

NECRONAUTICA

ADVENTURES ON THE EDGE OF REASON



WHAT IS NECRONAUTICA?

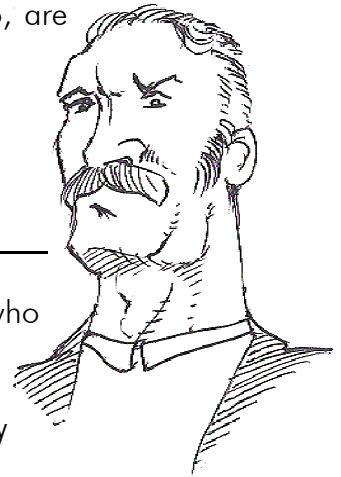
Necronautica is a short role playing game of brave heroes and heroines who have taken up arms against unfathomable alien forces from beyond space and time that threaten the human race and, indeed, the very fabric of reality itself. It is also my first attempt at a 24-Hour RPG since the Summer of 2004 – that is, Necronautica was designed, written, and laid out in 24 hours (so expect a few mistakes).

Necronautica assumes a basic familiarity with role playing games and how they are traditionally played. In the future, when I have more than 24 hours to do so, these things may be elaborated on in order to aid the hobby newcomer. For the time being, however, such things are deemed more a convenience than a necessity and, so, are being set aside in the interest of focusing on other aspects of the game.

CREATING PLAYER CHARACTERS

Player characters in a game of Necronautica are men or women who have gazed into the face of alien chaos and survived with their wits (relatively) intact. They know what things lurk in the dark corners of the Earth, outside of normal space, beyond the reach of time as humanity understands it – and these damnable things must be stopped!

Player characters in a game of Necronautica are heroes or heroines who have taken up arms against eldritch alien forces of primal chaos that lurk at the edge of your vision, obscured by non-euclidean geometry and wisps of aether. Player characters in a game of Necronautica lay it *all* on the line to defend the world against such chaos.



THREE WEAKNESSES

All player characters have three Weaknesses – three things that can trip up even the most heroic defenders of humanity. These three Weaknesses are:

Inhumanity: Representing warping of the human form at a genetic or metaphysical level, typically from exposure to magic. . . or due to a dark family heritage.

Injury: Representing damage of the physical body due to trauma sustained in combat, by exposure to harmful substances, or due to other harmful situations.

Madness: Representing warping of the human psyche from studying forbidden knowledge or exposure to things that man was not meant to know.

These three Weaknesses all start with a rating of zero – these ratings will change during actual play and, perhaps, as character creation progresses, depending upon the choices that you make while defining your character.

THREE STRENGTHS

In addition to three Weaknesses, a player character also has three Strengths – three attributes that aid the heroic in their fight. The three Strengths are:

Humanity: Representing what it means to be human, both at the genetic and metaphysical level, Humanity is what your character is fighting to defend.

Reason: Representing the fortitude of the human psyche, hardened against trauma, and the general well of knowledge accessible to your character.

Righteousness: Representing the conviction that you are fighting the good fight, that your actions are justified, and that the ends justify the means.

At this time, you may allocate 12 points amongst your character's three Strengths, so long as no Strength is rated less than one or more than nine. As was the case with Weakness ratings, these ratings, too, will change during actual play and, perhaps, as character creation progresses, depending upon the choices that you make while defining your character.

AREAS OF EXPERTISE

In addition to Strengths and Weaknesses, a character is also defined by what they know. You can choose up to three Areas of Expertise for your character to specialize in. These Areas of Expertise may represent any field of knowledge appropriate to the late 19th Century, the setting of Necronautica, and the character's specific role in that society as you so envision it (e.g., Medicine, Melee Combat, Occultism).

Choosing an Area of Expertise deemed "Forbidden" by the Referee (e.g., Black Magic) automatically costs your character a point of Reason and gains them a point of Madness. Multiple forays into mind-bending Areas of Expertise will, likewise, cost your character multiple points of Reason and earn them multiple points of Madness.

Whether an Area of Expertise drives your character close to the edge of sanity or not, it will always allow you to subtract two from any related die roll during actual play (see the section of these rules entitled "Getting Stuff Done" for more information).

