth – many would be happy just to be employed, but you know you could do more with more.

Examples: Percy Lake in *At the Mountains of Madness*, Herbert West, Sir Arthur Jermyn.

Friendship

“When, on a memorable joint furlough, the learned young Creole had taken the wistful Boston dreamer to Bayonne, in the south of France, and had shewn him certain terrible secrets in the nighted and immemorial crypts that burrow beneath that brooding, aeon-weighted city, the friendship was forever sealed.

-Through the Gates of the Silver Key

You were blessed with someone whom you hold as dear as family, and if he thinks a job is worth doing, you will help. This person may be a member of your organization, but loyalty and shared sacrifice make you more than a mere Follower: he has your back as well. If he is not present, perhaps you've promised to fulfill his dying wish, or taken up his mantle after his disappearance. It is certainly appropriate for two members of a group to share this drive; if something happens to one of them, however, his fate should weigh heavily on the survivor.

Examples: Daniel Upton and Edward Pickman Derby in "The Thing on the Doorstep," the narrator and St. John in "The Hound."

Guilt

"In writing of these things in his diary, Blake expresses a curious kind of remorse, and talks of the duty of burying the Shining Trapezohedron and of banishing what he had evoked by letting daylight into the hideous jutting spire."

-The Haunter of the Dark

Because of you, mistakes were made, and people suffered. Is it common knowledge? Then your enemies, or the public at large, may mock you openly, and even some comrades still worry that history will repeat itself. Or perhaps your failure is a secret buried deep in your memory, waiting for the right place to recur – or be exposed. Either way, you have to master your incompetence, or seek the opportunity to right the wrong you caused.

Examples: Randolph Carter in his eponymous statement, George Birch in "In the Vault." The narrators of "The Lurking Fear" and *At the Mountains of Madness* both exhibit signs of survivor's guilt – which is likely a common malady among investigators.

Mentor

"So as I drove the crowd away I told him he must come home with me and be my teacher and leader in unfathomed mysteries, and he assented without speaking a word."

-Hypnos

You are the protégé of someone higher up in your organization, and if he requires aid, you're one of the first to volunteer. Unlike the Follower drive, such an arrangement tends to benefit both persons – the mentor imparts wisdom or furthers his legacy while you fill out your resume or climb the agency ranks. Some mentors find you through family or social ties, while others act out of altruism or the desire to groom a successor. The mentor should be a prominently recurring NPC, but need not be the leader of every expedition (unless a Keeper thinks his death might be a significant campaign event). Of course, if his motivations are ever revealed to be at cross purposes to the group, you will have an interesting decision to make.

Examples: Rice and Morgan in "The Dunwich Horror," the associate students in *At the Mountains of Madness*.

Rivalry

“West, young despite his marvellous scientific acquirements, had scant patience with good Dr. Halsey and his erudite colleagues; and nursed an increasing resentment, coupled with a desire to prove his theories to these obtuse worthies in some striking and dramatic fashion.”

-Herbert West – Reanimator

You tend to define success in comparison with someone in a position similar to your own. This may be the result of common circumstances and shared experiences, a long history stretching back to the old neighborhood, or a recent reward that could have been yours. Rivalry differs from revenge in that your competitor hasn't harmed you directly, unless you count receiving accolades for things you do regularly with humble stoicism. In fact, the other may be a trusted companion (though a poor Source of Stability) and frequent NPC. You keep an eye open for chances to shine when he can't – and if he dies trying to keep up, you can always switch to Guilt.

Examples: Herbert West in “Herbert West – Reanimator.”

New Backgrounds

Project Covenant members may choose from three new backgrounds, in addition to many proposed in the main rulebook. In addition, the Military background is given some new specialties. See the following section for new skills.

Diplomat

You represent a government abroad, serving in embassies and consulates in important cities. Diplomats are sometimes asked to collect foreign intelligence and even run clandestine networks in their countries of service – for characters with this emphasis, use the Spy background with the Foreign Agent specialty.

