

Old Man Henderson Jump

By FancyFireDrake



Gather around Jumpers and companions alike for the tale of Old Man Henderson! Now who in the world is this man? Is Henderson his first or last name? Well in the words of the man himself "...Man, I've got no fucking idea."

But lets rewind the clock a little. Ever heard of Trail of Cthulhu? Well some people played a campaign in this in modern times. It would later be a Call of Cthulhu game but that is besides the point. What is of note though is that it was done with a particular tyrannical Game Master. One of these players, with a tendency for roleplaying, had one of his characters die via a Horse falling out of a plane. The ensuing revenge for this spitting on a proper satisfying story... was Old Man Henderson. The Plot killer of all Plot killers. He is equal parts famous and infamous, making people wonder if he even existed at all. Either way for you he is about to be a reality. He was born of a Backstory that was over 320 pages long. Mal so nebenbei, diese Hintergrundgeschichte ist gruseliger als das Necronomicon jemals sein könnte. Willst du ein Beispiel? Der Spieler, der es schrieb, kann kein Deutsch sprechen. *Die Hintergrundgeschichte hatte Seitenlanges, grammatikalisch perfektes Deutsch in seiner Handschrift.* Es ist vermutlich das beste, dass dieses... *Ding* zerstört wurde nachdem alles vorbei war.

Crazy backstories aside, Henderson would soon end up derailing the Campaign into unrecognizability and eventually make a certain GM literally flip the table with rage.

You will start the night before Old Man Henderson was born, or alternatively at the very beginning of the Campaign that would give birth to him, right in the middle of the events. Here are you **1000 CP**. Best of luck.

Origin



Player Character (Free): You are one of the many Player characters in this campaign that will soon have its plot pleading for mercy. And well... if you have any idea what kind of folk are running around here you know why this is a Jump with pickable Discounts. You can make up your own Origin as long as it can be something a human can feasibly have. You may also opt to be a Drop In, as well as pick Gender and Age however you want for free. You will have your own reasons to investigate the Eldritch. Or hell maybe you just saw the guy with the Aviator Glasses walk into a Cult Hideout and set it on fire and became curious. Options in Orange are only available to this Origin.

Eldritch Aligned (Free): Oh so are you the opponent in this campaign? Maybe you are a Cultist or one of the horrors themselves? Well be careful cause there is a certain someone that is currently on a hunt for cultists. Also you can pick Drop In, Gender and Age as you want as well. As an Eldritch Aligned you will have some different choices however. Options in Green are only available to this Origin.

-Eldritch Beast (200): If you wish to put your mortality aside and imitate the great horrors you may use this option. Pay 200 CP to become a lesser Eldritch Beast. Anything from a Deep One, up to a Shoggoth is available for you. Surely greater than being a lowly human right? Though... be careful to not die and be pissed on.

Perks

You may Discount three Perks of any Category (100/200/400/600). 100 CP Perks are free when discounted and the others are halved.

Eldritch Aligned only get to TWO picks in this Section. They have however their own section of Perks Discounted to them.



The Character at the Table (100): Henderson's creator was an avid Roleplayer and truly experienced a game like this WITH his characters. When it comes to roleplaying you can also have such a passion, making you able to imitate and act perfectly like whoever it is you want to represent.

Well Connected (100): It is not difficult for you to forge connections. You always seem to know how to find someone with the information you want or need. Could be useful for finding out when a cult member is coming to town for an investigation and hey this DID start as an investigative campaign.

Maddening Motivation (100): A yes revenge. Age old motivation. And motivation you have in spades. You will always be able to get yourself picked up and do something, able to do so with complete concentration and surprising speed. You could write hundreds of chapters in a week for example... as if you really were possessed by something.

A Satisfying Ending (100): The creator of Henderson was fine with lots of things that can go wrong in a campaign as long as they made for a satisfying story. This Perk doesn't do much... it simply crafts a satisfying narrative around you, as if a capable GM decided to make it a story worth telling. When the last curtain falls on a campaign... you will be satisfied. And really isn't that what everyone wants?

Continue the Good Fight (100): The only players to survive the campaign did so because of real life circumstances but in game Henderson told them to get the hell out and dodge. Frankly with this Perk you will always be able to do just that. Once per Jump you can decide to simply not be part of a big battle or conflict. You will be able to be somewhere else till the conflict ends. This however means you absolutely can not get involved again till it is at an end, not even indirectly.