SUPERNATURAL TALENTS

Some player characters have Supernatural Talents at their disposal to aid them in their fight against the otherworldly forces that threaten their world. A Supernatural Talent is anything that a normal, unaltered, human cannot do (e.g., the ability to 'read' the history of an object by touching it, the ability to heal wounds with a touch, the ability to 'phase through' walls, etc) – in fact, every Supernatural Talent that a character has makes them a little *less* human.

At your option, you may choose to define up to three Supernatural Talents for your character – note, however, that no Supernatural Talent may be used to cause damage to others. For every Supernatural Talent that you define, your character will lose one point of Humanity and gain one point of Inhumanity.

TOOLS OF THE TRADE

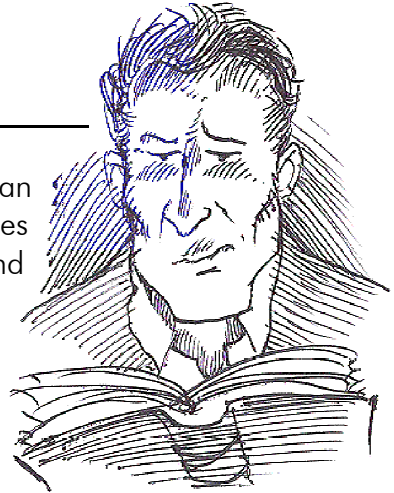
Equipment in games of Necronautica functions in four basic ways. First, if your character doesn't possess a given piece of equipment, it's not available for them to use during actual play. Second, using a piece of equipment in its intended capacity allows you to subtract two from any related die roll result. Third, using a piece of equipment in a believable, yet unintended, manner (e.g., using a crowbar as a weapon, a pistol butt as a hammer, etc) allows you to subtract one from any related die roll result. Finally, if a weapon, the Weapon Category of that equipment will determine how much Injury it inflicts in combat.

All players characters may begin with up to three pieces of personal equipment in addition to the clothes on their back – but be careful not rely too much upon equipment, lest you undercut your character's own aptitudes. For every piece of equipment that your character begins play with, they lose one point of Righteousness and gain one point of Injury (relying too heavily upon equipment is a trait of the weak). Following is a list of basic equipment that is available for you to choose from when creating your player character. Feel free to expand upon it.

| Equipment Type | Weapon Type | Weapon Category |
|------------------------|------------------------|-----------------|
| Bandages | Bayonet | Light |
| Box Camera + Film | Blunderbuss | Heavy |
| Crucifix and Chain | Dbl Barrel Shotgun | Heavy |
| Gravedigger's Spade | Elephant Gun | Murderous |
| Hemp Rope | Fencing Foil | Light |
| Lantern and Oil | Knuckle Dusters | Light |
| Magnifying Glass | Large Caliber Revolver | Heavy |
| Pen, Ink, and Paper | Large Caliber Rifle | Murderous |
| Pocket Watch and Chain | Military Sabre | Heavy |
| Stage Makeup | Sledgehammer | Heavy |
| Tobacco Tin and Pipe | Small Caliber Revolver | Light |
| Umbrella | Stick of Dynamite | Murderous |
| Walking Cane | Throwing Knife/Dagger | Light |

GETTING STUFF DONE

There are three primary types of action that a character can undertake in a game of Necronautica – applying learned aptitudes in a non-combat environment, plying supernatural talents, and attempting to harm others.



APPLYING LEARNED APTITUDES

During actual play, whenever you want your character to draw upon any learned aptitude, you roll 1d10 and compare it to your character's current Reason rating. And remember – drawing upon an Area of Expertise when making this die roll allows you to subtract two from the result. Likewise, if you have a piece of equipment that will aid you in your task, it may also modify your die roll result.

If your final, modified, die roll result is less than your character's current Reason rating, their attempt to apply their knowledge is successful! If you produce a roll result that is equal to or greater than your character's current Reason rating, but less than ten, they gain a point of Madness and lose a point of Reason as dark forces momentarily assail their frontal lobe – the good news is that they manage to fight through the chaos and their skill application is successful. Finally, if you roll a result of exactly ten, not only does your character gain a point of Madness and lose a point of Reason, but their task attempt also *fails* as their mind is heavily assaulted by dark forces, forcing them to lose their concentration.