Occupational Abilities: Bargain, Bureaucracy, Flattery, Languages, History, Library Use

Credit Rating: 4-6

Special: For every point of Credit Rating, you have served in a particular country, and developed reliable contacts in that nation's government, military, or commercial sectors. You do not need to identify the countries at character generation, although an increase in your Credit Rating during play does not grant an additional country of service.

Government Agent

You are a sworn agent of a state or federal government, with all the power and responsibility that implies.

Occupational Abilities: Evidence Collection, Reassurance or Intimidation, Law, Assess Honesty.

Customs Officer: add Accounting, Bargain, Bureaucracy, Forgery. These agents counter smuggling and protect federal and some state borders. Members of the Bureau of Insular Affairs handle customs of the Dominican Republic.

Marshal: add Cop Talk, Firearms, Scuffling, Shadowing. Officers with this background escort prisoners and track down escaped criminals.

Protective Duty: add Athletics, Driving, Firearms or Scuffling, Sense Trouble. Includes the Secret Service and judicial bailiffs.

Ranger: add Firearms, Outdoorsman, Preparedness, Riding or Driving. This specialty includes strenuous jobs like the National Park Service, as well as Texas Rangers or flying squads dispatched to hunt bank robbers (in which case, substitute Driving for Riding).

Revenue Agent: add Accounting, Conceal, Shadowing, Streetwise. This specialty can apply to any agency tasked with collecting revenue, including the Alcohol Tax Unit which once enforced Prohibition, the Customs Service, and the.

Special Agent: add Firearms, Interrogation, Sense Trouble, Shadowing. A specialty for investigative agencies like the FBI.

Credit Rating: 3-5

Special: A Federal agent can use Bureaucracy to pull strings within his own agency or department, Credit Rating to activate contacts within other government agencies, and either Law or Intimidation to enter almost any premises in US territory.

Military

Here are expanded specialties within the Military Occupation (see p. 15) that might turn up in Project Covenant teams. All specialties besides Coast Guard and Corpsman/Medic include Military Science in their occupational skills.

Airman: add Electrical Repair, Piloting.

Army/Marines: add Conceal, Stealth.

Army Officer: add Bureaucracy, Reassurance.

Attaché: add Flattery, Languages.

Cavalry: add Preparedness, Riding.

Coast Guard: add First Aid, Mechanical Repair, Piloting.

Corpsman/Medic: add First Aid, Medicine, Reassurance.

Engineers/Heavy Weapons: add Architecture, Explosives.

Mechanized: add Driving, Mechanical Repair.

Naval Officer: add Astronomy, Reassurance.

Navy: add Mechanical Repair, Piloting.

SpY

You provide intelligence to the military or government, or prevent others from doing so.

Occupational Abilities: Conceal, Espionage, Forgery, Oral History, Photography.

Covert Operative: add Disguise, Filch, Sense Trouble, Stealth. The United States lacks dedicated spies in the field prior to World War Two; other countries are in the forefront of this practice. American networks run out of its embassies abroad usually employ natives with a motive to risk treason.

Foreign Agent: add Cryptography, Flattery, Languages, Law or Accounting. This specialty is for diplomatic personnel who are tasked with intelligence gathering in their posted countries. Such characters have access to the Diplomat's special ability.

Military Intelligence: add Cryptography, Firearms, Intimidation, Military Science. The Army and Navy have their own intelligence branches. The former specializes in foreign espionage, while the latter counts port security in its purview. Either type of character, as well as those serving foreign militaries, may use the Military special ability.

Secret Police: add Cop Talk, Interrogation, Law or Scuffling, Shadowing. This specialty is suitable for any counterintelligence bureau hunting down spies, such as the FBI; foreign agents with less concern for legal niceties choose Scuffling over Law. Secret Policemen can avail themselves of the Police Detective special ability.





