Horror Setting

An important aspect of playing Pulp Alley in a horror setting, is that a character’s Health represents their overall condition, including their mental state and morale. As such, in normal game play, when a character is injured, goes down, or is ko’d, this can be attributed to psychological trauma just as easily as physical trauma. Normally we do not differentiate between the two, because the end result is exactly the same.

However, some players may enjoy using the optional Pulp Alley Horror Deck for a little more detail and entertainment. As always, you are free to use or ignore these optional rules.

Horror Deck

The Horror Deck is normally made up of 48 cards, which includes 16 different effects. The Horror Deck is used in addition to the Fortune Deck and is kept separated. As such, shuffle the Horror Deck before each scenario place it beside the Fortune Deck (or Solo Deck).

Over the course of a scenario, as Horror cards are drawn, these cards remain in play and attached to the appropriate character card, so the effect can be easily read by all players. Once a Horror card effect ends and it is no longer in play (see Recovery), place the card face up in the Horror discard pile next to the Horror Deck.

If the Horror Deck is exhausted during a scenario, simply shuffle the discard pile and start a fresh deck.

Horrific

In Pulp Alley, we use the term horrific to identify a character or situation that is capable of inflicting significant psychological trauma. If the setting is not already defined by the campaign/scenario, then players are encouraged to agree on a setting that fits their own style of play and/or the specific scenario.

♦ Setting: Terrific Horror — A Terror with the Horror ability counts as horrific instead of the normal rules for the Horror ability. No other characters are horrific.

♦ Setting: Shocking Horror — All characters with the Shock ability count as horrific instead of the normal rules for the Shock ability. No other characters are horrific.

♦ Setting: Monster Horror — All monsters (see Pulp Leagues) count as horrific in addition to all other rules relating to monsters. No other characters are horrific.

♦ Setting: Custom Horror — Players must clearly define exactly which characters are horrific. No other characters are horrific.

In addition to characters, a plot point, peril, or some other challenge may also be horrific. These are intended to represent situations, events, and encounters that have the potential to inflict psychological trauma. A few examples include reading a passage from the Necronomicon, searching a pile of rotting corpses, identifying a portal to another dimension, wading through a tunnel filled with human blood, questioning a fish-eyed priest of Dagon, and so on.

If a challenge is horrific, it will be identified in the scenario description. Otherwise, players and gamemasters are free to add their own horrific challenges to their scenarios and campaigns.

Madness rides the star-wind... claws and teeth sharpened on centuries of corpses... dripping death astride a bacchanale of bats from nigh-black ruins of buried temples of Belial...

— H.P. Lovecraft
**HORROR CHECK**

**When do I roll a Horror check?**

1. **When you activate or move within 12” of one or more horrific enemies of equal or higher level.** You are not required to roll more than one Horror check during your own activation for activating/moving within 12” of a horrific enemy.

2. **When a horrific enemy of equal or higher level moves (rushes) into contact with your character.**

3. **When you move into contact with a horrific challenge (peril, plot point, and so on).** However, you are not required to roll a Horror check when you activate in contact with a horrific challenge.

**What dice do I roll for a Horror check?**

When you are required to roll a Horror check, roll 1 die equal to your current Health die-type. It is important to note that this roll is not a “Health check”. As such, this check is not affected by rules, abilities, cards, and so on that apply to a character’s Health checks.

**What happens when I fail a Horror check?**

When you fail a Horror check, draw the top card of the Horror Deck and apply the effect to your character. Attach the card to your character. This card remains in play and is not placed into the discard pile until the effect ends. Otherwise, if you pass the check (4+) then there is no other effect.

**Example** — Continuing Mak’s activation, he just failed a Horror check and must draw a Horror card. Drawing from the top of the deck, he gets SHAKEN. This card is attached to Mak for as long as the effect lasts.

Note that his failure and this card do not automatically end Mak’s activation. He still has the option to attempt the peril/plot point — albeit with a bit more trepidation and looking fretfully over his shoulder...

**How long does a Horror effect last?**

At the end of each turn, you may roll a 1d6 Recovery check for each of your characters with one or more Horror effects. If you roll a 4+, then you may remove one effect/card of your choice from that character and place it in the discard pile. Otherwise, the effects remain in play. Rolling a Horror Recovery check is optional and it is acceptable to choose to not roll.

This Recovery check is in addition to any checks rolled for your injured characters. As such, this check is affected by rules, abilities, cards, and so on that may apply to a character’s Recovery checks. For example, if a character is injured and has a Horror effect, they will get two Recovery checks. As normal, you must clearly declare what you are rolling for prior to rolling your dice.

**Example** — Continuing Mak’s activation, assuming he failed the peril at the sinister Mythos Totem and became injured.

At the end of the turn, in addition to rolling a 1d6 Recovery check for his physical injury, Mak may also roll a 1d6 Recovery for his Horror effect.