PLYING SUPERNATURAL TALENTS

During actual play, whenever you want your character to call upon a Supernatural Talent, you roll 1d10 and compare the result to your character's Humanity rating. If your character does not have a defined Supernatural Talent, they can't call upon one – period. Similarly, you can't call upon a specifically defined Supernatural Talent (e.g., Psychic Healing) to do something else entirely (e.g., Telepathy). Note that some pieces of equipment can, with the Referee's approval, serve as a focus for supernatural forces, granting the normal -2 modifier for equipment to your die roll result when calling upon a Supernatural Talent.

If you roll less than your character's Humanity rating, your Supernatural Talent use is successful! If you produce a roll result that is equal to or greater than your character's current Humanity rating, but less than ten, they gain a point of Inhumanity and lose a point of Humanity as supernatural forces alter their very being – the good news is that they manage to fight through the chaos and regain control of their Supernatural Talent. Finally, if you roll a result of exactly ten, not only does your character gain a point of Inhumanity and lose a point of Humanity, but their Supernatural Talent also *spins entirely out of control* as their mind and body temporarily become possessed by entities from beyond space and time!

DOING HARM TO OTHERS

During actual play, whenever you want your character to harm a non-human creature or cultist, you roll 1d10 and compare the result to your character's current Righteousness rating. Again, Areas of Expertise and equipment provide modifiers as appropriate.

If your final, modified, roll result is less than your character's Righteousness rating, your attack is successful! If you produce a result that is equal to or greater than your character's Righteousness rating but less than ten, their consciousness momentarily grips them, causing them to question whether killing the creature or cultist is truly the right course of action. They lose a point of Righteousness and gain a point of Injury due to their hesitation, but they gather their senses just in time to launch a successful attack. Finally, if you roll a result of exactly ten, your character freezes up completely, fumbling their attack attempt and causing them to lose a point of Righteousness, while simultaneously gaining a point of Injury.

WHEN TO DO THINGS

What follows is a simple means of determining what characters act when during the course of a conflict. To determine acting order, the Referee rolls one die.

If the die result is an even number, the character of the first player to the left of the Referee acts first and action then proceeds around the room or table in a clockwise direction, with the Referee's characters acting last.

If the die result is an odd number, the character of the first player to the right of the Referee acts first and action proceeds around the room or table counter-clockwise, with the Referee's characters acting last.

DAMAGE TYPES & TRACKING THEM

There are three basic types of damage that players in a game of Necronautica will need to worry about tracking – physical damage, mental anguish, and utter perversion (the last of which denotes a change to the very human core of a character).

PHYSICAL DAMAGE

Physical damage in Necronautica comes in two different forms – combat damage and non-combat damage – each of which is dealt with as outlined below.

Weapon damage in combat is purely a function of the weapon used to deliver a successful attack. Punches, kicks, and improvised weapons (e.g., an umbrella) inflict one point of Injury. Light handheld weapons inflict two points of Injury. Heavy handheld weapons inflict four points of Injury. Murderous handheld weapons inflict six points of Injury. Note that these rules

apply to weapon damage that PCs dish out, as well as to weapon damage that they may find being inflicted upon them by the enemy (not also that the words “weapon damage” may better be interpreted as “inexplicable alien ability” in the case of some enemies).

Further, as previously discussed, a character can accrue physical Injury in combat by becoming distracted on the field of battle (see “Doing Harm to Others” on the previous page). This has less potential to be fatal than weapon damage and effectively ranks as an annoyance, though a “death from a thousand cuts” scenario is possible if your dice do not happen to be favoring you during a given game session.

Non-combat damage is a bit trickier and can come from a myriad of different sources as the result of a failed die roll, from falling great distances to inhaling poisonous gas. Your Referee will decide how much Injury non-combat damage will levy on a PC based on the specific circumstances involved. As a general rule, merely annoying non-combat damage inflicts one point of Injury, physically painful non-combat damage inflicts three points of Injury, physically *debilitating* non-combat damage inflicts six points of Injury, and grievous non-combat damage likely to cause death inflicts nine points of Injury.