Credit Rating: 1-4. Prior to the influence of William Donovan, this career is not yet one for high-society types.

New Skills

Presented below are three skills apropos for the Project Covenant setting. Of these, the Forgery skill is available to Criminal investigators as an occupational ability.




Espionage (General)

You have learned the secrets of clandestine tradecraft. You can:

-  *operate specialized equipment such as bugs and microdot readers*
-  *use communications gear to send and intercept radio messages*
-  *create and run spy networks in hostile territory – or identify and disrupt them on friendly ground*
-  *identify intelligence agencies from around the globe, as well as their employees who operate without cover*







Forgery (Technical)

With enough time and suitable samples, you can fake anything from signatures to entire artifacts. Your efforts can defeat simple visual analyses only; others with this skill will be able to spot tampering or even identify a particular forger's work if he is prolific enough. This ability does not convey any ability to compose written works. You can:

-  *create false documents, or modify existing ones*
-  *simulate the effects of aging on materials to mask their true provenance*
-  *identify forged items and deduce how they were created*

Military Science (Academic)

You are familiar with the history, traditions and implements of warfare. This is likely the result of service in the armed forces, but could also be the product of a specialized education or an upbringing in a military family. You can:

-  *spot and evaluate evidence of the use of firearms, artillery, and naval guns*
-  *recall the details of particular battles, including personalities and strategems*
-  *employ and direct military tactics to the benefit of a unit*
-  *identify military uniforms and equipment from around the world*
-  *exhibit the esprit de corps of military life, in order to blend in with or impress enlisted men and officers*
-  *call on comrades or military contacts for favors and advice*

Vehicles

Project Covenant characters may have decidedly more opportunities for travel, owing to both the pulpy nature of the setting as well as the military flavor it involves. Thus, here is a selection of vehicles they might have access to. Although they all have prices included, the military vehicles are obviously not available for general purchase; instead, their prices might indicate the amount of Career spend needed to borrow one.

Vehicle	Cost	Range (mi)	Speed (mi)	Notes
1917 M1917 6-ton tank	\$7,000 / US Army	30	5	OR; crew 2; cannon or mg or radio
1935 M1 combat car	\$30,000 / US Army	120	45	OR; crew 4; 2 mg & AAmg
1935 M2A2 "Mae West" light tank	\$35,000 / US Army	100	30	OR; crew 4; cannon & mg or 2 mg
1927 Waco CSO floatplane	\$3,000	400	100	pilot and 2 passengers (800 lbs payload)
1931 ZR-class dirigible carrier	\$2,500,000 / US Navy	10,000	80	crew 90; hangar can house up to 5 parasite biplanes; 0-4 mg
1932 F9C Curtiss Sparrowhawk fighter	\$25,000 / US Navy	300	175	SE; crew 1; 2 mg; launched from dirigible carrier
1935 PBY Catalina flying boat	\$90,000 / US Navy	2,500	200	crew 8; amphibious; 5 mg & 4 ton payload
1914 <i>Palos</i> -class 165' river gunboat	\$400,000 / US Navy	2,300	15	crew 47; 2 deck guns & 6 mg
1920 S-class submarine	\$500,000 / US Navy	5,000	16 / 12 submerged	crew 42; 1 deck gun & 4 tubes for 12 torpedoes
1926 <i>Active</i> -class 125' cutter	\$63,000 / USCG	4,000	12	crew 20; 1 deck gun & 2 depth charge racks
1935 <i>Escanaba</i> -class 165' icebreaker	\$500,000 / USCG	5,000	15	crew 105; 2 deck guns & up to 2 depth charge racks
1930 J-class yacht	\$1,000,000	n/a	special	crew 15, passengers 10
1930s tramp steamer	\$750,000 / passenger	5,000	15	Crew up to 40; 2d6-2 staterooms; may be armed (mg or deck gun)
1930s ocean liner	passenger	route	25	crew 1,000, passengers 2,000; houses 1 seaplane for mail

1917 M1917 6-ton tank: A vehicle used by the US Army from World War One until the mid Thirties. Armed either with a cannon or machinegun (for infantry support), or a radio for command units.