No Virgin Sacrifice (100): What is it with all these virgins being used for sacrifices? Well don't worry about that anymore because, even if you are a virgin, you won't be in the eyes of whatever ritual is going on. You simply can not be used as a valid sacrifice anymore no matter the procedure. At the very least a way to spit your captors in the face a final time.

Commie bastard pinball machine (200): Your one terrifying guy. Even a cultist who fucked a Shoggoth would be scared by you if you tried to intimidate him and normal people? One display of what you can do and they will be sure to do their best to avoid your wrath.

A Smart Player (200): Sure Henderson was strong but his player was savvy. And the best weapon in the world is useless in the hands of a fool. Fortunately you are no fool. Not only do you have perfect memory, tiny details from months prior always available, you know how to put such things together and forge some ingenious plans.

One Bluff Check Later (200): You are pretty damn good when it comes to bluffing. As in you could accidentally lit someone's bar on fire and blame it on cultists and they'd believe you and become your ally to take revenge.

Friend of Crazy (200): There is something about you that makes crazy people like Henderson appreciate your presence. They will start of with you on positive terms and less inclined to stab you or get you killed. If you play your cards right this first impression may even become a deep and genuine friendship and lead them to genuinely care about you.

Cult War (200): Ever heard of the destruction a Gang War causes? What do you think a Cult War can do? Wanna find out? Because with this Perk you have a gift for turning the followers and cultists and similar groups against one another. Laugh at them and their gods as they tear each other apart.

Perfect Sidekick (200): A friend of Henderson's Player, after one death too many, had his own moment of 'Plot Killer Creation'. Simon, someone meant to be the perfect ally and sidekick in Henderson's rampage. You are just born to be at someone's side, always knowing how to support someone in the best way and always being able to do so. In fact their own plots and powers seem to work just that bit better when you are around to aid them.

Brought out the Big Guns (400): Escalation is the name of the game and you have the high score. You send the small guns back to the sender and went all in on this plot. Your crazy schemes, no matter how insane or illogical, always seem to work out, with a boost to effectiveness for some really insane ploys. You could easily find yourself replicating Henderson's own tricks like say THE Tanker Truck incident.

No Party Killer (400): One of the players, who died almost at every turn because of Hendersons schemes, surely would have appreciated him having this Perk. Your actions never cause collateral damage if you don't want them to. You could blow up an entire City and miraculously everyone you don't want dead will be unharmed. Those you want dead though? Well they will feel the full brunt.

Character Brainstorming (400): With this you can be, within reason, whoever you want to be. For a character to be you must create them first and now you can create your own life as long as it is feasible within the limitations of the Jumpdoc. Essentially your backstory is completely yours to design. You could make yourself the heir of a fortune, the son of an influential figure and more. However this will not mean you automatically get any inherent abilities by being the son of a magician or the like. No one will find themselves questioning your backstory and you can even do it for companions.

I Burned the Thing (400): These pesky Evil Artifacts of Doom. I am not talking about the Necronomicon. Maybe we should take WHM's word at face value and say the world is better off without Hendersons backstory. So destroy these things. It is rather easy for you to destroy cursed artifacts or the like, without any repercussion or negative consequence at that. Fire always works.

Smoking with the King in Yellow (400): When all was said and done, Hastur took his defeat with grace and shared a joint with the Old Man. To think a Lovecraftian monster could look death in the eye with dignity and respect the man that brought him low. Well you now inspire such respect in your opponents as well, even unknowable Gods and Monsters being able to see you as a worthy foe and opponent at least. In fact you might just make peace with them at some point and become close friends or something more.

Insane to Begin With (400): Cant drive something mad that is by itself mad. You simply are impossible to drive insane or otherwise be unable to comprehend the crazy shit around you. You could roll up the Necronomicon and smoke it and be no worse for wear.

Point Blank Annihilation (600): Oh sure they are an unknowable being or have the backing of one but what does it mean against a good ol' fashioned gun? Shotting, blowing up, or simply punching always works to some degree. There might be more effective ways to do a task but at default a shotgun to the face will never be useless. In fact your shots and explosions you make and the like scale to your power, making them always viable.