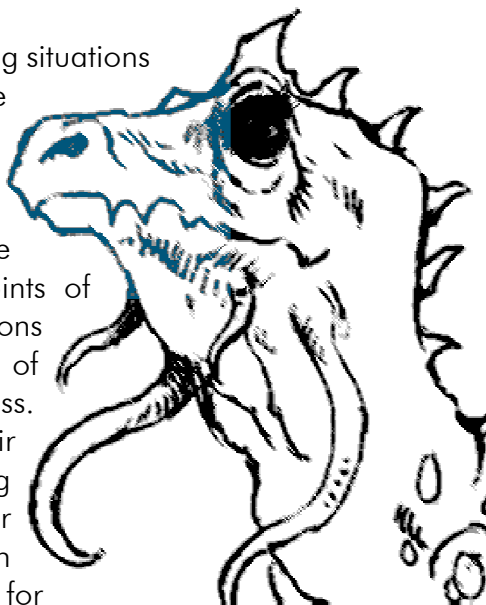
If a character's Injury rating ever exceeds their Righteousness rating, their wounds have overridden their drive to fight on, and they collapse, exhausted. If their Injury rating ever reaches ten or more, they have been shuffled off the mortal coil entirely. Physical damage heals without treatment of any kind at the rate of one Injury point per every eight hours that passes, at the rate of one point every four hours with medical treatment, and at the rate of one point per every hour with supernatural treatment (per a Supernatural Talent).

MENTAL ANGUISH

Mental anguish is, unfortunately, somewhat common in games of Necronautica, being visited both upon those who indulge forbidden lore and generally those who have chosen the life of a warrior fighting against weird, alien, forces, as explained earlier in these rules. That said, *doing something crazy* – like staring directly into the eye of an elder god-thing as it is primed to envelop you in a mass of writhing, slime-covered, tendrils – may also inflict mental anguish in the form of Madness points.

As a general rule, each exposure to mildly disturbing situations (e.g., viewing pictures of a dismembered corpse) inflicts one point of Madness, exposure to moderately disturbing situations (e.g., viewing an actual dismembered corpse) inflicts two points of Madness, exposure to extremely disturbing situations (e.g., viewing a dismembered corpse start to writhe like a mass of worms) inflicts four points of Madness, and exposure to absolutely *sanity-blasting* situations (e.g., realizing that you’re surrounded by a crowd of reanimated corpses) inflicts a stunning six points of Madness.

If a character's Madness rating ever exceeds their Reason rating, they are in the throes of insanity, having cracked under pressure – at least temporarily. If a character has not been driven permanently mad, their mental anguish can be relieved by isolating them from disturbing situations for



a brief period of time, calming their nerves. Madness diminishes at the rate of one point per ten minutes of time that the afflicted individual is isolated from disturbing situation. If a character's Madness rating ever reaches ten or more, however, they have been driven stark, raving, mad forever more and no amount of therapy will help them.

UTTER PERVERSION

Finally, the third type of damage that characters have to worry about is damage to the core of their humanity, their very genetic structure and their eternal soul. Fortunately, this damage is far less common than physical damage or mental anguish, being gained *exclusively* by exercising Supernatural Talents as explained earlier in these rules (see the section of these rules entitled "Plying Supernatural Talents" for more information).

If a character's Inhumanity rating ever reaches ten, they are no longer human and should not be suffered to live. This type of damage is simply irreversible – the risk of dabbling with inhuman abilities is that, eventually, you become something no longer recognizable as human. Don't say we didn't warn you early on.

CHARACTER ADVANCEMENT

For every three game sessions that a player character survives, they may add one point to their Humanity, Reason, or Righteousness rating, so long as its new value is no higher than nine. For every two game sessions that they survive, they may obtain a new area of knowledge or they gain a new supernatural talent as a result of their prolonged exposure to weird, alien, powers. Finally, new equipment is obtained in-game, as circumstances or plot dictate.

INFORMATION FOR THE REFEREE

The following information is provided explicitly to assist the Referee in running a game of Necronautica, though nothing is lost by allowing other players to read this section of the rules (in fact, some might consider it sporting to let players know exactly what they'll be up against in terms of opposition during actual play).