1935 M1 combat car: cavalry units began using this mechanized beast, which they could not call a tank lest it be transferred to the infantry. It was somewhat underpowered relative to its contemporary counterpart in that service.

1935 M2A2 “Mae West” light tank: the double-turreted design of this vehicle led to its common name inspired by the busty actress. There are several armament configurations, depending on a vehicle’s intended use.

1931 ZR-class dirigible carrier: the Navy experimented with blimps as observation platforms and launching posts for biplane fighters in the first half of the decade. Despite the recognized safety of lighter-than-air flight, these aircraft all perished in weather-related accidents. They are named after American cities such as *Akron* and *Macon* (so why not *Arkham*?).

1927 Waco CSO floatplane: these popular civilian aircraft are one of the first models to be specifically fitted for aluminum floats. They are equally capable of hauling mail or harried archeologists.

1935 PBY Catalina flying boat: hardy aircrafts that can land on dry ground as well as water, Catalinas could also carry bombs or torpedoes on combat missions.

1914 *Palos*-class 165’ river gunboat: this ship and its sister *Monocacy* were built specifically for riverine operations on the Yangtze river (as well as during the Kataw raid). Both are capable of navigating the river up to 1,300 miles inland, in waters as shallow as 9 feet.

1920 S-class submarine: The *S-19* participated in the Innsmouth raid; its sister ships patrolled the world’s oceans from World War One into the 1940s.

1926 *Active*-class 125’ cutter: The *Urania*, another Innsmouth veteran, is typical of these boats, built largely to enforce the Volstead act. The deployment of depth charge racks in peacetime, or outside of training exercises, will likely require a Career spend.

1935 *Escanaba*-class 165’ icebreaker: a light icebreaker used mainly in the Great Lakes, but capable of missions in polar waters (as their performance in the Battle of the Atlantic will attest). These vessels will be unarmed in domestic waters, and don’t expect to see combat wherever they roam.

1930 J-class yacht: this luxurious vessel conforms to the rules for racing in the America’s Cup competition. As it lacks an engine, its range is effectively unlimited, although its speed is a function of prevailing winds and Piloting skill.

Tramp steamer: The benefit of using a tramp steamer is its non-adherence to a specific route or departure time; possible complications include traveling with illegal cargo. Its maximum range assumes 500 tons of coal at 10 miles per ton; there is an additional 7,000 tons of cargo room for hauling. A smaller crew is needed for oil-fired vessels. Some vessels had surprisingly good accommodations (like the *Bantu Wind*, which seemed well-prepared for female passengers).

Ocean liner: during the Thirties, most of the modern liners vie for the Blue Ribband for the fastest crossing of the Atlantic. Passengers can travel in luxury or squalor, depending on Credit Rating and availability. Some liners carried a floatplane to deliver mail as soon as the aircraft was in range of its destination.

Mechanics

J. Edgar Hoover is a master at public relations, and G-Men have sterling reputations as paragons of justice during the 1930s. The admiration for soldiers and sailors rises just as much through the Second World War. Yet in the service of humanity, Project Covenant members must sometimes venture into murkier territory, abusing the

power of their positions for the greater good, and hiding evidence of their exploits deep in the vaults of their agencies.





The Career Ability

“In September I entered Oberlin for my final year, and from then till the next June was busy with studies and other wholesome activities—reminded of the bygone terror only by occasional official visits from government men in connexion with the campaign which my pleas and evidence had started.”

-The Shadow over Innsmouth

Each investigator has a Career ability, representing the influence he wields within his agency (as opposed to that of Project Covenant). It need not represent a military rank or federal pay grade, although there can be some correlation between a high score and a high position. Points allocated towards General abilities can be used towards the Career score.

