Lovecraft In My Pocket

Plays like ZimP but with a lovecraftian twist. Player is an FBI agent.

Players have health and sanity, which can be lost through physical and psycolgical damage respectivly.

As players navigate around a random map, searching fior the Necronomicon, they will encounter events and Lovecraftien monsters

# Player Stats

Health - [6]

Sanity - [6]

Attack - 1

Healing?

Regain sanity?

Running away?

# Pack Contents

1 x booklet

[8 x outdoors]

[8 x indoors]

[9 x development]

# Monsters

**Id** Named Gods

- Azathoth - nuclear chaos

- Bogrug - sea lizard god

- Cthulu - of the many tentacles

- Hastur - a giant tentacled squid

- Nyarlathotep - the crawling chaos

- Yig - the father of serpents

Horrific Beings

- Aegipan - top half goat, bottom half fish

- Beetle Race - a forgotten race of giant beetles

- Cat From Saturn - like a cat, but with longer forearms and teeth, and no fur

- Elder Thing - a polyp with wings and tentacles

- Fisher From The Outside - a cycloptic terydactile

- Flying Polyp - a grusome lump of matter, which can also fly

- Gnorri - a hideous race of 4-armed merpeople

- Hound Of Tindalos - A mouth and tail with legs, and a huge appetite

- Hunting Horror - a great flying serpent

- Interdimentional Centipede - a humongous intergalactic centepede

- Invisible Octopoid/Interdimentional Octopod - A giant octopus that can swim through air and matter

- Progeny Of Yig - A giant snake with the face of a man

- Sentient Polyhedron - ... a sentient polyhedron

- Sentient Rock - an ancient oracle, talking rock

- Shantak - a winged form with a stinger arms and sharp teeth

- Shoggoth - a gelatinous mass capable of mimicing anything

- The Color Out Of Space - a formless entity from space

- Toad Thing - giant toad-like creatures

- Voonith - a giant water serpent

- White Polypous Thing - a white mass routed to the spot

Human-ish

- Ghast - a humanoid goulish creature

- Ibian/Deep One - a humanoid fish creature from the deep

- Sand Dweller - used to be a man, but years in sand caves has made it a monster

- Silent Strutter - a humanoid with strangely long extremities, jet black skin and a mouth full of hideous teeth

- Strange Infants - human children, usually abandoned, who bear some, uncanny, resemblance to old ones

- Y'm-bhi - Modified and reanimated corpese

Humans

- Cultist - one who has devoted their lifes to the glorification of the ancient ones

- Madman - others like you, who have seen too much

# Locations

Innsmouth

- Cult house

- Sea

Arkham

- University

- River

# Events

Forbidden Knowledge - you learn some things you shouldn't lose some sanity

Ancient Carving -

# Objects

Necronomicon -

Elder Signs -

Ichor (god blood) -

Axe -

Automatic Pistols -

Shotgun -

Tommy Gun -

Flamethrower -

# Other Notes

Non-euclidian geometry?

Innsmouth Deck

# Bestiary

**Name Att San Description**

Strange Infants 2 1 Human children, usually abandoned, who bear some, uncanny, resemblance to ancient ones

Y'm-bhi 2 1 Modified and reanimated corpses

Cultist 3 0 One who has devoted their life to the glorification of the ancient ones

Ibian 4 2 A humanoid fish creature from the deep

Shoggoth 5 2 A gelatinous mass capable of mimicking anything

Cthulu 6 4 Of the many tentacles

# Armory

**Name Att HP Description**

Shotgun ? 0 Does lots of damage but only has a few rounds

# Card Data

## Card Layout

**9pm 10pm 11pm Item**

ITEM ATT5 HP-1 BONE

ITEM ATT4 HP-1 NAIL

HP-1 ATT4 NULL GOLF

ATT4 HP-1 ITEM FUEL

HP+1 ITEM ATT4 SODA

NULL HP+1 ATT4 CNDL

ATT3 NULL ATT5 CSAW

NULL ITEM ATT6 OIL

ATT4 HP-1 ATT6 KNIF

## 9pm Event

**NULL** A draft makes you shiver

**NULL** ???

**ITEM**

**ITEM**

**HP-1** You step on a White Polypous Thing

**HP+1** You find a useful bandage

**ATT3** 1 Cultist

**ATT4** 2 Y'm-bhi

**ATT4** 2 Strange Infants

## 10pm Event

**NULL** You remind yourself that monsters aren't real

**ITEM**

**ITEM**

**HP+1** You find some peanuts

**HP-1** You stumble and fall

**SAN-1** The room is filled with the Colour of Space

**ATT4** 1 Ibian

**ATT4** 2 Strange Infants

**ATT5** 1 Shoggoth

## 11pm Event

**NULL** You feel hope that you might solve this

**ITEM**

**SAN-1** Your mind is filled with visions of horrifying creatures

**HP-1** ???

**ATT4** 2 Y'm-bhi

**ATT4** 1 Ibian

**ATT5** 1 Shoggoth

**ATT6** 2 Cultists

**ATT6** Cthulu

## Items

**NAIL** BOARD WITH NAILS ATT+1

**SODA** CAN OF SODA HP+2

**CNDL** CANDLE (Use with Gasoline/Oil to kill all threats)

**CSAW** CHAINSAW ATT+3 Shotgun (2 rounds)

**FUEL** GASOLINE Refuel Chainsaw 2 round or use with candle)

**GOLF** GOLF CLUB ATT+1

**BONE** GRISLY FEMUR ATT+1

**KNIF** MACHETE ATT+2

**OIL** OIL Throw as running to avoid damage or use with candle)

# Tile Data

## Cult House

**ID Exits Attributes**

BATH 2

BDRM 2

DINE 4 Garden Access

TMPL 2 Collect Talisman

FMLY 3

FOYR 1 Starting Position

KTHN 3 +1HP if end of turn

STRE 1 Search for Item

## Sea

**ID Exits Attributes**

GRGE 2

GRDN 3 +1HP if end of turn

GRVE 2 Bury Talisman

PATO 3 House Access

SEAT 3

YARD 3

YARD 3

YARD 3