NON-PROTAGONIST CHARACTERS

Non-protagonist characters are those characters controlled by the Referee and, as such, they come in three specific varieties – Extras, Supporting Cast, and Antagonists.

Extras are those characters that exist primarily to help define the setting – they are the window dressing of Necronautica's world, the nameless minions of alien evils, innocent bystanders, and so on. Supporting Cast exist primarily to define either Antagonists or player

characters – unlike Extras, Supporting Cast have names and some kind of formal relationship with the character that they support. Examples of Supporting Cast include close associates or family members of an Antagonist or player character. Finally, Antagonists are the villains of Necronautica – they are the characters that exist explicitly for player characters to fight against. Antagonists in the world of Necronautica range the gamut from powerful cult leaders to ancient elder gods from beyond space and time.

Human non-protagonist characters are built using the same process that is used to define to player characters, although they are subject to some new limitations dependent upon what variety of non-protagonist character that they happen to be. Extras are only afforded four points to allocate to Strength ratings and Supporting Cast are only afforded eight points, while Antagonists receive 12 points to allocate to Strength ratings, just as player characters do. Alien non-protagonist characters are another matter.

Alien non-protagonist characters in games of Necronautica are unfathomable, sanity-blasting, horrors – you couldn't understand them even if you tried. Rather than the standard three Weaknesses, alien monstrosities have only one: Injury. Similarly, alien horrors have only two Strengths: Reason and Righteousness (although their concept of these things is utterly indecipherable to mere mortals). Aliens are simply not bound by the laws of mankind – they do not know lunacy, nor are they composed of the same physical and spiritual building blocks that a human being is. As such, they are unaffected by mental anguish or utter perversity.

When creating alien horrors, their Injury rating starts at zero, as per the standard rules for creating player characters and points are allocated to their two Strengths based on what variety of non-protagonist character they are. Extras are only afforded three points to allocate to Strength ratings and Supporting Cast are only afforded six points, while Antagonists receive ten points to allocate to Strength ratings, just as player characters do. The final difference between aliens and humans is a matter of how much injury they can withstand.

Alien physiology has many benefits, but the only one that Necronautica concerns itself with is a possibly increased capacity for Injury. First, alien horrors do not lose consciousness due to overexertion or exhaustion. Second, it might take *far* more than ten points of actual Injury to bring an hideous alien thing to its knees (or tendrils, or whatever). As the Referee, you get to choose how many points of Injury an alien monstrosity must sustain before it is killed or otherwise disabled (e.g., driven back into its own dimension). That said, once you choose a number, stick with it – changing the number during actual play wouldn't be fair to the other players.



WORLD OF NECRONAUTICA

The world of Necronautica is one part H.P. Lovecraft, one and one part Hong Kong action flick. The actual setting is Victorian Age earth, circa 1886 – with monstrous alien things beating down the boundary between our own world and far realms of unfathomable horror!

For the purposes of giving you a starting off point, a place that you can use to launch your own Necronautica, I

present the London of strange aeons (quite literally – I shamelessly admit that, in order to meet my 24-hour deadline, I copied and pasted most of the following text from a previous stab at Victorian Age horror that I authored, entitled “Strange Aeons”).

CITY OF LONDON (CIRCA 1886)

A bustling metropolis, the center of Europe’s most powerful empire, and home to approximately five million people, Victorian Age London is truly a sight to behold. From the opulent society clubs of Pall Mall to the decadent opium dens of Limehouse, London is a city of adventure under eldritch rule during these strange aeons.

In centuries past, long before the advent of humanity, the universe was host to hideous alien beings possessed of power beyond our comprehension. These beings held sway over all of creation and, now that the stars are right, they have again risen to rule the cosmos! Crawling forth from their secret lairs deep beneath the streets of London, these eldritch gods have awakened from their long slumber to unleash their horrible might once more!

NOTEWORTHY LOCATIONS OF LONDON

The following locations are representative of the best (and worst) that the great city of London has to offer in 1886. These locations may be used both as settings for adventure or as background scenery, utilized to further suspend the disbelief of players (that is, scenery described in passing to make players feel as though they are actually in London).