Reroll a Character (600): A certain player had to do this a LOT over the course of the Campaign. So now you get to as well. Once per Jump, in the event that you died, you may design a new Origin of your time in this world. It will be the same Origin you selected but you can edit things about it like where you are from. For all intents and purposes this will be you... just controlling a different body. If you make your way back to your allies you will find it easy to convince them you are their formerly deceased friend.

Found Their Weakness (600): The crowning moment of this glorious chaotic mess was the death of Hastur. Permanent death at that. Henderson needed to exploit a weakness that he figured out months prior and you can do that too, be incredibly efficient at finding ways, or even creating ways, to kill immortal and eternal beings. And if you kill them? They STAY dead.

GM's Bane (600): Henderson was born for one purpose. Revenge. To bring an end to a GM who really got on the bad side of a player. The Plot never had a chance. Against you its no different. Fate? Destiny? Plot and prophecy? Stuff like that can be very easily broken by you and Plot Armor might as well be meaningless.

GM's Favour (600): On the other hand it looks like someone really likes you. As if you are their special fetishized self insert with two katanas. You have a plot armor of sorts, making things simply go easier your way.

Nightmare of Eldritch (600): Hastur was not the only Lovecraftian God Henderson defeated. Nyarlathotep was just as easily outsmarted. You share this aspect. You simply seem to be a nightmare for such eldritch monsters to face, anything you bring against them and their followers being more effective. Your much harder to kill in general, be it out of tenacity or sheer luck. Trying to predict or counter you is for these forces pretty much impossible and will have them tear out their tentacles in frustration.

Eldritch Aligned Perks

This Perk section is only available for those who have purchased the Eldritch Aligned Origin. They are Discounted by half, 100 being free, unless stated otherwise.



Worship the Horror (100): What is it about the Horrific and unknowable that makes so many cultists spread to them? Wanna find out? You became pretty good at starting and navigating cults and spreading worship to your gods, as well as know the logistics of the local cults in the World you are in. The Eldritch Gods also now don't see you as just an Ant anymore... but more akin to an adorable Ant that might be useful.

Wgah'nagl fhtagn (200): What is it that awaits mortals after death? Heaven? Oblivion? Or the embrace of tentacles and cosmic terror? Frankly put with this Perk you get knowledge instantly into your brain of what is behind the veil in whatever world your in. What afterlives exist, what gods do and are currently active or sleeping... you may sound mad but you KNOW. Who else can say that?

Forbidden Magic (400): This is still a Trail of Cthulhu campaign so might as well offer up some of the Magic. You begin with basic knowledge of the eldritch incantations and can with time learn more. Not exactly D&D levels but still pretty useful for an aspiring cultist or the like. Perhaps one day you can bring your horrific god to this World.

Black Pharaoh (600): Did you take lessons from the Black Pharaoh? You are more than worthy of being this Avatars equal, your sheer charisma able to make World leaders cheer for you. Without a doubt you'd be the Leader of whatever cult you want to join if you would work to be. Your also rather skilled at scheming and manipulation in general.

Eldritch God (800/Undiscounted/Requires Eldritch Beast): Oh going for the big guns? Well you can also be one of the Eldritch Monstrosities worshipped by cultists. You are roughly a match for the King in Yellow but you cant just walk directly on a Planet. You must be summoned by a Cult and take the **Summoning Sickness Drawback for no points**. Other than that, you enjoy the power and immortality that comes with it. Powerful telekinesis, creating spawnlings and even affect reality itself, your presence incomprehensible to the mortal mind.

This Perk even Boosts other Perks in this Section if they were bought.

-Worship the Horror -> Glory to Jumper: Your incomprehensible greatness deserves to be praised. Simply put, you can strew seeds of worship for yourself. Seeing you is like a corrupting whisper in someones head, possibly converting them to be your cultist with time. The weak willed will fall easily but those with stronger willpower might just be immune. You can even speak telepathically with your cult members and with concentration become a whisper in someones head without them needing to see you.

-Wgah'nagl fhtagn -> Death May Die: In this World at least, when a God dies they can not go to any afterlife. They simply will be replaced by some other entity at some point. For you though you WILL be that replacement. Unless killed by things meant to specifically erase your existence or kill the true immortal, you will eventually come back as yourself.

-Forbidden Magic -> Twisted Reality: Not only can you warp reality more potently and more precisely, you just have a knack for picking up on Magic. You can even imbue such might into objects as well as incarnate into an Avatar, though this Avatar would hold but a fraction of your Eldritch power. Unless say, you use as hosts people who knew you existed and have thwarted you thrice. Make them drink the life-blood of their closest friend and the binding becomes permanent, bringing your full Eldritch might into this Vessel.