The Career ability works like any other general ability. Specifically, spends will allow your investigator to

-  *issue (or countermand) orders to subordinates within your organization*
-  *brandish your influence beyond the organization*
-  *cloak unusual requests with the authority of your office*
-  *establish and interact with contacts throughout the organization*

In order to maintain his position, an investigator must have a Career rating of at least 1. Lack of a rating indicates that he has been drummed out of the service, making him a greater liability for the group rather than an asset. Flagrant disregard for an investigator's official duties should result in permanent reductions to the Career rating. A Keeper is encouraged to create situations in which a player must weigh the consequences of the greater struggle on his character's career.

Spent Career points do not refresh like other ability score pools; instead, the only way to refresh them is by filing a report after an operation, according to the Archive rules below.

Agency Archives

“There was much in the Essex County records about Keziah Mason's trial, and what she had admitted under pressure to the Court of Oyer and Terminer had fascinated Gilman beyond all reason.”

-The Dreams in the Witch House

All ambitious governments in the 1930s strove to manage their nations, if not always to the level of totalitarian states. Nonetheless, if complete control was not an achievable goal, complete documentation always seemed to be worth striving for. And

since Project Covenant is a government effort, somewhere there are records of this and other operations that involve the supernatural.

This is a thorny issue, even for fans of pulp campaigning: after all, it assumes there can be institutional memories of Things Man was not Meant to Know. The trick lies in making sure there are adequate risks involved in accessing official records of occult activity. A Keeper should never forget that another term to describe such items is “Mythos Tomes.”

At the beginning of the campaign, the group may convert points earmarked for Investigative abilities into an Archive rating, which represents evidence of the unexplained in government records. Logically, some evidence of Project Covenant should exist in the Navy Department Library in the State, War, and Navy Building in Washington, DC. J. Edgar Hoover’s Personal and Official Files were kept in his office in the Department of Justice Building; owing to the sensitive nature of the project, it is likely that some duplicate material lies there as well.

During play, any investigator may seek data in a logical place by converting Archive points in the following ways. Ideally, the player or Keeper should describe the particular nature of the information discovered.

☛ One Archive point can convert to a 2 point pool towards a relevant investigative ability. The player must state what resource he is using.

☛ Two Archive points can provide a 2 point Cthulhu Mythos pool towards a particular subject (for example, records of the Project Covenant raid would provide a two-point pool for information on Deep Ones).

☛ Three Archive points can be used to make a generic 1 point Cthulhu Mythos spend. The spender must still pay the corresponding cost in Stability and/or Sanity.

☛ Three Archive points can be used as a tome to grant 1 point in Cthulhu Mythos to the reader, who must also take the resulting Sanity penalty.

Once an investigator converts Archive points into a designated record containing Mythos information, these files qualify as evidence of the Mythos. Thus, anyone who has read a particular file (or arguably knows of their existence) must destroy them in order to preserve Sanity by Denial – a bad career move for ambitious federal employees.

Refreshing Archive and Career Ratings

At the end of each investigation, the party nominates one investigator to file his or her case report. In the event of a deadlock, investigators who have gone the longest since filing a case report should get the opportunity, followed by the investigator who spent the most Career pool points during the previous scenario.

That investigator’s player decides how much of the truth he is willing to disclose, since outlandish reports cast poor light on the author’s career prospects. If he hides evidence of the supernatural, every investigator replenishes their Career pool, and the

filing investigator's Career rating increases by 1, with no addition to the Archive rating. If he states that the reasons behind the investigation cannot be explained, no investigator may replenish their Career pool, but the Archive rating increases by 1. If he mentions the Mythos, no investigator may replenish their Career pool, and the filing investigator's Career rating decreases by 1, but the Archive rating increases by 2.

Pitch

“It's Laban Shrewsbury's adventures as penned by Alan Furst!”