Albert Hall: The Kensington district assembly hall used for high-society music concerts, political events, and other social galas attended by the city’s upperclass.

Bethlem: The most infamous madhouse in London, the screams of ‘patients’ can be heard all hours of the day and night at “Bedlam”.

Big Ben: Arguably the most famous clock in the world, “Ben” resides in the clock tower of the British Houses of Parliament, sounding every hour on the hour.

British Museum: The national museum of the British Empire, the British Museum boasts thousands of objects taken from the Empire’s various foreign holdings, as well as a vast library of obscure scholarly and religious texts procured from all over the world.

Buckingham Palace: Queen Victoria’s London home and residence of the other Saxe-Coburg royals in London, as well.

Cleopatra’s Needle: Transported from Egypt to London in 1877 by Dr. Erasmus Wilson, this massive obelisk that once stood outside of Alexandria now stands on the Victoria Embankment opposite the end of Salisbury street.

Freemasons’ Hall: Located on Great Queen’s street in Lincoln’s Inn, are both the offices of the Grand Lodge and Grand Chapter of English Freemasonry.

Isle of Dogs: A peninsula on the river Thames that hosts the docks of the famous East India Company, as well as many other shipping companies.

Limehouse: A poverty-stricken district in the city's East End, Limehouse is home to both the largest concentration of opium dens and Asian immigrants in London.

London Bridge: The oldest bridge in London, it runs from London Proper across the river Thames.

London Proper: The center of the City and former site of the ancient Roman garrison upon which modern London was founded.

Lyceum Theater: Managed by Dubliner Abraham Stoker (better known as "Bram" Stoker) and Sir Henry Irving, the Lyceum specializes in eccentric shows.

Obelisk, The: Not to be confused with Cleopatra's Needle, "The Obelisk" was erected on Blackfriars Road in 1771 in honor of Brass Crosby, Esq. Why an obelisk? Nobody rightly knows.

Old Bailey: Properly known as the Central Criminal Courts of London, the Old Bailey is operated in conjunction with Newgate Prison.

Soho: The officially recognized foreign quarter of South London, Soho is both cleaner and safer than Limehouse (if you discount the rumors of the Soho Chimera).

St. Bartholomew's: The oldest hospital in the city, home to the county coroner's office, and affiliated with the University of London as a medical school.

St. Luke's: A public madhouse in London that, unlike Bethlem, is known for treating its patients with dignity and respect.

Tower of London: Formerly a fortress and prison, the tower now serves primarily as a tourist attraction and is rumored to be haunted.

Westminster Abbey: The site of all coronation ceremonies for the Monarchy, burial site of past monarchs, great poets, and the reputed final resting place of King Arthur.

Whitechapel: A district in the city's East End known for its cramped alleys, numerous slums - and in the near future, the murders of Jack the Ripper.

Naturally, the preceding list of noteworthy sites that one can find in the London of 1886 is not exhaustive, and is intended to serve only as a very brief introduction to the city of London as it exists in the world of Necronautica.

NOTABLE ORGANIZATIONS

The following brief compilation of organizations, like the list of noteworthy locations above, is by no means exhaustive. Rather, this list of organizations exists to catalog the most noteworthy gatherings of folk that exist in the London of Necronautica.

British National Association of Spiritualists: Founded in the year 1884 to further research occult phenomena, the British National Association of Spiritualists is located at 38 Great Russell street and charges a membership fee that starts at 5s. per annum, and ranges upwards depending upon the privileges that the member is privy to.

City Churchyard Protection Society: Based at 22 Charterhouse Square, the purpose of this society is self-evident by virtue of title. Founded in 1876, the Society charges no membership fees or dues, being composed entirely of volunteers.

Dilettanti Society: Originally established as an Opera appreciation society in 1743, members of the Dilettanti Society currently dedicate themselves to the study of rare and unusual antiquities. At the present time, they make their home above the Thatched House Tavern on St. James street.

Dorsey Society for Exploration: Meeting in the private residence of its founder, Edmund Dorsey II, this society is ostensibly dedicated to the exploration of untamed lands, but in truth its members are sworn to seek out and fight alien horrors wherever they may be encountered.