-Black Pharaoh -> Crawling Chaos: Nyarlathotep is one of the most feared Eldritch in the cosmos. Not just because of his power but because of his mind. Your skill at manipulation is boosted even more and you can weave plots within plots and tricking you is a difficult Endeavor indeed. You can even make unbreakable deals, strong enough to claim the power of an Elder God and resurrect one. These deals do however run on a 'as spoken' basis so watch out for that.

Items

You may discount two items of any Price category (100/200/400/600). 100 CP items are free when discounted and the rest are halved.



Aviator Glasses (100): Some cool shades for a cool adventure. These Aviators not only look neat, they curiously allow you to see perfectly, protecting your eyes from sunlight while also not impeding your vision in darkness. Looking at any 'Go Mad From Looking at it' types while also have a much reduced, if not complete immune effect. Interestingly, they come with instructions to make more.

Hawaii Shirt (100): Henderson's signature clothing. This stylish shirt reminding people of the tropical islands, has a mysterious effect on your opponents. They will feel surprising unease looking at this shirt. This won't stop them from fighting you but prove yourself worthy of this shirt and not only will the unease effect be stronger, you will in general get a reputation around you as a slayer of evil and eldritch... or whatever your enemy may be. May also be a badass Leather jacket with an insignia of your choice, by default a gnome.

Combat Boot Heelies (100): Some people just seem like the type to have them. These Combat Boots perfectly fit on your feet and also have a set of Heelies to skate away on. You never seem to lose balance either and always seem to know a good escape route.

Wee Men (100): 215 Lawn Gnomes that make for a good retirement plan. Total value of 40 K, they cant be lost or stolen but donated to whatever cause you want to support. Unlike Henderson you also will not forget doing so.

Bag of Explosives (200): This bag of explosives is enough to make Michael Bay jealous. They can fill an entire Ice Hall and will always explode in the EXACT moment you want them to. Optionally comes with the Canadian National Anthem that will play just before exploding.

Sanely Good Weed (200): This weed is some of the best you will ever find. Guaranteed to put you on a good and relaxing trip, it can even restore sanity by smoking it. Hell a normal human could smoke this alongside the Necronomicon and only be mildly weirded out.

THE Tank Truck (200): This half filled Tank Truck is available to you whenever you want to, able to summon it to your location with but a thought. It can be used as a battering ram for whatever target you have in mind for it, able to explode at your discretion as well. Curiously you will always be just out of reach for the explosion to not harm you, or you will simply be unharmed even at its epicentre. Everyone else though will suffer point blank annihilation unless their a REALLY tough son of a gun.

A Single Gnome (200): Henderson finding this single Gnome during the final showdown was what made him and his player realize this was the end. Now why is this more expensive than the whole group of Gnomes? Well this one is not for sale. Instead it will serve as a good luck charm, a small effect that will help you in accomplishing your goals they way you want them to.

The Anarchist Cookbook (400): This handy little thing is something Henderson memorized. Within is an extensive list of explosives, rudimentary telecommunications phreaking devices, and related weapons, as well as instructions for manufacturing drugs. Just giving it one good read will have you memorize its contents and having it makes it more likely for anything you craft that could be related to the Book to be more successful and effective. Lastly it will update with a list of explosives available in future worlds, but the resources to craft these items are up for you to have.

Rupert (400): A stuffed parrot that can easily hang on your shoulder without falling of. This cute little guy, while not being alive, is able to give you good advice on anything you want an answer to as long as you ask it. Furthermore, by having it on you, you can tell hallucinations from reality. Useful for when you think your partymembers might be hallucinations. You also will feel like you are with a truly good friend when this parrot is around. The kind that would not even ask you to share a joint.

92 Buick Century (400): Every great Hero needs a steed right? Or well one crazy fucker a reliable means of transportation. This Car was Hendersons go to means of transportation at the beginning and for you it will be a worthy option, as fast and as durable as you are with no need for maintenance or refuelling. You can import another Vehicle in this, giving it the same properties and allowing for it to take on the form of a 92 Buick.