If Mak had more than one Horror effect then he could pick which one to remove if he passed the Recovery check for his Horror effects.
The Pulp Alley Horror Deck is made up of 48 Horror cards.

We have also included 2 blank Horror Cards for you to make your own custom cards, replace worn cards, and so on.

Full rules for the Horror Deck can be found in the Tomb of the Serpent book, or downloaded from the Pulp Alley store — store.pulpalley.com

When do I roll a Horror check?

♦ When you activate or move within 12" of one or more horrific enemies of equal or higher level.
♦ When you are rushed by a horrific enemy of equal or higher level.
♦ When you move into contact with a horrific peril/plot point.

What do I need to roll?

♦ Roll a 1d check using your current Health die-type.

What happens if I fail a check?

♦ When you fail a Horror check, draw the top card of the Horror Deck and apply the effect to your character.

How long does the effect last?

♦ At the end of each turn, you may roll a 1d6 Recovery check for each of your characters with one or more effects. If you roll a 4+, then you may remove one effect/card from that character. Otherwise, the effects remain in play.
You may discard one Fortune card immediately after this Horror card takes effect and each time you activate this character. If you do not discard, then your activation ends immediately.

“There are moments when even the sober eye of reason is completely blinded by horrors it can not hope to comprehend.”

Pulp Alley © 2016             #H04 / x3

HORROR CARD

For the duration of this effect, this character receives —
- -1d Finesse
- -1d Cunning
- Can not rush any enemy

“Fear creeps into your heart slowly. You may not even know it has you in its icy grip until it is too late.”

Pulp Alley © 2016             #H01 / x3

HORROR CARD

You must discard one Fortune card when you activate this character. If you cannot discard, then the opponent takes control of this character as if it was one of their own.

Note: The opponent can not make this character retreat.

“I'm not the one that’s crazy. You are. I’m perfectly sane. Yes, yes, yes...”

Pulp Alley © 2016             #H02 / x3

HORROR CARD

For the duration of this effect, this character receives —
- -1d Finesse
- -1d Cunning
- Can not rush any enemy

“Fear creeps into your heart slowly. You may not even know it has you in its icy grip until it is too late.”

Pulp Alley © 2016             #H01 / x3

HORROR CARD

At the end of any turn, you may discard Don’t Panic to cancel/ discard one other Horror card from any character.

Note: This card may not be used while your character is down.

“It looks quite bad, but I’m sure it’s mostly harmless.”

Pulp Alley © 2016             #H05 / x3

HORROR CARD

For the duration of this effect, this character receives —
- -1d Finesse
- -1d Cunning
- Can not rush any enemy
- Can not perform any actions

“Fear creeps into your heart slowly. You may not even know it has you in its icy grip until it is too late.”

Pulp Alley © 2016             #H01 / x3

HORROR CARD

You must move 2d6” directly away from the closest Horror immediately after this card takes effect and each time you activate this character.

Note: This distance counts as part of your move if it occurs during your own activation.

“Horror is a savage and unrelenting beast. You must chain it or flee from it.”

Pulp Alley © 2016             #H08 / x3

HORROR CARD

Note — Duplicate page 4 and page 5 three times to make a 48 card Horror Deck for your own use.
For the duration of this effect, this character is impaired.
Check after each time you finish moving. If you moved over 6", then it counts as running.

**Impaired:** Roll a 1 dice Health check whenever you run. If you fail this check then your Health drops one level, as normal.

“It is sickening! Foul and sickening to the mind as well as the flesh!”

**HORROR CARD**

For the duration of this effect, this character receives —

- +1d Brawl
- +1d Might
- Can not Dodge

“There is only one way this is going to end. And it’s going to be bloody!”

**HORROR CARD**

For the duration of this effect, this character receives —

- +1d Dodge
- +1d Finesse
- Can not Shoot

“The control we believe we have is purely illusion, and every moment we teeter on the edge of insanity and chaos.”

**HORROR CARD**

For the duration of this effect, this character is impaired.
Check after each time you finish moving. If you moved over 6”, then it counts as running.

Impaired: Roll a 1 dice Health check whenever you run. If you fail this check then your Health drops one level, as normal.

“It is sickening! Foul and sickening to the mind as well as the flesh!”

**HORROR CARD**

For the duration of this effect, this character may re-roll one Recovery check per turn.

“Thinking will not overcome fear, but action will!”

**HORROR CARD**

You must move 2d6" in a random direction immediately after this Horror card takes effect and each time you activate this character.

Note: This distance counts as part of your move if it occurs during your own activation.

“RUN! RUN! RUN!”

**HORROR CARD**

Immediately remove all other Horror cards from this character when Steadfast takes effect. For the duration of this effect, this character passes all Horror checks automatically.

“In a brief moment of weakness you find the strength to stand fast.”

**HORROR CARD**

NOTE — Duplicate page 4 and page 5 three times to make a 48 card Horror Deck for your own use.