Freemasons: Self-proclaimed descendants of the masons who constructed King Solomon's temple dedicated to God (in which the Ark of the Covenant was stored), Freemasons claim to be the keepers of several divine secrets (including that of the so-called "Philosopher's Stone").

Goetic Brotherhood: The forerunners of the more familiar (and more public) Hermetic Order of the Golden Dawn, members of the Goetic Brotherhood are dedicated to amassing personal influence and wealth.

Pall Mall Club: The Pall Mall Club of Waterlooplace ostensibly exists to "facilitate the association of gentlemen who wish to enjoy the social advantages of a club having no political affiliation." That said, its lofty £15 entrance fee and policy of tight-lipped secrecy have led others to speculate that Pall Mall is more than a mere social club.

Royal Colonial Institute: Located at 15 Stand, the Royal Colonial Institute sells lifetime memberships to resident fellows at the cost of £20, and to nonresident fellows at the cost of £10. The Institute is dedicated to providing a library of recent and correct intelligence pertaining to colonial holdings of Britain, as well as a collection of artefacts gathered from said holdings.

Thuggee: An ancient cult of murderers and thieves dedicated to the worship of the Dark Mother, Kali (a known alien godhead) that originated in Southern India. Although they were supposedly forced to disband by William Henry Sleeman in 1848, rumors of a reorganized Thuggee have been circulating in both India and London over the last two years.

GETTING AROUND IN THE CITY

Perhaps unsurprisingly, the primary mode of transportation utilized by the citizens of London in 1886 is walking. That said, although it is always affordable, walking isn't always *practical*. When time is of the essence and there isn't a moment to spare, the citizen of London hails a horse-drawn carriage.

Horse-drawn carriages in London come in two varieties - the Hansom cab and the Clarence cab. The former is a two-wheeled vehicle, while the latter vehicle has four wheels. Of the two carriage types, the Hansom cab (costing only 1 shilling) is far more common, with the Clarence cab (costing 1 pound) being reserved for use primarily by the wealthy.

Finally, traversing the river Thames on foot or horseback is generally not recommended - to this end, numerous ferry operators ply their trade at the docks in London. While riding a ferryboat is quite inexpensive (1-5 dimes), the hazards presented by the unsavory types who frequent the docks make it a sub-optimal way to travel.

COMMUNICATING IN THE CITY

Interpersonal communication is facilitated primarily by way of post or personal messenger. Both systems have their advantages and disadvantages – delivering a letter by post tends to be quicker, but the privacy *typically* ensured by a personal messenger trumps that offered by the General Post Office.

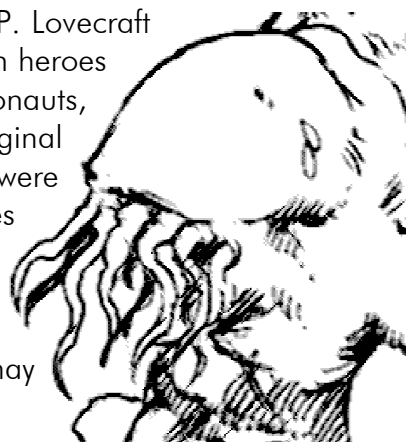
After 1870, the telegraph saw a surge in use both domestically and internationally, having been revitalized by the laying of the transatlantic cables during that same year. Typically, a domestic telegram that is 15 words in length will cost 1 shilling, while an international telegram of the same length may cost anywhere from 2 to 4 shillings.

Finally, while they do exist in London, Bell's telephones are largely inefficient and unreliable, (although the invention of automatic dialing in 1892 will change this). This being the case, they are truly little more than status symbols of London's upper crust at the present time.

CREDIT WHERE IT'S DUE

Necronautica owes no small debt to the writings of H.P. Lovecraft and other Cthulhu Mythos authors. Likewise, the idea of action heroes tackling otherworldly menaces head on came from both Necronauts, a story that ran in the British magazine 2000 AD, and the original Argonautica of historical fame. The mechanics of Necronautica were inspired by the Warhammer 40k universe and the many games that it has spawned.

You should, naturally, seek out all of these materials for inspirational reading, as your Necronautica game will be better for it. Lastly, should you have any questions to ask of me, you may do so by emailing d6todamage@gmail.com



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