Cult Members Yacht (400): A fancy Yacht with all amenities you could wish for. It is able to house you as well as an entire Cult group worth of people in relative luxury while always being welcome at any port. It also curiously can not be lifted or transported without your consent. At least you don't have to worry about it being dropped on another cults hideout. Curiously comes with a Military Grade Helicopter floating above and ready to lift it when you want to.

Dead Gods Essence (600): Curious. This is the essence of a deceased, or at least very soon to be deceased, God. With this whirlpool of energy you can contact the gods of the local setting, communicate with them and if they agree even revive them. Should you have the power to do so you can revive them as well of course. The revived god will be a normal human however you can help them get back their memories and if they accept it they can return to their divine rank. You can import a dead god of the setting you are in, into this Item. Otherwise you may simply use this as a well of divine energy, holding power to craft a whole new Lovecraftian deity.

Heathers Amulet (600): Have you heard the tale of Eli Burning and his childhood friend Heather? Also known as the reborn Henderson and Hastur? Yeah, that was a thing. Nyarlathotep held onto Hasturs power till the day the King... or Queen in Yellow demands it back. Henderson tricked him by making her drunk, then getting her to reclaim it and instead sealing it within this Amulet. You have a copy of it, but it starts of empty. However you can easily store any means of power into this with no upper limit, and it can practically suck up blessings with the one who did the blessing being none the wiser. While wearing the Amulet the wielder gets the power within without any drawback attached.

Backstory of Doom (600): This 320 Page Long might just be more nightmarish and eldritch than the Necronomicon. Sometimes switching tone and how it was written, and parts of it even in German, pretty much only you and those you allow to can comprehend and understand this... thing. Everyone else will be driven insane. It also holds a very accurate summary of all you have experienced as well as your powers... and what is not in there you can even make up. Before you go crazy with this, its something a normal human in your home world must be capable of but... just look at Henderson. You had the skills gained like this the whole time and no one will bother to question where you learned this, or be able to take them away or 'Retcon' them as long as they are written in this Backstory. What are they gonna do to argue against it, read this thing?

Necronomicon (600): A totally safe version of the most infamous evil book in history. While you could use it for smoking, it can offer many other benefits. It holds all the twisted knowledge of the twisted gods, updating this information per Jump for the local mad deities. Besides this information it describes spells to inflict madness, illness and enact necromancy. It is also much easier to reach such eldritch beings, summon them in rituals and will boost any of your abilities that are related to eldritch. If you happen to be an Eldritch God you may use this Book to channel your power through and as a way to communicate with whoever so much as looks at it.

Hendersons Shotgun (600): The Old Mans favourite tool against the Eldritch. This automatic shotgun is always loaded, never requires maintenance and is easy to modify to your desire. In fact the Weapon seems to remember Henderson's Rampage, as its effect on any Eldritch like beings will be much stronger, almost like being their very weakness. Even without that effect 20 rounds from this thing would kill a Shoggoth so don't underestimate its utility.

Companions



Fellow Players (Free/100): Why be in the madness alone? Henderson had a (very prone to dying) group of allies after all. You may import 3 people for free along with you, giving them whatever Origin you had and 600 CP to spend however they desire. More may be imported by 100 per Companion.

New Recruit (Free/100): If you happen to make friends with someone here they may accompany you for free on your strange journey. Otherwise you may pay 100 CP to ensure they want to come with you. There is an exception to this however in the form of Henderson himself.

Henderson (200): You want this crazy bastard that eviscerates the local plot and has a talent for crazy schemes and killing cultists? Be prepared to pay for it. If you do however not only does Henderson like you, he will feel an appreciation for you equal to his fellow players and his precious Gnomes. Even better your never at risk of dying from his schemes. This is the guy that WON a Cthulhu campaign. Trust me he will be helpful.

Eli Burning and Heather (200): This is a bit of a strange case. Eli and Heather are the reborn Henderson and Hastur after the former made a deal with Nyarlathotep to reincarnate the two of them. They than screwed the Crawling Chaos over by escaping into a World Nyarlathotep couldn't touch. This just so happened to be your Warehouse. The two are surprised at the turn of events but taken a liking to you and may both count as one companion.

Shoggoth Lover (100): So apparently Cultists... REALLY like the Eldritch. At least one guy, as the GM himself stated in his supposedly best line, made clear. Well... I wont judge your tastes. This Shoggoth is very fond of you, almost like a very devoted pet while having human... inhuman... you know what I mean... sentience. Their form is more of a shapeless congeries of protoplasmic bubbles, faintly self-luminous, and with myriads of temporary eyes forming and un-forming as pustules of greenish light all over the tunnel-filling front. However they have interestingly enough limited shapeshifting abilities they are willing to use for you to become more 'human'. Interestingly procreating with it seems to please some darker gods.

Cult of Jumper (300/Requires Eldritch Aligned/Free for Eldritch God): A Eldritch God worshipping Cult of your own! These mortal bags of flesh are your loyal disciples with quite the reach, being spread all over the Globe in small numbers and bosting some influential members. They will come with you as followers past this Jump but individuals may be made into Companions.

Drawbacks



Infinite Worlds of Horror (+0): Do you want to spice up another setting with horrific eldritch and crazy gnome enjoyers? Maybe see what a world beneath a shattered Moon could be like, or one that is already besieged with Endbringers? You may use this Jump as a Supplement to any other Jump. Maybe the GM just felt like spicing it up. The story will still roughly be the same, only with a certain mad touch.

Its just a Game Man (+0/+100): What... you don't wanna be a part of this game? Well... okay I guess. If you want you can LITERALLY be part of it though. You are instead one of the players, actual players, during this Campaign. You are a new addition and have just been added to the group, the same day Waffle House Millionaire presents Henderson to all of you. **You will also lose your Perks and Items, but will regain them past this Jump. Furthermore you wont Chain Fail by dying if this is in effect, simply moving on to the next Jump.** For +100 however, you will end up inserting the World you played as once the campaign is over, having all your Perks and Items unless you take the **No Homebrew** drawback.

It Amused Me (+100): You have a very strong accent of some sort, most likely Scottish, making you very difficult to understand for many. Or maybe your just roleplaying? Either way expect people to be on edge/unable to understand you.

A little Crazy (+100): Eldritch Horrors have a reputation of being connected to crazy but Henderson may just have raised the bar. You're a bit like him now, a bit crazy, dyslexic and have a touch of schizophrenia.

Pre-existing Hatred (+100): You start of with a strong hatred for something. Pick whatever you want from religion to books. This thing being mentioned or being around you is guaranteed to set you of.

Allergic (+100): Henderson was allergic to olives apparently and scared a cook shitless. You have some allergy as well and will have to deal with the symptoms if you ever are affected by it.

ME WEE MEN (+200): You are on an Odyssey of sorts, with an all consuming obsession. You look for something but until the very end of this Jump you will not be able to find it or get an explanation about what happened to it. For Henderson it was his Lawn Gnomes. What will it be for you?

I Fucking Hate Stakeouts (+200): You do not like Stakeouts. Their just so boring and take forever. Not only that they are dangerous for you now, whenever you have to do a Stakeout there being a rest that you or some of your allies get put in danger or threat of death. You also will have to be on at least two of them and possibly more.

Been asking that myself. All fucking day (+200): You have no fucking idea what is even going on anymore. Nothing that happens around you makes any logical sense to you. This is an Eldritch world so I guess this is part of the course but... seriously you'll be hella confused.

LEFT ME TO DIE (+200): You do not happen to have the best allies here. Oh sure they can do their job alright but when it concerns you... you might be better of alone. They never seem to see you in their schemes and anything they do will somehow put you at risk. They just forget about checking if your alive as well and might just leave you to bleed out.

That Guy (+200): So the Roleplayers of the original campaign they were all close to being That Guy, but weren't because they still tried to be good. Well for some reason you come across people who will not try on a regular. Encounters with That Guy are unavoidable and while you will be able to eventually avoid them, or simply kill them, it will still happen.

GM Rage (+200/+400): It feels like someone high up really does not like you. You will have to deal with various misfortunes during your time here. Not lethal but it can end with you hurting, vulnerable or straight up emberassed. But for +400 it really feels like someone is out to kill you and that with the most implausible ways as well. How implausible? Watch out for Horses falling from Planes implausible.

That's Metagaming (+200/+400): You have no memories of this Campaign, whatever you know of it and Henderson as well as the Cthulhu Mythos is gone. For +400 instead this applies to ALL your memories, leaving you just with the memories you have in this Jump, and if you are a Drop In not even that.

Summoning Sickness (+300/Mandatory for +0 Eldritch God): There is an interesting thing about Lovecraftian Gods in this particular world. In that brief moment where they get summoned on a World they can die. And well... you can do that either way. To make it short, you WILL be killable. Any form of immortality or the like you have will be defect as if you didn't have it at all.

However if you decide to make this Drawback permanent for your chain you may Discount the Eldritch God Perk.

No Homebrew (+400): Your Perks and Items were not approved by the GM. As such you have to only work with whatever you found here.

Henderson's Ire (+600): What did you do!? Henderson is now convinced that you are responsible for losing his Gnomes and will hunt you to the ends of the Earth. He can kill you, is frankly put insane in terms of skill and... sanity and just will not die.

Scenarios

Pick however many Scenarios you can handle and are able to apply to.

The Kings of Nowhere (+300/+100 instead if taken with Old Man Jumper): There was another adventure for Henderson. It was not Hell or Utah (thankfully) but essentially a place where the greatest come to when they die. The Tony Starks of Engineering, the Sherlock Holmes among detectives. The simply amazing. And well given who and what you are surely your deserving of being here.

Basically you die. Don't you worry this is not a chain fail merely a set up for the Scenario. There is not much known about this Campaign other than one thing. Henderson and Hastur had a rematch, because here the greatest Nemesis can duel once more for a chance to be reborn. Here quarrels are settled and the winner gets to return to the living.

Basically you are here now and so is a Rival of your past. You are roughly equal in terms of power so don't worry if they eclipsed you and you only defeated them through trickery. You won't be able to just curb stomp them either however. You must explore this odd realm of mysteries and eventually defeat your nemesis.

Reward: As a price for winning get the Perk **King of Nowhere**. You can come and go from afterlives as you please, while having an air around you that make even the most blind aware that you excel in your craft and have a reputation to match. You can also keep a **Slice of Nowhere**, allowing you to potentially let other souls have their own meetings in this odd afterlife.

Should you want to, you may also take your defeated Nemesis, if you managed to reconcile, as a companion.



Man vs Eldritch (+300/+200 instead if taken with Old Man Jumper): The horrors of Lovecraftian mythos have inspired much terror. But time and time again there are stories about people turning your cosmic existential doom into Lovecraft lite, where said terrors can in fact be beaten. Henderson might as well have been the icon for this trope and now it is up to you to replicate it.

There is an Eldritch God that took notice of you. No matter what you do or how powerful you may be you cant just get rid of them. Instead it will take all your skill and cunning to outwit them and the followers they send after you. Their cultists will be a thorn in your side and will come wave after wave. Their schemes will put you through maddening trial after trial and yes even the God itself, in the form of an Avatar, possession or some other scheme, will come for you.

Which god? Well role a 1d6 or pick from one of the below.

-Hastur (1)

-Cthulhu (2)

-Shub Niggurath (3)

-Yog-Sothoth (4)

-Yig (5)

-Nyarlathotep (6)

Should you be already this mad, you may pick more than one Eldritch God from the list, each one past the first giving you +100 CP.

This will be a challenge no matter how you try and slice it. Are you up for the task or will your failure ring throughout the cosmos?

Reward: If you managed to stick it to the Eldritch Monstrosity you well and truly have earned yourself the Perk **Lovecraft Lite**. Just by your presence alone can a Cosmic Horror Story turn into a more uplifting tale. Nightmarish terrors will just be a bit less unstoppable and the heroes happen to be more of a chance and if you actually lend a hand? Who knows what could change. One of Lovecrafts work did imply that when the Old Ones awoke humanity itself could ascend to a level rivalling them.

You may also take the God (or Gods) you bested as a companion... now reincarnated as a normal human with amnesia, and just so happening to have a body type you find appealing. If you help them out, they may even regain their memories and reclaim their power by demanding it so.



World Conqueror (Free/Requires Eldritch God): What could a God like yourself possibly want with this pile of rocks? Maybe making the Peons worship you, kill in your name and give the World to you? Sounds appealing? Your task is for you to guide your Cult to Victory, wipe out all opposition and conquer the world, manifesting on it and claiming it as yours. There will be people who will stand against you of course. But can they truly oppose something like you and your followers?

Though you can of course make this harder on yourself... by gaining **Henderson's Ire**. You get the Points for it but he is a horrific foe even for you to face. Imagine him as having all the normal 600 CP Perks at least, alongside his own Backstory of Doom.

Reward: The **World** you conquered is yours to take with you. So is from now on any other World where your Cult has become the Dominating Religion. While on a World you own you have access to all your Reality bending ability and can shape it as you see fit.

If you have taken **Henderson's Ire** you also get the Perk **Nightmare of Heroes**. Your efforts against any who will want to stop you will be boosted equivalent to Nightmare of Eldritch. Henderson, the memetic eldritch slayer himself failed... now who else could possibly stop you?



Old Man Jumper (+300): This Scenario comes with a simple but rather demanding challenge. You must be Old Man Henderson. You must take his place in the story and see it to the end, at least doing as good as him. This includes bringing the Plot of the campaign to the knees and killing Hastur, without your Perks or Items from outside this Jump either, essentially making the **No Homebrew drawback mandatory for no points. Furthermore you may NOT purchase the Backstory of Doom Item or the Nightmare of Eldritch Perk.** But even after that you will not be done. Hendersons story didn't end here. There was another campaign called the Kings of Nowhere, during which Henderson fought a weakened Hastur for a second chance at life. Than you will find out that Hastur has no afterlife to look forward to, and will cease to exist. Following this reveal you must take his essence and make a deal with Nyarlathotep, before tricking him and finally escaping with Heather, aka reborn Hastur, into a universe he can not touch. You also will not have any memories about the story itself.

Reward: For following in Hendersons footsteps your reward shall be equally as great. The **Backstory of Doom** Item and **Nightmare of Eldritch** Perks are yours for free but with significant upgrades. The **Backstory of Doom** can now reach beyond the normal human limit and affect powers you already possess as well as those you qualify for, while the **Nightmare of Eldritch** Perk is boosted in effectiveness.

You also gain **Heather** as a Companion for free, with her having the equivalent of **Heathers Amulet** with the Power of Hastur in it will be able to follow you as a companion, without the need to be imported. She will function like a Companion gained from Man vs Eldritch.



Decision



Well Jumper our time here is once again at an end. Probably one of the crazier spots you visited huh? What now?

Go Home: Had enough of the World hoping after this Worlds madness? I understand that. Return home with all you earned and my thanks. This was one hell of a 'Game Session' and I was happy to be your GM.

Stay: ...You really want to stay here? You sure? Well who am I to second guess your wishes. Stay here, as your affairs will be put in order and with this final +1000 CP on the house. Enjoy yourself my friend.

Move On: The usual than. To the next Jump it is!

Notes:

-The Antinihilist humanity fuck yeah part of me absolutely adores Old Man Henderson. This story is a bloody mess but an entertaining one and one crazy man spitting eldritch in the face and winning is simply glorious in my eyes.

-If you want to read about the story itself you can go here:

https://1d4chan.org/wiki/Old_Man_Henderson

-Sadly as far as I know the Kings of Nowhere campaign was never actually published. You'll have to come up with something on your own for that one.

-The **Kings of Nowhere**, **Man vs Eldritch** and the **Old Man Jumper** Scenarios can all be done at the same time. In this case you will not only have to deal with Hastur but also whoever your other rival is in the afterlife while also having to deal with the machinations of another Eldritch. No you can not pick Hastur twice for the Man vs God scenario. To give an example, lets say you picked Nyarlathotep as your target for Man vs God and had in a previous Jump had Abaddon as a rival, you will have to deal with both Hastur and Abaddon in Nowhere and once your reborn as 'Eli' you will have to not just trick Nyarlathotep but also defeat him for certain. Hastur can not be picked for **Man vs Eldritch** if this is taken and if Nyarlathotep was chosen he will not act past the end of the story but be able to find you again against all odds.

-The **upgraded Backstory of Doom** is basically a power editor but it is within reason. You cant make yourself a Primarch but if you already are a Primarch you could give yourself the skills of all other Primarchs. You cant give yourself pyrokinesis but you can mke existing pyrokinesis have aesthetical changes or create a new effect to your flames like 'suck up heat' leaving frostbite behind. This is probably ripe for abuse but fanwank responsibly okay?

-You can buy both **Henderson** and **Eli and Heather** from the companion section. Would make about as much sense as anything else here.

-I don't own any of the Art used in this Jump. Its all stuff I found online. Some drawings of Henderson, some generic Eldritch pictures as well as one image depicting Hastur and Nyarlathotep as humans done by Merryweather (felt fitting).